

Meeting of January 17, 1997

The Usual Stuff: Warhammer 40K game  
Weekly Magic tournament

At this meeting Mark Martin ran a Paranoia adventure. Taking part were Mark Snowden (with the troubleshooter Julianov), Mat Tharp, David Tharp, Falcon Ward, Jeff Snyder, Gary Martin, Stan Davis, a new player named Lisa, and yet another newbie brought by Gary Martin.

At the start of the adventure Tharp's character was put in charge – and when the party was in R&D sector, immediately led it into a Yellow security zone, causing all the troubleshooters to be "terminated" ... because they had only red clearance! After a new set of clones were assembled for everyone, Snowden's character was then made leader (brevetted to orange), and he in turn made Davis' character his second in command.

The mission of the troubleshooters was to seal a breach made in a medical dome in the alpha complex. R&D gave the party a device to do this with, the item being activated by codes supplied by the leader, the 2nd in command, the newbie brought by Gary Martin, and Martin's character. Martin's character had so little intelligence, however, that a special helmet was fitted to his cranium to help him think of his part of the code! R&D also fitted a power arm to David Tharp's character, and another helmet was fitted to Falcon Ward's, which evidently was intended to establish some sort of telepathic link with Martin's!

Upon reaching the medical dome, the party encountered a scene of near total destruction, with a dead Sierra Clubber present, as well as treasonous literature. David Tharp's character somehow managed to incite the wrath of the computer and a gun battle broke out between himself and the rest of the party. He attacked the party leader with his mechanical arm, but was eventually slain. The leader's pistol suffered a malfunction in the battle; however, he managed to fix it before it exploded! The damaged power arm was also salvaged and repaired by Lisa's character.

A replacement clone was then sent for David Tharp's character. After it arrived some sort of weird creature (actually a squirrel) suddenly appeared and ran into the jumpsuit of Falcon Ward's troubleshooter! David Tharp's character thereupon attacked the thing with his power arm(!), but fortunately Ward's troubleshooter was not seriously harmed! Afterwards, without warning, the helmet on Martin's character suddenly popped off him, so it was transferred to Snyder's.

Further investigations were then made. In the middle of the dome was a pile of wreckage – which seemed to be radioactive! A door in the north wall of the dome was closed, and David Tharp's character destroyed his power arm when he attempted to use full force to open it! Suddenly, through a hole in the top of the dome the party was fired by a female Sierra Clubber, but she was eventually shot down.

Another replacement clone was later parachuted down to the party through the same hole in the dome, though the clone was somewhat damaged when poles were used to keep him away from the radioactive debris below! Afterwards the party proceeded on, and a door in the east wall of the dome was found to be open. Upon making some torches, the dark corridor beyond was entered.

The troubleshooters eventually discovered where a breach had been made in the walls of the facility, and Snyder's character went down through it to investigate. He did not return when ordered to do so, so the troubleshooters of Tharp and the newbie were then sent down to find him. Shots were heard shortly thereafter; and then the walls of the facility began to shake

ominously! The party retreated to the main dome, and the corridor it had just left then collapsed! Yet another Sierra Clubber took this opportunity to start firing on the party through the hole in the top of the dome, but again the attacker was shot down.

At this point it was decided to set off the sealing device provided by R&D. Headquarters advised that this was possible even though two of the people with parts of the activating code were now gone (Snyder's character having replaced Martin's in this capacity when he took up his helmet). With the party's leader and the troubleshooters of Lisa and Stan Davis working furiously on the problem, the device was actually set off successfully, and the dome sealed up.

After returning to headquarters, the party went through debriefing. Though the new clones of Tharp and Snyder attempted to denounce the party's leader (indeed Tharp's character had constantly been heckling the leader throughout the adventure, keeping notes in a little book), their claims did not seem to be taken seriously. In fact, after the adventure the party's leader was permanently promoted to orange rank and given a blaster(!); while two party members he had given commendations to, Lisa's and Stan's, were promoted as well, along with Gary Martin's (for working with his helmet). The characters of Snyder and David Tharp were denounced for destroying or losing their own R&D equipment!

After the Paranoia game was over (at around 12:30 AM) Mark Snowden and various players left for home. A fair amount of gaming activity was still going on at the club at that time.