

Example Corporate Enclave

INCOMPLETE INCOMPLETE INCOMPLETE

By Khadim Nasser.

The spring breeze from the Pacific was clean for once. And though it had rained hard in the night, the bright morning sun was warm on the shaman's weathered skin and the wet grass was not unpleasant between his toes. On a day like this, he felt he would like to simply walk and walk along the coast, but the long wire fence blocked him. Beyond it, he could see the great plascrete drums of apartment blocks and a huge flashy conch shell of glass and steel where the white people worked. He thought of them as white people, using the terminology of his tribe, though in truth half of his own tribe were caucasians, whose parents had come to learn the old ways in the time of Howling Coyote. On the fence's other side (where there should be no sides) a black white man in a security uniform saw him and came walking toward him. A long, polished gun was cradled in his arms like a baby, angled casually toward the shaman. 'Mao Tse Tung had been right,' thought the shaman – 'everything comes from the barrel of the gun.'

"Hey you," shouted the guard! "Get out of here, lousy drek head."

The shaman hesitated, sniffing at the astral aura of the place. There was power here; greedy, selfish, self-consuming, but it was power. Silently, he turned his back on the fence, the guard and the morning sun and trudged back the way he came toward the grey highway. "This is private property" he heard the guard yell after him.

*The shaman carried on walking. He had no answer then.
But he knew that Time would bring one.*

This is a complete corporate enclave. It is written with the assumption that the corporation is NeoNET, but it is easy to swap in another AAA corporation if the plot requires it. The intent is that this should provide fierce opposition for a Shadowrun team and that good planning and research will be necessary to survive a run, though there are other ways to exploit this setting. Usage suggestions are included toward the end.

Note that this setting uses advanced rules from both Street Magic, Augmentation and Arsenal as well as those in the basic Shadowrun 4th Edition. Relevant or calculated stats are repeated, but not necessary rules. All of these books are strongly recommended.

-Khadim

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The Physical Enclave

Overview

From the '*Darren Villiers Business Park*' Corporate Brochure:

“Nestled in parkland a little ways off from Route 7 in Seattle and cosily sandwiched by the nearby military territories of the Fort Lewis district, this small but valuable enclave is a safe home to a few hundred of NeoNET's employees and their families. Here, the employee feels part of the welcoming community that is NeoNET.

Though conveniently located close to the city, the enclave has everything you and your family would want in a secure and wholesome environment. For less family orientated employees, the enclave also has a small but vigorous singles scene and friendly, welcoming staff.

Containing three habitation rings, a lake, a night club, sports facilities, five bars, a boutique, an extensive SIM games league, well-equipped medical facilities and gene-cultured gardens, we're hard put to think of anything you might want that isn't here.

Of course, it's not all rest and relaxation. Our employees here constitute a small but important part of NeoNET's growing business empire and the enclave was opened by Richard Villiers himself in 2068. You can be sure that the upper management of NeoNET knows we're here and values us highly. Nothing says this better than the beautiful Darren Villiers Cowry Building, a gleaming glass structure designed by noted Tir architect Georgina Allinson and base of operations for Rachel Perez, one of NeoNET's VPs of Strategic Forecasting. More than one member of the NeoNET family has found the start they needed to their career at the *Darren Villiers Business Park, Seattle*.

The Darren Villiers Business Park, Seattle – where you'll feel at home, at work.”

Locations

Note that nearly all Matrix details associated with these locations are covered in the Matrix section for easier reference. Game statistics for any guards, vehicles, etc. are located at the end or in the security section. A summary sheet is printed at the end.

Habitation Rings

These three colourful “drums” are the main accommodation in the Enclave. Each one can house slightly over two-hundred people in varying degrees of luxury. Not simply an apartment block, each contains a bar, a small auto-clinic, a round the clock trid theatre, discretion rooms, a gym and a cafeteria. In addition, the best apartments have their own roof top enclosures.

All public areas and standard apartments have security camera coverage for the employees' protection. The enclaves security guards also have over-ride access to enter standard apartments, but access to the cameras is logged and reviewed. The corridors on each main level have discreet speakers distributed along the walls for announcements as do all apartments. When not over-ridden

by any announcement or bulletin, speakers in public areas typically play piped music at all times. Light classical, such as Mozart or Debussy is recommended, though other old music such as early 2040's Goblin Rock is also played. Décor varies, but is mostly light pastel in colour with plush, deep pile carpets. Occasional trids on the walls cycle through Peterson's "Wonders of the Awakened World" or other stimulating album sets. Residents are accustomed to the sight of security or cleaning drones wandering the corridors on occasion and pay them no mind.

Most apartments look out either inwards toward the central space, or outwards into the rest of the enclave. A few of the more luxurious apartments span the entire width of an arc and have views in both directions.

Note that the squat, cylindrical design of the hab rings is very stable and the construction very robust. Only carefully placed and very powerful explosives would significantly damage the structure even if internal or external walls were breached.

External Walls: Armour Rating 16, Structural Rating 13

Internal Walls: Armour Rating 12, Structural Rating 11

External Doors: Armour Rating 9, Structural Rating 8, Maglock Rating 4 (w. Anti-tamper 4, Card-Reader)

Internal Doors (common): Armour Rating 2, Structural Rating 3, Maglock Rating 3 (Card-Reader)

Internal Doors (luxury apartment): Armour Rating 6, Structural Rating 7, Maglock Rating 5 (w. Anti-tamper 5, Biometric)

H1. The "Orange Ring" is unofficially the most prestigious of the three habitation rings, due to its proximity to the Cowry building as well as because amongst its official residents are some of the more high-ranking managers at the enclave including Rachel Perez (though she far more frequently sleeps at her office, not returning for weeks at a time).

H2. The "Blue Ring" has a friendly rivalry with the "Red Ring" next door and is currently winning both the Neil the Ork Barbarian SIM Game championships, though losing the sports championships.

H3. The "Red Ring" is currently slightly underpopulated, housing only around eighty people in total and the upper two floors are currently vacant. Most of the on-site security guards live in this ring, which means the average combat ability and armament of the inhabitants is somewhat higher than the other two rings.

All Rings. The roof-tops are not simply bland concrete expanses. Several of the top-floor flats have roof-top gardens and the remaining space is paved, if not used. Gardening and maintenance drones ensure that everything is well-kept.

Hospital Block M1.

Though small, this medical facility is fully equipped for everything from contagious disease isolation to surgery and augmented healing. A full range of telepresence medical equipment means that NeoNET's own doctors can provide treatment from central medical facilities without the inefficiency of keeping one sitting idle on site. Trideo projectors even ensure that the patient can have a virtual doctor opposite them during a consultation.

The one thing that the hospital lacks is capacity. It has five beds and only one augmented healing tank. Most conditions are treated as out-patients. If the need for serious care outstrips the meagre ability to house patients, then overflow cases are flown to one of Seattle's private hospitals with which NeoNET has arrangements. Naturally those who present the lowest security risk are exported first.

External Walls: Armour Rating 12, Structural Rating 11

Internal Walls: Armour Rating 12, Structural Rating 11

External Doors: Armour Rating 4, Structural Rating 5, Maglock Rating 4 (w. Anti-tamper 4, Card-Reader)

Internal Doors: Armour Rating 2, Structural Rating 3, Maglock Rating 2

Security Office S1 and Drone Facilities S2

This composite building contains both the main security office for the enclave and a storage and maintenance bay for the site's drones.

The Matrix Enclave

Overview

Given that the site houses a lot of valuable employees and given that the site is directly owned by a AAA corporation, Matrix security at the enclave ranges from good to superb. Nevertheless, an interrelated set of systems as large and as complex as comprise the enclave cannot but help have some weaknesses. Although the chance of an outside hacker penetrating any real distance into the network are slim without a very long, very cautious sustained campaign, a hacker that has the physical world support of an infiltrating or undercover team may be able to meet with some success. Conversely, any team that intended to infiltrate the enclave undetected would almost certainly require the support of a very skilled and experienced hacker. Hackers taking on the enclave's systems are advised to try imaginative tactics, such as securing legitimate user accounts and log-in details through social exploits, infiltrating micro-drones into wi-fi shielded areas or even blackmailing or intimidating actual residents and employees.

Additionally, hackers will need to find out very quickly that they are not alone in the system. NeoNET has its own pet computer experts all too eager to defend their reputations by busting an incautious intruder.

Finally, NeoNET do not publicise the fact, but the enclave's systems can and do run black IC. There are secrets buried in the corporation's matrix systems that they are willing to kill to protect.

Locations

Hab Rings General (H1 – H3)

Each of the habitation rings is broadly similar to the other two. Therefore the matrix system is described once below and any minor changes are detailed under the specific location. Chiefly, the differences are only within a few specific apartments within the buildings.

Building Management Node

This node is an overall co-ordination system for various management subnodes. It provides a point of contact for external systems to query as well as raising issues beyond the hab ring itself. E.g. connections problems affecting apartments, repair requests, etc.

Floors 1-7 Management Sub-Nodes

These nodes, all similar, manage their respective floors, raising issues up to the Building Management node where needed. E.g. lighting failures, repair requests, etc.

Floor 8 Management Sub-Node.

This node is the general management node for the upper floor of the hab ring. Due to the typically more elite nature of the top floor occupants, it is slightly more cutting edge than lower levels.

Building Security Node

This node is a sub-system of the general site security system. It manages the overall security of the building, raising alerts to the general system as needed.

Hab Ring (H1)

Hab Ring (H2)

Hab Ring (H3)

Other Matrix Users

Naturally, the enclave's matrix site sees a lot of use.

The Magical Enclave

Security

The Business

The People

The Work

The enclave is not focused on one area of work, but covers a very broad range. However, as a general rule, the work is of a non-practical nature, i.e. no chemicals or nano-engineering, etc. That's not to say that research doesn't go on, but it is either strictly software or maths-based, or else project management or review for facilities elsewhere. Most employees here are engaged in accounting issues, market forecasting, competitor analysis (a few employees with the contacts and background to moonlight as Johnsons are a valuable and un-talked about asset and are well rewarded), project evaluation (who do we downsize today) and other similar issues.

It's important to note that not all of the people who work on site, live on site. Whilst the majority of employees do, it is inevitable that every day brings visitors from other offices, temporary relocations

from other sites, etc. There are perhaps around fifty such workers present on any given day.

Hours are sometimes semi-flexible depending on the particular job role. In practice, what happens is that there is a normal and official fixed time to work and the employee has some flexibility in when they choose to perform their overtime. Most settle down to roughly a six day week, to ensure they get at least one day work free. Others break their backs during the working week and have an old-fashioned two-day weekend, though as most managers don't do this, most staff tend to feel uncomfortable doing it.

The Money

The money earned by the resident workers varies enormously from the lowest paid maintenance staff to the heady heights of NeoNET's VP wannabes. The wage earned is consistently at the upper end of what might be expected for any given job. In 2070, when software agents can accomplish sophisticated tasks without human input, the remaining workforce are by necessity, those who have valuable skills. The typical office-worker at the enclave will earn around 6,000¥ per month, a security guard around 5,000¥. Living on the site is not free and costs are deducted from employee accounts through various payment programs and service costs. Nevertheless, it is still cost effective and these basic employees are receiving what is effectively a Middle lifestyle at a mild discount, with the added bonuses of excellent security, good emergency care and zero commuting time. A middle to upper manager at the site can expect her salary to begin at the 11,000¥ per month mark and rise steeply for some of the more powerful players. The downside is that increasingly the remuneration takes the form of share options, bonus schemes and other such golden handcuffs. Whilst low-ranking employees face the contract violation penalties and child education fee repayment clauses and other such “stick” methods if they ever contemplate jumping ship, it's got nothing on the carrots that the upper management would lose for their treachery. That is assuming that their position wasn't sensitive enough that other measures were considered.

The Demographics

The overwhelming majority of the enclave's inhabitants are human. There are a significant number of dwarves on site who tend to socialise together to the degree that resentment between humans and dwarves may actually become a significant issue. There are also a statistically normal percentage of elves and a number of orks, albeit the latter are a small minority. There are no trolls resident at the enclave though very occasionally one is transferred in temporarily. Elves have a certain level of influence at the site despite minority status because three of the four magically active residents are elves along with two of the most prominent managers.

Legwork:

The following information is obtainable about the site. It is divided by category. GM's may either use straight-forward rolls to determine the level of information gained, or else play through the PC's activities according to taste. This can involve smooth talking employees in off-site bars and clubs, research on the Matrix, or even long range observation. The GM is encouraged to make up some background detail for the source of any information. On any of the following routes of investigation, a ***critical glitch*** means that some aspect of the site's security (whether that be a hacker, a mage or security chief) has become aware of someone nosing around and probably has a rough description of the investigator and when and where they were asking / researching, etc. This can result in counter-investigations for which budget will be allocated.

Physical Environment:

Glitch:

1-2 hits:

3-5 hits:

6-9 hits:

10+ hits:

Employees:

Glitch:

1-2 hits:

3-5 hits:

6-9 hits:

10+ hits:

Business:

Glitch:

1-2 hits:

3-5 hits:

6-9 hits:

10+ hits:

Magical Facilities:

Glitch: This is the site's weak point. They have very little magical security following budget cuts. They have some fire elementals bound to the site, but their not allowed inside buildings for obvious reasons.

1-2 hits: They definitely have more than one mage on site and some bound spirits that watch the entire place from the astral.

3-5 hits: There are at least two mages on site and active at any given time. There are also several Guardian spirits present and bound to watch the site from the Astral plane.

6-9 hits: The site has *four* resident mages, one of which is some sort of initiated chaos magician. There are some bound guardian spirits that protect the physical security guards against magical attack. There are some bound elementals too, but these are rarely deployed because of the risk of collateral damage. The site can get astral reinforcement from the NeoNET site in central Seattle if they request it. It would take only seconds to arrive and could be overwhelming in force.

10+ hits: The site has four resident mages, three of which are elves including one multiply initiated chaos magician calling himself The Pheonix Pasha who specialises in conjuring. He summons guardian spirits of varying degrees of power to provide counter-spelling for the site's physical security forces and protection for important employees. There are also two bound noble earth elementals (noble being hermetic terminology for over Force 6) and two air elementals, similar. More significantly, if there is any sign that the resident magical force is insufficient to deal with intrusion, an alarm will be despatched via Matrix and watcher spirits to the NeoNET building in central Seattle, triggering an immediate sending of reinforcements which are expected to be Air Elementals.

Physical Security:

Notes: As Novatech's relationship with the UCAS armed forces grow ever warmer, sites such as this one benefit from the oversight of experienced personnel. The security staff here contains a significant number of ex-military as well as excellent levels of equipment. Whilst the security staff at the site are usually inconspicuous and dressed down, the tools for serious business are never far away. Nor do you know when the security guard might be sporting a little more augmentation than expected. Finally, the machismo culture amongst the security on this site, leads not a few of them to purchase their own little equipment upgrades.

Statistics:

Staff and Residents

Descriptions

M.R. Chetwyn

Image: A grizzled bull-dog of a man, mid-height for a dwarf, around 1.2m (4'), very burly, closely shaved grey hair and a stubbornly unaugmented pugnacious face. He wears security armour with "Chief of Security" written across it in lightly glowing yellow capitals.

Role-playing / Background: Like he looks, terse, efficient, a bleak personal life consisting of porn SIMs and liquor. M.R. (as he is occasionally called if you want to be familiar, "the chief" otherwise), is ex- of the UCAS military having served his term and wished to get out after serving in Chicago during the Containment. He now brings his military expertise to bear on safe-guarding the Darren-Villiers enclave which he does with customary efficiency. He is an extremely strict disciplinarian, handing out physical punishments to his staff if they are tardy, which they accept. He can be considered to have a very low chance of corruption, mainly due to lack of interest in happiness.

Lara Adler, Company Girl

Image: A slim, elf, with long, light blonde hair in a neat pony tail and the most striking golden eyes. If prepared for combat, she may have slotted in the protective covers giving her golden lenses that cover from the bridge of the nose to her temples in two smooth wedges. Likewise, she may be wearing full, flexible armour. If a situation arises when she is unequipped, she may strip naked leaving what looks like form fitting body armour, but which on closer inspection is the black dermal sheathing that covers her lean musculature completely. In ordinary day to day wear, she will dress in a smart, loose fitting business suit and white blouse.

Background: Lara comes from a well-off corporate family from Frankfurt. Her two older sisters have both begun successful careers in middle-management, but Lara always had a fascination for corporate security. Enrolling on a corporate security program, she became increasingly enamoured

of how far she could push her body and the thrill of infiltration and pursuit, right to the point of forever setting herself apart from the rest of metahumanity by having dermal sheathing woven into her body. Not upset at all at the new, black, ridged skin that she wears, she instead fetishises her new body, revelling in its power and attractiveness. She is 100% committed and loyal to her corporation, loving both it, and her place in it, with all her heart.

Notes: If hunting down PCs within the enclave, Lara will normally have a suitable level of access to the enclave Matrix systems, allowing her to co-ordinate with the security teams, view scenes through the security cameras, turn off lights when attacking, etc. This will naturally be done via AR only.

Chigorin, Chaos Mage

Image (Chigorin): A sallow, hollow-cheeked man, adolescent looks, probably in his early twenties with thinning blond hair and intense blue eyes. Though physically, he looks undeveloped and gawkily tall at around 6'3" (1.88m), he has a real charge of energy about him. His dress is rather odd – typically an expensive suit, but mismatched in ensemble – brown top, blue trousers, or sometimes no shoes or socks. More has a tendency to work illusions into his conversation, illustrating what he means with conjured images or drawing rainbows in the air.

Image (Mate): A dwarvish, black imp-like creature, some four foot in height with black, membranous wings, long fingered hands and no face to speak of, just a rudimentary mouth and tiny black eyes that are almost indiscernible against the smooth, fleshy dark skull. It's touch is clammy and cold.

Background: Chigorin was a child prodigy that had the fortune to be born into a megacorporation community. Though psychologically he has a pronounced tendency toward intellectualisation and emotional withdrawal, he has tremendous intelligence. He awakened at an early age (seven years old) and acquired a doctorate in magical theory before his eighteenth birthday. Consequently, he is afforded great leeway by his employers in his mannerisms and work routines in return for his substantial abilities. He is, however, required to undergo a month psych-evaluation and has a daily 'socialisation' session to ensure he remains reasonably in touch with humanity. Things are going well however and he happily applies his considerable intellect to keeping the compound and its inhabitants safe in return for plenty of research time, contacts and a reasonable income. He knows it affords him more opportunities than living outside in the cold.

Chigorin spends most of his time either carrying out magical duties for his employers, conducting his own research, or playing chess game variations with spirits from odd metaplanes. He has occasionally had an awkward working relationship with Tariq due to his dismissive attitude to Tariq's religious beliefs, but these days they work together well. His relationship with Sultan is almost non-existent.

Rachel Perez, VP of Strategic Forecasting, Novatech.

Net Personal Worth: ¥32.8 million.

Image: A striking woman, seemingly in her late twenties, with light green skin and dark, curling red hair. She seems unassuming, but there is an air of power and wealth about her that she clearly is unconscious of. Her clothes alone probably cost everything you would earn in a year and were undoubtedly bought without a thought.

Role-playing: Utterly poised in almost any circumstance. Rachel sees the world through an abstract distance that not even physical danger seems to penetrate. Pleasure is pursued in a slightly absent manner as with any other of the basic necessities. About the only thing that is likely to perturb her is if she is cut off from the flow of data and decision making that is her work. In which case she will grow increasingly irritated and unpredictable. It should be noted that she has an inhuman level of rationality and analytical ability. If there is any weakness or flaw in an obstacle that confronts her, whether that be an investment uncertainty or a kidnapping scenario, she is likely to find it. For all her frail flesh and blood, she may well be one of the most dangerous people the PCs ever come across.

Background: Frequently seen naked and soaking up the rays on the roof of her office, or in the glass greenhouse within, enjoying the warmth, Rachel may appear to be sleeping, but her mind is never still. And if anyone doubted it, the constant floods of messages, instructions and demands that pour from her, whether she is lying in the Sun, swimming or making love, prove her dedication. As one of the most important forecasters in the AAA corp, Rachel helps guide funding to research projects and subsidiary start-ups, or mercilessly crushes those she deems not to have a future. The story is still told of how a lowly manager once brought to her attention a profitable opportunity he had spotted and was catapulted up the ranks over his superiors' heads. Rachel herself shot from the lowest ranks to her current position in record time. There are employees in Novatech that would cheerfully sell their partner just to have her hear their name. Then again, there are those who would give anything for her to never have heard theirs in the first place.

Bodyguards:

Orks: These burly orks are outfitted in the best quality armour, including full helmets, and despite being bigger and bulkier than a natural human could ever be, move with a rapid staccato precision that is most unnatural. Wired and then some.

Guardian Spirits: These strange spirits manifest as stooped, vulture headed humans covered in mottled black feathers with long rangy muscles, foul, drooping black wings and glittering yellow eyes. Their talons are wicked, obsidian things that look as if they could rend steel. Their long necks are draped with saggy folds of skin. When using their elemental strike power, these necks sack will suddenly inflate and then expel the air through the creature's long throat as it's beak opens in a hideous, raw deafening screech.

Doberman Drones:

Squat, black crab things a couple of feet high, with a foot of rifle barrel sticking out from a 360° dome in the middle of its back. The ceramic-alloy skin looks quite thick but it scuttles along at a terrifying speed, before bracing its four legs to provide a rock-solid firing platform. Multiple, small, protected "eyes" regard you through their lenses. The golden star of the NeoNET logo glimmers on the front panel.

Steel Lynx Drones (standard):

A low slung body supported by four legs tipped with wheels, a solid looking body in the middle from which a stubby machine gun barrel protrudes. The thing ranges from riding along slightly below waist height, rising to nearly man height as it draws its legs in to reach an elevated firing position. The thing looks quite deadly.

Steel Lynx Drones (elite):

A low slung, heavily armoured combat drone, legs that splay outward allowing it to drop to present a reduced target or rise to get a better firing arc. Each 'foot' has a largish, lockable wheel for fast movement. This is obviously the same unit as a normal Steel Lynx, but it seems to be an updated or superior model – the heavier, ceramic plate armour looks like it could stop an assault cannon round and the semi-turreted machine-gun barrel looks seriously heavy duty.

Centaur Mobile Weapons Platforms:

A little baby tank about the volume of a compact car but much more solid - a dense metal beast with with a turret and forward gun - sort of anti-vehicle cannon. The turret bears *[dependent on model]* the lethal looking, motorised rotating barrels of a minigun *OR* two fat square missile launchers spinning to shoot down any aerial threats. Heavy charcoal grey plates of ceramic armour look like they would shrug off anything short of naval weaponry.

Elementals:

Earth: A monstrous spirit of mountain stone, moving like an earthquake. Taking the form of a great stone bull, some eight feet at the shoulder, it's hide has the colour and texture of granite and as you feel its charge toward you in your feet, it might as well be.

Air: A mighty eagle, bronze feathered wings some twelve feet from tip to tip, ruby coloured talons flex claws that look like they could gouge tracks out of a car and the rush of wind as it beats its wings is enormous. Yellow eyes fix you mercilessly in its gaze.

Statistics

Security Guard, Human (Basic w/ normal equipment)

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	3	4	3	2	3	2	3	6	7	1	10

Skills: Dodge 3, Pistols 3, Automatics 3, Unarmed Combat 2, Clubs 1, Knowledge (Tactics) 3, Infiltration 1, First Aid 1, Perception 1

Gear: Full Body Armour (10/8), Ares Predator IV (Hvy. Pistol, 5P, -1AP, SA, 15(c), Smart Link), Ingram Smartgun X (SMG, 5P, BF/FA, 32(c), RC 2(3), Smart Gun Link), Stun Baton (6S(e), SR4, pg.154), Commlink (Novatech Airwave, company issue, see Matrix security section for statistics), Goggles (Thermographic, Low-light, Smart Link, Flare Comp, Image Link).

Substitute Packages (add 1 – 2 of the following options) :

Cyber Eyes, as Goggles + Eye Recording Unit.

Dermal Plating II (+2/+2 armour) and + 1 Body.

Wired Reflexes I (+1 Reaction, +1 IP)

Obvious Full Cyberarm (attributes as owner's natural, gyro-mount, +1 box on condition monitor), FN-HAR Assault Rifle, +1 Automatics skill. Combat Knife

Security Guard, Ork (Basic w/ normal equipment)

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
6	3	4	5	1	3	1	3	6	7	1	11

Skills: Dodge 3, Pistols 3, Automatics 3, Unarmed Combat 3, Clubs 2, Knowledge (Tactics) 3, Infiltration 1, First Aid 1, Perception 1

Gear: Full Body Armour (10/8), Ares Predator IV (Hvy. Pistol, 5P, -1AP, SA, 15(c), Smart Link), Ingram Smartgun X (SMG, 5P, BF/FA, 32(c), RC 2(3), Smart Gun Link), Stun Baton (6S(e), SR4, pg.154), Commlink (Novatech Airwave, company issue, see Matrix security section for statistics), Goggles (Thermographic, Low-light, Smart Link, Flare Comp, Image Link).

Substitute Packages (add 1 – 2 of the following options) :

Dermal Plating III (+3/+3 armour) and + 1 Body.

Wired Reflexes I (+1 Reaction, +1 IP)

Obvious Full Cyberarm (attributes as owner's natural, gyro-mount, +1 box on condition monitor), FN-HAR Assault Rifle, +1 Automatics skill. Combat Knife

Security Captain, Human

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	4	4	3	3	4	3	4	6	7	1	10

Skills: Dodge 3, Pistols 3, Automatics 3, Intimidation 2, Leadership 1, Unarmed Combat 3, Clubs 2, Knowledge (Tactics) 3, Infiltration 1, First Aid 1, Perception 2

Gear: Full Armour (10/8), Ares Predator IV (Hvy. Pistol, 5P, -1AP, SA, 15(c), Smart Link), Ingram Smartgun X (SMG, 5P, BF/FA, 32(c), RC 2(3), Smart Gun Link), Stun Baton (6S(e), SR4, pg.154), Commlink (Novatech Airwave, company issue, see Matrix security section for statistics), Goggles (Thermographic, Low-light, Smart Link, Flare Comp, Image Link).

Cyberware: Wired Reflexes I,

Security Captain, Dwarf

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	4	4	3	3	4	3	4	6	7	1	10

Skills: Dodge 3, Pistols 3, Automatics 3, Intimidation 2, Leadership 1, Unarmed Combat 3, Clubs 2, Knowledge (Tactics) 3, Infiltration 1, First Aid 1, Perception 2

Gear: Full Armour (10/8), Ares Predator IV (Hvy. Pistol, 5P, -1AP, SA, 15(c), Smart Link), Ingram Smartgun X (SMG, 5P, BF/FA, 32(c), RC 2(3), Smart Gun Link), Stun Baton (6S(e), SR4, pg.154), Commlink (Novatech Airwave, company issue, see Matrix security section for statistics), Goggles (Thermographic, Low-light, Smart Link, Flare Comp, Image Link).

Cyberware: Wired Reflexes I,

M.R. Chetwyn (Security Chief), Dwarf

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
5	4(6)	4(5)	4 (6)	3	4	3	6	1.75	7	1(2)	10

Skills: Dodge 3, Pistols 3, Automatics 3, Intimidation 2, Leadership 1, Unarmed Combat 3, Clubs 2, Knowledge (Tactics) 3, Knowledge (Security) 4, Infiltration 1, First Aid 1, Perception 3
 Gear: Full Armour (10/8), Ares Predator IV (Hvy. Pistol, 5P, -1AP, SA, 15(c), Smart Link, Ex-Ammo), Ingram Smartgun X (SMG, 5P, BF/FA, 32(c), RC 2(3), Ex-Ammo & APDS), Smart Gun Link, Stun Baton (6S(e), SR4, pg.154), Commlink (Novatech Airwave, company issue, see Matrix security section for statistics), Goggles (Thermographic, Low-light, Smart Link, Flare Comp, Image Link), Knowsoft (Security Systems) 5, Data Jack.

Cyberware / Bioware: Wired Reflexes I, Control Rig, Cybereyes II (Thermographic, Low-Light, Flare Comp), Muscle Replacement II, Orthoskin II.

Lara Adler, Elf

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	5(8)	4(8)	2(4)	4	3	2	4	0.05	8 (11)	1 (3)	

Skills: Dodge 1, Automatics 1, Unarmed Combat 1, Etiquette (Corporate) 3, Negotiation 2, Leadership 2, Knowledge (Tactics) 3, Knowledge (Corporate Politics) 3, Knowledge (Magic) 2, Knowledge (Security Systems) 3. Language (German) N, Language (English) 3, Perception 2.

Skillssofts (choose any **two** at any time or any combination up to 10 total points; Simple Action to change)*: Unarmed Combat 5, Blades 5, Dodge 5 (+2 Move by Wire), Pistols 5, Automatics 5, Infiltration 5, Running 5, Perception 5

**Typical Skillwire configuration is: Infiltration 5, Perception 5 when initially pursuing hostiles, switching to Pistols or Automatics 5, Dodge 5 when prepared to engage.*

Gear: Form Fitting Body Armour, Full Suit and Leather Jacket (8/4), Ingram Smartgun X (SMG, APDS, 5P, -5AP, BF/FA, 32(c), RC 2(3), Smart Link), Monofilament Sword (5P, -1AP), Knife, Commlink (Novatech Airwave, company issue, see Matrix security section for statistics).

Cyber and Bioware: Cybereyes IV (Betaware, Flare Comp., Low Light, Thermographic, Smartlink, Vision Enhancement III, Vision Magnification, Image Link, Recording Unit, Detachable Protective Covers), Move By Wire II, *Skillwire Expert System, Cyberears I (Audio Enhancement III), Dermal Sheath III (chameleon), Muscle Augmentation II, Muscle Toner III, Skillwires 5 (allowed as additional rating point on existing Move By Wire system – GM Judgement),

Natural Armour: +3 / +4; w/ full armour + helmet +11 / +8

Perception Dice Pool w/ activesoft: 8 basic, 11 visual, 11 audio. w/ out activesoft: 5 basic, 8 visual, 8 audio.

Infiltration Dice Pool w/ activesoft: 13 basic, -4 dice pool to spot when naked.

Chigorin, Human Chaos Magician

Human, Magician (Chaos Tradition), Initiate 5

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
3	2	3	2	3	3	6(9)	5	8	4		6	1	9

Movement: 10/25

Skills: Arcana 5, Assensing 4, Astral Combat 1, Banishing 4, Binding 4, Enchanting 3, Knowledge (Mathematics) 5, Knowledge (Chess) 5, Perception 5, Summoning 4, Counterspelling 6, Ritual Spellcasting 5, Spellcasting 6.

Languages: English (N), Arabic, Latin, Greek, Russian, German

Drain Attribute: Willpower + Logic

Qualities: Spirit Pact (Formula).

Spells: Powerball, Powerbolt, Stunball, Stunbolt, Ball Lightning, Clout, Blast, Analyze Magic, Combat Sense, Detect Enemies Extended, Detect Magic Extended, Mindlink, Mindnet, Translate, Stabilise, Increase Willpower, Physical Double Image, Improved Invisibility, Orgasm, Phantasm, Alter Memory, Animate, Armour, Astral Armour, Control Mind, Deflection*, Levitate,

Metamagic: Ally Conjunction, Centering (Formula), Quickening, Shielding,

Gear: Medicine Lodge 9.

Dark Lucia, Free Spirit, Former Ally

Force 7

Powers: Astral Form, Banishing Resistance, Realistic Form, Sapience, Sense Link, Fear, Magician, Elemental Attack (Air), Spirit Pact (Formula), Movement

Metamagics: Shielding, Absorption

Rachel Perez, Human

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
2	2	4	2	6	5	5(8)	6	4.6	9	1	8

Skills: Gymnastics 1, Diving 1, Dodge 1, Swimming 2, Con 5, Etiquette 5, Instruction 4, Intimidation 6, Leadership 5, Negotiation 6, Perception 1, Knowledge (Mathematics) 3, Knowledge (Economics) 6, Knowledge (Scientific Developments) 5, Knowledge (Technological Developments) 6, Knowledge (World Politics) 5, Knowledge (Psychology) 3, Computer 3, Data Search 6, Hacking 4

Cyberware & Bioware: Cerebral Booster III (Beta), Reception Enhancer III (Beta), Chloroplast Skin (Beta), Silky Skin (Beta), Sleep Regulator (Beta), Platelet Factories (Beta), Universal Nantidotes 9 (Soft), Neural Amplifiers (Neocortical), Neural Amplifiers (Recall). Biomonitor (Beta), Commlink (Beta), SIM Module (Beta).

Commlink – Response 6, Signal 3, Firewall 7, System 6.

Agent #1: Pilot 6, Analyze 6, Black Hammer 6

Agent #2: Pilot 6, Track 6.

Note: Either agent is perfectly capable of wiping any or all of the commlink's stored data on detecting a successful intrusion. The agents are instructed to do this should contact be lost with Rachel for a prolonged period of time (GM discretion, recommended two hours). Other

circumstances may also serve as a trigger.

Executive Bodyguards

Ork

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
7	4	4(10)	6	1	4	3	5	0.55	7 (14)	1 (4)	11

Skills: Athletics Group 3, Close Combat Group 4, Dodge 3 (+3 Move by Wire), First Aid 3, Pistols 5, Automatics 5 (SMG's), Longarms 3 (Assault Rifles), Heavy Weapons 3 (Grenades), Intimidation 2, Perception 4.

Cyberware & Bioware: Move By Wire III (Alpha), Cybereyes II (Beta w/ Smartlink, Vision Magnification, Vision Enhancement III), Radar Sensor III (Beta), Cyberears I (Beta, Audio Enhancement III), Orthoskin III (Beta), Sleep Regulator (Beta), Damage Compensators XII (Beta)

Gear: Medium Military Armour w/ Helmet: 16 / 14 (Air Tank, Chemical Protection, Non-conductivity, Fire Resistance, Helmet incl. Flare Comp.), Thermal Smoke Grenades x3, Ares Predator (APDS), Ingram Smartgun X (Shock Pads, Gas Vent 3, APDS), Knife, Flash PAK, Bio-monitor. Stim Patches (VI), Antidote Patch (VI), Trauma Patches.

Notes: Total bonus dice pool w/ SMG is: 13, no range modifiers, RC (4).

Total armour incl. Orthoskin: 19 / 17.

Total Perception dice pool is 10 visual / 10 audio / 7 radar (but omni-directional, unaffected by invisibility or camouflage and penetrates 15 points of structure rating, i.e. anything but the thickest of walls and floors).

Force 5 Guardian Spirit, Materialised

B	A	R	S	C	I	L	W	ESS	M	Init	IP	CM
6	7	8	7	5	5	5	5	5	5	13	2	10

Astral Init/IP: 10,3

Movement: 15/40

Skills: Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat.

Powers: Astral Form, Fear, Guard, Magical Guard, Materialisation, Movement, Sapience, Natural Weaponry, Elemental Attack (Sound).

Notes: Elemental Attack (Sound) is a ranged attack, 12 dice to attack, 5S damage, ignoring armour. Targets taking more than their Willpower in damage suffer nausea (SR4, pg. 254) and are deafened for 10 minutes.

Bound Elementals

Note: The bound elementals have been bound to guard the site against intruders according to the long-term binding rules (SM, pg. 94) and are not limited to a number of services. They perform their tasks competently, and may even welcome the diversion of combat, but (GM discretion) probably won't spend much Edge in the fulfilment of their tasks unless they have a reason to dislike a particular character. The Earth Elementals might not pursue those who flee off site, but the Air Elementals probably will.

Force 7 Earth Spirit, Materialised

B	A	R	S	C	I	L	W	ESS	M	Init	IP	CM
11	5	9	11	7	7	7	7	7	7	16	2	14

Astral Init/IP: 14,3

Movement: 10/25

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat.

Powers: Astral Form, Confusion, Fear, Guard, Materialisation, Movement, Sapience.

Suggested Tactics: Use materialise to appear directly in the midst of the team and immediately engage the most dangerous or vulnerable opponent(s) in melee combat. Use Confusion or Fear to disperse or impair the group. Pay particular attention to the knock down rules (SR4, pg. 151) as the elemental will likely send the odd PC flying. If there is any 'danger area' near by, e.g. high windows, power-transformers, etc, the spirit is highly effective at using knock down to send a PC barrelling into it.

Force 7 Air Spirit, Materialised

B	A	R	S	C	I	L	W	ESS	M	Init	IP	CM
5	10	11	4	7	7	7	7	7	7	17	2	11

Astral Init/IP: 14, 3

Movement: 15/75(flight)

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat.

Powers: Accident, Astral Form, Concealment, Confusion, Energy Aura (Electricity), Engulf (Air), Materialisation, Movement, Psychokinesis, Sapience, Search.

Suggested Tactics: If appropriate, use Concealment to hide presence from group initially, make maximum use of psychokinesis (a likely 5 hits on the Magic + Willpower roll will likely generate sufficient force to knock team members out of windows, wrest guns from opponent's hands, etc. Engulf is also a quick way to temporarily move most magicians from combat whilst mundanes are dealt with. Energy Aura also makes the spirit more effective in melee than might be expected and note the effect of electricity on drones.

Drones:

Mitsuhaman Gardenbot LT, various models.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor

0	5	5	1	1	0	1
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Gardening multitool (1P, AP -2), Chemical Sprayer (range 1m).
Pilot 1, Gardening Autosoft 1, All Matrix attributes at 1. Signal 2.

GM-Nissan Doberman w. Improved Software.

Handlin g	Accel	Speed	Pilot	Body	Armor	Sensor
0	10/25	75	4	3	6(H)	3

Clearsight Autosoft 4, Targeting (Assault Rifle) Autosoft 4, AK-97 assault rifle w/ Stick N Shock (6S(e), AP 1/2I, SA/BF/FA, 250(c), Smartlink). See SR4, pg, 239-240 for autosoft rules. Doberman has both low-light and thermographic vision. Firewall is rating 5, remaining matrix attributes at 3.

Steel Lynx (Standard) w. Improved Software.

Handlin g	Accel	Speed	Pilot	Body	Armor	Sensor
0	15/40	120	4	4	9(H)	3

Defense Autosoft 4, Targeting (LMG) Autosoft 4, White Knight LMG w/ APDS (6P, AP -5, BF/FA, 250(c), Smartlink, Integrated Gas Vent V system, effective tripod when not moving, total RC 11). See SR4, pg, 239-240 for autosoft rules. Steel Link has, low-light, thermographic vision and ultrasound. Firewall is rating 5, remaining matrix attributes at 3.

Steel Lynx (Elite) w. Improved Software.:

Handlin g	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
0	15/40	120	4	4	12(H)	3	12R	19,200¥

Firewall 5, Response 5, System 5, Signal 6, Pilot Program additionally equipped with Analyse 5, Armour 5 and Attack 5.

Autosofts: Defense 4, Targeting (Minigun) 4.

Weapons: GE Vindicator Minigun (6P, -1AP, FA, *uses Minigun rules for burst fire, Arsenal, pg. 30*, 300 rounds ammo)

Extras: Fitted Flash-Pak, all directions, as per Flash-Pak grenade (SR4, pg. 313), -4 DP to attack (-2 w. flare comp.), Ammo Bins (already factored in), Smart Link system, speaker system (“Drop your weapons...”).

Sensor Package: Front and back cameras (360° total arc, low-light and thermographic), radar , 2x motion sensors, microphone)

Ares Centaur High Mobility Weapons Platform, Anti-vehicle model.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
+1	15/30	100	-	4	17	3	10R	20,800¥

Weapons: GM Light Autocannon (13P, -6AP, SA, -1/m, 50 internal ammo bin, Smart Link, Vision Magn. Fixed), GE Vindicator Minigun (6P, -1AP, FA*, 300c, Smart Link, Vision Magn., Turret), Ammo Bin (already factored).

**uses Minigun rules for burst fire, Arsenal, pg. 30.*

Extras: Sensors rating 7 where applicable: Front and back cameras (360° total arc, low-light and thermographic, ultrasound), radar , 1x motion sensors, microphone), Speakers, CCU, CCU Device Statistics (Response 5, System 5, Firewall 5, Signal 7, IC 5 w. Analyze 5, Attack 5, Black Hammer 5, Armour 5)

Autosofts: Defense 4, Targeting (Autocannon) 4, Targeting (Minigun) 4

Ares Centaur High Mobility Weapons Platform, Air Defence model.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
+1	15/30	100	-	4	17	3	10R	20,800¥

Weapons: GM Light Autocannon (13P, -6AP, SA, -1/m, 50 internal ammo bin, Smart Link, Vision Magn. Fixed), Ballista I Missiles (14P, -2/-6AP, SA, -7/m Blast, Smart Link, Vision Magn., Turret), Ammo Bin (already factored).

Extras: Sensors rating 7 where applicable: Front and back cameras (360° total arc, low-light and thermographic, ultrasound), radar , 1x motion sensors, microphone), Speakers, CCU, CCU Device Statistics (Response 5, System 5, Firewall 5, Signal 7, IC 5 w. Analyze 5, Attack 5, Black Hammer 5, Armour 5)

Autosofts: Defense 4, Targeting (Autocannon) 4, Targeting (Missile Launcher) 4

GM Notes

All groups have different power-levels. But more so than most RPGs, Shadowrun is a game of eggshells armed with hammers. Cunning, treachery and information will always trump actual ability in this game. Hopefully therefore, the enclave is sufficiently broad in scope that it will present a challenge to many different power-levels because the same requirements for thought and strategy will exist whether the players have a few pieces of cut-price cyber or are loaded to the (literal) gills with delta-grade bio.

At the same time, the intent was not to create an impregnable facility. There are weak-points that clever players can exploit if they approach from multiple angles (matrix and physical). The game is intended to be fun after all.

If you need to adjust the power-level of the enclave upwards however, the following are quick and easy fixes:

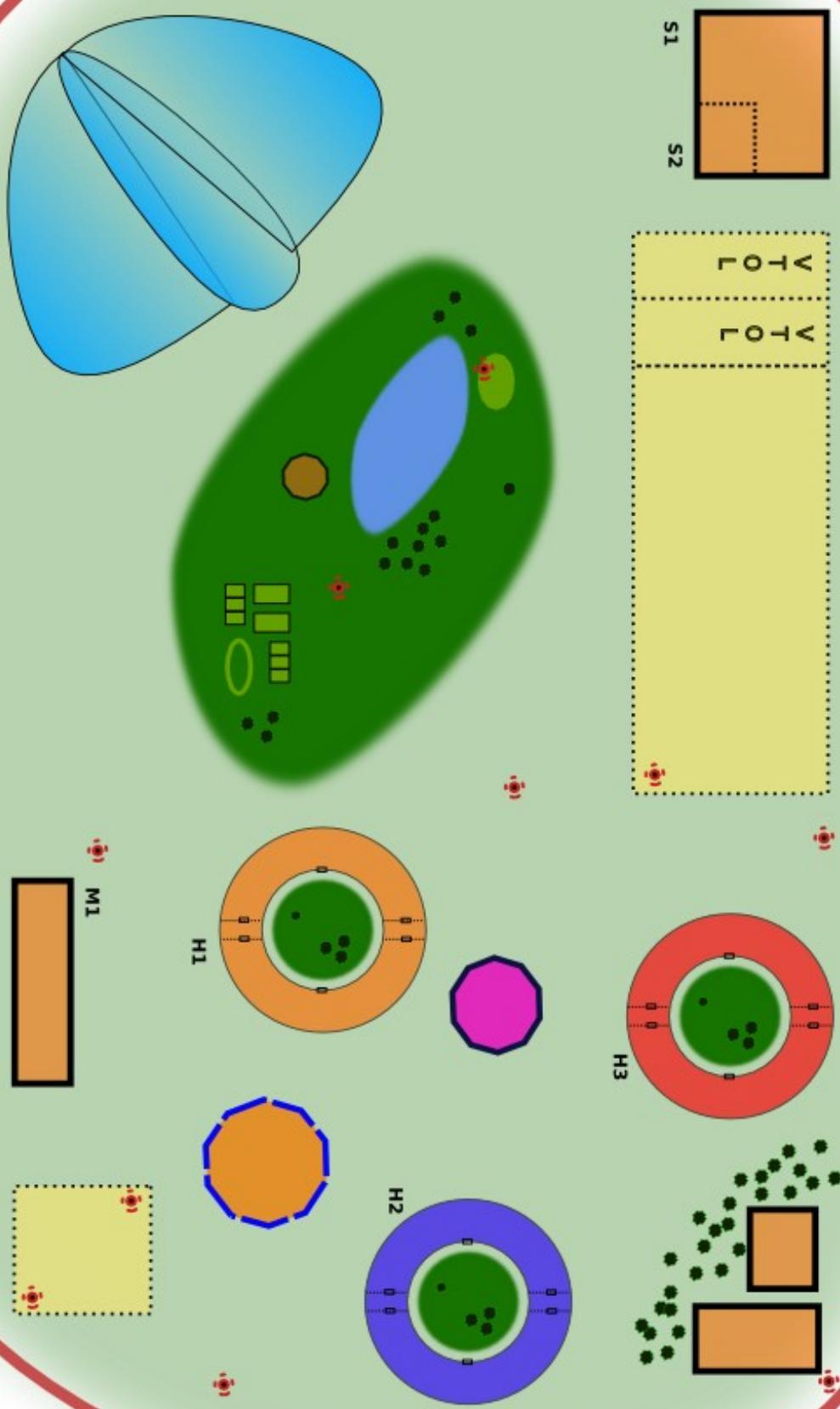
Physical: Increase the number of security guards. This is quicker than tweaking all their stats. Alternately, play up the military connections of NeoNET and make greater use of the customisation packages provided. Increase the number of drones, especially hover drones. Biodrones from Augmentation can be effective as can some cyborgs.

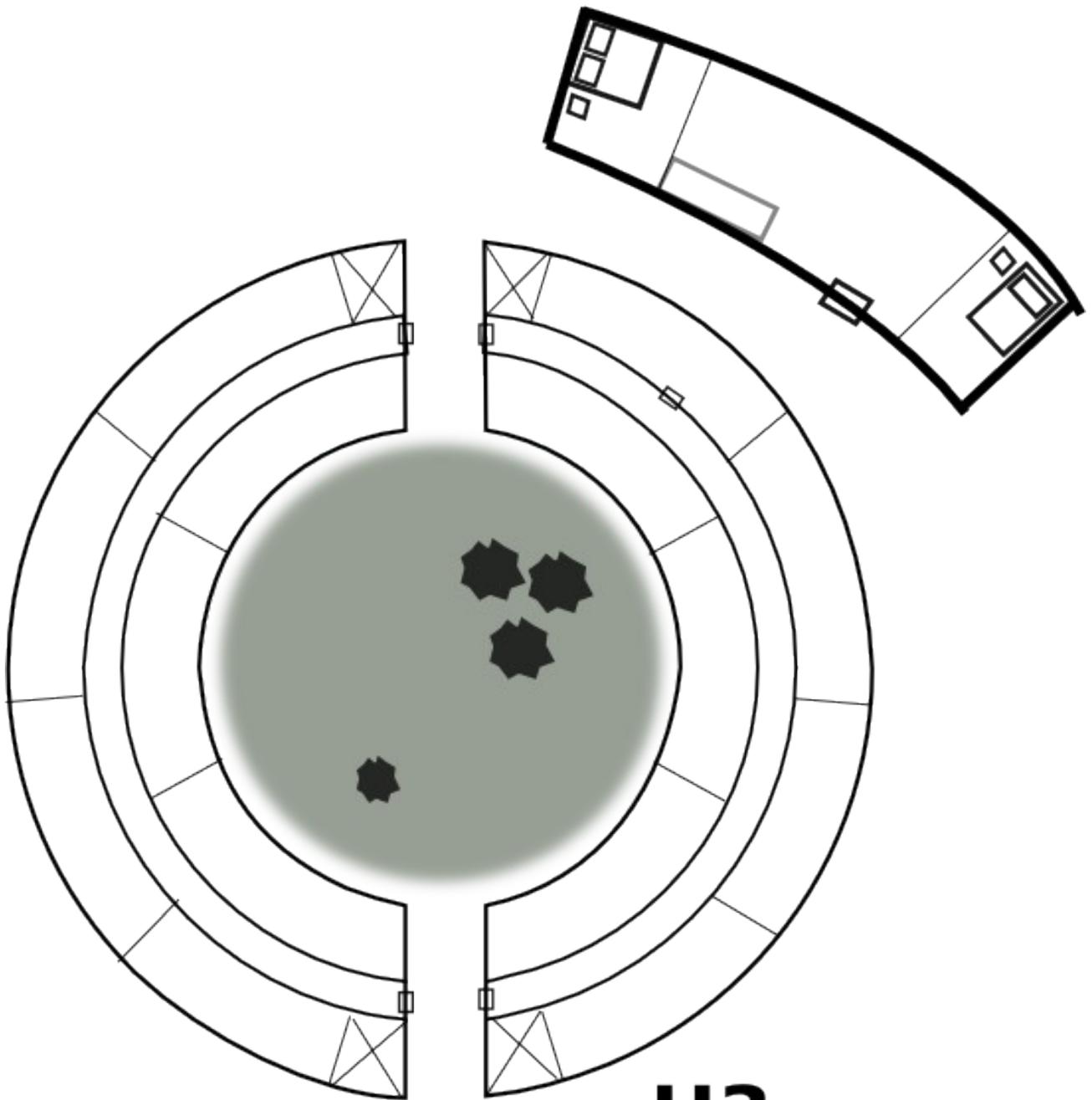
Magical: Throw in additional guardian spirits to provide counter-magic for the physical security. Hell hounds could be kept on site (barghests are bad for civilian areas) as could a bound free elemental (if you want to get silly). Resident mages can be increased in number or have an extra initiate level or two added on. Astral mages can be whisked in from other sites if an alarm is raised, along with bound spirits.

Matrix:

Maps

Darren Villiers Corporate Enclave, Seattle





H3

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