

## Paranoia: Code Red and All is Well

Read to players:

“Troubleshooters. You find trouble and shoot it with your trusty laser pistol. Nothing could be simpler. You and your new team, Troubleshooter Team Theta, are a newly formed team of expendable agents who protect the glorious Alpha Complex from terrorists, mutants, and communists.

Right now, you are in the Sector NOC Community Enrichment Center, guarding the broom closet. Twenty-four hours ago, friend computer alerted you to the threat of a terrorist heist on the Re-revised standard mops contained within, and through your vigilance, have prevented any attempts at theft. In fact, in your shiny new red uniforms, no one has even dared to approach the closet for the past day. A few other troubleshooters guard the room, looking bored. Around three dozen infrared citizens mill about, eating Mental and Intestinal Enrichment pills and humming the Patriotic Loyalty Enrichment song. Some sit at the black circular tables in the room, or are watching a large projector playing Troubleshooters: Peril in \*Redacted,\* a thrilling drama about \*censored\* and starring the stunning \*redacted\* and featuring \*classified\* as \*censored\* (the screen is black).

Just then, the lights go out. There is a moment of silence before the familiar voice of Friend Computer chips in through the Auidoganda system, “Hey, citizens! Nothing to worry about, everything’s perfectly fine! Right now, this room is designated as Red clearance until further notice! All citizens who are not of Red clearance or above are not allowed in this room! If you find a citizen of below Red clearance in this room, they are probably terrorists because only terrorists are in rooms above their clearance level. And Troubleshooter Team Theta, you were due to report to the NOC briefing room two hours ago! Please get there as soon as it is convenient and/or right this moment now hurry chop-chop! Thanks everyone!”

An ominous, flashing red light fills the room and there is a moment of silence before the other troubleshooters in the room open fire, mowing down the traitorous infrareds who do not have the clearance to be in this room.”

It’s up to the players to find their briefing room. It’s actually just down the stairs in this building, but anyone who is asked will point them in an unhelpful or confusing direction.

Waiting for them at the briefing room is Reginald-Y-FAB-3, a construction expert. He has recently finished construction of the Alpha-rail, a bullet train designed to connect sectors NOC and SPO. The train is waiting to take an important delegation of Green administrators to SPO. This will be the maiden trip of the train, and Reginald has been tasked with getting security for the train, since all the Greens have stolen credit, only for the Blue and Indigo citizens to be rewarded for their management skills.

The troubleshooters are expected to board the train, guard it safely to its destination, and assure at least two of the Green administrators to reach a vault in SPO alive (as their tongue prints are needed to unlock a locker).

He explains the basics of the mission, but leaves out a few things. Friend Computer has recently suppressed a communist revolt in sector RAD, which the train passes through. However, the communists rigged a Vending Machine to put malware in Friend Computer's servers. As such, sector RAD is considered non-existent and insisting differently is treasonous. Currently in RAD, Friend Computer can communicate verbally and deliver clones, but can't see into the sector or risk contracting malware. In addition, a communist bomb has created a dead zone on the train's route, giving a communist spy ample time to commit treason.

At random points during the briefing, Friend Computer will interject, explaining one of the achievements for the mission. Remember, achievements show your loyalty to Friend Computer and are worth XP point rewards depending on the amount of gusto with which they are completed. Achievements for this mission include:

- Be the first to extol Friend Computer's name while on the Alpha-Rail.
- Be the first to find evidence of communist sympathy in a fellow Troubleshooter.
- Be the first to find evidence of communist sympathy in yourself.
- Prove to Friend Computer that Sector RAD, which does not exist, is free of Communist spies.
- Destroy a communist vending machine in Sector RAD, which does not exist.
- Get 6 kills with your laser gun.
- Find a prototype gravity gun stolen by commie terrorists and return it to NOC equipment management.
- Loose a clone in the line of duty.
- Be the first to report to Reginald in this briefing room once the mission is complete.

After the briefing, Reginald sends the troubleshooters on their way, telling them to report to NOC equipment management to pick up their absolutely vital equipment. However, he doesn't tell them what it is, and the players are on their own to obtain weapons and items.

On the way to the bullet train, the players are approached by Fred-Y-NOC-2. He is the local communist ringleader and needs to get a few boxes of medicine/rage inducing steroids into RAD for the communist rebels there. He'll first try to bluff the players by ordering them to take these small boxes to sector RAD. If that doesn't work, he'll bribe them, maybe by offering them requisition forms for equipment. Worst comes to worst, he'll sneak on the train himself and plant the box on a Troubleshooter.

When the players reach the train, they'll meet the green administrators. There are four: Jimmy, Linda, Teresa, and Zerubabal. They are all twitchy, as they only have one clone left each.

The players are instructed to “pick a room to guard.” However, there are too many cars in the bullet train, and angry passengers keep demanding that their section is guarded. At some point the train whooshes off, with comforting narration from Friend Computer.

“Please keep your hands, arms, feet and legs inside while the Alpha-rail is moving. Remember, train travel is the safest form of travel, with mortality rates below fifty percent! Always keep any eye on the citizen next to you, as any aberrant and/or suspiciously inconspicuous behavior can be signs of disloyal thoughts.”

In each train car, a player has to deal with a problem. Examples include:

Delivery bot trying to serve cartons full of acid to the passengers. However, the bot is colored green, so touching it would be treasonous. It has been reprogrammed by communists to try to serve this acid to one of the green administrators.

A malfunctioning computer screen begins playing communist propaganda. If not shut off, Friend Computer will fill the car with lethal green gas, killing everyone lower than green security clearance in the room.

All passengers in one car realize their seating is for another car. They all flock into the other car and begin arguing with the current inhabitants, who refuse to move. If not dealt with, the struggle will end up with a green admin dead.

There is a large crate labeled HYPRA-TNT sitting in the middle of the car. It hisses and pops ominously. Everyone ignores it, and it does absolutely nothing.

There is a person with five treason stars on the roof of this car. You can see him through the skylight. He is Smearnoff-R-RAD-5, a communist assassin. He has a Sniper Rifle, and is trying to kill a green administrator.

Unless all the greens die, Linda will survive, at least. She is a communist out to kill the other admins.

All the while, Friend Computer will be updating everyone on their current position. “Welcome to the beautiful sector TRO! Now leaving TRO!”

Suddenly, as Friend Computer announces, “Now we are not entering Sector RAD, which doesn’t exist! Remember, saying things that don’t exist exist is treasonous! Furthermore, always remember to...”

Then dead silence. There is a loud bang, and the train shudders to a stop.

Outside the train, a large block of red concrete has been placed in the tracks. The front of the train is hideously mangled, and the operator is dead. The players are shouted at to go

investigate by all the passengers. They can discover a hole in the wall that leads into the heart of sector RAD. The concrete has been removed from the wall by a stolen gravity gun. The easiest way to get the concrete out of the way is to find this gravity gun.

Inside sector RAD, if they have the box of steroids, a beacon will activate, letting the communist survivors know where they are. A group of seven ragged communist rebels will approach the troubleshooters. They have pulse rifles and scavenged armor, giving them Defense 1. They initially think the players are communist, and will approach them thusly, but a fight will probably break out.

Deeper in RAD is an infected bot that has the gravity gun. It is currently ripping up the floor and building an idol of a mustached man out of the rubble. The bot is shaped like a gonk droid from Star Wars with the gun mounted on a claw on the bot's back. It has 7 health boxes and a displacement shield that gives it Defense 2. It uses the gravity gun to rag doll anyone who bugs it.

Near this bot, in RAD's community enrichment center, is the reprogrammed vending machine. The poor device doesn't realize it is pumping out malware and will cheerfully try to sell beverages to the troubleshooters. However, a few good shots from a laser gun will end this communist menace.

Once RAD is cleared and the gravity gun is used to unblock the bullet train, the players will need to find a way to restart the train. This will require them going to the front of the train and fiddling with the mushed controls. However, in their absence, a communist Green administrator (Linda) was able to assassinate all the other surviving Green admins. All the witnesses have been either killed or are communists themselves. Linda will blame an attack by Mutants.

Once the train arrives in SPO, Friend Computer will direct Linda to the vault, seemingly forgetful of its earlier requirement of two surviving Greens. The players will notice a door in this train station labeled "TO SECTOR NOC." The two sectors are actually right next to each other, connected by a door in the Alpha-rail station. The train took them in a giant loop.

They are instructed to return for briefing, and then the fun begins. Friend Computer will grill them about happenings, failures, property damage, and treasonous behavior. It now apparently remembers it wanted two Green admins to survive, and will want to know why the players only delivered one (or none, as the case may be). As the debrief ends, Friend Computer has one last question.

"Hey, not to point fingers in anything, but who in your group did you assign to protecting the Broom Closet of Red Clearance Level? While you were gone, terrorists stole all the mops."