

Paranoia: Red Clearance Edition

Index & Alternate Card Rules

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Credits & Info

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Apologies for the garbage formatting. I'll work on making this look prettier at some point in the future.

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Using This Index

The following sections are included in this guide:

The Index! A master index of all the core material.

The Card Index! A listing of all the cards. (Actually, it's a separate document, but hey! There's a link, at least.)

Optionally Mandatory! This chapter presents some alternative ways to use the cards (or not!) during gameplay, providing experiences that are "more old school," optimized for online play, or simply dial up or down (rarely down) the amount of chaos that the cards promote.

References

Paranoia: Core Set (Ultraviolet or Red Clearance Edition) - CORE

Source	Abbreviation
<i>Guide to Alpha Complex</i>	GAC
<i>Player's Handbook</i>	PHB
<i>Gamemaster's Handbook</i>	GHB
<i>Mission Book</i>	MB1

Acute Paranoia - ACP

Source	Abbreviation
<i>Troubleshooters Survival Handbook</i>	TSH
<i>Gamemasters Despotism Power Book</i>	GDP
<i>Mission Book 2.0</i>	MB2

Yellow Clearance Black Box Blues (Remastered) - YCBBB

Source	Abbreviation
<i>Track 1: Bop Til You Drop</i>	YC1
<i>Track 2: I Was a Mutant for the FBI</i>	YC2
<i>Track 3: No One Gets Out of Here Alive</i>	YC3
<i>Track 4: Why Don't We Do It in the Road</i>	YC4

Stand Alone Supplements & Missions

Source	Abbreviation
<i>Implausible Deniability</i>	IMD
<i>Truth or Dare</i>	TOD

Card Set Expansions

Source	Abbreviation
<i>More [REDACTED] Societies</i>	MRS
<i>Mutant Explosion</i>	MEX
<i>RAM Deck</i>	RAM
<i>Perfectly Safe Gear</i>	PSG

The Index!

Armor Rules (GHB 86)

Basic Actions (PHB 24-26)

Bots As Players (TSH 60, GDP 5)

- Glitches (GDP 36)
- Virus Societies (GDP 10)
 - Corpore Metal
 - Day Zero Assumption
 - Haxxor Kixxor
 - Hecticnet
 - Imloyalsir
 - Readyplayernone
 - Yourdoomed
 - \$Human.Yesplease

Cerebral Coretech (GAC 32)

- iBall (GAC 33, PHB 49, TSH 16)

Difficulty (GHB 20)

How Many Successes Do They Need?

0	Average task. Anyone can do it.
1	Requires a bit of effort or knowledge.
2	Quite hard.
3	Difficult.
4	Very difficult.
5	Hard, even for an expert.
6+	Beyond normal human ability.

Drugs (TSH 41)

- Quality & Cost Table (TSH 41)
- Asperquaint (TSH 42)
- Beneformin (TSH 43)
- China Ultraviolet (MB1 47)
- Focusol (TSH 44)
- Gelgernine (TSH 45)
- Narstatinol (TSH 46)
- Oxyfenerin (TSH 47)
- Rolactin (TSH 48)
- Telescopamine (TSH 49)
- Thymoblandin (TSH 50)
- Thymoglandin (TSH 51)
- Zybenzaphrene (TSH 52)

Loyalty Rating Chart (GAC 27)

☆☆☆☆☆ **Infringement.** Treat with suspicion.

★★★★☆ **Antisocial.** Treat with great suspicion.

★★★★☆ **Disloyal.** May be wanted for questioning.

★★★★☆ **Threat.** Arrest and await instructions.

★★★★★ **Enemy of Alpha Complex.** Arrest or terminate.

Mandatory Bonus Duties (GAC 22)

- Combat Officer
- Equipment Officer
- Happiness Officer
- Loyalty Officer
- Science Officer
- Team Leader

Moxie (PHB 28)

- Regaining Moxie (PHB 30)
- Losing It AKA Zero Moxie (PHB 31)
 - Losing It Table (GHB 126)

Number #1 Troubleshooter (GHB 92)

XP Points

- XP Point Achievement Rewards (GHB 91)
- XP Point Reward Program (PHB 67)
- Spending XP Points (PHB 53)
 - Health Plans (TSH 33)

Service Groups (GHB 123)

- Armed Services
- Central Processing Unit (CPU)
- Housing Preservation and Development & Mind Control (HPD&MC)
- IntSec
- Power Services
- Production, Logistics, and Commissary (PLC)
- Research & Development (R&D)
- Technical Services

Secret Societies (GHB 35)

- Alpha Complex Local Story Research Group
- Anti-Mutant Group
- Communists
- Death Leopard
- First Church of Christ Computer Programmer
- Frankenstein Destroyers
- Free Enterprise
- Illuminati
- IntSec
- Mystics
- Phreaks
- Psion

From **More [REDACTED] Societies** (MRS, cards)

- Alpha Communist Complex Front
- Alpha Complex Communist Movement
- Anti-Mutant Front
- Communist Party of Alpha Complex (Marky Marxist)
- Communist Party of Alpha Complex
- Core Technicians
- Death Row Skull
- Free Marketeers
- Guerilla Engineers
- Hermetic Order of M.O.N.I.T.O.R.
- Hermetic Order of the Golden Seal
- Illuminatus Society
- Inner Eye
- Neuromantics
- Next Church of Christ Computer Programmer
- Psioni-X
- Purge

From **Acute Paranoia** (ACP, cards)

- 2d610
- Buddy System
- Informant's Guild
- Majestic X

Helpful GM Tools

Computer Reaction Table (TSH 83)

Fun Things To Do With the Computer Dice (GHB 125)

Punishments (GDP 150)

- **Coretech Tag:** 1-3 shameful keywords float above you in other citizens' Coretech view.
- **XP Point Fine:** Deduct XP Points.
- **Demotion:** Clearance demoted.
- **Public Contrition:** Brought to a public space and admonished by the crowd for their announced treasonous activities.
- **Confiscation:** Equipment taken away, reassigned, or sold off.
- **Punishment Duties:** Additional task or job.
- **Brainscrubbing:** Memories wiped. Resets Treason Stars and Moxie. Brains and Chutzpah reduced by 1 for this clone only.
- **Re-education:** Coretech update causes character not to do treasonous activity; often, the activity becomes an intense phobia for this clone.
- **Citizen Snitch Force:** Snitch on other Troubleshooters; one Treason Star removed for each citizen turned in with evidence.

Teela Dice (GDP 129)

GM Helper Tablinators (GDP 132)

- **The Boffinator:** R&D scientists and their experiments (GDP 134)
- **The Botinator:** Random bots (GDP 135)
- **The Bullyinator:** Authority figures (GDP 136)
- **The Loyalinator:** Citizens that are actually loyal, AKA collateral damage (GDP 137)
- **The Perpinator:** Traitorous terrorists (GDP 138)
- **The Punishmentator:** Random punishments (GDP 139)
- **The Shopinator:** Random shops with...idiosyncracies (GDP 140)
- **The Transportinator:** Random methods of transport (GDP 141)

The Card Index!

Card Types

- Action
- Equipment
- Mutant Power
- Secret Society
- Bonus Duty
- Number #1 Troubleshooter
- Secret Society Role
- RAM
- Bestiary

Bot-specific:

- Bot Brain
- Bot Chassis
- Bot Module
- Bot Glitch
- Virus Society

The Card Index

[Click here to access the Google Sheets card index.](#)

Optionally Mandatory!

Use or ignore these optional rules at your leisure!

Simple Initiative System (SIS)

Several of these optional card systems remove the Action cards, ignore the action order found on Mutant Power and Equipment cards, or otherwise interfere with the standard rule of having a character's turn order determined by the cards in most combat or action scenes.

Therefore, these systems usually assume all actions -- attacking enemies with vibroknives or lasers, dodging, punching a bot in its sensor cluster, or yanking the steering wheel so they don't crash -- are handled as **basic actions** (PHB 24-26).

To determine acting order using the Simple Initiative System (a.k.a. SIS) without referencing the cards, follow these steps:

1. **Roll 1d6.** Everybody rolls 1 dice. The GM may roll for each individual combatant/character sheet they control (i.e. a mob of Mystics on one sheet counts as a single combatant), or may group similar combatants together (the mob of Mystics and their leader Jenny-O all refer to the same dice roll).
2. **Act in ascending order.** The person who rolled the lowest number goes first, and then the next lowest, and so on. Basically, the GM just says "1s?" and whoever rolled a 1 goes. Then they say "2s?" and whoever rolled a 2 goes. And so on, up through the number 6.
3. **Roll and compare to break ties.** Ties are handled by a "roll off" between the tied parties. Lowest roll goes first.

Traitors that don't like "lowest roll wins" can do everything backwards. A 6 wins the initiative, everyone acts in descending order (6, then 5, then 4, etc.) and ties are broken by a "roll off" with the higher roll acting first.

Card Options

#1 Text Only

If you have the PDFs of the game and don't mind taking the time to strip out the text of all pertinent cards, go card-less. Simply reference the text dump you make for any mechanical needs. Action order -- found on Action, Equipment, and Mutant Power cards -- can be ignored, and the SIS instituted for determining who acts in what order during a fight scene.

#2 No Cards & Simple Initiative

You can ignore Action cards altogether, and ignore the action order number on Mutant Power and Equipment cards. All actions are basic actions, and everybody uses the simple initiative system. When an action of any kind is taken, each source of advantage -- terrain, lighting, high ground, researching weaknesses ahead of time, etc. -- provides a +1 dice bonus. Every source of disadvantage provides a -1 dice bonus. The total of all bonuses and penalties should not modify any dice roll above +3 dice or below -3 dice.

Ignore the whole idea of Reactions.

#3 Card Chaos

Use the text-only version of Powers and Equipment as reference material, ignoring action order. Most actions are basic actions, but there are also “Scene Actions” to up the chaos factor of combat. The GM draws 1 or 2 cards per player (their decision), and places them on the table (or virtually keeps the text of them handy in whatever manner works for them). These cards are available to anyone -- Player or GM character -- but as soon as someone uses them (either on their turn or as a Reaction if appropriate), that card is used up.

You can use the SIS or you can draw additional cards for the players to determine their initiative, and then simply discard or reshuffle the cards that aren't being used as Scene Actions whenever you feel like it.

#4 Grit, Guts, and Moxie

Use Equipment and Mutant Power cards as reference; action order doesn't matter. Use the SIS. Action/Reaction cards only come up when the following things occur.

The Computer Dice Rolls a Computer Symbol

Whenever the Computer die comes up with a Computer symbol, an Action card is immediately drawn and the GM plays it in whatever fashion they deem most interesting (it could help the player on their next action as sort of an “I'm sorry” for whatever chaos the Computer die causes, or it can be used by an opponent against the player immediately).

A Player Spends Moxie

If a player spends 1 Moxie to do something, the GM draws an Action card and that player gets its effects as soon as they seem applicable, in addition to whatever the character spent Moxie for.

Players can spend 1 Moxie to automatically avoid an attack against them. This use of Moxie, like all uses, causes the GM to draw an Action card and use it at the most (in)opportune moment.

Variant: Separate Reaction Cards

The GM can have all Reaction cards separated out and simply allow PCs to spend a Moxie and they get to play a Reaction card, drawn by the GM or player off the top of a draw pile of all the relevant cards.