

## Ultraviolet Clearance Reference Sheet

**Warning! This document is classified Ultraviolet Clearance!**  
**Reading of this document by those of Violet Clearance or below is Treason!**

### Weapon Chart

Weapon	Damage Number	Type	Radius	Range (meters)	Ammo	Spray Area
<b>Non-Experimental</b>						
Laser Pistol	8	L	—	50	6	—
Laser Rifle	9	L	—	100	6	—
Grenade	8	P	5	20	1	A
Slugthrower:						
Solid Slug	7	P	—	50	6	—
Dum-Dum	8	P	—	40	6	—
HE	9	P	—	40	3	—
AP	9	AP	—	40	3	—
HEAT	11	P	—	40	1	—
Napalm	7	F	3	40	1	A
Flare	—	—	10	40	1	A
ECM <sup>1</sup>	7	F	10	40	1	A
Gas <sup>2</sup>	—	—	5	40	1	A
<b>Experimental</b>						
Sonic Pistol	7	E	—	60	10	—
Sonic Rifle	8	E	—	100	10	—
Blaster	9	E	—	50	1	—
Energy Pistol	8	E	—	50	5	—
Ice Gun	8	P	—	50	25	S
Needle Gun	8	AP	—	20	20	S
Flamethrower	11	F	—	20	10	S
Gauss Gun <sup>1</sup>	9	F	20 <sup>3</sup>	20	100	A
Tangler <sup>4</sup>	—	—	—	50	3	—
Stun Gun <sup>5</sup>	—	E	—	40	6	—
Hand Flamer	10	F	—	40	3	—
Plasma Gen.	20	F	20 <sup>3</sup>	20	10	A
Semi-Automatic Slugthrower:						
Solid Slug	7	P	—	50	10	S
Dum-Dum	9	P	—	40	10	S

Weapon	Damage Number	Type	Radius	Range (meters)	Ammo	Spray Area
HE	10	P	—	40	5	S
AP	10	AP	—	40	5	S
HEAT	12	P	—	40	1	—
Napalm	8	F	3	40	1	A
Flare	—	—	10	40	1	A
ECM <sup>1</sup>	10	F	10	40	1	A
Gas <sup>2</sup>	—	—	5	40	1	A
Cone Rifle:						
Solid Slug	13	P	—	200	1	—
Dum-Dum	15	P	—	200	1	—
HE	10	P	5	200	1	A
AP	17	AP	—	200	1	—
HEAT	11	P	5	200	1	A
Napalm	8	F	8	200	1	A
Flare	—	—	30	200	1	A
ECM <sup>1</sup>	10	F	30	200	1	A
Gas <sup>2</sup>	—	—	20	200	1	A
Tacnuke	30 <sup>6</sup>	F	160	200	1	A

### Melee Weapons

Unarmed: 5I, Force Sword: 12E, Neurowhip: 10E, Truncheon: 8I.

### Primitive Weapons

Thrown Knife	7	I	—	20	1	—
Bow	7	I	—	40	20	—
Rock	5	I	—	20	1	—

Knife: 7I, Sword: 9I, Club: 8I, Brass Knuckles: 6I

### Types

L=Laser	P=Projectile	F=Field
AP=Armor Piercing	E=Energy	I=Impact

### Footnotes

- 1: Only damages bots and electronics.
- 2: Poison Gas is F3. (see pp.79-80).
- 3: Damages in a 60° cone in direction fired.
- 4: Entangles, doing no real damage. (p.81)
- 5: Stuns, doing no real damage. (p.81)
- 6: Round down to 20 if necessary.

### Armor Table

Asbestos Clothing: F4	Reflec: L4
Farraday Suit: E4	Kevlar: P3
Environment Suit: All1	Leather: I1
Combat Suit: All4	Chain: I2
Battle Armor: All7	Plate: I3

### Combat Modifiers

Action or Status	Modifier	Affects:
Attacker Wounded	-4	Both
Point-Blank Range	+4	A
Target Dodging (really optional)	-4	Both
<b>Attacker is:</b>		
Moving: Walking	-1	Both
Running	-4	Both
Range: Medium	-2	A
Long	-4	A
<b>Defender is:</b>		
Moving: Walking	-1	Both
Running	-4	Both
in Cover: Some	-1	A
Partial	-4	A
90%	-15	A
Lying Down	-3	A
	+5	M

A: Aimed (Missile) Attacks

M: Melee Attacks

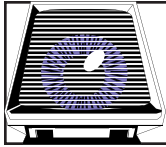
### Hit Location Table

(really optional)

Roll	Result
1-2	Head
3-4	Left Arm
5-6	Right Arm
7-11	Chest
12-14	Abdomen
15-17	Left Leg
18-20	Right Leg

### Damage Table

Damage Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Damage Number
No Effect	1-12	1-10	1-9	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	—	—	—	—	—	—	—	—	—	No Effect
Stun	13-20	11-20	10-18	9-16	8-15	7-13	6-11	5-9	4-7	3-5	2-3	1	1	1	—	—	—	—	—	—	Stun
Wound	—	—	19-20	17-18	16-17	14-17	12-15	10-14	8-13	6-12	4-11	2-10	2-9	2-5	1-4	1-2	1-2	1	—	—	Wound
Incapacitate	—	—	—	19-20	18-19	18-19	16-18	15-18	14-17	13-17	12-17	11-16	10-15	6-14	5-12	3-10	3-8	2-5	1-2	—	Incapacitate
Kill	—	—	—	—	20	20	19-20	18-20	18-20	18-20	18-20	17-20	16-20	15-20	13-20	11-20	9-19	6-18	3-14	1	Kill
Vaporize	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	20	19-20	15-20	2-20	Vaporize



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### Vehicular Accidents & Falling from Great Heights Table

Fall (in m)	0-5	6-10	11-15	16-20	21-100	101-1000	1001-10,000	10,001-farther
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Speed of Crash (km/h)	0-10	11-25	26-50	51-100	101-200	201-500	501-1000	1001-10,000	faster
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#### Effects

Effects	None	1-8	1	-	-	-	-	-	-
Stun	9-15	2-9	1	-	-	-	-	-	-
Wound	16-18	10-15	2-9	1	1	-	-	-	-
Incapacitate	19	16-18	10-15	2-9	2	1	-	-	-
Kill	20	19-20	16-20	10-20	3-20	2-20	1-19	1-18	1
Vaporize	-	-	-	-	-	-	20	19-20	2-20

### Vehicle Combat Modifiers Chart

Action	Modifier	Action	Modifier
Hovering	-1	Going Slow (-25 kph)	-3
Evading	-3	Going Fast (26+ kph)	-6

### Insanity Table

(really optional)

Roll	Result
1-10	Stunned
11-15	Anxiety Attack
16-19	Paranoia/ Personality Disorder
20	Whacko

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Treasonous Act	Treason Points
Mutation:	
Registration of	5
Suspicion of	2
Proof of	5
Incontrovertible Proof of	10
Possession of Machine Empathy	20
Secret Society Membership:	
Confessing	5
Suspicion of	2
Proof of SS Membership	5
Incontrovertible Proof of	10
Knowledge of Communist Doctrine	10
Being a Communist	50
Failure to Complete a Mission	1
Being the Sole Survivor of a Mission	2
Turning Off One's Communicator	
During a Mission	1
Evading IntSec or Computer Surveillance	1
Doubting The Computer	1

## Security Clearances

(Infrared)	Red	Orange
Yellow	Green	Blue
Indigo	Violet	Ultraviolet

### Vehicle Weapons Chart

Weapon	Damage Number	Type	Radius	Range*	Ammo*	Spray*
Laser Cannon I	13	L	-	200m	1	-
Laser Cannon II	13	L	-	200m	2	-
Laser Cannon III	13	L	-	200m	3	-
Anti-Missile Laser	8	L	-	100m	3	S
Sonic Blaster	14	E	50'	50m	3	-
Firethrower	15	F	-	40m	10	S
Tube Cannon I	5	-	-	200m	1	-
Tube Cannon II	5	-	-	200m	1	-
Missile Racks	5	-	-	15km	1	-
Gas Thrower	6	-	20	20m	10	-

#### Footnotes

- \*: Optional Rule
- 1: May fire once every 10 rounds.
- 2: May fire once every 5 rounds.
- 3: May fire every round.
- 4: Fires in 60° cone to front of weapon.

- 5: Fires Cone Rifle shells. Tube Cannon Is require a clone loader; TCIIIs have an autoloader and fire twice per round.
- 6: Fills area around vehicle with any of the gases available for Cone Rifle shells.

### Treason Chart

Treasonous Act	Treason Points	Loyal Act	Treason Points
Failure to Be Happy	1	Executing a Traitor	-2
Being Out of Uniform	1	Turning a Traitor Over to IntSec	-1
Failing a Hygeine Inspection	1	Unmasking a Traitor Who is Executed by Someone Else	-1
Disobeying Orders from: a Security Clearance Superior	*	Completing a Mission	-1
a Mission Superior	2	Receiving a Commendation from a Superior	-1
The Computer	5	Testing Experimental Equipment, Protecting it from Damage, and Filing a Report of Test Results	-1
Failure to Defer to a Citizen of Higher Security Clearance	1	Being Extremely Happy	-1
Being Present in a Location of Higher Security Clearance	*		
Possessing a Treasonous Skill	10		
Damaging, Destroying, or Losing Assigned Equipment	*		
Possessing Unauthorized Information or Equipment	*		
Refusing the Assignment of Experimental Equipment	1		
Being Accused of Treason	2		
Making a False Accusation of Treason	5		

\*: Variable. The number equals the difference in Security Clearance between the Traitor and the person, area, or equipment being mistreated. Thus, a Red level Troubleshooter in a Blue clearance hallway gets 3 Treason Points. For equipment, you may wish to base it on the value of the equipment instead.