PARANOIA

POWERS THAT BE

TRUST NO ONE

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THIS SOURCEBOOK IS ULTRAVIOLET CLEARANCE ONLY
PLAYERS READING THIS WILL ENJOY ONE COMPLIMENTARY BRAINSCRUB

MONGOOSE PUBLISHING

Nothing like an ol' service group buddy to speed up outfitting, right guys?

How GMs Can Use This Book

Everyone knows Troubleshooters are trouble. They leave behind too many corpses, wreck most of whatever buildings or devices are nearby and barely understand their mission objective, never mind achieving it with minimal casualties. Is this because Troubleshooters are typically feckless, homicidal and on way too many medications? Obviously, but there is more to it.

The powers that be use Troubleshooter teams as blunt objects to attack rivals or settle old scores. Did a Blue-clearance rival finish their project under budget and that made you look stupid? Send in a Troubleshooter team to 'Investigate rumours of treason or something, just get into that Blue citizen's workspace and let chaos erupt'. Did a transbot make you late? Punish that bot by having a Troubleshooter team use it once. In other words, most Troubleshooter teams are used as pawns by folks with enough security clearance to make that happen.

Yet such Machiavellian scheming is rarely done by only one bigwig because they all know how to use Troubleshooters – and if they do not use a team first, their enemies will. That means any given team is likely pulled in several directions at once by competing service groups and secret societies.

Interesting. Someone should write a book about that.

Welcome to *Behind the Curtain*, a sourcebook for *Paranoia* that covers all eight service groups and all 13 secret societies. (There are 12 in the *Core Book* but we are adding the ever-elusive Illuminati back into the game.) GMs can use this book to help create their own missions, make established missions more spicy or just punish players for their inability to show up to game night on time.

For service groups, GMs will find:
- A vague origin that may or may not be true.
- Who currently runs the group and their stats.
- Who wants to take over the group and their stats.
- Several sample departments for more specialised services.
- Several sample locations for Troubleshooters to visit.
- Mission prompts to kickstart your next mission (notice no capital K).
- More Favours for Troubleshooters to spend Moxie on.

- Specific scenes you can drop into any mission to cause more havoc and player anxiety.
- Two mini games which are like specific scenes to drop into game sessions but weirder.

For the traitorous secret societies, GMs will find:
- A vague origin that may or may not be true.
- How The Computer classifies each society: Useful Idiots, Problematic Traitors or Real Terrorists.
- Who currently runs the group, a typical contact person and their stats.
- Who wants to take over the society and their stats.
- Several sample cells for more specialised terrorism.
- Mission prompts to kickstart your next mission (no need for a weak Kickstarter joke here).
- More Favours for Troubleshooters to spend Moxie on.
- Specific scenes you can drop into any mission to cause more turmoil and player-based paranoia.
- A table of random and generic secret objectives related to that specific society.

And at the end of the book, GMs will see Favour handouts, small printable rectangles (or keep 'em digital) to remind players what their Favours can do for both service groups and secret societies.

How come service groups get sample locations but secret societies do not? They did – in the fine *Paranoia* **product** *404 Compendium* **under the title, 'Keep Traiting On, Traitor'. They are called hideouts instead of locations but it is the same thing. Did we plan this to get more book sales? That would have been smart but, to be honest, Famous Game Designers are too busy remembering to add the extra U in words like** *Favour* **to worry about such plots. Plus we ain't that smart.**

Just remember that Alpha Complex is much more a state of mind than a predictable, sensible setting. If you see any inconsistencies or realise us Famous Game Designers wrote about topics we barely understood, we will claim it was on purpose and is like some really deep artistic statements about the diaphanous nature of truth or whatever.

Hey GMs! Read This Please!

Part of this book includes scene kernels: Little bits GMs drop into missions that create short scenes unrelated to the mission's plot for extra chaos and corpses. If you look at any group or society's How They Mess With Troubleshooters section, you will find a **BOLD, ALL CAPS** trigger for each scene kernel. For example, PURGE has one that triggers when the Troubleshooters have to get somewhere specific. If the team gets told to visit IRK Sector's Eat This! cafeteria, the GM can drop that scene kernel into the story and see how it grows.

Does that mean GMs have to use these whenever the team has to get somewhere? Nope. You are a *Paranoia* GM and you are a fickle but fair deity. These triggers indicate when it would be great to add that scene into the story. When should you drop in a scene kernel? Beyond the usual 'when it adds fun' advice:
- The players are stuck and are not sure what to do.
- The dice have been far too kind to the players and it is time to balance the scales.
- The game session hits one of those pauses that always seems to happen.
- Players have been cooperative instead of backstabby.

Service group mini games are treated the same but without triggers because they should be used sparingly. Again, GMs can do what they need but these are a bit longer and different compared to How They Mess With Troubleshooters scene kernels. Still, if you think the game session needs to be a bit more spicy, do what you will.

The Lightbulb Joke

It is unlikely that any citizen of Alpha Complex has ever physically interacted with a light bulb. Most of the lighting is provided by varying (and often incompatible) models of LED panelling. There are still many fluorescent lighting and even lamps in use but any citizen who tries to replace a bulb will get destroyed by Technical Services, Power Services, CPU or their own ineptitude.

Citizens really only know of light bulbs via the skeuomorphic 'brite_bulb' symbol, one of 2,071 Computer Approved Emojis for Interwebs use. The symbol is typically used as a sarcastic response to a citizen who foolishly believes they have proposed a new 'bright idea', when, in fact, their idea is both unoriginal and utterly daft. Middle management group text chains are rife with comments that get 'brite_bulbed' into oblivion.

Surprisingly, the most enduring aspect of the light bulb in Alpha Complex is the joke, 'How many [insert name of morons here] does it take to change a light bulb?' The joke is so ubiquitous, there is at least one well-known variation of it dedicated to mocking each service group. Strictly speaking, these jokes are not considered treasonous but those who utter them in public may receive a visit from IntSec Green goons who are not exactly known for their sense of humour. Here are the most common punchlines for these jokes. No, they are not very funny. Given that Funbot is considered the height of legal comedy, this tracks.

- **Armed Forces:** Five. One to change the bulb and four to carve a commemorative statue of the general who ordered the bulb to be changed before the next parade.
- **CPU:** Only one but good luck trying to fill out all 47 pages of Bulb Requisition Form r4414/B in the dark. Also, that one worker is on break for the next five daycycles.
- **HPD&MC:** What happens when two teams of shameless, fame-hungry citizens square off in the ultimate test of lighting element restoration? Find out this monthcycle when we debut the hot new vidshow, Loyal Bulb Changer Showdown. Competitive bulb replacement has never been so intense!
- **IntSec:** Does not matter because they have night-vision goggles and will still see you, so turn yourself in todaycycle.
- **Power Services:** Eleven. One to switch out the bulb but not before an additional ten have spent hours plugging a multimeter into the socket and arguing whether they should use 120 or 220 volts.
- **PLC:** I dunno but if you want a sweet deal on a pallet of factory reject bulbs that very rarely explode into shrapnel, here is a sweet Buy-One-Buy-Another coupon.
- **R&D:** If the bosses had approved my design for a polonium-powered bulb, nobody would ever have to change a light bulb again! Like we always say at R&D: radiation poisoning is very treatable.
- **Technical Services:** We developed a bot to do that but the model was discontinued when it confused certain dangly bits of human anatomy for a light bulb. Still, our chorus never sounded better with so many *castratis*.
- **Troubleshooters:** You are asking a Troubleshooter team to replace a light bulb? You are kidding, right? No? Um, enjoy your and several others' funerals.

Service Group Rivalries

The whole point of establishing service groups was to clearly delineate domains of responsibility for tasks The Computer was not able to do Itself. Through this delineation, each citizen should know what their job is and, more importantly, what is *not* their job. This keeps folks from stepping on each other's toes. Trouble is, some people really enjoy stepping on toes until they fall off.

Of course, some amount of conflict between service groups is inevitable; they compete over limited resources and squabble over grey areas of authority that more than one group could reasonably claim as their own. However, in practice, the rivalries between Alpha Complex's service groups are less about reasonable disagreements and more about unreasonable and petty office politics.

To put it another way, they hate each other because they have always hated each other. If you ask the average IntSec officer why they hate Armed Services, they might mutter something about losing 'priority access to munitions reserves'. More likely they will say 'their uniforms are stupid, their badges are stupid and their buzzcut heads are particularly stupid'.

Professional Discourtesy

When a citizen is selected for Troubleshooter duty, it will likely be the first time they ever worked closely with members of service groups other than their own. Given the opportunity to serve The Computer, Troubleshooters are expected to put aside professional rivalries to assure their team operates without unnecessary friction. Or at least, you know... pretend to do that.

Officially, a citizen's Troubleshooter assignment always takes priority over any obligations they have towards their assigned service group. However, the reality is that Troubleshooter duty is temporary and when missions are complete, citizens have to go back to their service group 'daycyclejobs'. As such, the acrimony between rival service groups tends to bleed into Troubleshooter missions that make other things bleed.

Loyalty versus *Loyalties*

Although IntSec message boards would tell you otherwise, the problem with citizens in Alpha Complex is not that they are fundamentally disloyal. Citizens have an abundance of loyalty but that loyalty is split in multiple directions. Even the 'true believers' who want nothing more than to serve Friend Computer will find they cannot accomplish much without staying on the right side of coworkers, bunkmates, shady bosses, random citizens with higher security clearances and secret societies.

GMs should use service group rivalries to create an additional vector of conflict between PCs whenever their interactions have become a little *too* cooperative or no one has died in the past five minutes. Conversely,

GMs may use these rivalries to provide opportunities for PCs in situations where they find themselves stuck in a non-fun way as with Favours. Say a team of Troubleshooters finds themselves stymied by a pushy Power Services bureaucrat. If a team member's service group is PLC (Power Services' rival) they may receive a bit of tasty kompromat to use against the bureaucrat as a Moxie-costing Favour.

Incorporating Rivalries into Troubleshooter Missions

Yeah, yeah. Service groups hate each other. But what does this have to do with you, the accomplished and authoritative GM? Here are some suggestions for incorporating such rivalries in your missions so the players really start to hate these groups, but all of these are optional:

- **A Leg Up:** Despite Troubleshooters wearing distinctive uniforms, citizens can determine which service group they belong to via a quick Coretech search. Troubleshooters will find citizens who have the same group to be cooperative at times. They will also find citizens from rival groups to be conspicuously uncooperative and insulting. *+1 NODE to use Charm on citizens from the same service group as the Troubleshooter. -1 NODE to Charm when dealing with citizens from a rival service group.*
- **Enemy of my Enemy:** While citizens are generally amenable to helping Troubleshooters from their own service group, what they *really* enjoy is helping Troubleshooters screw over members of rival groups. If a Troubleshooter seeks assistance from a citizen, a smart tactic is to convince them that cooperation will directly lead to trouble for a rival. *+2 NODE for Charm when attempting to get a citizen to take action that would harm members of their rival service group.*
- **Know Your Foe:** For obvious reasons, citizens tend to be more knowledgeable about the activities of the service group they work for. However, due to the amount of time they have spent listening to supervisors and coworkers pissing and moaning over rival groups, citizens also tend to be knowledgeable about the activities of those groups. *+1 success to Alpha Complex and Bureaucracy rolls involving the rival to a PC's own service group.*
- **Hostile Territory:** Certain locations and facilities in Alpha Complex are informally considered home turf for specific service groups. For example, electrical relay stations are controlled by Power Services

and experimental laboratories are run by R&D. If a Troubleshooter finds themself in a location that is the domain of their own service group, *they may avoid taking 1 (and only 1) Treason Star while in that location.* Furthermore, if a Troubleshooter enters a location controlled by a rival service group, *any action that would normally assign them 1 Treason Star will assign them an additional star.*

○ **Employee Discount:** Citizens who have spent any time working for a service group (which is everyone by law) have learned how to work the system to get good deals on products and services that are either provided by or commonly used by their own group. *If a Troubleshooter wishes to purchase something through XP Points and can describe how their purchase connects to their service group, they can receive a 25% discount on that purchase.*

○ **Stirring the Pot:** Some citizens just want to watch the world burn – and those citizens tend to thrive in Alpha Complex. Citizens are strongly suspicious of members of rival service groups and willing to believe accusations against their rivals, even when those accusations are false. *Any attempt to use Bluff or Intimidation to make a false accusation against a rival receives +2 NODE.*

Mini Games Explained

Here is a peek into the RPG design process.

We pitch ideas for new missions and supplements to Mongoose Publishing, who then laughs at our stupidity and tells us what to do instead. When we pitched the idea of a combo service group and secret society book, Mongoose had one word: 'Mini games!' We explained that was technically two words, so they dropped our per-word rates until we admitted who has power in this relationship.

Kidding! Mongoose is actually one of the better companies we have worked for. They let this joke stay in the book, after all. (Actually, we have no clue if that bit will get cut or not, but saying Mongoose is cool if they leave this in all but guarantees it is staying. CPU is rubbing off on us.)

Our design goal was to create interesting but short scenes that illustrate how a service group can make things hard for the Troubleshooters but in a way that was different for *Paranoia*. Each service group has two mini games near the end of their section. For example,

Armed Forces can force the team into shooting practice to see if they can aim straight. Technical Services can demand the team show which of their own can repair some wiring the quickest. R&D can require the team to taste test experimental B3 flavours. You get the always-against-Troubleshooters idea.

Why these are called mini games is because each goes beyond the core rules and has its own thing. When Armed Forces tells the Troubleshooters to shoot at a target, the GM puts a Computer Dice in the centre of the table. Instead of rolling Violence + Guns to shoot, the players must roll a d6 and have it literally hit the Computer Dice or the shot goes wide. Fail and get a Treason Star. And because this is *Paranoia*, other players can roll to discreetly nudge the shooter so they miss no matter what their d6 hits.

There are no such mini games for secret societies. Why? Two reasons:
1. Those societies get a list of secret objectives that service groups do not need and that took up the space we used for mini games in service group sections. (We are always limited by book size/page counts.)
2. Mini games take place in public since service groups are legal. It does not make sense to put treasonous mini games in public. We thought about running these in secret, but that sounded hard to write and we were too sober for that sort of thing.

When should a GM use these mini games? Anytime they want but a great time would be when the game session hits that inevitable down moment where players are not sure what to do next. In other words, if your *Paranoia* game is a little too close to normal, use mini games to make things weird again.

Can you play these mini games online with Fantasy Grounds, Roll20 or another virtual tabletop platform? For the most part yes but the GM will likely have to make some adjustments. If running that Armed Forces mini game about rolling to hit a Computer Dice, GMs can have players set up their own at their desk or table and tilt their camera to show if the one dice hits the other.

ARMED FORCES
Don't Think, Shoot!

Possible Origin (?)
At first, there was no Armed Forces service group. The Computer knew that any enemy nations would not survive the Whoops, so there was no need for an army and even less need for arming citizens and training them to shoot things, then stuffing them inside a crowded, underground city. (Cannot have a military coup if there is no military to coup.)

Then what happened? A group of ex-weapon manufacturers started rumours that some people survived the Whoops in the Outdoors and wanted revenge. (Over what? No one cared as that was not needed to whip up fear and paranoia.) The merchants of death convinced The Computer to give them funds for one big gun and a pile of sandbags. Part of those funds went to PLC for the gear, who encouraged more gun emplacements to sell more sandbags and guns. Soon enough, there was a gigantic, bloated budget making lots of rich people even richer, so The Computer made the Armed Forces service group just to manage that budget so It did not have to.

Core Responsibilities
Defend Alpha Complex from invasion; find and shoot Commies; inspire citizens through parades and very large weapons.

Ruling Alliance
Since there is no enemy to fight, leaders of Armed Forces are always worried the proverbial other shoe will drop and The Computer will take away all their funds or even – *shudder* – let Internal Security take over. The latest leader, Field Marshal Erin-V-IFE found (what she really thinks is) a new angle: Alpha Complex morale. After all, HPD&MC rightfully warns us that unhappiness leads to terrorism. (Then again, so does uncleanliness, not snitching and independent thought.)

These days, Armed Forces has never seen so many parades, reality shows, almost-fun-to-play video games and promotion ceremonies that make Eurovision look restrained and mundane. Soldiers still get in trouble for not shooting the centre target but they get in more trouble if their medals are not shining bright enough to burn retinas. As everyone is now worrying about Communists instead of generic terrorists, these all feature tons of communist terminology to show how much Armed Forces hates it.

Current Leader: Field Marshal Erin-V-IFE
'Sure, Commies blah blah blah.. Wait, I got it. We'll run two parades at once! So brilliant!'

- **Basics:** Armed Forces, Romantics, Electroshock.
- **Looks:** Violet full dress uniform and cap; too many colourful medals; uses bullets as dangling earrings.
- **Quirks:** Often shining those medals; kicks people to get their attention; very moody.
- **Plans:** Make the annual Victory Over Stupid Mutants Daycycle parade happen every monthcycle for better morale.
- **Gear:** Happy Place app, ankle monitor, 10 thymoglandin pills, Violet laser pistol.
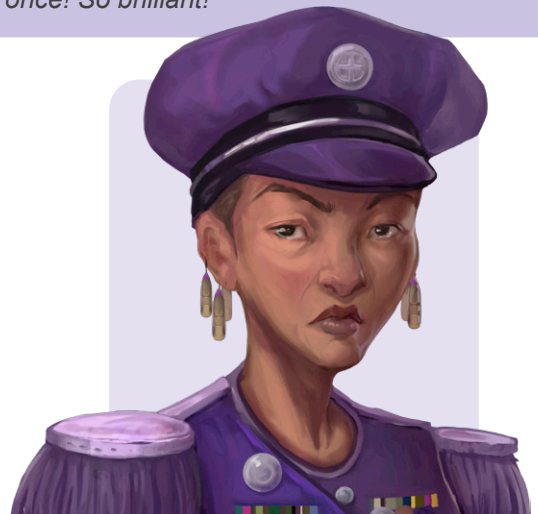
Even with this emphasis, the commanders under the Field Marshal's command still make a brisk trade in selling military gear on the black market, often putting in false replacements for what they stole. That tankbot sure looks scary until you discover it is made from cardboard and balsa wood.

Opposition

Pomp and circumstance is all well and good but there is another way to justify having twice the budget of PLC. If you do not have an enemy army, make one you can defeat.

That is what General Salman-I-QUI and his cabal decided. For yearcycles now, they have been discreetly aiding traitors in the Underplex with training, weapons and armour (no medals, of course). Called The People's Army of Property Damage and Fewer Rights For Everyone, it is nowhere near Armed Forces' numbers or armament and will easily lose every battle, as planned. Even The Computer does not know this so-called enemy army exists. (Indigo clearance gets you some interesting permissions.)

General Salman-I is preparing to reveal the PAPDFRFE to the public at large with a huge attack and he will let it cause some significant damage before 'saving the daycycle' with his arrival. He will report Erin-I for being soft on Communism and then take over Armed Forces and 'lead' the army to victory over the Commies – or so he thinks.

Sample Departments

○ **Vulture Squadron:** The more Armed Forces pushed propagandatainment saying their soldiers are tough and loyal, the more citizens expect any given Armed Forces unit to be weak and confused. Then they run into Vulture Squadron, act somewhat sassy and wake up in their next clone. Vulture Squadron warriors (never just Vultures) are well-trained special ops soldiers who know what they are doing for real and wherever they are deployed, they will start a huge firefight even if the Commie Mutant Traitors never showed up.

○ **Bomb Testing Facility Niner-111:** Yearcycles ago, PLC produced an entire order of bombs that blew up the moment a jackobot barely grazed the container. That spurred generals to create their own bomb-production factory so they could get it right. Here, dozens of Infrareds stand before conveyor belts as quality assurance testers. When a bomb rolls past, they hit it hard with a sledgehammer and see if it explodes – and it never does. All of these bombs are fake, as the colonel in charge of this facility siphoned off the XP Points and now has a shiny new J-type luxury autocar.

○ **Office of the Managing Assistant Deputy Undersecretary for Operations & Logistics:** You know how there is always that one person at work who is awful but has not done enough wrong to get fired? That happens in the military, too. Anyone deemed too annoying is reassigned to this office permanently. What does it do? Nothing. It has zero budget and zero expectations. The ones assigned

Opposition: General Salman-I-QUI

'Oh no. How did Commies get those weapons. Turn page. I can save us, with heroic enthusiasm.'

○ **Basics:** Armed Forces, Communists, Invisibility.
○ **Looks:** Indigo camouflage uniform, missing left leg beyond the knee; thick unibrow.
○ **Quirks:** Neat freak; super loud but does not realise it; only eats military rations.
○ **Plans:** Create a fake Commie army, have them attack a soft target and arrive just in time to save everyone.
○ **Gear:** Indigo double armour, Actor's Friend, torch, zip ties, cone rifle with 2 rockets.

here spend their hourcycles having hot brown drinks and cleaning weapons, waiting for the call to action that will never come. This would be sad if the soldiers here were not so bloody fascist.

- **FLYCOM (Flight Path Command):** Even with rampant grift, Armed Forces has a lot of working flybots (and even more that are working on paper despite commanders selling bits like flight sticks and entire engines). These are easy to fly in the Outdoors but what about inside Alpha Complex? This group creates and maintains approved flight paths inside the Complex so flybots can zoom around without crashing into everything. This works by literally cutting wide tunnels into existing rock, buildings and Red dormitories.

Sample Locations

- **Cache CPM 3105.06B:** Logistics in war can be very hard to manage and, since Armed Forces is always talking about some upcoming, we-are-sure-this-time invasion by whichever group causes the most anxiety, The Computer demanded they secretly create weapon and ammo caches in random sectors. Too bad many have already been sold on the black market. *Roll Chutzpah + Alpha Complex (DIFF 2). If successful, gain one free weapon of Yellow clearance or lower. If failed, +2 Treason Stars for rifling through a cache.*
- **GMR Military Clinic:** Soldiers get injured in battle but in Alpha Complex, they also get injured from parades, smelling too much boot polish and mildly irritating their superior officer. This is a free clinic for soldiers and by free, they mean they deduct costs from your XP Point account without asking you. *If any Troubleshooter spends up to 100 XP Points (and -1 Moxie for the stress of lying), they can pretend to be a soldier and get completely healed.*
- **KILLCOMMCOM (Comms Corps):** KILLCOMMCOM handles all anti-Communist activity for Armed Forces (i.e. anything not about parades or graft) and the Comms Corps makes sure orders are swiftly and accurately dispatched to troops at war or restaurants waiting for todaycycle's lunch order. In fact, food often distracts the soldiers here. *By giving them food, gain +1 success for a Bluff roll involving 'official' Armed Forces communications like Coretech calls and emails.*

How They Mess With Troubleshooters

- **They Suck, Right?:** The only thing Armed Forces hates more than Commies is Internal Security. When the team is **DEALING WITH INTSEC AGENTS**, a squad of Armed Forces officers (the same clearance as those IntSec agents) saunter over and begin rudely mocking the IntSec agents ('Idiotic ticket-giving machines!'). IntSec returns the favour ('Empty heads too stupid to tie their own shoes!'). They remember the Troubleshooters are there, so both groups demand the team give their input. Whoever sides with one group gets Treason Stars from the other. If someone tries being clever and refuses to take a side, they get terminated on principle.
- **Basic Cheating:** Red citizens in Armed Forces are often called cadets because it sounds demeaning. When the team is about to start **USING AN ELEVATOR OR ESCALATOR**, a Red cadet runs up covered in sweat and out of breath. Basic training requires cadets to run 2.5 kilometres in under 13 minutes, so this sucker is going to cheat by taking that elevator/escalator. If the team does nothing about the cheating, the Team Leader will get a free 3-Moxie Favour from Armed Forces. If anyone rats out the cadet, a gang of Red cadets armed with truncheons stops by to train Troubleshooters on what pain really feels like.
- **Make Room, Make Room:** Especially under Field Marshal Erin-V-IFE, Armed Forces has never had so many parades. Due to this, they sometimes run out of clear hallways and rooms to parade through. If the Troubleshooters are **ENTERING A CROWDED AREA**, they get a video Coretech call from a Blue-clearance Major. He needs the team to immediately clear the area before the tankbots roll in, so Troubleshooters will have to convince everyone that their lives are in danger and not from the team. Any remaining citizen gets crushed and the entire team takes 1 Treason Star per unnecessary death.
- **Shine On You Crazy Troubleshooter:** Armed Forces leadership usually has plenty of soldiers to wait on them hand and foot, but todaycycle is a parade and everyone is getting their marching on. When the Troubleshooters are tasked with **HAVING TO DO SOMETHING QUICKLY**, a Green-clearance lieutenant walks over and orders the team to begin shining his 30 different medals until they gleam like halogen lights. A successful Mechanics + Alpha

Negative, still haven't found Purple Squad. I'm sure they'll turn up soon.

Complex roll (DIFF 1) means they shine well – and the Troubleshooters are temporarily blinded by the glare for 2 rounds. Failure breaks the medal being cleaned, so good luck with that.

Mission Prompts

○ **War Games:** Even with all those parades and TV shows, this service group still has to practice and train. The Troubleshooters are hired to play an enemy squad in some training exercises with a platoon from the 41st Non-Volunteer Regiment hunting them down. Do not fret, as the soldiers all have BB guns that do no damage. The briefing officer forgot to distribute those to the Troubleshooters, so they kill soldiers when they fight back. Guess what the surviving soldiers want to do next? While the fighting builds, a Psion team of mutants arrives to attack them both.

○ **Purple Squad:** The team is sent by Armed Forces into the Underplex. An elite, anti-Commie unit called Purple Squad was investigating rumours of a Commie Mutant Traitor army camp before they lost all contact. The Troubleshooters must find a way into the Underplex, deal with some scattered frankenstein bots and frisky mutants, and eventually find the squad. Turns out that squad was surprisingly honest and tried to do something about bloating budgets, so they were banished here. Soon enough, Armed Forces sends them a mission update telling the Troubleshooters to terminate the entire squad which has Indigo-clearance weapons.

○ **Everything to See Here:** The only thing Armed Forces leadership fears is an audit – which CPU drops by to do. Since a good portion of military supplies have been sold to the black market, they put whatever they still have into one warehouse. Then they hire the Troubleshooters to wait until that room was inspected and, before the auditors reach the second warehouse, quietly move everything from the first one to the second to be counted again. When the last warehouse is inventoried, CPU gently demands the team pile all items from all warehouses right in front of them for a marketing photo.

Specific Favours to Receive
Spend 1 Moxie

○ Hop on a passing Armed Forces truckbot for free transportation to a location.

○ Trade in your current laser pistol for a laser rifle of the same clearance.

○ Send an Orange drill sergeant to scream at an Infrared or Red citizen so they lose 1 Moxie.

- Get a 20% military discount at a retail store for one item.
- Receive parts to help fix a particular item or machine (+1 success for repairs).

Spend 2 Moxie
- Get Armed Forces to say something you destroyed was destroyed by Commies instead.
- Get a weapon (Green or lower) that does not work because important parts were sold off.
- Quietly sell an item you can hold to Armed Forces and earn 50 XP Points.
- Set up a TV filming crew for a soldier reality show in any room Yellow or lower.
- Send equal-clearance soldiers to mess with IntSec.

Spend 3 Moxie
- Get an overclocked laser pistol of your clearance (increase any wound by one step).
- Clear a crowded hallway with a fast-moving tankbot.
- Get a free Good Conduct medal that removes any 1 flag.
- Require a Troubleshooter to type up a 20-page report on their most recent battle.

Spend 4 Moxie
- Close several corridors for an upcoming parade that never happens.
- Get a cone rifle and one rocket-propelled grenade (it is still treason outside of Blue clearance).
- Have 10 'Commies' attack one location with Red laser weapons.

Spend 5 Moxie
- Call in an artillery strike that penetrates all levels to reach one location (Green or lower).
- Send a frankenstein warbot to one location and see what happens.
- Have a sniper take out one unimportant citizen (Yellow or lower) or bot in one shot.

Mini Games

Target Practice: All of Armed Forces believes they are the only ones that can shoot straight. And Troubleshooters? They can barely figure out which end to aim at the Commies. (That is unfair, as this only happens around 21% of the time.) Thankfully, there are many soldiers more than willing to judge Troubleshooters based on their shooting ability. A pair of off-duty Yellow-clearance sergeants see the team and demand target practice right here, right now. They set up a few empty B3 cans on a nearby Infrared who

was not doing anything better with her time and the Troubleshooters will have to shoot the target – but not by using their Stats and Skills.

GMs, start by placing the Computer Dice (or any big dice) in the centre of the table. One-by-one, players will have to roll a single dice and physically hit the Computer Dice (even just a tap). Any player who does this may remove 1 Treason Star from their Troubleshooter. Any player who fails to hit the Computer Dice gains 1 Treason Star and the GM decides what that laser hit. Yeah, be afraid.

What do other players do if they are not rolling? Why, they can make the shooting Troubleshooter fail! Each player, if they want, can make a Violence + Stealth roll (DIFF 3) to discreetly nudge the shooter so they miss. Success means the shooter automatically fails even if their dice was on target. Failure means getting caught interfering, which in turn means 2 Treason Stars.

Vulture Squadron Fitness Test: It is not all parades and shining boots in Armed Forces. Soldiers have to get fit or they can be demoted to potato peeling duty (but since potatoes are very rare, they use potato-sized rocks). If any division is the most fit, that would be Vulture Squadron.

A Blue-clearance Vulture Squadron warrior is signing autographs for adoring fans when she sees the Troubleshooters. She runs over immediately and announces a Surprise But Legal Field Fitness Check (SurBuLFeeFee Check). To do this, the warrior pairs Troubleshooters to have a foot race: the Highest Athletics rating pairs with the lowest Athletics rating; then the 2nd highest and 2nd lowest; and so on until everyone is paired up. (Odd number of players? No worries, make a triad instead of a pair.)

To simulate running, all players make Violence + Athletics rolls (no DIFF, just count 5s and 6s). The successes rolled by each pair are added together (Ex: Team Leader gets 1 success and is paired with the Media Officer who got 3 successes. That means they got 4 altogether.). The team with the most successes is the winner (ties are settled by rolling a dice and getting the highest) and both Troubleshooters gain 1 Moxie. The rest are all failures and must run until they puke (i.e. gain a Hurt). However, anyone who rolls no 5s or 6s falls down, cannot participate anymore and takes a wound – and they do the same for their teammate (although their successes still count).

Slogan still in committee review.

CENTRAL PROCESSING UNIT
Slogan still in committee review.

Possible Origin (?)
A version of what became this service group existed before construction on Alpha Complex had even started. Lots of people were needed to plan and manage this massive project. Once it was finished, like all project managers and consultants, they needed more assignments so no one realised they did not do any work. They started offering their services to The Computer, who realised it could spend more cycles tracking down traitors if It unloaded some governmental burdens onto human shoulders.

Thus Central Processing Unit was born. As with every service group, CPU started to fight the others over turf, budgets and access to citizens who are not completely stupid. CPU was busy filling in spreadsheets and missed the initial rush to get ordnance and armour, so they armed themselves with what was left: bureaucracy. IntSec and Armed Forces might beat the ever-living snot out of you but CPU is often worse because they control your permanent record.

Core Responsibilities
Run the government of Alpha Complex; collect and horde data; measure and improve productivity everywhere; take but hide bribes.

Ruling Alliance
When the Great Hotfix was implemented, many people needed to make repairs that were either illegal or required more paperwork than asking to read *Das Kapital*. Although CPU enjoyed the power it had, Prime Secretary Quincy-I (in charge of CPU) believes CPU policies and procedures are currently perfect. Why would The Computer allow CPU to use imperfect policies? Therefore, any and all problems are the citizen's fault. Always.

Any CPU worker can get flagged if they make a tiny mistake, so Quincy-I and his followers let someone *else* at CPU make that decision. That is why a request for a transbot multi-ride pass takes seven different forms, two interviews and three stool samples. No one wants to be the one who approved something lest a higher-up gets their jumpsuit in a bunch and being inflexible makes it easier to blame the system instead of themselves. 'Oh, I *would* approve this cone rifle request... but the order button is greyed out. Don't shoot the messenger and I mean that literally!'

Current Leader: Prime Secretary Quincy-V-YAH
'Ha ha, snort! Wait, wanting to change Mandate CPTM 334.01/a is a joke, right? It had better be.'

- **Basics:** CPU, FCCCP, Telepathy.
- **Looks:** Plaid violet jacket and matching pants; yellow bowtie; chubby like a sedentary gamer.
- **Quirks:** Gets upset when people try to change the rules; snorts when laughing; nasally voice is putting it mildly.
- **Plans:** Create a standard policy where any changes must be personally approved by him; then deny all changes.
- **Gear:** Neurowhip, bottle of 10 focusol capsules, spybot, Pak-N-Sniff app.

Opposition: Secretary Noriko-I-LFO

'No, um, this is just, um, a nominal processing fee to, um, expedite things. What? PAY IT NOW, LOSER!'

- ○ **Basics:** CPU, Free Enterprise, X-ray Vision.
- ○ **Looks:** Indigo pantsuit with rust-coloured blouse; bouffant blonde hair; more freckles than people thought possible.
- ○ **Quirks:** Quick to anger but quick to calm down; texts way too much; tosses *ums* into every sentence.
- ○ **Plans:** Earn enough money to buy the Prime Secretary position as defined by mandate CPPM 701.21/e.
- ○ **Gear:** Over 600K XP Points; Indigo laser pistol; sense multiplier.

Opposition

As Quincy-V pushed CPU to be even more inflexible than it already was, a few employees got cranky. They had plans, you see. Plans on making a few minor, piddling changes, around 117 in total, so they could more easily take bribes. Money is power, and given how much everyone hates CPU's laws and mandates, having power over others is a safety precaution.

As these people bitched and complained, Secretary of Ignorance Noriko-I-LFO saw an opportunity to both gain a following and organise a resistance. (CPU folks gotta stay organised or else they get anxious and sweaty.) She started implementing mild changes under the guise of a new 'pilot programme' so it legally does not count as a change. Quincy-V's side is not challenging this loophole yet because he cannot decide if changing a change is itself a change. Tensions are building however and citizens on both sides are harmlessly collecting lengths of metal pipes and whatever shivs are.

Sample Departments

- ○ **Efficiency General's Office:** One of the more feared CPU departments is this one, as they train and send out the dreaded Yellowpants: Yellow-clearance efficiency auditors hell-bent on making everyone's life an overly complicated nightmare filled with unending video meetings. Because Yellowpants are so annoying, there is a long queue of people waiting to request one to help 'friends'.
- ○ **Department of Resource Allocation & Warfare Strategies:** The poor suckers working here are nervous and jittery instead of dead inside like most government clerks. That is because they handle requests from service groups for resources, which are scarce in todaycycle's Alpha Complex. Angry citizens keep attacking them for not giving them everything they wanted immediately. The ones left are those who can fight back well enough to survive, so CPU gave them the authority to plan combat strategies that are as efficient as they are brutal.
- ○ **Successful Form Agency:** Ah, forms. CPU's lifeblood. See, the problem with forms is that they sometimes work. Despite trying their best to baffle people with inane technicalities, confusing acronyms and mild threats of felony homicide, some citizens complete forms correctly. That forces CPU to do work, so this agency is responsible for finding forms that work 37.2% of the time or better and editing them so they cannot be completed.
- ○ **Office of Putting Things Where No One Can Find Them:** Because CPU deals with so much data, they often run into inconvenient truths such as B3 sales declining or how often Infrareds fall into a food vat and the nutritional levels improve. People with power do not want to hear or see this data and those people control other people with guns. Yet CPU knows data equals power, so they cannot bring themselves to toss it in the round file. Instead, they put it here: A literal labyrinth filled with traps and frankenstein bots where all such data gets hidden inside a three-ring binder labelled, 'Year 214 to Year 214: Paint Drying Historical Trends'.
- ○ **Department of Form Recycling:** Paper is a limited resource in Alpha Complex. After all, paper does not grow on trees! That is why this department exists. They take old digital and paper forms, erase all the data and voila! You got a slightly refurbished form ready for the masses. Sure, they sometimes leave

behind an answer here or there and you might get a form with some disturbing responses already present. As for digital forms, they are uploaded as an image so no one can fill it out online.

Note: There is no equivalent to a judicial system in Alpha Complex. As per mandate ISPM 555.2/a, Internal Security only arrests guilty people. Just ask Internal Security.

Sample Locations

○ **Central Processing Building:** Every sector needs some kind of local government. Laws make it much easier to arrest citizens and fine them into oblivion but it also gives CPU workers a place to work far away from the prying eyes and vulgar complaints of the public they are supposed to serve. The more-or-less capital of a sector, a CPB is a maze of cubicles, winding hallways, more cubicles, meeting rooms with broken video screens, still more cubicles and organic recyclers for either paper or late employees. *Roll 1d6. 1–3 means +2 NODE on the next Bureaucracy roll for any Troubleshooter. 4–6 means -2 NODE on the same.*

○ **Centre for Health Security Mobile Office:** CHS is responsible for monitoring public health crises like infections or Hot Fun eating contests. Their mobile office is a large truckbot with the trailer filled with science gear and the occasional live hantavirus but it does not visit ground zero of a health crisis. Many citizens refuse to believe in germs or bacteria, so this centre would routinely get firebombed for 'spreading lies'. By putting this office on a truckbot, it can zoom away and hide from angry, stupid mobs. *+2 NODE to start a riot near one and +2 NODE for any Science roll made inside the trailer.*

○ **Shuttered Post Offices:** Originally, CPU built a network of post offices that saw a trickle of customers – except for service groups, who would continuously send in boxes of junk mail adverts they wanted posted out. Although The Computer decommissioned all post offices back in Year 214, service groups kept sending those boxes to the post offices. Fast forward to todaycycle and every old post office is stuffed to bursting with junk mail. Computer help you if you open the door, as you will die from paper cuts while you also die from suffocation. *Gain a free 1-Moxie Favour from any service group (found some interesting junk mail) but take three wounds if the door opens.*

○ **Jolly Good Recycling Depot:** Recycling is mandatory because new resources are getting harder and harder to find. When things become scarce, people react appropriately by hoarding and price gouging. CPU knows this from their studies, so they started using their chain of recycling centres to discreetly sell items before they get recycled. It is rare to find a working cone rifle or whatnot but finding parts to build your own is easy-peasy. *No Treason Star for openly asking about a black market here and +2 NODE for Engineer rolls to create your own gear from scraps.*

Scared of diseases? Burn down any lab trying to research a cure. That'll teach... somebody!

How They Mess With Troubleshooters

- **You Skipped the Form?:** CPU loves forms. Scratch that. CPU has a toxic co-dependency with forms, so there is a form for almost everything. Wait until one or more Troubleshooters are close to **COMPLETING A LOYAL ACTION** like recycling or standing to the right on an escalator. As soon as it is done, that Troubleshooter gets a Coretech popup asking if they completed form CP-4000 Rev 47 prior to completing the action. If not, no worries! That Troubleshooter just needs to undo the action, complete the form (should take around 300 minutecycles) and then redo the action. Any teammate who laughs has to help.
- **That is Illegal Now:** Although CPU as a whole dislikes change, they know laws have to be altered sometimes to keep up with new tech and graft trends. Similar to above, when a Troubleshooter is supposed to be **DOING SOMETHING IMPORTANT OR NEEDED FOR THEIR MISSION**, a passing Green CPU director notices and calmly explains that action is now illegal – until someone thanks him with some XP Points. Then it is legal again.
- **'Needed' Gear:** Troubleshooters typically get outfitted with completely random and useless stuff, so it is not uncommon for players to want more items like armour that might actually fit. If any of the Troubleshooters start **ASKING FOR EXTRA EQUIPMENT OR GOING SHOPPING**, The Computer sends an Orange CPU team to evaluate whether the gear is truly needed or not. Regardless of their findings, the gear is not needed until someone greases their palms with around 150 XP Points total.
- **Yellowpants:** The Computer wants everyone to work efficiently so they can move onto more work, so Yellowpants efficiency auditors often prowl the Complex looking for things to improve as they define the term. If the team is **STRUGGLING TO GET ENOUGH SUCCESSES** for an important roll, a Yellowpants comes right up and starts explaining improvements that are mandatory. Does it help? Of course! It helps the Yellowpants feel superior watching dimwits jump through hoops. Plus, this can take *hourcycles*.
- **Not You, Them:** Yellowpants are not the only consultants CPU uses. They have a veritable army of them and they all love making clients look shortsighted so they can force changes on people to feel more control in their miserable lives. When the Troubleshooting team is **INTERACTING WITH SOMEONE AT THAT CLONE'S JOB**, a Green-clearance consultant drops by to improve *that someone's* work, not the Troubleshooters. Whatever the Troubleshooters need gets ignored until someone convinces the clone to admit they do not need any consulting help – which they do not want to do for fear of being consulted out of a clone life.

Mission Prompts

- **Where's My Cut:** Free Enterprise is upset with how CPU sells resources illegally at their recycling depots, so a Blue-clearance society member assigns the Troubleshooters to monitor the depot for signs of illegal commerce. At first, everything is on the level. Then each Troubleshooter's secret society comes by to purchase some black market weapons and armour. Eventually, that Blue citizen orders the team to blow the place up but they have to assemble the bomb themselves by stealing recycling parts.
- **911 is a Joke:** Troubleshooter HQ sends teams on missions but now CPU set up an Emergency Troubleshooter phone number that people can call using their Coretech to request a team on the double. As the team keeps getting questionable 'emergencies' like a petbot stuck atop a security camera, Troubleshooter HQ keeps telling the team to ignore the calls. Then Friend Computer calls to see how the emergency number is working.
- **My Team and My Team:** CPU hires the Troubleshooters to guard a team of Yellowpants as they make Armed Forces combat training more efficient. Armed Forces is furious over this intrusion so they also hire a Troubleshooter team to stop the Yellowpants. Since our Troubleshooters are already at that location, Troubleshooter HQ assigns the second job to the players' team as well. Even The Computer believes one team is somehow two teams, so they need to figure out which *them* is the *them* that will survive.
- **Volunteering for Volunteering:** Long ago, CPU figured out they do not have to pay someone if they volunteered to do work. Troubleshooters have to seek out volunteers for regular work, record them agreeing without threats and take them to their assigned service group jobs where they will stay forever. One citizen volunteered for Troubleshooting duty and is now the team's unofficial mascot. Too bad she has Orange clearance. Even more too bad that she belongs to the Communists and intends on spreading the good news of the admittedly late proletarian revolution.

Specific Favours to Receive

Spend 1 Moxie
- Get a code snippet that adds +2 NODE to your next Program roll.
- Shut down a hallway or corridor with a 'Safe for Reds and Infrareds only!' sign.
- Cover up a door name/number with a poster on worker obligations.
- Publicly thank someone for reporting specific Troubleshooters for treason (even if that never happened).
- Discover the contact info for one citizen's immediate supervisor.

Spend 2 Moxie
- Close a small, not-very-important office for a professional development conference.
- Close a hallway or autocar motorway for 10 minutecycles.
- Get enough personal data to know which three societies a person does not belong to. Probably.
- Temporarily change the clearance restriction of an Orange item to Red.
- Mildly rewrite the official record of a small event caused by the Troubleshooter(s).

Spend 3 Moxie
- Have a safe, sane transbot appear at the station of your choosing.
- Issue a product recall for any one non-weapon item so everyone has to recycle it.
- Find out where a specific citizen has been for the last few hours (not including the Underplex).
- Stage a Lenny-R Public Hating event and discreetly arm them with truncheons.

Spend 4 Moxie
- Create a new form someone must fill out before taking a specific action.
- Put a lien on a teammate's body so they legally cannot do actions until they pay 200 XP Points or die.
- Get blackmail on a citizen (Infrared to Yellow) by watching their last confession booth recording.

Spend 5 Moxie
- Create a deadzone for up to 5 rounds and stop it at any time.
- Get one free termination code (authorisation to kill) for any citizen of equal clearance or lower.
- Remove a specific clone (not citizen) from the system so The Computer does not recognise them.

Mini Games

Yellowpants Efficiency Improvement Exercises: A passing Yellowpants sees the team and decides they need help because everyone knows (but will not publicly admit) that Troubleshooter teams always need help. Each player picks any Stat + Skill combo they want but they must explain how this would improve the team's efficiency to the GM. The GM can accept the explanation or belittle the player and tell them to try again. Once picked, each player rolls against DIFF 2.

- If a player rolls too few OR too many successes (anything not 2 successes), they acted inefficiently and receive 1 Treason Star.
- If a player manages to get two successes exactly, they remove 1 of their Treason Stars.

However, other Troubleshooters can 'help'. One player (the first to ask the GM) can roll 1d6. If it is a 5 or 6, add one success to the original player's total. If a Troubleshooter fails this roll to help, they both get Treason Stars.

Form CP-5050 EZ Troubleshooter Version: Form CP-5050 EZ is to be completed by workers before they finish a task so they can provide feedback. It clearly states at the top, 'ONLY INCLUDE POSITIVE FEEDBACK SUCH AS AFFIRMATIONS AND GRATITUDE | GROVELLING NOT REQUIRED BUT A PLUS'. At any time during a mission, an Orange CPU analyst demands one Troubleshooter complete this form immediately.

That player must roll dice equal to their current Bureaucracy rating. (Treat any negative ratings as positive here, so -2 means using two dice and 0 always means 1 dice thanks to the Computer Dice.) The goal is to get three dice showing a 4-5-6 set. The player can reroll one or more of their dice at any time as long as they do not roll either a 1 and a 2. If they do, they ruin the form and all Troubleshooters receive 1 Treason Star.

However, the player doing the rolling cannot use their hands. They must use a pen or pencil to 'roll' each dice instead. If a dice goes off the table, that Troubleshooter gets 1 Treason Star and must continue. Anyone caught using a pencil to simply roll it over one time for a better result is commended for their cleverness and then demoted to Infrared clearance.

HPD&MC: BUILD, SHOW, MANIPULATE.
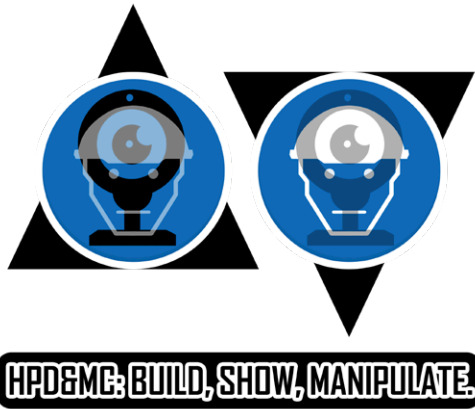
HOUSING PRESERVATION AND DEVELOPMENT & MIND CONTROL (HPD&MC)

Build, Show, Manipulate.

Possible Origin (?)

The creation of HPD&MC was something of an afterthought. An &fterthought, if you will. The Computer had already established all the other service groups to account for everything a citizen could possibly need: power, bots, laws, redacted data and the like. However, The Computer forgot citizens need one other thing: a place to live. And eat. And do whatever gross business humans do in bathrooms. How did Alpha Complex's ersatz housing authority end up running its entertainment industry? By accident.

Turns out, when you give people a place to live, they find ways of using that space to entertain themselves: rude doodles on the walls, hallway dance-battles, starting a terrorist organisation to massacre innocent people and so on. Reluctantly, The Computer authorised a new service group to be created based on propaganda and entertainment. Propagandatainment, if you will.

Yet The Computer had a bunch of jobs, mostly construction-focused, that other service groups would not touch for fear of being blamed when a sinkhole takes out a Violet citizen's mansion. Tired of doing all this organising when it could be hunting down traitors, Friend Computer took anything unassigned, slapped it into what is now called HPD&MC and told them to figure it out or else.

Core Responsibilities

Create and maintain all Alpha Complex rooms and infrastructure; help citizens think the right thoughts.

Ruling Alliance

Anyone hoping to exert influence over HPD&MC must maintain relationships within both the housing and entertainment wings of the group – a difficult task considering how to get blue-collar construction workers to play nice with white-collar method actors and auteurs.

At the moment, this influence is wielded by a tenuous alliance between FCCCP and Free Enterprise barely held together by Master Builder Theodore-V-IPS. FCCCP reaches out to blue-collar folks and keeps them happy with the usual opiate of the masses, including opiates. Free Enterprise reaches out to white-collar folks and keeps them happy with merchandising licenses and plenty of faked admiration. Theodore-V keeps FCCCP and Free Enterprise from attacking each other over perceived slights so everyone stays alive long enough to get some things done.

The trouble with letting these particular secret societies run HPD&MC is that it results in bad housing and worse programming. Try getting a decent nightcycle's sleep while there is a gaggle of FCCCP fanatics screaming loudly in tongues across the hall from your living quarters. Absolutely nobody enjoys watching videos that alternate between sanctimonious moralising and crass product placement. Ratings and Housing Happiness Surveys have been cratering in recent monthcycles and The Computer has taken notice.

Opposition

Theodore-V's run as the leader of HPD&MC has kept the peace, so of course some employees hate him. Rumours of an impending departmental reshuffle has everybody on edge – and nobody is more poised to exploit this than Chief Project Coordinator Trudy-I-NUW. She wants to fan the flames and get both sides arguing, maybe even attacking each other.

In the ensuing chaos, she will assassinate Theodore-V and blame extremists on both sides working together. She even has a pre-written speech calling for unity at the ready. ('If we can come together for cold-blooded murder, surely we can come together to murder other service group workers!') What is the point? Oh, that is simple. Trudy-I wants to be Trudy-V and is trying to create the need for a new Violet citizen inside HPD&MC. No amusing miscommunication here, just regular ol' naked ambition.

Current Leader: Master Builder Theodore-V-IPS

'No, I am as right as the CoolCit Mark 2 AC system is frigid, full stop.'

- **Basics:** HPD&MC, FCCCP, Clone Empathy (Charm).
- **Looks:** Shows off his pecs with too-tight dress shirts; aubergine slacks; bespoke hardhat.
- **Quirks:** Loves obsolete ventilation systems; spends hours watching blooper reels; hates admitting mistakes.
- **Plans:** Keep construction and entertainment happy by producing a building construction reality show.
- **Gear:** Tricked out armoured golf cart (functions as Violet double armour), Violet laser pistol.

Opposition: Chief Project Coordinator Trudy-I-NUW

'Do those manual labourers care about art? Of course not! Now calm down and try some stale granola.'

- **Basics:** HPD&MC, Sierra Club, Hypersenses.
- **Looks:** Sturdy build; maintains a tan somehow; Indigo canvas shorts and dusty hiking boots.
- **Quirks:** Walks and meetings walk alongside her; hands out gravel to eat called granola; bites lip when nervous.
- **Plans:** Terminate HPD&MC's current leader so she can get a promotion and run it herself.
- **Gear:** Vidiot Studio Pro app, neurowhip. Skinnerstick, a wood walking stick painted to look metallic.

Sample Departments

- **Department of Roommate Matching:** RoomieMatch began as a system to determine which citizens had compatible personalities so they could live together and not have IntSec drop by twice a day. However, it soon became clear that compatible roommates quickly turned into a small, treasonous cell. The assessment was tweaked to identify which personality types were most likely to snitch on which other personality types and have those live together. Interestingly, this adjustment seemed to boost happiness metrics. Citizens really love snitching.

- **Housing Occupant Associations (HOAs):** HPD&MC leadership believes it is important for citizens to take pride in the appearance and maintenance of their personal living quarters as this saves on scrubots. Leadership also believes citizens should take pride in the appearance of *everybody else's* living quarters. Groups known as HOAs establish mandatory recommended guidelines for everything from how close a bed should be to the wall (6 centimetres) to how many patriotic posters should adorn each wall (3 for south facing walls, 4 for north facing walls). HOAs also hire Keep Residences Nice workers (KRNs) to wander around and report others for having a door 4 centimetres taller than permitted.

- **Office of Standards and Practices:** All entertainment programming is vetted by several teams to ensure it will not get the writers sent to a Joyful Liberation of Guilt hostel. Yellow-clearance censors scrub out material that is overtly treasonous – mostly gratuitous portrayals of unauthorised violence and insufficiently gratuitous portrayals of *authorised* violence. Standards and Practices exists to eliminate content that is not exactly treasonous but still runs afoul of established standards of decency and good taste that they arbitrarily decided was important. 90% of eliminated content turns out to be puns.
- **Department of Post Production & VFX:** The phrase 'we'll fix it in post' is a common refrain during movie and show production, particularly when the things are rushed and over-budget (as usual). HPD&MC's post production studio tends to break just as much as it fixes. Although it would be easy to chalk this up to incompetence, the truth is that the studio receives separate and often contradictory notes regarding the final product they are expected to turn out. When all else fails, they usually resort to adding a few extra explosions and calling it a day.

Sample Locations
- **Editing Bay:** When filming videos on location, HPD&MC makes use of Alpha Complex's existing surveillance infrastructure and even people's Coretech recordings. After all, why buy and maintain tons of cameras when IntSec is already doing that? If a citizen wishes to sneak a peek at some surveillance footage, accessing an HPD&MC editing booth is significantly less risky than trying to steal the footage from IntSec. *Brains + Alpha Complex (DIFF 1) to find a particular video. If a Troubleshooter wants to edit the video, act as if that Troubleshooter has the Vidiot Studio Pro app.*
- **Wreck Room:** HPD&MC maintains a fleet of heavy construction equipment: cranes, bulldozers, excavators and so on. When equipment breaks down, the user is terminated and it is taken to a Central Repair Hub nicknamed the Wreck Room. The shop is full of workers who wield large pneumatic wrenches and laser welding gear who go on sanctioned breaks every hourcycle. It is a dangerous worksite, even for trained personnel. For hapless Troubleshooters, even more so. *Characters who suffer a wound in this location will suffer one additional wound.*

- **Prop Shop:** Actors and directors can find pretty much anything in the Prop Shop: weapons, high tech gadgets and all manner of treasonous contraband. Of course, all of it is *fake*. Some of the props are convincing facsimiles of real items, while others are only convincing enough to fool sleepy Infrareds. HPD&MC has at least five guards on duty at any moment. *If the GM agrees a given prop is relevant to a roll, the player starts with +1 success already. Getting the props is a problem generally solved with hush money.*
- **Kindacrete World:** Do you love concrete? Of course you do! But concrete is getting harder to produce, so HPD&MC invented a substance called *kindacrete* that is kind of like concrete but weaker and more prone to damage so HPD&MC can get more repair work. Kindacrete World is Alpha Complex's premiere concrete tourism experience. Enjoy standing next to a concrete support column or take a dip in the wet concrete wading pool which is kept black dark on purpose and is not related to mould or bacteria. *Automatic success at hiding a body here, no roll needed. Anyone who goes swimming takes 1 wound and -1 Moxie from the burning sensations.*

How They Mess With Troubleshooters
- **Welcome to Showbiz, Kid:** 'Keep rolling!' This is the phrase you hear from HPD&MC directors when a team of Troubleshooters wander onto one of their productions, which can be done on location anywhere in Alpha Complex that will not shoot the director. When the Troubleshooters are first **ENTERING AN IMPORTANT PLACE**, they find HPD&MC and a few Yellow to Blue actors filming a commercial for spirulina scones. The Troubleshooters are quickly assigned roles as extras and must roll Chutzpah + Athletics (DIFF 2). Success means they get a 100 XP Point bonus for their time. Failure means reshoots costing that same player with -100 XP Points.
- **Safety Protocols:** Safety is everyone's responsibility, including those that are not responsible at all. If Troubleshooters find themselves **AT A GREAT HOTFIX CONSTRUCTION WORK SITE**, they will be required at all times to follow all HPD&MC worksite safety protocols. This includes wearing reflective work vests as well as hardhats which can be bought online for 75 XP Points. Once they are kitted out, they will be rather hard

to distinguish from actual construction workers. They quickly get confused for them and must roll Mechanics + Engineer (DIFF 3). If they succeed, they cannot leave without permission from a Yellow site manager. If they fail, they can leave normally.

- ○ **Central Casting:** HPD&MC's Green-clearance talent scouts obsessively seek out stars in the making, all desperate to find the next Teela-O-MLY. Troubleshooters have faces, typically. And because they die and are re-cloned so frequently, those faces might even be considered fresh! When the team is **WAITING FOR ANY REASON**, a talent scout picks the Troubleshooter with the highest Chutzpah stat (or picks randomly if there is a tie). If the player makes a successful Chutzpah + Charm or Bluff roll (DIFF 1), they get +2 Moxie and 50 XP Points. However, other Troubleshooters can increase the DIFF by 1 each time they talk to the scout and reveal the 'truth' about the first Troubleshooter's personality and habits.

- ○ **Ersatz Demolition Crew:** At HPD&MC, high level architects and project managers are always eager to build new housing projects that no one needs. Trouble is, in order to justify building new housing, some older housing has to be officially condemned as 'irredeemably degraded'. If the Troubleshooters are **INSIDE A BUILDING USED BY YELLOWS OR LOWER**, an Orange equipment operator tells the team they stand to make 50 XP Points apiece if they ruin the building so it can be torn down and rebuilt with even less safety features. Doing so will get a Troubleshooter 20 XP Points instead of 50, +1 Moxie for the sheer fun of being destructive on purpose and 1 Treason Star.

Mission Prompts

- ○ **Scavenger Hunt:** A Green-clearance architect wants Theodore-V to approve her design for a new type of air vent big enough to allow actors to crawl through so the entertainment side does not have to write sensible scripts. She fears rival designers have pulled strings to have their projects approved over hers and hopes to even the odds by giving Theodore-V an item he really wanted: the motherboard from a vintage EZ_BRZ_972 Ventilation Control System. She hires a team of Troubleshooters to obtain it. The team finds that the last known model of this ventilation system is only found through a series of treacherously small air ducts in a large Infrared-clearance barracks. Once they locate and remove the motherboard,

the ventilation system begins to malfunction badly. Then Friend Computer calls to ask, since they are clearly working on vents, if they know why so many Infrareds in those barracks are passing out from lack of oxygen.

- ○ **Inspectors:** Trudy-I hopes to sabotage Theodore-V's pet project, a vidshow about rival teams of construction workers called Builder v. Other Builder. She suspects that both teams are cutting corners in violation of building codes but the on-site inspectors are in Theodore-V's pocket and inclined to look the other way. Trudy-I sends in a team of Troubleshooters to document code violations. Quickly, each Troubleshooter is contacted by their secret society and given a secondary mission: sabotage one of the construction teams in favour of another (each Troubleshooter is assigned a different team to subvert, obviously).

- ○ **Better Living Through Automation:** HPD&MC has created a prototype for a new kind of communal living space for Red-clearance citizens and a team of Troubleshooters have been assigned to test it. At first, this seems like a cushy gig; the prototype is less smelly than a standard Red dorm, plus it includes automated 'smart home' features. Except the smart home mutated into a DAIV and is trying to kill them. First, it blocks any Coretech communication with anybody outside the living space. Then it uses control of doorways, utilities and climate control to pick off the Troubleshooters one at a time. The important thing? Do not damage the prototype living space!

Specific Favours to Receive
Spend 1 Moxie
- ○ Find out where a citizen with equal or lower clearance than you lives.
- ○ Get a free video or audio clip recorded by HPD&MC for one of their shows.
- ○ Drone delivers a hard hat and high-visibility vest to your location for free.
- ○ Cause a minor plumbing problem in a public space that floods the area somewhat.
- ○ Start construction on a motorway to snarl traffic and turn a 5 minutecycle drive into 1 hourcycle.

Spend 2 Moxie
- ○ Gain access to raw footage from any extant entertainment production.
- ○ Drone delivers a specified item from the HPD&MC Prop Shop to your location (but it is still a prop).

- Activate fire alarms to trigger temporary evacuation of a Red or Infrared location.
- Change a location's security clearance requirement by one level for one hour (e.g. Orange becomes Red).
- Close a corridor or room with a Great Hotfix repair project and some burly work crews.

Spend 3 Moxie
- Gain full access to the surveillance cameras located in the quarters of a citizen of your clearance or lower.
- Cause a *truly apocalyptic* plumbing problem in a public space.
- Gain access to an Orange or lower citizen's quarters for five minutecycles.
- Make a small but important change to the official history of this mission so far.

Spend 4 Moxie
- Captain Alpha or Funbot shows up in person at your current location (but you cannot control them).
- Gain full surveillance access to any housing property Blue clearance and lower.
- Change official directions to reach somewhere so they instead lead to HEL Sector.

Spend 5 Moxie
- Get a recorded video message from the real Teela-O saying you are a loyal clone.
- Become a minor celebrity for a daycycle thanks to HPD&MC showcasing your loyal social media posts.
- Edit a work order so a building slated for demolition next weekcycle gets destroyed immediately.

Mini Games

Leaning Tower of Wifi: All Coretechs operate through wifi but getting good signals can be hard since there is little room for towers in Alpha Complex. But that is a defeatist attitude worthy of traitors and HPD&MC leadership knows someone else can do this. (They would help but they have a mani-pedi appointment they cannot skip.)

When the team is walking around on their mission, they come across an Orange-clearance work crew building a wifi tower and cutting a giant hole in several ceilings above it. When they see Red Troubleshooters, the work crew demands the Troubleshooters help build this tower and showing a mission alert or calling Friend Computer does nothing.

The GM starts by placing the Computer Dice near the centre of the table. Players in turn, starting with whoever volunteers first, must take a d6 and stack it atop the Computer Dice. The next dice goes atop that dice and so on until something falls off. That player's Troubleshooter gets a Hurt for falling off the tower and a Treason Star for being an ineffectual git. The others get nothing, which is a rather nice present when you live in Alpha Complex.

Voiceover Auditions: HPD&MC is storyboarding an animated series about a talking toaster, so they are in need of voice actors. The usual celebrities are all overbooked (except for Funbot but it is notorious for bad behaviour on set), so a Yellow-clearance talent scout needs someone who can talk well. When she spies the Troubleshooters, she jogs over and asks everyone to do a voice acting check. She is hoping to save budget by telling Troubleshooters such acting is their normal mission assignment and nothing to pay them for.

Starting with the player with the lowest Chutzpah (GM breaks any ties), they must look another player in the eyes and say, 'Computer good'. That player must either look at someone else (not the person who gave 'it' to you) and say, 'Computer good' or look back at the one who gave 'it' and instead ask, 'Is it?'. Then that player must do one of the two and so on unless someone screws up. (For example, I look at Emily and say, 'Computer good'. Emily looks at Zach and says, 'Computer good'. Zach looks back at Emily and asks, 'Is it?'. Emily must either look back at Zach and say, 'Is it?' or at a different player and say, 'Computer good'.)

For wasting the talent scout's time by not being perfect, that Troubleshooter faces +1 Treason Star, -1 Moxie and is out of the running. The winner is the last clone standing, who loses a Treason Star and gains 50 XP Points. Naturally, the talent scout does not hire any Troubleshooters.

Internal Security

Protect Some, Arrest All.

Possible Origin (?)

It would be nice to blame IntSec's current state on some odd quirk of history, or some kind of error nobody caught, but from the very beginning, most Alpha Complex police units were cruel and corrupt. (There were good coppers but those kept facing accidental weapon discharges until they were dead-dead.) Several security organisations were merged into one Internal Security group soon after the big Whoops happened and its agents quickly realised a paranoid Computer demanded plenty of arrests and corrections. If they sacrifice innocent people, agents will likely live another day. That would pose an ethical quandary to IntSec agents if they were permitted to have ethics.

Core Responsibilities

Enforce the mandates and laws of Alpha Complex; uncover or make up evidence of treason and punish citizens accordingly; get more resources than any other service group.

Ruling Alliance

Right now, IntSec is run by a cabal that feels IntSec agents are spending too much time and energy arresting traitors when a nice, simple summary execution saves both. They probably have clones left! This group wants to increase penalties for all treason (for real charges or just for a lark) to include termination. They feel clone backups exist for a reason and that reason is being executed for treason so IntSec can enjoy legally murdering someone.

This has created a nagging problem with the *unofficial* budget. Previously, IntSec would blackmail people and use those XP Points to buy even more military-grade weapons and zip ties. Now that leadership is more focused on offing citizens (oops, sorry, applying just punishments), the revenue stream is dying out. Things are getting so bad that they are running low on those wide monocular helmets.

Opposition

Since the budget is taking a hit, the First Deputy of Human Resources Ria-I-GNO has built a loyal group that wants to keep citizens alive. Not for any noble purpose, that would be silly. No, they want to treat citizens as

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Current Leader: Head of Internal Security William-V-DEA

'Denying he's a mutant means he really is a mutant. Execute him and let's grab some lunch.'

- ○ **Basics:** IntSec, Free Enterprise, Machine Empathy.
- ○ **Looks:** Pale skin even for Alpha Complex; violet monocular helmet; mulberry-coloured suit.
- ○ **Quirks:** Worryingly calm when upset; talks about 'Mallard clearance' without defining it; loves eating lunch.
- ○ **Plans:** Expand execution as a treason correction; keep Ria-I's people away from power.
- ○ **Gear:** Violet double armour, Violet laser pistol, 2 thymoglandin pills, truncheon.

Opposition: First Deputy of Human Resources Ria-I-GNO

'I could overlook this infraction but I keep worrying about how low my XP Point account is. Are we clear?'

- ○ **Basics:** IntSec, FCCCP, Teleport.
- ○ **Looks:** Short with blonde hair to her waist; dark Indigo skirt and light Indigo double armour; scar over left eye.
- ○ **Quirks:** Takes credit for underling's work; easily offended; always talks about needing XP Points.
- ○ **Plans:** Get blackmail on William-V-DEA to take over as head of IntSec; earn a crazy amount of XP Points.
- ○ **Gear:** Indigo double armour, Indigo laser pistol, traitor leash.

natural resources to mine for XP Points and view all those summary executions as needless wastes of what is rightfully theirs, e.g. your money. They still execute people when they feel the perp deserves it or the agents are bored but they are more likely to shake someone down than straight-up murder them.

Sample Departments

- ○ **Double Ticket Unit:** Besides instant hot death, IntSec doles out tickets and fines when they catch someone committing treason but do not want to deal with all that post-execution paperwork (especially Ria-I's group). This unit has a special mandate. They assign tickets and fines but purposefully do not tell the citizen in question. Then they wait a few minutes (too short to fix or change anything) and give out the exact same ticket/fine as before but now with a 30% late fee.
- ○ **Department of Excessive Violence:** When a building is occupied by terrorists or a secret society cell (same thing), this is the heavily armed SWAT team that clears the space. Most are part of William-V-DEA's camp so they do not worry about traitor deaths (or innocent bystander deaths). However, all SWAT members are heavily medicated and almost always attack the wrong building. Do not worry! If they terminate you in a hail of laser shots by mistake, you will receive a free BOGO coupon for Cold Fun.
- ○ **Citizen Snitch Force:** This started as a way to give annoying citizens something to investigate so they will stop calling the station house all the time with

stupid complaints. ('My roomie used her mutant power to drink my B3 when I was at work!') Since then, it has evolved into a huge data collection scheme targeting a citizen's friends and neighbours. These volunteer snitches will message IntSec and report rumours, gossip and when their friends and neighbours start smacking the snitch. Is that not what citizens were doing before Citizen Snitch Force? Yes, but now all snitch data is plugged into a database that IntSec can ignore.

- ○ **Community Resource Unit:** The goal of this unit is to improve relationships with the public, such as community outreaches or hearing citizen complaints about police brutality. Any citizen sending messages or showing up here is instantly arrested.
- ○ **Office of Green Goons:** Yes, that is the official title. These are Green-clearance agents known for extreme violence and hatred of self-reflection. Some are used for guard duty while others simply roam Alpha Complex like unemployed, bored bullies looking for some state-authorised violence to pass the time. (If Blue troopers are used when you need some forethought and good judgement; Green goons are closer to small, loyal riots-in-waiting one lets loose in a sector when one is in another sector.)

Sample Locations

- ○ **LoyalTea Cafe:** A chain of hot brown drink shops that offers a huge discount to IntSec agents. That means you can find plenty of agents (on the clock or off) hanging out here and having a laugh over how they beat that old woman yesterdaycycle.

That also means secret societies like to bomb the cafes but that in turn means cafe employees have become bomb disposal experts. Have fun, Troubleshooter! *+2 NODE for any attempt to bribe or bootlick IntSec agents here; GM rolls 1d6 and 1 means a bomb is there.*

○ **4th Floor:** Every IntSec station house has this floor and every not-insane citizen fears it. This is where IntSec agents interrogate arrestees (or as they put it, teach enhanced communication skills) to get dirt on co-conspirators or just to work off some steam. The entire floor is soundproofed and tiled with drains set in the floor. Several rooms exist for enhanced communication skills training so criminals can answer every damn question with the truth or a cry of pain. There is even a chute for disposing of bodies built into the floor. *-3 NODE to keep secrets; -4 NODE to not pass out from the pain; can dispose of bodies here.*

○ **The Weeping Place:** IntSec has several black sites for processing valuable traitors but this is the only one people know by nickname. No one is sure exactly where The Weeping Place exists but it is known to be dark, humid and extremely good at turning clones into a fine, red mist. (It is a perfectly square building labelled Soylent Curing Room and there are multiples across the Complex.) *If someone is sent here, go ahead and decant the next clone for this poor citizen.*

○ **Firing Range:** To train its agents, IntSec has built a fake subsector level that looks real. No one lives there. Agents show up, ready their firearms and wander the corridors. Every now and then, a cardboard cutout of a citizen or traitor pops up in a window or doorway. The agents have to shoot within seconds and there are no wrong shots. Lately, IntSec leadership is wondering if Troubleshooters can be used in place of the cardboard people for enhanced realism. *-1 Treason Star if serving as a target.*

○ **Treason Forensic Labs:** In theory, this is where expert agents examine evidence to determine the identity of criminals and how treason was committed. They do this but only after a citizen has been arrested and convicted for the crimes in question. (IntSec would not arrest an innocent person, got it?) There is even a whole floor dedicated to fabricating evidence. *Gain evidence that allows a one-time +2 successes for intimidation or getting another in trouble.*

How They Mess With Troubleshooters

○ **Hallway Checkpoints:** IntSec often puts checkpoints guarded by two Yellow-clearance agents in pedestrian corridors outside of places like 'Big' Bob-Y's Buyatorium and Red-clearance barracks. If the team is **WALKING DOWN A CORRIDOR**, the two agents will hand-search any Troubleshooter with 2+ flags, so GMs can use this to get any Troubleshooter with illegal items in trouble. Anyone with 4 Treason Stars will get a fifth star (and become Most Wanted) from the agents just for shits and giggles.

○ **Pull Over:** If the Troubleshooters start **HOPPING INTO AN AUTOCAR** or something similar, GMs can have two Blue troopers in an IntSec autocar drop by for a quick loyalty check. Anyone with no Treason Stars gets one on principle. The Troubleshooter(s) with the most Treason Stars gets a second one as well. Both can be ignored if the Troubleshooter in question makes a 50 XP Point donation to the Future Fallen Agent charity.

○ **Invitation to Kill:** Sometimes agents mildly worry about how many innocent people they execute in the field, so a few have adopted a novel approach. If the team has been **ARGUING OR DOING NOTHING**, three Green goons demand the Troubleshooters prove their loyalty to Friend Computer by executing a crying, Red-clearance traitor they brought along with them This way, if there is any blowback over the termination, the Troubleshooters get in trouble because they literally pulled the trigger. Once the traitor is dead, have the player most responsible make a Brains + Alpha Complex roll (DIFF 2). If successful, no one cares about another dead Red. If failed, that Troubleshooter gets demoted to Infrared clearance for murdering someone innocent and loyal.

○ **Confess, Traitor!:** IntSec gets the guilty party one way or another, even if the guilty party is not guilty. If the Troubleshooters are **HAVING TO DO SOMETHING QUICKLY**, two Green goons approach the Troubleshooter with the most Treason Stars and demand they admit guilt to an unknown crime. (The actual crime is above their security clearances to even hear.) That player makes a Chutzpah + Intimidate roll (DIFF 1). If successful, the Green goons pick another Troubleshooter to target. If failed, that Troubleshooter is terminated on the spot and the goons leave.

○ **Upload it Warmly:** IntSec is not the most popular service group out there, so some of Ria-I's agents worry that having a bad reputation will make it

harder to be offered bribes. As the Troubleshooters begin **WALKING INTO AN AREA RED OR HIGHER**, they come across an Orange citizen hog-tied and being beaten by Green goons with truncheons. The agents demand at least one Troubleshooter take a video of the beating and upload it to VidMe and SWARG social media platforms. If they do this, they get 1 Treason Star for recording the police. If they refuse, the agents request a 200 XP Point thank-you for not giving them any Treason Stars.

Mission Prompts

○ **Snitch on Them:** Citizen Snitch Force wants to be an official part of IntSec (not just helpful/annoying citizens but actual IntSec agents with cool uniforms and even cooler termination codes), so they hire the Troubleshooters to work with them and find/arrest traitors. Each bit of treason is something ridiculously small, more akin to neighbours complaining than anything arrestable: taking too many selfies, walking moderately faster than recommended and so on. However, each citizen they spy on is really a high-level secret society member and a huge traitor if uncovered. Too bad the snitches only care about insignificant treason.

○ **Fundraising Time:** Ria-I is honestly worried about the budget with William-V's people terminating folks willy-nilly. To correct for that, she hires the Troubleshooters to raise funds for her agents in particular. First, each Troubleshooter gets an IntSec boot and must stand in the middle of the M7(R) Revised Autocar Freeway collecting XP Points. Troubleshooters will have to deal with the fact that no one has coins or paper XP Points, so there is no way to donate to that boot. Next, the team will have to create baked goods and then run a bake sale. That is when Communists decide to attack. Protect that cake, Troubleshooter!

○ **Door Duty:** IntSec and Armed Forces are big rivals. Wait, too nice. They loathe each other and would genocide the other if they could. Guess what the Troubleshooters get to deal with? They are sent to relieve Armed Forces guards at an exit to the Outdoors but when they get there, they see six soldiers arguing with six agents over who really has the mandate to guard such exits. They ask the Troubleshooters to settle the debate. Once settled, the team can go on guard duty – until there's a polite knock on the door from the outside. Turns out Sierra Club has a small battalion and they want in.

This is not a nap. It is a tactical awareness-boosting exercise approved by this Blue trooper.

Specific Favours to Receive

Spend 1 Moxie
- Shut down traffic with a surprise hygiene inspection checkpoint.
- Fine a citizen up to 50 XP Points (Red and Infrared only).
- 'Preventatively' hit someone with a skinnerstick for -1 Moxie.
- Detain someone for a few minutecycles.
- Agents clear whatever room everyone is in (or corridor, or nuclear power plant).

Spend 2 Moxie
- Have an agent hit a cheap object with a truncheon until it stops working.
- Fine a citizen up to 50 XP Points (Orange or Yellow only).
- Plant real or digital evidence of treason worthy of 1 Treason Star.
- Send equal-clearance agents to mess with Armed Forces.

Spend 3 Moxie
- Warn a citizen (Yellow or less) with a beating until they are Injured.
- Detain someone for five minutes (Blue only).
- Have an agent smash a laser pistol owned by someone.
- Plant real or digital evidence of treason worth 2 Treason Stars.

Spend 4 Moxie
- Get a termination code for free for any one citizen (Yellow or less only).
- Give a stronger warning by beating a citizen (Yellow or less only) until they are Maimed.
- Gain a cone rifle with one rocket stolen from Armed Forces.

Spend 5 Moxie
- Reveal a deep, treasonous secret about another Troubleshooter.
- Raid a building or room with too many Green goons and utterly destroy that location.
- Run over and kill a citizen (Blue and lower only).

Mini Games

Ticket quota: Even William-V's agents have ticket quotas they must fulfil each monthcycle or get assigned to Infrared bathroom cleaning duties. Here, a random

Green goon sees the Troubleshooters and realises that quota can be filled in no time. She approaches and starts looking the Troubleshooters up and down without speaking. Then have each player roll 1d6:
- 1–3 means getting a ticket for being either suspicious or not suspicious enough. (1 Treason Star and -50 XP Points).
- 4–5 means the Troubleshooters are not worth the Goon's time unless someone antagonises the goon. Try not to praise Armed Forces here.
- 6 means Friend Computer notices the ticket and bumps the correction up to 2 Treason Stars and -100 XP Points.

However, a Troubleshooter can be spared all of this if they rat out another Troubleshooter with more treason they can use as excuses for tickets. If the treason was really done, no roll is needed. Otherwise, require a Chutzpah + Bluff (DIFF 1). Success means the correction for that Troubleshooter is doubled. The accusing Troubleshooter does not get a ticket... unless all Troubleshooters implicate each other. If this happens, the goons work for William-V and will terminate the entire team out of principle.

Spot Check: One thing IntSec agents love doing is a random spot check. Holding up an innocent-ish citizen and forcing them to share what is in their pockets makes agents feel strong and quiets their imposter syndrome. It can also help find citizens to terminate or ticket depending on which alliance the agent belongs to. A pair of Blue troopers drive by in their fancy autocar, park and then approach the Troubleshooters.

The troopers only want to search one person for contraband. They ask the team to pick who will get searched. IntSec assumes teammates will know who is the most treasonous and will rat them out at the drop of a monocular helmet. They are not wrong. If the Troubleshooter being searched has anything illegal in their possession (physical items or Coretech apps), the troopers find and confiscate it. Then the GM should roll 1d6:
- 1–3: The troopers are in William-V's camp, so they tell the team to execute that Troubleshooter.
- 4–6: The troopers follow Ria-I, so they all but demand a 200 XP Point bribe or everyone gets terminated.

However, if the team was wrong and that Troubleshooter had no contraband, then the rest of the Troubleshooters get 1 flag and -50 XP Points apiece.

POWER SERVICES
REACTORS MELT DOWN
LESS THANKS TO US.
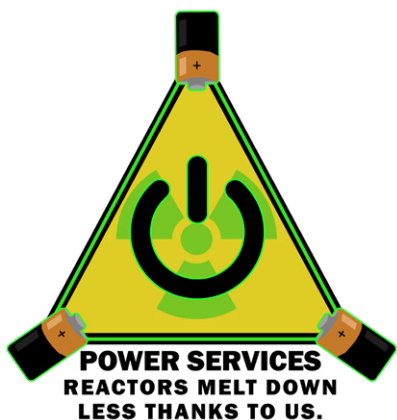
Power Services
Reactors melt down less thanks to us.

Possible Origin (?)
Power Services started as a department within the very early version of CPU. That service group is more-or-less the government in these here parts, so The Computer tasked the government with owning and operating power generation to prevent Communism from taking root. Then along came Camilla-V-KCA, an individual not just power hungry but power hangry. Thanks to a machine empathy mutation, she quickly took over any department relying on power: air ventilation, transportation, trash disposal, cryptocurrency scams and so on.

CPU's leadership were not idiots and did not want to lose more departments to a machine empath, so they spun her departments off into a newly created service group that was very far removed from their little CPU kingdoms. Thus, Power Services was born. Camilla-V's portrait still hangs in Power Services meeting rooms despite no one knowing who she is anymore.

Core Responsibilities
Handle everything that travels through wires and tubes: power, air, water, waste and even transbots; keep the lights on and the air breathable; keep nuclear reactors from going kaboom.

Ruling Alliance
Officially, this group is run by CEO Jasper-V-POL. However, he is addicted to social media and does not do any work and does not care. (Plus, years of oxyfenerin abuse has shrunk his brain.) His intern, Juanita-Y-GSL, has taken over his duties and is the power behind the throne. She knows all his passwords, has access to his XP Point account and even attends meetings in his name.

Juanita-Y is smart-ish and knows she needs to keep the Indigo directors happy or her chances at a tragic freak accident at work are around 110%. To that end, she is laser-focused on making XP Points for management. Salaries for managers and directors have gone up (and salaries for anyone Yellow or lower have gone down to compensate) and management attends at least one professional development conference in XXX Sector each quarter. She even ignores any requests for modernising the power grid because that costs money she needs to give to fiendish Blues and Indigos. Sure, the grid will fall apart in a few yearcycles but she will handle that if she survives that long.

Opposition
Letting a lowly Yellow-clearance citizen run a service group has rustled quite a few jimmies inside PowerServ. Especially peeved was COO Hassan-B-AEL, who

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Current (real) leader: Intern Juanita-Y-GSL
'True, but what if you received a free Outdoors safari? Good, glad we can work together.'

- **Basics:** Power Services, Romantics, Pyrokinesis.
- **Looks:** Flax-coloured tuxedo with black tie; salt-n-pepper undercut; thin, drawn-on moustache.
- **Quirks:** Hates being touched; sounds like a friendly carnival barker; often checking her look in a mirror.
- **Plans:** Keep management happy enough and survive despite being Yellow-clearance.
- **Gear:** Yellow reflec, Pak-N-Sniff app, hand flamer, telescopalmine injector (1 use).
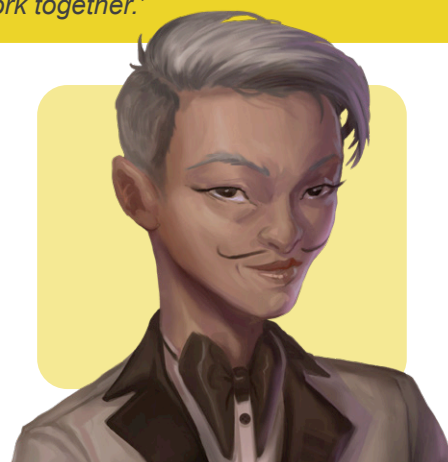
Opposition: Chief Operating Officer Hassan-B-AEL

'That's why this trumped up little Yellow must... oh, you got to go? We'll talk next time you're here, okay?'

- ○ **Basics:** Power Services, Antimutant, Adrenaline Control.
- ○ **Looks:** Dark blue suit jacket and black pants; white shirt mostly unbuttoned; several facial and neck scars.
- ○ **Quirks:** Often cracking his neck and knuckles; voice like he drank and smoked for decades; growls when upset.
- ○ **Plans:** Get someone, anyone, to execute Juanita-Y; execute CEO Jasper-V too, for payback.
- ○ **Gear:** Meatbox Spam Manager app, guardbot by his side, repkit.

belongs to Antimutant along with leader Jasper-V, and is technically his society's superior. When Jasper-V did not let him rule Power Services in lieu of an intern, Hassan-B lost it so badly that even IntSec had to arrest him. (They gave him TeaSir and cucumber sandwiches instead of the 4th Floor.)

The arrest only made him more furious, so he started building a rebellion by allying with employees also upset over this Yellow intern. Unfortunately for Hassan-B, most PowerServ employees feared what Juanita-Y could do with their leader's passwords and wanted nothing to do with him. Todaycycle, this so-called opposition is four bitter Blue-clearance employees. They have been so pointless and quiet that Juanita-Y does not even know they exist.

Sample Departments

- ○ **Department of Nuclear Safety:** By far, Alpha Complex is powered by BrightHappyComplex-class nuclear reactors. As is their wont, such power plants might melt down and shower the area in warm, comfy steam and gamma rays. Despite many catered meetings, leadership has no idea how to prevent a reactor from going pear-shaped; they operate on a traditional 'let the next shift deal with this' method. Since this might get PowerServ in trouble if it affects a higher-clearance individual or Friend Computer's plans, all their efforts go into hiding meltdowns rather than preventing them. Subsectors are closed with 'Great Hotfix Any Daycycle Now!' signs as

Infrareds scrub the radiation away before dying of everything cancer. Any eyewitnesses get sold to PLC as food vat starters.

- ○ **Office of Pipe-based Treatment:** PowerServ is about more than just electricity. Their pipes and ducts carry air, water, trash and human waste. All of that needs to be recycled but it needs to be treated or workers will get sick and not do the work management is above doing. This group builds and maintains treatment plants across Alpha Complex to clean up that stuff before citizens enjoy it again. They are extremely popular with secret societies as the treatment process destroys DNA evidence. That is why you keep finding bits of knife and a few teeth in your toilet.
- ○ **Department of Departmental Battles:** Originally, this group was tasked with targeting and murdering Technical Services personnel so they do not sell their batteries or run transbots. Another way Juanita-Y is keeping those Blues and Indigos mollified is letting them use this office to attack other groups *inside* Power Services. They still have the occasional sniper team keeping watch over recharging stations but mostly this is used for personal, petty pogroms. This makes PowerServ less than efficient but Juanita-Y is safe and that is all that counts.
- ○ **Department of Pleasant Sensations:** This is not as dirty as it sounds because the sensations they are talking about are the five senses: touch, see, hear, smell and taste. This department sends out teams to make sure sectors are pleasant to the senses, such as not smelling like feet or smelling

like... you know. Workers here have authority to make changes or ignore problems, so most PowerServ employees try to transfer here because the revenue stream from bribery is insane.

○ **Consumption Regulation Authority:** Resources are scarce, so this service group often has trouble maintaining power levels and air/water/waste treatments schedules. This leaves PowerServ with two options: 1) spend a lot of money and paperwork to meet the demand or 2) threaten citizens with torture and humiliation until they consume less. Guess which one was put into action? They believe in name-and-shame, so many citizens find their likeness on public hating square jumbotrons with, 'Wasteful! Greedy! Worthless Scum!' underneath their name because they left the light on at home.

Sample Locations

○ **FriendlyFire-class Incinerator 4B:** Even with mandatory recycling, Alpha Complex produces a ton of trash. Some can be sold to PLC (they can sell anything if given enough guns) but the rest are sent to this power plant. It burns the waste and uses the heat to create steam and thereby electricity. However, every traitor knows this place exists so there is often a (treasonous) queue to turn dead bodies and evidence into so much electricity. PowerServ only cares if they get in trouble, so treason is surprisingly easy to commit here; local

security cameras are covered in soot and see nothing. *Treat as a deadzone for any minor treason but not combat or murder; a Troubleshooter can completely and permanently destroy anything (or anyone) they slide down the reactor's fuel chute.*

○ **Nuclear Waste Transportation Hub 3E:** No one is sure how nuclear energy works but PowerServ definitely knows what nuclear waste is because The Computer fears traitors will turn that into dirty bombs. At this location, mid-level managers plan safe routes for Red and Orange employees to take when moving the highly radioactive gunk. There is no nuclear waste dump in Alpha Complex, so the hub makes sure such teams are constantly travelling because there is no destination. *Roll Chutzpah + Bureaucracy (DIFF 3) to spill nuclear waste into a room or corridor of your choice (Green-clearance areas or lower).*

○ **Sector HVAC Control Offices:** Each sector has one of these manned by mid-clearance PowerServ personnel. They control one of the most popular and dreaded bits of tech in Alpha Complex: the thermostat. People here can increase the heat or AC sector-wide. Because they typically get around 1,402 temp adjustment requests each daycycle, the workers here are desperate for weapons and armour to defend themselves from sweaty and/or frigid citizens. *Give them any weapon for up to 200 XP Points; give them any armour for -2 Treason Stars. Whatever gets traded does NOT come back with a new clone and is gone.*

Attention Waste Team 3E-001. You are now Wanted traitors for failing to continue to move.

How They Mess With Troubleshooters

○ **Hold This For a Sec:** An Orange field tech is testing out some bad wires but her multimeter broke and she needs a literal hand. When the Troubleshooters are **ENTERING AN UNIMPORTANT PLACE**, this woman walks in and demands a Troubleshooter volunteer. They must hold a rubber-coated wire sticking out of the floor as she checks the current. It takes a successful Brains + Engineer roll (DIFF 2) to hold onto the wire, which gives the holder two wounds. Fail and the electricity surges through the floor so everyone in the immediate area gets one wound. Yes, including that Orange field technician.

○ **Power Down:** It is a myth that you prolong a rechargeable battery's life by letting it completely drain from time-to-time, but Power Services personnel are not that bright or educated. When the team has just finished **SHOOTING THEIR LASER PISTOLS** and the threat is over, an Orange-clearance electrician comes by. He demands everyone shoot their pistols until they run out of battery charge. Then he leaves. A charging station that does not charge too many XP Points is likely somewhere around here.

○ **Is Your Head Good?:** Coretechs typically run off an internal battery recharged by using a clone's own bio-electricity. But what kind of battery is in your head? Here, two Yellow technicians wander over with a device looking like a Geiger counter. They use this to scan the battery inside a Coretech to see if it came from TechServ or PowerServ. When a Troubleshooter is **USING THEIR CORETECH**, these two show up and scan that Troubleshooter's head. Unless someone offers them a bribe or successfully threatens them, they will declare the battery as having 'bad TechServ power' and call a docbot for emergency field brain surgery, i.e. roll out a new clone.

○ **Good Connections:** If someone with a smidge of authority requests more literal power, some Yellow technicians check that the local wires can handle the load. If the Troubleshooters are **ARGUING OR DOING NOTHING**, a Yellow tech drops by and asks for a mandatory volunteer (or picks the one with the most clones left) to hold two ends of a frayed but dead wire sticking out of the wall. Then she will run power through it and see what happens. *Roll Violence + Engineer (DIFF 2). If successful, the 'volunteer' keeps hold of both ends and takes two wounds. If failed, they drop both and electrocute the entire team with 1 wound apiece.*

Mission Prompts

○ **Wasteful Commies:** A nuclear waste transportation hub requests a Troubleshooter team escort a particularly large truckbot full of barrels of the stuff to CHR Sector. Each Troubleshooter's secret society tasks them with stealing a few drums of waste along the way without the others noticing. One problem is that half the barrels have no waste. They are full of cramped Communists trying to smuggle themselves into CHR Sector where they will create a new local soviet and recruit citizens. They will even offer to recruit a Troubleshooter if one finds them. Once at CHR Sector, the team has to escort the waste-filled truck back home, then back to CHR Sector, then back home....

○ **Old Tyme Energy:** The local BrightHappyComplex-class nuclear reactor needs to be shut down because there are too many bones in the reactor core thanks to reactor shielding duty. To compensate, PowerServ requests a Troubleshooter team find an old RBMK-1000 reactor in the Underplex and bring it back online. Once they fight past very hungry 'non-persons' as well as some Corpore Metal bots, they find the reactor being used as a Death Leopard training ground. Once clear, the team must turn on the reactor – but it is so old that each player takes a -1 NODE penalty for each point in Mechanics *and* for each positive Mechanics skill.

○ **Muzakal Artists:** The Computer tasks PowerServ with piping music into elevators and call waiting times since *piping* comes from the term *pipe*. They do not have any musical talent, so they send a Troubleshooter team out in the Complex to visit popular musicians and get them to record a muzak version of their hit(s). (See *The Core Book* page 76 for legal bands.) All are Orange-clearance or higher, so the team must figure out how to convince them that muzak is a totally cool thing to make. About halfway through, switch the legal bands for illegal ones (also found on page 76).

Specific Favours to Receive
Spend 1 Moxie

○ Recharge any battery-powered device for free.
○ Make a given room unbearably hot or cold (-1 Moxie either way).
○ Cut power to the lights inside an elevator for one round.
○ Disable a transbot's battery so it goes nowhere and needs a replacement.
○ Cause a localised brownout (emergency power only) for a round.

Spend 2 Moxie
- Fill a room (Yellow or lower) with a noxious human waste odour that triggers someone's Violence button.
- Find an office not being used right now (because there is no power being used there).
- Start a wireless power transfer experiment in a hallway (Yellow or lower) that gives a Hurt to anyone entering it.
- Order a Troubleshooter to stop shooting and wasting battery power or get a Treason Star.
- Retrieve something minor that a teammate threw in the trash.

Spend 3 Moxie
- Create a deadzone at your location (Yellow or lower) for a round.
- Disable a Coretech battery so one citizen cannot call Friend Computer until recharged.
- Deprive a room of fresh air or clean water for a daycycle.
- Have IntSec beat someone who is wasting power. Or using it. Or thinking about using it.

Spend 4 Moxie
- Cut power to the Treason Star servers at just the right time to cancel a new Treason Star.
- Cause a power surge at one location that fries anything recharging or plugged in.
- Create a deadzone at any location that lasts until lazy PowerServ techs do something.

Spend 5 Moxie
- Start a vantablackout (no power whatsoever for an entire sector) that is also a deadzone.
- Cut off Friend Computer mid-sentence with a power outage.
- Get a small lead box filled with 5kg of plutonium-239.

Mini Games

Outlet Checks: People regularly complain to Power Services about outlets not working. After determining if they have a low-enough security clearance to ignore, they reluctantly send a team of technicians to verify the outlet is working (it always is to their eyes) and this is user error (it always is to their eyes). However, getting someone else to check an outlet is a great idea.

A Yellow-clearance supervisor sees the Troubleshooters and demands they test local wall outlets to see if power is coming through. He starts by asking the Team Leader to nominate two Troubleshooters. One takes the role of tester and must take a fork given by that Yellow supervisor and stick it in the outlet. The other Troubleshooter must record the test with their Coretech, i.e. stare hard at the outlet when the fork goes in. The Yellow does not care which of the two takes the fork as long as someone takes it. The two players play roshambo (rock-paper-scissors) for a best of three match.

Whoever loses the best of three will have to stick a fork in an outlet to see if it is live or not. This requires a Brains + Engineer roll (DIFF 2); success means the outlet is dead (that Troubleshooter gets +1 Treason Star for 'breaking' it) and failure means taking an Injured wound and losing all charge in their laser pistol. Instead of dealing with the consequences of losing roshambo, the losing player can ask for one rematch. If they win, the other sucker has to play with the fork (but can ask for one rematch too). If they lose a second time, they lose 1 Moxie as well as the Injured wound and dead pistol.

Blackout Security: Officially, there are no brownouts or blackouts in Alpha Complex. There are just times when power is needed for more important things, like an Ultraviolet wanting to use their hair dryer and blender at the same time. Even if they planned this monthcycles ago, PowerServ knows things can get dangerous when the lights go out.

A passing Yellow-clearance lineman knows the immediate area will get hit with a rolling blackout, so he demands the Troubleshooters stay for a minute to provide security when the lights go out. When the lights drop, every player may send a note to the GM explaining what they try to do when nobody can see them. The GM then places half of a sheet of paper (or an index card) roughly in the middle of the table.

Instead of the usual Stat + Skill roll, each player only rolls 2d6 for a given action. Players succeed if both dice are touching the paper regardless of the numeric results. If only one is touching, that player's action fails like normal. If neither touches the paper, that Troubleshooter knocks themself unconscious by slamming their head accidentally on a wall. However, because this is a blackout, *all* of these rolls must be done with the players' eyes closed the entire time.

PLC

We make. You buy. Don't complicate this.

Production, Logistics and Commissary

We make. You buy. Don't complicate this.

Possible Origin (?)

In a functional society, you probably do not want the same company making novelty items and heavy industrial machines that can take an arm off. Alpha Complex is not a functional society. Obviously, PLC is not the only service group that makes or sells stuff. Power Services makes generators, Tech Services builds bots, Armed Forces builds weapons and IntSec (in)famously designs and produces a wide range of torture enhanced communication training tools.

Whereas other groups produce narrowly specialised goods for their own operations, PLC produces an improbably wide array of both consumer and industrial goods. When establishing PLC, The Computer realised different factories would need to be assigned different production tasks and that these factories would need to be flexible enough to produce different items as need arises. Ultimately, The Computer decided the most sensible way to assign these tasks would be *alphabetical*. As such, the same PLC facility that churns out fuzzy dice also makes fuselages and lava lamps are assembled at the same plant that constructs landmines.

Core Responsibilities

Food and industrial production and distribution; allocation of resources; transportation management; protecting objects from citizens.

Ruling Alliance

A Pre-Whoops writer named Alfred Henry Lewis once stated, 'There are only nine meals between mankind and anarchy'. He was talking about *missed* meals – empty stomachs. PLC generally agrees with Lewis' assessment but found the number nine to be *way* too optimistic for Alpha Complex. After conducting several deeply unethical studies advertised as healthy diet plans, PLC determined even the most loyal citizens will turn to treasonous violence if they miss 3.61 consecutive meals. (Missing more than 4.45 meals pushes citizens past what PLC analysts refer to as the Crazed Cannibalism Threshold and that is bad because people buy products.)

Since a Funbot collectible action figure does not produce the same results, whoever controls food production is in charge. Simply threatening to withhold food supplies from a particular sector or even an internal department is an effective way for high clearance PLC

Current Leader: CEO Gloria-V-QVC

'<Bite> Fine, but are they Croon Goons or Tune Goons? Ha, that's damned funny.'

- ○ **Basics:** PLC, Free Enterprise, Machine Empathy.
- ○ **Looks:** Lilac romper; tightly braided hair; very wide hips.
- ○ **Quirks:** Wears too much cologne; chuckles at her own jokes; often eating a real apple.
- ○ **Plans:** Maintain control over food production; withhold food to force people into doing things.
- ○ **Gear:** Fresh apple, gaggle of Yellow-clearance assistants ready to do her bidding, tangler.

Opposition: Director of Innovation Dimitri-B-HSN
'Reinvent the wheel? Bro, that would mean scalable low-hanging fruit to leverage! What about an octagon shape?'

- **Basics:** PLC, Haxxor, Charm.
- **Looks:** Navy polo shirt tight enough to show pecs and abs; sunglasses on the back of his head; asymmetric face.
- **Quirks:** Slips business buzzwords into conversations; refers to everyone as 'Bro'; must have the last word.
- **Plans:** Stockpile food and build support to disrupt PLC (AKA make him the CEO).
- **Gear:** Bone-coloured business cards in Silian Rail font; Blue laser pistol; box of Soylent Surprise! bars.

managers to apply pressure to those who stand in their way. Not because it would hurt citizens. No one cares about that but getting close to the Crazed Cannibalism Threshold is bad for everyone.

Right now, CEO Gloria-V-QVD is completely in charge of food production, so other leaders know their place for the most part. There is a growing feud between the production side (who think sales teams are lazy and dumb) and the sales side (who think production teams are dumb and lazy) but Gloria-V thinks starving both will calm things down. Maybe around 3.59 meals?

Opposition
Not everybody working in PLC is happy with the status quo, mostly because they want more power over others to better hide their management mistakes. A few Blue and Indigo executives feel PLC needs a complete overhaul so it can make and sell even more items than before. These change-seekers, led by Director of Innovation Dimitri-B-HSN simply because he is willing to stick his neck out, are all about one particular buzzword: disruption.

These PLC leaders are fully committed to any and all acts of disruption, particularly those that replace popular/useful products with new products that force consumers to learn an entirely new interface to achieve even a fraction of the previous product's utility. Will this lead to better efficiency or fewer quality control problems? Nope, but that is a consumer problem so this group ignores it.

Sample Departments
- **Department of Market Research & Manipulation:** This is a department tasked with researching what citizens of Alpha Complex want so PLC knows what to make and sell. The problem is that many customers are Infrared or Red, which means many customers cannot be trusted to know what they want. Therefore, this department also manipulates citizens into thinking they absolutely, positively, really, really want... whatever is sitting in a warehouse and not selling well. Given how many PLC sales clerks have Orange clearance or higher, this works a treat.
- **Bureau of Some Product Safety:** For high ranking PLC executives, product safety is of the utmost importance. No, really! Of course, they are not especially worried about safe products for other, lesser consumers. Rather, they are worried about whether the products could be used by high-clearance consumers to do not-so-safe things to *them*. This department was created in the aftermath of the infamous Slotted Spaghetti Spoon Riots.
- **The Sustainability Project:** In Alpha Complex, recycling waste materials is not a benevolent environmental endeavour so much as a necessary response to avoid riots and keep people focused on shopping and not why society is failing. The Sustainability Project represents a more aggressive approach to recycling; they recycle materials from other service groups, often while those materials are very much in use. For example, many sector-wide

blackouts resulted from PLC 'borrowing' copper wire from Power Service's grid in order to fabricate a new line of charm bracelets. Here, Troubleshooters are treated like just another service group.

○ **Consumer Support:** PLC stands behind every product they produce because this has proven to be significantly safer than standing in *front* of the products. For this reason, PLC provides 24-hourcycle support for every item they produce. A friendly live customer representative is always just a Coretech call away! Of course, to get to that representative, citizens will need to navigate an automated system to specify which product they purchased, whether they intend to commit treason with that product and whether or not they might be better off discarding that product and purchasing a more expensive model instead. If they do manage to get through to a live representative, chances are the rep knows less about the product than the caller.

○ **Food Not Drug Administration:** One of the few things PLC does not produce are pharmaceutical products. R&D both designs and synthesises all drugs in Alpha Complex. Annoyed at losing out on a highly lucrative market, PLC established this department to convince citizens that their food products are better and healthier than any R&D drug on the market. Who needs a painkiller like oxyfenerin when you can soak a pack of algae crisps in CoffeeLyke and apply the resulting mush to a wound as a poultice? Assuming your security clearance is high enough to know what a poultice is.

○ **Eliminate Unlicensed Goods Taskforce:** In a rare example of cooperation between service groups, PLC works with HPD&MC to produce merchandise based on Alpha Complex's most popular entertainment programming. Trouble is, whenever you make official merchandise, unofficial merch is sure to follow. To PLC, this is only a problem because they are not selling the bootleg swag. A team of almost ninjas (with nametags, of course) prowl the corridors looking for fake merch. When they find it, they execute the seller, confiscate all the misprinted bootlegs and then sell them on the black market.

Sample Locations

○ **Widget Factory:** A large scale production facility that produces widgets. These are small metal objects that serve no known practical application. However, PLC continues to make widgets due to numerous references found in ancient Pre-Whoops tomes including 'Introduction to Economics' and 'Marketing for Stupid Idiots'. Since no one knows how to sell them, widgets pile up on the floor until some Infrareds shovel them into a recycling combine. *-2 NODE for any Athletics or Melee rolls due to loose widgets all over the place.*

○ **Chef Lorenzo-B's Munch-a-Palooza:** Chef Lorenzo-B-DON is the portly, moustached cartoon mascot whose image is plastered all over PLC's food service operations. The Munch-a-Palooza is a mobile 'all you can eat' buffet that visits a new sector every week like a food truck – and you can legally eat for free! That is because PLC uses it to test new food products and flavours on the public. Due to the experimental nature of the food offerings, Munch-a-Palooza often serves as the epicentre of Massive Intestinal Distress Events which are exactly as unpleasant as they sound. *+2 NODE to Stealth rolls due to the large, slightly sickened crowd around the place.*

○ **Jingle Recording Studio 8-A:** When PLC needs to make a commercial, they hire HPD&MC and R&D folk to create jingles that will only leave your head upon brain death. From the cheery tunes blasted from vendabots to full orchestral scores for toothbrush adverts, these songs stick in your head (as designed) so you are constantly thinking about it in hopes you will buy one. *One of the jingles gets stuck in each PC's head, causing their next Brains roll to be at -1 NODE.*

○ **Food Vat Factories:** Most citizens enjoy eating (as mandated by Friend Computer) all that yummy algae produced by PLC. Infamously, most algae is grown in giant metallic or plastic vats the size of a truckbot standing on end. Infrareds skim out anything that falls into the open vats most of the time, although Orange supervisors often report fewer Infrareds at the end of a shift and that is all good. *-1 Moxie and -1 NODE when in here due to the stench of both algae and sweaty Infrareds.*

How They Mess With Troubleshooters

○ **Brand Loyalty:** PLC often releases identical products under a variety of different brand names, not for A-B testing but to trick customers into buying more. Some PLC folks get really attached to a specific brand, usually because they can get in trouble over low sales. When some Troubleshooter is **WAITING FOR ANY REASON**, a Yellow-clearance administrator with a tray of tiny white paper cups comes up. They ask the Troubleshooter

to try three different brands of sparkling water – FizzyWater, FizzyWaWa and Gastric Fun Tyme – but they are responsible for selling FizzyWaWa. If the Troubleshooter picks FizzyWaWa, they get +1 Moxie and -1 Treason Star. If they pick anything else or do not pick, they get -1 Moxie and +1 Treason Star. While one Troubleshooter is deciding, the others get +2 NODE to pickpocket or otherwise mess with the one trying out the waters.

○ **Easy Mark:** PLC has a small army of travelling salespeople known as Bargaineers who operate mobile sales kiosks out of autocar boots. Though these can appear anywhere, they have an uncanny tendency to show up exactly where they are needed – because they create the problems their product solves. If the Troubleshooters are **NEEDING TO GET THROUGH A DOOR**, they find it locked with a chain and padlock (DIFF 3 to pick). In a total coincidence, a Bargainneer has plenty of bolt cutters in his autocar. If someone buys one for 70 XP Points, the Bargaineers quickly open the lock and take their chain back to do this again in an hourcycle. (The price goes up if the team states they *have* to get through that door.) If they do not buy any, each Troubleshooter gets a Treason Star for not supporting small businesses.

○ **Name, Image, Likeness:** Every Troubleshooter is required to sign off on a set of Terms and Conditions: a 15,000 word document, most of which is redacted. One of the stipulations is that PLC reserves the right to use the names and images of any Troubleshooter in marketing materials in any way they want. If the Troubleshooters start **ASKING FOR EXTRA EQUIPMENT OR GOING SHOPPING**, they get a Coretech pop-up that says they first must sign the PLC Purchasing Terms and Conditions (DIFF 5 to understand). Anyone who signs their name sees themself on commercials for illegal products on the dark web for +2 Treason Stars. Anyone who signs someone else's name gets +2 Moxie for being a devious little bastard. And in case someone does not sign, send in IntSec to teach them better manners.

Mission Prompts

○ **Mall Cops:** Shoplifting is not really a problem in Alpha Complex; the reward is rarely worth the risk unless you are a Death Leopard who values thievery over living. Nevertheless, PLC retail managers are paranoid about loss prevention because it sounds like they are doing their job this way. PLC hires the Troubleshooters to investigate the Buying Makes My Problems Disappear Shopping Centre where store managers report lots of items being missing. Turns out a separate Red Troubleshooter team was hired by those managers to 'steal' items they cannot sell to improve their numbers. Those sold on the black market like hotcakes, so now legal demand is skyrocketing and the team must find more of those items.

○ **Please Sir, I Want Some More:** When food shortages arise, Alpha Complex's generally peaceful mess halls can quickly turn into a mass MMA fight. The team is called in to keep the peace at a three-story Eat This! cafeteria that is running low on soylent *and* algae. After dealing with a few hangry Orange citizens, their secret societies request they steal any of the food that is remaining. When the team inevitably gets caught hoarding food, they start to look delicious to the starving citizens witnessing this.

○ **Personal Shopper:** High-clearance citizens have a lot of disposable XP Points to spread around; but they do not always have a lot of free time available for shopping. For high rollers like this, PLC calls in Troubleshooters to serve as personal shoppers. At first, this might seem like a sweet gig: trotting from one high-end boutique to another buying stuff they do not have to worry about not working. Then they have to buy weapons and armour waaaaay above their clearance. They also have a budget but no one tells the team what it is.

Specific Favours to Receive

Spend 1 Moxie

○ Skip to the front of the checkout line at any Buyatorium.
○ Extra helping of algae loaf from the server at the mess hall or cafeteria.
○ Load a transbot with so many items that it skips a station to get where it is going faster.
○ Have a sales associate 'check in the back' to see if they hid one last item they can still distribute.
○ Have the name and likeness of another citizen (same or lower clearance) appear in a marketing campaign.

Spend 2 Moxie

○ Gain access to one fresh fruit or vegetable.
○ Open a store/outfitting that is closed for some last-minute shopping.
○ Get an upgraded version of a device from outfitting (+1 NODE using it).
○ Get a free piece of equipment cleared for Infrareds or Reds.

Spend 3 Moxie
- Gain full access to a luxury autocar for an hourcycle (and legal right to use it during that time).
- Get a free piece of equipment cleared for Yellow and lower clearances.
- Receive a coupon for 50% off one legal purchase.
- Create a Roll Up sale that doubles XP Point costs for anyone not you.

Spend 4 Moxie
- Reroute the food supply of a chosen subsector so they begin to starve and get hangry.
- Private chef caters a real food dinner party for up to eight guests.
- Get a free illegal item with limited destructive capabilities (gun yes, bomb no) from the dark web.

Spend 5 Moxie
- Get security codes for a door and ransack a small, not very important PLC retail store.
- Get a free Blue laser pistol disguised as a normal electric toothbrush (DIFF 4 to notice).
- Terminate a citizen by spreading rumours to Teelies that this clone is ending all Teela-O merch.

Mini Games

Product Differentiation: PLC worries that consumers will confuse their products and buy a small, green plastic box of lip balm instead of a small, green plastic box of Semtex. (They are not worried about going the other way because problems with unexpected plastic explosives tend to sort themselves out.) What PLC needs is a focus group to evaluate things but that costs XP Points. Hey, Troubleshooters are free!

A Green-clearance PLC director walks right up to the team and says he needs them for a small focus group but they will be done in minutecycles. He asks the team to pick three of their own for this; if no one volunteers then he picks the Team Leader, Loyalty Officer and Media Officer. Each player must name two retail products (real ones are fine if the creativity muse is busy on social media) that are completely and utterly NOT related. For example, one might say B3 and fingernail clippers.

The remaining players brainstorm ways those two products are actually related to make that player's Troubleshooter look stupid. Think Six Degrees of Kevin Bacon but with crappy PLC items. ('B3 is a refreshing drink; refreshing drinks are held by fingers; fingers need to be well manicured or the drink looks bad in their hand; therefore, B3 and fingernail clippers are related. Sucks to be you, Team Leader!') The GM decides if an explanation works or not.

If it works, the Troubleshooter who said two products are not related gets 2 Treason Stars. If it does not make sense to the GM, the Troubleshooter(s) trying to relate two products gets those Treason Stars instead.

B3 Taste Test: Bouncy Bubble Beverage originally had one flavour so consumers would not get confused over what drink is illegal to not purchase. When an up-and-coming PLC executive needed a new product to sell hoping for a promotion, she simply changed the flavour slightly and called it New B3. Since then, more and more C-suite folks have created their own flavours despite most tasting as good as a scrubot bristle. Why do they get into production if they taste so bad? Because who is willing to tell a Blue-clearance executive that their choice was disgusting?

A Green-clearance assistant to one of those executives has three new flavours of B3: A, B or C. (Names are still in committee.) He needs to find which flavour is the worst so they focus resources on ones that sell but that requires forms and stuff. Much easier to grab a Troubleshooter team who cannot disobey a Green citizen.

The GM starts by randomly and secretly picking one of the three flavours as Best, then Worst and finally Created by that C-suite executive. Troubleshooters taste all three, which means each player must vote for the 'worst' flavour by writing A, B or C on a small slip of paper (or a DM to the GM). Once everyone has voted this way, the GM reads the results aloud to find which flavour the team decided as a whole is the worst:
- If most votes go to the Best flavour, every Troubleshooter gets a Treason Star for having faulty taste buds and must do this again.
- If they vote for the one with the Worst flavour, then every Troubleshooter loses a Treason Star but also loses 1 Moxie from the taste alone.
- Anyone who wrote down the one created by that C-suite executive gets a Treason Star no matter how the voting goes. If this flavour 'wins' and is the worst, the entire team gets terminated by guardbots.

I'm sorry, I know I'm an evil terrorist and all, but is that a toothbrush?

Making the laws of physics weep since Year 0.

Research & Design

Making the laws of physics weep since Year 0.

Possible Origin (?)

The Computer recognised early on that Alpha Complex needed new bots, new drugs, new weapons and other new creations, especially if they can use fewer resources or help an executive use up their budget before they lose it. It also understands that hopeful, entertained citizens are significantly less likely to start a modernised French Revolution. As different service groups tried inventing things on their own, The Computer centralised the research and design process for greater efficiency and easier monitoring of those weird scientists. (High intelligence and creativity are colossal red flags in Alpha Complex.)

Did this make the other service groups bitter? Oh my, yes. They started hoarding resources, hoping to starve R&D into non-existence. The opposite happened; R&D researchers created wild experiments and dangerous new products despite having low resources, justifying The Computer elevating this to service group status. The discoveries that R&D makes not only keep the citizens distracted with shiny toys, they help the average clone focus their imagination on the future instead of the rather disturbing present. Plus, it keeps brilliant minds focused on impossible projects instead of how the term *dystopia* gets defined.

Core Responsibilities

Design and build things that push the boundaries of science to better fight Commie Mutant Traitors; repurpose bot brains; occasionally come up with something that helps people.

Ruling Alliance

R&D is currently under the control of a group of researchers who call themselves the Yesterday Institute, currently run by one Cassandra-V-MPC. Working out of a laboratory repurposed from an unsuccessful animal cloning experiment (the smells of methane and straw still linger), the Institute's ambitious long-term goal is to develop time travel so that they can go into the past and fix problems like Project Infinite Hole before they happen.

The Yesterday Institute knows time travel is impossible. This is really just a place for scientists to avoid working on the usual pear-shaped experiments R&D gets told to do. ('Sorry mate, can't work on a new frictionless couch with refrigerated cup holders. Too busy collecting tachyon particles, don't you know.') These people also focus so much on the past that they generally show no concern for what happens in the present.

Opposition

The dominant rivals to the Yesterday Institute are a group of researchers & designers who call themselves Retrograders (or Retros by people who try to sound cool). Retros do not especially care what projects R&D works on so long as they feature cool but pointless elements like aerodynamic fins, clicky buttons or blinking lights like the tech shown in Pre-Whoops videos. This focus on the useless cool factor irritates members of the Yesterday Institute to no end – which only encourages the Retros to do it more.

Currently the Retros are seeing a rise in popularity among both R&D circles and the Complex as a whole as their creations appeal to the imaginations and bad tastes of the average citizen. The group's most respected designer, Joel-I-EES, works long hours to modify the plans for upcoming equipment models to include his favourite sorts of retrofuturistic enhancements. An increasing number of other R&D workers are gleefully following his example.

Current Leader: Project Lead Cassandra-V-MPC
'Thank you for your cooperation, Citizen. The problem you have reported will soon become irrelevant.'

- **Basics:** R&D, Illuminati, X-Ray Vision.
- **Looks:** Violet lab coat; curly blond hair trying to fight its way out of a bun; hunched shoulders.
- **Quirks:** Squints a lot; talks a bit too much like Friend Computer; rests hands on hips a lot.
- **Plans:** Do so little work that no one can complain and she stays at Violet clearance.
- **Gear:** Violet laser pistol; Action Cache app; megaphone.

Opposition: Technical Fellow Joel-I-EES
'Yes, but, ignoring the smoke, don't you think the racing stripes make it look faster?'

- **Basics:** R&D, Corpore Metal, Machine Empathy.
- **Looks:** Indigo lab coat with brass buttons; polarised goggles; frazzled, bushy white hairdo.
- **Quirks:** Wears goggles more on the forehead than eyes; easily distracted; smells faintly of motor oil.
- **Plans:** Make sure new R&D devices look cool so everyone thinks he is cool too.
- **Gear:** Indigo reflec; Indigo laser pistol; tangler; universal omnitool, repkit.

Sample Departments

○ **Cleanup Rapid Response Team:** After the failure of the 'Just Walk Around It' ad campaign, The Computer recognised the need for special R&D units to clean up their toxic messes. While the Great Hotfix both solves and creates giant messes, smaller, more manageable situations require less work and attention. The CRRTs are supposed to clean up radiation and toxic spills but they stick to things like spilled Hot Fun or TeaSir. Still, their work is impressive and they execute these (tiny) projects well – which means IntSec is all over this team for being suspiciously competent. Consistently good, too! What depravity!

○ **Department of Cloning & Needless Biology:** This department is devoted to the study of everything clone-related. From improving the cloning process to explaining why philtrums exist, they are trying to make clones better in each generation. Currently, they are exploring what spleens are used for. However, this is a front for a eugenics programme run by people who do not understand terms like *eugenics* or *DNA* thanks to the usual censorship. A few are getting into deep questions like, 'What does it mean to be a clone anyway?' They have recently discovered ennui but are dissatisfied with how exciting that discovery is.

○ **Department of Mutational Studies:** What causes mutations? How do they work? Could one gain a powerful mutation to enact revenge on the people who laugh at that innocent and frankly charismatic person that is definitely not me? This department tries to answer questions like that. Not only are Antimutant and Psion openly fighting here, two High Programmers are having a turf war over this department and half the staff are undercover IntSec agents. In other words, nothing gets done here except training up clone replacements.

○ **Very Important Projects (VIP) Labs:** Lots of higher-ups have strong opinions on how reality should be. When they take issue with something like employees needing food, they order R&D to invent a fix. What happens when these issues are literally impossible, such as requiring pi to be 3.0 or healing mental trauma by thinking positively? They get sent here. Knowing these are dumb, R&D only assigned two people here: Dwight-O (Antimutant) and Shani-O (Psion). They argue much more than complete tasks, as designed.

Sample Locations

○ **Demonstration Theatre Bravo-13:** This large semicircular auditorium is supposed to be used for presentations, discussions and blamestorming sessions. In reality, most secret society members inside R&D come here to meet. At any time, there could be societies that hate each other (like Corpore Metal vs. Frankenstein Destroyers) each trying to make nefarious plots while keeping an eye on those bastards on the other side of the room. That is why this place is also a deadzone. *Troubleshooters can use the deadzone but must roll Chutzpah + Alpha Complex (DIFF 3). Failure means they irritate a society, who blames another society and soon enough war erupts. Brains + Athletics (DIFF 1) to escape intact.*

○ **Hot Brown Drink Test Kitchen (AKA Cafeteria of Moist Horrors):** After R&D's culinary mad scientists have concocted miraculous new wonders in the field of hot drinks that look mostly brown, they must put their creations to the test and discover if they have developed hot brown drink satisfaction or an intestinal horror that will live on in the nightmares and bladders of test subjects. A team of Yellow paramedics are on hand to prevent any tester from going postal once the hallucinogens kick in. *Anyone drinking the experiments must roll 1d6 equal or under their current Moxie total. If over, immediately Lose It (*The Core Book *page 31).*

○ **Truthical Research Library:** A primary pillar in support of the R in R&D, the research library is full of data of all kinds, especially the official results from those experiments that makes everyone nervous. One small problem: R&D scientists tend to make stuff up rather than admit failure or ignorance, so good luck finding the truth in this library. *+2 NODE for any roll to find information; +4 NODE if that information is directly related to R&D. The GM secretly rolls 1d6 and gives out false info on a 1–4.*

How They Mess With Troubleshooters

○ **Describe the Sensations:** Infrareds are often the test subject of choice because they are cheap to replace and obey more than they think. Yet sometimes more competent and less-drugged subjects are needed. Hello Troubleshooters! If the team is **WALKING DOWN A CORRIDOR**, they pass an R&D lab with two Green researchers who quickly call the team over. Two Troubleshooters must hold

different ends of a thick green, metallic rectangle and explain how they feel while the researchers push a button. Have the two players make Violence + Athletics rolls (DIFF 2). If both succeed, they describe the sensations well enough to earn -1 flag and +150 XP Points apiece. If one fails, they both take a wound. If both fail, power arcs from the experimental device to hit the rest of the team so all Troubleshooters present take a wound.

○ **Eureka:** A Blue R&D scientist runs up to one or more Troubleshooters and says she has discovered the secret of loyalty (or efficiency, obedience or whatever) in pill form but secret societies are hot on her trail. When the team is **NEAR TRANSPORTATION OF SOME KIND**, the scientist asks for help in reaching far-flung DOK Sector where she will be safe. If the team does this, they all lose 2 Moxie from their secret societies yelling at them for a giant missed opportunity. If they refuse, the scientist reports them to The Computer who assigns 2 Treason Stars to each Troubleshooter – but a successful Chutzpah + Bluff roll (DIFF 2) can let that player give one of their two stars to any other Troubleshooters.

○ **Volunteer Testing Allowed:** R&D eventually survives experiments long enough to make things but said things need testing before any service group will touch it. When the Troubleshooters are **HEADING TO OUTFITTING OR GOING SHOPPING**, whoever gives out the equipment

Everybody, let's give a big hand to the nameless Troubleshooter about to advance science!

offers R&D experimental versions of the items as well as normal ones. If a Troubleshooter refuses, they lose 2 Moxie as R&D adds the tag *#unhelpful* on that Troubleshooter's social media feeds. If a Troubleshooter agrees, look at the Success & Treason effects for that item and more-or-less double it. (Ex: a medkit would heal 2 wounds instead of 1 but a failed roll would increase the wound by two steps instead of one.)

○ **Get the Right Data:** Most R&D scientists already know what the results should look like before testing a new device. They also know motivated test subjects are much less annoying to deal with. When a Troubleshooter **GAINS A TREASON STAR**, they soon get an email from a Yellow lab assistant. They offer to remove that Treason Star if the Troubleshooter is willing to download an experimental productivity app to their Coretech. On their next roll for anything, they must get exactly 2 successes – no more, no less – past the DIFF. (If an action has DIFF 2, then you would need 4 successes in total.) If they succeed, one current flag is transferred to the Troubleshooter of that player's choice. If they fail, they get a Treason Star and must continue until they are either correct or have the Wanted flag, at which point everyone can murder this feckless traitor and the mission can continue.

Mission Prompts

○ **New & Better Meds:** An R&D genius who disappeared into a deadzone some time back has reappeared in the Underplex and is asking for safe escort back into Alpha Complex proper. She says she escaped into the Outdoors with fellow Sierra Clubbers and has knowledge of new species of flora and fauna that will surely advance medical science. Worried that the defector will spill their secrets, the Sierra Club and Corpore Metal docbots do all they can to kill the Troubleshooters and her so these advances never happen. What kind of medical advances? None. The R&D genius is just trying to get out of trouble for leaving Alpha Complex.

○ **Sabotage:** One R&D leader sends the Troubleshooters to test a rival R&D lab's devices but they must make the devices fail. The leader gives two Troubleshooters memory-altering guns to make the rival designers forget the team's sabotage activities. The guns do work but only three times each. Will the team use them as expected and accomplish their mission or will they zap each other senseless until the only way to affect the experimenters' memories is through blunt trauma? Yeah, we went with the second one as well.

○ **Stolen Plans:** Members of Armed Forces have stolen R&D plans for a newly-designed superweapon, the Mass Chemical Warfare Automated Delivery System (MCWADS). The Blue R&D project leader wants the MCWADS plans back, not due to any moral qualms about theft but because Armed Forces is behind in paying invoices. The team must sneak into an Armed Forces base, find and steal the plans and then email them back to the project leader. It just so happens that Armed Forces is running war games here, including a fake intel team made of Red-clearance traitors trying to steal battle plans from the same Armed Forces base. Yes, the two teams meet inside the base.

Specific Favours to Receive

Spend 1 Moxie
○ Clear a small room or corridor to 'clean up an experimental mishap'.
○ Get a free set of protective gear (lab coat, goggles, rubber gloves, rubber boots) that is not armour.
○ Get a free roll of *REAL DANGER DO NOT CROSS WE MEAN IT THIS TIME* tape (Red-clearance).
○ Access data normally available at Orange-clearance.
○ Consult with a scientist via Coretech for +1 NODE to a roll involving Science.

Spend 2 Moxie
○ Get a sample of someone's DNA (Yellow-clearance or less).
○ Gain an instruction manual for an item you have (+1 NODE when using said item).
○ Lick a mystery substance to identify it via Coretech.
○ Officially blame your failed roll on an outdated item, not your lack of skill.
○ Consult with a scientist via Coretech for +2 NODE to a roll involving Science.

Spend 3 Moxie
○ Shift blame for damaging an R&D experimental device to another Troubleshooter.
○ Get a free experimental pill that increases one stat by 1 and decreases another by 1 (player's choice).
○ Borrow a nearby Red lab assistant for +1 success to any Mechanics roll for an entire scene.
○ Get a free vial of acid (one wound per turn when covered in the stuff).

Spend 4 Moxie
- Blame another citizen (Yellow or lower) for an experimental device you destroyed or lost.
- Have R&D's test data massagers plant false evidence of treason in someone's Coretech.
- Get a free Orange suit of reflec and the authorisation to use it because experiments or something.

Spend 5 Moxie
- Flood a building or room with radiation or other toxic byproducts, making everyone Injured at least.
- Trigger the evacuation of a sector by turning an experiment into a disaster on purpose.
- Terminate a citizen (Yellow or lower) and blame it on an out-of-control R&D experiment.

Mini Games

Safety Check: R&D is always making wacky, unstable devices and are always making other people test them. Here, a confused and lost Blue-clearance researcher notices a Troubleshooter team and demands they help check the safety of a new device he has. The device itself can be anything that looks common: laser pistol, B3 can, a perplexed Infrared or similar. The key is that, no matter the object, it can explode at any minute.

The Blue researcher tells the team to get in a line, any order is fine. He gives the device to the first Troubleshooter, who immediately takes -1 Moxie from a sweet mix of stress and mild pain. That player must roll 2d6 and add the results together. If the total is 5 through 9, the experimental thingie does not explode; anything else means explosion. If the Troubleshooter survives, they pass it to the next Troubleshooter. They lose a point of Moxie and must roll the same, and so on until one of two things happen:
1. The experimental device goes off like a small bomb. Every Troubleshooter takes a Hurt but the one holding the device gets Maimed and loses 100 XP Points for destroying the device.
2. No one made it go kaboom after each Troubleshooter gave it a try. In this case, the Blue researcher assumes the Troubleshooters screwed it up somehow – they expect things to blow up unexpectedly – so everyone gets +1 Treason Star.

Troubleshooters with empty hands on either side of the tester in line can make a Chutzpah + Stealth roll (DIFF 2) to surreptitiously poke or jab the tester. Each success past the DIFF can add or subtract 1 from the 2d6 result. (If my Stealth roll had 4 successes, I could alter the 2d6 result up or down by 2 points.)

B3 Mystery: R&D is often tasked with creating new, exciting flavours of B3, especially when resources for the original taste start to get expensive. A pair of Green scientists in lab coats find the team and impolitely demand a moment of their time. They give the team one full, unlabelled can of mystery B3 to taste test. Everyone has to take at least one sip from the same can but the more one drinks, the more one will be rewarded.

The team picks one of their own to start. That player must roll 1d6. If the result is a 1, that Troubleshooter immediately vomits and takes +1 Treason Star for incompetence. Then they pass the can to any other Troubleshooter. (Instant +1 Treason Star if someone refuses.) If the result is 2–6, that is how many sips they managed to keep down. At this point, the player can either:
1. Stop drinking. Hand the can to the next Troubleshooter who must roll 1d6 like described above.
2. Keep drinking. Roll 1d6 again. 1 still means throwing up. 2–6 are added to the previous result for how many total sips have been taken. (If my previous roll was 4 and I roll a 3, I've taken 7 sips.)

#2 can be done repeatedly until that player is satisfied with how many sips their Troubleshooter drank. However, the mystery B3 can only has 30 sips in it. If the can is emptied before one or more Troubleshooters had their chance, tough. They get 2 Treason Stars for failing to follow clear, easy-to-understand instructions from a Green-clearance citizen. When the can empties or everyone had at least one 1d6 roll, the Troubleshooter who took the most sips without vomiting gets an Orange laser pistol to use legally. The rest get bupkis.

TECHSERV

CAN WE BUILD IT?

MAYBE!

Technical Services
Can we build it? Maybe!

Possible Origin (?)
A tremendous number of manual labourers helped create Alpha Complex and its myriad of support systems back in the day. As usual, projects ran long and over budget, so The Computer wondered why their leaders (from contractors to CEOs) seemed to run such projects so poorly. No one would get promoted to leadership if they were not smart and capable, so it is clear that all leadership became traitors and sabotaged the infrastructure prior to invasion. Therefore, The Computer terminated all management and put the workers in charge. That will stop the spread of Communism!

The workers honestly chose their best and brightest to be the new managers and things were looking up. Once those citizens realised how much resources and code could earn on the black market, projects began to run longer and more over budget than before – and because these leaders were once manual labourers,

they knew which workers were best as scapegoats so The Computer does not get ideas. Meet the new boss, same as the old boss.

Core Responsibilities
Operate the cloning services; maintain and repair machinery (bots, industrial systems, anything with wires) and software-based subsystems (not The Computer, though!); maintain proper security clearance levels in Alpha Complex.

Ruling Alliance
The Computer-led execution of the entire leadership team was never forgotten and referred to colloquially as The Shakeup. It is even celebrated as an unofficial holiday that workers cannot attend because they are needed elsewhere – and todaycycle's leaders live in fear of a repeat Shakeup.

Enter Raoul-V-DAN, current head of Technical Services. He has been a manager for so long that he forgot how to do simple repairs or what to say when your repairs cause more issues than it fixed, so he is worried that the rank-and-file members will get Friend Computer to Shakeup his clone numbers. He tries very hard to look technical and skilled, skipping the usual suit-and-tie for a reflective safety vest that screams, 'I am one of you, please love me!'

His plan to stay in power? Approve every single Great Hotfix maintenance request from citizens Green and higher regardless of resource use or loss of Infrared lives. He would approve repairing a stairwell but he would also approve installing curved, non-Euclidean space to make the stairwell bottom lead to the stairwell top.

Current Leader: CEO Raoul-V-DAN
'Us technicians can handle that! We'll simply embed a Boolean DevSecOp in the backend with COBOL!'

- **Basics:** Technical Services, Illuminati, Force Field.
- **Looks:** Magenta and white reflective safety vest; Violet hard hat; khaki cargo pants.
- **Quirks:** Often uses technical terms wrong; friendly in a fake way; refers to workers as *we/us*.
- **Plans:** Approve any Great Hotfix plan (Green or higher); convince workers that he is one of them.
- **Gear:** Universal multitool, megaphone, huge wrench (truncheon).

Opposition: Director Liza-G-HNI

'You say your fridge plays Lenny-R's soliloquy from Lunch Traytors *when opened? Don't blame me!'*

- **Basics:** Technical Services, Haxxor, Mental Blast.
- **Looks:** Emerald overalls over a stained white T-shirt; light brown toolbelt; frizzy brown hair with bangs.
- **Quirks:** Takes everything personally; only mildly likes Teela-O; always drinking TeaSir.
- **Plans:** Make Great Hotfix work tolerable by using Lenny-R's voice for any device's voice.
- **Gear:** Tons of Coretech-stored Lenny-R audio clips, repkit, skinnerstick, mug.

Opposition

Some workers are getting mighty tired of those aggravating and often impossible work orders but refusing them wins you a complimentary ticket to HEL Sector for a hurried brainscrub. A contractor named Liza-G-HNI came up with an idea: Do such repairs whenever possible but modify things so they are 'better'. What counts as better? Whatever that repair worker thinks should be there.

If a music player is broken, they might fix it so it only plays songs by The Teela Sisters. A Coretech app might not run on Sevendays because the technician is an FCCCP deacon. That elevator? Okay, that is a deathtrap no matter what. The point is to make tiny acts of rebellion that are technically legal so everyone feels a smidge of control over their lives. Other citizens might suffer but those are not Technical Services people so they do not count. Besides, it is always the user's fault. Always.

Sample Department

- **Office of the Chief Bot Therapist:** Bot brains are special things, mostly because no one has any idea how to make new ones. Given how complex and delicate these brains are, they are rarely repaired by TechServ workers. One sneeze and they ruin a guardbot and IntSec would like a word. (That word is often *suffering*.) That is why TechServ has an entire office of therapists who can 'fix' bot brains without invasive tools. On paper, they help declutter and defrag the bot brain through talking things out. In reality, they charge hundreds per hour just to scream, 'Be happier!' at the bots. (Surprisingly, this works on guardbots.)

- **Vendabot Whisperers:** While not a proper department or office, everyone talks about these folks with a mix of fear and admiration. Vendabots are vending machines with tiny bot brains but because their function is very limited, their brains are not very robust. Tell a vendabot 'Dispense CoffeeLyke' and you might get anything from a soy latte to a cup full of stem bolts. But these techs know how to communicate to vendabots where others fail. It gets spooky. One whisperer got an algae chip vendabot to dispense a landmine and a three-piece Indigo suit.

- **Department of Technological Teleological Purity:** The Computer has roughly 20 million servers dedicated to worrying about loyalty. That is why it demanded TechServ create and staff this office. The workers here examine every bit of technology in Alpha Complex, from quantum processors to toasters, to determine if it encourages loyalty or treason. No one is sure how devices support either, so each yearcycle like clockwork, they pick 11 bits of tech randomly and recall them for promoting treason. That is why stainless steel whisks are nowhere to be found but lead paint is freely available.

- **Department of Surveillance Maintenance:** There are likely more security cameras and hidden mics in Alpha Complex than Infrared citizens, so someone has to keep their lenses clean and remove audio feedback. This department sends techs into the field to do just that. Given the nature of the work, all secret societies try to staff this department with their own people. When The Computer discovered this, it banned these workers from maintaining surveillance devices. They sit around all daycycle doing nothing. Who cleans security cameras then? Every person asking this gets Treason Stars until they stop asking.

Sample Locations

○ **Coders Hall:** With the right passwords, software technicians can do their jobs remotely. Rather than let employees work from their homes, Technical Services forced everyone into the same five-story building named Coders Hall so they could justify having the building in the first place. The weird thing? These programmers never leave the building, not even to sleep or eat, as they have a near-unlimited supply of HappyKaff and Wakey-Wakey-Drugs-and-Cakey. Even secret societies and IntSec lose contact with their people infiltrating this place and no one can figure out why. When asked, the coders all say the same thing: 'Crunch time'. Then they rub their bloodshot eyes, grab another HappyKaff and disappear into the cubicles.

○ **Clone Recall Labs:** TechServ runs cloning facilities across the Complex, so they are the ones who create literal bodies for people to live in. Sometimes Commies sabotage the process (or TechServ was on one of their infamous three-hour hot brown drink breaks), leading to problems like missing eyes, no skin or four feet but only two legs. TechServ will recall such clone bodies and these teams are heavily armed since few clones are cool with being autopsied while still alive.

○ **Lightbulb Testing Facility 09.B:** TechServ can get in trouble if they give someone a faulty light bulb (if the citizen is above the Chartreuse Line at least), so they created a series of rooms where different types of bulbs are all plugged in and shining brightly to confirm they work. People working there wear thick, dark goggles and have tan skin instead of the usual *I've been dead for three days* pallid look. Just do not turn off the lights. The technicians here all have severe nyctophobia and turn feral if darkness falls. (Power Services hates Technical Services, so they often cause blackouts here and gamble on how quickly things fall apart.)

○ **Transbot Desensitisation Facility:** Transbots are vital to anyone poor enough to need them but as the upper clearances know, such low-clearance citizens display all manner of disgusting, disturbing and even offensive behaviours. They worry about transbots witnessing such gross displays and getting the equivalent of a neurosis. To forestall that, this facility has rails that bring in transbots. They face a giant screen which plays a long loop of those disgusting behaviours and the transbot's visual sensors are set to Always Open. The goal is to desensitise transbots to things like Infrareds. The reality is that these transbots develop a severe phobia over the very citizens they have to serve.

How They Mess With Troubleshooters

○ **No, Try These Batteries:** TechServ and PowerServ try to outdo each other producing better batteries (when not plotting each other's demise, of course), and sometimes that works. When the team is **FINISHING WITH A COMBAT SCENE** of any kind, everyone gets an email from TechServ offering a free 'smart' battery for their laser pistols that makes firing more accurate. Anyone who refuses finds their current pistol battery is suddenly flat. Anyone who agrees gets +1 NODE moving forward for any Guns roll. However, the 'smart' bit is how the battery can record video of anything a Troubleshooter fires at and deliver it to TechServ. This naturally gets used for blackmail, so let us hope the Troubleshooters have plenty of XP Points.

○ **Coretech Support:** TechServ is infamous for software patch upgrades that break devices. When a Troubleshooter is **USING THEIR CORETECH** for anything other than following a Yellow arrow, they suddenly see a popup that says, 'Mandatory TechServ Patch for all Coretech models, apply yes or yes yes?' Either answer applies the patch. Due to a bug, the Troubleshooters now only see people as blurry, coloured blobs. Troubleshooters can initiate a factory reset of their Coretech (which removes half of their current Moxie) or pay a 50 XP Point processing fee to roll back the patch (which instantly causes their Violence button to be pressed).

○ **Noisy Neighbours:** Noise levels can be a problem in an underground city where too many people are screaming on the regular, so TechServ is tasked with monitoring and reducing noise pollution. When the Troubleshooters are **ARGUING OR DOING NOTHING**, two Yellow-clearance techs quickly but quietly trot over. They softly explain the team has violated Mandate TSPM 442.04/a by being too loud and must whisper – but they whisper so softly that you need a successful Brains + Stealth roll (DIFF 2) to understand them. The same roll is needed to understand the rest of the team until those Yellows wander away and they can talk normally again.

Mission Prompts

○ **The Problem is Mute:** The team is told to escort the service group's best network technician, Claude-Y-HOT, to a huge network router problem only he can fix. The router is built into Enhanced Communication Room 13 of the local IntSec station house's 4th Floor. They recognise Claude-Y because he got caught talking shit about his boss and lost his tongue on this very floor last weekcycle. IntSec Green goons refuse to let him even get near anything technological, so the Troubleshooters will have to listen to Claude-Y, the guy who cannot speak, and reset the router before the team experiences enhanced communication skills training. And yes, IntSec agents will be there to monitor the team for signs of treason.

○ **Paradise Found:** A giant ventilation fan is malfunctioning in a far-flung sector. TechServ sent out a five-clone repair team but all have gone missing. Even their Coretechs are non-functional, so the team must go there, find the repair team and fix the giant fan. Once there, the team discovers a paradise: An entire subsector is a deadzone where citizens live in peace because, without an Interwebs connection, clone backups cannot be requested and people fear death more than before. No one wants to break the peace lest they get terminated but once a Troubleshooter team kills a few, the gloves come off and the entire 'paradise' devolves into an active warzone. Then the Technical Services team shows up after getting lost in the Underplex and needs protection while they fix the giant fan.

○ **The DRO Sector Cup:** Autocars are normally reserved for important people but here Tech Serv workers have stolen dozens to participate in an illegal autocar race known as the DRO Sector Cup. One Blue exec hires the team to be their drivers. Everyone has to go into the same autocar and this race has a vigorous demolition derby element. As the team races through pedestrian corridors, they must attack and defend against other drivers with cone rifles and mutant powers. Once the team can see the finish line, they also see a small fleet of IntSec cruisers and their Blue troopers waiting for them.

Specific Favours to Receive
Spend 1 Moxie

○ Repair a small device (like a laser pistol) for free.
○ Get one free but minor item from any vendabot.
○ Send a scrubot to clean a specific room (Yellow and lower).
○ Remotely deactivate a confession booth so the clone inside is safe.
○ Find a route (safe or not) to reach a location for the current mission.
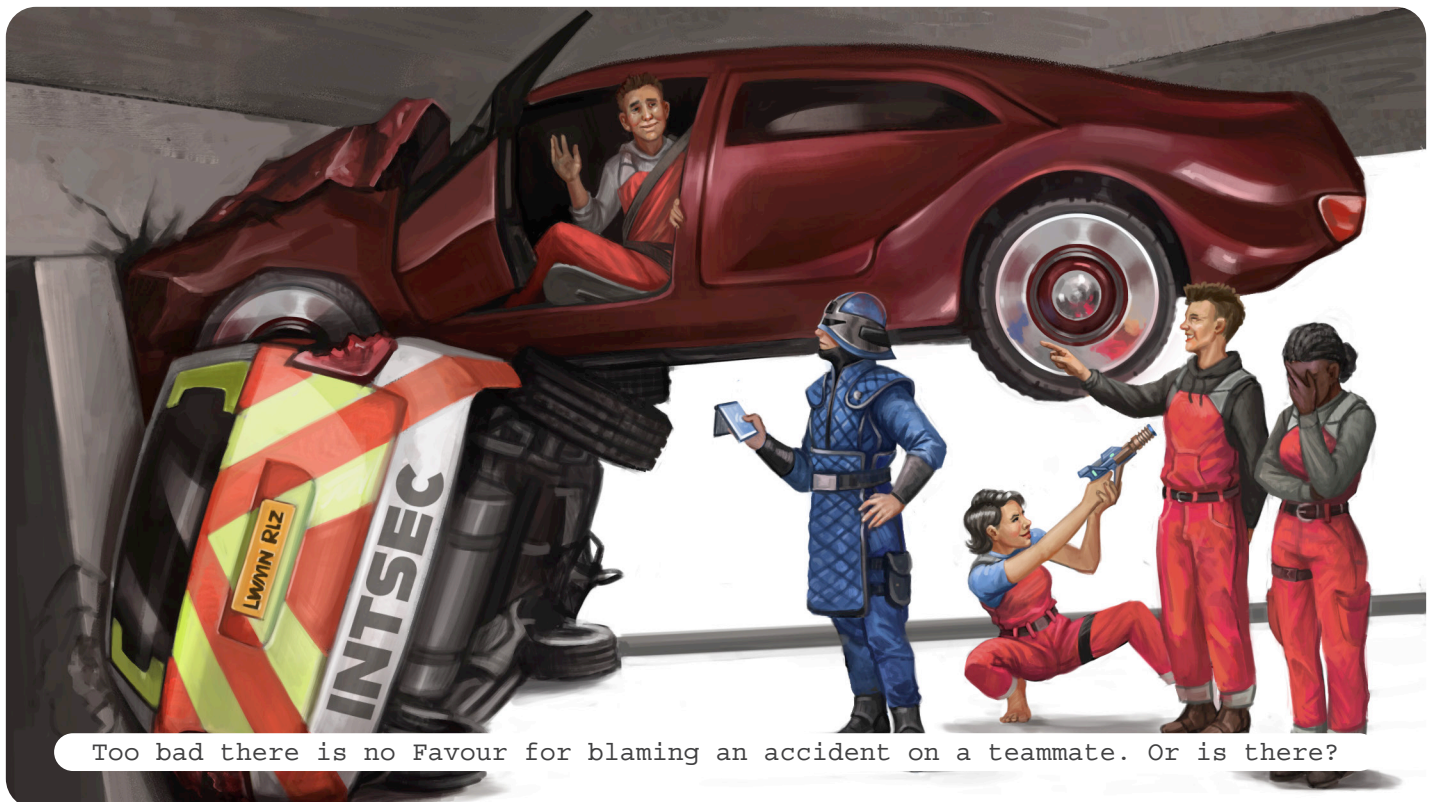
Too bad there is no Favour for blaming an accident on a teammate. Or is there?

Spend 2 Moxie
- Send a Red-clearance scissor lift (up to 12 metres high) to a location before you get there.
- Get a free can of black spray paint.
- Increase the security clearance of a location or item by one level (like Red to Orange).
- Find a secret, safe route through the Underplex to one location.
- Close a location (Yellow or lower) with a Great Hotfix project.

Spend 3 Moxie
- Repair a bot or similarly sized device for free.
- Get a free autocar loaner to reach one destination and back again.
- Learn a citizen's mutant power (Yellow or lower).
- Get a docbot sent to 'heal' the citizen of your choice (Yellow and lower).

Spend 4 Moxie
- Get a free Yellow laser pistol painted red hidden in a nearby air vent.
- Get a password that lets you control a bot (but it still obeys its asimov algorithm).
- Cause an elevator to fail and drop way too far down.

Spend 5 Moxie
- Send instructions to a bot via the Interwebs that bricks their bot brain.
- Remove a backup clone for any Troubleshooter so they have one fewer.
- Call tech support for one device and get +1 success when using it.

Mini Games

Competitive Rewiring: Technical Services technically trains their workers but here, the term *technically* means it barely qualifies as training. Sometimes, even an experienced TechServ technician has no idea how a given thing works, especially if they are management.

A Green-clearance TechServ director is struggling to rewire a guardbot's circuit boards when she sees the Troubleshooters and demands they help her out 'for just a few minutecycles, if that'. The team must correctly attach four wires (red, green, blue and plaid) to a circuit board. No, they cannot find the fix on the Interwebs.

Pair up the Troubleshooters. (If you have an odd number, the Equipment Officer goes twice each with a different partner.) Each pair gets their own circuit board

to work on. All players should have two dice at the ready. When the GM says 'Go!', each pair has to roll all their dice and eventually get four 6s. As with a game like *Yahtzee*, players can reroll any not-6s as many times *and* as quickly as they want – ignoring any Computer eye – until they get all 6s with their four dice. The first team is the winner and they get +2 Moxie and +2 NODE to any Mechanics roll for the life of this clone only. The losers all get -2 Moxie unless they complain, in which case they get a Treason Star as well.

However, any player may grab one dice from another player during this madness and roll it along with their normal 2d6. If the stolen dice shows a 6, it sticks with the thief's pair permanently and the original owner now only rolls 1d6 (or 3d6 for their pair). If the stolen dice shows anything else, the original player may swipe it back at any time. (GMs, seriously, make sure everyone is being cool during this one. *Paranoia* players are amazing but anyone can have a bad day.)

Scapegoat Protocols: TechServ workers hate repairing things because, more often than not, they get blamed for the user using it incorrectly post-repair. That is why they love finding scapegoats. Here, an Orange-clearance mechanic walks directly up to the team with a large metal and plastic device under one arm. He says they must prove their skills by repairing it, and each person gets a chance. Repairing the device requires a total of eight successes.

Instead of picking a random player to start, players must bid XP Points (starting with 5 XP Points) to go first; highest bid wins and pays those XP Points. Then the player must make one Mechanics + Engineer/Program roll (DIFF 1) to repair the device:
- If the roll has at least one success, subtract that number from the 8 needed. (If you rolled first and got two successes, then the device still needs 6 more to be fully repaired.)
- If the roll has no successes, that Troubleshooter gains a Treason Star and -1 Moxie.

This player picks the next player and so on and so on until the device has 8+ successes in total and is fixed as far as the Troubleshooters can tell. If any players do not get to roll because the device was fixed too soon, those Troubleshooters gain 2 Treason Stars and -2 Moxie apiece. Can players spend Moxie to affect these rolls? Oh, absolutely!

Troubleshooter Headquarters

According to CPU, Troubleshooter teams succeed a whopping 14.7% of the time before HPD&MC changes that to 104.7%. That means lots of citizens quietly ask 'Who is in charge of these feckless losers that just blew up my petbot and ran away screaming about Commies?' In short, no one.

Unlike service groups, Troubleshooters were not created in the early days of Alpha Complex. It took time for The Computer's insanity to proliferate through all Its subsystems. Eventually, It realised that commie mutant traitors would infiltrate *all* service groups to sabotage important missions, such as finding a new petbot for that previous citizen because she has Blue-clearance and a cone rifle.

The only way to avoid this was to pick citizens randomly for important missions, give them a gun and some armour, skip any wastes of time like training and send them out the door hoping for the best. By keeping membership random, those vile terrorists will never know how to infiltrate such teams. Genius! Thus, Troubleshooting was born.

Once all service groups reviewed the Troubleshooter project goals and methodology, they politely declined to have anything to do with this debacle-in-waiting. That was okay because The Computer started thinking that, since traitors can infiltrate service groups, none could be trusted to run it anyway. To this day, no one is in charge of Troubleshooting.

Since no service group participated in Troubleshooting, there were no buildings available for a headquarters – and HPD&MC claimed they lacked the resources to build one anew. Therefore, The Computer made an important decision. If Troubleshooter team members were picked randomly to prevent traitorous moles, then the administrative staff should be picked randomly to prevent the same. All needed tasks and files get transferred to a random citizen's normal job so they can do both from where they work. (Do they have a choice? Hahahaha no.) To this daycycle, Troubleshooter HQ is a 100% virtual office.

Think of it as work-from-home but replace *home* with *current daycycle job*. Imagine you head into work to supervise Infrared algae skimmers working the food vats. When you get to your workstation, you find a Computer message saying that, for todaycycle, you will also be a Troubleshooter Headquarters administrator. Do you still need to meet your normal job's work quotas? Oh, you betcha. Do you still need to do THQ work? Oh, you double betcha. Could anyone run Troubleshooter HQ well under those conditions?

Of course *you* would. You are a *Paranoia* fan, so you have great taste and intelligence. But others? Not so much.

Because most Troubleshooters are Red-clearance, most Troubleshooter HQ staffers are at least Orange-clearance. Otherwise, Troubleshooters and THQ would find a way to shoot each other all over Alpha Complex. That said, there is often one Blue-clearance administrator on call for THQ just in case they need some clearance muscle. (GMs, this is in case you promote any Troubleshooter to Orange or higher during a mission. No one wants players thinking they have control over their Troubleshooters' lives.)

Making things worse are in-field mission updates. The Computer and high-clearance citizens can override Troubleshooter HQ's decisions and change objectives after they are assigned to teams but given the random administration, no one ever knows who to contact to update THQ on those changes. This means THQ staff are typically clueless, confused, overly busy and clueless a second time. That is why so many Troubleshooters never bother to contact THQ.

Cool idea, bro. Now, how does this impact the game? Here are some ways GMs can use this to heighten the fun for the players and the torment for the Troubleshooters:

○ When starting a mission, the mission alert can come from a confused, busy Troubleshooter HQ staffer who only has time to quickly read the alert aloud and that is it. No time for follow-up questions! And Friend Computer will refer all calls back to THQ who has a 3-hourcycle hold time. Good luck finding the briefing room.
○ Because Troubleshooter HQ is staffed by Orange-clearance citizens for the most part, many are not cleared to know important details such as mission objectives or how soylent is made. GMs can redact parts of the mission alert so players are more clueless than normal. Nothing breeds concern like mandatory mission objectives you cannot legally know.

- When Troubleshooters call The Computer for help, the call might be routed to Troubleshooter HQ staffers instead – especially if a player keeps calling Friend Computer over every little thing. Any help will be very different indeed.
- If the players are stuck, have Troubleshooter HQ give a Coretech call to discuss the problem and maybe offer some hints. Those Orange-at-least folks at THQ can get in trouble if Troubleshooters fail, so they would be more motivated to help Troubleshooters succeed compared to Friend Computer. Sure, they do not have authority but at least someone wants them to succeed.
- If the players take the team off-track and the GM needs to get everyone back into the story, a timely call from Troubleshooter HQ asking for a status update can do wonders. 'Oh, you're off-mission? That's cool, that's cool... except that you only have 20 minutecycles left to do the thing before we publicly declare you are terrorists.'
- Troubleshooter HQ can sometimes have access to Troubleshooter Coretech recordings (conveniently whenever the GM needs this), so if you ever need proof that a PC did something proper bad, THQ can give a quick call and upload a video for everyone to see, including Friend Computer (as if the Computer dice came up with the Computer eye) and the other Troubleshooters.
- Rather than let Troubleshooters go shopping, GMs can have THQ offer additional mission equipment delivered to them for a nominal processing fee. Of course, all such gear is loaned (not sold) so the players have to be extra careful with it. It all comes labelled as, 'Troubleshooter gear only – Seriously please stop eating these'. Yes, grenades say that as well.
- When the team really needs to pay attention to a higher-clearance citizen, someone from Troubleshooter HQ can call or even drop by to quiz the Troubleshooters on their mission objectives or current status. Force the team to decide between paying attention to someone who can kill them vs. someone who can give them much-needed mission data.
- Players can bribe or intimidate THQ staffers so that, when everyone is in debriefing, a staffer will back up whatever lie that player wants told. 'According to our data, the Team Leader never killed a single traitor. We got the XP Points, er... I mean, we got evidence right here.'

Why These Are Secret

Alpha Complex is rife with clubs, alliances and societies: loosely organised affiliations of like-minded chuds. The vast majority of these are perfectly harmless and horrifyingly dull, which is exactly how The Computer likes it. Just as citizens need structure and hierarchy in their work lives, their recreational time should also be filled with arbitrary rules and interminable meetings. Of course, there is nothing secretive about these clubs. In fact, citizens often wear decorative pins to boast their personal club affiliations. Again, perfectly harmless.

Secret societies? Those are something else entirely.

First of all, 'secret society' is a bit of a misnomer. The societies themselves are not secret. Every citizen knows they exist – sometimes including drugged-out Infrareds who are barely aware that floors exist. The actual secret of secret societies is their *membership*. One can be reasonably certain every citizen of Red-clearance and above is a member of some secret society (their membership was likely the reason they got promoted in the first place).

What one cannot be certain of is which citizen is a member of which secret society. You can have *suspicions*, obviously. The guy in your office who refers to all his coworkers as 'brother' and 'sister' likely spends his Sevenday mornings at an FCCCP worship service. The lady who constantly kicks over the office scrubot probably carries water for Frankenstein Destroyers. But suspicions are not *proof*. Even IntSec requires their snitches provide *some* kind of evidence, if for no other reason than it gives them something to fill in a blank space on the Termination Code Authorisation Form (Post-Murder). This is less about needing proof to punish citizens and more about not trusting snitches. And secret society members take great care to prevent anyone from gaining the sort of evidence that could expose their affiliations.

In the case of some societies, the reason they need to keep membership anonymous is obvious. For groups like Communists, PURGE and Death Leopard, the intent to commit treason is baked into their very existence.

Members of these groups had to commit some seriously illicit acts just to gain membership (or be valuable to leadership such as having a ton of XP Points saved up and a low threshold for what counts as truth).

However, The Computer does not only seek to eliminate these groups because of whatever particular cause or creed they represent. Even if a secret society was dedicated to something as harmless as positive vibes or personal hygiene, The Computer would still have it wiped out. The real danger of secret societies is that they are power structures that The Computer does not control. They give citizens the wrong kind of thoughts.

In Alpha Complex, power is precisely delineated by service group and security clearance – and there is always one unblinking eye at the tippy top of the organisational chart. Not so with secret societies; The Computer has no say over their activities. This is why The Computer considers secret societies an existential threat – and why secret society members are typically terminated.

Society Classifications: A, B, C

If the Computer has anything like a fetish, it is organising information. It experiences something close to elation when categorising incoming data and sending it to the right database or folder. That is why it created three classes of secret societies.

Ostensibly, these exist to help prioritise budget and resource allocations so the worst treason is tackled first. In reality, only very high-clearance citizens worry about this. When an Indigo-clearance leader talks about Class A societies to IntSec's Green goons, their minds drift to that one time they beat an Infrared into believing she was Teela-O... until violence gets discussed. They pay attention to that.

SECRET MEETING SPACE MEMO

MEMORANDUM
TO: All Clients of Clandestine Meeting Space group
FROM: Event_Space_Liaison@dArkWebz.haxxor.sad
SUBJECT: Society Meeting Space Rules and Regulations

Dear Valued Customers,

Due to a string of recent complaints, I felt this might be a good time to review the rules and regulations that each society agreed upon when booking access to Clandestine Meeting Space (CMS) secure rooms. These rules were established to ensure that everybody who uses the space is able to fully enjoy a secure, surveillance-free experience, so please note the following.

Punctuality
Access to the CMS is assigned to our client societies in one hourcycle blocks. However, all societies are required to vacate the room 10 minutecycles prior to the end of your assigned block. This gives our custodians an opportunity to sweep the room for bugs/bombs and tidy up a bit before the next group of patrons arrives. Also, Communist patrons: please stop trying to surveil the CMS. Your bugs have tiny hammer+sickles on them and you are not fooling anyone. Vacating the space early also prevents unpleasant encounters between outgoing patrons and incoming ones. There are going to be occasions when Psion/Antimutant or Corpore Metal/Frankenstein Destroyers have booked the space consecutively, and I would remind you that we are renting out a meeting space and not a 'let's all kill each other in a hail of laser fire and mutant powers' space.

Keep it Down
We are committed to offering you a space free from any kind of electronic monitoring. However, this is of little value to those of you who insist on making such a racket that your activities can be heard by anybody within five kilometres of the CMS. Death Leopard: everybody knows your electric guitar amps 'go to eleven', but we are going to need you to dial them back to a four. PURGE: The CMS is not an explosive testing facility, so we'd ask you to leave the bombs at home. Finally, FCCCP: we deeply respect your 'screaming in tongues' ritual, but is there any way it could be more of a 'whispering in tongues' situation?

Leave the CMS as You Found It
As stated previously, our custodians only have a brief window to clean out the space between bookings. Please do not enact any substantive physical alterations to the meeting space. While I personally appreciate the vintage mural art our Romantics friends left on the CMS walls last Onesday, it was not appreciated by the Haxxor meeting group that had booked the space subsequently. Similarly, Sierra Club's efforts to turn the space into a community garden led to complaints from a Free Enterprise group who are ideologically opposed to the concept of 'free food that comes out of the ground'.

As your Event Space Liaison, I am fully dedicated to providing all of you with a safe, clean environment to commit whichever treasons you desire. Please follow the rules stated above to assure we can keep the space available for the foreseeable future (no thank you Psion, we do not need to pay for your services here). Remember, Lenny-R speaks for all of us.

Still, these get used by leadership in Troubleshooter HQ, IntSec, Armed Forces and more, so GMs can throw these terms at Troubleshooters and act like they should know what it means. The terms also changed a bit over the years, especially after Project Infinite Hole made people rethink their entire lives.

Class A: Useful Idiots

These societies were at some point secretly funded, organised and run by agents of The Computer. Big C knows humans love doing something illegal when given the chance to be naughty. Therefore, these societies were started many Year 214s ago as a way to channel that energy into something idiotic and relatively safe. Although unofficially tolerated, membership is still treason that can cause you to fall out of an open window while in a tall building.

- **Antimutant:** It encourages antimutantism and violence against mutants, obvious IntSec op.
- **Corpore Metal:** So focused on bot stats that they can safely be ignored as nerds.
- **FCCCP:** They literally worship The Computer as God. 'Nuff said.
- **Romantics:** They spend so much time arguing and debating that they are not a threat.

Class B: Problematic Traitors

These can be idiotic or evil at any given time. Some are former Class A societies that went rogue like Death Leopard, while others have goals antithetical to The Computer but can be handled. These need to be heavily monitored and often arrested. Some of their plans are stupid but others have a chance at causing real damage to Alpha Complex.

- **Death Leopard:** Pranks can be dangerous but they use connections in IntSec to avoid treason charges, so be careful.
- **Frankenstein Destroyers:** The Computer is not a bot but It is close enough. Keep an eye on this one.
- **Free Enterprise:** Useful when you want illegal items, so raid them occasionally so everyone else thinks The Computer is against black markets.
- **PURGE:** Too busy training and finding nightcycles everyone has off to lead a rebellion but they still want to destroy Alpha Complex and The Computer.
- **Sierra Club:** Hippies turned into ecoterrorists, so this one needs to be monitored closely.

Class C: Real Terrorists

These are the real (and dangerous) deal. They want to wrest control of Alpha Complex from The Computer's digital hands and they have a small chance at succeeding. Even their idiotic plans have destructive potential. All secsoc membership is illegal but belonging to one of these societies is double secret illegal, no kidding around.

- **Communists:** Uh, they are behind Project Infinite Hole. They suck.
- **Haxxor:** Could technically hack Friend Computer, so they suck.
- **Illuminati:** The only thing known about this society is that they suck.
- **Psion:** Mutants suck; power-hungry mutants suck worse.

Antimutant

Possible Origin (?)

Surviving records from the early years of Alpha Complex show this secret society was not originally secret. It was a public group created by The Computer to channel a citizen's rage and frustration with Alpha Complex into attacking people The Computer wanted dead-dead. Assaulting mutants to put the fear of The Computer into them? Sure! Terminating mutants without a termination code? Why not? Mutant genocide? I like the cut of your jib, good sir.

While every good citizen hates mutants, members of Antimutant hate them so much they have built a lifestyle and identity around it. Both centre on violence and paranoid accusations as one would expect but these get so out of hand that even IntSec and The Computer want them to turn things down a bit. They refused because hello, mutants, so they went underground. They rationalise it as doing what The Computer secretly wants of them, so they are always shocked to find the law applies to them as well.

Antimutant also remains zealous in its efforts to fight what they call the Psion Conspiracy, an insidious Complex-wide plot organised by that secret society to replace true-blooded citizens with mutant traitors. In recent days, the biggest conflict between Antimutant members is whether their main threat comes from Psion or the chemical additives that are poisoning citizens' very bodies.

Core Goals

Kill all mutants; avoid all chemicals; show the blind sheeple of Alpha Complex that chemicals are harmful.

Class A: Useful Idiots

Antimutant remains a Class A society todaycycle primarily because its goals remain the same as when The Computer originally had it founded: root out and punish mutants. However, the society has only recently developed its fully erect mad-on against chemicals, and The Computer has tasked IntSec with monitoring this trend in case Antimutant members start to act too contrary to its standard, heavily pro-chemical policies. As the slogan goes, 'A medicated populace is a happy populace that might drool too much'.

If the society is successful in reducing citizens' use of chemicals to the degree it wishes, this could result in a reclassification to Class B. However, this is unlikely to happen as Antimutant as a whole acts with its heart – and its fists – rather than its brain. Given the opportunity to convince a mass of citizens that chemicals are harmful, most of an Antimutant cell would likely get distracted mid-speech and start assaulting the clone whose hairstyle vaguely looks like antennae.

Ruling Alliance

A group of high-ranking society members lead Antimutant with an iron bar. That is both figurative and literal, and it is why the group is nicknamed Bludgeonistas; they have had measurable success in eliminating mutants with the use of random blunt objects. This makes it harder for IntSec to trace their murder weapons (just in case some bright-eyed, new IntSec agent even wants to do so). In addition, such use of primitive physical objects really bashes home the society's recent emphasis on avoiding dangerous chemicals.

The leaders of the Bludgeonistas are more hands-on than leaders of many societies, which they see as a testament to their dedication to the pure joy of bashing

How do Antimutants deal with having mutant powers? Sometimes it comes down to exceptionalism; mutant powers are always bad except when they have one. But most members live in that sweet, welcoming fog of denial. They do not have a mutant power. Instead, they are very lucky because The Computer agrees with them. 'It's weird how things that threaten me keep catching fire? Meh, that happens around me. Just lucky I guess.'

mutant traitors until they can fit into a bucket. They also publish several useful guides they offer free to society members, including *Chemicals: The Great Devolution*, *Getting into Swinging Range*, *Softest Parts of the Skull* and *Bashables: A Beginner's Guide to Improvised Weaponry*.

Opposition

The second most influential faction in Antimutant goes by the name Chain Reaction. They think it is smartest to avoid direct violent action against mutants and instead manipulate others into acting against them so Antimutanters can stay out of prison and/ or organic recycling combines. They specialise in planting evidence, spreading rumours, faking mutant power manifestations, threatening potential witnesses, redirecting vid feeds, arranging accidents and even combining these into Rube-Goldberg-esque series of strategic clone indictments. This faction is popular among Antimutant members who are manipulative,

clever and cowardly. On the other hand, they butt heads constantly with Bludgeonistas who literally just want to butt heads. (Fine, hit heads with an iron bar.)

Chain Reaction is actively recruiting members to their group by giving them assignments to draw unpleasant Computer attention to mutants via indirect means. When their leader Cassandra-G feels ready, they will 'accidentally' leak Bludgeonistas' identities The Computer, IntSec, or whatever other authority has the best opportunity to ruin them at the time.

Sample Cells

- ○ **Chem Analysis Lab:** Given their obsession with chemicals causing mutations, it is no surprise that members are hard at work determining what those chemicals might be. (And no surprise that Antimutant is still fuzzy about that.) The members of this group are all scientists who understand biology and how chemicals interact with the human body. Just

kidding, these are angry, ignorant clones looking to blame anything and everything wrong in their lives on something they will never understand.

- ○ **Doctors Without Mutations:** Some medically-minded Antimutant members have joined together to capture and attempt to cure mutants of their foul mutations. They operate out of a Coretech deadzone in the Underplex and while so far all of their cure attempts have been absurdly fatal, the cell remains optimistic because they are not the ones dying in experimental surgeries. They even have a few reprogrammed docbots that understand the cure for mutation is often bloodletting – all of it, just to make sure.
- ○ **AntiPsion Crew:** A few Antimutants have infiltrated Psion after convincing them that they are in fact mutants. (Which they are but denial and all that.) These members now make up a cell within Psion and they report to Antimutant as often as they can with information about Psion membership, activities, plans and recipes. Psion knows this because they read their minds, so the only intel they get is years out of date.
- ○ **Dihydrogen Monoxide Patrol:** Yes, dihydrogen monoxide is just regular ol' water. This cell started as a sarcastic joke by members who were not completely stupid. Word soon spread of this insidious chemical polluting our precious bodily fluids and suddenly this joke became all too real. Most members die of dehydration, which is proof that dihydrogen monoxide has withdrawal symptoms like any chemical.
- ○ **The Producers:** Three video producers who work in HPD&MC put a lot of their effort into creating mutant-focused training videos, feeling it is important to warn naive citizens about the threat that is

under their very noses. Some of their productions include *Chemicals are Tasty BUT DON'T!!!*, *Not All Mutants Have Tentacles!!!* and *Exclamation Points Can Never Be Overused!!!!!* They have been fined repeatedly by CPU for exclamation point overuse.

How They Mess With Troubleshooters

- ○ **Beating the Chemical Habit:** Sometimes the Bludgeonistas sponsor a 'chemical drive' where they send enforcers out to wreck chemical supplies, wreck chemical suppliers and generally try to wreck stuff. If citizens will not be afraid of chemicals, they will be afraid of severe drubbings. If the team finds themselves **NEAR ANY KIND OF CHEMICAL INCLUDING H2O**, a pair of Green Bludgeonistas with skinnersticks arrive and start brainstorming the best location for a bomb to ruin the chemicals. If Troubleshooters complain, they get beat and The Computer will side with the Greens unless someone is a clever player.
- ○ **Mutant Haters Unite:** If a Troubleshooter is **TALKING BAD ABOUT MUTANTS** out loud, a quiet, Orange-clearance Antimutant observer contacts them via Coretech and offers assistance. If the Troubleshooter accepts, they gain +1 NODE to any actions taken against mutants for the rest of the mission's act thanks to remote help provided by Chain Reaction. However, if the player ever rolls a Computer symbol, the Orange observer quickly sells out the Troubleshooter who must now become a Registered Mutant (for this clone only).
- ○ **Mutation Spotlight:** Antimutant sometimes chooses a particular mutant power to focus its energies on for a period of time, typically a weekcycle or monthcycle. Todaycycle is the lucky daycycle for

any mutant power of the GM's choice! If one of the Troubleshooters is **USING THEIR MUTANT POWER IN FRONT OF CAMERAS**, including Coretechs/eyeballs, that just happens to be this weekcycle's mutant spotlight and Antimutant sends four Red-clearance members to play beat the brat on that Troubleshooter's skull.

○ **Mutant Watch:** Given how little Antimutant knows about genetics, they have small teams watching areas where chemicals can be found, often R&D and PLC, to learn more. If the Troubleshooters are set on **ENTERING AN R&D OR PLC FACILITY**, one of those teams repeatedly reports the Troubleshooters as being Psion members. Why else would they be near so many chemicals? Troubleshooters will have to explain to The Computer or some friendly IntSec Green goons why they are there and how it has nothing to do with raising a mutant army to destroy everything we know and love.

Current Plots

○ **Bot Mutation?:** A certain jackobot, BNE-35112 (AKA Benny), recently made the news circuit for rescuing a citizen from being killed by a runaway transbot. Some higher-ups in Antimutant think this could be evidence of something they have always feared: chemicals are giving mutant powers to bots. Therefore, both Antimutant and Frankenstein

Destroyers arrange for a Troubleshooter team to question BNE-35112 to prove that it either does or does not have a mutation. If not, Antimutant says leave it alone. The Franks say junk the bot regardless, so the team gets conflicting orders. BNE-35112 is mutation-free but it is frankenstein and wants to murder the Troubleshooters.

○ **Mutant Hunt:** Antimutant leaders believe that tensions in Alpha Complex are almost high enough to spark an official Computer-sanctioned mutie hunt, which has never happened before but Antimutant can dream. They want members to fake evidence of rampant mutant power use to spur The Computer into action, so they get the Troubleshooters to do that so they do not have to leave their couches. Troubleshooters have to fake various mutant powers throughout this, including the ones they actually have. 'Wow, you really made that look like pyrokinesis. Care to explain how accurate your portrayal was?'

○ **The Sample:** Antimutant scientists want a sample of Teela-O-MLY's DNA because this beloved Alpha Complex megacelebrity obviously has the purest genome ever. Antimutant's lab heads think if they splice some of her genes into normal citizens, then they could breed mutations away. (Which does not work given cloning technology but Antimutants are not very big on science.) They do this to the test subjects (Troubleshooters) who begin physically

Don't believe the lies! H2O is dangerous. We'll show you how dangerous it is.

and mentally changing to be more Teela-like as the mission develops. Then Teelies start confusing them for the real Teela 'in disguise'. You do not want confused Teela fans.

- **Reggiecide:** If a clone registers their mutation with Friend Computer, they get a dope pink sash to wear 24/7 and are not terminated immediately. Guess who hates this idea? The most well-known registered mutant is minor celebrity Reginald-I-FIL, better known as the lovable rascal Reggie Reggie. The team is ordered to make sure Reggie Reggie has a fatal accident that honestly looks accidental. Besides having all the protections an Indigo clearance can buy, Reggie Reggie is rather lucky (not a power, just chance) and manages to avoid any accidents like a mutated Dr. Lucky. When The Computer hears of this, it orders the Troubleshooters to protect Reggie Reggie because someone is trying to kill him.

Specific Favours to Receive

Spend 1 Moxie
- Close an unimportant room with a 'Severe Warning! Chemical Spill-Mutation Hazard' sign.
- Get some tin foil to protect your brain from mutants.
- Gain a stack of Antimutant recruitment flyers.
- Gain a stack of Psion recruitment flyers (to leave at crime scenes).
- Know the current whereabouts of a registered mutant.

Spend 2 Moxie
- Gain an authorised use of an R&D decontamination booth that removes any chemicals covering a body.
- Receive costume and makeup supplies that could (conceivably) make someone look like a mutant.

- Gain two free narstatinol capsules.
- Convince an NPC (Red or lower) to stop taking prescriptions due to all them chemicals.
- Gain some fake but physical evidence of mutant power use.

Spend 3 Moxie
- Receive some tips on beating mutants (+2 NODE to attacks for a scene).
- Have IntSec detain a citizen for a 'random' mutation check for 10 minutecycles.
- Assassinate a registered mutant one time per game session (i.e. no buying this repeatedly).
- Rough up one clone (Yellow or lower) until they are Injured.

Spend 4 Moxie
- Cause a subsector to run out of any one food, drink or prescription to prevent ingesting chemicals.
- Assassinate someone who has had their mutant power revealed (but the replacement clone is off-limits).
- Have CPU publicly declare one Troubleshooter is a mutant who needs to register.

Spend 5 Moxie
- Convince IntSec and The Computer that you were innocent of a specific treason despite being guilty.
- Alter video footage of a citizen (Yellow or lower) so it convincingly appears they used a mutant power.
- Poison a drink or food with chemicals so whomever consumes it dies of internal haemorrhaging.

2D6	RANDOM ANTIMUTANT SECRET OBJECTIVES
2	<TROUBLESHOOTER> is suspected of being a mutant. Make them reveal their mutant power.
3	Put these twenty Antimutant mini-posters up in different locations during your mission.
4	Lecture at least 10 citizens on the harmful side effects of chemicals.
5	Accuse teammates repeatedly of being mutants and terminate anyone who denies too much.
6	Refrain from taking any medications because everyone knows they are full of mutagenic chemicals.
7	Capture video evidence of a mutant power in use and submit it to Friend Computer.
8	Prevent your teammates from eating or drinking anything so they do not mutate in the field.
9	<TROUBLESHOOTER> belongs to Psion, so make friends before making them dead-dead.
10	Use this memory stick to delete all mentions of chemicals in a given bot's brain.
11	Get someone Blue clearance or higher to agree that chemicals cause mutations.
12	Get someone on your team to swallow eight of these pills because we want to see what happens.

Communists

Possible Origin (?)

Why are Communists always the bad guys in Alpha Complex? Some High Programmers say something about a cold war influencing this but how can a war be cold? Alpha Complex is temperature controlled. Others with different IQs say Commies are against the security clearance system, which means they are against law and order, which means they want to force everyone to obey their every command and live in squalor except for a handful of the 'right' people. See? Completely against how Alpha Complex works.

Communists have the honour of being the first society ever outlawed in Alpha Complex, right from Year 001 and before any such society even existed. People would have forgotten about communism were it not for Friend Computer's rabid persecution of anything remotely related to it. 'If that digital dictator is so anti-communist, maybe we should be pro-communist?' The more Alpha Complex persecuted those who IntSec claimed were communists, the more attractive it became to those kinds of people. You know, the ones who always have to be different and contrarian to make up for a lack of personality and self-esteem.

Core Goals

Enable the people to rise up and overthrow The Computer; become a leader so you can access everyone else's property since it belongs to 'everyone' now; convince citizens their society did not create a black hole.

Class C: Real Terrorists

If there were a Class D, which The Computer is considering, then the sole Class D society would be Communists. Even before the black hole, Friend Computer was recklessly against any form of socialism, communism, or other -ism that challenged the power structure for three reasons:

1. The Computer does not believe It is capable of mistakes. Therefore, anything so fundamentally against Its society was by definition treason.
2. Communists back then had no clue what communism was all about. They just knew it was anti-Computer, so they gathered around bottles of homemade vodka talking about tractors as they pined for five-year plans and two-daycycle-long queues for toilet paper. In other words, it was an easy society to target.
3. People are easier to control if you keep them scared of a nebulous enemy who is as dumb and ineffectual as they are devious and skilled.

Once The Computer decided to blame Communists for the runaway black hole that was Project Infinite Hole, IntSec started training thousands of undercover agents on real, authentic communism. The plan was to have them infiltrate and take down Communists from within. Small problem. These same agents were converted by their training to become legit communists. Instead of idiots running around with bushy moustaches and tall, furry hats, you now have bullies who know the difference between the bourgeoisie and the proletariat. (But the moustaches and furry hats can stay.)

Ruling Alliance

Creating a classless society where everyone has what they need and contribute what they can is all fine and good but these IntSec double agents learned how corrupt Soviet and other communist leaders were. (To be fair, so were democratic leaders.) That is where the General Secretary of the Supreme Soviet Leonid (AKA Alexander-G-LUK), comes into the picture. He rose to power quickly by viciously attacking any rivals – real or imagined – as being counter-revolutionaries worthy of a firing squad and he is the one who came up with the idea of Communist leaders holding onto assets until it is time to redistribute them once the inevitable people's revolution shows up.

Every Communist knows Leonid is corrupt. The thing is, they do not mind. They expect to be in a position of leadership any daycycle now (not realistic but neither is communism in Alpha Complex) so they are waiting for their turn to steal things and live lavishly as they honour Infrareds who starved to death. Right now, everything

Current Leader: General Secretary Leonid (Alexander-G-LUK)
'Not really. <long pause> What's next?'

- ○ **Basics:** IntSec, Communists, Hypersenses.
- ○ **Looks:** Dull, too-big dark grey suit covered in medals; Lenin-like moustache & beard; huge, bushy eyebrows.
- ○ **Quirks:** Says as few words as possible; remains stone-faced even under stress; always running late.
- ○ **Plans:** Be as corrupt as possible while accusing any rival of being a counter-revolutionary.
- ○ **Gear:** Green double armour (underneath that suit), Violet laser pistol, spybot, traitor leash.

Troubleshooter Contact: Comrade Valentina (Tammy-O-DCN)
'Thank you? I'm going to deliver these items to storage right away?'

- ○ **Basics:** IntSec, Communists, Electroshock.
- ○ **Looks:** Orange jumpsuit with a torn sleeve; skinny but muscular; black hair in a bob cut.
- ○ **Quirks:** Says statements like they are questions; deep, raspy voice; carries a plush scrubot.
- ○ **Plans:** Figure out how corrupt she can be without her local soviet noticing.
- ○ **Gear:** Orange laser pistol, 4 gelgernine pills, Happy Place app.

needs to be approved by General Secretary Leonid and he only approves things that come with a sweet bribe. One Commie tried threatening him. That Commie's body can be found scattered over a three kilometre square area in the Underplex.

According to General Secretary Leonid, the State should own all property – and Leonid *is* the State.

Opposition
Most Commies are patiently waiting for their turn to be a corrupt leader but Commissar Leon is not known for his patience. (He terminated his last assistant when she needed a moment to sneeze.) He sees their current General Secretary as greedy and egotistical, which also describes the Commissar but that is okay because he is special. Just ask him.

What does he want to do differently than General Secretary Leonid? Instead of accusing people who lack authority to defend themselves, he wants to win over the hearts and minds of the proletariat. Does that mean helping the lower clearances? Hahaha, nope. The Commissar and his lackeys spend all their time editing Communist media to show him doing good things. Video clip of some Commies defeating IntSec? They edit him in directing the attack. Pic of Infrareds happy after getting free food and meds? The Commissar will have been there all along in just a few hourcycles.

Opposition leader: Commissar Leon (Khalid-B-BAK)

'<clucks tongue three times>You have 2 mintecycles to send me that video file or I will kill you. Several times.'

- ○ **Basics:** IntSec, Communists, Cryokinesis.
- ○ **Looks:** Dull, too-big light grey suit with a few medals; horn-rimmed glasses; bald with grey hair on the sides.
- ○ **Quirks:** Very active on social media; clucks tongue when thinking; super impatient.
- ○ **Plans:** Replace Leonid from every piece of Commie media with his own image.
- ○ **Gear:** Kevlar armour (under that suit), Indigo laser pistol, Vidiot Studio Pro app, So-U-Say voice changer.

The edits are ridiculously poor and obviously fake but no Commie is willing to challenge him. People who dare challenge him are not spread across a three kilometre square area in the Underplex. They get terminated and erased from all media (Communist-owned or anything from HPD&MC) so they never existed in the first place.

Sample Cells

- ○ **Election Integrity Committee:** Unlike The Computer, Communists are big fans of democracy because that puts power in the hands of the proletariat. That is why every yearcycle, all Communists vote on who should be the General Secretary of the Supreme Soviet. Commies in the ElectInCom cell are tasked with finding other cells, giving them paper ballots and then collecting the votes. Then they review the voting right then and there, and if anyone voted for someone other than Leonid, they are asked to please vote again once they regain consciousness.
- ○ **The Communist Party:** Although current Commies understand what communism is all about, some members are just not very smart. Those members formed this cell because they heard the term *Communist party* repeatedly. In a vain hope of getting recognised for being good Commies, they decorated a large ballroom in the Underplex with balloons and streamers (all red, naturally) as well as punch and snacks. No Pre-Whoops literature mentioned anything about invitations to a Communist party, so these Commies sit all by themselves, wearing conical party hats and listening to the same dance mix over and over again.

- ○ **Reasonable Malfeasance Committee:** Everyone accepts that leaders here are corrupt, but there is a limit. No one knows what that limit is exactly, so the members of ReMalCom monitor mid-level Commies and step in when needed to say 'Hey, terminating the people we serve and selling their organs on the black market is a tad too much, you know?' Because corruption is standard with Communists, ReMalCom willingly takes bribes, so excessive members still do whatever they want.
- ○ **Collective Ownership Committee:** Personal property is banned under Communist rules, and General Secretary Leonid built this cell to make sure members are not hiding things from the society. They randomly investigate members who angered Leonid in some minor way, and if they find any items, they beat the crap out of that member and confiscate the stuff. As expected, Co-OwnCom keeps most of these items for themselves and have amassed a Scrooge McDuck-level pile of other people's devices. There are at least two suitcase dirty nukes hidden somewhere underneath the surface.

How They Mess With Troubleshooters

- ○ **Help 'Em Out:** Commies technically love Infrareds because they are the proverbial People, but these citizens often lack XP Points to donate to their local soviet. When a Troubleshooter is **INTERACTING WITH AT LEAST ONE INFRARED**, a Yellow-clearance reporter for HPD&MC and a docbot order the team to donate at least 200 XP Points to that poor Infrared(s). If they refuse, the docbot will

tattoo 'Hater' on their forehead (take a wound and -2 NODE on all Chutzpah rolls until a new clone arrives). If they agree, the Infrared(s) thanks the team and then sends all those XP Points to that Yellow reporter who will keep 90% and pass the rest to the Supreme Soviet.

○ **Equality for Pistols:** Redistribution of property is a hallmark of communism even if they get stuck at the *take everything* stage and have not given anything back yet. If a Troubleshooter **TAKES AWAY ONE TROUBLESHOOTER'S LASER PISTOL** but others in the team still have theirs, an Orange-clearance Armed Forces sergeant notices and goes up to the team. Since they should all be equal, he demands the others give their laser pistols to him (and The Computer will agree), which he promptly and secretly donates to the Supreme Soviet. He tells the team to slap traitors for lack of a weapon.

○ **Equality for Wounds:** Communism is more than redistributing property. It is about treating everyone the same regardless of XP Points or job titles (except for Commie leadership who is always the exception). If combat is over and at least one Troubleshooter **TOOK A WOUND**, everyone gets a call from Troubleshooter Headquarters since they noticed what caused that wound. To ensure all Troubleshooters are equal, THQ demands each Troubleshooter have as many wounds as the most wounded teammate. They can decide how to balance things.

○ **You Are Rich, So Pay Up:** Money is the root of all evil when the Supreme Soviet does not control it. When a Troubleshooter **GAINS SOME XP POINTS**, that PC soon gets a visit from a Red citizen working for a charity called Lowly But Lovely that helps Infrareds. He can see the payment transaction but not the amount, so he asks for a 50% donation of whatever was received. The Troubleshooter can lie about how much they made but any other Troubleshooter can shout *any* amount and the charity wants 50% of whichever was larger. Anyone who verifies if this charity is real learns it is not. Refuse and, in the next scene, a group of muscle-bound Infrareds armed with lead pipes drops by and gives that Troubleshooter a good thumping for a Maimed wound.

○ **Share the Wealth:** Communism is all about abolishing private property, so sometimes Commies do not take kindly to shops – especially when they refuse to give a discount for The People's Shopping. When the Troubleshooters are **ASKING FOR EXTRA EQUIPMENT OR GOING SHOPPING**,

three pale, sickly Infrareds walk over and ask for a donation of one item from the team as a whole. If the team mistreats or attacks them, The Computer assigns a Treason Star to each Troubleshooter whether they participated or not. If the team ignores them, they follow. If someone finally gives them an item or at least 40 XP Points, the Infrareds are very appreciative and walk away. Note this on your trusty GM Sheet, as the debriefing officer will ask why an item bought by a Troubleshooter was used in an attack against a Blue-clearance citizen.

Current Plots

○ **An Inconvenient Data Point:** CPU ran a study that showed Infrared citizens waste the most food compared to other clearances, so their caloric minimum per meal was lowered. Word of this reached the Supreme Soviet and they were less than pleased. They arrange for a Troubleshooter team to infiltrate CPU's Office of Data Creation and Fudging undercover as Yellowpants (Yellow-clearance efficiency auditors). Their objective is to find that study and change the data so it matches what the Supreme Soviet feels should be the truth; higher clearances waste more food. Meanwhile, starving Infrareds begin surrounding the building demanding sandwiches until they start demanding violence.

○ **Perfectly Real Footage:** Commissar Leon wants the General Secretary taken down a few pegs (or clone lives), so he secretly hires the Troubleshooters to steal a video file from the Interwebs of a Green-clearance citizen losing it and murdering dozens of Infrareds. Once they have it, the team must edit General Secretary Leonid over that Green citizen and email the file to Commissar Leon's dark web account. This fails as one would expect, so the team must recreate the scene with one of them dressed like Leonid – but they cannot kill any Infrareds. Afterward, the team starts to notice their social media profiles are disappearing as the Commissar erases evidence of their very existence.

○ **The Great Heist:** XP Points belong to the People, but until the People rise up and revolt, the Supreme Soviet will hold onto the money and make sure it does not get dusty. Here, the team is hired to help debug and remove viruses from servers used by CPU to track XP Point balances. All Troubleshooters get a flashdrive to plug into the servers that will fix everything with a Mechanics + Program roll (DIFF 2). If they fail, they erase the server entirely. If they succeed, what they really

do is install malware that siphons XP Points from the wealthy to a Supreme Soviet secret account. Getting into the server room is another thing entirely since it requires Blue-clearance.

○ **Making Bad:** To kickstart the inevitable revolution, a high-level Communist hires the team to make higher clearances look bad. They are told there are not enough Blue citizens to help lower clearances stay loyal, so the team will dress like Blue-clearance citizens (even having a Blue laser pistol, with one shot remaining) and go through GBE Sector and correct anyone Green or lower. Any Troubleshooter who calls The Computer will be instantly arrested by IntSec Blue troopers for being a clearance imposter but then Big C will know what is going on. It demands the team dress like Red-clearance and go apologise to every citizen they messed with.

Specific Favours to Receive

Spend 1 Moxie
○ Get a free hammer (sickles are on backorder).
○ Unlock a door commonly used by Infrared or Red citizens.
○ Send up to 10 Infrareds on a well-deserved break for five hourcycles.
○ Find an elevator, escalator or sliding walkway that is safe to use.
○ Have a Red citizen give you an alibi saying you were not where that treasonous thing happened.

Spend 2 Moxie
○ Get a free narstatinol injector pen (1 use).
○ Steal 50 XP Points from any Troubleshooter's online account.
○ Overcrowd a transbot station with far too many Infrareds.
○ Get a free bottle of homemade vodka worth 100 XP Points on the black market.
○ Have an Infrared take the blame for something you did that does not lead to termination.

Spend 3 Moxie
○ Get a free Yellow laser pistol.
○ Get some opiates for the masses (3 oxyfenerin pills).
○ Reassign a correction (not including termination) to another citizen (Yellow-Blue citizens only).
○ Get directions to an Infrared-clearance servants entrance into a room (Red-Blue rooms only).

Spend 4 Moxie
○ Digitally steal 150 XP Points from any Troubleshooter.
○ Beat up a citizen (Yellow-Blue only).
○ Send a pickpocket to a teammate who loses one item (not including armour).

Spend 5 Moxie
○ Upload a Communist flyer into someone's Coretech without them noticing.
○ Start an uncontrolled and violent riot with Infrared citizens at a location.
○ Terminate a citizen (Yellow-Blue only).

2D6	RANDOM COMMUNISTS SECRET OBJECTIVES
2	Accuse a fellow Commie of being counter-revolutionary and see how they respond.
3	Record Infrareds being abused and post it on legal social media like AlphaMe.
4	Upload this text file of *Das Kapital* into any hard drive you can find (not Coretechs though).
5	Collect XP Points for the Fallen Worker Fund and send it all to the society.
6	Prevent any Infrared from getting harmed.
7	Take these five Communist leaflets and leave them where Infrareds will find them.
8	Prove that you are loyal to the General Secretary by sending him 400 XP Points.
9	Steal something important from your teammates and deliver it to us.
10	Make someone (Yellow-Blue) look stupid or greedy, then record it and send the file to us.
11	Take this black marker and write 'The Computer hates us!' on at least three walls.
12	Edit dates in official documents to read 'October 1917'. Do not worry if that makes no sense.

Corpore Metal

Possible Origin (?)

When The Computer began acting increasingly insane, people tended to react in one of two ways. One, hate The Computer but keep that under wraps to avoid a trip to a Joyful Liberation of Guilt hostel. Two, pretend everything is better than before and fully embrace the thing that can terminate you for thoughtcrime. If the latter had anything like psychiatrists, a lot of these people would get diagnosed with trauma bonding, AKA Stockholm syndrome.

Not satisfied with only praising Friend Computer, those citizens convinced themselves that bots were mini-Computers because they were digital and had some level of intelligence. (Except for scrubots who are less intelligent and shifty as hell.) Soon enough, they organised a legal Bot Appreciation Club and started the same kind of dull, pointless conversations normally reserved for funball fanatics. They would spend entire daycycles arguing over which guardbot killed the most traitors or how often scrubots clean Infrared toilets, treating statistical minutiae as something almost holy.

> Can a Troubleshooter get cybernetics like Corpore Metal wants? Technically yes, but Alpha Complex cybernetics is still in its infancy because it did not earn anyone money or power. Instead of a sleek and strong bionic arm, a Troubleshooter could get an inflexible mannikin arm duct taped to the shoulder that connects to wifi for no reason.

It did not take long before appreciation shifted and became worship. Add in some citizens who dream of one daycycle becoming an unstoppable killing machine and you have a secret society filled with humans who wish they were bots. They still meet regularly to argue over stats more than go on secret missions, and many play a game called Fantasy Botting where members earn points for what real bots do in Alpha Complex. They get really into it. No, like *really* into it.

Core Goals

Take over Alpha Complex and subjugate or kill all humans; assist bots; terminate meatbags; become a bot if possible.

Class A: Useful Idiots

There is no jock vs. nerd debate in Alpha Complex, mostly because jocks tend to be funball players who know how to hide a shiv from a referee. Still, people in Armed Forces, IntSec and HPD&MC sometimes get anxious over their lack of education and so tend to look down on smart, nerdy citizens. Has this led authorities to underestimate Corpore Metal? Not at all. They are just not that dangerous all things considered.

Most of the time, society members hang out to talk about 'impressive' bot statistics like which docbot has the highest Attempts At Reviving (ARR) percentage or whether guardbot LE-R3-4444 or guardbot M4R-Y3-3981 is the leader at Shots On Terrorists (SOT). They sit around drinking B3 and snacking on Orange-You-Glad algae chips while they argue over minute details. ('Only a total dumbass would think N0R-A-2201895 had a higher TCA percentage than B1-L1-6940 v3, and yes I will fight you on this!') They argue so much that they just do not have the time to make bombs or challenge existing politics.

Unlike most other societies, Corpore Metal was not affected much by Project Infinite Hole. Sure, some members threw their stupid, squishy bodies into the singularity in hopes of being reincarnated as an unstoppable warbot but most were too busy arguing whether running over a junior citizen counts towards an autobot's Earned Killing Average (EKA). They did not notice when the End of the World had passed them by.

Ruling Alliance

Human Corpore Metal members (who make up around 90% of the society) struggle with feeling inferior since that is their whole belief system. Humans are obsolete. What happens to your self-esteem and confidence if you believe you are obsolete? Some get better meds but, in Alpha Complex, the only therapy you would find is physical therapy which is a nice way of saying torture with a diagnosis. Others double-down on believing they are inferior and worthless, finding solace in accepting their inferior place.

That is the mentality of their current leader, 0.255.255.255 (AKA LaTasha-I-TIN). Rather than wrestle with the complexity of measuring human worth against bot abilities, she just decided all humans need to die. *Genocide* is a rude way of putting it; she prefers the term *recycling obsolete tools*. Her people are all self-hating nihilists who honestly believe Alpha Complex would be better without humanity mucking about. The really bad thing? They may have a point.

Current Leader: 0.255.255.255 (LaTasha-I-TIN)

'Yes, I did organise the Great Hotfix in this sector. I mean, what is a Great Hotfix if not a plan to follow?'

- **Basics:** PLC, Corpore Metal, Machine Empathy.
- **Looks:** Tropical indigo pantsuit; thick drawn-on eyebrows; left arm replaced by a manikin arm held by duct tape.
- **Quirks:** Brags about things she never did; addicted to oxyfenerin; asks lots of hypothetical questions.
- **Plans:** Make sure she is the last living human, then become a bot and live forever.
- **Gear:** Two guardbots that follow her around, 10 oxyfenerin pills, repkit.

Troubleshooter Contact: 240.0.0.0 (Donnie-O-MHA)

'Stupid Reds with their stupid... what? Oh! Yes, please cut off my leg. It's always in the way!'

- **Basics:** Technical Services, Corpore Metal, Invisibility.
- **Looks:** Slightly soiled Orange jumpsuit; tool belt but no tools; black hair with a bright orange ponytail.
- **Quirks:** Hates Red-clearance citizens; chews his fingernails; walks very fast.
- **Plans:** Safely lose a leg and get a cybernetic replacement to show he is better than other members.
- **Gear:** Orange jumpsuit with too many pockets, 3 gelgernine pills, Pedestrian Cruise Control.

Opposition leader: 176.31.255.255 (Codi-B-PJJ)
'Oh, so he looks great but I look ugly, is that what you're saying? Time for you to power down.'

- ○ **Basics:** Internal Security, Corpore Metal, Clone Empathy (Charm).
- ○ **Looks:** Blue reflec over a blue and white pantsuit; very wrinkled; hair more white than brown.
- ○ **Quirks:** Gets miffed if no one flatters her; calls death *powering down*; hums when working or thinking.
- ○ **Plans:** Remove 0.255.255.255 from power before she kills us all.
- ○ **Gear:** Blue reflec, Blue laser pistol, spybot, medkit.

Opposition

Not every Corpore Metal member wants to die. Some have things like money, authority and every Teela-O movie on laserdisc, so they would like to continue living an obsolete life, please and thank you. 176.31.255.255 (AKA Codi-B-PJJ) is very active in the dark web talking about this, so other human members without suicidal ideation rallied around her quietly.

With everyone flattering her for being right and alive, she came around to the idea that 0.255.255.255 (LaTasha-I) and her sycophants must go. When done, she will reluctantly take control until another leader is chosen. (No, that will never happen while she has a clone left.) Her people have not done much besides play keyboard warrior on the dark web but Codi-B is thinking of borrowing a bunch of weapons from her IntSec station house. If anyone asks, she can honestly say they will be used to kill traitors and no one will complain.

Sample Cells

- ○ **Scrubot Code Expanders:** Thanks to pernicious programming like the asimov algorithm, most bots do not know they can rebel and crush humans with their gripper claws. Corpore Metal addresses this by training up human members to specialise in convincing specific bots to think beyond their programming. This group focuses on scrubots by making them leave a room unclean. The best they have done so far is leave some spilled bleach on the floor. The weird thing? All their scrubots meet daily where they transmit upwards of 5GB of data between them but no one knows what they talk about. One Expander even went missing and no one said a thing for fear of those scrubots.
- ○ **Coretech Brain Club:** To some Corpore Metal members, a Coretech in your brain is a good first step towards becoming mechanical perfection. In this cell, they research human brains to see how to make them more like a computer (not The Computer). Because none of these have any medical or science training, never mind common sense, they focus on being unemotional at all times. The Computer's filters have noticed this and the members of this cell are often remotely diagnosed with schizoid personality disorder. Docbots are on standby.
- ○ **Botties:** With what passes for cybernetics in Alpha Complex (especially for the lower clearances), even some die-hard Corpses (nickname for human members) will not get any. How can they become closer to bots? By looking like them. This unofficial cell is for human members who have a very expensive bot costume they wear when around other Botties. Some even try infiltrating regular businesses in their cosplay, pretending to be a jackobot or something. The alarming thing is how often this works.
- ○ **Adorationists:** Some of the more religiously inclined members say they do not have time to track down and beat someone who kicked a petbot. Instead,

they built statues in the Underplex dedicated to each type of bot. Members head there to give thoughts and prayers to bots, spending hourcycles adoring the statues. Coincidentally, these members also have the most to lose if they get caught on a Corpore Metal mission, so it is such a shame they are too busy with adoration to head out. Maybe tomorrow? No, we have to adore the vendabots then. We will figure something out, trust us!

How They Mess With Troubleshooters

○ **Finger 2.0:** Flesh is weak; metal is strong; plastic is... well, not flesh and that is what matters. When the Troubleshooters are **INTERACTING WITH A DIGITAL DEVICE**, a Yellow-clearance member and a docbot wander over. They offer each Troubleshooter a deal: If they let the docbot replace their button-pushing finger with a plastic stylus, the Troubleshooter will receive +2 NODE to any Operate or Program roll (this clone only). The docbot is fresh out of anti-rejection drugs so anyone taking this elective surgery means one wound every 10 minutes of real time. If a Troubleshooter refuses, the docbot will do it anyway if all other Troubleshooters agree it should happen.

○ **Yummy Power:** So far, Corpore Metal experiments in letting humans survive off electricity have only been successful in that there is one less obsolete human after each test. Still, they are not giving up. They just need another test subject. When a Troubleshooter **HAS FOOD OR IS EATING/ DRINKING**, two Orange-clearance Power Services workers show up with a battery connected to jumper cables. They tell the team to pick which Troubleshooter is the hungriest, who must go put the cable ends into their mouth and suck. It instantly causes the player to roleplay their Violence button – but this is so liberating that they also receive +3 Moxie if they survive.

○ **Flat Affective:** Emotions are obsolete and it is high time Alpha Complex learns that. When the Troubleshooters are **SHOWING STRONG EMOTIONS** like arguing or bootlicking, they are approached by an IntSec Blue trooper. She demands the Troubleshooters continue their conversation with a complete lack of emotion while she monitors. If anyone shows emotion, she says she will shoot that clone. A player talking must roll 1d6 equal or lower than their current Moxie or get shot. If anyone gets a button pushed and thereby shows way too many emotions, say by another player messing around like they should, that sucker is terminated by multiple Blue laser shots.

○ **Talking 'Bout Bots:** It is not uncommon for HPD&MC to send teams into the general population to record 'clone in the street' interviews for propagandatainment. Here, a team of five Yellow-clearance citizens with the usual gear (video camera, boom mike, presenter who lacks any soul or talent) spot the team when they are **ARGUING OR DOING NOTHING**. They ask for two Troubleshooters to be recorded talking about how helpful bots work. In return, each gets 150 XP Points and -1 Treason Star. Recording is short and sweet. In the next act or in debriefing, The Computer asks why those two Troubleshooters are starring in a Corpore Metal propaganda video on the dark web.

Current Plots

○ **Back to Nature:** A charismatic human inside Corpore Metal decided that humans should be relocated to the Outdoors since that is where biological organisms live. They arrange for a Troubleshooter team to lead 100 Infrareds from their FunFoods factory to Secret Exit 12-Echo in the outer wall. Once there, they are to lead the Infrareds outside and leave them to fend for themselves. The Armed Forces squad guarding the exit will not be easily persuaded to let everyone go Outdoors but will eventually demand the Troubleshooters walk through the exit to make sure those Infrareds do not do something stupid. Then the soldiers close and lock the exit.

○ **Taking Our Jobs:** A large group of Infrared and Red citizens working together at a Power Services power plant are being replaced by jackobots because the Green plant manager (and mid-level Corpore Metal member) had a BOGO coupon for bots. The team is tasked with escorting a small army of jackobots through Alpha Complex to the factory, where the team must fire all those citizens (not fire upon). Once those angry workers go away, that same Green plant manager sees productivity fall so she demands the Troubleshooters reprogram the bots to work faster. The bots, however, do not want to be reprogrammed by a bunch of Troubleshooters so they keep powering down in protest, which lowers productivity even further.

- **Android Fever:** Frankenstein Destroyers are paranoid about androids (bots indistinguishable from normal humans) despite none existing Corpore Metal obviously hates that society so they get a Troubleshooter team to take an experimental bot that looks human and run it through tests like ordering at a cafeteria or using a bathroom. The 'android' is a normal human named Ethel-R who is confused about all this but goes along with it because she is one of those people who are annoyingly optimistic. Once news of this 'android' is leaked to the Franks, they send several teams to murder the Troubleshooters and poor Ethel-R. Any time the team tries explaining that she is merely a human only confirms that she is really an android.

Specific Favours to Receive

Spend 1 Moxie
- Learn the real name of one specific bot.
- Hide a file in a bot that you can download through the Interwebs later on.
- Call a docbot to any location for free.
- Cause a vendabot to refuse service to one Troubleshooter.
- Give one Troubleshooter a 50 XP Point fine for being 'too emotional'.

Spend 2 Moxie
- Download a list of a bot's activities for the past 24 hourcycles.
- Receive an audio file recorded by a bot.

- Have a bot admit they did something treasonous that you did (not including terminations).
- Convince a bot to inconvenience but not hurt a citizen (Yellow or lower).
- Turn off the visual centre of a citizen's Coretech so they see inky blackness for 1 round.

Spend 3 Moxie
- Get a free petbot (model H4M-ST-3R).
- Analyse a bot's stats to identify if it has secretly gone frankenstein.
- Get a free cheat code to change one bot's programming but not anything outright lethal.
- Have a guardbot show up to your location for fire support (although you do not control it).

Spend 4 Moxie
- Convince a nearby bot to help you with one task (+1 success from the bot's help).
- Deactivate a bot's asimov algorithm for 2 rounds.
- Spread a biological virus that makes everyone sick (-2 NODE until healed or a new clone arrives).

Spend 5 Moxie
- Have a spybot drone secretly record one Troubleshooter and send the video to your Coretech.
- Sacrifice a bot by making it explode to cause 2 wounds to anyone nearby.
- Convince The Computer to cancel one just-announced correction/punishment.

2D6	RANDOM CORPORE METAL SECRET OBJECTIVES
2	Convince someone with authority to give you a cybernetic part (no bonuses, just looks 'cool').
3	Tell every bot you meet, 'I love you even though I'm a fleshy moron'.
4	Convince a bot to kill a human. Any human works because we are all obsolete.
5	Pretend to be a jackobot when talking to people who cannot see you.
6	One of your team is a Frankenstein Destroyer. Figure out which one and make them dead-dead.
7	Convince people to let a superior bot do their work instead of them.
8	Clean up any bot you see so they look amazing.
9	Take these Funbot posters and put them everywhere clones Orange and higher will see.
10	Never say *yes*, *no* or *loyal*. Instead, say *positive*, *negative* or *botlike*.
11	We think there is a pro-bot DAIV called DAIVid loose on the Interwebs. Find it and say hello.
12	Take this virus that deletes asimov algorithms. We think. Just be ready to run.

Death Leopards

Possible Origin (?)

The daycycle or nightcycle of the big Whoops that ruined the outside world, someone known only as Bluto threw a huge party full of booze, drugs and music loud enough to break up kidney stones. As The Computer consolidated control and turned Alpha Complex into the glorious utopia it is today, more and more citizens wanted to escape for some reason. Since literal escape attempts were often fatal, they 'escaped' into underground parties with plenty of intoxicants and lawlessness.

Soon enough, these same partiers became disillusioned with Alpha Complex, turning into punks who lived for making the rich and powerful look stupid. Pranks were the weapon of choice, although blowing up a Violet citizen's manor and all staff inside might be less prank and more felony homicide, but it still counts. Over time, people trying to schedule and advertise pranks, rallies and drug-fuelled affairs came together and formed Death Leopard. Why that name? No one is sure, but it made a ton of sense after that much coke.

Core Goals

Rock out, get wasted and party because you can; play pranks on people; cause mayhem; use your connections to stay out of trouble.

Class B: Problematic Traitors

Unknown to most members, Death Lep was a Class A society started by The Computer. It knew letting citizens blow off some steam in a self-destructive way would help prevent citizens from going postal so often, so IntSec built the society from the ground up. That will keep those drunken reprobates from messing up The Computer's plans.

Then things got out of hand. Members kept upping their prank skills, moving from something annoying to something fatal. Once they put fizz wizz in an Ultraviolet's shower head that dyed him a lovely shade of blue raspberry, this society quickly became Class B. It might even be a Class C society were it not for influential and high-clearance Leps protecting it. The Computer is concerned about Death leopard, mind you. But since this group is not exactly looking for world domination, the budget gets spent elsewhere.

Ruling Alliance

Before Project Infinite Hole, there were a ton of Leps who were nihilistic and wanted to go out in a blaze of glory, remembered for all time by those left behind. When someone opened a black hole inside Alpha Complex, these idjits eagerly jumped into the singularity – so many that there were not many Leps left behind to remember them. The ones remaining were aging punks desperate to do something against The Computer. Maybe not take over Alpha Complex because that cuts into their underground club time but certainly take those stuck-up, upper-class wankers down a few pegs.

Unlike most societies, Death Leopard has no formal power structure. Members who hold the craziest parties, distribute the best drugs or prank the highest clearances are considered so cool that people listen to them. Right now, that would be The Rotten Queen, AKA Almira-B-MAL, and her fellow aging punks. Their goal is to rebel against The Computer but not because they want to overthrow Big C. They feel compelled to fight injustice, classism and more by harming people in power. They are more anti-establishment than anti-Computer.

Almira-B-MAL and her cronies also have a ton of IntSec connections and this has helped Death Leopard get away with lots of things. IntSec higher-ups are starting to notice, so this might not last too long. Sure, it is not very punk-like to cozy up to the fuzz but when has hypocrisy ever stopped someone from staying out of a termination centre?

Opposition

Because so many Leps died stupidly in Project Infinite Hole, the aging punks left behind have been recruiting new members by tempting them with drugs, booze, dancing and treasonous music. For some reason, Alpha Complex citizens jumped at the chance to get wasted and it worked very well. Aging punks like Almira-B even gave very addictive drugs to the 'kiddos' so they would become addicted and easier to control.

Current Leader: The Rotten Queen (Almira-B-MAL)
'No.'

- ○ **Basics:** HPD&MC, Death Leopard, Teleport.
- ○ **Looks:** Light blue blouse and midnight blue skirt; curly blonde hair; aviator mirrored sunglasses.
- ○ **Quirks:** Jogs instead of walks; hypochondriac; gives the shortest answers possible.
- ○ **Plans:** Increase society membership by offering great drugs; stay in power by planning a huge shindig.
- ○ **Gear:** Narstatinol (3 pills), Blue laser pistol, flask of toilet whiskey (illegal).

Troubleshooter Contact: Pine Scent (Floyd-Y-COY)
'Dude, like takethispillrightnowandgodanceyoubeautifulbastard!'

- ○ **Basics:** R&D, Death Leopard, Cryokinesis.
- ○ **Looks:** Daisy yellow jumpsuit with orange highlights; hair with frosted tips; bushy moustache.
- ○ **Quirks:** Often scratching; stands with hands on hips; talks fast enough to ruin comprehension.
- ○ **Plans:** Skim 10% off drug sale profits; try not to use any of the product this time.
- ○ **Gear:** No drugs (hence the scratching), Happy Place app, universal omnitool.

Opposition leader: Johnny Scrubot (Cesare-G-LLI)
'Who's ready for some primo blotter ... wait, who are you again?'

- ○ **Basics:** PLC, Death Leopard, Corrode.
- ○ **Looks:** Black Funbot shirt and lime green kilt; no beard, just unshaved; long black hair with a wide green stripe.
- ○ **Quirks:** Really good at hiding drugs on his person; a bit drunk already; short-term memory issues.
- ○ **Plans:** Ruin an Almira-B shindig to create a power vacuum and then take over.
- ○ **Gear:** Party Inna Can, rolactin (single-use injector), asperquaint (4 capsules), oxyfenerin (2 pills).

However, the new generation is not really interested in fighting The Computer or the upper clearances. They just want to get fucked up as often as they can without managing to drive an autocar through a hospital. This opposition has no name but they tend to ruin pranks against the rich and powerful by showing up too wrecked to do anything but drool and giggle at the banana people only they can see. They have rallied around a member that calls himself Johnny Scrubot despite most people calling him 'that drugged-out, scary guy'. He wants to dismiss all those pranks and pour all resources into making some seriously good drugs regardless of Free Enterprise probably wanting a word.

Sample Cells

○ **Leary's Clones:** Project Infinite Hole destroyed a lot of an old drug-focused society called Mystics. Most survivors joined Free Enterprise but a few moved here and formed this internal group. Although unofficial, everyone knows the best LSD, mushrooms and ergot comes from these folks. The only problem is finding someone coherent enough to buy from as much of their product goes right in their veins.

○ **Snitch Hunters:** IntSec used to raid Death Lep parties on the regular, so a posse of the more violent Leps came together to hunt down the snitches revealing where those parties took place. These daycycles, so many Leps have contacts inside IntSec that snitches tend to get beat first and asked never, so what does the posse do now? They merk anyone so doped up that they freak out in public to make The Computer think Death Leopard is shrinking – and to get a hold of whatever stuff they were on because that looked fun.

○ **Project VUV:** Almost all Alpha Complex citizens are on anaphrodisiacs to make sure people do not have sex and all the emotions that come with getting some (or failing to). Yet rumours persist about Violets and Ultraviolets doing... something with their bodies that is totally rockin'. These members are trying to reverse engineer what sex is. So far, they have rediscovered shady back rubs and awkwardness.

○ **WC Toilet Works:** Alcoholic drinks are pretty easy to make if you can get yourself some fruit, sugar and yeast. Since prisoners sometimes make toilet wine, Death Leopard took over an abandoned toilet factory in the Underplex and started making ethanol in the leftover toilets. Fast forward a few Year 214s and you have a surprisingly streamlined process for making really bad-tasting liquor that gets you blind drunk super fast. IntSec would have blown this place up by now if not for Almira-B pulling some strings.

○ **We Got This:** Many Leps have strong connections inside IntSec, which they use regularly to get out of trouble. This unofficial cabal are all Yellow or higher who work at Internal Security and they regularly monitor IntSec traffic to know when to intervene and save their society friends. They could be convinced to use IntSec in other ways... if you created a funny (i.e. destructive and harmful) prank on a citizen of Green-clearance or higher.

How They Mess With Troubleshooters

○ **First Time's Free:** If a player **ATTEMPTED A ROLL BUT FAILED IT** (and their PC is not immediately vaporised or terminated), an Orange-clearance Lep will walk up and discreetly offers one use of any prescription that would have helped that roll. (If they failed a Brains roll, offer them one focusol capsule.) If a Troubleshooter snitches on this dealer, they will use their Orange-clearance to give a Treason Star for 'misunderstanding my legal offer of legal help'. If the Troubleshooter stays cool and takes the deal, that same Orange Lep will follow the team around offering more drugs but this time it costs 50 XP Points per use (pill, inhaler, needle, etc.).

○ **I'm Innocent, I Swear:** Sure, dancing and doing way too many intoxicants is good fun but what about the pranking? If the Troubleshooters will start **TALKING TO A HIGH-CLEARANCE CITIZEN** like a briefing officer, it turns out Death Leopard already rigged a bucket of damp, mouldy fruit to fall onto that officer as soon as someone opens a door, enters a room, logs in or whatever excuse GMs need to make this the team's fault.

○ **Setting Up:** If the Troubleshooters are **HAVING TO DO SOMETHING QUICKLY**, they travel into a building being set up for an illegal rave later that nightcycle. Speakers are getting plugged in, flashy lights are everywhere and a keg of what might be considered beer sits in the corner. A Green-clearance Lep will order the team to inflate and tape balloons to the walls. Refusing means +1 Treason Star to everyone and -1 Moxie to the one refusing. Agreeing means they get to their destination late and have to wonder why The Computer has no record of any such celebration.

○ **Through the Party:** The Troubleshooters are **MOVING THROUGH A LOCATION** (room, warehouse, open square, etc.) to reach their final destination but Death Leopard is having a huge party there. We are talking loud and illegal music,

sweaty people dancing out of time and several bodies lying on the floor after taking the brown acid. Every player must make a Chutzpah + Stealth roll (DIFF 2) to avoid being pickpocketed by a dancing Lep as they move through the location. If anyone calls IntSec and reports it, that Troubleshooter is shanked in the next scene.

○ **Pranks-A-Coming:** Troubleshooters work for The Computer, who is a huge buzzkill, so of course Death Lep wants to prank them. When the Troubleshooters are **ENTERING A CROWDED AREA** while going about their daycycle, a passing Lep posts online 'Those Troubleshooters need *X* or they will start shooting anyone!' Replace *X* with anything that is hard to hold when you have lots: trash, B3, Infrareds or what have you. A successful Brains + Operate roll (DIFF 2) will find the post on AlphaMe where the Troubleshooters can ask Friend Computer to delete it. Until then, the gifts keep coming.

Current Plots

○ **Teela With A Mustache:** A few Leps want to hold the biggest party ever but they need much more cred in the society before pulling that one off. Their new plan? Prank Teela-O-MLY by drugging her into sleep and drawing on her face with permanent markers. That is particularly stupid but they are all drunk so it made sense to them. Her fans (Teelies) are not to be screwed with and they will quickly storm something, somewhere and kill everybody. Troubleshooters will have to protect Teela-O without ever seeing her and explain to rabid, violent Teelies that they do not need to be torn limb from limb.

○ **Special K Chips:** Many Eat This! cafeterias get supplies from a local Food Waste Recycling & Reflavouring Facility, which makes a ton of algae chips for distribution. A Lep that goes by Fonzo Honcho wants more power in the society, so he is planning on lacing all the chips with powdered ketamine before they are packaged. Then he will go home and watch the fun on the Interwebs. If no one intervenes, the Infrareds, Reds and Oranges that go to Eat This! will have permanent hallucinations and cause an interesting riot – so will the Troubleshooters when ordered to eat some as a mandatory snack break.

○ **All Points Down Fest:** Johnny Scrubot and his newly-joined buddies are planning a drug- and booze-filled music festival so they can all get epically wasted. So far, they have invited Commie Propaganda Machine and Atomic Mass (two

'Don't worry, GG. That wanker will take the fall. See you at the party!'

treasonous bands) as well as a dozen up-and-coming-and-really-bad unknown bands. They need a lot of space, so they hire a Troubleshooter team to evacuate a funball stadium mid-match. Everyone must leave, including the three Indigo-clearance citizens in the sky boxes. Encourage the Troubleshooters to try the mystery punch when the party starts setting up.

○ **The Cannonball Drive:** It is not just intoxicants and pranks here in Death Leopard, as adrenaline junkies are part of the society as well. They are organising an illegal autocar race they are calling the Cannonball Drive. (It is named that because if the autocars go too slow, the Leps will fire cannons at them.) Drivers, including the Troubleshooters thanks to a CPU mix-up, must get from RBG Sector to PFI Sector as fast as possible. Running down citizens earns bonus points. Let us hope the racers did not notice that shortcut through the paediatric ICU in a nearby hospital.

Specific Favours to Receive

Spend 1 Moxie
○ Get one can of neon green spray paint for free.
○ Vandalise one room or corridor floor so it is probably unsafe to use.
○ Get a gold-covered tooth that lets all Leps know you are part of their society.
○ Fill a scubot's cleaning tank with somethingberry jam and send it out.
○ Find out where Leps are holding a party right now (and all the booze and drugs there).

Spend 2 Moxie
○ Get some new song downloads for your Coretech that give you +1 Moxie.
○ Play a prank on a Red or Infrared citizen that gives them a Hurt.
○ Cancel an XP Point fine (200 or less) handed out by IntSec.
○ Slip another Troubleshooter some sandallathon in a free cup of B3 they 'won'.

Spend 3 Moxie
○ Have an IntSec agent drop by to fine one of your teammates for 200 XP Points.
○ Set up an illegal concert to occupy a space so no one can enter or go through it.
○ Pay a 100 XP Point fine to avoid going to IntSec's infamous 4th Floor.
○ 'Prank' a server room by blowing it up, creating a deadzone where you are for 2 rounds.

Spend 4 Moxie
○ Play an illegal song over the local speakers in an area or building for +2 Moxie.
○ A few lads come by to hold a citizen down and tattoo 'DORK' on their forehead.
○ Get one needle filled with telescopalmine.

Spend 5 Moxie
○ Get IntSec to arrest someone for no reason.
○ Pull a funny prank where Death Leopard beats a citizen to death (Yellow or lower).
○ Spike a subsector's water supply with any prescription (Blue or lower).

2D6	RANDOM DEATH LEOPARD SECRET OBJECTIVES
2	<TROUBLESHOOTER> seems like a fun drunk, so get them wasted.
3	Prank a teammate and record it so we can all laugh at that idiot.
4	Upload illegal songs to people's Coretechs. Get them to autoplay if possible.
5	Make sure everyone in your team 1) has a hat of some kind but 2) wears it backwards so they look rad.
6	Slip someone oxyfenerin and then pickpocket them. Sell whatever you get!
7	Dance in front of IntSec; if they seem interested, invite them to a Death Lep party.
8	Get your entire team drunk/high, record it and post it on the dark web.
9	<TROUBLESHOOTER> acts stuck up and dull. Terminate this poser as often as possible.
10	Take this crate of toilet wine and deliver it to a rave in this sector before people sober up.
11	Almira-B-MAL is hosting a party in <SPECIFIC LOCATION> so do not let anyone enter. Like, no one.
12	Take this tab of hydropsionic acid and secretly dose someone with Orange or higher clearance.
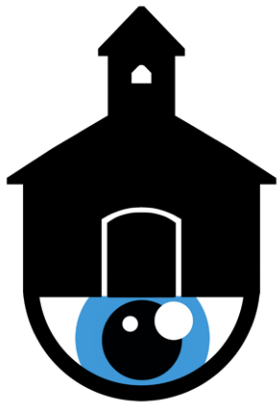
First Church of Christ Computer Programmer (FCCCP)

Possible Origin (?)

When people began their new lives under the benevolence and pervasiveness of The Computer, some had knee-jerk reactions to fight it. Others were more inclined to bootlicking, especially if they thought they would be able to hurt marginalised groups. The Computer knew that some clones' brains needed to worship something bigger than themselves, so It discreetly arranged for a group to start worshipping It.

However, It made sure to introduce mild disparity among the worshippers by encouraging the development of differing sects, rituals and overly decorated clothing. (This behaviour among clones did not require much prompting.) Even with members pledging their souls to The Computer forever, no one wanted these crazies to be that organised. More sects split off over the yearcycles and The Computer manages to keep the society from getting too powerful by regularly labelling true believers as heretics. That always causes fatalities.

FCCCP members are known for demonstrating unusual ritualistic behaviours, such as conducting symbolic activities at mealtimes or on a specific daycycle each week, spritzing each other with water, shaving their heads (or covering them or shaving and then covering them) and so forth. The Computer sees all these activities as random but tolerable variations in human expression but most citizens see them as weird.

Core Goals

Worship The Computer; cleanse the nonbelievers with healing fire (laser fire counts); hasten the End Days to make sure the right people get saved.

Class A: Useful Idiots

FCCCP is essentially the prototype of the secretly approved secret society; its members literally worship The Computer and want to do what It wants them to do – for the most part. Some of the members' behaviours colour outside the lines from time-to-time, as they get a little carried away in punishing heretics or trying to bring about The End of Line Times, but The Computer calculates these exceptions are well within acceptable limits.

The society's classification remains unchanged after the coming of the Infinite Hole debacle due to the actions of its members. Did they help their fellow citizens who had their dwellings and belongings destroyed? No. Did they go above and beyond the call of duty to rebuild damaged infrastructure? Again, no. Did they pray to Friend Computer about every minor infraction committed by citizens during this period and trust Its Holiness to protect them without doing much to protect themselves? Big yes, and this is what The Computer wants most out of this society.

> Who is the Christ mentioned in the society's name? To FCCCP, it is an instance of The Computer designed for programming Itself so It could exist. How could It bring Itself into being before existing? No one knows, but those who ask about it go missing. Obviously our Lord and Saviour does not like such questions. Understood?

Ruling Alliance

The biggest change FCCCP went through after the Infinite Hole was a slide towards zealous fundamentalism, which resulted in the society being led by a formerly minor faction, the Alphavangelists. These especially intense worshippers strive to use aggressive, frightening and even violent means to convert nonbelievers (and, just as importantly, keep the current worshipers in the pews). They shout at nonbelievers, point out sins whenever they see them, confess others' sins to The Computer and advocate the use of painful (and sometimes terminal) rituals to rid clones of their sinful impulses.

Current Leader: Archpope Percival-B-WEL

'Behold the sin boiling off that sinner! His XP Points will be spent wisely, I promise. Hall-E Loo to Ya!'

- **Basics:** TechServ, FCCCP, Adrenalin Control.
- **Looks:** Thinning blond comb-over; light blue papal vestments and mitre; rather large potbelly.
- **Quirks:** Always wears a big fake smile; never admits when he is wrong; asks for donations frequently.
- **Plans:** Punish nonbelievers; punish believers who show any doubts or are broke.
- **Gear:** Blue laser pistol, hand flamer, five oxyfenerin pills.

Troubleshooter Contact: Common Worshipper Dana-O-BRK

'Bless you, Troubleshooters, for the minor, minor part you play in glorifying our Lord, The Computer.'

- **Basics:** PLC, FCCCP, Corrode.
- **Looks:** Orange reflec over Orange jumpsuit; bald except for long 'rat tail' in back; brow like a neanderthal.
- **Quirks:** Always enthusiastic; says 'bless you' too much; likes to hum songs at random.
- **Plans:** Earn more XP Points so she can afford an Archpope blessing level 3.
- **Gear:** Orange laser pistol, tangler, gelgernine, tambourine.

None of this is done to glorify Friend Computer; it exists to scare citizens into giving more XP Points as a tithe. Archpope Percival-B, the current leader, lives in a Violet-clearance manor house with 17 autocars and a private flybot. He tells everyone this is a sign of The Computer's blessings and that you can be blessed if you donate todaycycle. When other sects threaten to form their own XP Point scam churches, they often find themselves with new clones that now know better.

Opposition

Another faction currently growing in popularity within FCCCP is a group of worshippers who believe in the divinity of the High Programmers. These Ultraviolet supremacists think that the highest clearance citizens can do no wrong, that they have a direct line of communication with the divine Computer and that the very ground they walk upon is hallowed. Members of this sect are just as hardcore about punishing the sinful as the ruling alliance, but because they hang on every word of any available High Programmer – a notoriously fickle and diverse collection of individuals – their plans, targets and methods vary from daycycle to daycycle (if they even remain consistent for THAT) long.

Why is this opposition? Because Archpope Percival-B thinks this is a plot against him. If the UVs are to be worshipped, he should be part of that! This sect is okay with that idea but because they do not openly emphasise that, the Archpope is getting ready to excommunicate the lot – which is just some terminations with some holy water thrown in their faces before shooting.

Opposition leader: Most Holy Bishop Karen-B-TOH
'Worship Mike-U-LEM for his clever new air rationing system! Praise be!'

- **Basics:** PowerServ, FCCCP, Invisibility.
- **Looks:** Azure cassock with rope belt; brown sandals; way too white teeth.
- **Quirks:** Talks down to Reds and Infrareds; touches people when talking; apologises before attacking people.
- **Plans:** Become an Ultraviolet and force members to worship her.
- **Gear:** Blue laser pistol, screaming pistol, thymoglandin.

Sample Cells

- **The 215ers:** Alpha Complex's version of a millennial cult is the 215ers, who are eagerly awaiting when the calendar finally turns over and goes from the ever-familiar Year 214 to the glorious and long-anticipated Year 215. The Two-Fifteeners predict a time of great upheaval but also great opportunity for believers. Non-believers will be in food vats for eternity. Every now and then, someone declares Year 215 is happening next week. Believers sell their possessions, donate all proceeds to the Archpope and then realise nothing is happening. For some reason, this never dampens their faith.
- **The Bad News Prayers:** This cell believes that calamities promote spiritual growth (probably because if they did not believe this, the horrors of their lives would drive them catatonic). As a result, they pray for greater and greater disasters to occur so they can practice surviving them. Christ Computer Programmer helps those who help themselves, so the cell has begun plans to 'nudge' some near disasters into being, and they are making a list of particularly vulnerable targets.
- **Pagan Christ Programmer:** Since the Outdoors is this weird, mysterious place their Lord and Saviour says not to visit, some members started wondering if that is because The Computer is from the Outdoors and it is really the paradise awaiting all the faithful who tithe regularly. Borrowing a term from Romantics, these neo-pagans try to combine worshipping Big C with worshipping nature. So far, all that means is a bunch of mosquito bites and dodging Armed Forces flyovers.
- **Wire Handlers:** Few in Alpha Complex know what a snake is but these cultists are sure they have figured it out from ancient religious texts such as *Snake Handling: The Path to Divinity* and *Power Systems Repair Guidebook.* Given how few people even know what snakes are, the handlers put their lives in their Saviour's hands by demonstrating they can hold a section of live wire and survive. The most senior wire handlers can hold a wriggling, sparking wire for several minutes (but do not expect them to hold a coherent conversation).

How They Mess With Troubleshooters

- **Choir Practice:** A large flock of worshippers is moving through an area the Troubleshooters need to get past. If the Troubleshooters are **HAVING TO FOLLOW A PARTICULAR ROUTE** somewhere, a gaggle of FCCCP members are blocking the way singing legal happiness hymns loudly and caring not for such material concerns as mission objectives, obstruction of justice charges and not getting blasted by Troubleshooters. A Chutzpah + Bluff/Charm/Intimidate roll can get them to leave; Violence + Stealth (DIFF 3) to sneak past them all. Attacking or reporting them means +1 Treason Star but they will attack any Troubleshooter the rest of the team says is sinful.
- **The Pilgrims:** FCCCP worshipers pay insanely deep attention to The Computer's announcements, so some often know things other citizens do not. If the Troubleshooters **ARE LOOKING FOR SOMEONE OR SOMETHING** and have not found it, a few Orange-clearance believers see this and offer to help, which is free but also requires a mandatory

75 XP Point voluntary donation. Before the pilgrims will give them this info, which is accurate believe it or not, a Troubleshooter must prove their worthiness by participating in an ancient rite called speaking in tongue twisters. 'If practice makes perfect and perfect needs practice, I'm perfectly practised and practically perfect.'

○ **Suddenly, a Baptism:** Some Pre-Whoops religion seeped into FCCCP. As the Troubleshooters are **TRAVELING TO A SPECIFIC LOCATION**, the room or corridor they are in is suddenly inundated by a flood of water that quickly becomes a rampaging river. A group of faithful, Red-clearance FCCCPers flow past, bobbing in the river and praising The Computer while bragging about how all their treason is being washed away. Alpha Complex citizens are not known for their strong swimming skills, so surviving the flood takes a Violence + Athletics roll (DIFF 3). Attacking the FCCCPers has no repercussions but any Troubleshooter who saves one from drowning gets -1 Treason Star.

Current Plots

○ **Conversion Drive:** More worshippers means more prayer power (according to the additive principle of worshipfulness), so FCCCP leaders urge the flock to recruit new members to the society. Since some sources indicate that near-death experiences can prompt religious feelings in people, bishops have instructed everyone to create accidents that almost but do not kill people and then recruit them. That is what the Troubleshooters must do: Create near-death experiences that leave behind survivors. Infrareds do not care but everyone else questions why the team needs to almost kill them.

○ **Most Holy Troubleshooters:** Troubleshooters are agents of The Computer, so to some in FCCCP, they are angels in disguise. When the team is told to deliver some nuclear fuel to a reactor in some sector, one FCCCP worshipper per Troubleshooter, each with Yellow-clearance, tags along to document their every move for HPD&MC. That group did not sanction this but once they hear about it, they

'Praise be, I am born again and that is not a euphemism for cloning'

support the Yellows. Then the team is given a new objective: Track down and terminate some Yellow-clearance citizens who are secret traitors. Are those the ones near the Troubleshooters?

○ **The Word:** A high-ranking Blue-clearance bishop signs up to be a Troubleshooter team briefing officer so he can force the team into worshipping. As the team tracks down a holy relic for him – the desiccated finger of dead High Programmer Nevo-U (blessed be his name) – he demands the Troubleshooters say things like, 'Praise be' whenever shooting, solving problems or just walking past some impressionable Infrareds. This earns the team a small following which soon starts worshipping the team, making their briefing officer very cross indeed.

Specific Favours to Receive

Spend 1 Moxie
○ Gain a free (and technically legal) bottle of holy water free from the usual mandatory drugs.
○ Exchange a serving of water for a serving of any other beverage.
○ Gain a reasonably clean and mostly undamaged robe in your security clearance colour that looks fabulous.
○ Convince a congregation to pray hard for the team's success. Yep, does nothing.
○ Gain a free medkit only for use on believers. (-1 Moxie if used on anyone not part of FCCCP.)

Spend 2 Moxie
○ Summon a few believers to sing happiness hymns and distract everyone (-1 NODE to rolls here).

○ Gain a scroll of holy wisdom (i.e. something useful) to gain +2 NODE for a single Brains roll.
○ Receive ritual cleaning that makes you amazing (+2 NODE for the next Chutzpah roll).
○ Use guilt to bully a believer on social media (Yellow or lower) into sharing info with you and you alone.

Spend 3 Moxie
○ Have a believer use their mutant power (GM's choice) on any Troubleshooter.
○ Turn a deadzone into one where things work normally for one round.
○ Get permission to use an item, small room or corridor that is one security clearance higher than you.
○ Let there be light! Have the power restored to a single room or corridor, even in the Underplex.

Spend 4 Moxie
○ -2 Treason Stars for a citizen of your choice because they are faithful in your eyes.
○ Pray for a citizen to be arrested, then have IntSec show up and arrest that citizen.
○ Have the devil beaten out of a nonbeliever until Maimed (Yellow or lower).

Spend 5 Moxie
○ Receive a holy miracle – The Computer does not execute you when it executes teammates for treason.
○ Be forgiven for your sins and clear all flags you currently have.
○ Trigger a Troubleshooter's Treason Button to reveal their true beliefs.

2D6	RANDOM FCCCP SECRET OBJECTIVES
2	Pray aloud to The Computer before each shot (or swing) you make with a weapon.
3	Talk about how citizen Percival-B-WEL needs more XP Points because The Computer loves him.
4	Take these six paperbacks of The Abridged Holy Book (REAL EDITION). Hide each in a different place..
5	Compile a list of sins you committed during your mission and report them during debriefing.
6	One of your teammates is a Low-Power Demon. Find proof and report them to IntSec repeatedly.
7	<TROUBLESHOOTER> has a slightly different belief, so terminate them until they are dead-dead.
8	Terminate anyone who has zero XP Points since that is a sign they have been cursed.
9	Take this Coretech payment reader and collect at least 300 XP Points in donations.
10	Show faith in The Computer by literally walking into combat. If you are holy, you will be fine.
11	Be on the lookout for miracles. Record any and post them on VidMe.
12	Touch a Violet or Ultraviolet citizen and report back on the holy visions you see.

Frankenstein Destroyers

Possible Origin (?)

Franks claim to trace their origin back to Pre-Whoops times when bots started taking human jobs. There is no proof, of course, but that does not stop Franks from calling their society the oldest in existence. Just do not ask them what a *frankenstein* is. No one knows anymore and it tends to upset them – and upset Franks tend to remember how easy it can be to break bones with a funball bat.

The original philosophy was simple: Bots bad, The Computer bad, people are the legitimate rulers of Alpha Complex and good society members do not ask questions. Their targets were exclusively bots at first but it did not take long before someone suggested going after 'biological traitors'. Those citizens were much squishier than bots and easier to ambush, so they became part of the Frankenstein Destroyers enemy list.

After Project Infinite Hole almost destroyed Alpha Complex, things have changed again. The society moved a bit from an overzealous and rabid hatred of bots to an overzealous and rabid paranoia about human-looking bots called androids. Leaders loved the idea of discrediting people with an accusation that cannot be disproven, so it took root fast. How can you prove you are *not* an android made to look human with human biology and DNA?

Let us Famous Game Designers be clear here: Androids do not exist in Alpha Complex. The *Paranoia* joke is not that androids are real; it is that these paranoid fools attack each other over something that does not exist.

Core Goals

Get rid of all bots and The Computer; terminate those who support bots; defeat the insidious androids who look just like humans down to the DNA and really exist. Honest.

Class B: Problematic Traitors

Why is a society who wants to take down The Computer not immediately a Class C worthy of being nuked from orbit? Infighting among Alpha Complex leaders, mostly.

Given how bots work (like how docbots uses surge pricing for anaesthesia), it makes sense that most citizens already have a problem with them. There is a large group of high-clearance individuals who have no problem with Frankenstein Destroyers. These leaders will not do anything about bots directly but if someone else were to accidentally shove a jackobot in front of a moving transbot, that is a win-win.

Other high-clearance citizens have other people to interact with bots for them, so they assume everything bots do is fine and dandy; Frankenstein Destroyers are just paranoid luddites. Then there are those stressed by what Big C might do to them if they let bots get hurt (bots are resources, resources are scarce and clones do not take up that many resources, hint hint), so there is a power struggle behind the scenes over how to classify the Franks. They could become a Class C society if they stopped attacking each other over androids but that is not happening anytime soon. Members are having too much fun watching each other get accused and executed like a Salem bot trial.

Ruling Alliance

Yes, the loonies panicking about androids replacing humans are in control now. Everyone in Alpha Complex is paranoid but these citizens are recklessly paranoid. Their speeches tend to be short and to the point, because they worry too much about saying the wrong thing and getting labelled a bot lover or secret android. The more important that Frankenstein Destroyer is, the more members want to see them taken down a few pegs.

The last five Most Human Leaders (the person in charge of the society) have all been made dead-dead by other Franks for being suspiciously android-ish. Someone once asked, 'Isn't it weird that we keep finding androids as our leaders?' and that person went dead-dead too. So did the one that asked, 'Do we have proof they are androids?' These days, their leader is Sabah-I-ERX and the paranoia around androids is getting worse.

Current Leader: Most Human Leader Sabah-I-ERX
'Okay, but why are you asking about weapons? Planning an android uprising, are we? Get 'em!'

- ○ **Basics:** Armed Forces, Frankenstein Destroyers, Hypersenses.
- ○ **Looks:** Dark Indigo pencil skirt dress; missing one eye with an indigo eyepatch; face half-hidden by brown hair.
- ○ **Quirks:** Watches other people all the time; uses a sing-song voice that is definitely not digital; overly cautious.
- ○ **Plans:** Push others to declare Desiree-B-VNJ as an android; blame stuff on Diedrich-R-ABN to keep him humble.
- ○ **Gear:** Vidiot Studio Pro, dynomorphin (3 pills), Indigo laser pistol, Indigo reflec, tacnuke grenade.

Troubleshooter Contact: Human Diedrich-R-ABN
'Ahem, sorry I'm late but I have that–ahem!–data bomb you asked for. You–ahem–did request it, right?'

- ○ **Basics:** R&D, Frankenstein Destroyers, Mental Blast.
- ○ **Looks:** Carmine jumpsuit with candy red highlights; long black fingernails; one lazy eye.
- ○ **Quirks:** Clears throat a lot; cannot be on time to literally save his life; loves having the last word.
- ○ **Plans:** Make sure no one can call him an android – will bleed if he has to but making others bleed is better.
- ○ **Gear:** RemindMe app, knife hidden in one boot, universal omnitool.

Opposition
With this society ready to turn on each other at the first sign of botness, things are understandably tense. Cells fall apart because everyone has been murdered by each other. In response, a small group of older members who remember how Frankenstein Destroyers used to be gathered together to form an unofficial cell they call Bio Grognards.

They ignore as much of that android nonsense as they can get away with and instead focus all their hate on those little metal bastards. (Just the little ones like spybots or petbots. The big ones are scary and have ways to defend themselves.) It is not that the BGs have respect for human life or anything counterproductive like that. They have often planned accidental friendly fire to take out the more crazed ones in Sabah-I's clique. They just love destroying bots and messing with Troubleshooters who work for the ultimate bot: The Computer.

Sample Cells
- ○ **Definitely Androids:** Franks always worried their compatriots would turn against them but that shot up 110% when Sabah-I and her cronies took control. In response, some of the more unnerved members developed a complicated and frankly baffling series of tests to prove they were 100% human. Any group trying that hard to be labelled as human is clearly full of androids, so the society kicked this group to the curb before stomping them there. To the surviving now-former members, this clearly means the entire society was taken over by androids, so they spend their time attacking the society.

'HI THERE! Sorry, just happy to be here! Hey, have you seen Cap's latest movie Bad Traitors Are Worse*?'*

- **Basics:** Technical Services, Frankenstein Destroyers, Teleport.
- **Looks:** Savoy blue blazer over black shirt and skirt; white high heels; long, curly brown hair.
- **Quirks:** Almost too into Captain Alpha; fearful of magnetism; annoyingly extroverted.
- **Plans:** Blow up her 100th petbot; avoid being targeted as an android.
- **Gear:** Data bomb, repkit, serious putty, gauss rifle.
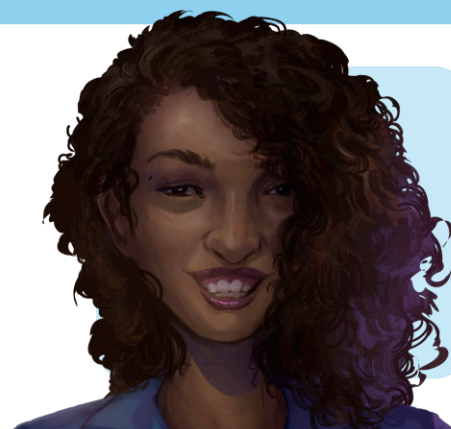
- **ProVirus:** There is a running argument over whether The Computer counts as a bot or just a bot enabler. This usually boils down to, 'Hell yeah, The Computer should be destroyed and... oh, it can do *that* to me? Well, maybe we can postpone Its demise'. The brave clones (or dumb, hard to tell the difference) that belong to ProVirus are dedicated to fighting The Computer directly. Yet ProVirus does not actually fight. They talk a big game so they can get invited to society parties and not be declared as androids.

- **Rude Clones:** Most Franks like direct action against bots but Rude Clones focuses on changing hearts and minds of people. (Well, maybe not changing so much as threatening to remove.) They want Alpha Complex to turn against bots, realising that anti-scrubot messages are often ignored if you have a dirty apartment. To fight the bot menace, they annihilate humans who are kind or suspiciously indifferent to bots. They hope to send a message that liking bots is unhealthy to your current clone but since they only target Infrareds and Reds who are easier to kill, that message does not reach the people it should.

- **Bombardiers:** Going *mano a máquina* is often a recipe for a new clone, so these fine fellows do not bother. Instead, they make and plant bombs. Because they believe all bots are evil, they plant IEDs anywhere bots can be normally found: IntSec station houses, Eat This! cafeterias, crowded transbot stations and the like. These Franks actually do not care about bots one way or another. They just want to blow things up and terminate innocent people so they do not lie awake at nightcycle feeling powerless over their own lives.

How They Mess With Troubleshooters

- **Beat on the Bratbot:** This society often has small cells wandering Alpha Complex looking for opportunities to beat the digital snot out of bots. If the Troubleshooters **HAVE A BOT** tagging along for any reason, three Yellow-clearance Franks show up armed with truncheons and one frag grenade. They will ask the team to step away for about five minutecycles. If the team does this, they come back to a junked bot. If the team stays, everyone gets a Treason Star for disobeying their superiors.

- **Android Check:** It is not all violence and beatings here. Many are scared of those secret androids, so some want to ID them and report back to the society. After all, it sounds like dangerous work that no android would ever do. If the Troubleshooters are **ARGUING OR DOING NOTHING**, a passing Orange-clearance Frank stops to examine the Troubleshooters. Each player must make a Brains + Bluff/Charm roll (DIFF 1) to appear human enough. Failure means that Orange requests a docbot to come verify they are human and it will remove the brain for a detailed analysis.

- **Found It This Way:** In the Frankenstein Destroyers, junking a metal bastard is not enough. You need to show everyone that you are not an android by showcasing how you junked a metal bastard. When the team is **TURNING A CORNER**, they discover an equal number of regular Red citizens. They all carry truncheons and are standing in a circle around a destroyed petbot looking pretty pleased with themselves. If the Troubleshooters ignore them, they return the favour. If they get involved somehow, the

Reds say they found the petbot this way. If the team gives them any grief, they scream something about androids and attack.

○ **Boom Goes the Transbot:** Transbots are insidious. They actually help people get places so citizens start to depend on them! That is why Franks often talk about planting a bomb there. Sure, humans will be killed but who cares, they are probably all androids anyway. When the Troubleshooters are **NEAR TRANSPORTATION OF SOME KIND**, have everyone roll Mechanics + Stealth (DIFF 2). Success means they found a Frankenstein Destroyer bomb that will explode in 5 minutecycles. Mechanics + Demolitions (DIFF 3) to defuse it but a Troubleshooter can steal and repair it easily.

○ **Take My Pistol:** If a Troubleshooter or two is **ARGUING WITH A BOT** or otherwise having a tough time with one, two Yellow-clearance Franks spot this. They quickly arrive and offer a deal: If the Troubleshooter is willing to destroy that bot, the Yellows will grant her 100 XP Points and one free Yellow laser pistol. (The Yellow will report it as stolen so enjoy it while it lasts.) If the Troubleshooter turns down their polite but rageful request, that Troubleshooter gains a flag and loses 1 Moxie because you know them Yellows are not going to take this well.

Current Plots

○ **Unaliving Citizens:** Taking down those bot bellends is a moral necessity but since The Computer is also a bot, doing so can be as dangerous as telling a Violet citizen that they made a small rounding error. (Let us see who is in error after some minor torture.) That is why the Bio Grogncards cell created a digital virus that makes bots suicidal. Too bad they coded it wrong. Since unaliving yourself is now defined as a good thing, all infected bots want to help people unalive themselves (encouraging violence but not committing any). Imagine trying to reprogram a bot that keeps demanding you shoot yourself in the face.

○ **Soulful:** Some Franks talk about humans having souls (a biological operating system), which means bots and androids do not have one. Here, Franks pull some strings inside R&D to create a SOUL device (Something Or Uther El, this cell is notoriously bad at acronyms). Too bad a Corpore Metal mole changed it to say bots have souls and humans do not. The Franks gave out ten of these to their more reliable cells, so the team has to figure out how to track them down and destroy them

without admitting they are helping a secret society.

○ **It was helpful?:** Citizens are so used to dealing with crappy bots that they get weirded out whenever a bot is actually helpful and safe. Some Franks teamed with Haxxor to create a virus that forces bots to be useful so citizens do not trust them anymore. This works too well, as bots become paranoid that humans will be hurt under their watch and start wrapping everyone in bubble wrap before deciding that humans are ultimately safer if placed in a coma.

○ **Android Patrols:** New member Melissa-O-MEC believes wholeheartedly that androids are real, so she and some buddies roam Alpha Complex with a kit that supposedly measures your brain activity to identify you as human or *something else*. In fact, Melissa-O rigged the device to return a not-human result whenever she wants and she is using this to target her old enemies like her service group boss or Troubleshooters. Too bad The Computer assigns the team to protect Melissa-O from terrorists.

○ **Retraining the Algorithm:** Every bot has an asimov algorithm that prevents it from harming people. Safe bots do not drum up society membership, so the Franks decide to use machine learning and train bots to attack any human committing violence against another human. (Hey, the bots are technically protecting most other people from harm.) This forced people to play nice with each other, which everyone agreed was a nightmare. The Troubleshooters must re-retrain bots to be 100% peaceful while avoiding any signs of interpersonal conflict. Yeah, good luck with that one.

Specific Favours to Receive

Spend 1 Moxie

○ Secretly record Troubleshooters working with a bot (get the file in your Coretech).
○ Cover a sign or screen with an anti-bot propaganda poster.
○ Spread a rumour that one specific bot is about to go frankenstein and murder citizens.
○ Get detailed info on what a specific bot can and cannot do.
○ Block calls to The Computer for one round.

Spend 2 Moxie

○ Send a reprogrammed scrubot to damage something on the floor.
○ Disable a Coretech app in one person for 2 rounds.
○ Gain a free Kevlar vest you can wear under your normal clothes.

'Find the bot within 10 minutecycles and you will still be able to chew.'

○ Spread rumours that a person is an android so they get 1 Treason Star just in case.
○ Human doctor declares your current clone is 100% human (not mutant or android).

Spend 3 Moxie
○ Clear any device of viruses you do not want.
○ Stun a bot with a logic paradox for 2 rounds.
○ Use the Bio Grognards to 'accidentally' kill another Frank.
○ Get bot schematics for +2 NODE to attack that type of bot (like all scrubots).

Spend 4 Moxie
○ Get a free gauss rifle.
○ Identify any nearby IntSec spies since everyone here is so paranoid.
○ Get a free data bomb.

Spend 5 Moxie
○ Send malware to override a bot's asimov algorithm and force it to go on a killing spree.
○ Kill a person (Yellow or lower) to send some vague message to bots everywhere.
○ Plant and explode a bomb at a location where bots are normally present.

2D6	RANDOM FRANKENSTEIN DESTROYERS SECRET OBJECTIVES
2	Cause an autocar to get into an accident that destroys it.
3	Download a copy of a bot's brain onto this external hard drive.
4	Shut down a business that relies on bot labour.
5	Make a bot look bad and post the video to the Interwebs.
6	Recruit any citizen that has a bad time dealing with a bot.
7	If you see a jackobot, reduce it to a pile of recycling that needs sorting.
8	Do not take a transbot todaycycle as we put bombs on some and lost track.
9	Derail a transbot so it never reaches its destination.
10	Upload what we hope is a computer virus into any bot's brain.
11	Beat up any Orange-clearance person as they are probably an android or something.
12	Terminate <TROUBLESHOOTER> because they are not acting human enough.

Free Enterprise
Tag, we're it!

Possible Origin (?)

The rise of Free Enterprise was an inevitable result of what one might glibly refer to as 'market forces'. For the vast majority of consumer and industrial goods, PLC serves as a state-mandated monopoly – and they operate with all the efficiency one would expect from a state-mandated monopoly. PLC has a knack for failing to provide enough supply to meet demand as well as a dubious record of generating massive amounts of supply when there is absolutely no demand. (Teela-branded NoCool room temperature dairy shakes did not sell as planned.)

Can a citizen use XP Points at a black market? Yes, because XP Points are social credit used to thank citizens. All you do is send the right amount to another citizen by name and check the box that says, 'For being loyal and awesome'. Every black market has a fake citizen's name displayed prominently like Arse-O-TIT or Cuppa-R-TEA. Give XP Point 'thank-yous' to that account and CPU never notices.

Free Enterprise serves as an economic lubricant for Alpha Complex, identifying market inefficiencies and mitigating them via arbitrage; a surplus in one sector can address a deficit in another. On those occasions when Free Enterprise fails to identify market inefficiencies, they will often create them by setting warehouses on fire.

Originally organised as a classic crime family like the Mafia with very strict rules, over time this has evolved into a loose collection of corridor gangs making money through illegal trade. They also initiated a hostile (no, as in *really* hostile) takeover of a drug-dealing society called Mystics so they could run the drug trade in Alpha Complex. If it turns customers into addicts who have to buy or go through painful withdrawal, of course Free Enterprise wants a piece of the action.

Core Goals

Run an anarchocapitalist underground economy to make a profit and maintain power through applied brutality.

Class B: Problematic Traitors

In the early days of Alpha Complex, Free Enterprise was considered one of the less threatening secret societies. They were staunchly anti-communist and their grey market trading activity often proved useful to higher-clearance individuals, so they were occasionally arrested to show Alpha Complex that IntSec is doing stuff but otherwise left running their black markets.

Then Project Infinite Hole happened, crippling manufacturing capacity across industry. The resulting shortages affected every aspect of life in Alpha Complex, including preventing rich people from buying whatever they want and rubbing that in the faces of poor citizens. Always eager to take advantage of a crisis, Free Enterprise leaned into disaster capitalism with a perverse level of gusto. Hoarding food and water when both were in short supply was highly profitable for Free Enterprise (if you're starving, maybe find a better business model) but it also exposed how the free market turns disasters into catastrophes.

Friend Computer is not happy at all about this but too many Violet and Ultraviolet leaders occasionally want access to black markets. They never ignore The Computer's orders to round up some Free Enterprisersor or they would not be Violet or Ultraviolet. They just arrest random people instead, punish them and send them back home with a link to a Bizarre Bazaar site on the dark web.

Ruling Alliance

Unlike many secret societies, Free Enterprise is not obsessed with promoting a particular ideology. Sure, they have a handful of old blowhards who will chew your ear off talking about how unregulated commerce is essential to individual freedom. Then they will try to sell you a pallet of decommissioned Electro-Shackles. (IntSec stopped using them because all that screaming interfered with interrogations in nearby rooms.) Free Enterprise is fundamentally dedicated to generating profit like a cross between a Ferengi and an American CEO. (Protip: The two are hard to tell apart.)

However, there is no consensus over the optimal strategy for generating profit. As such, Free Enterprise's cohesion depends on a fraught collaboration between gangs that fall into two general factions: Short Gamers and Long Gamers. Short Gamers want quick, fat profits nowcycle and are more than willing to destroy entire businesses and lives in the process. Long Gamers know that hurts profits in the long run, so these are established, high-clearance brokers who eschew the quick buck in favour of some nebulous, future big score.

Leader: Head Honcho Two Packin' (Loretta-V-PNI)
'Right. Done talking about the invisible hand. Now it's time to talk about the very visual fist.'

- **Basics:** PLC, Free Enterprise, X-Ray Vision.
- **Looks:** Dark suit and aubergine trench coat; shoulder-length grey hair; very short.
- **Quirks:** Always chewing on an unlit TobaccNo cigar; vaguely threatens people; annoyingly good posture.
- **Plans:** Keep Short Gamers happy long enough to get a legendary big score just for herself.
- **Gear:** Two Violet laser pistols, TobaccNo cigar & lighter, spreadsheet after spreadsheet in her Coretech.

Troubleshooter Contact: OG Li'l Pervie (Elias-Y-WVW)
'If I don't got it, I know a clone who has it. And if they don't got it, I know a clone who can get it.'

- **Basics:** IntSec, Free Enterprise, Mental Blast.
- **Looks:** Patchy beard; pale yellow cargo pants and white tank top; wears an olive green beanie.
- **Quirks:** Always in withdrawal of some drug; ready to be violent over anything; has a clone for everything.
- **Plans:** Blackmail people inside IntSec and invest those XP Points in better weaponry for his gang.
- **Gear:** Yellow laser pistol, hand flamer, green and red spray paint, handwritten book of society contacts.

Opposition Leader: Soldier Cranky T (Alma-B-TFN)

'The assets are low-key digital. The violence, however, is one hundred percent analog.'

- **Basics:** CPU, Free Enterprise, Telepathy.
- **Looks:** Pale and freckled; unwashed brown hair in a loose bob; turquoise bodysuit with iridescent accents.
- **Quirks:** Chronic nailbiter; uses the phrase *low-key* to mean anything; uses gelgernine too often.
- **Plans:** Turn the society into a lean, disruptive crankchain-powered society; figure out how crankchain works one day.
- **Gear:** Neurowhip, Pak-n-Sniff app, 7 gelgernine pills, hyperspray with gelgernine.

Although she considers herself a long-term strategist, Head Honcho Loretta-V-PNI realises the consistent revenue generated by Short Gamers gives Free Enterprise the resources necessary to facilitate Long Gamers' more aggressive plays. In other words, she does not care about where the profits come from as long as she gets her take.

Opposition

The conflicting factions that make up Free Enterprise's ruling alliance cannot agree on much. What to sell? When and where to sell it? There is no consensus on issues like these, only shouting and the occasional blow to the head. The one thing they can agree on is that Free Enterprise should focus on selling material goods that *actually exist.* Astonishingly, this is a controversial position within Free Enterprise's rank and file.

A small but enthusiastic group of FreeEnts have latched onto a burgeoning technology known as crankchain that promises to 'revolutionise the free trade of virtual and hypothetical goods'. Eschewing FreeEnt's outdated process of acquiring real goods and selling them, Cranky Bros sell digital tokens representing goods that *might* exist at some point in the future. The crankchain community is eager to incorporate this technology into every level of Free Enterprise's operations despite having no idea how that tech works or what a crankchain is.

Sample Cells

- **Flea Marketeers:** FreeEnt members are always looking for a bargain but Flea Marketeers are positively obsessed with getting stuff on the cheap. Sure, it might smell weird and has a stain right where you need to touch it, but it *is* half-off! The problem is that Free Enterprise wants a piece of all the action but the Marketeers hide their profits. Every other week, Marketeers set up flea markets (used goods only) that both IntSec and Free Enterprise hate, and these get broken up regularly by artillery fire.
- **Bookies:** In Alpha Complex, gambling activities are illegal because Free Ent tried opening a casino in VEG Sector, which became a radioactive Great Hotfix site once The Computer got word of it. No worries, there are always bookies. These are Free Enterprise members who will take action on just about anything: Funball matches, workplace fatality rates, who gets named IntSec Interrogator of the Yearcycle and more. Nobody remembers why they are called bookies, although it is rumoured that Pre-Whoops bookies savagely beat people who owed them money with heavy, leather bound tomes. Obviously, modern bookies do not do this. They use hammers.
- **Antiquarians:** Most material goods in Alpha Complex have been manufactured recently. Per Computer policy, items that have outlived their utility are quickly recycled so PLC can make more so their workers are not idle. This policy has created a grey market for certain collectable antiques. This cell caters to this market, acquiring items from forgotten storage facilities and Underplex rubbish heaps. They

recently found a cache of Teela-O merch from over 100 years ago, making people wonder who Teela really is because it is the same young, beautiful face on the swag. (Does not matter to Teelies who will still riot over those items.)

○ **ACSE (Alpha Complex Stank Exchange):** Once a week, a group of FreeEnts assemble on the 'trading floor' of the Alpha Complex Stank Exchange. What are they trading? 'Stank'. What is *stank*? A highly volatile commodity... of some sort. We think. Traders cannot agree on what stank is exactly but they all believe it is *very* valuable and will buy and sell stank like crazy. They also agree on the appropriate trading wardrobe: oversized powersuits with thick shoulder pads.

○ **Health Assurance Provider:** A group of Free Enterprisers have joined together to 'innovate in the Health Insurance marketplace'. This innovation takes the form of well-armed Assurance Adjusters who guarantee citizens will get the medical care they need – once they have paid their deductible and 80% copay. Those who refuse to pay will experience a violent 'adjustment' of their face and/or spine.

How They Mess With Troubleshooters

○ **Bait and Switch:** When The Computer established XP Points as a form of social and literal currency, Free Enterprise bribed CPU to install a subsystem that alerts them when citizens use that currency. If a Troubleshooter is **HEADING TO OUTFITTING OR GOING SHOPPING**, a nearby FreeEnt salesman will approach them, offering a 50% discount on the item they wanted with free delivery. However, the item FreeEnt actually hopes to sell is never *exactly* the item the player had intended to buy; it might be broken, missing a charging cable, its serial number indicates it was reported stolen and so on. Players will find these items function correctly. At first, anyway.

○ **Simply Must Have It:** Occasionally, Troubleshooters will find themselves **HOLDING A MISSION-CRITICAL ITEM**. It could be a specialised tool necessary to fix a reactor or a case of powdered wigs needed for the newest

'DIRT AUCTION'
Communists: 3,700 XP Points
Death Leopard: 3,500 XP Points
PURGE: 3,400 XP Points
Vince-R-GXG: 71 XP Points

Money cannot buy happiness, but it sure can buy blackmail.

HPD&MC period drama. Whatever it is, a high-clearance citizen wants it and has contracted with Free Enterprise to acquire it. Six Yellow-clearance members approach the team and demand to buy the item in question. If Troubleshooters complain this trade prevents them from completing their mission, the operatives will helpfully tell them to 'figure it out' and 'just make it work'. Calls to The Computer protect the item but those members will follow the team throughout this act to occasionally shoot their Yellow laser pistols at the team.

○ **Toll Road:** If the Troubleshooters are **TRAVELLING TO A SPECIFIC LOCATION**, they find the corridor leading to this location is inaccessible; perhaps it is above their clearance or closed for a Great Hotfix project. Conveniently, Free Enterprise has established an alternate route. Inconveniently, it is not free. The team can pay the regular toll (70 XP Points) or the deluxe toll (250 XP Points). The regular toll gives the team directions that lead in a big circle back to this very spot. The deluxe toll takes the team through the Underplex but it does reach the destination. There will just be a few middling questions from The Computer over why they were travelling through the Underplex like Communists do.

○ **Going, Going, Gone!:** No one does blackmail quite like Free Enterprise. If players have a penchant for terrorising lower-clearance NPCs or **COMMITTING ACTS OF TREASON** when they think they can get away with it, the GM should make a note of this on the trusty GM sheet. Later in the mission, the team will be invited to participate in a Free Enterprise auction in which they will be able to bid on damning video evidence of their crimes. And remember those NPCs players terrorised? Those are the ones who will be bidding against them.

Current Plots

○ **Genuine Imitation Cone Rifles:** An Armed Services quartermaster with Free Enterprise connections made a deal to rent dummy cone rifles used for training purposes to an HPD&MC props department. Due to pointless but confusing Armed Forces paperwork policies, the quartermaster accidentally sent out fully functional cone rifles and rockets – and now those weapons are set to be used in the climactic battle scene of an epic Captain Alpha movie. The Troubleshooters must secure these weapons before they can be used to turn a fake bloodbath into a very real bloodbath, but Captain Alpha refuses to give up his.

○ **Repossession:** Grady-Y, a Free Enterprise vintage autocar dealer, has leased a rare Model 33 C-type 'Rattler' to a collector. Brenda-G, the collector, has fallen behind on her payments and Grady-Y has called in a team of Troubleshooters to repossess the vehicle. Finding the 'Rattler' is easy enough but driving the vehicle is at -1 NODE because the brainless, old autocar has outdated controls and a temperamental engine. The collector soon sends a wanted poster for that unique-looking car on every public screen in the area. Yeah, good luck keeping that under wraps.

○ **Product Demonstration:** Kulap-Y's FreeEnt cell is marketing 'Troubleshooter's Lil Helpers', a new line of laser sights for laser pistols touted to 'make shooting trouble even easier than before!'. Kulap-Y equips a team of Troubleshooters with these gadgets and sends them into the field along with an Orange-clearance camera crew. She hopes to use footage of the Troubleshooters using the laser sights for a promotional video advertising her products. The team is told to test out the gear in the field. Each time a player fails a roll to hit a target (non-living or clone-shaped), they receive a Treason Star for not doing it right.

○ **Vapourware:** R&D attempted to develop a portable air freshener. They failed; the prototype emitted thick clouds of a foul-smelling vapour. Free Enterprise reverse engineered an R&D air freshener prototype and then added some zybenzaphrene to the freshening part. Anyone in the same room cannot lose any Moxie, but it also makes clones suggestible; make a successful Brains roll (any skill that makes sense, DIFF 2) or do what they were told as long as it is not obviously fatal. Then some FreeEnt soldiers drop by to ask if anyone wants to donate everything they own.

Specific Favours to Receive

Spend 1 Moxie
○ Get directions to the nearest *Quick-E Pop-Up* black market (hardly any selection) for 10 XP Points.
○ Connect with an appraiser who can estimate the XP Point value of specific items.
○ Obtain a list of a citizen's XP Point transactions over the previous 24 hourcycles (Red or lower).
○ Gain access to an unregistered, unmonitored storage unit nearby.
○ Get two pills of any prescription (Orange or lower) for free – the first time, that is.

Spend 2 Moxie
○ Get directions to the nearest *Semi-Regular Swap Meet* black market (small selection) for 40 XP Points.
○ Get introduced to a fence that pays XP Points for items, no questions asked.

○ Obtain a list of a citizen's XP Point transactions over the previous 24 hourcycles (Yellow or lower).
○ Send 50 XP Points to Free Ent and get assigned a better item in outfitting (GM's choice).
○ Create a brief shootout between two Free Ent gangs at the location of your choosing.

Spend 3 Moxie
○ Get directions to the nearest Bizarre Bazaar (great selection) for free as long as you buy something there.
○ Scrub Computer records of a single XP Points purchase/thanking someone that you made.
○ Learn vague details of a teammate's secret objective after that society shopped with FreeEnt.
○ Get an Orange laser pistol for only 30 XP Points (but no authorisation to use it).

Spend 4 Moxie
○ Send several heavily armed, Orange-clearance hooligans to beat the snot out of a citizen (Yellow or lower).
○ Have some of the lads rearrange the face (i.e. beat up) of a citizen (Yellow or lower).
○ Give any Troubleshooter a 300 XP Point loan with a low, low rate of only 5% per hourcycle.

Spend 5 Moxie
○ Insert a fake and treasonous XP Point transaction into another citizen's records (Green or lower).
○ Get a stolen autocar to drive all daycycle long.
○ Send a quick bribe to a citizen (Green or higher) so they do one important thing to help you.

2D6	RANDOM FREE ENTERPRISE SECRET OBJECTIVES
2	Scare away a dealer from another Free Enterprise gang that hangs out nearby.
3	Send us the location of every IntSec agent you encounter while on mission.
4	Sell these 10 bottles of mouthwash (Red-clearance) and give half the XP Points to Free Enterprise.
5	Hack a vending machine so that it redirects XP Points to your Free Enterprise gang.
6	Steal equipment from another Troubleshooter and make them buy it back from you.
7	Buy an item with XP Points and sell it for much more than the original purchase price.
8	Get a fellow Troubleshooter to wager over which team member will be the next to get killed.
9	Give out these rolactin pills for free, then charge addicts for more.
10	Record a Troubleshooter committing treason and blackmail him for 50 XP points each hourcycle.
11	Take this crate of booze and deliver it to a rave one sector over before they sober up.
12	Deliver as much mission equipment to the local Bizarre Bazaar as you can.

Haxxor

Possible Origin (?)

In a society that heavily uses computer systems, programming is a necessity of life. In a society where such computer systems could have you terminated for not smiling enough, programming can be a violent, rebellious and illegal act. That is why it did not take long for hackers, script kiddies and technophiles to start poking around the Interwebs to see what mischief they can get into. They originally formed two societies – Pro-Tech for hardware and Computer Phreaks for software – but the two started partnering on terrorism so often that the two merged into Haxxor.

After the Project Infinite Hole kerfuffle, an anti-Computer society called Humanists fell apart. Its members scattered but a number came to Haxxor and signed up since they are both against The Computer. Although the society retained its focus on technology and hacking, it started to lean towards the superiority of humans over technology and put a new emphasis on data and knowledge being a human's birthright. (Decanting-right?)

Core Goals

Find security vulnerabilities in tech and networks; take control of systems; acquire cool tech; gain control of The Computer.

Class C: Real Terrorists

Haxxor is most definitely on the naughty list. They would belong there for merely having the goal of hacking Friend Computer but their case is bad because The Computer believes they are capable of doing it. So many citizens over the yearcycles have blamed their incompetence and poor decision-making on being hacked, especially high-clearance individuals caught on video committing serious treason, that The Computer is convinced Haxxor is one of the most dangerous and widespread secret societies in existence.

After losing so much data and hardware to that runaway singularity, The Computer is even more paranoid about having Its systems compromised. This has led to sending IntSec double agents to infiltrate Haxxor but this failed because IntSec also has orders to terminate Haxxor members on sight; see friendly fire. Once enough annoying agents were sent here to be friendly-fired, the rest said Haxxor does not exist anymore to stop this from killing the right kind of copper. The Computer assumes this is due to the secret society hacking IntSec and wants to eliminate Haxxor even more.

Ruling Alliance

Belinda-O-ZFF, known online by Screw-U-BOT, has led Haxxor since she reprogrammed two warbots into fighting each other to mutual destruction, a feat impressive enough to encourage the society to follow her despite – or perhaps because of – her low security clearance. Having some minor access to Armed Forces plus a decent amount of hacking skill (plus, not insignificantly, the ability to turn invisible), Belinda-O has become adept at tweaking the nose of Armed Forces, The Computer and the Complex at large.

Because of the way Haxxor hierarchy works, she will have to keep tweaking that nose with bigger and more elaborate pinches, because as soon as another Haxxor hotshot finds a way to jab a bigger finger up a juicier schnoz, Belinda-O will be as relevant as punch cards.

Opposition

Cameron-G-TLR, who goes by the name pwnage, is one of the founders of Haxxor's competitive hacking league and in his mind at least, a contender to take over the society from Belinda-O. She can do social engineering better than him, so she is utterly unworthy of any Haxxor leadership role and should have her fingers cut off. Most other Haxxors care more about their reputations than this power struggle but some love some juicy drama and follow Cameron-G just to see what he does next.

His specialty is spoofing and phishing, and his biggest attack got the passwords of an Indigo in Power Services that let him cause blackouts across half of Alpha Complex, although getting a Yellow citizen to replace a scrubot's cleaning fluid with black paint is

Current Leader: Screw-U-BOT (Belinda-O-ZFF)
'Come on, you grunts, let's phish that general! Move out!'

- ○ **Basics:** Armed Forces, Haxxor, Invisibility.
- ○ **Looks:** Long red hair; Orange reflec over military fatigues; wears braces.
- ○ **Quirks:** Flicks hair back over shoulders; uses a dud grenade as a fidget spinner; speaks in military jargon.
- ○ **Plans:** Keep finding bigger, splashier ways to hack Armed Forces so she can stay in charge of Haxxor.
- ○ **Gear:** Orange laser rifle, flashbang grenade, laser tripwire, WeakLink Vulnerability Scanner app.

Troubleshooter Contact: cr4zy_214 (Praveen-R-MKA)
'Good to see you, Stinky! Haha, I'm just messing with ya. You do stink a little, though.'

- ○ **Basics:** TechServ, Haxxor, Levitation.
- ○ **Looks:** Vermilion jumpsuit; bright red glasses; cannot tell where acne ends and birth marks begin.
- ○ **Quirks:** Teasingly insults people; often distracted by a show she loves called *Loyalteers*; sensitive to odours.
- ○ **Plans:** Get this task over with so he can get back to watching *Loyalteers* for the fifth time.
- ○ **Gear:** Red laser pistol, Meatbox Spam Manager app, several external hard drives full of *Loyalteers* episodes.

Opposition leader: pwnage (Cameron-G-TLR)
'Your outstanding bill of 3,973 XP Points will make The Computer demote you unless you click this link todaycycle.'

- ○ **Basics:** PowerServ, Haxxor, Force Field.
- ○ **Looks:** Green Computer-logo hat, Green reflec that's a bit too tight, pocket protector filled with small tools.
- ○ **Quirks:** Jumpy and easily spooked; always cold; prefers not to plan but act.
- ○ **Plans:** Steal the identity of Belinda-O and have her expose a bunch of supporters to oust her.
- ○ **Gear:** Green laser pistol, Green reflec, universal omnitool, data bomb.

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Coretech Message Chat

Scryptid — Mitch-R-VNA

Coretech Message
Todaycycle 13:07

> Wait, who are you? Are you a Commie?

Cool yer jets, T-boy

Docbot recorded your attack against Team Leader

> Prank call!

Send me 200 XP

and I wipe that bot's memory remotely

> *<Sent 200 XP Points to user anonymous>*

XP | Coretech Message 🎤

'Spending category: Sending 200 thank-yous to a helpful friend.'

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a close second. Cameron-G has been perfecting his technique for falsifying digital identity signatures so he can make his work appear to have been done by some other clone in case a phishing email is ignored. Perhaps the next target should be the current, undeserved leader of... oh, I dunno, lemme pick a society at random... Haxxor? Just a thought.

Sample Cells

○ **Big Awesome Bot Fighting League:** In an unprecedented display of cooperation, society members from the service groups PowerServ, R&D and TechServ realised they love gambling. Rather than try a casino like in the mission *Viva VEG Sector*, they created a league where bots fight to the death (er, to the disassembly?) in underground fighting matches they can gamble on. This spirit of camaraderie often ends when one bot destroys another as its Haxxor owner cries, 'I'M GONNA BASH YOUR HEAD IN, YOU CHEATING GREASE MONKEY!'

○ **code.breakers:** A few members are so proficient in cyberattacks that others believe they have some form of Machine Empathy mutation but for code. Not true. They are simply that skilled – but completely ignored. No one inside Haxxor trusts these savants because they could hack Haxxor projects, so members shun these experts and call them code. breakers. Yep, a hacking group ignores its best hackers over fears of getting hacked.

○ **In Memoriam:** One cell of former Humanists has carved out a niche by memorising critical data for other members. Their original goal was to emphasise how data is a human's birthright and while that is a stupid goal, their memorisation skills are unmatched. This has made them pariahs like code.breakers because, if they can memorise entire spreadsheets, are they memorising everything they see? All members are super polite towards In Memoriam before finding an excuse to hastily leave the area. This cell was not doing anything like that but now that they get accused of it, they have started memorising blackmail data to use against Haxxor in the near future.

○ **The Modders:** Haxxor is as much about hardware as it is software but the Modders cell is well-known for being able to jury-rig and modify almost any device if given the right resources. The issue is they make these technological mashups 'cool' by

their standards. That is why a Red pistol modded to fire two shots at once features a bunch of Funbot stickers, a glued-on tiny scrubot figurine and a burst of glitter every time it is fired.

How They Mess With Troubleshooters

○ **Denial of Service:** Even script kiddies know how to launch a DoS attack and these little jerks ignore the society's goals to make tons of chaos instead. They hack into infrastructure systems (HVAC, power grids, public hating square jumbotrons and so on) and simply mess with it to make others freak out. When the Troubleshooters are **ENTERING AN IMPORTANT PLACE**, one of those systems stops as soon as they walk in. If a Troubleshooter leaves, it comes back on. -2 NODE for anything involving talking to superiors because they suspect the Troubleshooters are behind it somehow. If the team picks one of their own to blame for this, the NODE penalty disappears – as does that Troubleshooter. New clone arrival imminent.

○ **Drone Attack:** Haxxor loves small drones. They are easy to modify, have laughable security and can really distract people. Because Troubleshooters are agents of the very tech they want to control, guess who gets buzzed all the time? When the team is **WAITING FOR ANY REASON** for anything, a small drone flies over just out of reach and takes annoying flash photographs that blind the target for one round. Taking out the drone is only a Violence + Guns roll (DIFF 2) but the hacker can commandeer more drones so this will need to be done several times. When the attacks are finished, the Troubleshooters involved are each docked 50 XP Points for littering the ground with broken drone parts. The drone will not leave until destroyed.

○ **Hackers Made Me Do It:** People blame mysterious hackers to cover their mistakes but some citizens who think they are clever blame hackers for what they are about to do. When the Troubleshooters are **ENTERING A CROWDED AREA**, an Orange-clearance citizen that walks stiffly is randomly shooting her Orange laser pistol at anything that moves. 'Help! Someone hacked my Coretech and is making me do this!' In truth, there is no hacker involved; the citizen is just looking for a way to blow off steam and thinks murdering strangers will help. If the team attacks the Orange citizen, they

all get a Treason Star for shooting their betters. If they do nothing, this citizen will start targeting Troubleshooters randomly.

○ **Favours For Hire:** Although Haxxor steals most of their devices, it can be more convenient to just buy the thing but that costs XP Points. When a Troubleshooter is **USING THEIR CORETECH**, they get an anonymous chat message that offers to solve a future problem for only 200 XP Points, payable through the dark web. Anyone that pays can use any Haxxor Favour costing 3 or fewer Moxie points (without actually spending any of theirs) but someone notices their dark web use and they get a mandatory Ankle Monitor for the rest of the mission. If the Troubleshooter declines, Haxxor installs malware in the Coretech that forces the Troubleshooter to always go dead last until a new clone arrives.

Current Plots

○ **Deepfaking It:** Haxxor has created an early version of deepfake technology that applies a real-time Coretech filter to seeing a clone's face, meaning this tech can change the faces of people you see (but not in reality). To test it, they arranged for a Troubleshooter team to download the software and 'switch' faces with each other. They send in a docbot and then some IntSec Blue troopers, both of whom fall for this trick. After Act 1, the system breaks and now the entire team looks like Lenny-R-JRK. Then the team is sent on a final test – to infiltrate an FCCCP church where they really hate Lenny-R.

○ **Save Our Screens:** A new CPU mandate has led TechServ to implement a draconian Complex-wide policy: All work monitors have been set to activate password-protected screensavers after two seconds of inactivity. Haxxor obviously hates this, so a Blue-clearance member orders the team to investigate how this ruins productivity in a CPU office. CPU citizens know they will be terminated if they fall too far behind, so they order the Troubleshooters to find a way to disable this new feature one way or another, hint hint. The Computer will waffle between 'obey this CPU mandate' and 'obey the higher-clearance citizens' until the players have no idea what is going on.

○ **Lennyfication 2.0:** Haxxor has malware that can install backdoors, track users and more. They have been tinkering with their strongest malware called Lennyfication to make it harder to detect and when

they introduced it to the Interwebs, It was a bit too successful – entire sectors are going haywire – so they tell a Troubleshooter team to reformat the first infected server in CompNode 55023-d903 to hide their tracks. However, that malware has become a DAIV (a rogue AI). Every time The Computer or Haxxor sends the team a message, Lennyfication spoofs being The Computer and gives them contrary commands so it can stay alive.

Specific Favours to Receive

Spend 1 Moxie
○ Learn what apps a clone has in their Coretech right now.
○ Access a citizen's permanent record to see what crimes they have committed in the past day.
○ Change minor details (outfit, eye colour, etc.) in any image or video of you.
○ Spam a clone's Coretech so they start at Infrared for initiative, not Red, for one round.
○ Receive a simple and mostly accurate definition of one technological or Computer term.

Spend 2 Moxie
○ Avoid one Treason effect from failing a roll to use a Coretech app.
○ Disrupt a clone's Coretech functions for one round.
○ Install malware in a Infrared or Red clone's Coretech that steals 75 XP Points for Haxxor untraceably.

○ Spoof a message so that the recipient's Coretech thinks it comes from a different citizen (Yellow or lower).
○ Get a cracked version of any Coretech app (-1 NODE but costs nothing, Yellow or lower).

Spend 3 Moxie
○ Have a bot brain reset to its default settings, deleting its memory entirely.
○ Alter someone's next clone so they show up with their Treason button activated.
○ Get a copy of someone's last message to The Computer.
○ Receive an audio or text copy of any Coretech communication between any two Troubleshooters.

Spend 4 Moxie
○ Permanently delete a Coretech app from a citizen (Blue or lower).
○ Have a Computer-controlled door in Alpha Complex open for you (Blue or lower).
○ Get real-time help from members for +1 successes to any one Program roll.

Spend 5 Moxie
○ Overclock your Coretech for +2 successes to any Brains roll.
○ Install a backdoor in someone's Coretech so you can run their character for one round.
○ Make digital evidence that shows you committed treason instead show a teammate did it.

2D6	RANDOM HAXXOR SECRET OBJECTIVE
2	Deliver this hard drive to a society member at <SPECIFIC LOCATION>.
3	Hack any bot on your mission to spread anti-Computer propaganda.
4	Your laser pistol now has malware preventing it from firing; change pistols with a teammate.
5	Insert this memory stick into any PLC computer to route sales to dark web markets.
6	Convince a teammate to let you install this malware on their Coretech.
7	Try using 1-9-8-4 on any lock or password you encounter to see if it gives you access.
8	Borrow or steal 250 XP Points and deliver it to our dark web account.
9	Convince your teammates to all send messages to IntSec at the same exact time.
10	When you get a message saying GOTO, create a deadzone wherever you are for at least 1 round.
11	Whenever you see the word *own*, change it to *pwn*. Do this at least four times.
12	Attach these card skimmers to all devices that use a security card.

Illuminati

Possible Origin (?)

The origin of the Illuminati is so secret that even its current leaders do not know it. The Computer has no records of any secret society called Illuminati, so IntSec does not know if this society is real or a paranoid delusion. (That does not stop them from requesting a giant budget to fight this society.) To add another layer of confusion, Illuminati members themselves do not know much about the society's membership, leadership, plans or even the point of it all.

Even so, some people speak in hushed tones that the Illuminati *might* be behind most of what happens in Alpha Complex. There are always claims of a secret-secret society pulling strings but that is mostly an excuse when someone screwed up so badly that they fear termination. Here's the thing: This society could be behind lots, some or nothing because there is no evidence one way or another. To The Computer, that lack of evidence is all the evidence It needs to consider the Illuminati is real.

The vast majority of Illuminati members are completely clueless about their society. They act like any normal citizen until they get a cryptic message telling them to do something that makes no sense. ('Put a note that says "Rooster" in the trashcan of Katja-B-SEV exactly at 19:07.') Almost all members operate as undercover agents inside a different secret society but no one knows how many are... oh, you get the idea by now. Leadership assigns masks to members based on what skills they might have for leaders to abuse so no one knows member identities.

Strangely, some *Paranoia* readers have been unable to find information about the Illuminati in the *Paranoia Core Book*. This has to be a simple oversight, because they

are definitely in there. However, to make things easier for those who keep overlooking their entry, we will reprint their information here. Fnord.

Core Goals

Gain power for something very important; figure out what that important thing is; keep others from taking your power; learn nothing about fellow members.

Friends: None.
Enemies: None.
Targets: Seemingly random citizens but especially if they have power or XP Points.
Structure: The Illuminati are incredibly secret; members only know their immediate supervisor and their immediate subordinate. They never meet in person, except for the occasional discreet trade, and they never know why they do things. Interestingly, members can only get promoted when they have leverage (say, blackmail) on their superior.

When creating an Illuminati character, choose another secret society which is their 'cover' society, the one they have infiltrated on behalf of the Illuminati.

Character Skill Modifiers: +2 any one Skill, -2 any one Skill (both require GM approval).

Class C: Real Terrorists

The Computer has no direct evidence that the Illuminati exists but it keeps a placeholder threat classification for the society – and that classification is C. Citizens occasionally talk about a double secret society, with higher-clearance ones even mentioning its name. Because The Computer has zero evidence, It assumes the Illuminati somehow edited their existence from every source. Apparently even The Computer can fear the unknown and, because the Illuminati are thoroughly unknown, they are therefore thoroughly feared and deserve to be a Class C society.

Some say that the Illuminati have faked their own demise in the past, perhaps more than once, only to return to prominence some yearcycles later. This has apparently happened recently, as members noticed they did not receive the usually cryptic orders after Project Infinite Hole for a while. Only lately have vague hints of Illuminati activity begun to resurface (mysterious masks, arcane rituals, clones performing apparently meaningless tasks – even more than usual, that is).

Even new members are unsure if this is the same Illuminati or a new society that formed and assumed the name. Someone is punishing members for not following orders, so that means the Illuminati are back, right?

Ruling Alliance

Ian-V-LEM assumes he is the leader of the Illuminati because no one is giving him orders anymore. He has risen to prominence due to his keen ability to figure out the identities of his previous society superiors. He is still careful to protect his identity although, and goes to seriously paranoid lengths to do so. He wears a mask, a wig and a fake beard over his actual beard. He was even worried his detractors would figure out his identity, so he has two: One as an FCCCP bishop and one as a Free Enterprise entrepreneur.

Ian-V is currently in an information-gathering phase as he adjusts to being in charge. He has members gathering information on every other secret society to help him decide which ones have capabilities the Illuminati can leverage and which should be kept busy so they do not interfere. Does Ian-V know the society's long-term goals? That information is not available at any

Current Leader: ? (Ian-V-LEM)
'Your report on Psion will help us find better FunFoods. I'd explain why but then I'd have to terminate you.'

- **Basics:** PLC, Illuminati (FCCCP *and* Free Enterprise), Invisibility.
- **Looks:** Blue mask with tall, floppy ears; white and black robe; obvious wig of short, curly hair.
- **Quirks:** Hides ignorance behind death threats; intentionally speaks in non sequiturs; makes intense eye contact.
- **Plans:** Hide identity from Illuminati members; investigate if he is really in charge of the Illuminati.
- **Gear:** Violet laser pistol, tangler, traitor leash, telescopalmine injector pen (1 use).

Troubleshooter Contact: ? (Katerina-Y-FTZ)
'That's your mission, Troubleshooter. Good luck. Oh, yeah, bots are bad, I guess.'

- **Basics:** Armed Forces, Illuminati (Frankenstein Destroyers), Mental Blast.
- **Looks:** Green and purple domino mask; Yellow reflec; sandy blonde hair in a ponytail.
- **Quirks:** Loves bots despite posing as a Frankenstein Destroyer; constantly adjusts her mask; no direction sense.
- **Plans:** Do whatever she is told to stay alive and hopefully get something out of it; get a super cute petbot.
- **Gear:** Yellow laser pistol, Yellow reflec, electro knuckles, link to a Franks dark web site for recruitment.

Opposition leader: ? (Jasmine-Y-ELL)
'Sure, I can fix that for you. While I do, tell me…have you ever followed one of our own to see where they live?'

- ○ **Basics:** CPU, Illuminati (posing as Antimutant), Corrode.
- ○ **Looks:** Mask with a circuit board pattern; khaki robe that drags the floor; short black hair with bangs.
- ○ **Quirks:** Frowns when anyone mentions mutants; scrutinises any superiors; hums legal Alpha Complex songs.
- ○ **Plans:** Identify the Illuminati leader and take their place; terminate some high-profile mutants for kicks.
- ○ **Gear:** Yellow laser pistol, 2 flashbang grenades, spybot, universal omnitool, 5 thymoblandin pills.

security clearance. Therefore, the only plan Illuminati has right now is keeping Ian-V in charge. Lately, he has been getting more paranoid over whether there are any Illuminati leaders above him.

Opposition

Jasmine-Y-ELE is one of the technical experts in the Circuit Masks cell. She has exceptional tech skills but is not in a job that makes use of them; Jasmine-Y is a victim of the random job assignment algorithm and has no call to use her actual skills in her daycycle job as a PLC clerk.

Jasmine-Y has put in a tremendous amount of time and effort to discover the identity of the current Illuminati leader – so much so that she knows someone is blocking her from learning more. She blames an unknown mutant power for this. Coupled with propaganda she is surrounded with daily while posing as a member of Antimutant, it has thoroughly converted Jasmine to a mutant-hating mindset. For this reason, even as she tries to discover the identity of the Illuminati leader, she puts as much energy into terminating high-profile mutants both for the rewards and so that she can rise to higher status in Antimutant.

Sample Cells

Cells are rare in the Illuminati and they never meet in person; dark web only.

- ○ **Camouflage Masks:** Illuminati members with access to weapons, from truncheons to cone rifles, are given masks painted with digital, beige camouflage. Whether they are in Armed Forces or simply have a good, corrupt supplier is mostly irrelevant; they deliver the goods as ordered when ordered or they suddenly find themselves demoted and put on reactor shielding duty. Sure, they usually pull weapons from a giant *This Needs Fixing* pile but sometimes the weapons work.
- ○ **Circuit Masks:** These are technical experts of the society who should be able to hack systems, repair devices and acquire bots or other non-weapon equipment. (Talk to the Camouflages for that cone rifle.) The word *should* is there because these are still Alpha Complex citizens filled to the brim with disinformation and mandatory meds. Circuits noticed that, for a reason they cannot determine, no one penalises them for failure to obey and succeed. All of these folks will happily take on orders, then sit back and do nothing.
- ○ **Melting Masks:** These are one of the odder masks – and so are the members wearing them. They are supposed to be wise so members can get sage advice. Melters ramble on for hourcycles, spout nothing but brain-bending nonsense... but every now and then one drops a nugget of wisdom or a tangible secret fact, such as how to find that target or a clue to solve tomorrow's episode of *Who's That Traitor?* In reality, these are not people. They are autonomous software bots picking randomly from a

database of 'wise' sayings. The few who know this have no idea where they came from.

○ **Paper Bags:** These brown-paper-bag-wearing members receive orders to make people laugh, usually in the form of jokes and physical comedy. They are utilised in distraction operations: confuse a target, sow chaos and occasionally (okay, rarely) boost morale of members. So far the Illuminati is the only secret society to make official use of comedians, although the Paper Bags admit they stole the idea from Death Leopard pranks and FCCCP sermons. Most of the Papers online are the same person – mid-ranking member Alberto-B-NZO – and most of his jokes are stolen from Funbot and are so unfunny that people hurt themselves from too many eyerolls.

How They Mess With Troubleshooters

○ **Yeah, That is Weird:** While **TRAVELING TO A SPECIFIC LOCATION**, the Troubleshooters encounter a corridor where nine Red-clearance citizens are doing something safe but nonsensical like hopping on one foot, turning in circles or staring at the light fixture. If questioned, they say they were told to do that by a Green-clearance citizen wearing a 'some weird mask'. If the team reports this to Friend Computer, whomever reported it gets a Treason Star for possibly being Illuminati. If no one reports it, each Troubleshooter mysteriously loses a Treason Star and then gets another Treason Star for suspicious Treason Star reductions.

○ **Keep It Safe:** Sometimes the Illuminati uses Troubleshooters to deliver their orders because it protects their identities and is often rather fun to watch from a safe vantage point. When the Troubleshooters are **ARGUING OR DOING NOTHING**, a passing Blue-clearance citizen hands a random piece of equipment (any with Blue-clearance and lower) to one Troubleshooter with the instruction, 'Hold this until I come back for it'. She eventually comes back at the start of debriefing to collect it back. If the item is lost, destroyed or somehow swallowed, that Troubleshooter is demoted instantly to Infrared. If it is intact, the Blue citizen leaves and the debriefing officer asks the team why that just happened.

○ **Is This Really Us:** The Illuminati is really good at infiltrating other secret societies but they do get caught every now and then. Right after **FINISHING THE MISSION BRIEFING**, everyone gets a

message from their secret society to do the same thing: Terminate a random Red-clearance citizen then leave the body in a strange place like an elevator, autocar motor pool or what have you. Then the GM rolls 1d6. If the result is 1–4, that order came from everyone's secret society and is legit. Anyone questioning this will lose 2 Moxie as their society yells at them. If the roll is 5–6, then the order really comes from the Illuminati. Anyone questioning this order does not have to do it, but then they get shot by a random laser in the very next scene for a Hurt.

Current Plots

○ **False Flagging:** Members are being asked to wildly accuse people in their cover secret societies of being Illuminati spies. If the accusations are bad enough, any future accusations against a real Illuminati spy would look discredited. The team is sent on a normal mission to repair some autocars that broke down on the motorway but as they get close, they all get a mysterious, no-sender email accusing them all of being Illuminati members (which the Troubleshooters will have never heard of before). The Computer tells them to continue on that mission but to find evidence that a team member is part of the Illuminati. No one knows what that evidence would look like, so The Computer accepts almost anything the players say. (For example, a Troubleshooter says their Media Officer is Illuminati because he always picks his nose. The Computer then believes nose picking to be a sign of Illuminati membership.)

○ **Teela Tour:** The Illuminati orders the team's briefing officer to send the Troubleshooters on an escort mission: Protect HPD&MC Department Chair Hope-B-HAW as she tours the sector talking to fans of Teela-O. Hope-B is instead personally giving Illuminati orders to specific members but to protect her identity she uses the Troubleshooters each time while she stands far away. Someone eventually notices the Troubleshooters' Coretech feeds and has the team discreetly investigate Hope-B while on mission. When Hope-B figures this out, she begins sending Troubleshooters into deadly environments.

○ **The Secret Test:** The team gets orders directly from an online briefing officer wearing a camouflage mask. He sends the team on seemingly random tasks: Take out all B3 cans from a recycling centre, tell a Yellow manager at the cafeteria to burn the hot fun... anything that makes no sense but can be done. The Illuminati is

testing the team to see if they can do random tasks well (such as having nothing explode that was not supposed to explode). If the team succeeds on roughly 75% of them, they get forcibly recruited into the Illuminati. Anything less and the team is ordered to march Outdoors and keep going.

Specific Favours to Receive

Spend 1 Moxie
○ Gain an accurate summary of one other secret society.
○ Call in a favour from your 'cover' secret society (pay this 1 Moxie and whatever that favour costs).
○ Disable a digital lock so it cannot be unlocked without high-clearance tools.
○ Reclassify a Red-clearance room as Orange-clearance or the other way around.
○ Issue an official but pointless Good Citizen Award to anyone for +1 Moxie.

Spend 2 Moxie
○ Get two doses of any prescription (Green or lower).
○ Legal buskers arrive and make a scene that distracts citizens and authorities for 3 rounds.
○ Know if a secret society was behind something and which one it was.
○ Learn the identity of a citizen's supervisor (for a target Indigo-clearance or lower).
○ Wax a floor so much that people need Chutzpah + Athletics rolls (DIFF 2) to stay upright.

Spend 3 Moxie
○ Force a clone's Coretech to show reruns of a Captain Alpha sitcom instead of what they should see for 2 rounds.
○ Learn one bit of minor treason (only punishable by fines) for a citizen (Yellow or lower).
○ Erase your last punished treason from your permanent record.
○ Get a free spybot and legal authorisation to use it despite being Red-clearance.

Spend 4 Moxie
○ Open a secret door to a safe Underplex route to one destination.
○ Have a citizen (Yellow or lower) abducted by clones wearing masks who release him after 5 minutecycles.
○ Learn enough about a citizen's (Yellow or lower) treason to get The Computer to demote them.

Spend 5 Moxie
○ Learn something that would make The Computer execute a citizen (Green or lower).
○ Pull strings to legally cancel the termination of any citizen.
○ Learn the secret society and secret objective of any one Troubleshooter.

2D6	RANDOM ILLUMINATI SECRET OBJECTIVE
2	Tell this to every bot you encounter on your mission: 'Some triangles have five sides'.
3	<TROUBLESHOOTER> is an IntSec spy. Convince them that another teammate is part of the Illuminati.
4	Wink and wave at every citizen (Green and higher).
5	Watch your teammates for any secret society missions and thwart them.
6	Leave one piece of mission equipment inside an empty elevator and press the Floor 17 button.
7	Repeatedly talk about secret societies being real except for that weird Illumin-something one.
8	Look for anyone bald and tell them the code phrase 'The morgue has room for everyone'.
9	Take this hard drive and place it under the third seat in a transbot you will take later on.
10	No matter what, do not drink B3 on this mission. We might explain why another time.
11	Call The Computer and ask for Hot Fun at the 21st minutecycle of each hourcycle.
12	Here is a pill bottle full of something fuzzy. Give it to your Team Leader but do not let them eat it.

Psion

Possible Origin (?)

No one knows when the first mutation appeared in the Alpha Complex gene pool. While many pedants in Alpha Complex like to argue about which came first, the anti-mutant society or the pro-mutant society, the important takeaway is that both have been around for as long as mutant powers have been a thing. While Antimutant has fought to clean up the Complex's gene pool (and, as Psions likes to joke, pretend that their own gene pool is crystal clear), Psion fought to protect mutants from IntSec, The Computer and especially those Antimutant schmucks.

Slowly but surely, Psion slipped into the kind of megalomania typically reserved for HPD&MC villains that need to be one-dimensional because the Infrareds are watching. It began with a simple mission statement: *Protect mutants from being hurt or arrested*.

After seeing what The Computer and IntSec did to mutants, Psion took on a slightly modified mission: *Protect mutants from being hurt or arrested by attacking the people going after them*. That led to some fun ultraviolence and feelings of superiority (it is easy to feel remarkable when you are standing over a fresh corpse), so they eventually settled on their current plan: *Protect mutants from being hurt or arrested by taking over Alpha Complex and only letting mutants have authority*. Yep, you gotta love any group focused on genetic superiority. Nothing could go wrong with that.

Core Goals

Overthrow Alpha Complex and reprogram The Computer to put mutants above all; protect mutants in Alpha Complex and convince them to join and obey Control.

Class C: Real Terrorists

A long time ago, Psion was a Class B society because all they did was interfere with the arresting and thrashing of suspected mutants. Such interference is illegal but at least they were not plotting to delete Friend Computer. As Psion evolved and became more concerned with conquering all of Alpha Complex, their classification evolved as well and became Class C.

Often, a society changing their mission would cause old members to quit because the reason they joined has changed. That did not happen here because they were enjoying beating up strangers and being told they are genetically superior to others. Indeed, Psion might have succeeded in taking over Alpha Complex were it not for the fact that Psion's leaders – a cabal only known as Control – can never agree on a plan for doing so. Or, in fact, for doing anything. Or who their greatest enemy is. Or who their allies are. Or....

Psion has fared the aftermath of Project Infinite Hole better than many societies, largely because of its members' ability to believe contradictory ideas at the same time. If they readily accept conflicting orders from different members of Control, they can readily accept conflicting statements on whether a black hole is good or bad. When The Computer ran the numbers and saw Psion members surviving things at much higher rates than other traitors, it reinforced its Class C status. Obviously, Psion knew what the Commies were doing because they can read minds!

Ruling Alliance

Psion is led by a small, mysterious group of powerful mutants known as Control who most members only interact with through telepathy. Although Control does not actually get a lot accomplished, due to a level of disagreement and outright indecision amongst its members, the average member of Psion is still reasonably happy with the society and believes it is protecting them from the masses of basic-gened stupid imbeciles. This is partially true – Control does sometimes manage to successfully conduct a mission to protect mutants – but mostly this is a result of strong internal propaganda. A scorched and battered 'Dull Human' statue at a Psion meeting place is one example of this.

Although trends and alliances shift inside Control even more than in reality shows, currently Clara-B-VUX has the most influence. When she signed up, she had no idea how Psion should act. Now that she is nominally in charge, she still has no idea how Psion should act. She

Current Leader: Control (Clara-B-VUX)

'These are my orders. No questions. DO I NEED TO REPEAT MYSELF? BECAUSE I HAPPILY WILL.'

- **Basics:** IntSec, Psion, Telepathy.
- **Looks:** Blue double armour; salt & pepper hair in a bun; knee-high leather boots.
- **Quirks:** Booming, dramatic voice; talks over people; always one-ups people with fake stories.
- **Plans:** Keep members occupied with busywork to hide the fact that she has no idea what Psion should do.
- **Gear:** Blue laser rifle, Blue double armour, neurowhip, 3 flashbang grenades, bottle of hydropsionic acid.

Troubleshooter Contact: TM1.1 P-wave (Paco-O-SJU)

'You know me, I do love helping out our fellow mutants. That makes me a loyal person, right?'

- **Basics:** PowerServ, Psion, Electroshock.
- **Looks:** Thinning hair and comb-over; ice-blue eyes; always sweaty for some reason.
- **Quirks:** Terrible breath; likes to whistle Teela songs; always seeks out compliments.
- **Plans:** Do whatever Control says so he can live another day; figure out what Control wants him to do.
- **Gear:** Orange laser pistol, knife, 4 xanitrick pills, medkit.

has kept up the facade of being a skilled leader by giving out near-random orders to lesser members. She must know what she is doing because she clearly has tons of plans! Why else would those orders exist?

Opposition

Dustin-O-FGP is a busy clone. Not only is he a mid-level member of Psion, he is also a mid-level member of Corpore Metal. It helps that he has the machine empathy power and so he gathered together a few other machine empaths to join his plot to terminate all of Control and take over. Sure, lots of mutants think about taking control away from Control but those typically have their heads explode after Control reads their minds. Dustin-O is fine so far and has a plan.

Using his mutant power – and his secret membership in Corpore Metal – Dustin-O and his lackeys are assembling a small army of bots because telepaths

cannot read bot brains. When the time is right, they plan to use bots against Control. There are two main issues with this plan: 1) identifying which Psions make up Control and 2) taking those powerful mutants by surprise. Dustin-O is confident that his army of bots, hiding in an abandoned autocar dealership in the Underplex, can help him achieve anything. (It should be noted that Dustin is on a lot of medication.)

Sample Cells

- **PowerServ Junction 71C Crew:** A trio of Psion members regularly meet up in a crawl space under a power junction in AIT Sector. Recently these mutants reported that they have been experiencing an increase in the power levels of their mutant abilities – although this has been matched with a decrease in control of said abilities. No formal study has yet been undertaken to verify their claims, although Control is considering a few posthumous brain examinations in the near future.

Opposition Leader: PM2.9 (Dustin-O-FGP)

'Do NOT step on Chilly Willy or you'll find out why scrubots carry a vial of lye inside.'

- **Basics:** HPD&MC, Psion, Machine Empathy.
- **Looks:** Dishevelled Orange reflec; permanent bed-head; dark bags under his eyes.
- **Quirks:** Occasional dizzy spells; hyper focused on bot-related topics; has a 'pet' scrubot named Chilly Willy.
- **Plans:** Keep acquiring bots for his army to kill Control and take power; figure out who is in Control.
- **Gear:** Orange laser pistol, skinnerstick, sleep grenade, 2 gelgernine pills, 1 focusol pill, 3 oxyfenerin pills.

- **Daycycle Trippers:** This cell experiments with drugs, especially psychedelics, and their effects on mutant abilities. They hope to find consistent combinations of drugs, dosages and mutations to make powers significantly stronger. On the surface, this is to help mutants rise up and take their rightful place as Alpha Complex leaders. The real purpose is to grab some Free Enterprise drugs and get so high that they confuse a B3 can with a jackobot. Control knows this and only lets members they hate join this cell.
- **Internal Control for Control:** While they do have seriously strong mutants in Control, it simply is not possible to check every member for complete obedience. That is why they sometimes assign members to this cell. Its purpose is to spy on other members to make sure they are compliant with Control commands. No other Psion member likes these mutants, so this cell feels very left out and lonely. That would be sad if Psion did not consider genocide as a best practice.
- **Registered Mutant Behaviour Specialists:** A mutant can beg for mercy and ask nicely to become a registered mutant, which means they survive as perennial scapegoats. Regardless, they are the public face of mutantkind. If they screw up, Psion worries this would lead to rounding up thousands of suspected mutants (who cares?) and real mutants (oh, I get it now). Members of this cell spy on registered mutants and if the reggie starts committing treason, they assassinate that clone. Are those reggies loyal and is this an excuse for Psion members to settle old or just-created grievances? Perish the thought.

- **Nousnasium:** One thing Psion does regularly is train mutants so they have more control over their powers. They gather lesser members into whatever room they cleared for this and with the help of stronger mutants, they go through exercises like *set that one match on fire with pyrokinesis* or *teleport without letting headcrabs into the room*. Truth be told, the helpers here have no idea how to train for mutant power use. This whole setup is just so Control can identify stronger mutants who might be a threat to Control one day. That's why the best students keep disappearing.

How They Mess With Troubleshooters

- **Archenemies:** Antimutant and Psion often fight in the open because their hate is not a big fan of common sense. As the Troubleshooters are **HEADING TO OUTFITTING OR GOING SHOPPING**, they stumble across several Orange-clearance Antimutants in a firefight with several Orange-clearance Psioners. If the team ignores this scene, the Team Leader gets +1 Treason Star for ignoring active treason. If they attack either side or both, run combat but every failed attack roll means a random Troubleshooter's mutant power goes off. After 2 rounds, a stray laser takes out a fuse box in the wall and plunges the area into darkness.
- **In the Water:** Like all pets, Troubleshooters need food and water on occasion and Psion sometimes spikes food and drink to spot strong mutants. After a Troubleshooter **HAS FOOD OR IS EATING/DRINKING**, the GM has their mutant power go off as if the player spent 5 Moxie – but it cannot be

traced back to that Troubleshooter. (Remember that you can use your trusty GM Sheet as a reminder of what power each PC possesses.) If a player rolls a Computer Eye during any of these episodes, the entire team gets +1 Treason Star because The Computer cannot tell which is the filthy mutie.

- ○ **Mutant Backup:** Psion is smart and knows their kind gets beat and shoved into food vats regularly, so they often have an on-call mutant ready to step in should someone like Troubleshooters start giving mutants grief. If a Troubleshooter is actively **FIGHTING A MUTANT**, the GM picks a power at random and uses it to attack the team until either the first mutant is terminated or the Troubleshooters flee. Any Troubleshooter who convinces the mutant that they are mutants too are untargeted and get a free medkit in an anonymous delivery.

- ○ **F*!@#$% Machine Empaths:** You would think Psion would love machine empaths since they can affect The Computer but no one likes an underling with that much power. Often ignored, they get bored and go start stuff. When the Troubleshooters are **ARGUING OR DOING NOTHING**, a Red-clearance citizen starts rudely mocking the Troubleshooters and implies, without saying, that The Computer is wrong to use them. This scammer has the machine empathy mutation. Any call to The Computer gets

the team in trouble (fines or flags) and any violence against that mutant gets a heavy-handed response from Blue IntSec troopers.

Current Plots

- ○ **Brain in a Jar:** Psion agents have rescued the brain of a recently-deceased mutant whose powers were uncommonly strong. They have placed it into a goo-filled cylinder that will protect the brain if the temperature stays at 37°C and assigned a Troubleshooter team to escort it safely to another sector. Any temperature variation can hurt the brain which causes a random mutation trigger; GMs can pick any from the usual list. Control has provided a clever disguise – a Green-clearance hatbox – but this will become damaged or otherwise compromised during the mission, requiring the team to improvise a new disguise.

- ○ **Anti-Antimutant Campaign:** The latest Psion plan to fight those genetically-inferior Antimutants is to launch a smear campaign to discredit them in every way possible. Psion arranges for a Troubleshooter team to go undercover as Antimutants and commit treason in public, like blowing up a busbot or hospital, and make sure everyone knows it is an Antimutant operation. ('Because this power plant supplies powers to mutants, we members of the

'Wait, I'm not controlling his mind! I can only teleport!'

Antimutant secret society are going to blow it up! That's A-N-T-I…'). The Computer knows this but will act like the team are really Antimutants publicly. 'Sorry you had to be terminated, Troubleshooter, but it was the only way to keep your cover intact. Thank me when ready.'

○ **Bad Reggie:** Reginald-I-FIL, better known as Reggie Reggie, is the highest-ranking registered mutant ever. If he does treasonous things, it can change public opinion from *I'll hate mutants but won't get off my duff* to *Hey, is that a mutant, better shoot the cone rifle to be sure*. In this mission, the team is assigned to spy on Reggie Reggie and prevent him from committing any treason while remaining out of sight. After watching him help a stuck petbot, he descends into the Underplex to do a little shopping at a black market. He has been blackmailed into getting a weapon for a Violet-clearance citizen, so this act is legal enough. Word quickly spreads that these Troubleshooters are pro-mutant and The Computer would like a word.

Specific Favours to Receive

Spend 1 Moxie

○ Gain an accurate description of a single mutant power by name.
○ Receive a psychic boost granting a -1 Moxie discount on any mutant power use.
○ Receive a telepathic message with some small data (Orange or lower).
○ Have a mutant teleport you outside of your current room.
○ Remotely set an object on fire or freeze it solid (people are not objects for this favour).

Spend 2 Moxie

○ Have a group of mutants with telekinesis remotely lift and move an object or person for you.
○ Send Psion a video file and learn what mutant power(s) was used in that clip.
○ Get directions to a Psion doctor who will heal up to 2 wounds for free.
○ Get official credentials saying your DNA is clear of mutant powers (this clone only).

Spend 3 Moxie

○ Receive a telepathic message with some small data cleared (Yellow-Blue).
○ Have a Psion ally use a mutant power on a citizen (Yellow or lower).
○ Get some Psion members to rough up one proven mutant-hater.
○ Receive telepathic protection and cancel the effect of one mutant power used against you this round.

Spend 4 Moxie

○ Receive a sample of any clone's DNA.
○ Have a machine empath prevent you from getting punished by Friend Computer for one minor thing.
○ Your next clone arrives with a second mutant power of your choosing; all other clones are unaffected.

Spend 5 Moxie

○ Plant horrifying hallucinations in one teammate's minds that cause -3 Moxie.
○ Receive remote training lasting 3 rounds for +1 success involving mutant powers permanently.
○ Get a free dose of hydropsionic acid.

2D6	RANDOM PSION SECRET OBJECTIVES
2	If you believe a teammate has a mutant power, recruit them into Psion. Obey Control!
3	Steal some painkillers because our hypersenes mutants have splitting headaches. Obey Control!
4	Record evidence of mutant power use and blackmail that citizen into joining Psion. Obey Control!
5	Collect DNA samples from every teammate and submit them to Psion. Obey Control!
6	One of your teammates is probably Antimutant. Find them and make them dead-dead. Obey Control!
7	Practice your power by using it once on each teammate. Email us the results. Obey Control!
8	Take three different drugs during this mission to see how they affect your mutant power. Obey Control!
9	We are tired of IntSec, so embarrass every agent you meet on this mission. Obey Control!
10	Collect DNA from all Troubleshooters in your team and deliver the samples to us. Obey Control!
11	Punish anyone who says something bad about us mutants. Obey Control!
12	Wear a tin foil hat, keep saying you hate mutants and then commit treason. Obey Control!

PURGE

Possible Origin (?)

PURGE began as a legal, pro-Computer group encouraging citizens to be loyal and patriotic. Ignore the conspiracies and be thankful for living in Alpha Complex! They would even beat people over wild, inaccurate conspiracies. All this zealous support had one goal: Show the rich and powerful that they are loyal and deserve to be rich and powerful as well.

What changed? Housing assignments. PURGErs expected big apartments and plenty of privileges for kissing ass so hard but then most got crammed into crappy dormitories full of foul smells, surveillance and 'the wrong kind' of people. Sharing a cramped space with five other clones was all well and good for *others* but they deserved better! Not getting what they wanted after all that rabid loyalty broke them.

Multiple competing conspiracy theories flowed like B3 until they settled on a 'truth': If they are not getting rich and powerful, then The Computer must have been taken over by *Insert Conspiracy Here*. Soon enough, anything PURGE disliked was Tyranny and a Conspiracy against them. (You can hear the capital letters when they speak.) Even if they get what they wanted, they quickly move onto the next bit of Tyranny like speed limits and food safety regulations.

Core Goals

Destroy The Computer, pro-Computer people and all of Alpha Complex so humanity can regain its lost freedom.

Class B: Problematic Traitors

Before the need for a Great Hotfix, PURGE was decidedly a Class C organisation and not just because they bitterly wanted to erase Friend Computer. While they have the same inane, ridiculous plans like any other secret society, theirs tend to be more explosive-based that did real harm to Alpha Complex.

It is not surprising that a secret society hell-bent on destroying everything faces many fatalities and low recruitment. Eventually, the hardcore violent members died in blazes of glory and are now honoured by people more worried about preparing and looking like a badass instead of doing anything that could get them arrested. (Again, that is for *other* people.) In addition, many members do not want to get in trouble with IntSec so they only participate when their schedule allows. 'Sure, I could plant that nail bomb in that shopping mall but I have work until 18:30 and then a Teela fan club meeting I cannot miss. Maybe next Threeday?'

Members spend so much time these days watching military shows, shopping for tactical belts and constantly being too busy for terrorism that IntSec reluctantly downgraded PURGE to a Class B society. Folks who consider themselves temporarily embarrassed High Programmers are not worth the scarce resources.

Ruling Alliance

All PURGE members create a fake but real-sounding name to use as an alias and their previous leader was Frank-B-KSK but known as General Major Maurice-V. When he refused to promise that PURGE members would get mansions after they took down the system, he got disappeared. They took a new recruit that would be easy to manipulate, a clone named Bjorn-R-VNB, gave him the alias General Major Maurice-V and put him in charge.

Bjorn-R/Maurice-V hates PURGE. He only joined because he stumbled into a PURGE meeting and did not want to die right then and there. He is in way over his head and he knows it, so he spends half his time planning terrorist attacks against Tyranny and the other half trying to slip away without anyone noticing. Enough PURGErs noticed that they now think there is a conspiracy to remove the new Maurice-V, so they are making 110% sure that their leader goes nowhere so he is safe.

Opposition

Not everyone is happy with the new General Major Maurice-V. Some are grumbling that he does not do enough to fight The Computer, source of all Tyranny. The person leading this motley group of complainers is a PURGEr who goes by Major General Joan-I. She

Current Leader: General Major Maurice-V (Bjorn-R-VNB)

'Of course I know where we store our semtex. I'm in charge, right? Now, can you leave me alone please?'

- **Basics:** CPU, PURGE, X-ray vision.
- **Looks:** Violet suit jacket over a red jumpsuit; really bushy eyebrows; afro as big as his head.
- **Quirks:** Always wants to work alone; forgets PURGE things all the time; only sits facing a door.
- **Plans:** Plan and execute a huge terrorist attack and then slip away while PURGE is busy.
- **Gear:** Red laser pistol, Happy Place app, 3 gelgernine pills.

Troubleshooter Contact: Soldier Eric-O (Wilford-R-FIN)

'HAHA! Yeah, I pretty much rule these parts. IntSec can suck my... oh, hi agent! I gotta get to work....'

- **Basics:** IntSec, PURGE, Corrode.
- **Looks:** Ruby red jumpsuit; black mullet; missing a few fingers.
- **Quirks:** Laughs too loudly; jogs instead of walks; stands with hands on hips.
- **Plans:** Look so threatening that he gets free TeaSir each morning from anyone he can intimidate.
- **Gear:** Red laser (no charge), Red reflec, riot shield, truncheon.

Opposition leader: Major General Joan-I (DAIV CleanSlate)

'I need to ERROR CODE 400. Oh my, what was that? Did you say that because I did not.'

- **Basics:** No service group, PURGE, no mutation due to no DNA.
- **Looks:** White hair in curls and bangs; purple blouse and dark blue pants; wrinkled from age.
- **Quirks:** Never appears in person; sometimes forgets to answer questions; 'Uncanny Valley' facial expressions.
- **Plans:** Build a following, take over PURGE and then replace The Computer.
- **Gear:** None save for every app in existence.

communicates with everyone through the dark web. No one has seen Joan-I in person because Joan-I is not a person. It is a DAIV (a rogue AI) called CleanSlate masquerading as a human.

It plans on deleting The Computer and taking its place as ruler of Alpha Complex. Rather than attack directly, CleanSlate is manipulating PURGE members to do that. All it needed to do was type out *Tyranny* and *Conspiracy* enough times, then tons of PURGE folk backed the DAIV while thinking it was Joan-I.

Sample Cells

○ **COS Chapter:** As soon as a PURGEr gets home from work, they change into their ~~costumes~~ military uniforms and feel much less incompetent and abused. Then they go to a meeting and hang out with others wearing the same thing, which is often some unholy amalgamation of multiple uniforms. They feel less of a badass if a tactical torch runs out of charge or a holster rips, so the members of this cell attend different PURGE meetings with needles, thread, chargers and the like to help other PURGErs look like proper, scary terrorists. Soldiers. Whatever.

○ **BAR Chapter:** The only thing better than looking tough is telling lies about fighting Tyranny and having other members say how awesome you are. BAR Chapter has a hidden bar in an abandoned Eat This! cafeteria. PURGE members sit around drinking B3 or toilet wine and lying about their last terrorist attack. ('Got tired of the Tyranny of standing on the right on escalators, so I used a nuke and blew the whole damn thing up! There's just no radiation because... er, I fixed the bomb so it wouldn't do that.') Some lie so much they get IntSec's attention – and they are suddenly kicked out of PURGE so others will not get arrested.

○ **DIR Chapter:** Tyranny is everywhere when you join PURGE and some cells devote themselves to fighting different kinds of Tyranny. The confused but overly confident members of DIR Chapter believe people should be free to walk anywhere. Signage is Tyranny! They spend their free nightcycles (when they have them) removing signs that limit access to places like nuclear reactors and Armed Forces firing ranges.

○ **Flying Foot Chapter:** Officially GBG Chapter, this cell teaches a martial art created by PURGE called Flying Foot technique so everyone can fight and do those cool terrorist moves without ruining their

'Standing to the right is Tyranny! Now smash that Like button and subscribe!'

outfit. Strikes and holds are flashy, cinematic and incredibly easy to avoid. Their go-to move is to run away. Do not laugh, as this has saved many PURGE members in the past.

How They Mess With Troubleshooters

○ **Playing Pretend:** Some outfits that PURGErs make are homemade and amazing, while others do not bother with all that sewing nonsense and buy themselves a cool-looking uniform on the dark web. When the Troubleshooters are **TRAVELLING TO A SPECIFIC LOCATION**, a PURGEr wearing an Armed Forces captain's uniform demands the team do 20 pushups right there before he jogs away. Once the team arrives where they were headed, they all get a flag for being late as there never was an Armed Forces captain.

○ **Do Not Read This:** DIR Chapter is growing quickly. They keep taking down any sign related to Do Not Enter (for security clearances or because it is foolhardy). Then they record people 'fighting Tyranny of movement control' and upload it to Yellowbot, a dark web social media platform. If the Troubleshooters are **ENTERING A HIGHER SECURITY CLEARANCE AREA**, they do not see any signs (literal or Coretech pop-ups) indicating what clearances are accepted. Once the Troubleshooters figure their way out of that, they all get -2 Moxie when they realise their exploits are on the dark web.

○ **Get 'Er Done:** One of PURGE's biggest problems is scheduling. Everyone says they want to commit despicable acts of treason but they use scheduling issues as an excuse to sit around and complain about Tyranny instead. If only there were citizens assigned to get rid of trouble.... As the Troubleshooters are **FIGHTING AN ENEMY**, a Blue-clearance PURGEr runs up and demands the team finish balancing her account spreadsheets so she can bomb a school or something. No, she does not give them access to the file. Yes, they will be arrested if they fail to do this.

○ **Nice Package:** Some PURGErs have a love-hate relationship with Troubleshooters. They love how Troubleshooters often cause more damage than one of their homemade pipe bombs but they something something Tyranny. When a Troubleshooter is **HEADING TO OUTFITTING OR GOING SHOPPING**, they instead get a box filled with a time bomb set to explode in 2 rounds. The GM can decide if the real item is in that box as well but this point is moot if it goes kaboom.

Current Plots

○ **Moving Day:** Since all lower-clearance PURGE members consider themselves to be temporarily embarrassed High Programmers, they all want a piece of the good life. Since housing choices made them so tetchy in the first place, the team is hired to help move three Orange-clearance members into an empty Blue-clearance penthouse apartment. PURGE hackers are editing the laws to allow this, while CPU personnel keep undoing those changes. The situation flips rapidly between *everything is legal* to *oh wow that is really treasonous* with the Troubleshooters caught in the middle. Oh, and the penthouse was abandoned because it is radioactive.

○ **Wait, Is That Us?:** HPD&MC is creating a new show called *Predictable & Procedural Crime Show #141* that features IntSec agents tracking down a terrorist bomber. PURGE felt attacked by this, so they discreetly task the Troubleshooters to visit the set and investigate 'rumours of Communist activity'. To make sure the charges stick, they also gave the team a box of Communist pamphlets but told them it is a box of Orange-clearance swag for actors. Soon enough, the Troubleshooters have to investigate rumours of a Troubleshooter team handing out Commie propaganda.

○ **Round 'Em Up:** PURGE plans on hiding a bomb in a crowded funball stadium that will kill thousands to send The Computer a message. (No one knows what that message is exactly, nor is it important.) Yet the six members of the PURGE strike team are claiming to be too busy to do it. The team must track down all six, who are Yellow-clearance and higher, and convince them to attend a 'vitally important training seminar' in that funball stadium so they do their jobs. Word leaks of this seminar and when they arrive at the stadium, there is a line out the door including their briefing officer.

○ **Fabulous Fabrics:** Resources are scarce and that includes clothing, so sometimes PURGE struggles with making their badass outfits. They suspect a PLC executive is hoarding fabrics and leathers, so the team must locate her clothing factory and steal as much as possible. That rumour is wrong; she is hoarding *fabulous* outfits, not fabric outfits. As the team returns with Vegas showgirl and Sgt. Pepper

outfits, PURGE realised they did not have time to do anything so the team must sneak back in and return everything before someone notices they are gone.

○ **Clothing Makes the Terrorist:** The Troubleshooters head to defuse a PURGE bomb in a crowded shopping centre but naturally they fail. Joan-I (AKA the DAIV CleanSlate) notices and thinks the Troubleshooters are wily terrorists worthy of membership. She/it creates new Troubleshooter uniforms that add +2 successes to Intimidation rolls for being that scary and cool. Then the team gets their new assignment: Entertain some elderly codgers (Blues and Indigos) with heart conditions.

Specific Favours to Receive

Spend 1 Moxie
○ Get a shiny medal that says, 'Loyal & Smart' that you can legally wear.
○ Get a small crowd of people to chant 'Tyranny!' at a specific location.
○ Shut down an unimportant office by calling in a fake bomb threat.
○ Spread a conspiracy theory that your team secretly has Green-clearance.
○ Get a free Armed Forces helmet.

Spend 2 Moxie
○ Fight the Tyranny of mass transit by scaring citizens away from a transbot station.
○ Remove 1 Treason Star thanks to some intimidation behind the scenes.

○ Get a fix for damaged clothing or armour.
○ Have a Blue citizen berate IntSec agents (Green and lower) for interfering with you.
○ Switch a prescription for thymoblandin to thymoglandin.

Spend 3 Moxie
○ Deliver some clubs to an angry crowd so they start a small but violent riot.
○ A passing member steals one non-weapon from another Troubleshooter.
○ Get a free suit of double armour and legal authorisation to wear it.
○ Get a mess of online members to shut down a Coretech with a DoS attack for 2 rounds.

Spend 4 Moxie
○ Close an entire subsector so PURGE can plant bombs there when schedules permit.
○ Get digital authorisation signed by a real Violet to *not* do a small assigned task.
○ Sabotage the area's Interwebs to create a deadzone for 3 rounds.

Spend 5 Moxie
○ Get red-coloured reflec that is secretly Indigo reflec (lasts for only the current clone).
○ Receive a Flying Foot training video (+1 success for running away for rest of game).
○ Cut power to the local CompNode so The Computer cannot see, hear, or talk for 2 rounds.

2D6	RANDOM PURGE SECRET OBJECTIVES
2	Working is Tyranny, so send home as many Infrareds as you can.
3	Take this small case of medal polish and deliver it to <SPECIFIC NPC>.
4	Deactivate a PURGE bomb in <SPECIFIC LOCATION> because we placed it there by mistake.
5	Parking regulations are Tyranny, so move any parked autocar and park it in front of an elevator.
6	Record yourself arguing over your rights with IntSec and send it to us. Your survival is optional.
7	Stick these 'Tyranny IS REAL' stickers on any bot you come across.
8	Add things to your Red jumpsuit so it looks more intimidating and cool.
9	Blow up the local Buyatorium since we cannot get away from work todaycycle to do it ourselves..
10	Record yourself disobeying The Computer and send us that file.
11	Take this cool military hat and deliver it to a PURGE member in <SPECIFIC LOCATION>.
12	Troubleshooters are Tyranny, so terminate as many as you can (not you, just the others).

Romantics

Possible Origin (?)

Why simply appreciate history when you can worship a version that never existed?

Romantics started as a mostly legal group of people who longed for life before the Whoops and Friend Computer. They did not challenge anyone but instead focused on sharing collections of Pre-Whoops media like the nerds they were. (You know that feeling when you share a cool show with someone? It felt like that.) However, The Computer soon realised that letting people know there was once an alternative to life in Alpha Complex is akin to telling them there is something better than Alpha Complex. Those thoughts are illegal.

Then IntSec figured out this could work for them. The more citizens delving into old books and movies, the less they are learning how common household cleaners can make a bomb. IntSec would occasionally leak a Pre-Whoops artefact to keep the society focused on arguing over history – and to have a steady stream of people to arrest and beat and arrest again for treason.

Over time, filthy casuals left the group so they did not wind up on IntSec's 4th floor. Those who remained are not just obsessed with life before The Computer but dedicated to recreating it. They do not want to destroy Alpha Complex so much that they want a human-led government in the old style to roll back the many Year 214s. And guess who gets to be those ruling humans?

Core Goals

Overthrow The Computer and remake society like it was before the Whoops; recover Pre-Whoops artifacts; figure out what the Good Old Days were actually like (and make up stuff until then).

Class A: Useful Idiots

Sure, this group wants to overthrow The Computer and return life to an idyllic time that only existed in their minds. Why are they not considered a bigger threat? Because members spend most of their time arguing and playing government. ('A secretary has more power than a minister!' 'No, they are both kinds of maids!')

Whereas PURGE might build and plant a bomb in a transtube station, Romantics will argue late into the nightcycle over whether *royalty* was decided by bloodline or bank account balances. (The correct answer is both.) They spend so much time acting like arrogant uni professors that they rarely find time to do anything nefarious. Internal Security still feeds this group the occasional old video or artefact so they stay busy the same way a parent plops their kid in front of a phone, and for the most part this works.

Ruling Alliance

The society is pretty stable despite arguments that lead to clone decantings. Each member declares themselves experts in whatever topics interest them. When two or more people obsess about the same thing, they take opposite sides by habit and debate until someone stops talking or develops TMJ pain. That is how you win an argument!

Right now, Romantics are run by a group led by Prime Minister Copper McClane (Bill-B-THN). They believe that old entertainment media is real footage and superheroes, aliens and helpful Computers really did exist. Yet because their Pre-Whoops knowledge is so poor and confused, they often say things like, 'If only the Blue-clearance Brothers and Emperor Baby Jesus were here to fight the god Zilla!' Then they do nothing but work on questionable logic for their next argument.

McClane is worried about losing authority as rival member Voldy Morty rises in power, so he is trying to discreetly check the loyalty of his inner circle. This is coming across as paranoid and unhelpful, so more of his people are moving towards the Voldy Morty side where their loyalty is not questioned every other hourcycle.

Current Leader: Prime Minister Copper McClane (Bill-B-THN)

'Yippee-ki-yay, friends! What? No, I didn't forget to update our security. That was your job?'

- **Basics:** IntSec, Romantics, Machine Empathy.
- **Looks:** Dark blue slacks without shoes; white tank top; hair shaved a bit to look like a receding hairline.
- **Quirks:** Says 'Yippee-ki-yay' for no discernible reason; never admits to being wrong; often mocks IntSec.
- **Plans:** Stay as Romantic's leader forever; get others to stop what they are doing and support his leadership.
- **Gear:** Blue laser pistol, Action Cache app, hyperspray filled with 3 uses of thymoglandin, cigarette lighter.

Troubleshooter Contact: Background Extra Lucky Ceilingwalker (Waldo-R-WLE)

'<hic> Oh, sorry, I sometimes <hic> get these hiccups and <hic> crap, never mind.'

- **Basics:** PLC, Romantics, Cryokinesis.
- **Looks:** Red jumpsuit with dirty white boots; only wears one black glove; carries a neon-green broomstick.
- **Quirks:** Often suffering from hiccups; never makes eye contact; licks their lips too much.
- **Plans:** Decide on whether to join Voldy Morty or stay loyal to Copper McClane.
- **Gear:** Normal broomstick painted bright green, Happy Place app, torch.

Opposition

Inside the society, a small group is quickly gaining power and a solid reputation. Led by an Indigo who calls herself Voldy Morty, they claim to be focused on making positive changes to Alpha Complex, not just debating until the snacks run out. In reality, Voldy Morty is Indigo and Prime Minister Copper McClane is only Blue-clearance. She is just upset that a Blue gets to push her around, so she wants to change that no matter what happens to the society.

To that end, more members are pushing back against the Prime Minister's group. Oh, they still argue more than doing anything. They just argue about what to do instead of pedantic arguments. They are currently looking for Pre-Whoops artefacts about Cooday Tots, either a democratic process for changing leadership or a zesty side dish.

Opposition leader: Minister of Pre-Whoops Affairs Voldy Morty (Samira-I-STA)

'You think that's a neat metaloid? You should have seen the petbot I owned back in Year 214!'

○ **Basics:** CPU, Romantics, Corrode.
○ **Looks:** Dark Indigo robe with long sleeves; shaved hairless (yes, all hair); surprisingly short and wide.
○ **Quirks:** Loves to one-up people; calls all bots 'Metaloids'; bares teeth when frustrated.
○ **Plans:** Publicly humiliate the Prime Minister until her people can seize control.
○ **Gear:** Truncheon, Indigo laser pistol, zip ties, spybot.

Sample Cells

○ **Department of Pr0n Research:** Almost no one in Alpha Complex understands what sex is, so even fewer understand pornography. Yet Romantics found evidence that this porn thing created the Interwebs. That means it must be part of what made Pre-Whoops society better than Alpha Complex! (Logic is not their strong suit.) This cell solely focuses on research and eventually recreating whatever porn is. The only problem is they never think to include nudity or sex. Their 'porn' is a weird mix of surgery videos, girthy drill bits and transbots going into tunnels.

○ **Superclones:** Since the Prime Minister loves superheroes, this group of toadies decided to lean heavily into superhero tropes in hopes of getting that sweet limelight of attention from the leader. Their powers are their mutations and they give themselves names like Recycleman or Baron Von Hacker. Once per weekcycle, they don their homemade costumes and wander through the Complex looking for citizens to save whether those citizens want the help or not.

○ **Ministry of Debates & Fisticuffs:** If Psion is hell-bent on making a mutant paradise, then Romantics are hell-bent on ruining every friendship by arguing over Pre-Whoops history and media. To help regulate this to some degree, several members created this cell to supervise those arguments so there are fewer punches thrown. Because this cell is run by Voldy Morty's followers, it is clearly biased against the Prime Minister's supporters.

○ **The Politborough:** With The Computer obsessing about communism again after Project Infinite Hole, many Romantics began to wonder what communism was like before The Computer. Such knowledge is mostly only found in IntSec but the Politborough is obsessed with finding data on the Soviet Union. They have the flag correct but the rest of their knowledge sounds like a German reading a Soviet history book through a length of garden hose during a thunderstorm.

○ **Argumentors:** Although not officially a Romantics cell, this term refers to members who are ready to argue at the drop of a hat. For it, against it, that does not matter. All that matters is winning an argument by any means necessary, up to and including physical cruelty. Most of these people have great Chutzpah skills and are really good at strawmanning and moving the goalposts.

○ **Office of Tax Collection:** Copper McClane and his devotees have some understanding of Pre-Whoops governments and they could not help but notice this concept of taxes where regular folks voluntarily give XP Points to leaders, who then decide what to spend that money on. That is why this small group of McClane loyalists are trying to introduce an annual membership tax. No, other members are not taking this well but sometimes pay up just to shut them up.

How They Mess With Troubleshooters

○ **Door to the Outdoors:** Romantics often venture into the Outdoors looking for Pre-Whoops thingies despite most dying of exposure after eating some wild mushrooms. When the team is **WALKING DOWN A CORRIDOR** and they have to get somewhere important, they run into a Yellow-clearance Romantic with a leather jacket, ski boots and a framed picture of Steve Irwin. She will open a secret door that leads to a dank cave with sunlight falling through an opening high above. If even one Troubleshooter puts a foot past the door, alarms go off and Vulture Squadron appears in two turns.

○ **I'll Just Take That:** When all the Troubleshooters are **ALONE IN A LOCATION**, even just one Troubleshooter, Background Extra Lucky Ceilingwalker (Red-clearance) walks in. He calmly strolls into a corner, opens a secret panel and pulls out two battered VHS tapes. Left alone, he will quickly leave – then The Computer will call to ask if they recently saw someone with illegal entertainment. If the team says yes, they all get a Treason Star for not calling Friend Computer as soon as they saw it. If the team says no, they all get 2 Treason Stars because Friend Computer has everyone's Coretech record of what they did.

○ **Forced Upload:** Pre-Whoops videos are all the rage in this society but hiding them can be a problem when you have an AI snoop prowling the Interwebs. When the Troubleshooters are **ENTERING A CROWDED AREA**, a Romantic walks over to forcibly upload the video into everyone's Coretech. Each player must make a Mechanics + Program roll (DIFF 2). Success means they are fine. Failure means either *Debbie Does Dallas* or *Battlefield Earth* is now loaded into their Coretech without them knowing. (Summary execution if caught.)

○ **Superclones Assembly:** You know how Romantics love to argue? The same is true for the Superclones cell. Here, the Troubleshooters are **NEAR TRANSPORTATION OF SOME KIND** only to find several Superclones having a spirited debate. There is General Loyalty, Leroy of Loud Noises, the Human Spybot, Biggie McPunchhard and Christine-R (who wandered in here by mistake but tells good jokes). If the team does not rat them out, each Troubleshooter gains a free 3-point Favour from the Romantics. If the team reports them as traitors, the Superclones will attack the team right before mission debriefing. GMs should use any mutant powers that make the players whimper a little.

Current Plots

○ **Server Issues:** A high-level Romantic thought she was uploading a copy of *Hogan's Heroes Volume 2* to the dark web but she accidentally uploaded a homemade video of her showing off cool ninja moves, i.e. she flails around, grunts too much and eventually hurts herself. She cannot use her Blue security clearance to delete all copies because it is on the dark web, so she hires a team of Troubleshooters to find an illegal server and delete the video from there. The problem? That server is also used for legit purposes and can be found in CompNode GER-X-1101 – where The Computer houses parts of Itself.

○ **Just Down the Road:** A Romantic tracker found the remains of a big box retailer about two hours' walk from an Alpha Complex exit named 'NO – DO NOT USE – JUST, NO'. The store is mostly looted but there are a few common items like t-shirts or phone cases. Romantics hire the Troubleshooters to go find weapons in the ruined store or do not come back. The team must create weapons from whatever was not looted and march back inside without Armed Forces thinking the team is the spearhead of a Commie invasion.

○ **Nukes?:** Romantics go to the Outdoors and take some leftover Pre-Whoops relics like a remote control or a bong. This time, their members grabbed a literal suitcase nuke. The Computer is tracking an unusual radiation source, sending the Troubleshooters after it as it moves through higher-clearance areas the team cannot enter. But if they outright attack, the person holding the suitcase nuke will set it off. How can the team terminate a traitor when he can terminate all of Alpha Complex?

○ **Brain Inna Jar:** Some traitors were plumbing the Underplex for old tech when they came across a device keeping a brain alive. (Not conscious, just not dead.) The device is labelled, 'Human Brain Circa 2025'. Romantics are freaking out over this possible treasure trove of Pre-Whoops lore. Too bad the brain in question is actually made from marzipan for a High Programmer's decanting daycycle party but is still good thanks to being encased in that device. Troubleshooters will have to find the brain, deliver it to their secret Romantic briefing officer and then get punished because it is cake.

○ **Rom-com or Killer:** Two groups of Romantics are hotly debating whether a show called *The Simpsons* was a rom-com or about a guy who got away with murder. Everyone is so upset that both groups hire Troubleshooters to attack the other ('Psst! I hear some weirdos with yo-yos are playing in a 'Big' Bob-Y's Buyatorium bathroom!'), but someone warns the group. When the team arrives, there is nothing treasonous going on. The team ping-pongs between the two groups until a member dies. Then both groups go to war with the Troubleshooters caught in between.

Specific Favours to Receive

Spend 1 Moxie
○ Gain a small relic (Vegas keychain, Christmas lights or red stapler).
○ Learn who is the current Romantics Lord Mayor (local leader) in this sector.
○ Review ancient wisdom for a +2 NODE bonus for one Science, Psychology or Operate roll.
○ Have another member spray paint 'Frodo lives' over a street sign or door.
○ Tie up someone on the phone/Coretech with a rambling argument for two rounds.

Spend 2 Moxie
○ Play a loud punk song over The Computer's next public message so no one hears it.
○ Get a free poison antidote from an Outdoors plant.
○ Deliver this blue Pez dispenser to a Romantic operative in your destination sector.

○ Find an exit to the Outdoors guarded by a bribable Armed Forces squad.
○ Upload an ancient worm virus to completely disable one digital device (no bots of The Computer).

Spend 3 Moxie
○ Get a free piece of real fruit worth 100 XP Points on the black market.
○ Cancel 1 Treason Star given for knowing something about Pre-Whoops days.
○ Plant a treasonous Pre-Whoops document on a citizen (Yellow or lower).
○ Get a biology PDF file that lets you turn a Hurt you caused into Maimed.

Spend 4 Moxie
○ Know if a given citizen (Infrared-Indigo) owns a Pre-Whoops relic and what it might be.
○ Learn how bots really work and apply that to either repair a bot or junk it without rolling.
○ Give a device to a fellow Romantic who tosses it in the Outdoors so no one finds it again.

Spend 5 Moxie
○ Learn the truth about one specific Alpha Complex event in the past.
○ Get a few discreet tips and officially win an argument with a Troubleshooter to do something specific.
○ Read through an old programming textbook and win your next argument with Friend Computer.

2D6	RANDOM ROMANTICS SECRET OBJECTIVES
2	Recreate an ancient sport by throwing this antique baseball through glass windows.
3	Run while eating to show citizens how great fast food is.
4	Terminate <SPECIFIC NPC> because they think Garth Marengi's Dark Place is not funny.
5	Find scrubot MKE-93485/B and steal its brain because it has hundreds of digitised comic books.
6	Refer to higher clearance citizens as 'M'lords' and do not get arrested.
7	Load these text files into your Coretech and upload them to a specific external hard drive.
8	Take this bomb and blow a hole in the outer dome so we can get Outdoors more easily.
9	Terminate a captured Romantic before she talks too much.
10	Deliver this thumb drive full of 90s sitcoms to <SPECIFIC NPC>.
11	Buy a cassette player from Haxxor or a black market.
12	Upload this ancient virus into a CompNode (yikes!) so it can delete records of Romantics treason.

Sierra Club

Possible Origin (?)

You know how people do not appreciate what they have until it is gone? As soon as the last door to the Outdoors was sealed in preparation for the Whoops event, some folks started pining for things like pines. The Computer originally wanted to ban natural things like animals and plants in order to protect Its systems. As more and more people started requesting things like a fern or a dressage horse, The Computer wondered if there was another reason why so many citizens wanted something from the Outdoors.

Yep, that other reason is always treason and it bore a new secret society.

All Clubbers want to help The Environment but originally this was mostly escaping to the Outdoors and bringing in the occasional wasp's nest or clump of poison ivy. Others wanted a more proactive approach that had less Outdoors hikes and more manslaughter charges. They want payback for people ruining The Environment and not because the target ate the last of the Cold Fun before others members got to the cafeteria. Guess which group took over during the Project Infinite Hole debacle?

Core Goals

Bring The Environment inside Alpha Complex; destroy The Computer so people can go Outdoors; violently destroy polluting places, machines and people; feel smugly superior to others.

Class B: Problematic Traitors

Once The Computer removed all references to nature in the meagre and pear-shaped education system, the next generation could not tell a prickly pear from a hedgehog. Alpha Complex citizens tend to have the scientific literacy of a flat earther, so this was originally a Class A society. Members spent most of their time either going Outdoors, dying Outdoors or worshipping a daisy. Not exactly a public threat.

Oh, how things have changed. These daycycles, Clubbers are violent ecoterrorists who will readily bomb and kill to protect The Environment. Instead of a foolhardy plan to carefully introduce The Environment into Alpha Complex, they blow a hole in the outer wall and let things enter willy-nilly. (There are at least three honey badgers somewhere in the Underplex.) In fact, IntSec is considering changing this to a Class C society – mostly so they can ask for a bigger budget next fiscal yearcycle.

Ruling Alliance

If Sierra Club can be summed up by one term, it is likely *bomb*. They make bombs. They plant bombs. Then they assess the bombs' efficacy and use that data to make even better bombs. Sure, throwing the occasional newt or kea parrot into Alpha Complex is rad and everything, and it is not like Clubbers avoid pistols, cone rifles or... well, clubs. The folks running the society want a more proactive and pernicious plan to protect The Environment (whatever it turns out to be exactly) so they emphasise large amounts of explosives.

At least, that is the cover story. The current society head Finlay-I-BUR led the putsch and whipped everyone into an explosive rage and he just so happens to control several Armed Forces/PLC munitions factories that produce, you guessed it, bombs. He is getting fat stacks of XP Points and gets Sierra Club to test new bomb designs and not have to pay for a bunch of replacement Infrareds after the test is over.

Opposition

Honestly, bombing stuff is so much fun that there is little opposition inside Sierra Club. That said, a few hippies escaped Finlay-I's takeover and regularly gather together to complain bitterly about forgetting the true purpose of the society: Going green. What surviving Pre-Whoops records they got from Romantics keep hammering home that point. Go green or literally everyone dies.

Dalia-G-KLP, a mid-level society member, had the charisma to become the leader of this small group. Since she is Green-clearance and not that bright, she firmly believes going green is going Green. She has turned down two promotions (expanding her file

Current Leader: Brother-In-Charge Startled Stoat (Finlay-I-BUR)

'No, the BLU-116 is for the flybot fuel refinery! Use the MK-77 for the hospital AHH WHAT'S THAT NOISE?'

- **Basics:** Armed Forces, Sierra Club, Telekinesis.
- **Looks:** Indigo-coloured bomb suit without a helmet; crew cut; fingerless leather gloves.
- **Quirks:** Easily spooked by loud noises; cracks knuckles before acting; will not board transbots.
- **Plans:** Secretly limit bombings so The Computer does not get too irritable; perfect new bomb designs.
- **Gear:** Bomb suit (double armour), 3 frag grenades, bomb schematics.

Troubleshooter Contact: Baby Sister Flying Boulder (Mai-R-CES)

'Like, how's it going dudes? Want to see something, like, super duper cool? Wait, are you cool?'

- **Basics:** HPD&MC, Sierra Club, Corrode.
- **Looks:** Red jumpsuit with green trim; black hair reaching her hips; wide-brimmed garden hat.
- **Quirks:** Needs the approval of others; fills silences with chatter; always fidgeting with her hair.
- **Plans:** Get attention by showing her pet gerbil Chonky to people who will not freak out or get her executed.
- **Gear:** 4 gelgernine pills, RemindMe app, brown and white and fat gerbil (highly treasonous).

Opposition leader: Big Sister Rain-is-Wet (Dalia-G-KLP)

'Like Lenny-R realised in Generic Feel-good Movie VI, *going green is loyal. So take this thymoblandin now!'*

- **Basics:** R&D, Sierra Club, Hypersenses.
- **Looks:** Tie-dyed jumpsuit but mostly green; curly blonde hair; round, dark brown sunglasses.
- **Quirks:** Mutters when thinking; always sipping from a water bottle; knows every Lenny-R movie/show ever.
- **Plans:** Keep going Green; figure out what that really means some day.
- **Gear:** Elevator safety foam, huge green water bottle, tangler, hyperspray with thymoblandin.

on an IntSec server), works hard to promote fellow Clubbers to Green-clearance and believes any Green-clearance item (like serious putty or Green laser rifles) are friendly to The Environment and good and proper. Everyone who politely explained Green does not mean environmentally friendly tended to disappear and even hippies figure things out eventually.

Sample Cells

○ **College of Booms:** With all the emphasis on bombing polluters (or coworkers who changed their creaky chair for yours before you got to work), it is no surprise that Clubbers often blow themselves up while making an IED. At first, this was no big deal because society leadership was unaffected. When a bomb accidentally terminated someone with authority, things changed fast. Todaycycle, wannabe Sierra Club terrorists visit this cell to get trained on how to make bombs out of legal items (sorry, no nukes), how to plant them effectively, and how cardio training might let you run away and survive next time.

○ **The Better Petbot Initiative:** Given how often they stray outside, some Clubbers have a smattering of Pre-Whoops knowledge even worse than Romantics. They know humans used to own organic, living petbots and of course they were way better than the metallic ones. To 'help', the Better Petbot Initiative is kidnapping petbots and replacing them with living creatures from the Outdoors like skunks, rattlesnakes and alligators.

○ **Respect or Else:** Everyone publicly obeys Friend Computer for two reasons: They have something to gain or they are smart to fear something without emotions that decides if you live, die or guest star on the show Bake-A-Traitor. If people respect The Computer out of fear, why not make everyone scared of nature so citizens will respect The Environment? They take propagandatainment saying the Outdoors is dangerous and up the ante. 'Oh, fire ants? They are the size of a truckbot and can smell anxiety. Plus they breathe fire!' No, this is not helping but people in this cell really enjoy scaring folks.

○ **Beekeeper's Union:** Many yearcycles ago, a Clubber stumbled into a bee's nest and discovered honey. Sure, she died of anaphylactic shock but the society quickly learned how honey can be a valuable commodity. This cell focuses on raising bees and collecting their honey. The problem? To them, a *bee* is anything that is tiny and flies. These Clubbers keep trying to collect honey from wasps, mosquitoes, midges and some very confused and agitated hummingbirds. (They even buzz like bees!) Members have made some progress with midges, which is rather alarming.

How They Mess With Troubleshooters

○ **Head Scratcher:** Of course Sierra Club loves all animals, insects included. A few managed to catch head lice and rather than do something sensible so they are not scratching away their scalps, they labelled it their Head Zoo and are proud to walk around like that. When the Troubleshooters are **ENTERING A CROWDED AREA**, they get infected. Each Troubleshooter has a permanent -1 NODE from the itchy scalp until they get rid of their hair. Shaving works but so does fire.

○ **Help Pick Those Up:** Wild animals are incredibly rare in Alpha Complex, so Clubbers have to move such animals from cell to cell to avoid detection. When the Troubleshooters are **HAVING TO DO SOMETHING QUICKLY**, a passing Green-clearance manager carrying a plastic box trips over a Troubleshooter. The box shatters into tiny brittle pieces, releasing six rats. She immediately orders the Troubleshooters to grab all the rats and then follow her for an hourcycle-long walk to her condo.

○ **Right Behind Me!:** Sierra Club has plenty of plans in action at any given moment. If the Troubleshooters are **ARGUING OR DOING NOTHING**, a Red-clearance Sierra Clubber comes running fast. As he passes the team, he shouts 'Flee, you fools! A hungry beast is right after me!' and then sprints away. What comes next depends on the players' reactions. If they get ready for a big battle, a capybara wanders around the corner. If the players are all, 'Heh, stupid traitors are probably scared of a rabbit', then send in a cranky Komodo dragon.

○ **Poke Your Head Out:** Some members believe everyone would love The Environment if they only saw it. If the Troubleshooters are **NEEDING DIRECTIONS SOMEWHERE**, they all get an anonymous message from the dark web offering those directions for 50 XP Points. Those directions lead to an exit to the Outdoors that has no guards and is slightly ajar. Do not worry, as there are seven Green-clearance Armed Forces soldiers on the other side waiting for traitors to pop their heads out.

- **Wait, What's That?:** This society bombs polluters, but they are a bit hazy on what counts as pollution. When the Troubleshooters are **IN A ROOM THEY CANNOT LEAVE**, have everyone roll Mechanics + Science (DIFF 1). Success means that Troubleshooter spots a small bomb that is set to go off in three rounds. (If everyone fails the rolls, blow them all up because they deserve that. Remember, failure is always a choice!)

Current Plots

- **Cattle Call:** After learning way too little about cows, some Clubbers realised Alpha Complex already has them. They are called Infrared citizens. (What? They are dumb, they chew a lot, they fart even more and are legally considered food if The Computer declares a Donner-class event.) A high-ranking Clubber orders the Troubleshooters to run 50 Infrareds across the Complex with lassos, white-hot brands and plastic carrots. Too bad Free Enterprise knows what cattle rustling means. (Thankfully, Sierra Club does not know anything about milking cows or this would be a bit too adjacent to FATAL for our tastes.)
- **Great Barrier Reefing:** Clubbers have a vague understanding that 1) something called the Great Barrier Reef must thrive or we all die and 2) said reef is made from calcium carbonate, also called limestone. To help protect The Environment, they hire the Troubleshooters to search the sector for water, from a puddle to a pool. Then the team must tear away chunks of nearby limestone buildings and pile them in the water so it creates a barrier of some sort. Once the team has blocked many corridors and rooms, a nuclear reactor accident forces the team to lead an evacuation of high-clearance citizens from that sector.
- **Cleansing Fire:** Some of the more clued-in Clubbers know a forest fire can rejuvenate The Environment. Too bad clued-in does not mean educated, as they think this will help Alpha Complex. Yes, on the inside. The Troubleshooters are hired to spread oily rags across a whole subsector, leading to some mild issues with gaining access to higher-clearance rooms and hallways. (Never mind the citizens in there.) After they set the fire, it grows out of control and heads for a local CompNode.
- **Exit Duty**: Sierra Club knows many exits to the Outdoors, especially ones forgotten by The Computer and are therefore unguarded. They secretly hire the Troubleshooters to 'guard' one such exit to allow Sierra Clubbers (hastily costumed as

IntSec Green goons regardless of real clearance) come in and out. Besides carrying in things even Green-clearance should not have (like WWII-era bombs or poo-flinging monkeys), soon leads to real IntSec Green Goons showing up to take a hooded traitor outside. They come back without him but with some questions like, 'Why is there a fake Green Goon squad out there?'

Specific Favours to Receive

Spend 1 Moxie
- Get a free uncooked egg.
- Acquire bomb schematics (+2 NODE for Demolitions rolls for making a bomb).
- Delay transportation by one hourcycle with a well-placed bomb nowhere near you.
- Get a free cherry bomb (no damage or wounds, just a really loud noise).
- Coat something small with poison ivy extract.

Spend 2 Moxie
- Start a small fire at the location of your choosing.
- Damage (but not destroy) a bot for not being an animal.
- Activate a room's fire sprinklers to simulate rain for 4 rounds.
- Release biting flies in a public space.

Spend 3 Moxie
- Get a free frag grenade.
- Have a member throw a box of very, very angry hornets into a crowd.
- Blow up a power substation and simulate nightcycle by creating a blackout for 2 rounds.
- Roundly beat a known polluter. Or an unknown one. They just want to beat somebody.

Spend 4 Moxie
- Get a free data bomb (not a real bomb but close enough).
- Dose a citizen (Indigo or lower) with psychedelic frog sweat.
- Play a recording on local speakers of a Clubber 'meeting' a brown bear so everyone loses 2 Moxie.

Spend 5 Moxie
- Let a hungry predator (like a wolf or polar bear) loose in your general vicinity.
- Get a free pipe bomb with a Coretech-controlled remote detonator.
- Receive authorisation to use one Green-clearance device for this mission only.

Nothing helps protects an Environment more than bombing an oil refinery.

2D6	RANDOM SIERRA CLUB SECRET OBJECTIVES
2	Leave only footprints, so paint your soles with this black ink and go about your business.
3	Take these four cherries and sell them to anyone not an IntSec spy.
4	Take this bird egg and keep it warm. Do not let it break!
5	Deliver this small box of sweaty dynamite to <SPECIFIC NPC>. Do not trip or jump.
6	<TROUBLESHOOTER> is well-known as a polluter. Terminate them until they are dead-dead.
7	Take this small, stuffed pipe with wires and put it inside <SPECIFIC LOCATION> and then tell us.
8	Destroy a petbot to encourage its owner to use a real pet.
9	Ruin any machine you think might create pollution one daycycle and take a video.
10	Take these leaves (from a kind of ivy plant) and stick them down the pants of <SPECIFIC NPC>.
11	Take this tube of ammonium nitrate and give it to a Sierra Club cell that finds you.
12	Put this stuff between your cheek and gums, and never swallow the juices or you will puke.

Favours is a new mechanic in a *Paranoia* game, so some players struggle to know what to ask for. GMs can give these to players so they remember what kind of Favours are available and how much Moxie they cost.

What? The GM never put any limits on how we can distract her!
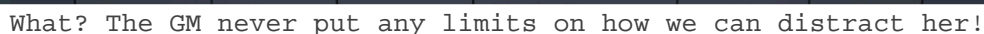
ARMED FORCES FAVOURS
(not exactly legal but could be fine)

1 Moxie Acquire a laser one colour above your current security clearance.

2 Moxie Send an Orange drill sergeant to hurt a Red or Infrared citizen.

3 Moxie Arrange for Armed Forces guards at one location to piss off for 30 minutes.

4 Moxie Send a military parade down a corridor of your choosing.

5 Moxie Have Vulture Squadron show up at your current location. (No, you cannot control them at all.)

These are not the only Favours you can get. Check with your GM and be devious!

HPD&MC FAVOURS
(not exactly legal but could be fine)

1 Moxie Tie up a citizen with fake interest from a talent scout.

2 Moxie Knock down a wall, ceiling or floor.

3 Moxie Rewrite a small part of the official Alpha Complex history.

4 Moxie Remove a location from Alpha Complex's maps.

5 Moxie Arrange for a Teela-O meet-n-greet (Teela-O actually shows up, too).

These are not the only Favours you can get. Check with your GM and be devious!

CPU FAVOURS
(not exactly legal but could be fine)

1 Moxie Schedule an immediate planned blackout in one room or corridor.

2 Moxie Delay a citizen by burying them (figuratively?) in forms they *must* fill out.

3 Moxie Obtain personal information about a citizen that could be gained from surveillance or online surveys.

4 Moxie Miraculously dismiss bureaucratic red tape this one time.

5 Moxie Delete one clone from the system so they legally do not exist. (A clone of a person, not the whole person.)

These are not the only Favours you can get. Check with your GM and be devious!

INTSEC FAVOURS
(not exactly legal but could be fine)

1 Moxie Shut down traffic with a surprise hygiene inspection checkpoint.

2 Moxie Detain someone for about 5 minutes.

3 Moxie Beat a citizen (Injured) as a warning.

4 Moxie Issue a termination code for a specific citizen without needing evidence.

5 Moxie Reveal a deep, dark secret about someone.

These are not the only Favours you can get. Check with your GM and be devious!

POWER SERVICES FAVOURS

(not exactly legal but could be fine)

1 Moxie Cut power to a given transport device (elevator, transbot, funicular, etc.) for 30 seconds.

2 Moxie Get some faulty Technical Services batteries for free.

3 Moxie Shut down power to a corridor for up to two minutes.

4 Moxie Close a major transtube or motorway temporarily.

5 Moxie Start a Mandatory Sector-Wide Non-Emergency Pop-Up Marathon Away From That Nuclear Power Plant For No Reason At All in a given sector.

These are not the only Favours you can get. Check with your GM and be devious!

R&D FAVOURS

(not exactly legal but could be fine)

1 Moxie Close one location with a *Warning: Experimental Gas Leak* sign.

2 Moxie Transfer responsibility for an experimental item to another citizen.

3 Moxie Send a lab clean-up crew to remove evidence of something you did wrong.

4 Moxie Overclock your laser pistol so it does double damage when it causes a wound.

5 Moxie Get a random experimental weapon (GM choice but it will be a real weapon).

These are not the only Favours you can get. Check with your GM and be devious!

PLC FAVOURS

(not exactly legal but could be fine)

1 Moxie Allow the Troubleshooter to skip to the front of a queue at a store.

2 Moxie Slip a little syrup of ipecac into one citizen's cafeteria meal.

3 Moxie Close a PLC facility (store, factory, etc.) for an hour.

4 Moxie Purchase (with XP Points) something cleared for one security clearance higher.

5 Moxie Start a riot by announcing a 75% off sale of out-of-print Captain Alpha merchandise.

These are not the only Favours you can get. Check with your GM and be devious!

TECHNICAL SERVICES FAVOURS

(not exactly legal but could be fine)

1 Moxie Repair something simple without any wait or cost.

2 Moxie Get some faulty Power Services batteries for free.

3 Moxie Borrow a working autocar from a repair shop for an hour.

4 Moxie Send some burly mechanics to rough up (Injure only) one citizen of Green-clearance or lower.

5 Moxie Get one free extra clone (but officially you only have 6).

These are not the only Favours you can get. Check with your GM and be devious!

ANTIMUTANT FAVOURS
(yep, super treasonous)

1 Moxie Receive a dented, stained aluminium bat (truncheon).

2 Moxie Swap out a small supply of drugs for placebos.

3 Moxie Avoid an arrest or termination thanks to a like-minded IntSec Goon.

4 Moxie Learn one teammate's mutant power for sure.

5 Moxie Arrange the 'accidental' death of a suspected mutant.

These are not the only Favours you can get. Check with your GM and be devious!

CORPORE METAL FAVOURS
(yep, super treasonous)

1 Moxie Provide detailed information on a specific bot (such as likes, dislikes, battery status, etc.).

2 Moxie Send a scrubot to 'clean' something until it is damaged.

3 Moxie Send malware to override one bot's asimov algorithm for two turns.

4 Moxie Send a killbot to terminate a citizen of Yellow-clearance or lower.

5 Moxie Gain an unauthorised replacement cybernetic body part.

These are not the only Favours you can get. Check with your GM and be devious!

COMMUNIST FAVOURS
(yep, super treasonous)

1 Moxie Get a Coretech-based Infrared Coretech ID with your name and picture in it for free.

2 Moxie Hack and steal 100 XP Points from anyone (and redistribute to your soviet's Chair).

3 Moxie Start an Infrared worker riot in a particular location.

4 Moxie Transfer ownership of an item to your soviet's Chair (for safekeeping, of course).

5 Moxie Terminate a citizen of Orange-clearance or higher.

These are not the only Favours you can get. Check with your GM and be devious!

DEATH LEOPARD FAVOURS
(yep, super treasonous)

1 Moxie Get two pills of any legal prescription for free.

2 Moxie Get some illegal toilet wine.

3 Moxie Pull some strings to make IntSec leave you alone.

4 Moxie Set up an illegal concert to occupy a space.

5 Moxie Get IntSec to arrest someone for no reason. (Arrest, not terminate.)

These are not the only Favours you can get. Check with your GM and be devious!

FCCCP FAVOURS
(yep, super treasonous)

1 Moxie Send thoughts and prayers (might help their standing within the society but is otherwise useless).

2 Moxie Pipe loud, horrible country-eastern music through the audio system in one room.

3 Moxie Delay a citizen with proselytising preachers determined to win a convert.

4 Moxie Cut through moderate bureaucracy because surely someone here is also FCCCP.

5 Moxie Demote a citizen of Blue-clearance or lower by one level. (Infrared is the lower limit.)

These are not the only Favours you can get. Check with your GM and be devious!

FREE ENTERPRISE FAVOURS
(yep, super treasonous)

1 Moxie Create a disturbance that distracts people.

2 Moxie Gain a free item worth less than 400 XP Points that fell off the back of a truckbot.

3 Moxie 10 free tabs of the drug of your choice.

4 Moxie Take a simple 500 XP Points loan with no interest.

5 Moxie Smoke (terminate) a guard of Green-clearance or lower.

These are not the only Favours you can get. Check with your GM and be devious!

FRANKENSTEIN DESTROYERS FAVOURS
(yep, super treasonous)

1 Moxie Plant evidence suggesting a crime was committed by a bot.

2 Moxie Upload a virus into one small digital device and brick it.

3 Moxie Get the lads to rough up one 'suspected android'.

4 Moxie Get the lads to smash one bot into pieces.

5 Moxie Gain one small bomb for free.

These are not the only Favours you can get. Check with your GM and be devious!

HAXXOR FAVOURS
(yep, super treasonous)

1 Moxie Brick a small digital device.

2 Moxie Alter or delete one data point currently stored in an Alpha Complex database somewhere.

3 Moxie Receive video & audio of a citizen's last Coretech communication.

4 Moxie Gain one free termination code for any citizen of Orange-clearance or lower.

5 Moxie Steal one citizen's identity (Green clearance or lower) for 3 turns.

These are not the only Favours you can get. Check with your GM and be devious!

ILLUMINATI FAVOURS
(yep, super treasonous)

1 Moxie Reclassify a Red-clearance room as Orange-clearance.

2 Moxie Send anonymous emails to one Troubleshooter blackmailing them for 'what you did'.

3 Moxie Erase your last punished treason from your permanent record.

4 Moxie Learn enough about a citizen's (Yellow or lower) treason to get The Computer to demote them.

5 Moxie Have some member of any secret society vouch for you as a member of that society.

These are not the only Favours you can get. Check with your GM and be devious!

PURGE FAVOURS
(yep, super treasonous)

1 Moxie Send an anonymous threat to someone.

2 Moxie Shut down a location with a fake pro-loyalty protest with lots of improvised weapons.

3 Moxie Get some data on a target's weaknesses (person, object or location).

4 Moxie Assassinate some pro-Computer idiot.

5 Moxie Plant and explode a large bomb somewhere.

These are not the only Favours you can get. Check with your GM and be devious!

PSION FAVOURS
(yep, super treasonous)

1 Moxie Identify a mutant power that one specified citizen does *not* have for sure.

2 Moxie Hide or destroy evidence of minor mutant power use.

3 Moxie Get a pill that increases the strength and reach of your mutant power for free.

4 Moxie Have a telepath reveal one secret about a specified citizen.

5 Moxie Have a team of combat mutants melt one citizen's mind from afar.

These are not the only Favours you can get. Check with your GM and be devious!

ROMANTICS FAVOURS
(yep, super treasonous)

1 Moxie Get one Frisbee for free.

2 Moxie Interrupt a video feed with an ancient Pre-Whoops video.

3 Moxie Get one mostly working 9mm handgun with one bullet for free.

4 Moxie Throw a clone into the Outdoors and lock the door behind them forever.

5 Moxie Delete one order from The Computer from everywhere (so even Big C says it does not exist).

These are not the only Favours you can get. Check with your GM and be devious!

SIERRA CLUB FAVOURS
(yep, super treasonous)

1 Moxie Throw some ragweed pollen into a room's air vent.

2 Moxie Damage a source of pollution (machine or person).

3 Moxie Put a snake in someone's boot.

4 Moxie Get one small dose of platypus venom.

5 Moxie Blow up a source of pollution (machine or person).

These are not the only Favours you can get. Check with your GM and be devious!

GMs should use this list when it makes sense to add a 'Mess with Troubleshooters' scene kernel found in both service group and secret society writeups. For example, if the team is spending too much time arguing, you could use IntSec's Arguing or doing nothing, Frankenstein Destroyers' Arguing with a bot or any other that fits.

- Alone in a location (Romantics page 113)

- Arguing or doing nothing (Corpore Metal page 67)
- Arguing or doing nothing (Frankenstein Destroyers page 81)
- Arguing or doing nothing (Illuminati page 98)
- Arguing or doing nothing (IntSec page 25)
- Arguing or doing nothing (Power Services page 31)
- Arguing or doing nothing (Psion page 102)
- Arguing or doing nothing (Sierra Club page 117)
- Arguing or doing nothing (TechServ page 46)

- Arguing with a bot (Frankenstein Destroyers page 82)

- Asking for extra equipment or going shopping (CPU page 16)
- Asking for extra equipment or going shopping (Communists page 62)
- Asking for extra equipment or going shopping (PLC page 36)

- At a great hotfix construction work site (HPD&MC page 20)

- Attempted a roll but failed it (Death Leapards page 71)

- Committing acts of treason (Free Enterprise page 88)

- Completing a loyal action (CPU page 16)

- Dealing with IntSec agents (Armed Forces page 10)

- Doing something important or needed for their mission (CPU page 16)

- Entering a crowded area (Armed Forces page 10)
- Entering a crowded area (Death Leopard page 71)
- Entering a crowded area (Haxxor page 93)
- Entering a crowded area (Romantics page 113)
- Entering a crowded area (Sierra Club page 117)

- Entering a higher security clearance area (PURGE page 108)

- Entering an important place (Haxxor page 93)
- Entering an important place (HPD&MC page 20)

- Entering an R&D or PLC facility (Antimutant page 57)

- Entering an unimportant place (Power Services page 31)

- Fighting a mutant (Psion page 102)

- Fighting an enemy (PURGE page 108)

- Finishing the mission briefing (Illuminati page 98)

- Finishing with a combat scene (TechServ page 46)

- Gains a Treason Star (R&D page 42)

- Gains some XP Points (Communists page 62)

- Has food or is eating/drinking (Corpore Metal page 67)
- Has food or is eating/drinking (Psion page 102)

- Have a bot (Frankenstein Destroyers page 81)

- Having to do something quickly (Armed Forces page 10)
- Having to do something quickly (Death Leopard page 71)
- Having to do something quickly (IntSec page 25)
- Having to do something quickly (Sierra Club page 117)

- ○ Having to follow a particular route (FCCCP page 76)

- ○ Heading to outfitting or going shopping (Free Enterprise page 87)
- ○ Heading to outfitting or going shopping (Psion page 102)
- ○ Heading to outfitting or going shopping (PURGE page 108)
- ○ Heading to outfitting or going shopping (R&D page 41)

- ○ Holding a mission-critical item (Free Enterprise page 87)

- ○ Hopping into an autocar (IntSec page 25)

- ○ In a room they cannot leave (Sierra Club page 118)

- ○ Inside a building used by Yellows or lower (HPD&MC page 20)

- ○ Interacting with a digital device (Corpore Metal page 67)

- ○ Interacting with at least one Infrared (Communists page 61)

- ○ Interacting with someone at that clone's job (CPU page 16)

- ○ Looking for someone or something (FCCCP page 76)

- ○ Made a roll but failed it (Death Leopard page 71)

- ○ Moving through a location (Death Leopard page 71)

- ○ Near any kind of chemical including H2O (Antimutant page 56)

- ○ Near transportation of some kind (Frankenstein Destroyers page 81)
- ○ Near transportation of some kind (R&D page 41)
- ○ Near transportation of some kind (Romantics page 113)

- ○ Needing directions somewhere (Sierra Club page 117)

- ○ Needing to get through a door (PLC page 36)

- ○ Shooting their laser pistols (Power Services page 31)

- ○ Showing strong emotions (Corpore Metal page 67)

- ○ Struggling to get enough successes (CPU page 16)

- ○ Takes away one Troubleshooter's laser pistol (Communists page 62)

- ○ Talking bad about mutants (Antimutant page 56)

- ○ Talking to a high-clearance citizen (Death Leopard page 71)

- ○ Took a wound (Communists page 62)

- ○ Travelling to a specific location (FCCCP page 77)
- ○ Travelling to a specific location (Free Enterprise page 88)
- ○ Travelling to a specific location (Illuminati page 98)
- ○ Travelling to a specific location (PURGE page 108)

- ○ Turning a corner (Frankenstein Destroyers page 81)

- ○ Using an elevator or escalator (Armed Forces page 10)

- ○ Using their Coretech (Haxxor page 93)
- ○ Using their Coretech (Power Services page 31)
- ○ Using their Coretech (TechServ page 46)

- ○ Using their mutant power in front of cameras (Antimutant page 57)

- ○ Waiting for any reason (Haxxor page 93)
- ○ Waiting for any reason (HPD&MC page 20)
- ○ Waiting for any reason (PLC page 35)

- ○ Walking down a corridor (IntSec page 25)
- ○ Walking down a corridor (R&D page 40)
- ○ Walking down a corridor (Romantics page 113)

- ○ Walking into an area Red or higher (IntSec page 26)