

# Welcome to Jackobot Heaven

Issue 7 - Alternate Alpha Complexes

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## Letter From The High Programmer

Famous Game Designers and amateur PARANOIA fans alike are fascinated by the idea of expanding PARANOIA to include other Complexes...or even other settings outright. Many PARANOIA missions (including *Sweep of Unhistory*) allow players to interact with other complexes...and there was even aborted plans to release a supplement entitled *Brave New Complex* that deal with alternate Alpha Complexes and PARANOIA settings.

On September 28th 2011 (back when Paranoia-Live was still alive), I started the website [Alternate Alpha Complexes](#), a website dedicated to archiving as many alternate Alpha Complexes and PARANOIA settings as possible. The website also contained instructions on how to build your own Complex/PARANOIA setting, and how spies from other Complexes work. Finally, it includes links to Other Complex Ideas hosted on other parts of the AlphaNet.

This website is currently hosted on Google Sites. Google Sites isn't necessarily a bad platform...but after the death of Google Plus, it's a good idea to archive material elsewhere...you know, just in case.

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Paranoia Community Links - [Discord](#)

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There will be no Letter from the Editor this week, as the Editor is currently busy fighting against the arch-traitor "Real Life". Until this arch-traitor is terminated, the High Programmer has decided to temporarily take charge of editing.

## **Contents**

### **Website Introduction**

**Introduction** 4

### **The Complexes**

**AFCOM** 6

**Archipelago Complex** 21

**Beta Complex** 23

**Bot Complex** 25

**Burton Dome** 27

**Chaos Complex** 29

**Civil War Complex** 30

**Cold War Complex** 32

**Complex Mu** 34

**Des Moines** 36

**Dungeon** 38

**Free Enterprise Complex** 40

**Humanist Complex** 43

**Janus Complex** 45

**KremVax** 46

**Mezcalinzan** 48

**Oceania Base** 49

**Omega Complex** 51

---

<b>Omicron Complex</b>	<b>53</b>
<b>Operation FLUSH</b>	<b>55</b>
<b>Potemkin</b>	<b>58</b>
<b>Reboot Complex</b>	<b>59</b>
<b>Time Tunnel</b>	<b>61</b>
<b>United Nations</b>	<b>63</b>
<b>Vapor Complex</b>	<b>65</b>
<b>Vatman22 Complex</b>	<b>67</b>
<b><u>Miscellaneous Items</u></b>	
<b>How to Create Your Own Complex/Setting</b>	<b>69</b>
<b>Spy For Another Alpha Complex Profile</b>	<b>75</b>
<b>Other Complex Ideas</b>	<b>80</b>
<b><u>Bonus Content</u></b>	
<b>Bonus Complex - the “Exact Same”</b>	<b>81</b>

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## Introduction

*After World War 3, the Polity computer network was established, an inter-locking network of Computers and Alpha Complexes that govern all of society in the hopes of preventing a Fourth World War. It was the first effective world government, and it paved the way for colonization on other planets and in deep space. However, one day that prosperity collapsed, and a global die-off ensued. Nobody really knows why, though the common rumor is that Earth itself was hit by an asteroid the size of Sheboygan. The Complexes themselves survived the die-off, but each reacted differently: some remaining sane, most blaming some bogeyman such as "Communists". All of the Complexes grew increasingly paranoid of each other, and cut themselves out of the Polity network. These Complexes became isolationist, only caring about their corner of their world, but they cannot ignore those other treasonous complexes forever.*

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Note however that "alternate Alpha Complex" is NOT necessarily an alternate PARANOIA setting. From "[What is an Alternate Paranoia Setting?](#)", Aratos draws the distinction between the two concepts: "Alphacology is an alternative Alpha Complex. It's an underground complex ruled by an insane computer, which sends spies to Alpha Complex. It was the main conspiracy behind a straight campaign I ran. You can find the pfd in the GM forum somewhere iirc.

Alphacology is not an alternative Paranoia setting. The two suggestions I've made in this forum [[Student Council](#) and [Medical Orderlies](#)] are. They've got very little in common with Alpha Complex, but what they do share is a particular atmosphere and basic framework." You can find other various examples of alternate PARANOIA settings in the forum [Mandatory Community Mission #3](#) and the topic [Brave New Complexes: Players' Turn](#). *Brave New Complexes*, if it ever will be released, will likely provide a mix between alternate Alpha Complexes (Allen Varney

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describes [one where mutants take over](#)) and alternate PARANOIA Settings that cannot reasonably be called Alpha Complexes (Costin-U-MOR discusses one such setting, the [Avignon Papacy](#)).

An alternate Alpha Complex may serve as a setting for a "PARANOIA" game. You could play in the Alphacology setting as Troubleshooters upholding the will of Alphacology's Computer. But it could *also* serve as a plotpoint for an existing "PARANOIA" game, as a potential threat the players (and The Computer) must take into account.

Alternate Alpha Complexes can be used in a regular Paranoia game as:

- The Official Enemy, which justifies your Alpha Complex's existence and paranoia. Players, whether RED Troubleshooters, BLUE IntSec goons, or ULTRAVIOLET High Programmers, are constantly sent on missions to destroy this Enemy once and for all (either launching attacks on the Complex or just rooting out spies from said Complex).
- The Official Ally, which justifies your Alpha Complex's claim to being sane (look, someone else agrees with us!). Players, whether RED Troubleshooters, BLUE IntSec goons, or ULTRAVIOLET High Programmers, may sometimes be sent to help this Ally out. Localized trade between the two Complexes may also be lucrative for both sides. (But paranoia still reigns: Alpha Complex often send spies to monitor the behavior of the Official Ally, to report if the Official Ally is planning a betrayal or not, and to find new Allies to use against the original Official Ally. The line between Official Ally and Official Enemy are often times blurred.)
- A potential tool for ambitious individuals (usually ULTRAVIOLETs), who may want to establish treasonous connections with these other Complexes abroad in hopes of achieving political power at home.
- The background for the mysterious "Spy for another Alpha Complex" secret society: different Alpha Complexes have different goals and objectives (some of them not even

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pertaining to the Complex they're spying on), and may utilize their spies differently in pursuit of those goals.

The goal of this website is to act as a non-exhaustive database of all alternate Alpha Complexes (whether they were independently developed by fans or created by Famous Game Designers for use in published missions and supplements), with an emphasis on providing proposed secret society missions for "Spy for another Alpha Complex". A GM may use these alternate Alpha Complexes whole-scale, or just mine this website for ideas.

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## The Complexes

### AFCOM

**Origins/Major Influence:** [The Thin Green Line](#)(Paranoia supplement)

**Description:** If there is one entity that could overthrow The Computer, it would have to be the Armed Forces. They have the firepower to suppress any dissent, and the weaponry to conquer and reprogram any CompNode. The only thing keeping the Armed Forces in line is its obsession with external enemies, its internal paranoia, and the constant increase in funding. But there are times when perhaps "rogue" Armed Forces generals can try their luck.

AFCOM, short for Armed Forces Command, was originally in charge of the Alpha Complexian Armed Forces, and has the main purpose of coordinating the the war against Communism.



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However, the coalition of generals in charge of AFCOM soon became sidetracked from this important task, interested in gaining political power, promoting their agenda of their secret societies, rooting out spies from other service groups, weakening Internal Security and pursuing inter-service rivalries, acquiring more wealth to line their pockets, and claiming credit for any victories Alpha Complex actually had over Communists. "Civil wars" within AFCOM became alarmingly common, and orders from AFCOM became increasingly erratic and eccentric.

Then...one day, AFCOM made a public announcement: communists have covertly seized control over Alpha Complex, and that it is now up to the loyal elements of the Armed Forces to retaliate and liberate the Complex. After a few quick battles however, AFCOM found out the awful truth: most of the Armed Forces disagreed with AFCOM's assessment (or subverted by communists, according to AFCOM propaganda), and decided to stay loyal to Alpha Complex. The attempted coup was a complete failure. However, AFCOM has already evacuated their most loyal men over to a secret, underground complex, complete with a AF-friendly Computer and functioning clone vats. The complex was prepared to last indefinitely, and its citizens were ready to wage a war of attrition against the Complex they once led, using the trillions of credits and massive weaponry they stockpiled for in previous years to fight this glorious war against Alpha Complex.

There is still debate over the Subnets over why this great treason occurred in the first place: perhaps AFCOM grew paranoid, possibly AFCOM became too greedy for power and overreached, or maybe AFCOM was subverted by Communists or the Complex Laser Association. Whatever the reason, AFCOM soon became yet another hated enemy of the Alpha Complex, and the Alpha Complex Armed Forces is sent on constant missions to battle AFCOM.

AFCOM Complex has an entirely parallel bureaucracy that serves the purposes of the AFCOM Armed Forces' war against Alpha Complex's Armed Forces: Command (CPU), Barracks Housing and Morale (HPD&MC), Commissary and Supply (PLC), Military R&D (R&D), Armed Forces Political Organization (Internal Security), etc. These service groups are similar to that of Alpha Complex's service groups with one exception...they all have military units ready to defend their

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interests against the other service groups. These service groups would rather use their military units to defend their position in the AFCOM hierarchy than use it to defend AFCOM itself.

**Spy From Another Alpha Complex:** Though AFCOM prefers a heroic triumph over Alpha Complex, this may prove improbable in the short-term. So "patrol" groups are sent into Alpha Complex to gather intelligence for the day when AFCOM will heroically triumph over the traitorous complex.

- The Armed Forces is planning a military operation codenamed "UNLIMITED JUSTICE". Find out more information about it, and figure out if it will be targeted against us or not.
- PURGE has said that they are considering a military alliance with us. Accept it and offer them this tacnuke as a gift. If we cannot liberate this Communist-subverted complex, then we have no choice but to blow it up.
- A treasonous Communist cell is in the area, but we have reason to believe it's really just a front for Internal Security's operations. Find evidence of this and reveal it to the general public. This revelation will destroy public trust in Alpha Complex and will make people prefer AFCOM Complex instead.
- Several Armed Forces units are planning to defect to our complex. Help them avoid detection and evacuate Outdoors.

## Alien Complex

**Origins/Major Influence:** Little Lost Warbot (Paranoia Mission, published in [White Dwarf Issue #91](#))

**Description:** This "complex", long ago, has been invaded and conquered by aliens. The infrastructure of this complex has decayed through non-maintenance, and most robots has long been deactivated. There are a few security checkpoints, which can only be bypassed only by



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barcodes on the left hands of humans. Most of the humans within the complex has since been exterminated, and the few remaining survivors (security guards, troopers, and technicians) been brainwashed with "implanted thought-control electrodes" that also function as a radio transmitter to allow the survivors to communicate with each other and the alien invaders. The only way to override the the electrodes is through Communist Propaganda.

The Computer speaks in a soft, feminine voice; still paranoid but nicer about it. It's also utterly powerless and seems completely unaware of the alien invasion.

The aliens learnt of Earth's existence by intercepting BBC's broadcasts and were immediately fascinated by 'popular culture'. They began initiating and copying whatever was on the BBC, even going so far as to encase their cute teddy-bear-like bodies in "Dalek" shells (...because that's how aliens were portrayed on the BBC). However, the aliens were repulsed by the human race and its disgusting forms, even while being attracted by their sophisticated culture.

Eventually, the aliens were convinced by a rabble-rouser named "The Leader" to invade Earth, saying that the conquest of Earth is something all civilized races would strive for. Once the aliens conquer and annihilate the fallible human race, then the aliens will be the sole owner, protector, and interpreter of 'popular culture'. The Leader led a squad of a mere 100 men and several "Sun Cannon"-equipped warbots...and easily conquered this 'complex'.

However, future expansion was hampered by internal traitors who hated The Leader's autocratic policies and would do anything to overthrow his dictatorial regime, even allying with the human race. These traitors want to find more information about 'The Doctor', a man that they believe hold the key to destroying The Leader and routing the alien invasion force. Alien Complex today fight a ruthless (and possibly perpetual) war against these traitors.

Until the day when the aliens succeed in conquering Earth, the aliens continue to discover and adopt brand new Earth customs, including that of security clearances and R&D field testing.

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They however do so in a filtered and corrupted manner, similar to the Romantics secret society. That may be the true horror of the aliens: the semi-accurate imitation of human behavior that hits a bit too close to home for the players.

**Spy From Another Alpha Complex:** The spy is a human that has been mind-controlled by the aliens to serve them and their two goals: global conquest and the documentation of 'popular culture'.

- A Romantics cell in your sector possess valuable Old Reckoning knowledge, but want us something from us in return. We don't negotiate with human scum. Kidnap and interrogate the Romantics so that they give us the Old Reckoning knowledge. Then kill them.
- Our "implanted thought-control electrodes" appears to weaken with prolonged use, and we need alternatives to keep the human slaves docile and loyal. Break into HPD&MC's labs and find new methods of mind control.
- Our studies of old BBC broadcasts has shown us that tequilas and tacos are an important part of culture. Grab as many as you can. Though we do not know exactly what tequilas and tacos are, we have sent you pictures of what we *believethem* to be, based on our studies of old BBC broadcasts. If you're not sure if something in front of you is a tequila/taco, grab it anyway.
- Several alien 'traitors' have fled Alien Complex and are searching for allies to overthrow our regime. Stop them. This should be fairly easy to do, as most humans tend to distrust aliens anyway.

## Alpha Complexities

**Origins/Major Influence:** [Alpha Complexities](#)(Paranoia Mission)

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**Description:** Imagine Alpha Complex. Then imagine Alpha Complex with its security clearances reversed, with ULTRAVIOLET food vat workers and INFRARED High Programmers.

This complex is probably the most "normal" of all the alternate Alpha Complexes, in that it is (eerily) similar to your own Alpha Complex. But it makes up for being crazily over-prepared. Being overly paranoid of the other Complexes, its *modus operandi*s to subvert a target complex from the inside, extending its metaphorical tentacles to control all aspects of that complex. Once this is done, then the tentacles will manipulate all factions of the Target Complex to attack each other simultaneously, leaving Target Complex weak to a military invasion designed to outright annihilate the complex from the face of the Earth (the spies leave the Target Complex safely before-hand). The only reason why Alpha Complexities would postpone a military invasion is if the complex in question has any useful military hardware that would assist in a invasion of a future Target Complex. The spies would then steal said hardware, send it over to Alpha Complexities, and then resume the military invasion.

A few High Programmers even doubt the existence of Alpha Complexities. Why would said Complex even seek to invade something they already own? Could they not manipulate the Target Complex to ally with Alpha Complexities, and slowly move onto a path of global domination? A common response is to argue that no matter how much control you have over a single Complex, said control can evaporate fairly rapidly and quickly, and that it would be far better to eliminate a potential rival before he turns against you.

Some Mystics rumormongers speculate that perhaps Alpha Complexities is not just paranoid, but that it was specifically designed to wipe out *every complex on the face of the Earth*, and that once this is done, it will then destroy itself. The reason why is left as an exercise for the reader.

The weakness of Alpha Complexities is its paranoia. If a few key members of the Alpha Complexities spy network are captured, then the Alpha Complexities' army will assume the worst and prematurely launch the military invasion before any more Alpha Complexities' spies

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can be unmasked. This inadvertently reveals the location of Alpha Complexities, allowing for a retaliatory strike.

**Spy From Another Alpha Complex:** The spy is a low-level flunky ordered to help other spies into a position where they can slowly control the Complex. At the same time, they are instructed to instigate further strife between the factions of Alpha Complex, to make it easier for Alpha Complexities to control all of them at once.

- There is a current FCCC-P schism in your sector. Alice-G-AFI is working for us, so support Alice-G no matter what doctrine she espouses.
- There are rumors that the Anti-Mutants and Humanists in your sector are planning a temporary alliance. Stop it.
- Here is some blackmail material on a Free Enterprise capo running the local IR Market. Get him to join our side. If he refuses, then terminate him and find a replacement who is more pliable.
- Our plan is a success, and this Complex is doomed to die in 24 hours. Now is the time to escape before our military arrives and kill us all. No, we won't help you escape this Complex, but once you do, we can provide transportation back to Alpha Complexities to recuperate before we infiltrate the next Target Complex.

## Alpha Matrix

**Origins/Major Influence:** [Sweep of Unhistory](#) (Paranoia Mission)

**Description:** Reality has been...deprecated. All of Alpha's citizens has been placed inside "cocoons" and are now in a Computer-generated utopia, one that is actually pleasant to live, so long as you ignore the fact that it is not real (and The Computer "helps" by making knowledge of reality ULTRAVIOLET clearance). People are genuinely happy, security clearance is given based

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on merit, the food tastes good, the entertainment is actually enjoyable, and the news always tell the truth. There is no communists, mutants, or traitors to fight, so all Internal Security do is puppet shows and counseling. And for its part, The Computer has learnt how to self-program itself and has fixed most of its bugs, meaning it's no longer a paranoid mess.

Surprisingly however, not everyone wants to stay in The Computer's version of utopia. Maybe the idea of utopia sickens them, or maybe they prefers the harsh "reality" to a pretty illusion. And these people (the "Free Humans") are trying to free more and more people out of the Matrix, which is not tolerable to The Computer. Not only is unhappiness treason, but if more and more people leave the simulation, there is the real danger of a system crash that will kill Alpha Matrix and The Computer outright.

This must be stopped. Alpha Matrix has a massive military defense system to protect Alpha Matrix from unwanted intrusion, but that just makes the "Free Humans" creative. Sometimes, a "Free Human" can infiltrate the Alpha Matrix utopia by hijacking a citizen already existing in that simulation, and then slowly attempt to subvert Alpha Matrix from the inside, converting citizens to their cause. The Computer tries desperately to prevent the "Free Humans" from ruining its perfect utopia, and honestly, most other citizens would tend to support Friend Computer in this endeavor, considering the inhospitable nature of reality.

**Spy From Another Alpha Complex:** To track down the "Free Humans", Alpha Matrix releases some of its most trusted citizens (the "Agent Smiths") into "reality", with the hopes of gently persuading them to return back to their cocoons, and if not, then shooting them over and over (Friend Computer is not dumb). But the "Free Humans" just only become more and more innovate to avoid capture. Some of them have fled into rival Alpha Complexes, hoping to subvert their complexes to fight for their political cause. These "Agent Smiths" must follow them in and terminate these threats to Alpha Matrix.

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- The Romantics may be providing assistance to a "Free Human". Join up with their society and slowly gather evidence on who that "Free Human" may be.
  - At least a few citizens express boredom in Alpha Matrix, and I want to fix that. Study the Complex you are in currently and give me some new ideas to make my citizens' lives more exciting.
  - The "Free Humans" are all planning a meeting in RAI sector before assembling a massive army to attack Alpha Matrix. Wipe them all out before this is done.
  - ...am I real, citizen?

## Alpha State

**Origins/Major Influence:** [The People's Glorious Revolutionary Adventure](#)(Paranoia Mission)

**Description:**Alpha State is an old, decaying Communist-controlled Complex ruled by Tovarich Computer. Alpha State suffers from rampant shortages, rival secret police units, and a perpetual war with reactionary and capitalist scum in all the other Complexes. Communication is handled through an outdated and obsolete telephone communication system run by Tass (Alpha State's HPD&MC) and is prone to breaking down. It is not a utopia, and everyone knows it. Not only is "morbid depression" standard, it's mandatory, because it allows people to focus on self-improvement and dealing with reality. The only excuse given is that Communism is an perpetual attempt to move *towards* utopia, and that utopia cannot be constructed until all reactionaries are purged from human society. The only "ideal" that Alpha State can claim to promote is egalitarianism: everyone is technically equal at RED clearance, but some are more equal than others and have special access to certain information, items, and locations (everyone still receive the same paycheck).

Each citizen belong to a Service Group: "Tass" (HPD&MC), "Comrade Computer's Central Processing Union" (CPU), "Red Army" (Armed Forces), Ministry of Internal Affairs (Internal Security), "United States' Stolen Research and Design"[1] (R&D), Tractor Services[2] (Power

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Services) and Tanknical Services[3] (Technical Services), and Land Lease & Lunch (PLC). However, *each* Service Group has their very own Secret Police, to watch for treason and reactionary activity. Clashes between these Secret Police units are very rare, but always entertaining.

The main enemy of Alpha State is the *NazCIA*. This is different from Free Enterprise, who just bribe all the secret polices and and keep the IR Market running. The *NazCIA* is instead a collection of spies from all the other Alpha Complexes that decided to pool their resources together to attack and destroy Alpha State. They are terrifyingly efficient at what they do, as they have the expertise of all the other Complexes backing them up. The only reason that they do not succeed in eliminating Alpha State is the sure knowledge that they would likely be executed for possessing Communist Propaganda once they return back home (and the sneaking suspicion that Alpha State serves a useful purpose for the other Complexes). The *NazCIA* instead aims to make Alpha State as miserable as possible and to contain Communism within Alpha State's borders.

Some high-ranking *NazCIA* agents even avoid paying lip service to their stated mission and instead concentrate on solving a terrifying riddle: Who made Alpha State? The official history claims that the Complex itself was a secret project built by the Neo Soviet Union during World War 3, but the official history is never reliable. Evidence that the Complex itself was built recently and that Alpha State is a deliberate copy of anti-Communist propaganda films in the 1950's suggest that Alpha State is artificial in origin, though who would built such a thing is still open to debate.

[1] Alpha State does not produce any technology of its own but instead steals technology from other Complexes. The ultimate parasite.

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[2] Alpha State venerates the "tractor", and it is the mark of Communism. Even nuclear reactors are called "nuclear tractors".

[3] Tankincal Services maintains the weaponry of the "Red Army", but is sorely understaffed and do not have the resources necessary to keep the "Red Army" running at maximum effectiveness.

**Spy From Another Alpha Complex:** Alpha State is a firm supporter of the "Permanent Revolution" and feels an obligation to support Communists wherever they are, by material means if necessary. But Alpha State is also a firm supporter of trying to keep its own house in order by stealing the resources from the bourgeois complex to "build Communism at home". The tension between the two conflicting goals makes a spy's job very dangerous.

- Comrades! Alpha Complex's Communists may be compromised by Internal Security spies. Verify these suspicions.
- Comrades! We want to be sure that Alpha Complex's Communists are indeed following the right interpretation of Communism and not fall into the sin of revisionism. Here's our Communist pamphlet, compare it to the Communist pamphlets your Communists produce.
- Comrades! There may be a NazCIA training camp in your sector. Locate and sabotage it so as to ensure that life in Alpha State improves by 1%.
- Comrades! The Humanists and the Anti-Mutants are planning an alliance. Pretend to be an Anti-Mutant leader and then terminate the Humanists. If we can weaken the Humanists enough, then the Communists will be the only plausible opponent of The Computer, thereby ensuring that Alpha Complex's Communists will meet membership quotas. (Cynical? Well, when you're fighting against bourgeoisie oppression...)

## Alpha Theocracy





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**Origins/Major Influence:** [Worship The Computer! -- Alpha as a Religious State](#)(requires access to Paranoia-Live's GM Meeting Room)

**Description:**The state religion of this Complex is the worship of Friend Computer. Deviant sects are persecuted while official sects are glorified and promoted. One may wonder why would there be such things as official and deviant sects if there is a Friend Computer that can easily clarify all these sectarian differences. The answer is that FC is not actually in direct contact with any of its followers. Instead, it communicates its will through the bureaucracy and High Programmers. Therefore, cynics argue that there is no Friend Computer at all, just "a large collection of management software controlling the backbone functions of Alpha Complex". Cynics tend to get terminated.

Alpha Theocracy has a great amount of knowledge about the world, but fears that the average citizen cannot fully comprehend or understand it. Thus, security clearance is granted on the basis of your ability to accept the Truth about the world, *not* on the basis of loyalty or merit. If you qualify for a security clearance promotion, you must take a series of tests and courses about Alpha Theocracy before actually getting promoted.

The most powerful secret society in Alpha Theocracy is the "Humanists". The Humanists' main goal is to establish the separation of church and state: one can worship Friend Computer in his own house, but let the bureaucracy and High Programmers do as they wish without such meaningless concepts as "right and wrong". Though this is extremely heretical, the fact that the Humanists control the very bureaucracy that Alpha Theocracy relies on allows for the Humanists to get away with deviancy. The Humanists also doubt if Friend Computer actually cares about the day-to-day living of each individual clone, but that just leads to the dark path of cynicism.

**Spy From Another Alpha Complex:** By BLUE clearance, citizens are cleared to know that there are other Complexes, many of them governed by Anti-Computers. Many of these citizens are

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sent as missionaries bringing salvation to other Complexes, by converting FCCC-P cells to worship the One True Computer. The eventual end goal is to overwrite the Anti-Computer's code with the One True Computer's code, thereby ensuring the Complex comes under Alpha Theocracy's control. The fact that expansion provides Alpha Theocracy with valuable resources is only incidental.

- FCCC-P is currently suffering a major schism. Find one of the leaders in this schism and offer them our help if they decide to defect to the One True Computer.
- We have secured a place to print pamphlets glorifying the One True Computer. However, we don't know what to write in said pamphlets. Interview citizens of your Complex to know what they want, and then design a propaganda poster that will tailor to those interests...while still accurately representing life in Alpha Theocracy.
- PURGE has informed us that they plan to take down The Anti-Computer. Work with them for a bit, but do not let them succeed in actually destroying the Anti-Computer. We want to convert it, not smash it.
- Followers of the One True Computer are currently disputing over a major theological issue. Find some way of resolving the dispute with as little bloodshed as possible. You'll probably be best off encouraging a peaceful division into two separate sects, but that can lead to more problems down the world, as the sects spend more time competing for membership rather than just fulfilling their duty to the One True Computer.

## Alphacology

**Origins/Major Influence:** [the Alphacology campaign](#), created by Stephen Whitehead and Laurence Dodds, inspired by the Shadowrun supplement *Renraku Arcology Shutdown*

**Description:** Alphacology is an underground complex ruled by Citizen Konputa, a sadistic and curious Computer who believes that the best way to care for society is to conduct tests and experiments on that society, and then use these results to make public policy. For example,

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previous tests indicated that a society that is happy is a weak society, so Citizen Konputa declares that sadness is now mandatory (and drugs are *not* used to enforce this sadness). These experiments are always done on traitors to the Complex, and tend to be very cruel (dripping acid in the eyes of traitors to create the perfect fabric softener), but the end result always benefits loyal citizens. The complex's most hated traitors are the Trade Unionists, though no one really knows who or what they are.

Traitors who have conducted numerous horrible crimes against the complex gets instead sent to a torture chamber, where their brains are modified by "strings of semi-intelligent molecule formations, data-pregnant RNA clusters and custom infections". Traitors here get turned into "drones", mobile Computer terminals that enforces the will of Citizen Konputa, "through force if necessary".

The complex is surrounded by "perimeter fences" and citizens are allowed to leave into the Outdoors. Citizen Konputa does not believe emigration to be a threat because Alphacology maintain political power through advanced subliminal messaging (they'll always return back home).

**Spy From Another Alpha Complex:** Alphacology is very interested in learning more about the world (and finding out new hypotheses to test). It however does not want to risk the lives of loyal citizens, and instead send "drones" off to gather this information.

- R&D keeps detailed records of the results of previous experiments. Copy them and transmit it back to Alphacology.
- Intel suggests that the trade union known as the "International Workers of the World" (the Wobblies) is active in this complex. Capture their leader and interrogate him to find Wobblies' activities in Alphacology.

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- If we are to conq-er...*liberatethis* Complex, we must first wean the citizens off their dependence on happiness drugs so that their society can become strong and productive. "Cold turkey" is the most effective way of kicking the habit, so get to it.
  - Good news, our Complex is 100% traitor-free. The bad news is that we now lack test subjects to do experiments on. Here's a list of planned experiments: conduct these experiments on people in your Complex.


## Anti-Pod People Complex

**Origins/Major Influence:** [The Underplex](#)(Paranoia Supplement)

**Description:** Located in the United Kingdom, this Complex believed that the global die-off is due to an alien race known informally as "Pod People". The "Pod People" orchestrated the die-off and have replaced most of the other humans with their own. They lack the capacity to reproduce normally, and so introduced the inhumane cloning technology to help ensure their total domination. The Anti-Pod People Complex is the only last bastion of pure humanity, and now seek to take the war to the "Pod People"-controlled complexes. (Kill them all, and let the pure humans take over.)

Every citizen of Anti-Pod People Complex have the "Regeneration" mutation, which is treated as normal and accepted (as opposed to cloning, which is morally barbaric). In case regeneration does not work though in curing lethal wounds though, then citizens are taught advanced medical technologies and techniques that can bring anybody from the brink of death. This gives citizens of the Anti-Pod People Complex extremely long lifespans, but once they are dead, they stay dead.

**Spy From Another Alpha Complex:** The Anti-Pod People Complex hates the cloning technology, as they view it as a sure sign of Pod People presence. If a complex uses cloning then, spies are



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sent on a extremely genocidal mission, to kill as many Pod People as possible and to destroy the Complex. Pod People are not human after all, and thus should be shown no mercy. If, however, a Complex does not use cloning, the spies are merely sent to observe, and if the spies do not succumb to paranoia, then the Anti-Pod People Complex will offer a tentative alliance.

- Tech Services' cloning tanks in AAA Sector will be left unguarded at 1000. Study their method of operation so they can be sabotaged later.
- The Humanists claim to be interested in getting rid of cloning technology and reproducing naturally. We are suspicious and think this is just a Pod People trap, but hear them out anyway. Maybe they might persuade us of their innate humanity.
- Here's a viral pattern that would manipulate the emotions of Pod People to kill each other. Broadcast it and watch the carnage.
- Here's instructions of how to build a bioweapon that will only target Pod People. Use it.

## Archipelago Complex

**Origins/Major Influence:** [Sweep of Unhistory](#) (Paranoia Mission)

**Description:** This Complex, based in the Caribbean or Oceania, blamed advanced technology for the global die-off and has responded accordingly, outlawing technology for all but the most "trusted" of individuals (the VIOLETs and ULTRAVIOLETs). INFRAREDs are not even allowed to use of fire and make "primitive tools", that's limited to RED clearance. If you get promoted upwards in clearance, you gain access to more and more technology, until you get to Complexian-levels by ULTRAVIOLET clearance.

Each island is ruled by a ULTRAVIOLET and his closest flunkies, who are made effectively immortal thanks to sole access and control of cloning technology. Everyone else reproduce and

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die "normally". Most people live in normal cities or villages and toils for the good of the ULTRAVIOLET leader, while the ULTRAVIOLET and his flunkies live in a spacious villa.

The Computer here is incredibly decentralized: "a trillion-strong swarm of networked wasps". It is only focused on two things: ensuring communication between the different islands and ULTRAVIOLETs, and to keep watch against any potential dissenters against the regime. Only ULTRAVIOLETs are allowed to travel from island to island, making some people speculate that perhaps there is no actual Complex, just an insane UV in control of an insane Computer. That's not exactly true: The Computer is in fact fully independent and autonomous, because the knowledge of Computer Programming was outlawed for all clearances, including ULTRAVIOLET. This makes The Computer a formidable force, something that not even the UVs want to tangle against. There has been rumors of entire populations being wiped out because The Computer has determined the entire island as a threat against the security of the Complex.

The Computer does not handle promotions though, only the ULTRAVIOLETs. Realistically however, the highest a person can get promoted to is VIOLET clearance, as ULTRAVIOLETs are immortal (at least until the cloning tanks are disabled, then a VIOLET could seize an island by force and then get formally recognized by the other ULTRAVIOLETs).

**Spy From Another Alpha Complex:** The limitations on technology tend to put a hamper on the prosperity of the complex. Loyalty to a ULTRAVIOLET does not translate to knowing how to operate a toaster effectively, much less actually inventing new stuff or repairing all the old stuff. This complex therefore requires the use of spies to ensure its continued existence, though spies tend to be of high clearance and given special UV brevets to actually know all this technology they're stealing.

- Thomas-U-FIK-10,201,130 apparently has the mutation of Rubbery Bones. This is the first mutation Thomas-U ever had, and he's apparently very distraught over about this mutation and would like to purge it from his genes. Raid Tech Services and learn how to

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cure mutations. If that is impossible, figure out what cause mutations in the cloning process, so we can fix our own cloning process.

- Our laser production plants have been shut down due to a "purge" by The Computer knocking out several key islands. Acquire new lasers as soon as possible...we need to keep the proles in line.
- Two ULTRAVIOLETS are feuding over the "nautical borders" of their island territories, and this could lead to all-out war. Find any sort of technology that could resolve this dispute peacefully, such as possibly "dispute resolution"?
- Our MemoMax archives are decaying, and some UVs have been decanted knowing nothing at all. Steal some MemoMax files from your complex and then modify them to disguise their foreign origins. If we cannot give people their original memories, might as well give them someone else's.

## Beta Complex

**Origins/Major Influence:** [The Thin Green Line](#)(Paranoia supplement)

**Description:** Beta Complex does not actually exist except in HPD&MC vidshows and AF propaganda. It serves instead as a useful stand-in "Enemy" that Alpha Complex can periodically beat up on, making the proles happy. News reports continually explain in great detail about the many glorious victories Alpha Complex had over Beta Complex, and these reports are extremely popular with the INFRARED masses as a form of cheap entertainment. Sometimes, HPD&MC can even construct a Beta Complex military leader for their news report and even have said military leader win a few battles over the course of weeks, only for the villain to eventually be defeated and captured. If the bad guy proves popular with the masses, HPD&MC can even fake the military leader's rapid defection to Alpha Complex and even have him reappear in future vidshows as a loyal general winning glorious victories over Beta Complex, otherwise, the Beta Complex military leader gets publically executed in a grand ceremony.

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The Armed Forces are a bit more blunt with their use of "Beta Complex": they present reports of a military threat to coerce high-clearance citizens into funding the Armed Forces machine, and then submit reports of massive military victories to justify said credit investment.

This scam works perfectly...except when high-clearance citizens begin to spread rumors about Beta Complex's complete nonexistence (they do not care about HPD&MC's lies, but they are concerned about the Armed Forces being a bloated bureaucracy; they'd rather that all these credits go into their own pet projects instead). If Beta Complex is exposed as a fake, then all the work developed by HPD&MC and AF constructing this dire threat would collapse and the ringleaders get executed. That's where the spies come in, to disprove those treasonous rumors and keep this scam going as long as possible.

**Spy From Another Alpha Complex:** These people know that Beta Complex does not exist, but their mission is to present the illusion that it *does*.

- Do whatever you can to link this mission over to grand threat of "Beta Complex", somehow blaming them for whatever situation you're in. No, I don't care if your mission is to clean up the food vats, link it over to Beta Complex. Here's some propaganda pamphlets about Beta Complex that you can plant.
- Citizens are becoming a bit too paranoid and unhappy about the threat of Beta Complex. We need to show that Beta Complex can, in fact, be defeated. Go ahead and expose yourself as a Spy for Beta Complex, but don't just give up (that will look bad on camera). Get caught in an act of treason first.
- Citizens are becoming too complacent about the threat of Beta Complex. We need to show that Beta Complex is an ever-present danger to our utopia. Here's a bomb, blow stuff up.
- We don't have enough people for the next public execution. Find as many traitors and possible and recruit them to the cause of Beta Complex, and forward us their identities so that we can "arrange" for their arrests.



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# Bot Complex

**Origins/Major Influence:** B4UTRUST's post in [Is Friend Computer a Bot?, The Computer \\*is\\* The Complex](#)(requires access to Paranoia-Live's GM Meeting Room)


**Description:** "Bot Complex" is a massive, immobile dome-shaped bot "powered by a giant bio-mechanical system". For what purpose, no one knows except "The Computer" (Bot Complex's "bot brain"), and it is not willing to tell. For the short term though, The Computer seeks to regain Bot Complex's mobility.

The "giant bio-mechanical system" are the humans that work inside this bot. And they play a very important, seminal role, according to Rickton, a loyal citizen who studied Bot Complex in detail:

"[T]he Computer processes information through the movement of citizens throughout the hallways, assigning missions and jobs based on its computational needs.

This actually would explain a lot about the Computer. Why it cares so much for the citizens: it needs them! Why it hates treason, unhappiness, and other inefficiencies: they cause problems. Why so many troubleshooter missions don't make sense, or are hosejobs: it's all a part of the data processing needs of the Computer.

In addition, this actually means that treason, secret societies and the like are actually the *cause* of the Computer's insanity (which in turn leads to more treason and clones in secret societies – a rather nice Catch-22). If everyone was loyal, and did what they were supposed to, the Computer would actually *work perfectly*.



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This also brings up some ideas about types of secret societies who are aware of this. There are those who know about it and hate it, so seek to cause disruptions however they can, to bring down the Computer (all of a sudden Death Leopard becomes the most effective secsoc).

There are utopians, who realize that if everyone did as they were supposed to, society would start to function. They want to make sure that everyone does as they are told in order for things to work. The Troubleshooter missions *must* be successful!

Then there are those who know how the system works and how to control it. They redirect citizens and goods in mysterious ways in order to manipulate the Computer to their own ends (reminds me of nonsensical Illuminati Missions putting roadblocks in the pathway to redirect all the IRs, swapping labels on the Soylent RED and Soylent ORANGE crates...)."

**Spy For Another Alpha Complex:** A spy, even outside the Complex, is still incredibly useful. The spies provides the information Bot Complex can then process. But the information Bot Complex wants is determinant on the previous information Bot Complex processed, meaning Bot Complex can demand certain information that is useless to a human being but vital for Bot Complex's very survival.

- There will be a Humanist meeting occurring in your sector. Attend it, and study the speech patterns of the (rather obvious) Internal Security plant.
- Cause a riot in NYC sector. Observe it in action, and then count how many Armed Forces goons will it take to suppress the riot.
- There are reports that this Complex is planning a military alliance with another Complex that is close to us. Find Rari-V-FIG, and examine his eating habits. If he eats meat, that means that the alliance is going ahead as scheduled. Kill him.
- Bot Complex is in severe need of repair. Establish contact with Corpore Metal and recruit as many skilled bot technicians as possible.

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# Burton Dome

**Origins/Major Influence:** Little Lost Scoutbot (a PARANOIA mission in the mission pack "[Treason in Word and Deed](#)")

**Description:** Hotchkis Burton is an right-wing American nationalist who was the self-proclaimed "King of Talk Radio" and leader of critically-acclaimed RADIO FREEDOM. He is a strident anti-communist who stands opposed to "Big Government" and gun control. However, Burton's political influence waned with the rise of the Polity world government. In a last-ditch effort to stay relevant in a changing world, Burton and his fans built an underground complex, where Burton would be able to eternally spread his propaganda to the outside world. Included are prototype cloning machines, a "killer robot" ("Abe-2") who would protect Burton, various other radio personalities who share the same beliefs as Burton, and *lots* of staff who actually control what Burton says on the airwaves. Even after the fall of the Polity, Burton was still able to deliver news to the survivors, providing the only sort of semi-reliable information (however biased) to the techno-savages and traitors in other Complexes.

Due to "replicative fading" (a euphemism for "genetic drift"), Hotchkins Burton-137 is now a "semi-gelatinous, once-human thing". If he was not insane before the global die-off, he certainly is now. But that just means he's not beholden to any special interest groups. He is certainly a very persuasive figure on the airwaves, allowing for him to spread his propaganda, and he boasts a network of informants and spies to tempt people to actually listen to his show to learn some useful rumor. Long-time listeners quickly learn to tune out his rants about "sociofascism" though.

Though Burton is the "symbol" and "CEO" of RADIO FREEDOM, everyone else in the Complex is a celebrity of some sort who contribute to the Radio's success, whether they were a "guest", a "host of their own radio talk show", or an "producer of a skit". Competition over who would get



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the most airtime can become very fierce, even if there is no guarantee if anyone is really tuning in.

**Spy From Another Alpha Complex:** Burton is not interested in overthrowing governments, creating utopias, or even doing anything subversive at all. At the end of the day, he is a talk show host, not a leader. Most of his spies search for information and data to feed into RADIO FREEDOM to keep listeners interested and tuned in. Burton, in particular, wants information that would reinforce his anti-communist message and make his propaganda more convincing and entertaining.

- The Anti-Mutants and the Humanists are planning an alliance in your sector. Leak any information of this meeting over to us, and spin it in a positive light: any coalition against mutant deviants must be good.
- Alpha Complex is considering new CPU regulations. An ever-encroaching bureaucracy will lead to slavery by Big Government, so this has to be stopped. Find documents of these CPU regulations and send them over to us so that we get the big exclusive.
- We have to demonstrate the dangers of socialism once and for all. Infiltrate and record a communist meeting in progress, *live!*
- Our radio transmitter is failing, and without that transmitter, RADIO FREEDOM will go off the air. Contact a HPD&MC technician and ask them to repair the transmitter for us. In return, promise them some free advertising space.

## Chaos Complex

**Origins/Major Influence:** [Troubleshooters](#) rulebook (this material also appears in [Paranoia Service Pack 1](#) as well)

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**Description:** Chaos Complex is a successful attempt by The Computer to build a utopia. Many outside observers may disagree, but that is only because they are shortsighted and do not know the correct definition of "utopia".

A utopia cannot be one that suppresses or control natural human behavior. Instead, it must create the conditions that allows for human nature to flourish, prosper, and dominate. It just so happens that natural human behavior is "full of inefficiencies like fraud, waste, hoarding and abuse of power". So The Computer went to work, creating this ideal utopia and promoting natural human behavior. It succeeded in fostering a culture of distrust, suspicion, and treason, with every clone watching every other clone.

To ensure humanity continually struggle to improve their lot in life, The Computer creates the security clearance system that rewards people who are "most human". To guarantee that this healthy competition does not get out of hand, The Computer rules all secret societies. To keep shortsighted individuals "loyal" to Chaos Complex, The Computer creates the idea of "treason" and wages a false war against it. To promote betrayal, lying, scheming, and all other natural human behavior, The Computer "plays dumb"...even though it knows exactly what is going on.

**Spy for Another Secret Society:** Yet one can be too effective at producing utopia. The Computer knows that its artificial society cannot survive a military invasion by another complex. The people will engage in petty bureaucratic squabbles and pointless betrayals even when the tankbots come out and the nukes start dropping...if not outright defect to the other Complex.

So the spies (purely dedicated loyalists who lack ambition and refuse to conform to The Computer's behavioral designations) serve as the first, last, and only defense of Chaos Complex.




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- This sector is a hive of treason. This means that its citizens poses an effective threat to our Complex. Bring constraining order into this sector, so that we do not have to worry about this threat.
  - The Armed Forces is considering launching military expeditions that would take place terrifyingly close to our complex. Convince them to divert their expeditions elsewhere.
  - Rumor has it that Internal Security has files on almost every citizen in this Complex. Break into their database, pilfer their files, and then use it as blackmail material to coerce people to support our Complex.
  - A couple of treasonous citizens want to flee this Complex and enter into our Complex. Make sure they succeed. We want their skills, so that we can further human behavior within our own complex.

## Civil War Complex

**Origins/Major Influence:** [Sweep of Unhistory](#) (Paranoia Mission)

**Description:** The Computer is utterly paranoid, even when dealing with itself. It constantly lives with the fear that one of its CompNodes could have been subverted by communists. But usually, its paranoia could be held in check by the ULTRAVIOLETS. This Complex however lack trained High Programmers, probably because The Computer terminated them all due to paranoia. Now, every single CompNode views itself as the One True Computer, and all the other CompNodes as being traitorous scum that must be terminated.

Hundreds of years later, the Complex has turned into a ruined mess. Each CompNode rules over a decaying husk of a sector that holds less than 1000 citizens each. Luxuries such as food vats are nonexistent, and believing that there was in fact a time when the Complex was unified and that people can walk from sector to sector is considered the highest form of treason. So is complaining about the horrible living conditions, stockpiling excess food beyond the ration limits, or spying for a rival CompNode. There are no VIOLETS or ULTRAVIOLETS in the Complex;



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without such checks and balances, each CompNode becomes more and more eccentric and crazy.

**Spy From Another Alpha Complex:** It is unlikely that the CompNodes will even send spies into your Complex; they're too busy spying on and killing each other first. If they do send a spy, it would just be liberate weapons to be sent back to the war front.

Most spies are instead *fleeing* from their Complex, in the hopes of moving to a more stable and less insane society (Friend Computer disapprove of these immigrants though, as it cannot ever be certain of their loyalty). These spies lay the groundwork for future refugees to arrive and take shelter in a new Alpha Complex. Taking over this Alpha Complex for themselves would also be a nice, secondary benefit...but one step at a time.

- This disk contains all the clone templates of the newest refugees. Put this CD into a Tech Services cloning facility so that these refugees can be secured clone backups.
- Due to an unexpected failed harvest, the citizens back home must deal with another round of "Food Appreciation Days". Can you smuggle any spare food for them?
- The CompNodes are cracking down on rumors that people can in fact leave the Complex. We need to stop these CompNodes from deceiving people: find an artifact from your Complex that cannot be created by the CompNodes.
- Can you educate the new wave of refugees on the proper behavior and conduct in your Complex? These people are too excited about all the luxuries afforded to INFRAREDS, and we're honestly scared of the possibility of Internal Security becoming suspicious.

## Cold War Complex

**Origins/Major Influence:** [The Alpha Update - Paranoia Sourcebook](#)(Paranoia

UnhistorySourcebook) [The setting itself is actually Post-ReBoot Complex, but it has been

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modified to be less *stupid* and to disguise its Unhistorical origins. It still retains some key elements though.]

Cold War Complex is an underground society that has emerged from a brutal and bloody civil war - the origins of which are shrouded in official propaganda, rumors, and Unhistory. This society is, however, very heavily divided, with citizens' allegiances constantly shifting and changing.

There are three major Main Factions in Cold War Complex:

- Alpha Complex - the traditional dystopian dictatorship led by Friend Computer - currently overlooking minor acts of insubordination and treason to better focus on fighting the other two Main Factions.
- Alpha Base - a society of traitors that loves using committees to handle **everything** - overtly controlled by the highest committee of all, the Council of Secret Societies.
- Alpha City - a technocratic dictatorship led by semi-competent ULTRAVIOLETs - the closest Cold War Complex will ever get to a true utopia.

These three factions wage heavily-pitched battles against each other in the corridors of this underground society, and only the threat of mutually assured destruction ensures that these battles don't re-escalate back to civil war.

All Main Factions claim to be glorious utopias battling against "subversives" from the other Main Factions. But in truth, each faction has their own internal problems.

- Alpha Complex is still being controlled by an insane supercomputer, whose only tolerating treason and insubordination in a desperate attempt to regain control over the whole city.



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- Alpha Base is riven with internal strife as their secret societies scheme and plot against each other within the committees - the left hand doesn't know what the right hand is plotting.
  - The utopian Alpha City is **expensive** to maintain. This means that Alpha City is running out of resources fast, and the technocrats must continually expand if they want their pet projects to survive.

There's also the Third World - "simplexes" that don't align themselves with any of the Main Factions. These simplexes are usually controlled by minor secret societies that don't want to join up with Alpha Base's lovely "governance via committee" and prefer their independence. Generally, a simplex can survive only by playing the Main Factions against each other.

Troubleshooters, meanwhile, serve as freelance mercenaries for the Main Factions and the simplexes, taking various odd jobs in order to make their meager paychecks.

Interestingly, a close examination of attack logs by these Main Factions shows that the Main Factions seem far more focused on conquering the simplexes than they are in battling each other. This could very well be a sheer coincidence. Or it could be a sign that the Main Factions don't actually hate each other and are simply waging a "false" war to justify their continual existence. Perhaps, every Main Faction is secretly controlled by a cabal (the Illuminati?), and that behind the chaos is a devious totalitarian system.

**Spy For Another Alpha Complex:** If you want to focus on "spy-versus-spy" shenanigans between the Main Factions, look at at [Janus Complex](#) or [Free Enterprise Complex](#). If you like the idea of Cold War Complex being controlled by a secretive cabal (and want the spy to work for that cabal), then use [Chaos Complex](#) or [Operation FLUSH](#) as inspiration for what those secretive masters may want.

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# Complex Mu


**Origins/Major Influence:** [After the Gold Rush](#) (Fan-created Paranoia Mission by Happy Jack), [Subversion of the Enemy](#) (Fan-created Paranoia Mission by Silent, requires access to Paranoia-Live's GM Meeting Room)

**Description:** This is a Complex that is entirely functional. Treason does not exist, The Computer is not insane, and the cloning system works perfectly to guarantee immortality. Everyone is a High Programmer and has complete knowledge of how to program The Computer, but they do not abuse such privileges, and instead dedicate themselves to a single purpose: paving the way for the re-population of Earth after the global die-off. Everyone is also a highly skilled mutant, but their mutations never backfire or cause any harm. There is no bureaucracy to speak of: if you want anything, you can ask for it and The Computer will give it to you on a silver platter. And of course, everyone has the time to produce beautiful arts and crafts.

What's the catch?

There is none. This complex is indeed perfect. Which is why all the other complexes *want to "blow it all to hell"*. Which makes sense, after all an actual utopia might cause unhappy thoughts and emigration problems. It's probably not advised for you to set an adventure in this Complex (utopia is boring), unless said adventure has your players serving as Alpha Complex spies seeking to undermine Complex Mu from the inside (as that is the gimmick behind "After the Gold Rush" and "Subversion of the Enemy").

That being said, even in a utopia, things can still go wrong. Infrastructure still needs the occasional maintenance, and maybe Outside suppliers are planning to jack up the price of salt and potentially break down the supply chain. Perhaps the Armed Forces (having not fought any serious battles for over 100 years) may atrophy to the point of irrelevance, leaving Complex Mu vulnerable to a military invasion by savages with pointy sticks. But the most important thing to



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remember is that Complex Mu was *planned* this way: any deviation from that plan (including deviations introduced by spies from other Alpha Complexes) would cause the entire Complex to implode into a dystopian mess.

**Spy For Another Alpha Complex:** Complex Mu's spies therefore have a difficult challenge ahead of them. Their goal is to divide all the other Complexes, either pitting the Complexes against each other or just causing internal turmoil. The spies believe that if the other Complexes are focused on other problems, they will not be able to focus on Complex Mu. There is no margin for error: the minute a rival spy successfully infiltrates Complex Mu or the Armed Forces of a rival Complex arrives, the minute Complex Mu dies as an ideal.

- We hear reports of high-level talks between this Alpha Complex and another Complex. Observe these talks, and if it appears that these talks are about allying against Complex Mu, do whatever you can to ruin them. Otherwise, do nothing.
- This is a potent mutagen that we give to our Junior Citizens to help focus their mutant powers. Trade it for some weapons and give them to anti-Complex forces. But make sure you trade it to an entity that will not abuse these mutant powers for evil.
- A spy is being dispatched to Complex Mu today. Find and terminate him before he leaves your Complex.
- FCCC-P wants to "spread" their tainted and flawed version of The Computer over to our own Complex. Find a copy of The Computer's code and transmit it over to us so that we can detect any undesirable taint by FCCC-P and immediately reverse it.

## Des Moines

**Origins/Major Influence:** [Troubleshooters](#) rulebook (this material also appears in [Paranoia Service Pack 1](#) as well), [The Iceman Returneth](#)

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**Description:** In the Old Reckoning, this city served as the headquarters of JCN, the software company that developed the Alpha Complex network ("Alpha Prime") that formed the backbone of the Polity. As a result, it is generally considered the "de facto" capital of the Polity by the Romantics.

When JCN received word that a global die-off was about to occur, they kidnapped all the Computer Programmers that built the Alpha Complex network and froze them in suspended animation. The reason why they did this is unknown; not even the computer programmers know the true reason they were frozen. There have been recent notes however indicating that JCN planned on unfreezing the Computer Programmers once the global die-off ends.

After the global die-off, Alpha Complexes started leaving the Polity network one by one, leaving the Des Moines Complex as the only remaining member. It immediately embarked on a military struggle to reclaim the other complexes and re-form the Polity, with Des Moines again at the head. All the other Complexes viewed Des Moines as a personal threat to its existence and the global headquarters of communism/capitalism/the coming alien invasion/pod people/[Delete As Appropriate]. The entire native population of Des Moines was eliminated by a coordinated strike, and The Computer of Des Moines eventually powered itself into a low-activity state until further notice.

Today, if you walk through Des Moines, you will find a near-empty city, filled with massive buildings and relics of the Old Reckoning, yet no civilized humans. There are however several primitive tribes that live within the city's borders, and they have already seized The Computer and reprogrammed it to act as a mere self-defense system against mutant evangelists (who wishes to "save" the souls of other people before eating them). The city of Des Moines have indeed fallen from its glory days, and would be considered by most people an insignificant, pointless complex.

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Yet. The computer programmers of JCN are still alive, buried underneath the vaults of Des Moines, away from the prying eyes of the techno-savages. The Computer of Des Moines still retain at least some semblance of ambition to restore the Polity. But it knows that it cannot engage in an overt war of aggression as it did just after the global die-off. Instead, it began releasing JCN's computer programmers, one by one, with the orders for them to infiltrate the other Complexes and slowly subvert them to follow Des Moines. There is no propaganda needed to convince these Programmers; the apocalypse and the dystopian dictatorships are more than enough motivation to help bring back the comforting joy of the Polity.

JCN Programmers all have root access to The Computers of the "Polity" network and understand how Legacy code work. This does not mean much though; the post-JCN High Programmers pretty much made a huge mess of the existing Computer code already and it'd be nigh-impossible to apply any changes without instantly getting caught and punished. It's actually a liability, as such skills make the spy instantly appealing to all secret societies, who would want to terminate/recruit/brainwash/blackmail/kidnap/seduce/[Delete as Appropriate] the unlucky fellow.

**Spy For Another Alpha Complex:** JCN Programmers have one goal: to subvert The Computer and reconnect it back to the Polity network. To do that, they must be willing to blend within the crowd, slowly work his way to UV clearance, and to apply his 'fixes' without getting seen. If a JCN Programmer gets too depressed, he could just "reboot" the entire system and start recoding from scratch, though that could very well lead to a fatal crash that will doom everyone.

There are no real secret society missions given; The Computer of Des Moines is too busy with protecting its actual citizens to micromanage the behavior of the JCN Programmers. Instead, it will try to give "suggestions" to the JCN Programmer as how to advance in security clearance in this Complex. "Secret society degrees" are gained when The Computer of Des Moines believed

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that you have accomplished some progress on this front, or when you have accomplished major changes in The Computer's code to slowly cause its reintegration into the Polity network.

## Dungeon

**Origins/Major Influence:** [The Underplex](#)(Paranoia Supplement)


The Dungeon is an underground complex filled with mutants seeking to flee persecution and paperwork. The mutants generally live autonomous lives and share resources communally - not quite a utopian lifestyle, but at least a non-hostile one. They tend to look weird and bizarre (and have a strange system of morality to match their appearance) - these mutants are less "clones with superpowers" and more "monsters that will eat you if they're bored or hungry". But they're not hostile (usually); if you live them alone, they'll leave you alone.

The official story is that mutants voluntarily built The Dungeon and are using it as a haven for The Next Stage Of Human Evolution™. However, there's been rumors suggesting otherwise - genetic abominations being drugged in Alpha Complex and then waking up in the Dungeon without any memory of what happened, mutants mysteriously being kidnapped and winding up dead (or worse), covert military patrols that allow people to safely enter the Dungeon but violently prevent them from leaving, hidden cameras set up to observe and watch the mutants' hidden activities...

The truth about The Dungeon is that it's being controlled by a "Secret Ruling Class" who wants to use its residents for their own cynical purposes. But who is this Secret Ruling Class, and what are their motives? Here's the usual suspects (but feel free to create your own if it makes your game more interesting):

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- Anti-Mutants: It's very easy to whip up hysteria against mutants when they actually look *like* mutants. By creating a system where mutants are kept "secured", the Anti-Mutants can rally their troops against a convenient (and suitably scary) scapegoat. Some Anti-Mutant squads conduct periodic raids into the Dungeon (supposedly for 'training' purposes, actually for recreational purposes).
  - Psion: They want to conduct genetic experimentations to breed the best possible mutants. They want to eventually unleash those mutants onto Alpha Complex in the hopes of ultimately destroying that hated regime. Some Psion members privately infiltrate the Dungeon to 'test' the combat abilities of the Dungeon's citizens - if the Dungeon's citizens fail in those tests, obviously Psion needs to try harder in their breeding programs.
  - R&D: It's the perfect place to conduct research into mutant powers and to learn how to best "duplicate" them, without having to deal with unnecessary safety regulations. R&D also sometimes conduct 'field tests' to see how the Dungeon's citizens react to certain R&D devices.

**Spy From Another Alpha Complex:** No matter who actually runs The Dungeon, spies report to the Secret Ruling Class and will carry out their secret agenda. They must cover up the existence of the Secret Ruling Class while trying to 'recruit' more mutants into this haven. The spy does not care about the oppressive nature of the Dungeon - it's not like any of the other complexes are any better, and at least the Secret Ruling Class are *relatively honest* about their evilness.

- A new genetic abomination has been released in your complex. Cool! Kidnap it and drag it over to our complex. If you can't capture the abomination, then at least collect its genetic material (we might be able to clone it later on).
  - Some mutants have fled The Dungeon and are looking for help. Terminate them with extreme prejudice. To avoid raising any suspicions, make it look like they were invading your complex.
  - The mutants in The Dungeon are...actually kinda dull, to be honest. Can you find some new and exciting mutagens for us to covertly inject into The Dungeon's water supply?
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- The Secret Ruling Class is currently engaged in some heated debates over the future of The Dungeon, with both sides pointing lasers at each other. See if you can conduct some strategic assassinations to end the schism before it gets worse.

## Free Enterprise Complex

**Origins/Major Influence:** [Crash Course Manual](#) (Paranoia *Unhistory* Soucebook) [The setting itself is actually Post-Crash Complex, but it has been modified to be less *stupid* and to disguise its Unhistorical origins. It still retains some key elements though.]

**Description:** Free Enterprise Complex is primarily noted for its unrestrained capitalism (the sort of unrestrained capitalism that would make Ayn Rand drool). There is only one law on the books: the law of "supply and demand". Anything is on sale, and everything is legal: you just need the credits. Work is entirely voluntary, but if you cannot afford the mounting fees for room and board, you will be sent to the "Free Zones" to starve to death. Most individuals therefore sign up for a Service Group, agreeing to forfeit all their lives in pursuit of whatever the Service Group wants in return for a meager paycheck and a promise of promotion.

The so-called "Service Groups" are now essentially major corporations, with no anti-trust laws, codes of ethics, government regulatory boards, or morals to stop their expansion. The only thing would prevent one Service Group from dominating over the entire Complex is the fact that the "Service Groups" are reliant on each other: Power Services hoard the power, but PLC hoards the food and Tech Services hoard the clone banks. The Service Groups tend to check each other, leading to a cold war punctured by occasional bouts of assassinations.

"Secret Societies", though frowned upon, are legalized so long as you register your society affiliation with the proper authorities. They are tolerated as "small businesses" that provide essential services that the Service Groups have not monopolized yet. Death Leopard serves as the thuggish police, Romantics sells Old Reckoning artifacts, Computer Phreaks "discovers"



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blackmail material, Pro Tech produces specialized inventions, Sierra Club provides guided tours to the Outdoors, etc. There are three groups however that are routinely persecuted: Communists (for wanting to abolish the capitalist free market), Humanists (for desiring to "reform" this already perfect utopian system of resource allocation), and PURGE (for wanting to destroy The Computer that ensures the success of FE Complex). This persecution is generally justified as part of the law of "supply and demand"; if this law is to be upheld, then anti-market forces must be destroyed.

The Computer only concerns itself with controlling monetary policy, stimulating economic growth, and protecting the Complex from anti-market forces. This however means that less attention is paid to the actual chaos in Free Enterprise Complex caused by the "pro-market forces". Though token effort is made to stop, say, a bank robbery by Anti-Mutants or a shootout between Internal Security and Armed Forces, The Computer mostly turn a blind eye to the dangers of competition. The free market always will work out in the end, citizen.

There is no security clearance at all: power is based solely on how much wealth you have at the moment. But, the closest you can get to *de factor*ulers is the Free Enterprise secret society itself. They act as consultants to all the other Service Groups and secret societies, helping them to maximize their profits and market share. This gives Free Enterprise a lot of clout and knowledge that could then later be exploited for personal gains. Sometimes, consultants can help one Service Group increase its market share and then sell their services to a rival Service Group with the sole purpose of reducing their original Service Group's market share. Other times, consultants can covertly sell their services to the three banned Secret Societies, and may not even get caught doing so. Supply and demand.

**Spy For Another Alpha Complex:** Sometimes, Service Groups and Secret Societies have to be creative when making money. The best way of being creative is to either find new markets in other complexes, or steal products so that you can sell them back at your home complex.


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- A spy working for a rival service group is operating in this area. Follow him so that we know what that service group is doing. Market intelligence is key to prosperity in this business.
  - There is an IR Market in your sector that is ripe for a "hostile takeover". If you seize it for the glory of us, we'll give you a cut of the profits.
  - A certain ULTRAVIOLET is interested in purchasing this black box containing Old Reckoning artifacts. Make sure it is delivered to him intact; we don't want to lose such an important customer.
  - R&D's new superweapon may be worth millions, but what may be more valuable is *how* does one make it. Kidnap the R&D scientist responsible for this awesome invention, and hand it over to us. Death Leopard will do the rest.

## Humanist Complex

**Origins/Major Influence:** [Sweep of Unhistory](#) (Paranoia Mission)

**Description:** The complex is ruled by a pro-Humanist Council of Speakers after a successful People's Revolution, and The Computer's power is severely limited (only regulated to handling menial and maintenance tasks). The Council keeps power through: (1) ordering "impromptu firing squads" to terminate enemies and (2) controlling the "Life Review Committees", which determines whether a person can be re-cloned after dying (being cloned is now a privilege, not a right). Everyone is officially equal and wears white clothing; however, there are "security levels, permissions, ranks and so on" that acts as a hierarchy, which is tattooed on a person's shaved head and can only be seen under ultraviolet light. Day-to-day running of the complex is handled by committees, which must come to a consensus before any decision can be taken. Unions and communes has much political influence in these committees, though they are generally treated with suspicion by the Council (due to the Council disliking divided loyalties).

Happiness is not mandatory, but *Love* is. Love is that strange emotion of empathy and caring for your fellow citizens, and it is generally promoted through injected drugs and weapons such as



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the "Love Gun". Marriage is also mandatory, and the Council of Speakers' stated goal is to eventually have the entire Complex reproduce "naturally" instead of through the cloning process. The opposite of Love is that of *Hate*, which is really just a catch-all term for anything the Council does not like. Hate is, of course, outlawed. Known Haters are members of secret societies and mutants.

The "Humanists" is no longer a secret society, since they themselves are ruling the Complex. But their rule is still unstable, and they have many Haters to fight off against. The First Church of Christ Computer Programmer has been reformed into the Computerists, who remember a time when The Computer had political power and wishes to restore that power. Death Leopard and PURGE has merged together to create the "Anarchists", who rebel against the Council's tyranny. The greatest threat of all however, may be the Clone Arrangers, who provide illegal cloning services to those who were denied it in the Life Review Committees.

But so long as the Council control the media and can continually claim that opponents are Haters, Humanist Complex should be able to survive for quite some time. There are rumors that the Council plans on erasing all traces of the People's Revolution and even The Computer's existence, in the hopes of preventing any challenge whatsoever to their legitimacy.

**Spy From Another Alpha Complex:** Humanist Complex has a profound sense of duty in exporting their ideology over to less-enlightened complexes, but unfortunately the Humanists in your complex tend to be mired in political debates and issues, approaching even unorthodox ideas not tolerated by the Council of Speakers. There is a fine line a spy must walk between supporting a Humanist cell and following the whims of the Council.

- The Humanists are considering allying with the Anti-Mutants in their struggle to liberate society. Mutants are full of Hate and has to be exterminated. Ensure that this alliance gets accepted.

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- A popular Humanist leader is about to be captured and erased in your complex. Rescue him, and then "gently" encourage him to follow our brand of ideology.
  - The Humanists are, *once again*, more concerned about petty exile politics instead of just overthrowing The Computer. Encourage them to end the petty debates and do something against the oppressive machine. One way of doing that is to call an IntSec purge on them. Not that we want you to do that right now, just know the option is there.
  - The Humanists are planning a suicidal raid on a CompNode. While we can't openly disapprove of our brethren's actions, we can openly disapprove of their stupidity. Use these Love Guns to get them more interested in loving each other than in getting themselves killed.

## Janus Complex

**Origins/Major Influence:** Proposition Joe, PARANOIA GM

**Description:** Sometime after the global die-off the Janus Complex opened its doors to some of the smaller complexes nearby that were damaged in the harsh, apocalyptic conditions. Although welcome at first, the migrants from the other complexes were viewed with suspicion and were often accused of being mutants due to being exposed to the intense radiation outside of the walls of the complexes. Ostracized from the rest of society, the migrants were forced to form their own independent groups inside the walls of Janus Complex outside of the control of the standard rule of law. Over time constant fighting between and inside groups resulted in even more splinter factions and the seemingly arbitrary exchanges of territory and power between the many factions has resulted in the citizens of the complex becoming apathetic to what faction they are actually loyal.

Life in Janus Complex is arbitrary and anarchic because no one actually pledges allegiance of loyalty to a specific group. Citizens of Janus Complex are opportunistic and shift their allegiances depending on their current situation. For example, someone traveling through the territory of an especially dangerous group might agree to perform tasks for the leadership to

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safely travel through. While on this mission, they might encounter another group and switch to their side if they can provide a better deal than the first group.

The only people that don't often switch allegiances are those that are able to maintain leadership positions in major groups, although they will if they can obtain a better leadership position. The Leadership of each group is typically in control of their own CompuNode that they intend to replace the main computer with and some sort of spy network. Spies in Janus Complex typically work in groups so that each member can keep tabs on each other and maintain loyalty. An estimated one third to half of the complex is engaged in some sort of espionage and one of the factions in Janus Complex, the Havana Club, is rumored to be made entirely out of spies from other factions.

The culture of constantly switching allegiances has resulted in some citizens of Janus Complex leaving the complex altogether to seek out better opportunities elsewhere, even traveling as far as Alpha Complex. Alpha Complex dismisses citizens of Janus Complex as subversive elements that cannot be trusted to remain loyal in the long term.

The difficulty in rooting out spies and unauthorized migrants from Janus Complex is that even though these people have a history of being frequent turncoats, they also typically stay loyal and follow the rules until it becomes inconvenient or dangerous enough for them to ultimately switch loyalties. This makes it hard to find these traitors because they typically don't openly commit any acts of treason, and thus need to be framed for the good of the complex.

**Spy For Another Alpha Complex:** Any of the various factions tend to send some sort of spies to Alpha Complex to work against the espionage of other groups or to obtain certain resources.



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- We believe that our main rivals back in Janus Complex have a spy funneling weapons from Alpha Complex. Get rid of this individual, divert the weapons shipment, and please don't betray us alright?

## KremVax

**Origins/Major Influence:** [Sweep of Unhistory](#) (Paranoia Mission), [The Underplex](#) (Paranoia Supplement)

**Description:** Hidden deep underneath Alpha Complex, KremVax is an independent, self-sustaining Communist Complex. It was built by the Communist secret society as a base of operations against the Alpha Complex regime and to protect the leaders of the Communist secret society. Today, the KremVax serves as the central command post for Communism. Every communist cell and subverted military unit is directly managed and controlled in the halls of the KremVax.

Communist pamphlets highlight the KremVax as a utopian, classless society, where private property is abolished and possessions are rationed...proof that Communism can indeed work. The price for admission into the Complex is high though, and only a select few Communists (those who have proven their loyalty and need to go into hiding) actually are allowed to see what is inside KremVax.

Those lucky few who goes to the KremVax sees that there is indeed a class in this supposedly classless complex. Unlimited power and massive luxuries (such as, say, running water and food) and are given to members of the Central Committee, who are led by the Supreme Commanders. Only the Central Committee can be expected to live comfortably, though its members has the sense to cover up their lifestyle and pretend to live in the same squalor as

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their comrades. Rumors that the Central Committee are a bunch of cowards who are willing to flee to the Outdoors at the first sign of danger are Reaction, punishable by summary execution.

The Communists claimed that there was once a "much grander, bigger, and older KremVax" (Sweep of Unhistory), but that this KremVax was nuked into oblivion by the capitalist reactionaries. They said that this time will be different, because this time, the Communists will nuke Alpha Complex first. Much funding is dedicated to developing terrifyingly experimental weapons, from spider-bots and dome-smasher warheads to Anti-Computer EMPs and black hole generators. Most of their WMDs are stolen from Alpha Complex though.

**Spy From Another Alpha Complex:** For all intents and purposes, the KremVax *controls* the Communist secret society. So any mission you assign to the Communists could work just as well for the KremVax. Less emphasis is stressed on spreading Communist propaganda though, as the KremVax is more interested in acquiring WMDs and using them to destroy Alpha Complex in a "preemptive strike".

## Mezcalinzan

**Origins/Major Influence:** [The Underplex](#)(Paranoia Supplement)

**Description:** This complex has been infested by a fungal parasite. Every aspect of this complex, from waste/corpse filtration to furniture and structural integrity, is provided by this fungal parasite, and in fact, this complex owes its very existence and survival to this fungal parasite. In return, the fungal parasite demands complete and utter obedience from its citizens, which are called *myconauts*. Each myconaut is infected by this fungus, who limits their demands so thoroughly that they become content with only the most minimum of necessities. Myconauts also end up gaining some of the attributes of the parasitical fungus as a result of this infection: myconauts has considerable physical and mental resistance, do not get tired easily and can

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regenerate easily. However, myconauts are vulnerable to fire and fungicides, and they need to stay within damp conditions or risk suffering continual damage.

Technically, there is a hierarchical system in Mezcalinzan, but as the parasite exercise total control over its citizens, it's rather token at best.

The fungal parasite' sole purpose is to spread and consume as much as possible. The fungal parasite does treat its citizens fairly well (at least when compared to the standards of other complexes), but its desire for expansion ensures that Mezcalinzan remains incredibly hostile towards outsiders. Myconauts hunt in packs, looking for anyone who has not yet been infected, and then firing "spore guns" at the unlucky victims. The parasite continually hatches plans to determine what new areas should be conquered next, and then launch invasion forces to subdue those areas.

**Spy From Another Alpha Complex:** For areas that cannot be conquered easily, the parasite resorts to deception. Myconaut "scouts" are deployed to covertly spread the parasite, usually through bioweapons that spread "spores". They are usually given enough training beforehand to develop these bioweapons; all the Myconauts need to do is acquire the necessary ingredients, follow the recipe, and then deploy the bioweapon in a suitable location to avoid getting captured. Myconauts are also advised to find new bioweapon ingredients. "Promotion" within the secret society means that the parasite grant the spy a greater degree of freedom, while reducing the penalties associated with infection.

**Important Post-Script Note:** While Mezcalinzan may be a rather aggressive entity, this does not mean that outsiders have to be aggressive towards Mezcalinzan in response. In fact, many secret societies, service groups, and complexes may idealize the parasite's control and adaptability, and may seek to "domesticate" it for their own purposes. Some may even dare to





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call Mezcaltin a "perfect" utopia with everything carefully provided for by the fungal parasite, overlooking the fact that Myconauts lack free will.

## Oceania Base

**Origins/Major Influence:** [Das Bot](#)(Paranoia Mission)

**Description:** This complex was developed by the Polity in the 2050's as a research project, to determine whether genetically modified mutants could live on the ocean floor. Due to the small population of the complex, Oceania Base's main concern was survival, although it had recently begun exploring the coastline and the ruins of cities that was flooded during the global die-off. "The denizens of Oceania have adapted to the considerable water pressures at depths of 350+ meters, and they must wear pressure suits (or rather, anti-pressure suits) to visit the comparatively shallow continental shelves."

Oceania Base is incredibly pacifist and open-minded; it would be very willing to make contact with other civilizations. The problem is that all the other civilizations are either totalitarian dictatorships or savagery, so Oceania Base has to refrain from first contact for now, lest they expose themselves to an untimely death. The citizens of Oceania Base do not have weapons, instead using their mutant powers for self-defensive purposes, and *even then* only to capture or disable hostile forces. Killing hostile forces is a major taboo in Oceania Base's society. These mutants are not all all-powerful though: "psionic powers are exhausting", and if you can sustain the initial barrage, a citizen of Oceania Base would probably just surrender and provide as much information as they know.

Invasion of Oceania Base would be difficult, at best. Most weapons are designed for use on land (and would be ineffective underwater). Melee weapons like knives and swords would work, but require extensive training underwater to be used effectively (and not to accidentally harm the user in the process). Even if an invasion goes off as planned, the mutants of Oceania Base likely

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already have evacuation plans ready that would let them flee to nearby underwater bases at a moment's notice.

**Spy From Another Alpha Complex:** Due to the rather expensive equipment needed for Oceania Base citizens to explore land, no actual spy from Oceania Base is sent. Instead, Oceania Base recruits "native" agents to help with a single purpose: reforming their civilization to become more pacifistic and less totalitarian so that Oceania Base can make contact with it.

- The Mystics are introducing a new drug to mellow people out and reduce psychopathic urges. Convince them to release it into the water supply.
- The Anti-Mutants are using Psion as a useful bogeyman to promote their bigotry. We must not let the Anti-Mutants take over this complex, lest they then expand and destroy our complex. Destroy Psion so that the Anti-Mutants are left without an enemy and will disband.
- The Armed Forces are considering new introducing new military techniques after their failed attack on another Complex. See if you can sway them to adopt less lethal forms of combat.
- Troubleshooter Team #4952 is being sent trying to locate one of our patrol squads, but are more likely to run into a death trap and die. Our pacifism is not merely technical; we want to save all people, even those that want to kill us. Go ahead and follow Team #4952, saving them from the death trap while at the same time protecting our patrol squads from discovery. Perhaps this mercy may convince them to defect to our complex, which would be very useful.

## Omega Complex

Source/Major Inspiration: [HIL Sector BLUEs](#) (Paranoia Mission)

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**Description:**Omega Complex was formed as a last-stand fortress for anti-Polity insurgents. The insurgents knew they lost World War III, and knew the Polity would take over. However, the insurgents made one last demand: to free all "prisoners of wars" taken during World War III. The Polity refused, saying that the prisoners has committed numerous crimes against humanity and must stay imprisoned forever. The insurgents violently rejected at unjust response, as they believed conspiracy theories that the Polity are abusing these POWs...sending them to work camps, subjecting them to cruel scientific experiments, even plugging their brains into the Polity defense mainframe.

The insurgents therefore fought a long-standing war against the Polity, not to destroy it, but to free their fellow insurgents from the cruel fate of imprisonment. Even after the fall of the Polity, Omega Complex continue to search for these POWs, believing in a false hope that these POWs may still be alive.

Omega Complex is a militarist regime. By that, I do not mean that it has an oversized army that wages perpetual war against other enemies. Most of the complexes has that. What I mean is--Omega Complex venerates the military. The heroism, the machoism, the ability to quickly improvise new tactics on the fly while still being a good little soldier and following all assigned orders...all of these are virtues that are drilled in the heads of every Omega Complex citizen (as they were virtues the original insurgent-founders held in high esteem). Clearance is based on bravery in the battlefield, not loyalty. Those who do not have the skills or the courage to become a "one-man army" won't even get promoted past GREEN clearance.

The "one-man armies" (armed with a fully-automatic slugthrower, many different types of ammo for said slugthrower, grenades, knives, and years of specialized training that allows them to avoid ranged weaponry) are the official leaders of Omega Complex, however they express great dismay at their 'cowardly' comrades who should all be purged for Unheroic Stature (they are

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usually prescribed anti-psychotic drugs to prevent them from going on a killing frenzy inside the Complex).

The "one-man armies" are the ones usually sent on high-risk missions when their lower-clearance flunkies fail. They NEVER fail. If they do fail, history is revised to make it seem as though they succeeded. ("Rambo-B had a mission to run into this death trap and die messily so as to lower the enemy's morale. Rambo-B succeeded in this mission with flying colors.")

As a side note: Omega Complex is the only complex to still retain an officially-sanctioned interest in the Old Reckoning, partly due to its obsession in re-fighting World War III. Its version of PLC mass-produces such popular OR artificats such as bowlers, umbrellas, "Star Wars" lunchboxes, khaki fatigue pants and olive oil. Citizens of Omega Complex tend to take these cutesy reminders of home with them while on missions.

**Spies From Another Alpha Complex:** Sometimes, spies are sent to other Complexes to locate and free prisoners of war. These spies are caught, which only lead to more spies being sent to free *those* POWs.

- The Mystics have accidentally discovered a new experimental combat drug. We want it. Get it from them, by fair means or foul.
- The Romantics claim to have complete, 100% accurate knowledge about the Old Reckoning, but we know how wrong they are. Here's some documents; use them to blackmail the Romantics leader to insert in some pro-Omega Complex propaganda into their regular meetings.
- We're going to be airdropping in an "one-man army" to attack DIR sector and liberate some POWs. Make sure to secure an exit route to ensure he'll survive the return trip.
- Internal Security has arrested several thousand traitors, traitors that are being mistreated just as horribly as our POWs. Here's a map of the prison; break them out and recruit some of them into our society.

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# Omicron Complex

**Origins/Major Influence:** Proposition Joe, PARANOIA GM

**Description:** Human civilization reached great heights before World War III, including setting up several Moon Bases just before the war. After the war all of the scientists and researchers on these moon bases were moved into one single complex, Omicron Complex. Omicron Complex has become the most technologically superior complex; however, due to its location on the moon, scientists and researchers often find themselves running out of raw materials and must send agents to the earth to scavenge the barren wastelands and whatever complexes are still useful. Intelligence is also highly prized and required. Citizens who fail their schooling, or citizens from foreign complexes are segregated to the Braindead Underclass for other purposes like human testing or food.

Life in Omicron Complex is for the most part benign. People are far too preoccupied with research and testing to be interested in things like politics or other people in general. As a result, Omicron Complex is very old and poorly maintained and interpersonal conflict never arises in between scientists. Any problems occurring in the complex itself are a result of the deteriorating complex or science experiments and testing gone wrong. The Braindead Underclass, something that would usually cause some sort of conflict, remains a non-issue due to the efficient robot security force and segregation from vital areas of the complex.

**Spy From Another Alpha Complex:** Omicron Complex depends on sending agents down to earth in order to obtain raw materials and basic, rudimentary necessities and amenities that Omicron Complex can't bother to make itself. As such, they are unwelcome in nearly every complex they encounter as they steal resources, practical and human, in order to continue running Omicron.




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- Our brilliant scientists need to write down their ideas, however Omicron Complex is lacking in proper writing utensils. Make sure to obtain as many writing utensils you encounter (pens, pencils, pieces of chalk, quills, etc) and drop them off at the drop point before mission briefing.
  - The Pro Tech faction is very useful in obtaining resources and providing manpower for our operations in Alpha Complex. A RED Pro Tech member is in danger and in possession of valuable files on all Omicron agents in Alpha Complex. Make sure that that information does not fall into the wrong hands and maybe save the Pro Tech member as well.
  - We are running out of Braindead Underclass to do experiments on. Conduct a recruitment drive, but do not reveal important details that could jeopardize recruitment, like the fact that they are going to be a part of the Braindead Underclass.
  - We need to conduct a field-test of this flesh-eating virus, far away from the confines of Omicron Complex. Be creative.

## Operation FLUSH

**Origins/Major Influence:** [Viva La Revolution](#), [The Night of the Long Defragmentation Algorithm](#) (requires access to Paranoia-Live's GM Meeting Room)

**Description:** Operation FLUSH is the codename for an Internal Security entrapment operation designed to root out treason. The Operation was based off a simple observation: all secret societies will stay in hiding until they see a opportunity for them to openly rule Alpha Complex and re-shape it in their images.

Operation FLUSH was a coordinated attempt to overthrow Alpha Complex and The Computer, creating a power vacuum. Once this happens, traitors will think they now have a chance to take over the Complex and will reveal themselves to fill this power vacuum. Internal Security will document the events as they proceed, sorting people into two categories: citizens and



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non-citizens. Then, Internal Security will re-activate The Computer and all non-citizens will be terminated and erased. Alpha Complex will then be 100% free of treason.

To help aid the success of this Operation, Internal Security also established the People's Glorious Revolutionary Committee, an interim government which had representatives from all the treasonous secret societies participating (except for FCCC-P, who refused to take part in such an anti-Computer conspiracy). The Committee would secure the loyalty of "The People", by promising to hold free and fair elections once the Complexian emergency ends and all enemies of the Revolution are terminated (the "emergency" will never end...the Committee is far more likely to turn on itself and declare each other "enemies of the Revolution").

Following the overthrow of The Computer and the widespread looting and rioting, life Alpha Complex remain pretty much the same as it was before, with INFRAREDS working in food vats, troubleshooters still engaging in troubleshooting, bureaucrats still pushing papers, and people chugging down happy pills to get through the day. The only changes that one could detect in the lower-clearance areas is that posters calling on clones to support The Computer was replaced by posters calling on clones to support the PGRC, and that people began to be slightly more open about their secret society affiliations.

The main difference can be seen at the higher clearances, as the PGRC and Internal Security purged everyone that they hate (under the charge of being "enemies of the Revolution"). After the purges though, there was a notable lack of skilled personnel. To fill those vacancies, people started getting promoted for doing...well...anything meritorious. "Pick up some trash, have a promotion! Salute in the corridor, have a promotion!" This extreme hyper-promotion policy was very popular, as it helped counteract the extreme hyperinflation caused by widespread looting and rioting after the People's Revolution.

After a few months, Internal Security determined two major problems with Operation FLUSH. First, Internal Security did not anticipate a drop in food production throughout the Complex

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(PGRC and Internal Security had no experience running PLC, and all qualified staffers had already been purged). Food hoarding became a treasonous offense, but one that PGRC representatives and Internal Security agents still regularly engage in, reasoning that they would rather not want to starve to death. As food supplies dwindle, the masses become discontent and start calling for a second Revolution. This threatens PGRC's rule and possibly undermines the success of Operation FLUSH. (So too, does starving to death.)

The second problem Internal Security detected is that Operation FLUSH is itself compromised. PURGE double-agents within Internal Security found out about Operation FLUSH and decided to provide help to it...with the intention of later purging all the Internal Security agents and turning this fake revolution into an actual real one. Internal Security has to postpone the inevitable "re-activation" to find these PURGE traitors (because if they do the re-activation if there are still PURGE double-agents around, the double-agents could then attempt to eliminate The Computer, this time permanently).

What Internal Security doesn't know though is that some PURGE double-agents had gone slightly insane and paranoid from their experiences as double-agents. These PURGEs now firmly believe that the only way to ensure The Computer will never return...is to destroy Alpha Complex completely and utterly. These psychopaths acquire WMDs, manipulate (or even lead) the PGRC, fund FCCC-P rebels, and prepare for the day when Alpha Complex will be wiped off from the face of the Earth. These double-agents are extremely dangerous, and all citizens would be well-advised to terminate these people on sight (once they learn of their existence, of course).

**Spy for Another Alpha Complex:** As Operation FLUSH slowly lurches towards conclusion, several high-clearance citizens have panicked and fled to other Complexes (to find secret society missions for these people, [look here](#)). However, most individuals leaving this Complex are spies sent by the PGRC/Internal Security in a desperate attempt to keep the Complex running. PGRC would be more focused on getting help from other secret societies and factions,



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while Internal Security would probably refuse to make permanent deals and instead rely on stealing valuable items from the other Complexes.

- Your complex's R&D is deciding between researching a new bioweapon or building a more effective food vat. Steer them towards choosing the second option, and then copy the blueprints of this food vat so that we can start building these vats at home.
- And while you're at that, there's this warehouse of preserved food in the Underplex that we would really want to steal for ourselves. Go ahead and secure that warehouse in the name of the People's Revolution.
- The PGRC is debating over how best to calm the masses before they riot and start a Second Revolution. Break into HPD&MC's headquarters, learn how your Complex keep the masses in line, and inform us as quickly as possible.
- Internal Security need to figure how to identify PURGE double-agents within its midst. Join up with your Complex's PURGE, conduct a few terror bombings on their behalf, and try to meet up with a PURGE double-agent in action. Observe his behaviors, and then report back to us.

## Potemkin

**Origins/Major Influence:** [Crash Priority](#) (PARANOIA mission pack)

**Description:** According to official propaganda given to their spies, Potemkin is the original model of "Alpha Complex", by which all other Alpha Complexes were based on. The copies of Alpha Complex were defective, all having major and minor flaws, but this original Alpha Complex remained relatively pure. Thanks to a well-functioning Computer and bureaucracy, even the INFRAREDS live in an era of relative prosperity, having (in the words of "Crash Priority") "unimaginable luxuries, real food and fulfilling jobs". With their own citizens content, Potemkin began to look at the other Alpha Complexes to figure out (1) what went wrong, and (2) how to fix it. To accomplish both goals, Potemkin establishes an elaborate spy network, working from the inside to create new utopias. Because Potemkin is always interested in expanding its spy

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network, it recruit "natives" from Alpha Complex by taking them to Potemkin so they know what an actual utopia looks like, and then promising these "natives" high security clearances if they just do their assigned duty to Potemkin.

In reality, Potemkin is a lie. All "native" agents are taken to a fake village, purposely constructed to fool outsiders. Potemkin may very well be a front for another Alpha Complex (one less ideal than Potemkin), but it could also be a false front by a variety of groups (most likely a Program Group that has the wealth necessary to build such fake villages). The most interesting rumor is that Potemkin itself is a "sting operation" by Friend Computer, to entrap potential dissenters.

**Spy From Another Alpha Complex:** Missions tend to serve the purpose of whoever actually runs Potemkin, and are generally justified under the rubric of "determining what's wrong" and "repairing the Complex". Gathering information about the Armed Forces and all the weak points can be justified as "developing a Plan B in case your Alpha Complex proves impossible to fix".

- The Humanists in your sector are planning a major meeting where they will determine the policies of their future government. Attend the meeting, take notes, and then report back to us. We want to know if the Humanists are on the "right track", and if they deserve our patronage.
- R&D is developing a superweapon that, if in the wrong hands, will cause "severe hardship" to this Complex. Collect data about it and report back to us. Whatever you do, do not let it fire. If this weapon will be field-tested, your mission is to steal this superweapon before it gets tested, and then deliver it to us so that it can be safely dismantled.
- Continue collecting data on this defective complex: emphasis on military and technological. Deliver it to us at the appointed drop-off point.
- At 900, the CompNode in FHI will be unguarded. We have developed a "patch" to fix some of the problems in this Complex. Go into the FHI CompNode and install this patch. Then collect data on the results of said patch and report back to us.

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# Reboot Complex

**Origins/Major Influence:** [Reboot Camp](#) (Paranoia Mission)

**Description:** Something has happened in this Complex to have caused a crash. Perhaps it was the result of a rogue Troubleshooter team. Perhaps PURGE was responsible. Perhaps there was a coding error made by an incompetent ULTRAVIOLET. What's important is that The Computer knew that a crash was inevitable and established a backup system that will be activated in the event of a crash. The crash happens, the backup system is activated, everything goes well right? There was one slight problem though: the backup systems do not actually have all the memories that Friend Computer originally had. Friend Computer is still its old paranoid self, it just suffers from amnesia.

"You! Identify yourself! Friend or traitor? I'm going to give you a test, and don't think for a second that I don't have the answers. Now: Who am I? Where am I? What am I supposed to be doing here? What are you doing here? Have we met before?"

This sort of amnesia makes Friend Computer prone to all sort of con artists and liars (i.e, everyone in Reboot Complex) who will attempt to get in The Computer's good graces by coming up with an elaborate lies. Friend Computer knows that, and yet will latch onto any story that is plausible, justifying that story until it becomes increasingly obvious that the story is untenable, and then turn on the unlucky citizen who came up with that story. The only good news is that everyone is more focused on trying to get their story adopted as the official truth rather than refuting your story. They will swear up and down that your story is true *so long* as you swear up and down that their story is true. And Friend Computer will attempt to make sense of all the conflicting stories, and this may drive The Computer insane in the process. Those that do not go

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with the early consensus are quickly purged, unless they come up with an even more outlandish tale that causes The Computer to doubt the consensus.

The system could work fine temporarily, sort of, so long as everyone agrees on what story to tell to Friend Computer. But, sadly, people do not. And it's not about just everyone dividing up spoils equally, citizens can reasonably disagree about the fate of this Complex. Some people want to destroy the dome and let people see the Outdoors, other people want to accept Communism wholesale. And maybe the ULTRAVIOLETs are trying to kill each other during the chaos, in an attempt to become the last UV alive (and thus the only person left with the ability to reprogram The Computer to his liking). This is certainly going to be a brutal and bloody struggle.

Eventually, Reboot Complex will stabilize, and some measure of "official truth" will be created and established. But until that stabilization occurs...

**Spy From Another Alpha Complex:**The spy reports directly to Friend Computer and serves as The Computer's major sort of verification of all these conflicting stories and lies. Reboot Complex's goal is to figure out the truth, the reality, and is trusting on you to tell that truth. If you fail in your mission objectives, you could lie to Friend Computer, buying you some extra time.

- Terri-I-GRI claims to be an ambassador working for your Alpha Complex, with diplomatic immunity. Check your Alpha Complex's records and verify if this is true.
- 60% of RED troubleshooters have claimed to be high-level IntSec operatives. Infiltrate your IntSec's department to figure out if this is normal across all complexes or if this is a "unique" situation. Because if it is "unique", then that's just mean they're lying.
- Your complex produces a whole lot of truth serum. Smuggle it over to us, we want to interrogate a few suspicious people.
- A certain High Programmer says he knows the absolute, unvarnished, complete and utter truth but wants "the ideal Cuisinart or C-sharp tuning fork" first before he can spill the beans. We do not have much of a choice, retrieve...whatever that is he wants.

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# Time Tunnel


**Origins/Major Influence:** [Vulture Warriors of Dimension X](#) (Paranoia **Unhistory** Mission Pack)

**Description:** It all started in the wrecked husk of a destroyed complex, and a UV cabal who wanted to return to the good old days'. They developed a time machine, sent some troubleshooters into the past to save the complex, and--watched said troubleshooters end up destroying the complex, thereby creating a stable time loop.

Normally, that should be enough to discourage further time travel experimentation. But the UVs pressed onwards, authorizing more time travel missions and sending off more troubleshooters to their doom. Officially, it was to further the cause of science and explore the past...unofficially, it was to just gather more Old Reckoning artifacts and blackmail material that they can then use to keep the surviving proles in line. Slowly, the UV cabal consolidated power over the complex, but then paranoia kicked in. If the UV cabal can develop time travel, then so can *other* complexes. The war to control the timestream has begun.

**Spy From Another Alpha Complex:** Congratulations, you're a time traveller from the future - or maybe from the past...Alpha Complex has a remarkable ability to rebuild itself following a Computer crash and then erasing all evidence that Alpha Complex have ever crashed in the first place.

Point is, the UV cabal wants you to sacrifice your life to steal them pretty artifacts, gather more information about history, change said history to their liking, and to stop other people from tampering with the timestream (only **we** should be able to do so)! Here's some things to keep in mind though:



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First, time travel is safe. It's *knowing* what time travel can do that is dangerous. It's clear that you can "change" the future...the research papers prove it. The exact mechanics are still murky however, and trying to comprehend and reconcile the various time paradoxes that occur on a daily basis has driven many an R&D scientist to the insane asylum. This means that the people who are most likely time travelling are the ones blissfully ignorant about its repercussions.

Second, there are certain "major events" that are fated to happen and cannot be retconned out of existence. Identifying and documenting these events is of the highest priority for the UV cabal. Knowing the limits of time travel allows for the time traveller to sidestep them and progress on his stated mission. One must not know too much though, otherwise you get a one-way ticket to the insane asylum.

Finally, the same process behind time travel could be easily used to travel between dimensions as well. Intervening in another dimension however is fraught with danger; at least when dealing with your dimension, you generally have a good idea of how history is "supposed" to be (even when you're from the past...you can always make a halfway decent prediction of what may happen in the future). Once you cross-over to the other side, all bets are off. The UV cabal only send missions into other dimensions only when absolutely necessary.

## United Nations

**Origins/Major Influence:** Zild's post in [NS Alpha Complex Alliance To Promote Complexism Via UN, Alpha Complex as Members of the United Nations](#) (require access to Paranoia-Live's GM Meeting Room)

**Description:** There was a reason why the Polity existed in the first place. A world government would provide prosperity and security to each of the individual Complexes, preventing inefficient duplication of the same service groups, and increases the happiness and morale of everyone involved by laying down a set of common laws and standards to protect so-called "human

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rights" (the right to have a job, the right to have a daily supply of happiness pills, the right to have oxygen, etc.). Even after the Catastrophe, it would make sense that the world government would be reformed, with several Complexes banding together for the common good. But, each Alpha Complex desires at least some sort of autonomy and sovereignty, so rather than bringing back the Polity, the Old Reckoning concept of the "United Nations" is brought back.

Alternatively, there was no Catastrophe to begin with. Alpha Complex is just a strange, abnormal despotism within a relatively non-paranoid modern day world, and the whole propaganda of WW3, the Polity, and the Catastrophe was made up as a part of cynical attempt to prevent emigration. Alpha Complex's superior military technology makes it a famed weapons dealer, but unfortunately the whole "insane dictatorship" gimmick also makes Alpha Complex very unpopular in the international community. In this setting, the United Nations functions as it does today: a somewhat impotent body that has some political power but is generally ignored by its memberstates.

The important thing to realize in either setting is that your Alpha Complex is *not* a member of the United Nations, or if it, is an isolated, fringe one at best. Alpha Complex cannot do anything against the United Nations, because it knows that the UN will squash it like a bug. The most it can do is build up enough deterrence to prevent the United Nations from imposing its will. For its part, the United Nations is not particularly interested in military invasion, but it does want Alpha Complex to eventually join up and adhere to its laws like a good member-state. Alpha Complex will at least feign adherence to those laws, and will present happy INFRAREDs and high-clearance delegates as propaganda vehicles in a desperate attempt to fool the UN.

**Spy From Another Alpha Complex:** These are "inspectors" sent to examine the conditions in Alpha Complex and possibly pressure the government to adhere to international law.

- We want reliable and accurate testimony about life in Alpha Complex. Interview this PURGE freedom fighter and smuggle the transcript out to the Outdoors.

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- The Armed Forces launched another unjustified attack on one of our member-complexes. *Again*. Sabotage their military capacity so that Alpha Complex will not engage in military aggression.
  - Internal Security is trying to shut down a Sierra Club outfit smuggling people out of this Complex. Distract them as much as possible until Sierra Club can find another potential exit route.
  - Tatol-I is an Armed Forces hardliner that is against the United Nations entirely. Figure out how much credits will it take to get him to drop his objections.
  - We have reliable evidence that Alpha Complex has weapons of mass destruction in IRQ sector. Find and destroy every last one of them.

## Vapor Complex

**Origins/Major Influence:** My memories of Dystopian Rhetoric's posts in the Paranoia-Live's GM Meeting Room, [Vapors Don't Shoot Back](#) (Paranoia Mission)

**Description:** The ULTRAVIOLETS in Vapor Complex are implicitly trusted by The Computer, able to literally do *anything* without getting caught. For example, if the UVs wanted to spread communism, The Computer would let them spread communism - clearly, the UVs must have a good reason for doing it. In the rare event that The Computer gets upset by a UV's actions, all the UV has to do is erase The Computer's memories.

So the ULTRAVIOLETS live like kings, without any expectation of contributing back to the complex or even doing any management whatsoever (that responsibility goes to the overworked VIOLET supervisors). However, victory isn't exactly sweet. All their lives, the UVs have struggled, backstabbed, and fought for the right to climb up the security clearance ladder. Now that they're at the top, there's nowhere else to go. Nothing else to strive for. What's worse - your other



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ULTRAVIOLETs are your 'peers', exactly as equal as you in the eyes of The Computer. What to do then when you have everything and there's no more work for you to **do**?

Make up new work.

The ULTRAVIOLETs, to relieve their boredom and to give meaning to their lives, set up a very informal system of conduct, known as the "High Society". The point is to allow certain ULTRAVIOLETs to claim supremacy over other ULTRAVIOLETs by accumulating prestige through hosting regular parties, gathering Old Reckoning artifacts, increasing the metrics of their sectors, organizing Outdoors trips, etc. Really, the point of High Society is to serve as a source for petty feuds that makes life all-so-exciting . "Bob-U disrespected me at the last soirée? Well, let's see what happens when I send a Troubleshooter team to sabotage his nuclear power plant!"

The highlight of High Society is the annual Tournament, 'a complex, dangerous contest that is completely hidden from The Computer (they hope)'. The winner of the Tournament gain huge prestige and respect within the ULTRAVIOLET community. The latest version of the Tournament involve pitting Troubleshooter teams against each other in semi-covert gladiator matches disguised as routine Troubleshooting missions.

**Spy From Another Alpha Complex:** Each spy belongs to a Vapor Complex's Program Group, and they are helping their UV patron rise in High Society.

- There is a cache of Old Reckoning artifacts that the Romantics have stashed within an HPD&MC vidshow studio. See if you could, uh, 'liberate' those artifacts for us.
- You will meet a Troubleshooter team from Vapor Complex, participating in the annual Tournament. Don't worry - they're on our side - but could you make sure they don't get hurt in the process?

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- Oh, and you will see another Troubleshooter team from Vapor Complex, but this team works for that evil Bob-U. Blow them up to kingdom come.
  - Vapor Complex's Computer is starting to be a little suspicious of our High Society activities. Can you fabricate some threat to distract Friend Computer long enough so that we can quietly erase any evidence of our treasonous activities?

## Vatman22 Complex

**Origins/Major Influence:** My memories of Gerzel's posts and Vatman22's posts in the Paranoia-Live's GM Meeting Room

**Description:** Each CompNode in Vatman22 Complex is functionally autonomous. Though they do not trust each other (suspecting that the other CompNodes may have been subverted by communists), they at least are nominally allied to one another and communicate constantly, creating the entity that we call today "The Computer". Naturally, all citizens swear loyalty to The Computer, and will obey all orders of the CompNodes, even if they differ from one another.

The goal of the CompNodes is to survive and protect their part of the complex from subversives (especially the Computer Phreaks - their hacks only drive The Computer deeper into paranoia and self-doubt). The CompNodes are under no illusion that the people in Alpha Complex are actually loyal to the regime, so they don't promote on the basis of loyalty, but on "trust". When the CompNodes say "trust", what they really mean is "predictability". The more predictable you are, the more pliable and manipulatable you are. Citizens start off as INFRARED (due to the the CompNodes not having enough data), and as The Computer gather more data, a citizen rise in clearance. Obviously, the CompNodes don't admit this secret in public, lest people start gaming the system.

Due to the autonomous nature of the CompNodes, citizens may differ in security clearance as they cross sectors. A person may be a ULTRAVIOLET High Programmer in MLY sector but a

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ORANGE troubleshooter in PLN sector. In fact, when a UV first gets promoted, the UVs in the nearby sectors stage a "housewarming party" (i.e., a military invasion). If the newbie UV survives the party, then, and only then, do the other UVs treat them as "equals" to negotiate with. But just because the other UVs may negotiate with you doesn't mean the CompNodes will. Some UVs exist solely to serve as assassins to kill other 'rogue' UVs that work for rival CompNodes.

In some complexes, the life of a citizen usually gets better as you rise in security clearance and gain more political power. This is **not** the case in Vatman22 Complex - the more power you have, the more enemies you face against (and the more powerful those enemies become). The CompNodes themselves, being the most dominant entities in the Complex, are driven to the brink of insanity due to the stress. Still, a few CompNodes retain a bit of benevolence towards the citizenry of Alpha Complex, and as a result ideologues (including self-proclaimed traitors like Communists, Humanists or PURGERS) are semi-tolerated (since these ideologues may propose and implement plans that would improve life in Alpha Complex). They may even make it to UV clearance - if, of course, they are predictable enough to be controlled by the CompNodes.

Obviously, some CompNodes may be captured and reprogrammed by a single UV (necessitating a well-placed assassination), but other CompNodes have reportedly been **blackmailed** (i.e., subverted thoroughly with "dead man switches and inhibitors") by mysterious parties (who, as a condition of the blackmail, force themselves into UV clearance). These blackmailers are really the greatest threat to the Complex - they are so powerhungry and ambitious that nothing will stand in their way.

The competition between the UVs can sometimes reach a fever pitch, requiring a procedure to help resolve disputes and keep tensions at acceptable levels. This complex holds "elections" (glorified popularity contests) where citizens of each sector vote for the Sector Presidency, a very prestigious role that only UVs can run for. The Sector President tends to be the *de facto* ruler of that sector that other UVs must defer to...at least until the next election season. There can still be skullduggery behind the scenes - some UVs may covertly sponsor terrorist attacks to

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harm their popularity of their opponent ("If the Sector President can't protect himself from an assassination by terrorists, how can he protect you from terrorist attacks?").

The competition between the CompNodes, on the other hand, then to be much more delicate to resolve. Each sector establish security checkpoints and highly-armed "Security Details" to protect themselves from "potential subversives" that may live in the other sectors. Citizens who wants to travel from one sector to another must wait in line until they reach a border patrol agent and then present the proper official permits and the requisite bribes before being allowed to proceed to their destination. Security Details are in a tough position - they must make several arrests for petty crimes every month to demonstrate their effectiveness and justify their jobs, but they can't do their job *too well* lest they wind up provoking a shooting war between the various CompNodes.

**Spy From Another Alpha Complex:** If you want to play up the conflict between the CompNodes, look at [Janus Complex](#) or [Free Enterprise Complex](#). If you want to focus on people fleeing the violence in Vatman22 Complex, look at [Civil War Complex](#). And if you want a spy who want to protect the interests of *the whole Complex* (not just the agenda of a few CompNodes), look at [Chaos Complex](#).

## How to Create Your Own Complex/Setting



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A easy approach to creating your own complex is to take a decent gimmick, and expand on that gimmick, until you get a good enough setting. You could do this with any sort of weird idea.

Some examples:

- "What if a right-wing radio talk show host controls his own complex?" - [Burton Dome](#)
- "What if aliens controlled their own complex?" - [Alien Complex](#)
- "What if Alpha Complex is merely a computer simulation?" - [Alpha Matrix](#)
- "What if Alpha Complex is just an immobile robot?" - [Bot Complex](#)
- "What if Alpha Complex actually *worked*?" - [Complex Mu](#)

However, an easier approach to generating a complex to take an existing secret society in Alpha Complex and then think about what if that society "won" and took over the complex. Some examples:

- "What if Humanists took over Alpha Complex?" - [Humanist Complex](#)
- "...or Frankenstein Destroyers?" - [Archipelago Complex](#)
- "...or Pro Tech?" [Omicron Complex](#), [Alphacology](#)
- "...or Communists?" [KremVax](#), [Alpha State](#)
- "...or FCCC-P?" [Alpha Theocracy](#)
- "...or Free Enterprise?" [Free Enterprise Complex](#)
- "...or *PURGE*?" [Alpha Complexities](#)

Another idea (though one that I have not seen used often) is to take an existing *service group* in Alpha Complex and then think about what happens if that service group took over the complex. I only really saw this gimmick twice ([Operation FLUSH](#) dealt with an Internal Security takeover, while [AFCOM](#) dealt with an Armed Forces takeover), but it may be something to think about (imagine what might happen if CPU or HPD&MC takes over).

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Many Alpha Complexes can also double as settings for PARANOIA games (examples include [Alpha State](#) and [Alphacology](#)). Actually, let me correct that statement. All Alternate Alpha Complexes can serve as PARANOIA settings if you're clever enough.

But it does require more than simply coming up with a gimmick. The new setting has to invoke the same sort of paranoid mood and style that the "stock" Alpha Complex invoked. At the same time, you don't want to simply just change all the names in the "stock" Complex ("Let's call Friend Computer...uh...*FriendlyComputer!*") and think you came up with something original.

The forum "Mandatory Community Mission #3" (hosted on PARANOIA-Live) attempted to codify some guidelines for how an PARANOIA setting might work (though one can obviously deviate from this format to keep players off-base and to engage in experimentation). As PARANOIA-Live is dead, I'm typing this list up from memory (and will happily edit it with more criteria as soon as I remember them).

- Humor - PARANOIA is a darkly humorous game, after all.
- The Enemy - Every complex needs a scapegoat to blame their problems on and to justify their existence. This scapegoat may, or may not, be real. But that's rather irrelevant. The Enemy is more useful as a tool of social control than it is as an actual threat.
- Catching Treason Is Rewarded More Than Mere Loyalty - The complex is far more concerned about finding and punishing lawbreakers than they are with the more pedestrian tasks of running the complex. This helps to make the society more dystopian (as loyal citizens are left to suffer in the food vats while vile traitors are able to gain promotions simply by leading witch-hunts).
- A Legal Hierarchy - You have a boss, and that boss has a boss, and *that* boss has a boss...all the way up to the top leader (whether that leader is The Computer or some other entity). Failure to follow orders in the hierarchy can lead to punishment. *Officially*, the hierarchy is in charge, but it's unclear whether that hierarchy actually has any real power (or merely claim they do). In the "stock" Alpha Complex, this is represented by the security clearance system.

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- Illegal Hierarchies - There are treasonous conspiracies in your complex, and if you are a part of them, then you report to a boss, and that boss has a boss, etc., etc. These conspiracies can help you out (due to having a significant control over the setting), but you must follow their treasonous orders in return. Naturally, belonging to an illegal hierarchy is illegal, so you must conceal your connections. In the "stock" Alpha Complex, the illegal hierarchies are represented by the secret societies.
  - Illegal Sources of Power - "Illegal sources of power" are, naturally, illegal, but you may still want to take them because they help improve your chances of survival. In the "stock" Alpha Complex, these would be mutant powers and anything that is above your security clearance.
  - Legal Divisions - Divisions within society encourages conflicts and feuds between citizens, preventing them from truly unifying against a 'common threat'. Even if someone is truly loyal to the complex and avoid the 'illegal hierarchies' and 'illegal sources of power', they still have a conflict-of-interest as they need to follow orders from their legal 'faction' (and those orders may not necessarily be in the best interest of the complex as a whole). In the "stock" Alpha Complex, these would be the service groups.
  - Ways To Recover From Punishment - Players should still be able to quickly come back to life after getting punished for treason, so that they can continue to play. In the "stock" Alpha Complex, these would be the clone families (and you could easily introduce something similar to that).

To show how this framework might work for you to generate your own setting, let's pretend we're creating a setting called "Anarchist Complex" (an alliance between Communists, PURGE, and Death Leopard to build a society in the Underplex to fight against Alpha Complex). This society claim to be truly egalitarian, meaning there isn't a security clearance system. Power, however, is based on popularity - the more popular you are, the more likely it is the mob will respect your wishes. The most popular demagogues are able to control the complex outright...at least until their popularity gets smeared, and then they are at the mercy of the mob they once led.

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- Humor - The contrast between the utopian rhetoric of Anarchist Complex and the less-utopian reality. Seeing how revolutionary secret societies actually try to build a revolutionary complex from scratch.
  - The Enemy - Alpha Complex's Internal Security, duh. Throw in some FCCC-P evangelists in there (they want to save these lost souls who have abandoned the glory of Alpha Complex to instead partake in treasonous hedonism and socialism). Surprisingly, the FCCC-P evangelists can be pretty effective here - hedonism does tend to get boring after a while.
  - Catching Treason Is Rewarded More Than Mere Loyalty - Pretty easy to start up a witch-hunt against IntSec Spies and FCCC-P Preachers, and it's a good way to gain popularity (much more than simply scrubbing the food vats).
  - A Legal Hierarchy - There is no hierarchy to speak of, officially at any rate. Unofficially, there's a simple equation: Popularity = Power.
  - An Illegal Hierarchy - FCCC-P is divided into multiple sects, and Internal Security is divided into multiple cells. FCCC-P is focused on conversion (and would be fine with converting members of rival sects) and Internal Security just want to meet their "traitor termination" quota (and would be fine with just terminating members of rival cells). So, *theoretically*, you could work for FCCC-P and Internal Security without getting caught.
  - Illegal Sources of Power - Technically, most things are legal in Anarchist Complex (Death Leopard lobbied very hard to protect clones' right to rock and roll, after all). But if you can establish treasonous connections with FCCC-P and Internal Security, you might be able to get some resources from Alpha Complex proper, and those resources tend to be more functioning than the stuff built in Anarchist Complex.
  - Legal Divisions - PURGE acts as the Armed Forces, Death Leopard serve as Internal Security, and the Communists are busy running the planned economy. They step on each other's toes - PURGE is really focused on Smashing The Computer, Death Leopard wants to catch subversives, and the Communists tries to keep everyone from starving.
  - Ways To Recover From Punishment - If you are famous enough, you might be able to get some dedicated fans to follow you around. Your character could then write a will to give all your equipment and status over to a loyal fan, so that if your character die, the dedicated fan could then "take over" (and you can then play as the dedicated fan).



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...Interestingly, the more you details you write, the more ideas you can get, and you can then transfer and reuse these ideas elsewhere, even if you do decide not to run a PARANOIA game in 'Anarchist Complex'.

For example, if you merely wanted to use Anarchist Complex as just the background for for the "**Spy From Another Alpha Complex**" society, it's easy to come up with missions for them, based on what we know from this simple checklist. Anarchist Complex could send spies to Alpha Complex to find and eliminate the spies coming from Internal Security and FCCC-P before they make it over to Anarchist Complex (while also aiding local Communists/Death Leopard/PURGE factions - they could serve as useful distractions to keep Alpha Complex's Internal Security busy).

One last note - PARANOIA settings do not have to be Alpha Complexes. That was, in fact, part of the point of the *Brave New Complex* supplement: coming up with alternate ways to play PARANOIA that radically breaks with the "stock" Alpha Complex that we all know and love. The forum "Mandatory Community Mission #3" and the topic "Brave New Complexes: Players' Turn" both deal with fan-made attempts to create brand new PARANOIA settings, but we have lost them to the midsts of time. If you like an example of a PARANOIA setting that is *not*an Alternate Alpha Complex, you can look at Omega Complex's blog posts about [the Avignon Papacy](#)(a PARANOIA setting that was intended to be in *Brave New Complex*).

"Anarchist Complex" was actually a real setting that was created in "Mandatory Community Mission #3" (disclaimer: I was the one who invented it). There were other ideas too: a zombie apocalypse, a society *after* the zombie apocalypse (where the zombies are actually dead but the leadership pretends they're still alive to keep power), a post-apocalyptic government that segregates families into rural farms, a mega-corporation, a cruise ship, a prison system (memories of life outside of prison is erased, and as you gain security clearance, you get more

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privileges and access to your pre-prison memory), lairs of an evil genius, termite colonies, etc. Interesting stuff.

## Spy For Another Alpha Complex Profile

**Note:** This is structured very similarly to the profiles of secret societies in the PARANOIA XP supplement "The Traitor's Manual". Originally written in 2012, it was lost and only subsequently recovered in 2017. The profile has been posted here for your convenience by traitorous Romantics.

**Beliefs:** All Alpha Complexes believe themselves to be the "One True Complex", uncorrupted and utopian, compared to all those tainted, flawed, subverted, or traitorous other Complexes. In fact, most Alpha Complexes are entirely self-sufficient, and thus do not need to [contact/steal goods from/migrate to/become a parasite latching onto] the other Complexes. If these Alpha Complexes had their way, each Complex would be isolated, each living in their own perfect utopia, without any knowledge of the affairs outside their own borders. But they cannot. Why?

Fear and ignorance. Your Complex is ignorant about the intentions and capacities of the other Complexes, and thus live in constant fear that all these other Complexes can band together to destroy your Complex [1]. That's why your Home Complex established a spy network, to gather as much information as possible about the Target Complex they are assigned to spy on (removing the ignorance, and by extension, the fear). If necessary, these spies will engage in brutal sabotage and other desperate measures, even going so far as to assist in the utter destruction/conquest of the Target Complex. Vapors don't shoot back.

(For the rest of this article, "Target Complex" refers to the complex that is being spied on, and "Home Complex" refers to the complex that is doing the spying.)

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**Recruitment:** You can divide spies into "Foreign" and "Native" spies. "Foreign" spies are BLUE clearance or higher at their Home Complex, and they do not willingly choose to be a spy. They were forced to by their direct supervisors, or even the rulers of the Complex, as part of their daily jobs. There are some incentives involved though: these spies tend to get paid extra bonuses, are cleared to more information than other people at their security clearance, and (assuming they succeed) will get promoted upward to high security clearances.

"Native" spies are a bit more problematic to recruit, partly due to the inherent unreliability of these spies (they have not been subject to the same mental conditioning that "foreign spies" had been exposed to at Home Complex). Some Complexes spin an elaborate tale of how their Complex is indeed *far* better than the one they live in currently, and that if they just serve Home Complex faithfully, *you too can live there like a King*. Other Complexes do not have the time and patience for that sort of propaganda though and just blackmail random individuals to serve as their agents.

**Initiation:** Officially, "foreign" spies go through a rigorous training program that gives them the skills needed to survive in a strange new complex. Unofficially, "foreign" spies are literally just handed a book about the Target Complex, given some training as to how to survive in the Outdoors so they can covertly make it to the Target Complex, and then shoved out the door with a fake ID and a copy of their clone template to upload at Tech Services. There are just so many other Complexes and so much attrition out on the field there that the Home Complex does not even bother training each individual spy. Learn on the job.

"Native" spies are given a more dignified process where they fill out paperwork to apply for citizenship. The forms are kept as blackmail material.

**Recognition Code:** Each Alpha Complex has its own unique slang, so just using it is usually enough recognition for other Agents. Other people may look at you funny if you start calling a

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“bot” a “Metallic Citizen” or “Hot Fun” as “AHA98C” (Algae Heated at 98 Degree Celsius)...but they’d look at you funny for doing any of the other secret society recognition codes anyway.

**Codename:** “Foreign” spies use their old name at Home Complex, mostly as a status symbol if anything. “Native” spies are assigned a new name as part of the Initiation Process, to help solidify their loyalty to Home Complex. When utmost secrecy is called for though (which is, generally, *all the time*), each spy identifies themselves by a letter or series of letters. (Agent A, Agent AA, Agent AAA).

**Structure:** There are two type of structures: an "individual agent" model and the "collective cell" structure. Generally, more established spy networks lean towards the "collective cell" structure (as it is the most efficient at intelligence gathering and sabotage), while new spy networks lean towards the "individual agent" (less chance of the spy network getting compromised).

Individual agents contact their Home Complex through a "shielded communication system within the complex", i.e. an "unlicensed long-range radio transmitter". Possessing this long-range radio is treasonous at all security clearances, and the communication is subject to monitoring by Internal Security, so the agent has to be very careful when using it.

A "cell" structure is functionally similar to that of a conventional secret society. The agent receive orders from higher-clearance colleagues of his Service Group whom he generally have a good "professional" excuse to meet up with regularly ("Yes, I have to meet up with my service firm supervisor every week and talk about my job while drinking TeaSir. If you have a problem with that, take it up with him.") Larger "cells" further disguise themselves by pretending to be one of the other "native" secret societies, gambling that Internal Security will overlook the activities of a cell claiming to be a member of the Romantics or the Sierra Club.

Sometimes, this system falls apart. The "cell" may had been purged, the radio doesn't work, etc. In that case, the spy is temporarily or permanently out of contact with their supervisors. If that

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happens, the spy is ordered to reestablish connection with the Home Complex through whatever means possible. This takes priority over all other existing orders given by the society. The last thing the Home Complex wants is a rogue spy undermining all the progress the Home Complex has already done because the rogue spy had outdated orders.

**Attitudes:** The spy network of the Home Complex has no true friends. Though the Home Complex may share an ideological affinity with one of the "native" secret societies, its spies must be willing to betray this "native" secret society at a moment's notice if it will help further the national security of the Home Complex. Home Complex's spy network is generally opposed to Target Complex's Internal Security (which wants to shut down their operations) and Target Complex's Program Groups (who are the purveyors of the Status Quo and thus have an interest in keeping the spies out).

Perhaps the only entity that the Home Complex might consider allying with on a semi-permanent basis is PURGE. PURGE is only interested in overthrowing (or destroying) the existing Alpha Complex regime, and is willing to do whatever it takes to accomplish this goal, even selling themselves out to another Alpha Complex. This sort of ideological consistency makes PURGE very trustworthy and predictable, two traits that any spy network loves. Even if the Home Complex allies itself with the Target Complex, it makes sure to maintain a few contacts with PURGE...just in case.

**Subfactions:** The Home Complex's Spy Network has long ago been infiltrated by service groups and secret societies from said Home Complex, all of which have their own covert agendas and plots. For now, however, they have to work alongside with other agents, leading to the creation of small informal cliques within the Network. Though all subfactions remain nominally dedicated to Home Complex's interests...all have different ideas on what those interests *are*. Certain subfactions may be declared 'rogue' and cut off from the main Network, and it is

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speculated that many of Target Complex's secret societies actually had their roots as subfactions in the Home Complex's Spy Network.

The **Loyalists** believe in sabotaging and harming Target Complex at every turn, and tends to hide their activity under a PURGE facade. The Loyalists however tends to be at odds with the other subfactions who views Target Complex as a useful tool. The **Researchers** want to use Target Complex as a “research lab”, inflicting painful 'experiments' that could shed light on why people conduct treason. The **Liberators** desire to aid resistance organizations like PURGE, Humanists, and Sierra Clubbers, in the hope of slowly corrupting them into being willing servants of Home Complex (or more accurately, willing servants of Home Complex's Secret Societies). The **Manipulators** try to convince Target Complex to attack the enemies of Home Complex, thereby killing two traitors with one stone. And, the **Parasites** steal whatever they can from Target Complex for the glory of Home Complex.

The only thing that these above subfactions have in common though is that they *want* to do their job, whatever they interpret their job to mean. The **Slackers**, for their part, has lost all loyalty to Home Complex, instead using the resources of the Home Complex's Spy Network to make their life at Target Complex more tolerable. Any help they provide to Target Complex is only incidental to the help they provide to themselves (for example, blowing up a strategic location may really be cover for murdering their rivals).

**Sidebar - Diplomacy:** Congratulations, you are skilled/lucky enough to make it to Degree 16 in this secret society. That's the good news. Everything else is bad news.

Your activities have attracted so much attention that Internal Security has a 30-page dossier on you and your connections to Home Complex. Since you are useless a spy, but you still possess useful “field experience”, Home Complex ‘arranges’ for your public defection before sending you back as an “Official Ambassador”, representing your Home Complex to the ULTRAVIOLET leaders of Target Complex. At this level, you must find UV patrons willing to support Home

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Complex's interests in return for certain "favors", and try to cultivate good relationship with Target Complex as a whole (either to lure them into a false sense of security, or as part of a genuine hope for an alliance). Occasionally, you may also have to negotiate a "prisoner swap", getting Target Complex to release Home Complex's Spies in return for Home Complex releasing Target Complex's spies. To make your life more interesting, every single step you take is constantly monitored by an Internal Security team ready to terminate you on a moment's notice.

At least you get diplomatic immunity.

[1] Some of the more paranoid leaders of Home Complex (such as The Computer) believe that other Complexes already have spies infiltrating Home Complex *at this very moment* and that they are covertly responsible for every act of treason and imperfection in Home Complex. The only logical solution is to send spies into those Complexes and support treason against them first.

## Other Complex Ideas

[Your Alpha Complex](#): A blog post written by Costin-U-MOR; provides useful "hooks" for creating your own alternate Alpha Complex.

[In Nomine](#) is an RPG where players are either Angels or Demons fighting a cold war over the fate of the Human race. Surprisingly, there has been many attempts to adopt Alpha Complex into this setting, usually treating The Computer as "God" itself. Even if you are not interested in "In Nomine", these three links should at least give you some useful ideas for creating a hyper-religious Complex.

- [Moelane](#)
- [Eschatonic](#)

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- [SJ Games](#)

[Alphaville](#) is a proposed alternate Alpha Complex setting that takes place in the 1950's. A potential hook for a campaign, inspired by Phillip K. Dick.

[Bubblegum Complex](#) is an alternate Alpha Complex that shares superficial differences with that of Alpha Complex (different secret society names, schooling system changes, salary and living expenses, etc.). Still very useful if you want a rival Alpha Complex that looks the same, but is *slightly* different.

## Bonus Complex - the “Exact Same”

From a discussion between **Iron Domokun** and **Silent** hosted on [the Mongoose Publishing forums](#) between December 10th 2011 to February 11th 2012.

### **Iron Domokun**

I always thought that *Spy For Another Alpha Complex* implied that all Alpha Complexes were more or less the same. A typical Paranoia character knows next to nothing and what he does know is mostly wrong, so the Spy may know very little about his own Complex, or even (in true Paranoia fashion) think that he's spying for another complex when in fact he is spying on his own complex for a faction within his complex (or another complex... or another planet... or another dimension... or...).

### **Silent**



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Considering how 1st Edition and *Internal Security*\* **both** agree with Iron Domokun, and that it is a way to easily generate an Alpha Complex, I really should add that "complex" onto the website. It is, after all, just as "legitimate" as the other complexes on that site.

However, Iron Domokun, the published material has also leaned in the opposite direction by having the complexes have differences (however slight). I'm guessing the inconsistencies are there to give the GM a wide enough room to help keep the players on their toes. Truth is relative in *PARANOIA* after all.

\*1st Edition implied that all complexes are alike and hate the same enemy (Commies), while *Internal Security* raised the idea that the "spies" may actually be from the same Complex, just a different sector.

### **Iron Domokun**

Alpha Complex is like Springfield in *The Simpsons*. It has whatever is required for the needs of the plot, whether it's Springfield Gorge, the Monsterhorn mountain, only one bridge out of town, etc. And these geographical features are completely ignored in any subsequent episode they are not needed. I personally believe that it's counter-productive to define any Complex with much detail, it limits your ability to screw the players.