
CORPORATION

UNITED INTERNATIONAL FINANCE

BREACH & CLEAR

A GUIDE TO INSTALLATIONS & BASES

BREACH & CLEAR

**"OLD GOD SURE WAS IN A GOOD MOOD WHEN HE MADE THIS PLACE."
HUNTER S. THOMPSON**

JAMES NORBURY

For Martyn, Hannah and Matt.

Curry, bad films and RPGs - what else is there?

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DISCLAIMER

Cult Hives are bad for your health. Enter at your own risk.

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INTRODUCTION

INSTALLATIONS. WHAT ARE THEY AND WHY ARE THEY RAD?

Installations are the 'dungeons' of Corporation. An infinite variety of themed environments populated with traps, enemies, allies, rewards and secrets. Although one might think of an installation as a factory or a lab, in Corporation it means any structure which has an entrance, an 'action area' and an exit (though that exit might not be easily accessible). Examples might include a stately home, a series of catacombs, an abandoned caravan park or a space station overrun with xenomorphs.

One of the most important elements of an installation is that it offers a sealed environment where the GM has a high degree of control of what's going to happen, especially when the installation is underground or in an environment such as the void of space or underwater, where the players cannot simply leave.

Because the players have such limited freedom, the GM can create a much more intense and themed experience. Elements such as ammunition, healing, use of contacts and the ability to obtain resources are all heavily curtailed.

This provides a powerful contrast to more open gaming sessions where the players are in the city and have a more general mission such as 'find out what's going on in the packing district'. The elimination of freedom can make the players feel much more on edge and that if something goes wrong, they're in real trouble. They will also be out of their own territory, so one wrong move can bring in a host of enemies which they may be ill-equipped to handle.

An installation can be great for testing the players' resourcefulness and problem-solving abilities. What are they going to do when their ammunition runs out? How will they rid themselves of a toxin which will kill them in 30 minutes? How will they cross that enormous gap without the code to extend the bridge? In a game set outside of an installation, these problems are not nearly as common.

And when the installation has been completed, if it has taken several sessions to complete, there will also be a tangible sense of relief when the players finally escape with their loot and are able to go home, lick their wounds and spend their ill-gotten gains.

USING THIS BOOK

Open it using your hands and with eyes open, regard the words written. These will impart information to you. The idea of this book is to stop you thinking in the same old patterns and create more depth and richness in your installations. When you think of a typical lab or office you'll have several preconceptions based on the films you've seen or the places you've visited. This book will help you add new things to your games that you and your players have not encountered before.

It should also make the creation of a detailed and interesting installation a lot easier and to this end, we've added numbers to as many entries as possible so that you can roll a dice and populate your world with some truly unusual stuff that you wouldn't automatically think of.

And as if that's not enough, you'll find a selection of maps detailing some of the most commonly used installation types so that when your players go off track, you can grab this book and off you go.

THAT'S JUST WEIRD?

Sometimes you'll roll things that are downright weird and simply don't make sense but before dismissing the idea, have a think about what you could take away from the idea.

For example, say you roll a dice and determine the CEO's office is in the middle of a Freestate Wasteland and is guarded by rogue droids. That initially doesn't make sense but just maybe, the CEO is fearful of high ranking traitors in her corporation and has gone into self-imposed exile where she thinks no-one will find her. Perhaps during the exile, she met some members of the DLA (Droid Liberation Army) and gave them a wad of cash in exchange for some basic protection from the local outcasts. Okay, it's a strange idea and I genuinely just made that up as I typed it, but why not? There's a kernel of a good plot in most mad ideas.

CHARACTER ADVANCEMENT AND EQUIPMENT

TRAININGS

TRAP MASTER TRAINING

Prerequisites

Observation 3

Mechtronics 3

For each separate trap you encounter you gain one free point of conviction which can be used for spotting, identifying, disarming or dismantling the trap. If you do not use the Conviction on the trap it is lost and cannot be saved for a later device

SECURITY SPECIALIST

Prerequisites

Surveillance Training

You have in-depth knowledge of security systems and can tell a lot about a building's systems by observing just a few of its elements. For example, by seeing that 'Argus Cameras' are fitted to the outside of the building, you can predict that the installation will also have an 'Argus Kinefix Infra-Red Alarm' system and quite probably 'Anzeiger HT7 Turrets' as Argus and Anzeiger have an agreement with one another. This is by no means a guarantee but it does give you an edge in terms of what to expect.

System

When breaching or assessing an installation you gain a bonus conviction each scene which can be used to assess, spot and bypass a building's security systems. If you don't spend the Conviction point by the end of the scene, it is lost.

EQUIPMENT

THERMALLY DAMPENED SUIT 1500 CREDITS.

A simple skin-suit which keeps the detectable thermal output of the wearer in a specified range. Perfect for bypassing temperature sensitive alarms and mosquitos. The suit can be worn underneath armour.

CAN-TRAP



**OUR BUSY, MODERN LIVES DON'T ALLOW
THE TIME OR THE EFFORT TO LUG AROUND
A 20KG MAN-TRAP**

**ENTER CAN-TRAP - IT'S A MAN-TRAP IN A
CAN THAT WEIGHS A MERE 3 KG AND IS
PRIMED AND READY TO MANGLE IN LESS
THAT 20 SECONDS!**

ONLY 150 CREDITS!

(Takes 20 seconds to dispense a fully functioning
vintage man-trap)

INSTALLATION THEMES AND META-PLOTS

So you've decided to want to run an installation because you fancy some 26th-century dungeoneering. Before you go a step further consider if there's something you can do to add an overall theme or meta-plot to your game. This doesn't necessarily affect the core plot (though it can), so if the players are entering the facility in order to steal an object or rescue an ally, this remains the key objective of the mission. Moreover, it adds a distinctive flavour to the session.

Here are some examples:

1. Limited Lifetime
2. Limited Mission Time
3. Abandoned Facility with New Occupants
4. A.I. Controlled Facility
5. A Terrible Secret
6. Sealed off from Our World

1. LIMITED LIFE TIME

Every ten minutes of real-time each player loses some aspect of their health. This can add a real sense of urgency to the game and will keep players focused. Why do this you ask? Here are some examples:

1. Well, imagine players are on a ship that is in a decaying orbit around a sun and it's getting hotter and hotter. They lose 1 END per 20 minutes which represents the fatigue setting in from extreme heat.
2. The facility's life support systems are failing and players lose 1HP per 5 mins. HP cannot be restored with medical attention.
3. A biohazard is in the air and slowly eating the players. This results in the loss of 1 HP per 5 mins of real-time. HP can be recovered with medical attention, but the HP loss will start again as soon as the aid has been completed.
4. Something is gestating inside the players. After a set amount of real-time the players will transform into hideous monstrosities.

TIME TERMS

Real-time - The time you and your friends are sat around playing, typically a few hours per session.

Game-time - The time experienced by your characters. This could be minutes or weeks per session.

Realism? - Okay, so forcing a real-time situation might not be 100% realistic but a lot of roleplaying is not 100% realistic. If you and your players don't feel it's fair or makes sense, just don't do it.

2. LIMITED MISSION TIME

The players have a limited time span to complete the mission. This is more related to success or failure than any kind of physical risk to the players. To represent this urgency, give the players a limited amount of real-time to complete the mission - two or three hours would be a good starting point.

Examples include:

1. The item they are stealing will not be there in a few hours.
2. The security system has been deactivated for a limited time.
3. A crew of hard bastards are due to arrive in a few hours and the players don't want to be there when they arrive. If they are, then a horribly unfair fight may ensue.
4. The MO needs the mission objective ASAP. Perhaps it's a cure for a wildly infectious disease or a code needed by another division.
5. The players are extracting an ally before they can have crucial information tortured out of them.
6. The installation is due to be demolished at 10am the next morning and the players don't want to be in it when that happens.
7. The installation is mobile. Maybe it's a FarDrive craft or an orbital. Whatever it is, in a number of hours it's going to be in the wrong location.
8. The facility has been set to self-destruct.

3. ABANDONED FACILITY WITH NEW OCCUPANTS

From bizarre forms of animal and plant life to groups of mutants squatting in sewer tunnels, a disused installation can be home to all manner of conventional and unconventional inhabitants. This can add a great deal of flavour to a game and you can choose whether the community is part of the plot or simply something the players have to deal with on the side. Below are some examples:

1. Outcasts from society have moved into the installation. It could be an utterly disorganised and disparate band of substance abusers or a community of hardworking pioneers. Either way, this is their home and they might not appreciate you invading it.
2. A nearby toxic environment has led to an increase in mutated humans who have been shunned by their society

and so taken up residence in the installation. They may be bitter and resentful or they may have had a spiritual revelation and overcome their issues. The mutants may be physically deformed or they may have been changed mentally and developed telepathic powers.

3. A charismatic leader has established a religious group that uses the facility as their church or temple. The group may be affiliated with the Order of the True Faith or it might be an independent operation.
4. Dangerous animals have made their lair in the facility. They might be natural such as wolves or bears who have been driven from their homes but they could be something more sinister such as escaped Combat BIOs whose genes have shifted to enable breeding.
5. The test subjects in a lab have broken free and killed/imprisoned the scientists. They now live in the facility, their previous experiences in the lab having made them fearful of the outside world. They might be normal humans but could be artificially awakened telepaths, highly intelligent apes, slave BIOs, replicants, droids or any number of entities capable of consciousness.
6. Aggressive plant species have taken over the facility and huge tendrils and vines snake down the hallways and up the elevator shafts. In some places are plant 'minds' which are well defended by lashing thorns and toxic pollens. These lifeforms view all non-plants as either food or a threat - probably both.
7. Runaway children have created a small community within the installation and are understandably fearful of both adults and any form of authority. Although they might not be great combatants, they are surprisingly ingenious and have set up all manner of traps to deal with unwanted visitors.
8. A rebel faction such as the Droid Liberation Army (DLA) or the American Underground is using the facility as a base of operations. When the players come knocking at the door they will probably think they've been discovered and seek to kill the intruders before word of their location gets out. You could, however, turn this around and have the rebel faction recruit the players or vice-versa.
9. The Cult of Machina has claimed the facility for themselves and predicting the occasional visit, have hidden their presence well - perhaps restricting themselves to the basement levels or operating on the top floor only. They've taken steps to leave no trace of themselves in the rest of the building but who knows what clues the players might pick up. Should the players breach through into the Cultist's dwelling areas, they will be in for a nasty surprise.
10. A number of illegal businesses are operating from within the disused facility creating a physical Black Market. This might include chip-lock crackers, illegal software dealers, fleshel pimps, prostitutes, drug dealers,

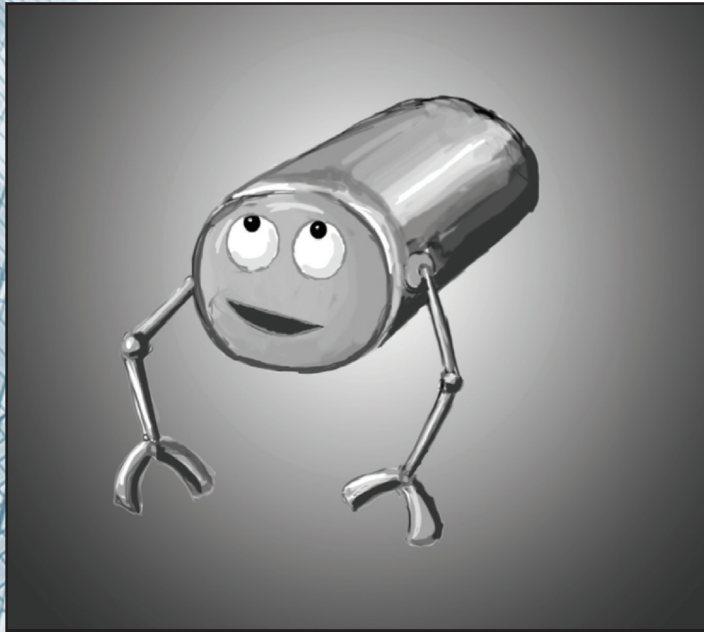
contraband sellers, illegal immersion suits and so on. If the players are openly representing their employers (UIG or Corporate) then the business owners may take it upon themselves to make sure word doesn't get out. Alternatively, perhaps some of the Black Market's customers are high ranking UIG or wealthy businessmen who use their influence to make sure the place remains open for business.

4. A.I. CONTROLLED FACILITIES

Although something of a cliché, a facility controlled by an A.I. offers a wealth of fun gaming opportunities, and besides, sometimes clichés can be great fun. Here are some ways you could include an A.I. in your installation.

1. The A.I. does not have access to martial measures but will utilise all manner of innovative means to harm the players. For example, leaving doors open for them but shutting them when the players are walking through potentially severing limbs and causing grievous wounds.
2. The A.I. is decaying and shifts from total seriousness to bouts of insane jibber jabber. One minute it will aid the player's passage, the next it will reroute cleaning chemicals into the sprinklers and douse the players with boiling ammonia. It claims this is the work on another entity.
3. The building is overseen by a powerful War A.I. that does not want the players entering a certain room. It will use various techniques such as bargaining, misdirection, lies and droids to keep the players away from a key area which may or may not be the mission objective.
4. The A.I. is broken and is hypersensitive. If the players do things it does not like it will unleash hordes of hostiles upon them. If they please it, it will open doors, turn off alarms and so on. This means that on top of navigating their way through the installation, they must molly-coddle a neurotic computer system.
5. The broken A.I. has adopted the role of Dungeon Master and has configured the installation to be a challenging test of wits, agility and combat prowess. The A.I. may well narrate the players' actions and will at times talk in frustrating riddles. And in keeping with tradition, there may well be a magic (alien/archon) weapon at the end.
6. The A.I. bargains with the players to connect it to the World Data Net. It offers all kinds of incentives such as room access codes or secrets about the installation. If they agree to connect it, something bad should happen - perhaps the facility's self-destruct timer starts counting down.
7. The A.I. has a physical form such as a powerful droid or replicant (Machines of War p161). It may hunt, hinder or even help the players depending on the GM's whim. Note that even in its physical form, it will still

have administrative privileges for the installation so it can lock and open doors, call for backup or even run away, leaving the installation's systems inoperative. And don't forget, although replicants and battle droids are awesome, a Tactical War A.I. with decaying circuits and total administrative control in the form of a Sir Helpsalot Cleaner Droid, would be memorable, to say the least. (Sir Helpsalot can be found on page 157 of *Machines of War* but you don't need the STATS, a picture is enough.)



Sir Helpsalot

5. A TERRIBLE SECRET

Something awful happened in the facility sometime in the past and there are clues dotted about the place. As you explore the story reveals itself. This trope is commonly used in video games with the player collecting journal entries which over the course of the game reveal what happened. You could choose to have the mystery be benign and have the clues chronicle a scientist's world-changing discovery but that's not nearly as fun.

How you choose to tell the story is up to you but here are some suggestions to help you out. You can combine elements from different examples to suit your mission. The trick is not to give too much away in any one clue.

8. In certain facilities, the A.I. can make truly terrible threats such as turning off the air supply in a FarDrive ship. In this situation, should the players not comply they will need to travel to the environmental control systems and manually turn them on while severing the A.I.'s ability to shut them back off. Don't forget though, the A.I. could then decide to open all the doors in the ship, exposing the players to the vacuum of space. The dangers are almost limitless.
9. An A.I. could make terrorist threats that moral characters will take very seriously. For example, an A.I. in charge of a Leisure Centre or Shopping Mall could lock all the doors and threaten to start using the security turrets on civilians. The players will need to decide what is more important - the mission or the masses. (E.I. Agents need not concern themselves overly with this scenario.)
10. The A.I. could pretend not to exist leaving the players with the impression they are in a non-A.I. controlled facility. The A.I. could disguise its actions as accidents. For example, re-routing power to make a metal wall live so it deals electrical damage to players or having a turret randomly misfire. This would be better if the A.I. has access to some maintenance droids who can affect physical changes in the environment such as moving live cables into puddles of water or de-earthing electrical systems.
1. A series of memos are scattered around the facility in the form of Dictaphone messages. It turns out the scientist in question has been trying to create an organic computer by harvesting the brains of homeless people and bioengineering them into an ubermind. His entries start by talking about the abductions and go on to describe how the brains must be extracted from victims who have been injected with paralysing drugs but no anaesthetics. You could have entries which talk about the pros and cons of anaesthetic or how high level of stress hormones seem to make the brains more compatible so torture might be worth considering.
2. Clues scattered around a mansion might allude to a hidden treasure somewhere in the building. One clue could point to another until finally a secret underground area is revealed that contains the object of desire.
3. Emails by various staff members talking about their concerns with Project Fenrir (the wolf at the end of the world). They speak obliquely as they fear any open opposition to the project will get them fired. When pieced together it's possible to conclude that the project is designed to trigger some kind of mass culling of humanity and the reward for staying quiet, is that you get to be one of the survivors.
4. Shreds of paper or plastic are found in various parts of the installation. When pieced together they form some kind of chart or map which reveals the location of something which should not be allowed to happen.
5. Prisoners or patients throughout the facility are suffering from a severe mental disorder causing them to babble incoherently. However, the astute will notice that their words are not complete chaos and some of it makes sense. When the players have spoken to enough people that are able to piece together a story. Perhaps a doctor has been attempted to awaken telepathic powers within them or maybe they have been exposed to the space bending power of a FarDrive.
6. Demonic glyphs have been scrawled on the walls in

human blood. The players can use Arts and Culture (or the World Data Net) to attempt to decipher them. As they read more of the sigils it becomes apparent that those who drew the glyphs were convinced demon overlords were on their way and that these glyphs were offerings of a sort, the hope being that the demons would not kill those who served them. Whether the demons are actually demons, Cult of Machina, telepaths or Sentient BIOs is up to the GM.

7. Sentences have been scratched into the walls of an installation engaged in temporal research (time science). Upon closer inspection pieces of fingernail and skin can be found in the marks and on the floor indicating they made with bare hands. When the sentences are pieced together they seem to be the last will and testament of one of the facility's occupants who somehow foresaw his own death with terrifying clarity and went and committed suicide, which was exactly what he'd seen...spooky AF.
8. Bodies in various states of decay are scattered about the facility. Some are currently dying but unable to effectively communicate whereas others are fleshless skeletons. The individuals are being killed by some kind of flesh-eating micro-organisms and as the players move around the various rooms, it should dawn on them that they may well have caught the disease. This could be confirmed when one of the players spits his tongue out.
9. A predator has entered the facility and has been carefully taking members of staff that won't be noticed and doing something awful to them before stowing their paralysed, dying bodies in the vents. Initially, the players will simply become aware that the cleaner is missing or that one of the chefs hasn't come back from his break. This process will continue until the facility becomes a ghost town. This scenario can be improved by restricting the players' ability to leave - e.g. the installation is underwater or in space. Looking at cameras or spotting strange scratch marks will provide the players with clues that something is not right but don't give too much away at once. This is clearly a plot based on the film *Alien*, but the player's don't have to become aware of that until it's much too late.
10. A technology has been discovered that allows you to see that last few minutes of someone's life by wiring their brain up to a machine. The players are sent to the facility to escort the valuable machine to a new location. However, when they arrive something horrible has happened. They must use the machine to look at various staff member's 'death-memory' in order to work out what has happened.

6. SEALED OFF FROM THE WORLD

This can be one of the most exciting themes. For some reason, the players, once inside, cannot simply choose to leave. This forces them into an uncomfortable environment where the GM has a huge degree of control over the experience.

1. The doors (which are blast-doors and basically unbreachable) have locked sealing the players in the structure. The only way out is to 'solve' the installation. This could include such things as finding the administrative core of the building, neutralising the occupants or negotiating with the system A.I.
2. The facility is underwater and the craft that brought them down is for some reason no longer available. It could be that the players need to search the facility for a spare part to repair it or it could be that the craft was completely destroyed. Whatever the reason, the players are trapped in an underwater prison until they find a way to either contact the surface or devise a means of escape. This mission can be fun if you make it a race against the clock (page 6). Maybe the structure is disintegrating or perhaps oxygen is running out.
3. The players are infected with a horrendously contagious disease and are being forced to stay inside the facility until a cure can be synthesised and sent out. During the waiting period, the players must survive against the odds with limited supplies whilst contending with effects of the disease.
4. The installation is the only safe place to be. Outside something terrible awaits. It could be powerful hostile lifeforms, deadly levels of radiation/toxin, a biological hazard or an army of cyborgs. Whatever the reason, for the time being, the players are safe in the building - for now. Perhaps they need to find a powerful weapon or synthesise a vaccine against biohazard.
5. The players are trapped in a spacecraft - it could be a rotting hulk or the *World View*. The point is that for some reason they cannot leave and the situation is getting worse by the second. The ship could be in decaying orbit or there could be xenomorphs hatching in the air vents. The players have no chance of escape so they need to deal with the problem or survive until help arrives.
6. The players find themselves in some kind of prison. They are being held against their will and there is no chance of being released anytime soon. They will need to be extremely resourceful as it's likely they have no equipment and may even have had their cybernetics neutralised.

INSTALLATION GENERATOR

Use the installation generator to help you come up with ideas or you can go all in and roll up your installation totally randomly - this will likely create some conflicting and nonsensical ideas, but it may also give you some great inspiration.

OWNER AND OCCUPANTS

Who owns the installation and who is using it? You could use this table twice as the owner and occupant don't necessarily have to be the same.

1. A division of Agents on-mission
2. Ai-Jinn
3. Akita Cell
4. American Underground
5. Anarchists
6. Apostles of Antechracy - Anti-Technology Group
7. Apotheotic Cultists
8. Architects
9. Barika Kebe Alliance - Order & Comoros Alliance
10. Blackwatch Malenbrach
11. Bosuzoko
12. Cai Qian Pirates
13. Clan Hitori
14. Comoros
15. Company, The - London Based Organised Crime
16. A criminal hideout
17. Cult of Machina
18. Dead Soldiers - Zombie-like soldiers
19. Droid Liberation Army
20. Drug Addicts
21. Drug Dealers
22. Earth Front, the - Environmental Activists
23. Emissaries - Comoros Psychogenics
24. Eurasian Inc
25. Fidai
26. Firestorm - European Anti-Capitalists
27. Homeless People
28. Jacks - Worldwide hacker collective
29. Janissaries
30. Malenbrach, Mu Squad
31. Motorbike Gang
32. Mind Guides
33. New God Dawn - Order of the Faith group
34. Nightingale Corporation - Security company
35. Order of the True Faith
36. Pandorans - Anti-technology Terrorists
37. Peace Corp
38. People's Free Army of Ayan - Rebel group
39. Psychogenic Order
40. Red Army Faction, the - Deniable Ops E.I. Division
41. Red House, The - Elite Criminal Organisation
42. Samurai Ad Technica
43. Sayeret - Comoros Spec Ops
44. Shi Yukiro
45. Sons of Leviathan - Cult of Machina Acolytes
46. Triads
47. United Soviet Front
48. Western Federation
49. Wolf Brothers - Pack mentality refinery workers
50. Wolves of Adam - A faction attempting to destroy humanity
51. Yardies
52. Yazuzu
53. A rich industrialist and their private security
54. A musician/film star and their entourage
55. A serial killer
56. Mafioso and their high stakes poker game
57. UIG undercover operation
58. UIG operatives
59. Free replicants
60. An AI and its minions
61. A group of mutants
62. Masked vigilantes
63. A ninja clan
64. Runaway street children
65. Rogue telepaths
66. Escaped prisoners
67. A group of wannabe Cultists
68. Bob Co sales reps
69. Gemini Field Agents and their latest experiments
70. An escaped sub space beast and its foolish worshippers
71. Free runners
72. A rogue cloning group
73. Ronin

74. An independent hacker collective
75. An unlicensed science facility
76. A corporation's "clean skin" cell of trained terrorists
77. A mercenary group
78. Devolved metahumans
79. An underground fighting ring
80. LARPerS pretending to be ____
81. Rich kid ravers
82. A second unknown installation using the first as cover
e.g. a UIG interrogation blacksite hidden within a UIG
HR department.
83. A private detective
84. A vampire cult - are they real - who knows?
85. Immersion suite (full virtual reality) junkies
86. Off-Gridders
87. Preppers (preparing for the apocalypse)
88. An artist colony
89. A small group of absinthe swilling philosophers
90. Terrorists planning a local attack with stacks of explosive
and weapons.
91. A 4 foot high dungeon master, who has turned the
building into a 'dungeon' of sorts and tempts people in
with promises of great rewards.
92. A rock band.
93. A slave trader and legions of caged slaves.
94. A group of pimps and their enslaved prostitutes
95. A clandestine take-away kitchen operating outside the
law
96. A group of scientists carrying out illegal experiments
97. Apes that have acquired human like intelligence.
98. A radical and murderous religious cult
99. A benevolent group administering aid and medicine to
the poor
00. Travellers from another time doing Time Cop / Terminator
style stuff in order to save the timeline. Maybe they are here
to kill the players to stop them destroying the future. Maybe
they are just lunatics?

ENVIRONMENT

This describes the environment where the installation is located.

1. The irradiated landscape of France
2. Hidden beneath the Underswell of a major spire
3. The barren, wreck strewn wastelands of Australasia
4. The uncolonised areas of the Moon
5. The deserts of Texas, Nevada and Utah
6. In the grounds of a Spire City
7. A mile underground accessed through a series of tunnels
8. Ten miles under the oceanic earth's crust
9. The icy fjords of Scandinavia
10. The jungles of Jictar
11. The Mariana Trench
12. The crater of an active volcano
13. Masquerading as a shop or restaurant
14. The polluted industry-strewn badlands of China
15. A wealthy open city such as Tokyo or London
16. A poor open city such as Buenos Aires or Hong Kong
17. The predator infested jungles of Tigera on Miller-Urey
18. The steppe, desert and mountains found on Ashtan on
Miller-Urey
19. The bizarre underwater world of Aqua Palestra on Miller-
Urey
20. The underground caverns and tunnels of Infernus on
Miller-Urey
21. An area of desolate agricultural land such as Oklahoma or
the Punjab
22. The dark twisted rainforests of Costa Rica
23. The deserts of Northern Africa, America or Asia
24. A complex of caves opening out to a cliff face
25. Above the cloud layer in floating sky-base
26. The freezing peaks and tundra of Ornus on Miller-Urey
27. The rolling grassland and agricultural plains of Canathikta
on Miller-Urey
28. The lethal and fetid swamps of Palus on Miller-Urey
29. The luxurious tropical islands found on Vastaag
30. The polluted ocean depths surrounding northern Russia
31. A crime-ridden Old City
32. A scum filled Underswell
33. The alien cities on Venus
34. A towering archology
35. The sub-surface oceans of Europa (Jupiter's sixth moon)
36. High in the Ural Mountains in western Russia

37. A pleasant alpine valley in Switzerland or Austria
38. Perched on top of a snow capped mountain
39. At the bottom of a Scottish Loch
40. On an orbital or space station
41. On a drifting alien space hulk
42. On the surface of another planet such as Venus or Mars
43. Beneath/behind service tunnels on Vastaag
44. In a mined out section of a huge asteroid
45. In a high rise tower block
46. In an abandoned sewer complex
47. In a tube/railway system
48. Inside an elephant or other beast's graveyard
49. Inside a giant monument of old earth, ruined or otherwise
e.g. Big Ben, Taj Mahal
50. Abandoned arctic research base
51. Inside Ice caves
52. Inside a Neolithic tomb complex
53. Inside a bank vault
54. Inside a hospital complex
55. Inside a nuclear reactor or missile silo
56. Inside a returned to nature Safari Park
57. In a fun fair or theme park
58. Ruins of a billionaire's private island based survival bunker
59. An abandoned slaughterhouse
60. A nightclub
61. One of the others on the list but entirely in VR and subject to the whims of an AI or hacker
62. A movie studio
63. A school or university campus
64. An abandoned battleground and trench system
65. A hydroponic greenhouse complex
66. Waterfall cave system inside a rainforest
67. A concert venue
68. A high fashion magazine office at night
69. An English stately home
70. A Cult of Machina hive
71. A cinema
72. A prison complex
73. Mist filled marshland
74. A bayou
75. Inside a UIG training complex
76. Within a secret Archon base
77. A giant garbage tip
78. Inside a giant mutated insect hive
79. On a windswept beach
80. A mining town
81. A dark forest
82. A logging site and woodland
83. A temple complex
84. Inside the bloated corpse of a massive, mutant whale
85. A laboratory specimen breeding facility
86. An island paradise
87. Elk hunting country
88. The frozen north
89. A bioweapon blasted island
90. An underwater city connected by glass transport tubes
91. Inside an ancient holy site
92. Deep within a gorge, unexplored by man
93. Siberian wasteland
94. An empty city, completely deserted
95. Beneath a teleportation station
96. A mosquito infested tidal marsh
97. A vast river delta
98. An oil rig
99. Inside a shipping canal
00. The opium fields of Afghanistan

ORIGINAL PURPOSE

The first thing you need to know about an installation is why it was built. Without that underlying knowledge, the building will have no sense of place or purpose. Many buildings will no longer be used for their original purpose but that's all part of the fun.

1. Factory - Consumer White Goods / Car
2. Factory - Robot / Cyberlin
3. Factory - Weapon / Defence Tech
4. Factory - Military equipment
5. Factory - Computer / High Tech
6. Factory - Doll / Toy
7. Factory - Foodstuffs / Drugs / Medicine
8. Laboratory - High tech
9. Laboratory - Chemical
10. Laboratory - BIO
11. Laboratory - Medical Research
12. Laboratory - Reality altering physics
13. Accommodation - Stately Home
14. Castle / Fortress
15. Shop / Store

16. Shopping Mall
17. Accommodation - Flat / Apartment
18. Accommodation - House
19. Accommodation - Hotel
20. Accommodation - Block of Flats
21. Military Storage Facility
22. UIG Barracks
23. Place of Worship - Church / Cathedral / Temple / Mosque
24. Sewer System
25. Underground Train Network
26. Skyscraper
27. Nightclub
28. Music Venue
29. Civic Building / Offices
30. The floor of a Spire
31. Theme Park
32. Accommodation - Tenement Block
33. Airport / Shuttleport
34. Cafe
35. Monorail Station / Magrail Station
36. Cinema
37. Teleport Station
38. Communications Array
39. Bio-Dome
40. Hydroponics Plant
41. Fire / Police Station
42. Hospital
43. Insane Asylum
44. Call Centre
45. Museum
46. Disease Isolation Centre
47. Virtual Interrogation Centre
48. Industrial Storage Facility
49. Training Facility
50. Gym / Leisure Centre
51. Library
52. Inside a Dam / Hydroelectric Station
53. Space Station
54. Deep space gas farm
55. Space Ship
56. Mining Asteroid
57. Pub / Bar
58. Warehouse
59. School / University
60. Gated Community
61. Stadium
62. Temporary Buildings / Prefabs
63. Refugee Camp
64. Power Station
65. Ancient Building / Ziggurat / Tomb
66. A disused shopping mall in an Old City
67. Medical facility / Hospital
68. Spire apartment
69. A series of maintenance tunnels under a building
70. The house of a rich UIG Officer
71. A section of an Underswell
72. A leisure arcade in a Spire city
73. Part of an Archology
74. Some manmade caves on Miller-Urey
75. Weapons research laboratory
76. Mutant training facility
77. Large pleasure craft that cruises the solar system such as The World View but it could be one that was long abandoned.
78. Hotel
79. Prison unjustly holding inmates
80. Disused system of subways
81. Warren in the refuse heaps of Australasia
82. Experimental underwater city off the coast of Odessa in Russia
83. Tollbooth complex on a SkyBridge
84. Customs and excise building
85. UIG barracks
86. Prototype power station
87. Section of the machine world below Vastaag
88. Virtual installation where an A.I. is hiding
89. A vast Ai-Jinn FarCraft
90. A mine
91. In an expensive restaurant in Tokyo
92. Decadent section of New Europa on Vastaag
93. Fleshel bar
94. Toxic waste refinery
95. Club owned by a group of organised criminals
96. Shanty - unpleasantly close to a Spire
97. The underground tunnels of a Relic City where telepathic energy is abundant
98. Corporate safe house deep in the Himalayan Mountains
99. Zoo
00. Underground munitions silo

CONDITION OF STRUCTURE

The condition of a structure can have a significant effect on the game, not just in terms of atmosphere but also on a practical level. A building on the edge of collapse could introduce all kind of interesting game elements such as falling ceiling, dangerous mould in the air or floors which could give way at any moment. See the section on 'Unstable Buildings' opposite.

1. Perfect, like new
2. Typical, signs of regular use
3. Functional but seriously neglected
4. Looks well-kept but is actually in poor condition
5. Rotting and damp
6. Abandoned for weeks
7. Abandoned for months
8. Abandoned for years
9. Abandoned for decades
10. Abandoned for centuries
11. Abandoned for thousands of year (perhaps alien)
12. Collapsing, but held together with crude repairs
13. Unstable, could collapse at any moment
14. Flooded
15. Water is pouring in from above
16. Parts of it perfect, others highly unstable
17. Stable but the stability is based on key vital points which could easily be damaged by explosions or gunfire.
18. Ancient, should be a wreck but is somehow perfect
19. Good condition but all valuable building materials such as lead and copper piping has been looted.
20. Parts of the building have fallen into sinkholes in the ground.

COSMETIC STYLES

This section can be used to determine the 'look' of the installation. You can roll on this table multiple times to create interesting combinations.

Example - Brutalist / Lavish / Squat - The building is made of ugly slabs of concrete but was decorated to a high standard, then abandoned and turned into a squat.

1. Neolithic / Ancient - Simple stonework.
2. Greek / Roman - Elegant stonework, statues and friezes.
3. Gothic / Baroque - Highly ornate, decorative and dark.
4. Minimalist / Clean - Simple, pale colours and sleek lines.
5. Hypertech - Dark with cold lighting and concealed tech
6. Brutalist - Functional but ugly and intimidating
7. Luxury - Lavish and sumptuous with expensive accessories and materials.
8. Abandoned - Run down, rotting and collapsing with invading plant life.
9. Squat - Graffiti, mattresses, jury-rigged power supplies
10. Drug Den - Needles and drug paraphernalia, stained mattresses, lots of rubbish and possibly human waste.
11. Institutional - Cinderblock walls painted pale colours. Minimal decor.
12. Unremarkable - The place doesn't really have a style - it's functional but no thought has been given to styling - rather boring to be honest.
13. Hoarder - Hoards of stuff is stored here - most of it total rubbish. You have a job moving between the piles of rotting crap.
14. Cosy - Great effort has been made to create a warm, nurturing atmosphere. Lots of dark timber, thick carpet and low lighting.
15. Sterile - Every surface, wall and floor has been designed to be easy to clean. It's like being in a huge operating theatre.
16. Industrial - Lots of exposed pipework and wiring. Bare stone or metal walls. No concession to design.
17. Organic - Not a sharp corner in sight. Every corner has been rounded off giving the feeling of being in a huge womb.
18. Alien - Something weird is going on. This place has an inhuman, unearthly quality to it.
19. Corporate - Glass, steel, open and airy with large high spaces.
20. Claustrophobic - Tight narrow corridors and cramped low rooms.

HAZARDS

STRUCTURAL HAZARDS

Structural hazards are threats posed by the innate makeup building itself rather than anything that has been added. Mainly collapsing floors, walls and ceilings.

UNSTABLE CEILING

At random intervals the GM can decide that a portion of the ceiling is going to fall down. This may be due to his whim or because the players have done something which might trigger the collapse such as fighting, running or even shouting.

Players under the affected area should roll 'Agility + Athletics' with a modifier - examples are listed below.

- The player is being careful +2
- Small area of collapsing ceiling +0
- Moderate area of collapsing ceiling -2
- Large area of collapsing ceiling -4

Failure pins the player under the rubble with the following effects:

SMALL COLLAPSE

Small lumps of rock, wood, dust and plaster rain down the target from above.

The player takes 2D6 damage which is reduced by armour. He is also stunned for one round and unable to act.

MODERATE COLLAPSE

Large lumps of masonry and wood fall onto the player from above.

The player takes 3D6 damage which is reduced by armour. He is stunned for one round and cannot act. He is also pinned under the rubble and must pass a 'Strength + Athletics' roll to escape. Should the player fail, another player can make the same roll to extract their colleague. If everyone fails then the player must be systematically dug out which takes D10 x 10 minutes.

LARGE COLLAPSE

The majority of the ceiling comes free and falls bringing huge lumps of masonry and heavy joists down onto the player's head.

The player takes 5D6 damage and is stunned, unable to act for two rounds. She is also pinned under the rubble and must pass a 'Strength + Athletics' roll at -4 to escape. Should the player fail, another player can make the same roll to extract their colleague. If everyone fails then the player must be systematically dug out which takes D4 hours.

UNSTABLE FLOOR

At random intervals, the GM can ask the players to make a 'Perception + Athletics' check. Failure on this roll causes them to fall through the floor into the area below. They would take falling damage as normal. You could add a few extra D6 due to pieces of floor falling on their head.

Some example modifiers are described below but feel free to make up your own.

- Agent is heavy due to augmentations -2
- Low light -2
- Particularly unstable building -2
- Player is being careful +2
- Extra persons in the same immediate area -2 each
- Player is running / fighting / careless -2

UNSTABLE WALLS

The collapse of a wall is unlikely to be much of a hazard per se but can lead to complications. The GM can use all manner of situations to induce a wall to collapse such as:

- Stray bullets hitting the wall
- Characters running or fighting near the unstable wall
- Incoming fire from outside
- A nearby floor or ceiling collapsing
- Someone leaning against the wall

Should a wall collapse roll on the table below.

1. The wall falls onto a player if feasible dealing 2D6 damage and stunning them for one round -i.e. they cannot act for one round.
2. The collapse triggers a 'Small' ceiling collapse
3. The collapse triggers a 'Moderate' ceiling collapse
4. The collapse triggers a 'Large' ceiling collapse

5. The collapse triggers an 'Unstable Floor' adjacent to the wall
6. The wall was a key structure in the building and its collapse precipitates a cascade of collapsing ceiling and walls above. If this will mess up your game, just make it a cosmetic disaster or re-roll

BIOHAZARDS

A biohazard is a biological threat that poses a risk to health. These are incredibly common in the Corporation world as in addition to all the natural biohazards that exist, the corporations spend billions of credits a year creating new ones. Sometimes these creations escape on their own, sometimes they are released as illegal experiments and sometimes they are just part of the everyday warfare conducted to satisfy the corporations' endless lust for power.

In this section, we'll be covering how biohazards can play a role during the raiding on an installation.

AIRBOURNE BIOHAZARDS

From mould spores in the air to a leaky toxin storage unit, the air can be a dangerous thing to breathe. Agents are wise to carry toxin filters at all times.

Corporation and its supplements are stuffed with vile toxins which you can fill your structures with - see the Core Rules on page 48 / 49 for some examples or the Master Index, page 34 for a huge list of vile substances.

AMBIENT SPORES

A mutated fungus or lifeform lives in the building and its noxious spores suffuse the air. Use the table below to generate some random spores and determine their behaviour.

Presence of Spores

How do the spores spread around the building? Here are some ideas.

1. The spores are present throughout the building and to a small degree outside of it, proving the building is not hermetically sealed.
2. The spores are located in isolated pockets around the building near clusters of the fungus/lifeform.
3. The spores are only dangerous when the structure is disturbed (much like asbestos). Everything seems safe until a structural collapse, firefight or similar bout of activity.
4. The spores gravitate towards potential hosts and although everything seems fine when the installation is

entered, things will soon get nasty.

5. The spores live only in the organism and do not spread unless the organism is poked or damaged, in which case they spread rapidly.
6. The spores coat surfaces in the installation, meaning they are of no threat unless the players touch something such as Call Lift Button, or a tabletop.

Infection from Spores

How does a host become infected? Obviously inhalation is the most common method but here are some more options if you want to mix things up.

1. Inhaled. Unless an appropriate toxin filter is worn the player will become infected when he breathes in the spores.
2. Ingested. The spores must be eaten, breathing them in is not enough.
3. Blood contact. The spores need direct access to the target's cardiovascular system. As soon as the player is wounded, the spores can start to infect them.
4. Burrowing. The spores have microscopic teeth or drills which allow them to tunnel into exposed skin or sclera. Short of an environment suit or cybernetically enhanced skin, infection is almost guaranteed.

Result of Infection

There are thousands of possible effects from being infected with hideous genetically engineered spores. Below are a few examples to get you started, you can alter these to suit your mood.

1. The spores initiate necrotisation of the flesh starting around the mouth and nose. This results in the loss of 1HP per hour until the victim receives a toxin purge or similar medical treatment. The damage cannot be healed before this and may require specialist care. This will halt but not reverse the process. At 0HP the victim dies (even Agents). Treatment does not confer future immunity.
2. The spores begin a rapid gestation process inside the victim and within hours form thin black mycelium which begin to work their way around the muscles and organs. The victim loses a point of Endurance, Agility and Strength each hour until their Endurance reaches 0 at which point they die. Treatment with a toxin purge will halt, but not reverse the process.
3. The spores land on the skin where they begin to react and painlessly dissolve into it forming a bubbling, milky residue. This results in the loss of 1HP per 10 mins. After an hour, the skin begins to lose integrity and large

pieces fall off revealing muscles underneath. When a total of 10HP have been lost the victims loses all integrity and his insides begin to fall out - this is the end and death will follow within an hour or so. Agents and the like may survive at GM discretion but will need to be carried around in a garbage bag. Treatment at any point with a toxin purge will halt the process but not reverse it. Specialist medical attention is needed.

4. The spores are inhaled where they grow in the lungs. After a few hours, the victim develops a cough and loses 2 points of Endurance. Each day they lose another point of Endurance until they die at 0 Endurance. A toxin purge will halt the process and the Endurance will return at one point per day.
5. The spores enter via open wounds where they immediately begin to grow into a network of thin, dark strings which run under the victim's skin over a period of 24 hours, giving them a sinister black-veined appearance. It is fairly harmless and the fungus will simply feed off the victim's blood sugar. This results in a -1 to Endurance and -2 to non-intimidation related Presence checks until cured. Removal of the fungal veins must be done surgically and costs around 10,000 credits. Toxin purge has no effect other than halting the spread of the veins.
6. The spores burrow into the skin painlessly and latch onto the nerves where they grow into a fungus which feeds off the myelin sheathing of the nerves. The victim is likely to notice nothing until around six hours after exposure she begins to shake and experience reduced motor control. This results in -3 Reflexes and Agility but the fungus can be killed with a toxin purge. STATS recover at 1 point of Agility and Reflexes per day as the myelin regrows.

DRAMATIC EFFECTS

Remember that in an Installation environment you want the players to feel the effects of their actions in a tangible way and in a quick timeframe. If someone is exposed to radiation, you want them to start getting lesions within the hour, not seven days later - that's not very interesting, and you want those lesions to have a worthwhile effect on the player. It may not be 100% realistic, but it's the future fuckdammit, and you can do what you want.

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TOXINS

LEAKING TOXINS

This section covers man-made toxins which have accidentally made their way into the environment. Depending on the nature of the chemical there may be a risk from inhalation, exposure or contact. Often these hazards will require Reflexes and Agility to avoid but some foresight in the form of Perception, Observation, Science and Mechtronics could help to identify the potential threat before it becomes a problem.

INCIDENT

1. Barrels of toxic waste have ruptured and leaked their contents over the floor making passage through the area rather dangerous.
2. A pipe carrying toxic chemicals has burst and is spraying its contents at high pressure into an area the players need to access. There may or may not be an accessible shut off valve. Either way, the floor and air is likely to be rich with toxins.
3. Toxins from the area above are leaking down into the area occupied by the players. This could be anything from a few drips which are almost impossible to spot, all the way up to a gushing river of vile chemicals.
4. A sealed unit has breached, exposing the surrounding area to high levels of radiation or similar damaging effect. This will likely be invisible to the players.
5. Intermittent exposure. A damaged piece of machinery or an unstable structure is causing an intermittent hazard which the players may not be aware of until it's too late. For example, the players may be on a vast cargo ship - every now and then when the tides tip the ship, a wave of toxic waste on the deck above washes over the floor, pouring through the grated floor and potentially soaking the players.
6. Living Toxin - For a number of reasons, the toxin in question could have a rudimentary intelligence. This could be anything from it being a nanotech experiment to the toxin being subjected to strong telepathic resonance for a long period of time. (Maybe thousands died in agony in the installation and their pain has suffused the toxin with a hatred for life). This may be a little off the wall for some players but being hunted through a rusting space hulk by a sentient toxin would make for a memorable game.

Once the players have gotten within the toxin's effective range, you will need to determine whether they are affected by it or not. There are dozens of toxins throughout the Corporation series of books that you could use to generate effects but here are presented some more which are suitable for use in installations.

Potency - All toxins have a Potency which determines what kind of toxin filter is needed to protect against them. You can use the Potency listed or you can alter it to suit your needs.

RADIATION

This affects the victim based on her proximity to it. More comprehensive rules can be found in Cities of Gold (Page 13) but for an interesting in-game effect simply rule that once exposed a player loses 1 END, STR and AGI per hour until END reaches 0 and they die. You could increase or decrease the interval time based on the level of exposure, so mild exposure might result in losing 1 point of STATS each day, rather than each hour.

TOXIC WASTE

Potency 10, Class B, Cost N/A

Toxic waste is an industrial by-product with a range of effects, none of them good (unless you fancy being a mutant). Below is presented a generic toxic waste for general use but bear in mind that the term 'Toxic Waste' is so general that it can encompass a huge range of substances with an infinite variety of effects.

Neutralising Toxic Waste

Toxin waste effects within the body can be neutralised by a toxin purge. Otherwise, a player can roll 'Intelligence + Science' to work out what combination of chemicals and procedures would be needed. This does not mean that those chemicals are necessarily available.

UNITED INTERNATIONAL FINANCE



TOXIN WASTE EFFECTS TABLE I.

This table gives you a huge range of effects for toxic waste.

To represent more potent toxins, you can always roll multiple times.

Toxin Filters - use GM discretion to decide what effects can be ignored by the use of toxin filters.

PROXIMITY ONLY

The exact distance at which the victim will suffer an effect varies with the toxic waste's Potency but as a rule, one metre per point of potency is a good guide. E.g. With a Potency 7 toxin, the victim will suffer an effect if he is within 7 metres of the toxic waste. Don't forget, the waste could be hard to see (upstairs, under a tarp, etc.).

1. Feelings of nausea. -1 AGI
2. Strong feeling of nausea. -1 AGI and STR
3. Severe stinging of the eyes. -1 PER
4. Coughing fits. Lose all free actions.
5. Mild disorientation. -6 to Initiative checks.
6. Burning sensation in the mouth. Lose sense of taste for D4 days.
7. Burning in the lungs. -1 END for D100 mins.
8. Burning in nostrils. Sense of smell lost for D4 days.
9. Severe disorientation. -1 to all rolls.
10. Mild skin blistering. -1 to non-intimidation based PRE checks.

INHALED

Use table if the fumes from the waste are breathed in.

1. Mild scorching of the respiratory tract. -1 END
2. Moderate scorching of the respiratory tract. -2 END
3. Severe scorching of the respiratory tract. -3 END
4. Feeling of nausea and weakness. -1 AGI, -1 STR
5. Disorientation. -1 AGI, -1 REF
6. Burning of the soft tissues of the face. -1 PRE
7. Crippling stomach cramps. Lose Free Actions
8. Dissolving of internal tissues. -1 END. D4 damage.
9. Liquification of the lips, tongue and gums. -3 Presence
10. Burning of the eyes. -D4 PER

TOXIN WASTE EFFECTS TABLE 2.

LIGHT SKIN CONTACT

Use this table if the victim gets splashed with toxin waste. Armour is often ignored as the liquid is able to flow between the armour plates easily. If the armour is sealed, the you could allow armour to assist.

1. Severe skin burn in a small area. D3 damage. Ignores armour.
2. Burns through the flesh and keeps going. D4 damage ignoring armour. If you roll a 4 roll again and add the damage. Keep doing this in order to amuse the GM and other players.
3. Catalytic reaction. The toxic waste sets off a chemical chain reaction in the skin. The player takes one damage a round which can only be stopped by neutralising the toxic waste.
4. Instant carcinogenic growth. The skin starts to manifests hideous lumps and growth. Determine the location randomly using the random severing table on page 146 of the Core Rules. Possible -1 to PRE based on location. If removed, they return. Professional surgery and gene therapy is needed.
5. Deep skin burns which affect the functioning of the underlying muscles resulting in -1 AGI.
6. Unnatural growth. Tentacles, eyes, pseudopods or other weird biological manifestations grow from the site of the affected area. If removed, they rapidly grow back. If removed the player suffers D6 damage and they return. Professional surgery and gene therapy is needed.

HEAVY SKIN CONTACT

Use this table if the victim is submerged or heavily showered with toxic waste. Armour is often ignored as the liquid is able to flow between the armour plates easily. If the armour is sealed, the you could allow armour to assist.

1. Large amounts are swallowed. Respiratory and digestive tract and badly burnt resulting in -3 to END. The victim is violently sick and loses all free actions until cured.
2. Extensive skin burns resulting in 2D6 damage (ignoring armour) and loss of all body hair. (-4 to non-intimidation based Presence checks).
3. Much of the skin is liquefied and runs off the victim as a sickening white goop. Those without ICE are unable to act and will likely die. Those with ICE take 3D6 damage which ignores armour and receive -3 AGI, END, STR, REF & PER. Also -5 to non-intimidation related Presence checks.
4. Mild skin burns resulting in D6 damage (ignoring armour) but extensive carcinogenic growth manifesting as bulbous tumors over most of the body. This inhibits movement and is unpleasant to behold. -2 AGI, -3 to PRE. They can be cut away which results in 2D6 damage and a bleed which removes 3HP every round until healed. There is a 65% chance the carcinomas will grow back within the hour. A further attempt at removal means the victim must start again and the chance of regrowth remains the same.
5. Resonance infused waste. Very little in the way of tangible damage to the victim but a few minutes after exposure they begin to experience overwhelming visions of mass suffering which are somehow linked to how this toxic waste was produced. A maximum of once per scene the GM can force a vision upon the player who must pass a 'Presence + Attitude' roll or gain -4 to all rolls for the scene. This can be healed by visiting a Comoros of Order of the True Faith member with Biokinesis of 9+.
6. The initial effect burns the victim's skin turning it a charcoal black and dealing 2D10 damage which ignores armour. However, this heals as normal and leaves the victim with a natural +1 to the AV and an immunity to all but the most severe chemical burns.

TRAPS

Traps are not suitable for all environments. The chances of you finding one in a primary school or a restaurant are pretty slim but locations such as Cult of Machina Warrens, criminal bases and isolated retreats may well have a few surprises.

The Eastern Bank page 66 has some more traps and features rules for trap building and the 'Trap Building' training. Players with this training can add these traps to their repertoire providing they have the materials.

DISMANTLING TRAPS

The GM may allow certain traps to be dismantled and the parts recovered. The roll will be chosen by the GM but bonuses can be awarded for a simple trap or for having a relevant toolkit.

TRIPWIRE

A fine metal wire connected to a potentially lethal device. Only the person(s) at the front of the group may roll to spot it. Roll 'Perception + Observation' with a -2 penalty to spot the device.

Roll 'Agility + Support Weapons' to disarm the device. +2 if you have an appropriate toolkit.

Failure on either roll triggers the device. You can use the trip wire to trigger all manner of threats.

Examples:

Medium explosive - 6D10, 6-metre blast weapon.

Claymore - 3D10, 3-metre blast, mashing damage

Knock Out Gas - Core Rules Page 43

Silent / Audible Alarm

PIT TRAP

A deep pit, the opening of which has been disguised to look like the ground.

Roll 'Perception + Observation' with a -1 to -4 penalty to spot the trap.

Avoiding the trap could be as easy as walking around it or it may require more agility and ingenuity.

Failure on the roll will result in the victim falling into the pit.

Damage

Agents take 1 damage for every 2 metres fallen.

Humans take 2 damage for every 1 metre fallen.

Pit traps could be a few metres or several hundred, depending on the environment.

SPIKES - If spikes are present at the bottom of the trap the victim takes an extra 3D6.

POISONED SPIKES - In some theaters of war, it is common to poison the spikes by covering them in faeces, rotten meat or toxins. Damage is the same as above but the victim must also roll under 'Strength + Endurance' on 2D10 with a penalty based on the poison. Failure means they suffer the effects of the poison.

POISON

Penalty to STR+END Roll

Faeces / Rotten Meat

-2 Penalty

-1 HP per hour which will not be recovered until the poison is cured with either a toxin purge or intensive medical care.

Locally Created Poison

-4 Penalty

-1 END per hour until the target reaches 0HP. Rather than die they will enter a fevered, semi-conscious state and if not cured with a toxin purge or intensive medical attention will die in 2D4 hours.

Existing Poison

-4 Penalty

You can use a poison or toxin which already exists in a Corporation supplement or make one up of your own devising.

SHOTGUN TRAP

An old classic - you open the door and a firearm, typically a shotgun, located in the next room is triggered, filling the hapless victim with hot lead. This trap is almost impossible to predict unless you have some reason to suspect it might be present. Someone with keen senses might notice the sound of the mechanism activating as they open the door giving them a chance to dodge.

Once the player has elected to open the door the GM gives them the choice to roll either 'Reflexes or Perception + Athletics'.

Fail by 4 or more

Take maximised damage from the firearm.

Fail by 1-3

Take normal damage from the firearm.

Pass by 1-3

Take half damage from the firearm

Pass by 4+

Take no damage and a chance to deactivate the trap.

If you know the trap is on the other side of the door OR you passed your roll by 4 or more, you can attempt to disarm the trap.

The player can choose to roll 'Agility + Firearms or Support Weapons' at -2.

Success means the trap can be totally dismantled.

Such a trap can also be crudely disarmed by standing to the side and using a stick to open the door, but the weapon will go off alerting building occupants and wasting the weapon's ammo.

MANTRAP / BEARTRAP

This is a vile device originally used for trapping animals but has also been used to injure humans. It consists of a pair of toothed jaws which are triggered by stepping on a central pressure plate. The result is that the sprung jaws snap shut on the leg, trapping the victim and potentially damaging the leg bones and muscles.

Roll 'Perception + Observation' to spot the trap. Often they are disguised by being covered in leaves or trash which can add modifiers as the GM sees fit. Mantraps can be disarmed by hitting the pressure plate with a stick or dropping a rock on it. This will make a small noise. No roll is needed. Once spotted they are easy to avoid.

Ask each person who may walk through the trap to make a Perception roll as above. They should roll in the same order as they are walking. Once someone has spotted the trap, those behind them will not need to roll.

Damage

There are two types of mantrap. Vintage and Modern.

VINTAGE

The trap is an old rusty one that's probably hundreds of years old.

Stepping on the trap deals 2D6 damage to the leg. If it deals 12 damage after armour, then the leg is effectively severed. The wound deals mashing damage.

Removing the trap requires a 'Strength + Athletics' check with a -2 penalty. +4 bonus is given for every extra person helping.

MODERN

A more brutal and efficient version of the old classic.

Stepping on the trap deals 2D12 damage to the leg. If it deals 12 damage after armour, then the leg is severed. If the leg is not severed the trap must be removed which requires a 'Strength + Athletics' check with a -4 penalty. +4 bonus for every extra person helping.

ALTERNATIVES

Because severing limbs is such fun, you should consider alternative forms of the mantrap. For example, you could place one into a recess where there's a lever in the hope players stick their hand in or perhaps put one where the light switch should be in a dark room so when the player fumbles for the lights - SNAP! No hand! Severing rules are on page 146 of the Core Rules. Be creative :).

ACID FALL TRAP

A simple system where a container of powerful acid rains down on the victim should she activate the trigger. The trigger could be a tripwire, hidden switch or even opening a door.

Roll 'Perception + Observation' at -2 to detect the mechanism.

Roll 'Agility + Mechtronics' at -2 to disable the mechanism.

Should the trap be triggered a gallon of powerful acid (possibly salvaged from car batteries or stolen from a chemistry lab) deluges the victim. The victim may roll 'Athletics + Agility' to try and avoid the worst of it.

Pass by 4+	Completely avoid all acid.
Pass by 1-3	Half damage
Fail by 1-3	Normal damage
Fail by 4+	Maximised damage

Damage is 4D6 which is reduced as normal by armour. Any 6s rolled are rolled again and added to the damage total to represent the acid eating away at the target. For each 6 rolled in total a random item of equipment is reduced by D10 condition levels.

You could also a different liquid in the trap such as:

1. Toxic waste
2. Strong bleach
3. Gloss paint
4. Orange Juice (urgh...sticky)
5. Powerful biological enzyme
6. Caustic soda in hot water
7. Used vehicle oil (slippery)
8. Sick (just horrible)
9. Dirty water (just to throw the players off their game)
10. Water infected with cholera

Even though the substance may not be toxin it can still have a profound effect and may have the players panicking while they try to work out what it was.

ELECTROCUTION TRAP

This can take a number of forms but the basic principle is that something metal is connected up to a source of lethal electricity. Examples might include wiring up the front door of a house to the mains or placing a gun in an obvious location but the weapon is covertly connected to the electricity supply. This kind of trap is normally used in insalubrious environments such as flats which have been converted into grow houses, gang hideouts or tenement blocks where squatters are hiding out.

Spotting the trap can be extremely difficult. The GM should request a 'Perception + Observation' roll with a penalty as described below.

Invisible -10

The door handle on the opposite side of the door is wired up.

Very well concealed. -6

A steel oven has been re-wired so its surfaces are live.

Basic -3

A steel table has some crocodile clips on one of the legs.

Crude +0

A radiator has a cardboard box next to it with a powerful battery in and a few connecting wires.

Moronic +4

The door handle you are about to turn has large mains cables wrapped around it.

DAMAGE

Complete rules for electrocution are in the Eastern Bank - page 65 but below is a brief summary.

Mains power deals 2D10 damage and 1D6 EMP damage. Armour does not help. Victims should roll for instant death (below) when they trigger the trap - if they survive, then they should roll for knock out.

Instant Death

If the damage dealt was greater or equal to the target's 'Strength + Endurance' then the target must pass a 'Strength + Endurance' check with a -4 penalty or be instantly killed. Having an artificial heart makes you immune to death via electrocution (E.g. Gemini Cardiomechanics from page 66 of the Core Rules).

Knock Out

If the amount of electrical damage was greater than the target's 'Strength + Endurance' then they must pass a 'Perception + Endurance' roll or be knocked out. Anyone with ICE technology is immune to this effect.

CARTRIDGE TRAP

A hole is made in the floor and an old fashioned round of ammo is placed into the hole mounted above a nail. The hole is then covered with paper, trash or leaves. When the victim steps on the bullet tip, the nail is forced into the primer, firing the bullet into the victim's foot.

Roll 'Perception + Observation' at -4 to notice the trap.

Disarming or avoiding the trap is easy and requires no roll.

Damage - The round fires at point blank into the foot dealing 8 damage ignoring armour and creating a mashing wound. In addition, the foot will be heavily damaged slowing the victim significantly and giving them -1 AGI.

FALLING RUBBLE TRAP

A tripwire or similar movement based trigger is connected to a heavy weight above. When the victim activates the trigger, a stack of rubble, gym weights, old TVs or sewing machines fall onto their head, crushing bones and flesh.

Roll 'Perception + Observation' at -2 to spot the trap.

Roll 'Agility + Stealth' to avoid setting off the trap.

Roll 'Agility + Mechtronics' to disarm the trap.

Setting off the trap deals the player 4D6 damage (armour helps) who will be stunned and unable to act for 2 rounds.

ALARM & CAMERA SYSTEMS

Alarm systems alert the occupant or owner of the building to potential intruders. Below are a range of systems you can use in your installation.

ALARMED DOORS

The door seems normal but when opened a circuit is broken which informs the system which door has been accessed. This may or may not trigger an audible alarm.

Spotting such a system requires an 'Observation + Mechtronics' roll at -2.

Bypassing this system requires an 'Intelligence + Mechtronics' roll with a modifier as detailed below.

No tools	-8
Crude tools	-4
Basic tools	-0
Suitable tools	+4

ELECTRONIC ALARM SYSTEM

By measuring changes in temperature, chemicals, light, microwaves and radio waves, electronic alarm systems are able to detect the presence of intruders. The exact mechanisms are not important for general purposes other than to distinguish what factors will trigger an alarm.

These systems are generally only used in sealed environments as the system works by detecting subtle shifts in that environment. Such a system would be constantly triggered if it were in an old barn or an abandoned house with broken windows.

Alarms which rely on visual elements are treated as cameras and can be found on page 26.

CHEMICAL ALARMS

Sensors can detect changes in atmospheric makeup caused by factors such as gun smoke, bio-particles and air composition. These systems are best avoided by wearing inert coveralls and refraining from combat.

AIR PRESSURE

These systems detect a change in air pressure caused by opening doors or the presence of moving objects in the room. Moving very slowly can help to bypass these systems.

Roll 'Agility + Stealth' with a -3 penalty to avoid setting them off.

PRESSURE PLATES

The floor can be fitted with pressure plates which will trigger an alarm when they are stepped. The pressure plates may not be visible and the entire floor may essentially be one large pressure plate. This is best avoided by not stepping on the floor.

TEMPERATURE SENSORS

These will trigger an alarm if the temperature changes more than a stated amount. Such a change would normally be created by the introduction of an organism into the environment. Bypassing such a system would require thermally insulated clothing or changing the room temperature so that the organism was harder to detect.

AUDIO SENSORS

These are extremely sensitive systems configured to detect the slightest noise. Bypassing these systems requires enormous care.

Roll 'Agility + Stealth' with a modifier as follows:

Sound absorption field	+8
Soft, noiseless clothing	+4
No gear	+0
Light gear	-2
Moderate gear	-4
Heavy gear	-8

MAKESHIFT ALARMS

Whether it's cans hanging from strings, glass on the floor or jury-rigged laser pointers, early warning systems are essential for those hiding who don't want to be surprised.

FOOD CAN ALARMS

Easy to spot and easy to avoid, only clumsy humans or animals are likely to trigger these.

Roll 'Perception + Observation' at +4 to spot food can alarms

Roll 'Agility + Stealth' at +2 to move through them without making a noise.

JURY-RIGGED ELECTRONICS

Examples might include a laser pointer connected to an alarm clock or a pressure switch made from two sheets of

tin foil, a buzzer and a battery. Whatever the method, it's a cheap but effective means to alert the occupants to an incoming threat.

Roll 'Perception + Observation' at -2 to spot.

Roll 'Agility + Stealth' to avoid the alarm.

Roll 'Intelligence + Mechtronics' to disarm.

EASILY DISTURBED ANIMALS

Yes, it's a strange heading for a section but some animals are noisy and very easily disturbed such as monkeys, birds, guardian BIOs or dogs. Placing such animals in concealed cages can be a great way to alert the occupants to hostiles entering the building - this could be particularly relevant in research labs or downscale operations.

Roll 'Perception + Observation' to notice the animals before they kick off.

Roll 'Presence + Attitude' with a -4 penalty to calm the animals and keep their noise to a minimum. Having the Animal Skills training removes the penalty.

CAMERA SYSTEMS

Almost ubiquitous in installations, camera systems can be anything from an old PDA propped up in a corner to a state of the art multispectrum system with integrated A.I. analysis which alerts the administrator to anything it deems to be suspicious. Assume all camera systems can pick up audio. Because camera systems are so common and integral to installations, this section is fairly comprehensive.

JURY RIGGED CAMERA SYSTEM

A repurposed video camera or perhaps a PDA propped on a shelf with a live feed to the occupant. This is a fairly poor system with no A.I. and as such must be continually monitored or the intruder may simply be missed. Very easy to avoid if the camera is spotted.

Roll 'Perception + Observation' with an appropriate penalty to spot the camera.

Roll 'Perception + Stealth' to avoid being detected.

Roll 'Agility + Mechtronics' to disarm.

Roll 'Intelligence + Computers & A.I.' to set the camera into an infinite loop.

Any system with a network element can also be hacked as a 'Domestic System'.

CRUDE CAMERA SYSTEM - 10 CREDITS PER ROOM.

Whether it's second hand Krazy Kiosk cameras or something bodged up from an amalgam of salvaged parts, this is the kind of thing you'd find in a low-level criminal hideout or in the flat of a paranoid, impoverished citizen.

Roll 'Perception + Observation' with an appropriate penalty to spot the camera.

Roll 'Perception + Stealth' at -2 to avoid being detected.

Roll 'Agility + Mechtronics' at -2 to disarm.

Roll 'Intelligence + Computer & A.I.' at -2 to set the cameras into an infinite loop.

Any system with a network element can also be hacked as a 'Domestic System'.

BASIC CAMERA SYSTEM - 30 CREDITS PER ROOM.

Cameras purchased from a reputable electronics store installed by the user following the instructions carefully. This system will likely cover all essential areas and will have a decent level of tamper-proofing.

Roll 'Perception + Observation' with an appropriate penalty to spot the camera.

Roll 'Perception + Stealth' at -3 to avoid being detected.

Roll 'Agility + Mechtronics' at -3 to disarm.

Roll 'Intelligence + Computers & A.I.' at -3 to set the cameras into an infinite loop.

Any system with a network element can also be hacked as a 'Commercial System'.

AV BUG SYSTEM - 100 CREDITS PER ROOM.

A simple system using AV bugs (Core Rules page 50). The system assumes two bugs a room which can quite difficult to spot. The footage is not amazing and the lack of A.I. means the system must be monitored by a user. The batteries on the bugs will only typically last a few days meaning that the system must be replaced regularly. Data can feedback to PDA or computer.

Roll 'Perception + Observation' with an appropriate penalty to spot the camera. (typically -6)

Roll 'Perception + Observation' at -4 to notice the system at all.

Roll 'Perception + Stealth' at -3 to avoid being detected.

Roll 'Agility + Mechtronics' at -3 to disarm.

into an infinite loop.

Any system with a network element can also be hacked as a 'Commercial System'.

Any system with a network element can also be hacked as a 'Secure System'.

PROFESSIONAL CAMERA SYSTEM

1000 CREDITS PER ROOM.

Good quality cameras installed by professionals commonly used in middle-class homes, shops and private businesses. The cameras are small, discrete and have excellent audio and visual resolution. A basic level 1 A.I. means the system can detect movement and compare it to a template in order to decide whether to alert the administrator or not. For example, it may be aware there is a dog in the house and not send an alert when it sees a dog-shaped object. However, were it to spot two dog-shaped objects at the same time, or a human-shaped object, it would send an alert or perhaps trigger an alarm.

Roll 'Perception + Observation' with an appropriate penalty to spot the camera.

Roll 'Perception + Stealth' at -4 to avoid being detected.

Roll 'Agility + Mechtronics' at -4 to disarm.

Roll 'Intelligence + Computers & A.I.' at -4 to set the cameras into an infinite loop.

Any system with a network element can also be hacked as a 'Commercial System'.

SECURE CAMERA SYSTEM

10,000 CREDITS PER ROOM.

High-end camera system installed by professionals to an excellent standard incorporating multispectral visual modes and state of the art audio analysis. Commonly used in banks, UIG Sector Houses, luxury businesses, old city streets, the homes of the rich and any location where security is of great importance. The system is fitted with a level 5 A.I. capable of making all manner of judgements and decisions such as 'these people are fighting - call the police or Mrs Baines has fallen and is not getting up - call an ambulance.' The system may be connected to the local UIG station so that units can be appraised of the situation before being dispatched.

This system also incorporates a voice system so that the A.I. can interact with those it's watching.

Roll 'Perception + Stealth' at -6 to avoid being detected.

Roll 'Agility + Mechtronics' at -6 to disarm.

Roll 'Intelligence + Computers & A.I.' at -6 to set the cameras

ELITE CAMERA SYSTEM

50,000 CREDITS PER ROOM + 500,000 CREDIT A.I. FEE.

The best system currently available. Such a setup tends to only be installed in the wealthiest / most sensitive locations in the world as the price is utterly prohibitive. The system includes a level 9 Warden A.I. whose custom architecture is purpose-built to scrutinise every pixel of footage for potential problems. The cameras themselves are able to perceive in a range of modes such as infra-red and electromagnetic and the integrated audio is able to detect audio cues so subtle that combined with its impressive A.I. it can distinguish a live voice from a recording.

This system also incorporates a voice system so that the Warden A.I. can interact with those it's watching. This system also acts as an excellent hub for a larger security structure, the Warden A.I. being given jurisdiction over automatic doors, other alarm system and even intruder countermeasures such as turrets and droids.

Roll 'Perception + Stealth' at -12 to avoid being detected.

Roll 'Agility + Mechtronics' at -12 to disarm.

Roll 'Intelligence + Computers & A.I.' at -12 to set the cameras into an infinite loop.

Any system with a network element can also be hacked as an 'Elite System'.

PLOT IDEA

Any security system with an integrated A.I. has fantastic potential to be a plot idea. Not only could the A.I. go all out to kill or capture the invading players, but as any gamer knows, the likelihood of the system going wrong is practically 100%. Having an insane, corrupted A.I. in charge of a building and its defences is gaming gold, and not to be missed.

HOSTILE DEFENCE SYSTEMS

Hostile defences are ones that actively attempt to damage or neutralise an intruder such as gun turrets, droids, patrol animals and security guards.

TURRETS

A turret system will typically be recessed into the ceiling or wall and will only deploy when certain conditions are met such as the alarm going off. This might not be the case in an environment where security is a high priority such as military installation or a prison.

Some basic turrets can be found in the Core Rules on page 208, but here you will find some more specialist models.

RIOT TURRET

20,000 credits

Weapon Fitted - 1 x Riot Cannon

Attack AT 16

Damage - Riot Foam

Range 10 metres Rate 1 HP 30 AV 8

The turret is usually used to hold people in place so another system can deal with them. This could be summoned guards or if the GM is feeling naughty, another more lethal turret (which would get +6 to hit the frozen target).

System

If the attack hits, the GM rolls 2D6 and adds the XS. This is called the 'Breakout Total'

Anyone hit is coated in a layer of foam which rapidly hardens freezing them in place. A trapped player may roll 'Strength + Athletics' each turn noting down the XS. When they have accrued XS equal or greater to the Breakout Total they are considered to have escaped the foam. Other players can help the victim break free by adding their XS but will make an easy target for the turrets next attack (it gains +6 to hit them).

PLASMA TURRET

100,000 credits

Weapon Fitted - 2 x Plasma SMG

Attack AT 20

Damage - 6D6 x 2 (Machine Weapon)

Range - Medium

Rate - 1

HP 50

AV 10

An expensive but lethal turret. It would typically be used

in low tech, concrete corridors or outdoors as the plasma would stand a high chance to damage the installation's systems. The twin plasma SMGs are linked meaning the unit can only target one thing at a time but if it hits the results are devastating. It is commonly used where augmented aggressors such as Agents or Cultists are expected, or where vehicles may be used.

DART TURRET

30,000 credits

Weapons Fitted - 1 x Injector Sniper's Rifle

Attack - AT 18

Damage - D3 damage ignoring D10+2 AV.

Range - Long Rate 1 HP 20 AV 2

A small and poorly armoured turret that fires a burrowing dart with a toxic payload.

System

This system uses augmented burrowing darts as its potential targets are expected to be armoured. The tips of the dart are nano-sharp and incorporate an oscillation technology which allows their microscopic tip to penetrate resilient substrates with ease.

The dart ignores D10+2 AV. If the target sustains one or more points of damage, then the toxin takes effect. Example toxins are listed below but you could use any you feel like. (See page 47/48 of the Core Rules for toxin details.)

Knock out serum (Roll under PER + END with XS as a penalty) or fall unconscious. Anyone with ICE is immune.

Autolamine Solution - Deals cumulative D6 damage to the target every turn.

Lambanic Acid Solution - See Core Rules page 48

EMP TURRET

40,000 credits

Weapons Fitted - 1 x EMP Cannon

Attack - AT 16

Damage - 4D10 EMP

Range - Long, Rate 1 HP 40 AV 8

This turret is capable of rendering an intruder's loadout useless.

Rules of EMP damage are on page 32 of the Core Rules.

DOORS, WINDOWS & WALLS

Doors and other access ways such as a vent covers and airlocks play a crucial role in an installation, whether it's trying to force one open without triggering an alarm or jam one closed to halt pursuers.

DOOR, WINDOW AND WALL SUMMARY TABLE.

DOOR	HP	AV
Weak Door	10	1
Plastic / Wood Door	20	2
Hi-polymer Door	30	3
Air Lock / Decontamination Door	50	6
Secure Metal Door	100	15
High Security Twin Durasteel Door	300	30
Mech Industrial Doors	5000	40
WINDOWS		
Ancient Window	0	0
Domestic Glazing (requires 14 points of hard, sudden damage)	0	0
Toughened Glass	30	4
Polyplex Glass	40	10
Duraglass	50	8
WALLS		
Weak Plaster Walls	10	0
Polymer Walls	15	2
Wooden / Synthboard Walls	30	5
Stone Walls	50	10
Metal Walls	100	15
Durasteel Walls	300	30
Hard Ion Walls (Page 46 of the Core Rules)	Varies	Varies

DOORS

OPENING LOCKS

This is covered on page 18 of the Core Rules

BREAKING LOCKS

Shooting access panels with a gun seldom unlocks a door unless you are very lucky (1% chance).

BREACHING DOORS

Doors have AV and HP. The HP listed is how much damage needs to be done to the door to render it useless.

WEAK DOOR

A poor quality, thin door that may be encountered in a tenement block in an Old City.

10HP, AV1 Could be guarded if the door leads somewhere important, generally no security at all.

PLASTIC / WOODEN DOOR

A standard door used in well made, modern buildings.

20HP, AV2, No guards. Possibly low-end cameras, door may be linked to a security alarm. Add 5 HP and 1 AV for a typical front door to a house or apartment.

HI-POLYMER DOOR

These are normally transparent, clear glass-polymer doors and are typically used in offices and labs to give an open plan feeling. 30HP, AV3

AIR-LOCK / DECONTAMINATION ROOM

A small room closed in by two doors that can only be opened in a particular sequence. In the case of an air-lock, it is quite possible to kill people by abusing the controls. The air-lock control system is considered a 'secure' system with regard to hacking.

50HP / AV 6

SECURE METAL DOOR

This could be found at the entrance to a medium-security installation or as a typical door in a high-security installation. 100HP, AV15

1-2 mid-level guards

Droid guards within easy reach

Knock-out gas and multispectrum cameras

Door will be linked to a panic alarm

Bioreaders will be fitted to the door requiring DNA, voice, biorhythm and retina scans

HIGH-SECURITY TWIN DURASTEEL DOORS

These are found in high-security areas such as weapons labs and CEO offices.

300HP, AV30

2-4 high-level guards

Robotic guards within easy reach

Elite sensor arrays

The door is linked to knock-out gas injectors

Electrocuting floor

A.I. controlled tracking machine turrets

The door will be connected to an installation-wide panic alarm. Biometric scanners will be fitted to the door requiring DNA, voice, biorhythm and retina scans. Any deviation from standard inputs due to nervousness in voice, sweaty palms, high heart rate, etc, will trigger defence droids and any installed countermeasures. The doors are paired with an air lock system for maximum security from toxic attacks.

MECHA / INDUSTRIAL DOORS

Huge doors, often hundreds of feet high used in cyberlin factories or secret underground bases where vast objects need to be moved around. These doors are essentially impossible to destroy without nuclear weapons so passing them is more a question of either unlocking them or creating a small access hole within them.

5000HP / AV 40

Security would typically take the form of basic guards, droids or if you're unlucky, a cyberlin.

The locking mechanism will normally be an 'advanced lock'.

Attempts to cut through the door will first require the player to get through 40 points of armour. This is extremely challenging but weapons such as plasma cannons could start to make an impact if you have enough ammunition. To create a hole large enough for a human to get through, you would need to deal around 125 points of damage.

WINDOWS AND GLASS

ANCIENT WINDOW

Simple glass and wood typically found in old cities. The chances are this window is falling apart and has cracked panes and rotting wood.

AV and HP are not needed, this window can be smashed out with ease but shards of glass will be left behind.

If the player is in a hurry, he will take D4 damage passing through a broken window which is reduced as normal by armour.

DOMESTIC GLAZING

The most common form of window found in most houses, apartments and most vehicles. Very difficult to break with brute force.

A glass hammer or a bullet will break the window instantly

into showers of harmless chunks.

A single blow with a hard object such as a pistol grip will shatter the window, but it must deal at least 14 damage in one hit.

TOUGHENED GLASS

Used on shop windows, vehicles and high rise apartments. Plastic sheeting between the layers of glass make it very difficult to breach. Blades of some kind would be needed if you wanted to smash your way through.

AV 4, HP 30

The glass can be removed by throwing or driving large objects through it.

Driving a car through will automatically breach the window.

Throwing a table etc, though the window will work if the character has STR 8+.

POLYPLEX

Cheap but extremely tough and hardwearing, this is actually a clear polymer used in kiosks, banks teller stations and the like. After a year or so of use, it can become scratched and yellowed if not well cared for.

AV 10, HP 40

DURAGLASS

The strongest glass currently available and used in secure locations such as the UIG buildings, the upper floors of spires, military vehicles and the windows of high-end stores.

The glass has sheets of nigh-unbreakable membrane sandwiched between its multiple layers making it very tough to smash through. Blades of some kind would be needed if you wanted to smash your way through.

HP 50, AV 8

Driving a car through at 40mph+ will stand a 90% chance to break the window.

WALLS

WEAK PLASTER WALLS

These are encountered in old buildings and serve little use other than to block line of sight and separate areas.

10HP, AV0 Electrical cable and piping may be hidden in the walls.

POLYMER WALLS

These are often used as partitions and in places where security is not an issue such as a public toilet. The walls are fairly thin and not very soundproof. They are surprisingly brittle and sharp when broken.

15HP, AV2

WOODEN / SYNTHBOARD WALLS

Synthboard is a modern, more robust version of plywood / chipboard and used in some structures for walls. Actual wood is expensive in the 2500 so old fashioned wood-based materials would be a rarity. More often they would be well preserved relics from the past.

30HP, AV 5

STONE WALLS

These are the main constituent of Old City buildings and are still used in many modern structures.

50HP, AV10, May contain electrical cable and piping.

METAL WALLS

Metal walls are expensive to produce and heavy, they are normally used only in secure areas. They can have current passed through them to make them harder to assault and numerous devices such as gas jets can be hidden in them to act as deterrents.

100HP, AV15

DURASTEEL WALLS

Very expensive and rare. The walls would only be used in the most important of installations. They can be connected to currents and have deterrents installed in them.

300HP, AV30

HARD ION WALLS

These are used to section off important areas. They are effectively hard ion shields which act as walls. They can be turned on and off, normally via biometric permission. Hard Ion Walls are normally used as a temporary measure where normal walls cannot be used, or in secure areas as doors.

HP and AV vary in the same way as Hard Ion Shields.

PERP CHOW

A Y&S RECLAMATION PROJECT

**DO YOUR CYBERWOLVES KEEP
MAKING A MESS OUT OF
INTRUDERS?**

**SCOOP AND SEND THE
LEFTOVERS TO US AND WE'LL
GIVE YOU 10% OFF YOUR NEXT
CANINE DROID SERVICE.**

TERMS & CONDITIONS

CYBERNETICS, XENO-ORGANS, BIO-AUGS and

CONCEALED CONTRABAND FOUND IN

SHIPMENTS WILL NOT BE RETURNED. SERVICE

LIMITED TO Y&S (OR SUBSIDIARY) BUILT DROIDS

DESIGNATED 'CANINE' IN THE INSTRUCTION

MANUAL. MINIMUM SHIPMENT of 1KG,

EXCLUDING CLOTHING, DEBRIS, ARMOUR

SHARDS AND SHRAPNEL.

CUSTOMER PAYS POSTAGE

HAVE A NICE DAY.

ROOM GENERATOR

ROOMS LIST

Here follows a comprehensive list of room types that you can use to populate your facility. You can combine this with the 'Features' below to create a varied and interesting installation.

1. Private Office
2. Laboratory
3. Toilet/Bathroom
4. Control Room
5. Bedroom
6. Dining Room
7. Kitchen
8. Storage/Stock Room
9. Garage
10. Kennels
11. Animal Pens/Stables
12. Maintenance Room
13. Medical Bay
14. Prison/Holding Cell
15. Testing Lab
16. Large Vehicle Hangar
17. Music Room
18. Entertainment Room/Lounge/Den
19. Computer Room
20. Study/Studio
21. Generator Room
22. Conference Room
23. Open Plan Office
24. Waiting Room
25. Reception Area
26. Inside Elevator
27. Hallway
28. Corridor
29. Landing
30. Retail Area
31. Staff Room
32. Teaching Area
33. Clean Room (Sterile)

34. Decontamination Chamber
35. Weapons Storage Room
36. Firing Range
37. Gymnasium / Pool / Sauna
38. Airlock
39. Refuse Processing Area
40. Machining Room
41. Hydroponics Lab/Suite
42. Surgical Theatre
43. War Room/Planning Room
44. Server Farm / A.I. Housing Facility
45. Toxic Waste Storage Area
46. Reactor Core
47. Sports Facility
48. Religious Room for prayer / contemplation
49. Weapons Storage Room
50. Panic Room

ROOM FEATURES

It can be tricky populating your installation with a range of interesting features on-the-fly, so here is an extensive selection for you to use. Some items are detailed on page 36 and are marked within an *. The features are arranged by the type of installation they would typically be found in but obviously, there will be some cross over.

OFFICE

1. Office Chairs
2. Sofa / Armchairs
3. Stationery Cupboard
4. Computers
5. Photocopier / Printer / 3D Printer
6. Recycling Station
7. Petty Cash containing D100 x 2 credits
8. PDA / Phones lying around
9. Laptop
10. Implicating Paperwork
11. Private Correspondence
12. Safe*
13. External Hard Drive

14. Lockers
15. Vehicle Keys
16. Large potted plants
17. Coffee Machine
18. Standing Lamps
19. Locked desk drawer
20. Cups and pots of hot tea / coffee

RESTAURANT / CAFE / KITCHEN

1. Coffee Machine
2. Selection of Cakes
3. Arm Chairs
4. Coffee Table / Magazines
5. Dining Table and Chairs
6. Cash Register with D100 x 2 Credits
7. Refrigerator
8. Oven / Grill
9. Selection of Knives
10. Pans and Pots
11. Fresh Vegetables and Multimeat
12. Blender / Food Processor
13. Food Counter
14. Milkshake / Slushy Machine
15. Kanaga-9 Dispensing Machine
16. Red hot panini press
17. Large chopping knives
18. Pan of boiling mulimeat curry
19. Lit candles
20. Bubbly Pot - (Fondu or similar pot of boiling stock for shared dining experience).

HOUSE

1. Cat / Dog Flap
2. Television
3. Holowall TV
4. Music System
5. Phone lying around
6. Game Console
7. Home Computer
8. Laptop
9. Bed
10. Wardrobe / Drawers
11. Book Case
12. Dining / Coffee Table
13. Sofa / Armchairs
14. Safe*
15. Table Lamp
16. Home Office Area
17. Kid's Room
18. Dog / Cat Bed
19. Child's Cot / Playpen
20. Vehicle Keys
21. Keys to Workplace
22. Jewellery worth D1000 credits
23. Gun Cabinet*
24. Dog / Cat / Pet BIO
25. Cleaning supplies (potentially hazardous)
26. Mirror (can be shattered into shards)
27. Expensive antiques*
28. Heavy ornaments (potential weapons)
29. Pet
30. Golf clubs / cricket or baseball bat
31. Art area for painting or drawing
32. DIY Cupboard with powertools and chemicals
33. Mobile phone / PDA
34. Sex toys
35. Risque magazines
36. Very personal photographs
37. Collection of naughty home movies
38. Exercise equipment (heavy dumbbells etc)
39. Large selection of clothes
40. Expensive jewellery

GARDEN / TERRANCE AREA

1. Barbeque (could be searingly hot)
2. Barbeque tools
3. Lawn mower with dangerous spinning blades
4. Hedge trimmer
5. Garden chairs
6. Garden table
7. Hosepipe
8. Garden fork / spade
9. Chemical for plant treatment (potential bomb materials)
10. Shed full of old junk
11. Sprinkler system
12. Garden light - turns on when people pass by
13. Garden ornaments such as gnomes
14. Washing line (strong wire)
15. Poisonous plants
16. Kennel (maybe with a dog)
17. Children's toys
18. Swimming pool
19. Gazebo (beware...)
20. Prying neighbour

GARAGE

1. Vehicle
2. Pedal Bike
3. Quad bike
4. Cans of paint
5. Selection of heavy and sharp hand tools
6. Selection of power tools
7. Selection of dangerous chemicals
8. Boxes of paperwork / useless possessions
9. Beer fridge
10. Chest freezer
11. Portable generator
12. Surfboard
13. Children's toys
14. Piles of fuel for an open fire
15. Stacks of canned food / canned drink
16. Abandoned DIY projects
17. Workbench
18. Punch-bag

19. Gym Equipment
20. Bags of cement / sand / plaster

TOILET / BATHROOM

1. Bath
2. Toilet
3. Urinal
4. Sink
5. Whirlpool Bath / Hot Tub
6. Shower Cubicle
7. Soap and toiletries
8. Razor blades
9. Soap on a rope (dangerous in the right hands)
10. Mop & Bucket

CEO'S OFFICE

1. Safe*
2. Evil Plans
3. Custom Firearm
4. Blackmail evidence on someone else
5. Illegal insights into stocks and shares
6. Cross-dressing gear
7. Watch / Jewellery worth 2xD1000 credits
8. Antiques*
9. Kinky sex gear
10. Bloodstained credit chips worth D4x1000 credits
11. Drugs worth D4x100 credits
12. Shelf of signed Tony Robbins books (he lives)
13. Sports trophies or industry awards
14. Personal mementos
15. Photos of the spouse and kids
16. Television/music system
17. Snackmaster Snack Machine*
18. Top Secret Information*
19. Antique melee weapons
20. Gym / Martial Arts gear

LABORATORY

1. BIOs locked in cages
2. Lab animals in cages
3. Small lab machines
4. Large lab machines
5. Flasks of Super Acid*
6. Animal (unrestrained)*
7. Top Secret Information*
8. Decontamination System
9. Storage Cupboards
10. Secret chemical formula
11. Plans for secret weapons
12. Lab coats, clean suits and hazmat suits
13. Lockers*
14. Syringes and Scalpels
15. Bottles of chemicals
16. Biological and Chemical Hazards*
17. Prototype Weapon
18. Powerful computers
19. Machine with boiling coffee in
20. Lockable chemical storage
21. Fire suppressant measures
22. Powerful backup generator
23. Decontamination spray / Biocleene
24. Laptops
25. External data storage drives
26. Biological samples
27. Cannisters of liquid nitrogen
28. Samples of space rock / exotic materials
29. Controlled explosion chamber
30. Fume cupboard with something nasty in it

SECURITY CONTROL ROOM

A hub room that might contain security cameras, weapon racks and guards. From here you may be able to gain access to all kinds

1. Biscuits and coffee
2. A rack of pistols
3. A rack of kinetic tactical firearms
4. A rack of advanced firearms such as plasma and laser
5. A case of non-lethal measures such as KO grenades and tasers
6. A Snackmaster 5000 snack machine*
7. Keycards to access secure areas
8. One or more guard droids, possibly inactive
9. A medical station*
10. Racks of monitors connected to the installation's camera network
11. Data drives storing camera footage
12. Books, magazines, video games and various time sinks

INTERACTIVE FEATURES

POWER GENERATOR

Most installations will derive their power from the national power grid but some will have an independent power source, either for everyday use or for a backup system.

An 'Intelligence + Mechtronics' roll will allow a player to understand and work with the power generator. Be aware that taking mains power offline could have a range of effects. For example:

1. Air support systems could go offline.
2. Droids could shift into a search and destroy mode
3. Lights might shut off
4. Turrets could become hostile
5. The UIG / reinforcements could be summoned
6. Blast doors might drop
7. Alarms could trigger
8. Oxygen could be sucked from zones where staff should not be
9. Computer systems might be locked
10. BIOs or guard animals might be released
11. Security may be dispatched to the generator room
12. The building A.I. might shift into a hostile mode.

VENTS AND DUCTS

Classically vents are used to covertly scuttle between areas of an installation or to poison a room's occupants. This is all well and good but here are some ideas to consider when introducing ducts into a game.

1. The vents might be alarmed against intruders.
2. The vents may be poorly supported and someone passing through them could cause them to fall or collapse.
3. There might be guard droids within the vents such as cybermonkeys or sentinel units (Core Rules pages 244 & 245)
4. The vents could be electrified so that any unauthorised personnel trying to enter them would receive a potent electric shock.
5. There could be vented baffles every so often to stop people moving through them.
6. Ducts could have toxin filters fitted so only clean air will come out of them.
7. The vents could be too small to travel through.
8. Large sections of the ducting could be vertical meaning you would need excellent climbing skills to navigate them.

ANIMAL (UNRESTRAINED)

A creature of some form is free in the area. You can roll on the tables below or simply traits that seems appropriate.

BEHAVIOUR

1. Aggressive
2. Fearful
3. Friendly
4. Noisy

ANIMAL TYPE

1. Non-threatening - Gerbil, cat, parrot, insect.
2. Mildly dangerous - Small dog, rabbit**, bird of prey, small BIO, small ape, poisonous insects.
3. Dangerous - Large dog/wolf, medium BIO, large ape, mutated poisonous insects.
4. Very Dangerous - Combat BIO, lion, bear, mutant predator species, savage ape, gengineered creature with horrific bio-attack such as spitting goblets which vapourise into autolamine gas.

**If you don't think rabbits are mildly dangerous, you've probably not shared a cell with a rabbit.

ANTIQUES

This encompasses a range of valuables that may or not be easy to steal. The value of any single item would be D10x1000 credits.

1. Item of furniture such as wardrobe or chair
2. First edition of a book
3. A weapon such as a sword or a musket
4. Pottery such as plate, bowl or vase
5. Documents such as velum parchment or scroll
6. Curiosity such as a shrunken head or preserved hand
7. Taxidermy specimens such as a buffalo or otter
8. Rare music such as a CD, record or tape.
9. A large item like a vintage car or Edwardian lathe
10. An ornament such as a lamp or statue
11. Musical instrument.
12. GM Choice

BIOLOGICAL AND CHEMICAL HAZARDS

Be it petri dishes filled with flesh-eating bacteria or BIO saliva capable of digesting your armour, a biology or chemistry lab can have all manner of exciting goodies to surprise a nosy Agent or spice up a fight.

1. A highly volatile liquid which when exposed to the air releases a potent and toxic gas such as autolamine.
2. A powerful acid in a delicate beaker. Can be thrown as a weapon or accidentally spilt. Powerful acid deals 2D10 damage to a target for 10 rounds. Armour helps but is reduced by 1 point per round until ruined.
3. A potent carcinogen in a bottle that triggers rapid unregulated cell growth when applied to the skin.
4. A sample tube writhing with yellow, toothed maggot-like creatures. They will burrow into a host given half a chance.
5. A petri dish in a chill cabinet contains an aggressive flesh-eating bacteria which has no known cure at present.
6. The air is suffused with a gas that if breathed in begins to dissolve the lungs. -1 END per round that you are exposed.
7. A slimy biological residue coats the floors. In a round where a character wishes to move, they must pass an 'Agility + Athletics' check or fall.
8. A potentially lethal virus has contaminated the lab. Anyone entering the lab without rebreathers etc. will contract the virus. Effects may not be noticed straight away.
9. The lab is in lockdown. 'Secure Metal Doors' have dropped down alongside the original doors to prevent access.
10. Mutagens in the lab have changed one of the scientists into a Mutated Human - Core Rules page 220.

FLASKS OF SUPER ACID

A makeshift weapon, this can be thrown at an enemy and will deal 10 damage per round for 2D10 rounds. Armour helps but the enemy's AV is reduced by 1 per round until it is destroyed. More on acids can be found in the Eastern Bank page 66.

GUN CABINET

A locked cabinet (Secure Lock) that contains one or more weapon and possibly accompanying ammunition. A cabinet has a 60% chance to contain D4 clips/units of the relevant ammunition

1. Shotgun
2. Black Cougar/Magnum
3. Long Sword/Short Sword
4. Plasma Sword / Knife

5. Frag/Incendiary Grenade
6. Sniper's Rifle
7. Kinetic SMG
8. Crossbow/Bow
9. Machine/Plasma Pistol
10. Flame Thrower
11. Machine Gun
12. GM Choice of ANY Weapon

LOCKERS

A set of metal lockers for staff/visitors to store personal items. 90% chance of being locked with a normal lock.

1. Civilian clothes
2. Uniform for a workplace
3. Cash to the value of D100 credits
4. Laptop
5. Phone / PDA
6. Blackmail material
7. Vehicle Keys
8. Day bag with ID and house keys
9. Diary / Journal
10. Access Card for Workplace
11. Explicit Pornography
12. GM Choice

MEDICAL STATION

A small wall-mounted unit designed to provide emergency medical aid. Contents would vary based on location, below are some examples:

1. IV Medical Kit
2. Non-IV Medical Kit
3. Compound-H
4. A patch which stops up to 2 points of bleeding
5. Toxin Purge
6. Toxin Filter (Disposable)
7. Basic first aid kit
8. BioCleene (Dissolves dead organic matter)
9. Sterilising Solution
10. Defibrillator

SAFE - SECURE LOCK

Contains any number of the following items (roll a dice)

1. Contains D1000 credits.
2. Blackmail material / Evidence of illegal trading
3. Passport / legal ID papers
4. Bearer bonds to the value of D6 x 1000 credits
5. Jewellery worth D2x1000 credits
6. High-level access card to the building
7. Black book of addresses
8. Firearm
9. Drugs to the value of D1000 credits
10. GM choice

SNACKMASTER 5000

This is a large wall-mounted unit capable of dispensing a variety of piping hot, fat-laden, carbohydrate intense super snacks and sugar-rich hyper-caffeinated drinks that never fail to disappoint. Various modifications can be requested upon initial purchase which will allow the machine to dispense a wider variety of items such as alcohol, basic medications and even 'healthy food' - though the latter is so rarely requested the manufacturers (Multimeat) have all but abandoned the idea.

A typical snack costs around 5 credits and takes about 30 seconds to be dispensed.

Snackmasters use molecular synthesis to create their foodstuffs and as such can be hacked (Commercial System) in order to have them dispense a vast array of weird foods and simple chemicals, providing the hacker has access to the necessary recipe-codes. They cannot dispense such as drugs and explosives as these require too fine a level of chemical engineering.

TOP SECRET INFORMATION

This can take many forms but at its core, this it is incredibly valuable to the right buyer and will result in you being hunted across the planet by the Agents of whatever organisation you took it from.

A large range of ideas are listed below and although it may seem odd to find some of these items in certain places, it can be amusing to juxtapose items and locations. For example, finding a prototype chemical weapon in a drug den or raiding a nano-lab and coming away with what turns out be granny's prized lasagna recipe.

1. Paper documents detailing a revolutionary sub-space process.
2. Prototype industrial chemicals in storage tubes
3. A piece of newly developed consumer electronics

4. A closely guarded family recipe
5. A closely guarded commercial recipe. E.g. Kanaga 9 or Smork
6. A blueprint for a new firearm
7. A blueprint for a new energy sword
8. Schematics for a range of UIG installations
9. Financial data for a major corporation
10. Blackmail material on a powerful corporate figure
11. Blackmail material on an A-list celebrity
12. Blackmail material on a powerful UIG figure
13. Intelligence gathered on your employer
14. Identified weak spots in the security of the installation
15. A comprehensive map of the installation
16. A comprehensive map of another similar installation
17. A blueprint for a piece of prototype military technology
18. A plan for an illegal bioweapon
19. The chemical formula for a potent bio-toxin
20. The installation owner's strategic plan for the next 6 months
21. The unseen manuscript for a best-seller's sequel
22. DNA samples for a new combat BIO
23. A chip containing a powerful A.I.
24. A data drive containing a wealth of company secrets
25. A data drive containing a powerful virus capable of crippling a small corporation
26. A list of phone numbers for senior UIG officials
27. A pre-release copy of the new Puke Doublefukk Album
28. Bank statements implicating government officials in embezzlement
29. Some (but not all) schematics for a FarDrive
30. The results of a 10-year investigation into one of the Archons
31. A list of currently undercover UIG officers
32. The location of a secret UIG tech lab
33. The location of a secret UIG prison
34. Complete security details for a nearby UIG station
35. Transit details including possible weakness for a local company who transport valuable goods for banks and corporations
36. Codes for accessing a local bank vault
37. Codes for accessing a local casino's vault
38. The location of an undercover Agent division
39. Codes for accessing a rival corporation's installation.
40. The detonation procedure for mind bombs installed in a group of operatives.
41. A list of all undercover operatives working for the company who owns the installation.
42. The plans for a new spire.
43. The routine and shifts for a super-prison.

44. Communications from an Archon.
45. Plans for a secret mission to Venus to loot a ruin.
46. Incriminating photographs of a powerful individual.
47. Codes to shut down the facilities alarm
48. Details of a secret room underneath the facility
49. The keycode to a VIPs mansion.
50. A nanofactory blueprint for a piece of archon technology
51. A warning from an archon of an impending natural disaster two weeks from now.
52. Details of a secret moon base belonging to a private individual.
53. Photographic surveillance tapes of a building suggesting it will soon be raided / robbed.
54. A correspondence between a VIP and Cult of Machina Warlord suggesting an improper alliance.
55. Detailed plans for the new Kalari GTX sports car, as yet unavailable.
56. A love poem written by a powerful VIP to a prostitute.
57. Photographs of unidentified aerial craft out in the desert stamped with corporate identifying marks.
58. Slides containing xeno tissue along with a document of research findings.
59. Access passes into Vastaag Understructure.
60. Chemical formulae for a range of new combat toxins.
61. The chemical formula for a new highly addictive street drug and details of how it's going to be made and distributed.
62. Schematics for a chemical weapon that will target malenbrach genetic weaknesses.
63. A list of 14 humans who were turned into malenbrach without their express permission.
64. The names and addresses of the Archon Exchange members.
65. Details of the Archon CIRCE's imprisonment by the Shi Yukiro.
66. Information about a 'darkness' that has been detected light years away from Earth but seems to have intelligence.
67. Emergency codes to access the UIG mainframe once for a duration of 5 minutes.
68. A recipe for a noodle dish so tasty, a multi-million business could be built around it.
69. The secret behind Always a Kitten - i.e. how the company keeps their animals from ever growing up.
70. A contract paying a group of rogue agents to assassinate a UIG official.
71. Information that an Agent in your corporation is acting as a double Agent.
72. Surveillance photos of the players division going about their business along with some personal details.
73. The identity of Mr K - the CEO of the Shanghai Noodle House Chain - a closely guarded secret.
74. Some details of how a far drive is built - not enough to build one but enough to scare the Ai-Jinn.
75. Some details on how an Ion Katana is built - not enough to build one but enough to scare the Shi Yukiro.
76. The location of the last area of pure ancient woodland on earth.
77. Details of a Corporate Agent who has been working undercover in the UIG as a rank 7 for 18 years.
78. A list of Red House Operatives and their cover stories.
79. Details of how to sneak into the Shanghai Cult warren and assassinate the Architect Prelate.
80. Some dirty secrets about a leading official in the Order of the Faith.
81. Details of signal type that will jam malenbrach juggernauts jet packs by interfering with their fuel injectors causing them to fall from the sky.
82. The password to a celebrity's InstaFace account.
83. Specifications on how to build a comm. device that will pick up UIG radio transmissions.
84. A list of Ai-Jinn traitors who are still at large.
85. Blackmail material on a leading Western Federation ethics spokesperson.
86. The location of a buried cache of nuclear warheads.
87. GPS coordinates for a secret SY underwater city.
88. Details of some potent weak points in Ai-Jinn built battle class cyberlins.
89. Proof that the Black Cougar was originally an E.I. design which could start the biggest lawsuit in history.
90. Incriminating video tape of leading judge.
91. The universal code for opening UIG prison cells.
92. Details of how to neutralise a pair of psi-cuffs by singing a song by celebrity boy-teen pop star Unuk von Paperslip.
93. A list of hidden weapon caches belonging to the American Underground.
94. The designation numbers of three droids, currently working for the UIG who are technically self aware but concealing the fact.
95. The location of the Comoros Black Site where horrible acts are perpetrated on prisoners.
96. Details of a backdoor that was built in the Ai-Jinn's computer systems by a coder hundreds of years ago and has never been detected.
97. A phrase which when spoken inside a UIG patrol car, will cause it to stop dead and all the doors to fly open.
98. The location of an Order of the True Faith vault where potent religious relics are stored.
99. Details of trick that can be used to add 10 rank points to an individual by pulsing the chip with carefully controlled currents.
00. The location of the UIG's No. 1 most wanted.

PART 2

MAPS



The Automatrika - Cult of Machina Cathedral Hive



MANSION

PROPERTY OF SHI YUKIRO CORPORATION
CORPORATION RPG 2020

MANSION

This map represents a two-floor mansion and is the sort of building a lot of Agents can end up visiting. The players could be sneaking in to steal some intelligence or they could be guests at a lavish party. Whatever the reason, a good plan of the building can help the GM when it comes to running an immersive game.

There will be several buildings in the grounds including summerhouses, guest suits, greenhouses, barns, stables, pool houses and the like. These are not so important and so have been left out in order to cover more mansion detail. Most rooms will have windows unless noted, those these can be removed to suit your mission.

Style-wise the mansion could range from an ancient English stately home to a recently built McMansion* worthy of an A-List celebrity.

*A McMansion is a cookie-cutter newbuild large home made famous in the 21st century as the base of operations and icon of wealth for celebrities, particularly in California.

Armoury

A private collection of weapons. This could be old fashioned weapons such as muskets and sabres or a more modern collection of plasma swords, sniper rifles and even ion katanas.

Atrium

Large steps and a huge double front door lead into this double-height hall fills both floors of the house. It is probably floored in marble or granite and will have lots of ostentatious decorations designed to impress visitors. Two large sweeping staircases lead to the next floor.

Ball Room

An opulent, marble-floored room with huge columns and a very high ceiling. This is where the owners host their most lavish parties. In a McMansion this might be replaced with a basketball court or huge home theatre room.

Cold Room

A walk-in freezer for storing food that will spoil (and corpses).

Drawing Room

Short for 'withdrawing room' this is a comfortable room lined with tapestries and oil paintings. Diners can relax here after dinner, enjoy a brandy and smoke an illegal cigar.

Firing Range

A place for the mistress of the house to practice with her collection of firearms. There may be a few weapons lying around in here or they may be stored in the Armoury.

Games Room

In a more traditional mansion this would be a billiards room. In a McMansion it may have game consoles with huge screens, VR systems, pinball machines and so on.

Grand Dining Room

This room is dominated by a large dining table that can easily seat thirty or more guests.

Hallway

The various hallways of the manor are lined with expensive pictures and statues or in the case of the McMansion, platinum disc displays, movie posters and various memorabilia to remind the owner how successful he is.

Home Theatre

In 2500, even the most traditional of gentlemen needs a huge TV room. This one has room for 20 guests to sit in comfort and watch the latest episode of Mech Wars.

Kitchen

This could be a staff kitchen or in a more modern house it may be integrated into the dining room as a large open plan area.

Library

A huge room lined with books old and new. Ladders on rollers can be used to access high up books and there are probably several reading chairs in here. The room has a beautiful view over the ground.

Lounge

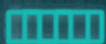
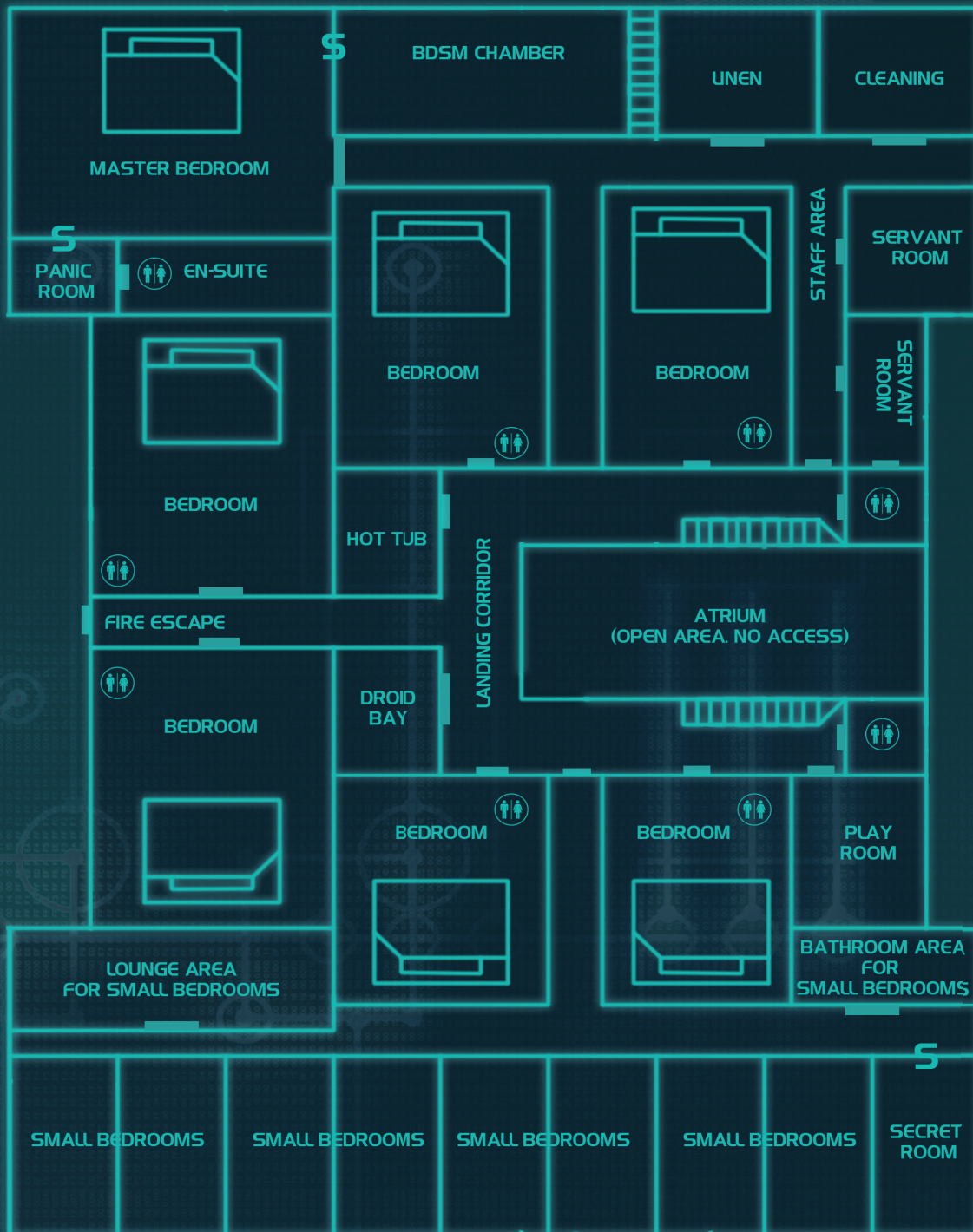
An informal gathering room with sofas, a TV and music system. This would be where the family spend a lot of time.

Sauna & Spa

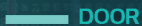
A home beauty area with space for facials, massage and various holistic treatments.

Staff Room

A place for the staff to mingle and relax. If the owner does



STAIRS



DOOR



SECRET DOOR



TOILET



TURRET

MANSION UPPER FLOOR

PROPERTY OF SHI YUKIRO CORPORATION
CORPORATION RPG 2020

not employ staff it will probably have become a junk room.

Store Room

Food and general supply storeroom for use by the house staff.

Study

A room stocked with reference books and files. It will contain a desk with a secret compartment containing incriminating material such as pornography. There will be a safe in here containing cash and important documents. Also, note the secret door that leads to the Armoury.

Systems Room

A house like this will have hundreds of electrical systems which need to be monitored and controlled. From this room, all manner of the house's systems can be controlled such as lights, alarms, door locks, window shutters and so on. In extreme cases, a simple A.I. may be installed to oversee things.

Swimming Pool

A large pool with a commanding view over the grounds.

Rear Terrace

A large paved terrace with seating areas, outdoor heaters and places for cooking.

MANSION TOP FLOOR

This floor can be accessed by the main staircases in the atrium or via the service stairs at the back. Or through the windows, if you're performing a home invasion. The majority of this floor is given over to bedrooms, some vast and decadent, other's small and functional.

Note that this floor is not to scale and may well contain several more bedrooms but this plan has been designed to be useful to GM and not overly complicated.

Bathroom Area for Small Bedrooms

The small bedrooms may or may not have en-suits. If you decide against it, this bathroom area provides an area for guests to wash and shower.

Bedroom

Generic guest room. If the room is large, it is safe to assume it's a luxury room. Smaller rooms are for lesser guests or children.

BDSM Chamber

What rich E.I. fatcat would be without his kinky sex chamber. This room is large and equipped with thousand's of credits worth of high-end sex equipment including Fleshel machines

and pleasure droids.

Cleaning

Contains everything needed to clean the mansion such as vacuum cleaners, cleaner droids, chemicals, tool and so on.

Droid Bay

A mansion this large is bound to have security droids. They are stored here and can be deployed at the tap of a PDA button.

Fire Escape

French doors which can be quickly opened from the outside and an inflatable chute deployed. Serves as a quick exit in an emergency.

Hot Tub

A hot tub room for parties etc. This could be expanded to have a steam room etc.

Landing Corridor

A wide walkway which leads to the various parts of the upper floor. You can see down into the atrium from here.

Linen

Spare linen and bedding for all the room. Also includes areas for ironing, washing laundry and storing spare mattresses etc.

Lounge Area for Small Bedrooms

The small bedroom may well be a little functional so this lounge area if provided for the occupants to mingle and have a drink.

Panic Room

A reinforced hidden room for the owner to flee to in emergencies. Accessed through a secret door in the shower.

Play Room

A room for younger children to have fun, probably supervised by the live-in nanny.

Secret Room

This room will be used for something particular to the owner. If he's a drug baron it may contain stacks of cash or drugs. If she is an assassin it might be her war room.

Servant Room

Two rooms are located on this floor which are both small and designed for live-in staff. They are simple and functional.



THREE APARTMENTS

Here are some generic plans for three typical spire apartments. The owning corporation will influence the feel and quality of them, but not the overall structure and facilities.

AI-JINN

The apartments will be much more functional and show notable signs of wear and tear. There is a higher chance of malfunctioning systems such as the beds not folding down correctly or the TV not receiving all the correct channels. Air conditioning may not be as good and they may be more cramped than those of other corporations. The lack of background checks for new residents can result in some rather nasty crime-dens developing.

COMOROS

Expect extremely simple but practical living spaces with few luxuries. They will normally be perfectly functional in good working order with extremely modest rental fees and a generous application procedure.

EURASIAN INC.

The apartments will be well cared for and are the most spacious, well-maintained and stylish. They will also be the most expensive. Competition for E.I. apartments is high as there are normally exceptional amenities in the nearby spire. E.I. are happy to let dubious characters rent apartments for the right cash resulting in a number of major criminal players living in their luxury apartments. As long as the cash keeps flowing, E.I. will cover up any indiscretions with very little fuss.

SHI YUKIRO

Elegant and minimal spaces which are exceptionally well maintained and decorated in a timeless style. Rules in Shi Yukiro spires are tight and those making a nuisance of themselves are quickly ejected. They are extremely expensive but often heavily discounted for those under the employ of the corporation.

WESTERN FEDERATION

Federation apartments are decorated sparsely and have few amenities but this is reflected in their price. Vetting for the apartments is extremely intrusive and any mark on your record precludes you from getting one. This results in extremely orderly spires where the citizens are encouraged to engage in regular social interaction events based on apartment location. Many Federation citizens find this tiresome but fear to speak out against the system.

STUDIO / SMALL (600 CREDITS A MONTH)

The plan is fairly self-explanatory. The fold-down bed saves space during the day but over-all the setup is functional. Some even cheaper apartments will have the shower and toilet in a combo unit and completely omit a kitchen, assuming that the resident will buy take-away food, and have no need to even heat a meal or make a hot drink. There are never windows in the apartment of this size though some in E.I. or SY territory might have holowalls.

STANDARD (1000 CREDITS A MONTH)

A decent-sized apartment suitable for a small family or a professional couple. The majority of apartments fit this model as it encourages people to share, even if they are not family. There are seldom windows in this size apartment though most will contain a holowall.

LUXURY (FROM 2500+ CREDITS A MONTH)

This is an example of a top-end luxury apartment and would probably cost in the region of 5000 credits a month. The most notable features of the apartment are its high ceilings (around 20 feet) and the vast picture window dominating the far wall which lets in vast amounts of natural light.

The window is heavily reinforced and contains a one-way coating so the occupant cannot be spied upon. It can also be made opaque at night if desired.

The decor will be tasteful and in keeping the occupant's taste (lots of cash allows redecorating on a grand scale). There are three bedrooms for a large family/guests and in the master bedroom is a panic room containing a safe. This panic room might even have a hatch for the user to escape into another part of the spire.

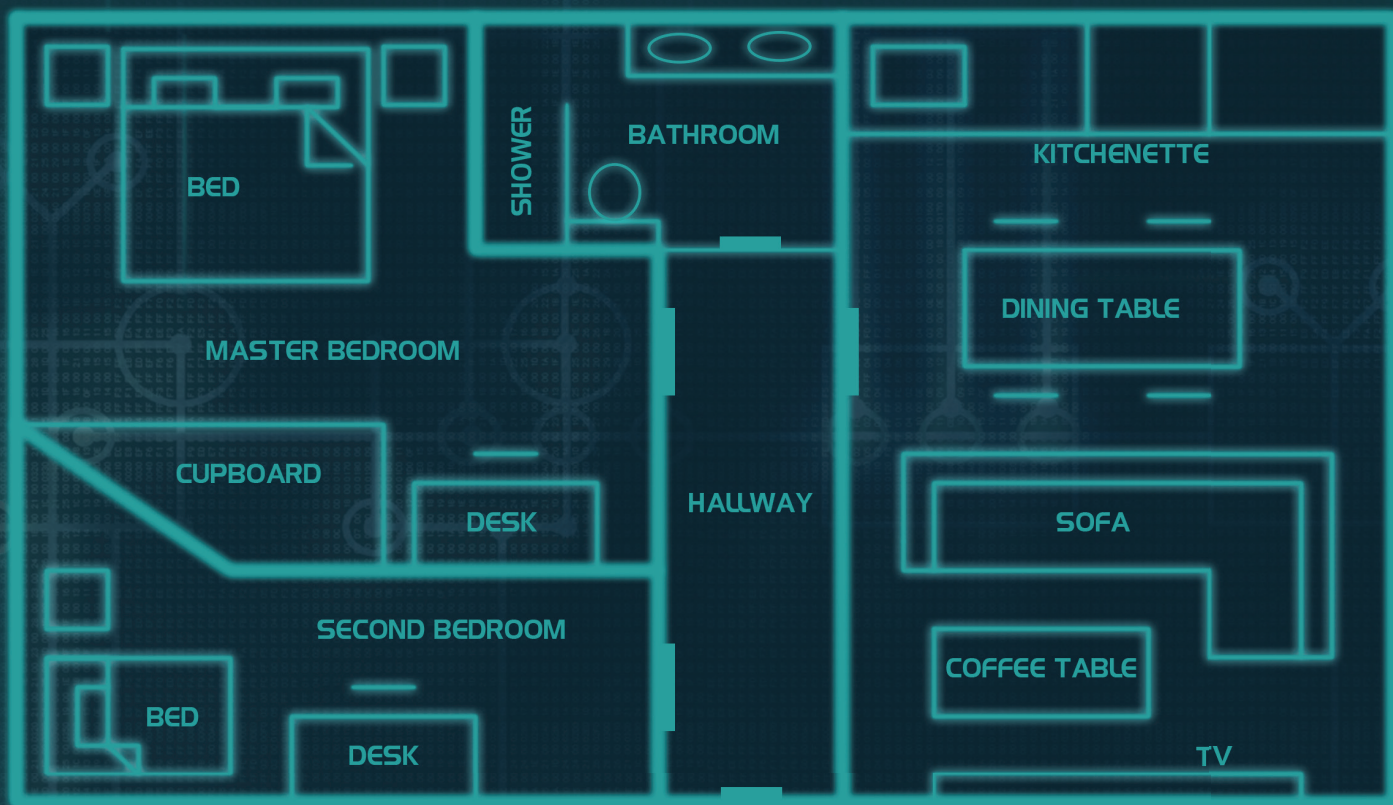
Two large seating areas take advantage of the enormous picture window and many luxury apartments feature a swimming pool and hot tub by the windows for the ultimate blast of luxury.

Finally, an open-air balcony can be accessed which allows the user to take in the epic upper-floor views first hand. Invisible energy fields are present to filter out the high winds but still allows fresh air and a nice breeze to circulate which gives the impression of being outside. A ton of money and technology has been invested to make the privileged feel a bit extra special - it goes without saying that these apartments are most common on E.I. and SY spires, although almost all spires have them.

This sort of apartment would be perfect for the finale of a mission where the players are tracking down a drug baron or a powerful rival Agent Division.



SPIRE APARTMENT (STUDIO / SMALL)



SPIRE APARTMENT (STANDARD)

- DOOR
- S** SECRET DOOR
- TOILET
- TURRET

SPIRE APARTMENT
EURASIAN INCORPORATED
CORPORATION RPG 2020

THE MACHINE HIVE

This map shows a fairly large and extensive Cult of Machina Machine Hive. Powerful air conditioning units near the entrance prevent the smell from getting out into the world so the Hive can remain a secret, but once inside the odour of the dead and rotting is overwhelming. The cultists themselves are not repulsed by smells as it is simply data, but normal humans may have extreme difficulty functioning here. As one gets further from the Flesh Dump, the smell improves and levels of hygiene increase.

The hive itself is a mixture of repurposed concrete rooms and custom-built chambers that will likely have been created by slaved humans. No concession is given to aesthetics and each wall is encrusted with cables, monitors and various pieces of unidentifiable technology. Most areas are dimly lit and the lighting is normally red or green which lends the place an eerie, alien light.

Access Stairs

Stairs or perhaps a disused elevator shaft with cables for the occupants to climb down.

A.I. Core

Many Cult Hives will have an A.I. Core which is used either for processing complex data or to oversee the Hive. The Cult has some of the best A.I. Architects in the world and many Agents have met grizzly ends trying to steal a Cult A.I. Core. The room itself is far from the sterile techno-palaces you would normally expect and is more likely to contain stacks of rotting servers, spattered with ichor and connected together with miles of crude cabling. Don't be fooled though, beneath this exterior, lies some of the most impressive digital sentience on the planet.

Air Con Units

Powerful air conditions to stop the vile smell giving away the location of the hive.

Armoury

This is where the Chimera store their impressive array of savage weapons. Minor Cultists work here round the clock, cleaning, repairing and upgrading the weapons.

Backup Power

A generator room which provides power in the event grid power is lost.

Chambers

Cultists of medium rank within the hive will each have their

own chambers where they can rest, study and plot. Each one will be different but decor and possessions are generally frowned upon as they are redundant 'human' preoccupations.

Cybernetics Repository

Racks of shelves and ceiling hooks used to store all the stolen and 'reclaimed' cybernetics. Many of them are still smeared with viscera and in substandard condition.

Exit

This exit route does not actually exist until needed and will be created by the use of explosives. Should the hive become compromised then the Warmaster will give the command and the Cultists can evacuate.

High Chamber

The more senior Cultists will have more spacious chambers with better facilities such as a nutrient pump and human slaves.

Holding Cells

A foul series of hand made cell where prisoners are kept. These could be Cult defectors, augmented individuals awaiting stripping, and interrogation subjects.

Interrogation Chamber

A functional, but blood-spattered concrete cell where interrogations are performed. A central table with straps dominates the room and around the wall are hung all manner of terrifying instruments. Removed body parts and dead victims are thrown down the chute into the Flesh Dump.

Flesh Dump

Corpses, organs, limbs and any unwanted organic matter is thrown down the chutes into the flesh dump. Suffice it to say, it's not a good place to find yourself.

Flood Control Chamber

A large concrete chamber over 50 feet high which is used to deal with excess water from the subways and surrounding sewer system. The chamber is a foot deep in water which can be electrified by the Cultists subjecting the intruder to a lethal electric shock. This deals 6D10 damage and 2D10 EMP damage. If this deals more than the victims 'Strength + Endurance' then the victim must roll pass a 'Strength + Endurance' check with a -4 penalty or die instantly.

Main Surgery

A good-sized room with a large steel operating table in the centre. The cult surgeon is normally installed into the room and hangs from the ceiling like a great mechanical spider. This room is a gorefest and is never cleaned. Blood and body parts have formed into stinking masses and the floor is sticky with rotting fluids.

Nutrient Processing

As the Flesh Dump contents rot, they pour through grates and down pipes into Nutrient Processing. This foul mixture of rotting remains is then sterilised and pumped into the Vats.

Old Subway Tunnel

In this particular map, access to the Hive is via a disused subway tunnel but it could be the basement levels of an old factory or an abandoned subterranean military facility.

Primary Data Room

Many of the architect-orientated Cultists will spend a great deal of time here, using (or plugged into) computers, planning, scheming collecting data to progress the work of the cult. The room a large open space with dozens of consoles lining the walls and miles of cables hanging from the ceiling and snaking across the floor.

Processing Core

This is where the hive stores all its most powerful processing units that are used to power the Data Rooms and the A.I. Core. Normally the core is a machine, but occasionally Cultists have been known to use networked human slave systems. This is rare due to the Cult's hatred of the flesh but it does happen.

Recovery Room

This chamber contains several medical tables upon which freshly operated victims rest. It can also be used to administer medical aid to the sick or to those who augments are malfunctioning.

Secondary Data Room

This room is more accessible for the non-architect Cultists and contains several consoles for general use.

Servitor's Chamber

The Warmaster will have two or more servants who exist only to fulfil his needs. This could include cleaning his Chamber, relaying orders, collecting Nutrient or maintaining his throne. The servitors are highly trusted Cultists who have proved their loyalty again and again.

Stripping Room

A primitive and gruesome workshop where augmented individuals are relieved of their cybernetics. Although the process appears horrific, the cultists performing the stripping are highly skilled. Numerous tools, knives and chemicals pack the shelves and are hung from hooks.

The Hole

A deep pit sealed at the top with a heavy iron lid. Flesh (humans) are dropped in here as a form of torture. If they do not yield they are simply left to die and rot in here, which makes it all the less pleasant to the next victim.

The Murder Room

A combat training room for the Chimera-orientated Cultists. It can take many forms from a bare concrete room to an arena laced with traps and hazards. Here Chimera battle one another or ideally kidnapped victims. Agent and UIG officers should be wary as they make some of the best opponents and even if the victim somehow wins, they will be patched up by the surgeon and used again.

Toilets

There are no toilets here. It's the Cult. They don't use toilets.

Universal Storage

A huge room, possibly very high with elevators to grant access to higher levels. This is the general storage area for the hive and contains everything from spare machine parts and processors to water, surgical supplies and human food.

Vats

Large storage vats which churn the nutrient to stop it coagulating. It is pumped around the Hive in pipes and can be accessed from dispensers located around various corridors.

Warmaster's Chamber

The Warmaster is detailed on page 168 of Cities of Gold but if you don't have that book, just think of him as ramped up Chimera. Alternatively, you could have the hive governed by a powerful Architect who could be physically woven into the fabric of the chamber. The chamber itself is a huge room with claustrophobic amounts of technology crammed into it, all leading back to a huge throne upon which the Warmaster is seated. This gives him control over the entire facility as well as access to the countless data streams.



MACHINE HIVE
 CULT OF MACHINA
 CORPORATION RPG 2020

AI-JINN FAR DRIVE SHIP

This map shows an Ai-Jinn FarDrive craft designed for mining out asteroids. Large mining lances are located on the port and starboard, both of which are capable of storing hundreds of thousands of tons of mined material, including suspected hazardous matter. Each mining nacelle is connected to the main ship by huge cross struts and can be jettisoned if necessary. A ship like this will be constructed in space and is not suitable for atmospheric flight. A typical crew would include the flight crew, engineers, medics, scientists, geologists, crypto-linguists and xeno-archaeologists. If the ship was particularly large you may get psychiatrists, cleaners.

Scale

This plan only shows one floor of the ship but you could easily add more floors and either space out the features and make them larger or add in some new ones of your own devising such as shuttle bays and weapon batteries. Likewise, you could make the ship three kilometres long and have each region absolutely vast. Imagine cargo bays that could hold an entire alien ziggurat or an A.I. Core the size of an office block.

The 'Feel' of the Ship

The Ai-Jinn build heavy and dirty and they are not into cosmetic or superficial maintenance. The ship will be generally ill-lit with caged orange lamps. All areas will be cramped and many corridors only just high enough to pass through without ducking. Exposed cabling and pipework will be everywhere and access panels will be scuffed and grimy. Trash may well pile up in some areas and peeling posters will be hanging off bunkroom walls.

The floors will be mainly grates or steel treadplate and no concession will have been given to sound-dampening so there will be the continual oppressive hum of the ship's systems. The air will be greasy, stale and thick and it will likely be hot as hell as air-conditioning the whole ship would be a huge power drain. Surfaces will never be re-painted and any plastic laminations will be discoloured and chipped.

Bizarre Events

This is FarDrive ship. The main form of propulsion warps reality and tears open the fabric of the universe in ways humans will probably never understand. Despite the subspace barriers put in place, strange events are commonplace on FarCraft and can range from things going missing and crew members flying into psychotic rages to more unnatural happenings such as water spontaneously turning into mercury or strange writings manifesting on the

walls. The GM can use a FarDrive ship as an opportunity to get all his whims out into the open essentially running a 'Halloween special' where the canon of the Corporation world can be thrown out the window.

And don't forget, although it's an oldie, the plotline where the FarCraft simply vanishes and then 10 years later ends up sticking out of the moon is one not to be missed. Where has it been? What's in it now? Are the crew changed at all? What might we learn from its log?

Example Ship Names

1. The Will of Shen Li
2. The Final Stand
3. The Dragon at the End of the World
4. The Three Rivers of Fate
5. Darkun's Suffering
6. The Grey Slave

Access Corridor

A dark, cramped corridor that leads to the FarDrive itself.

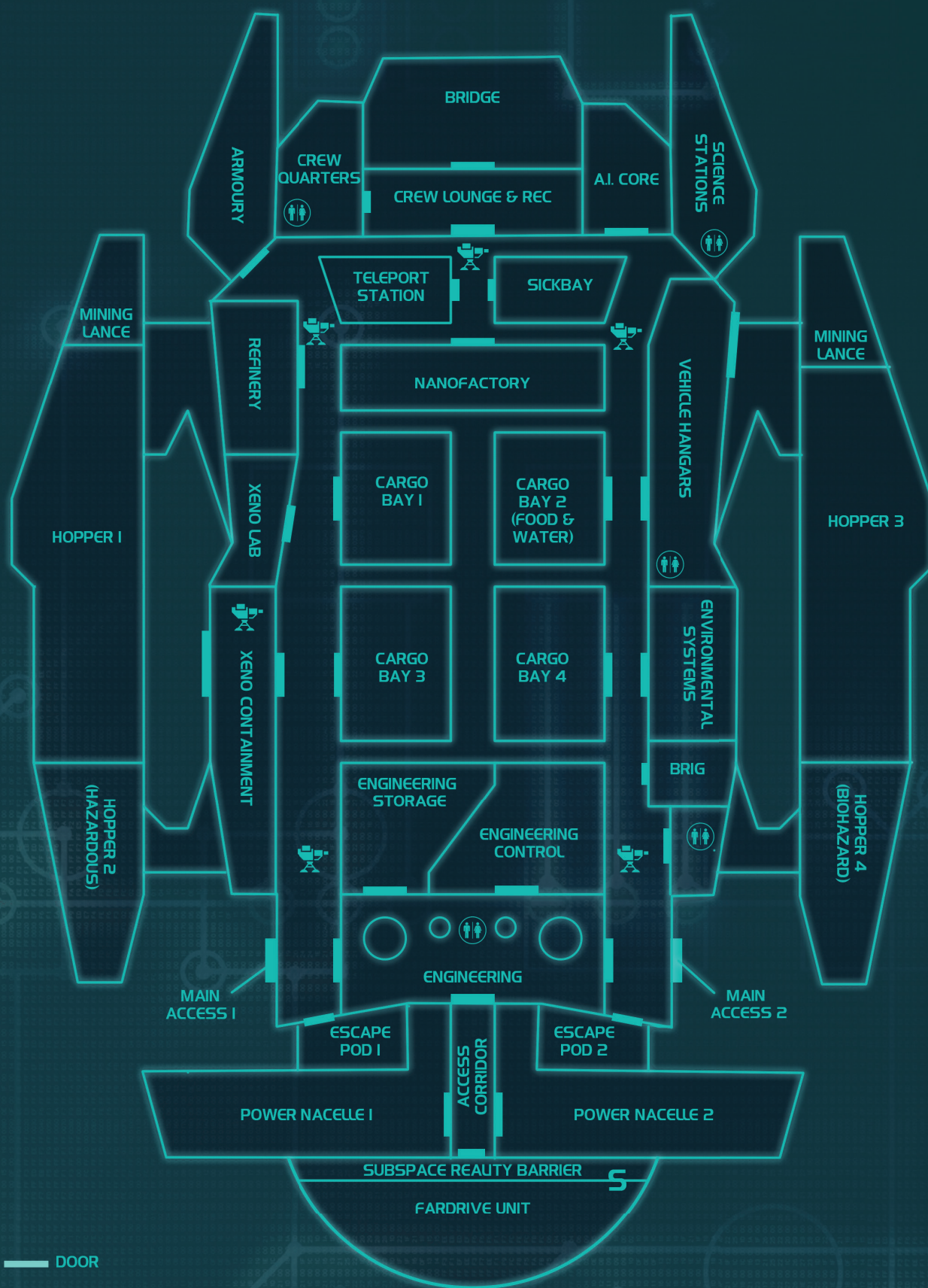
A.I. Core

A cramped warren packed with hot server stacks and miles of cables. Although the A.I. presence extends throughout the ship via various speakers, cameras and monitors, nowhere does a human feel closer to the sentient digital powerhouse than stood in the heart of the core, addressing the primary manifestation.

This is where the ship's Navigator Pattern A.I. resides and it is essential it runs perfectly. Without a functioning navigator unit, the calculation required to operate the FarDrive cannot be made.

Bridge

The control centre for the ship. Features seating for 10 command crew and features controls for communications, weaponry, mining and navigation. Several layers of Duraglass provide a panoramic view of deep space.



— DOOR



SECRET DOOR



TOILET / BATHROOM



TURRET

FARCRAFT

AI-JINN MINING AND MACROSTRUCTURE
CORPORATION RPG 2020

Brig

A secure prison for troublesome crew members or hostile humans encountered on the expedition. The facilities are rough and ready but basically humane. Xeno and other concerning captives will be kept in the Xeno Containment facility.

Cargo Bays

There are four large cargo bays. You can adjust their size depending on the size of the craft or the length of its trip. Cargo bay two has the food and water for the trip (generally double the necessary amount). These bays can be accessed from the underside of the vessel.

Crew Lounge & Rec

An area for the crew to relax, exercise and socialise. This room also doubles as a mess hall where the crew can eat and drink.

Crew Quarters

A series of bunk beds for the main crew as well as two or three cabins for senior crew. Extra bathrooms are also located here.

Engineering

This section is where the FarDrive is controlled from. The room itself is somewhat alien and to non-FarDrive engineers will appear utterly incomprehensible. Strange patterns of light dance over consoles and projected holograms show bizarre fractal-like patterns that hang in the air and cast an eerie light around the room. Orders are relayed here from the bridge and the engineers make the appropriate alterations to the FarDrive. General ship maintenance is also orchestrated from here, so if anything goes wrong, engineers from this section will gather the equipment they need from engineering storage and head out to fix the problem.

Engineering Control

A phenomenally complex array of computers which are mostly controlled by the ship's A.I. They are used to regulate, maintain and control the ship's engineering systems.

Engineering Storage

A huge storeroom containing crucial spares.

Environmental Systems

A labyrinth of passageways leading between huge humming machines and enormous pipes. The air is generally heavy

with steam in here and it would be a great place to have the players stalked by a xenomorph. This section is critical to the health of the crew and someone messing about in here could spell disaster.

FarDrive

The main drive of the ship that permits it to cross vast distances quickly. The drive cannot easily be accessed when the ship is active but in an emergency there is a small door which can be used to make repairs and adjustments.

Hoppers 1 & 3

These are the main storage hoppers capable of storing thousands of tons of solids, liquids of gasses.

Hoppers 2 & 4

These can be used as normal hoppers but are specially equipped to handle dangerous loads such as irradiated ores or those containing unknown lifeforms.

Mining Lance

A powerful beam weapon used for breaking up asteroids. Tractor beams are used to move the ore into the hoppers. The mining lances can be used as weapons in an emergency. Access to the Mining Nacelles is only possible through a passageway of narrows ducts.

Refinery

A small refinery to testing ore samples to see whether a deposit is worth mining. It can also be used to rend raw materials down into base matter for use in the nanofactory.

Main Access

Huge doors complete with heavy ramps that provide primary access to the ship. There may well be separate doors for bringing cargo and macrostructure on board.

Nanofactory

This cutting edge set of machines turns base matter into pre-programmed items or materials. The technology is very new and needs to be extremely well maintained.

Science Stations

A complex of laboratories and science terminals used for analysing anything the ship comes across on its expedition. This is primarily resource samples such as rock and gas, but anything which is not scary enough to be sent to the Xenolab can be analysed here.

Sickbay

The sickbay is one place where you might find a reasonable level of cleanliness. A number of metal-framed beds line the walls and several life support machines are fixed to the walls.

Subspace Reality Barrier

This wall of nanostructured polyion-matter prevents the reality-warping subspace energy of the FarDrive from affecting the ship. Should this barrier become compromised who knows what could happen? A portal to another world might appear, otherworldly entities may spawn or crew members may simply start forgetting things. This simple barrier can spawn all manner of incredible plot lines.

Teleport Station

Outside of Earth the Ai-Jinn can legally build their own teleport stations. These are used from getting onto and off the ship when shuttlecraft are not available.

Vehicle Hangars

These vast hangars are home to the ship's fleet of vehicles. Typically this would include surface crawlers, small shuttles, dirt bikes, EVA (extravehicular activity) suits, cyberframes and the like. There may also be surveying drones here and environment suits. Depending on the scale of your ship you could also have large shuttles for ferrying crew back and forth and even a squadron of fighters to protect the ship.

Xeno Containment

A large series of sealed cells for containing any form of unusual life encountered on expeditions. The cells can also be used for isolation if crew members become infected with unknown pathogens. Each cell is fitted with incinerators for installing turning the inhabitants to ash.

Xeno Lab

FarDrive ships are likely to encounter strange life forms and relics from other worlds. This lab is kitted out to study these things in a safe environment. Players are likely to find some wonderful things to take home with them (if they are stupid and irresponsible).

DO YOU LONG FOR MORE?

Is your life one huge disappointment?

Do you feel inferior to just about everybody?

Then come and apply to the

AI-JINN PIONEERS

Every year we send thousands of people just like you into the unexplored reaches of space to be the frontmen (and women) of our unending quest to map the universe!

Those chosen will be sent out on legendary Explorer Class FarDrive craft, be outfitted in near-suitable equipment and placed into the capable hands of Ai-Jinn Agent Divisions who will assign Pioneers exciting missions that will challenge them in a range of thrilling ways.

You'll never feel more alive than when you're neck-deep in liquid salt, fending off aliens with a dried food ration.

Praise for the Pioneer Project:

"I have never valued my life more." - Hiri Kazagawa

"You guys are fucking nuts." - Tyler Steadman

"Some of them come back and lead pretty okay lives." - Agent Joey Lym

"I saw myself being eaten - in the future - argghhh" - Monika Detch

"Whoaaa - we're gonna need more Pioneers" - Agent Daikon Tsukeono

APPLY TODAY - DON'T DELAY!

Call into any Ai-Jinn subsidiary and get a free 'mecha-pen' just for filling out (and signing) the form*.

-

For your peace of mind, Project Leader Agt. F. Chen was quoted by Bright & Sunny media as saying the following:

"We'll wrap you up in tin foil and feed you to the Shoggoth"

He was, of course, joking as we no longer use tin foil and Shoggoth sightings are still unconfirmed.

*free pen may not be available in all locations

FACTORY

This map shows a medium-security arms factory owned by the UIG but it could act as a template for any factory you might need. There is a large guard contingent and extensive security measures due to the nature of the products being manufactured here. A factory making dolls would probably have almost no security and an Archon-controlled hyper-factor would be like a fortress.

This factory map shows only one floor but you could easily give this factory additional floors with even more processes.

Admin Block

A three-storey building where all the administrative work is performed. A large staff room is here for the workers which can also be used by the management staff from the factory. The reception is a simple, functional room where visitors are expected to check-in.

A.I. Core

This particular factory manufactures extremely high tech products and thus requires a powerful A.I. to oversee manufacture. This contains the powerful computers and storage drives required to house the A.I. and allow it to perform its duties. An A.I. core in charge of dozens and droids and hundreds of powerful armaments could never go rogue...could it?

Control Rooms

There are multiple control rooms from which each Process Room can be monitored. From here, faults can be predicted and blueprints changed and raw materials levels checked. A control room can monitor any Process Room, not just the one next to it.

Decon Room

Simple decontamination room which can be used when sensitive products are being constructed.

Droid Station

A maintenance and storage facility for the factories fifteen droids. At any one time between five and ten droids will be patrolling the factory and its yards. The others can be called at a moment's notice.

Entrance

A large pair of gates flanked by two guard cabins. Each has a turret on the roof.

Env. Control

This room has all the controls for maintaining the environment across the facility. From here you can adjust the temperature, humidity and levels of different gasses in each area as well as monitor pollution and bio-contaminants.

Loading Bay

A large area for trucks to collect and drop off goods. The large doors which lead into the factory are composed of a large energy screen which fries any kind of organic matter passing through them ensuring intruders cannot sneak in by hiding in shipment etc. If for some reason an organic shipment need to be collected or delivered, the security will be ramped up and the screen shut down (from the Security Office)

Loader Droid Bay

The factory uses loader droids to move things around. This is where they are stored. These are non-combat droid capable of lifting heavy goods or towing large palettes. The could become combat droids under the right circumstances.

On-Site Test Lab

This lab is used to test finished products and to ensure the quality of the newly delivered raw materials. It is a lab complex in its own right, made up of four small laboratories with staff facilities and security.

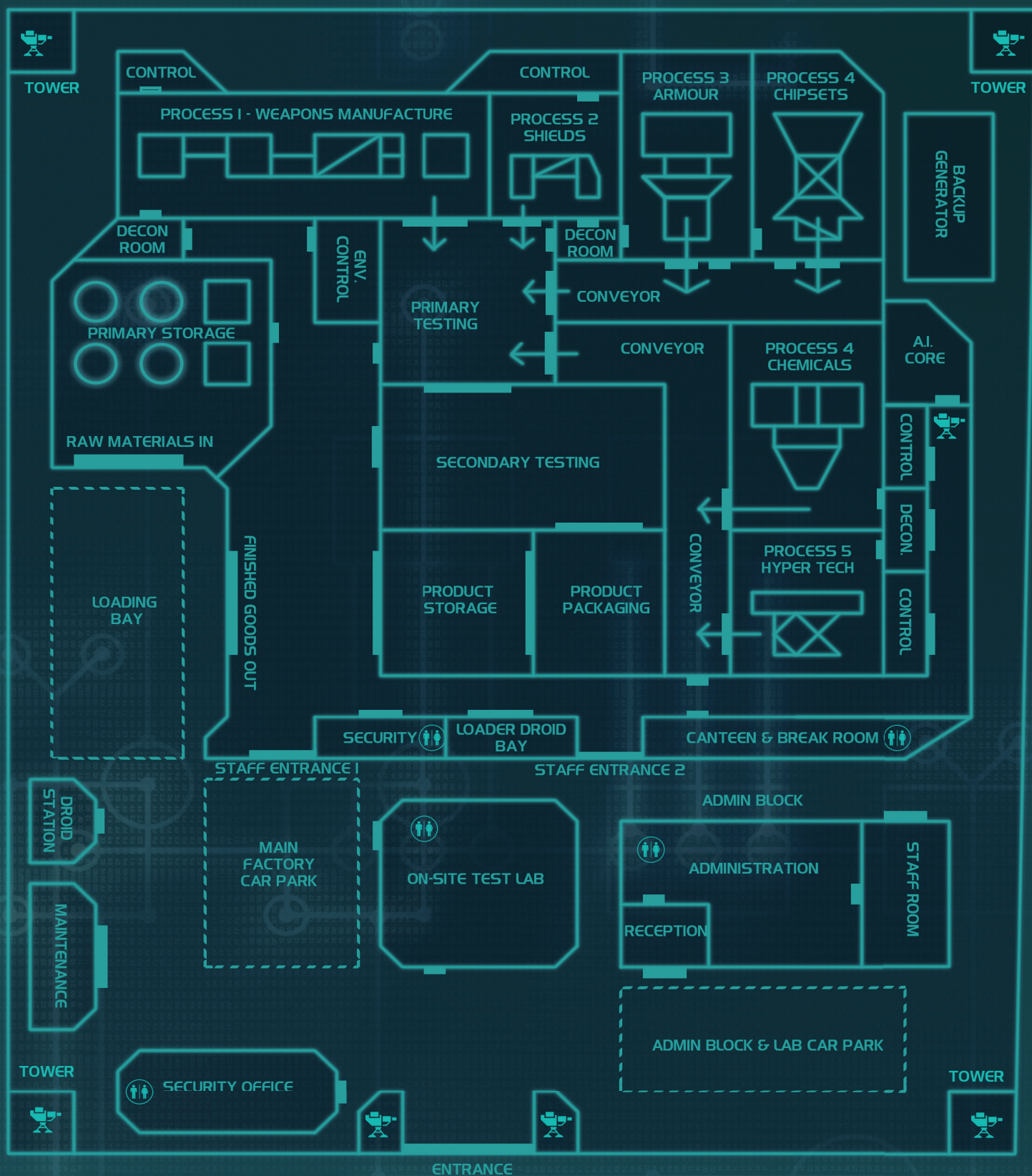
Maintenance

A large maintenance shed staffed by a crew of ten engineers who ensure the factory and its facilities are running perfectly. This would be a great location to find items such as cutting torches, powerful acids and general tools.

Perimeter Fence

A 12 foot high, heavy mesh fence surrounds the facility. This could be cut with high-grade cutting equipment. (AV 5, HP 20 damage needed to cut a human-sized hole).

PERIMETER FENCE



- DOOR
- S** SECRET DOOR
- TOILET
- TURRET

UIG ARMS FACTORY
 PROPERTY OF THE UIG
 CORPORATION RPG 2020

Primary Storage

A series of huge hoppers and containers where the raw materials are stored. These include primary materials such as beaded plastics, rolled metals and wire as well as prebuild components such as microchips and digital displays. These materials are transported around the facility by conveyor systems high in the ceiling of the factory. This conveyor system is able to distribute accurately to each Processing Area as well as sterilise the raw materials during their transit.

Process Rooms

Each one of these rooms (Armour, Weapons, Shields, Chemicals & Hypertech) are specialised in manufacturing a particular product. You can, of course, change what is made for your own factory. These rooms can be overseen and regulated from the control rooms.

Product Packaging Area

The tested product is sent to be packaged which is done by computer-controlled robots. Each crate is thoroughly checked by a human and extras such as ammunition or cables are added as needed. The pallets are then moved by loader droids into the Product Storage Area.

Product Storage Area

A large warehouse that reaches high into the roof of the factory. Products are stored and retrieved by robots on rails which can be requested to fill loader droids ready to deposit the product on vehicles in the loading bay.

Primary Testing

The finished products arrive here and are given a basic check over. If they pass they are sent on to be given a thorough test at Secondary Testing.

Secondary Testing

Here the manufactured goods are given a complete and exhaustive test. Weapons will be fired for hours by specially built machines and armour will be subjected to a number of chemical analyses to ensure its composition is perfect. Chips will be installed into boards and tested and all chemical manufactured such as medical supplies or liquid ammunition will be sampled and checked. This is a large area with a LOT of very technical machinery and highly skilled staff.

Security

The factory has its own small security station which checks each member of staff as they enter the factory. There are armed UIG personnel stationed here in case someone creates a problem within the factory.

Security Office

This building has two storeys and is the security hub for the factory. It's where the guards take breaks, maintain weapons, eat, sleep and work out. There are two large control rooms from which the entire factory can be monitored and an extensive arsenal. The droids can also be activated and controlled from here. A factory like this will have around 40 guards on duty at any one time.

Towers x 4

Guard towers stand around 40 feet high and are fitted with multispectrum cameras, turrets and guards armed with sniper rifles.

UIG STATION

This map shows a standard inner-city mid-level UIG station. It's the sort of place where CRO and Field Officers are dispatched from, everyday criminals are brought back to and citizens can visit to make inquiries. (The sort of place you'd see on a typical cop show). There may be an occasional Malenbrach or Black squad here but that would be unusual. If you wanted to add a second floor, it would be mainly admin and storage. On the roof would be a hover / helipad for rapid response.

A typical station is tight, cramped and shows signs of neglect though in more affluent areas such as Europe or Japan, they might be better kept or even show some signs of being 'pleasant'.

Augmented Cells

Each station has at least one or two cells for keeping augmented individuals in. These rooms are capable of containing Agents, Cultists, Order Crusaders, powerful mutants and even BIODs. Telepathic prisoners will be fitted with psi-cuffs to prevent them from using their abilities.

Break Room

A lounge where officers can go to chill out and relax during their breaks. There are numerous chairs and sofas as well as books, TV and other forms of entertainment.

Captain's Office

A large office where the Captain presides. He has a good view into the main office. Depending on your Captain, the office may be neat with framed commendations and trophies or a chaotic mess of paperwork and cold pizza. The room will have a safe containing important material.

Cafeteria

A large room with several Snackmasters and coffee dispensers. There are ample tables and chairs and probably a few TV / game machines.

Counsellor's Office

This is where the station's counsellor works, treating officers for the range of mental health issues they are likely to suffer in their job.

Death Chamber

Some depersonalisation cases are very cut and dried. When execution is called for the victim is placed in this chamber and killed. Methods include gas, deprivation of oxygen, firing squad or toxin injection. There is normally one officer who is responsible for this and she is often known as 'The Reaper'.

Duty Desk

The duty desk is the first thing a visitor will encounter and will be staffed by one or two officers. There will be a waiting area here.

Evidence Locker

A large secure room containing shelves of carefully catalogued evidence. The integrity of this room is vital as cases can be lost if the evidence is compromised. This room can be extended into the basement if you think more evidence would need to be stored.

Garage

A well-stocked garage used for maintaining the vehicles.

Interrogation Cells

Grim rooms with evidence of head injuries. These are where suspects have the truth beaten out of them.

Interview Suite

This is where civilians are interviewed. They could be invited in as witnesses or to ask them questions about their field of expertise. This room is relatively comfortable with carpet and armchairs.

Lab

If a station is lucky it will have an on-site lab where forensic work can be carried out. This can save a lot of time when processing cases. The lab will probably not be brilliantly equipped and may only have one or two staff members.

Locker Rooms

Rows of lockers and benches for officers to get changed and store their gear.

Main Office

This is where the officers do their work, filing reports, doing research and generally administering to their cases. There is room here for around 40 officers to work and it's always chaos.

Medical Bay

This can be accessed from the yard or the inside of the building. It provides basic medical attention for injured prisoners or officers. Obviously, it would be better to take them to the hospital but sometimes this cannot be done.

Observation Room

From here officers can observe the interrogations and prisoners or access any of the cameras scattered throughout the station.

Overnight Cells

Basic cells for containing petty criminals who have been charged with minor crimes such as drunkenness, dangerous driving or vandalism. They will likely be docked rank points and be released.

Prisoner Processing

Here the prisoners are ground down into edible gruel ready to be fed to the Arch Daemon. No, not really. This room is used to process the criminals, take their prints, photograph, scan them for cybernetics and remove their personal effects.

Secure Cells

These cells are for storing dangerous criminals such as murderers, arsonists and those showing violent behaviour.

Secure Door

Behind this door is the evidence locker, the seized property room and the quartermaster's store. You need to be granted special access to open this door.

Secure Vehicle Bay

This is used to store the more expensive vehicles such as pursuit cars and hover bikes.

Senior UIG Offices

These rooms are used by high ranking officers. They are often shared two to a room or in the case of visiting top-brass, they may be cleared out and tidied up for solo occupancy. Black Squad operatives would typically be assigned these

rooms. They can also be used for visiting operatives from other organisations such as Agent's or emergency services staff.

Tactical Deployment

This is where the Response Officers train and get ready for deployment. There are facilities for planning as well as keep fit equipment and more lockers to keep specialist equipment. Weaponry and the like are held in the quartermaster's store.

Quartermaster's Store

A highly secure room where weapons, armour, explosives etc. are stored. These can only be accessed by authorised personnel. A secure handover window allows weapons to be passed back and forth without risk to either party.

DOMESTIC INCIDENT CONTROL SCHEME (DICS) NEEDS YOU!

Citizens are still being sought to become part of the Domestic Incident Control Scheme.

If you are successful in your application you will become a fully-fledged DIC (Domestic Incident Controller) and will be entitled to a performance-based payout.

Urban Crime is on the rise and our trained officers need your help to stamp it out.

A simple one-week training program is all you need to get a DIC License and start cracking down on minor crime in your area.

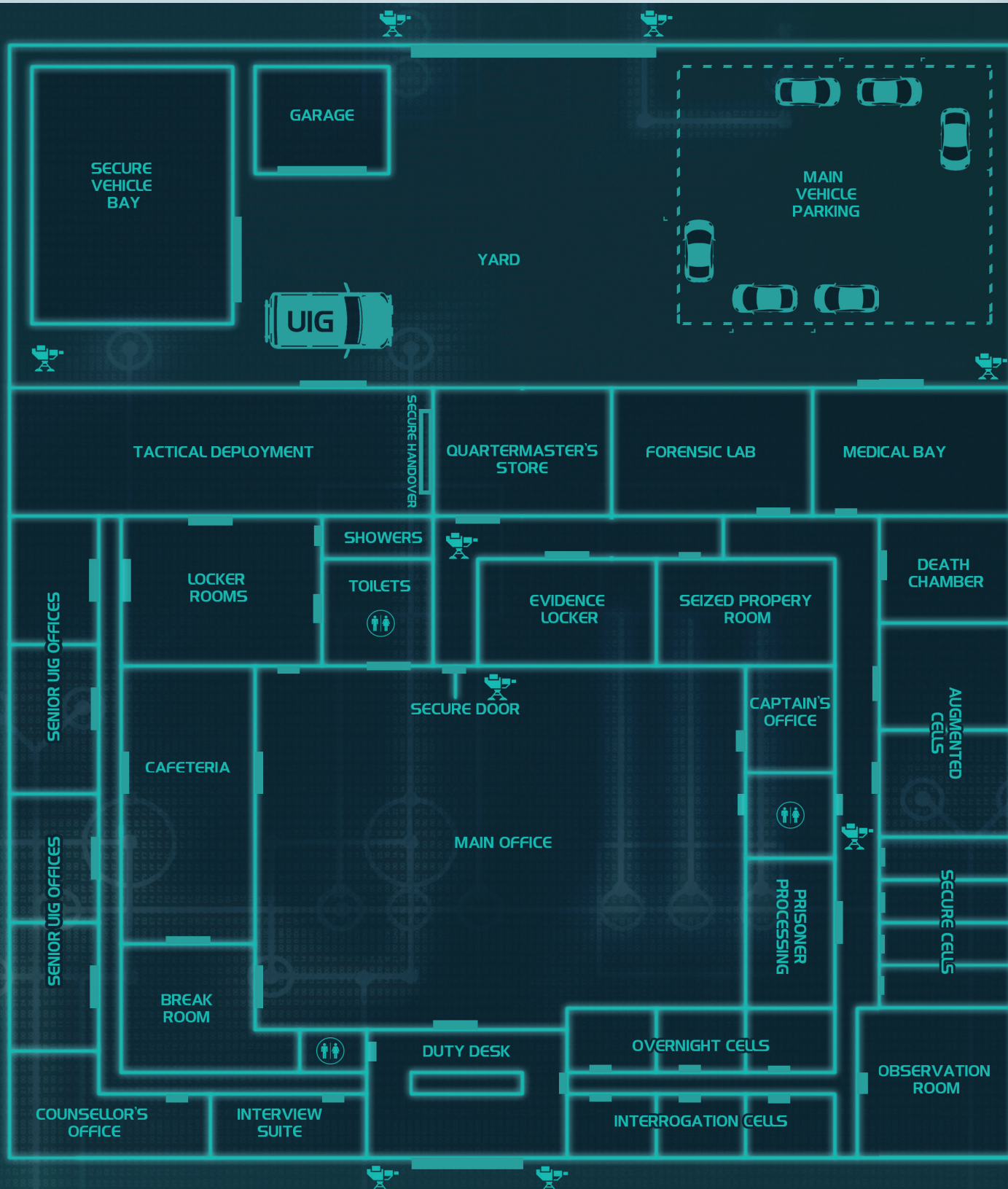
Is your neighbour smoking weed?
Report him and get 50 Credits!

Does your local tradesman take 'cash' for jobs?
Report him and get 100 Credits

Is your wife doing some creative accounting?
Report a spouse and get 500 credits and a rank point.

These are the kind of things a Domestic Incident Controller can get their teeth into so drop by your local UIG Station and see if you've got what it takes to be a DIC.





- DOOR
- S SECRET DOOR
- TOILET
- TURRET

UIG STATION/SECTOR HOUSE

PROPERTY OF UIG
CORPORATION RPG 2020

NOODLE HOUSE / CRIMINAL BASE

This map represents a criminal hideout operating behind the facade of a Shanghai Noodle House. In this instance, the criminals will invariably be Ai-Jinn gangsters but the frontages could be changed to any kind of abandoned shops or old buildings. The important thing is that this shows a maze of rooms which have been re-purposed to meet the requirements of a medium-sized criminal gang.

Back Yard

This is the back yard of the mini-mart where deliveries would be received. There may be some overflowing bins here and some dumped bits and pieces from the hideout. The gang keep their vehicles here which may be a few vans or fleet of motorbikes.

Boarded Up Shops

The gang has put these shops out of business, the boarded-up the fronts and barred the doors. Remnants of each shop's stock and function remain behind.

Computer Room

Not all criminals are thugs. This room is the nexus of the gangs more tech-savvy members who use hacking, phishing and data collection to further the boss's goals.

Drug Processing Room

This is where the gang process their drugs. Large tables covered with raw drugs, scales and final product fill the room. These can either be manned by gang members or forced labour. If forced labour then these people are expected to sleep in the flop room.

Explosives Shed

The gang keep their grenades, explosive charges and home-made C4 here. The door is locked and guarded.

Flop Room

A foul-smelling room lined with stained mattresses where the forced labour are expected to sleep and eat. It's a hell-hole and there may well be infants here, waiting until they are old enough to be put to work. The door which once led to the outside has been bricked up and now this room and the processing room make up their entire life.

Garage

This large garage is where the gang maintain their vehicles. Obviously, this has more use if your gang are vehicle-based such as Bosozoku or Hell's Angels but if not, it can be used for something more to their taste.

Kitchen

A working kitchen used by the Noodle House to prepare meals. The wall has been smashed in to provide passage for the gang members into the lounge.

Meth Lab

Here's the gang brew up their own drugs for distribution. The place is packed to the rafters with volatile chemicals and one carefully placed match would destroy this and adjacent rooms.

Mini-Mart Stock Room

This is now a lounge for gang members to hang out in. These doubles are their party room when the weather doesn't permit them to go outside and there are stripper poles permanently installed. There will be a few TVs, some computers and evidence of substance abuse. There may also be some guns, knives and piles of unsorted cash.

Office

This was one the office of the mini-mart but is now the bosses room. He has a desk here but probably does not use it. Most of the crap has been cleared out and replaced with a bed and a safe where large amounts of cash and drugs are kept. The window has been boarded up.

Outbuilding / Dorm

This was once a large outbuilding that was used to store sheet metal and timber but has long fallen into disuse. The gang have re-purposed it into their sleeping area and it is filled with mattresses, camp bed and a few bunk beds. Players are likely to find lockers here with guns, money and drugs as well as a range of personal effects.

Party Yard

This is where the gang hold their outdoor parties. They drink, take drugs and eat barbeque well into the night. The neighbours never complain.

Shanghai Noodle House

The facade allows people to come and go without arousing too much suspicion. Should they need to they can also enter via the 'Sewer Tunnel' or the 'Back Entrance'.

Store Room

Contains all the stock for the Noodle House - napkins, food, cartons, gas etc. It has a small grubby toilet connected to it which customers may NOT use.

Workshop

The old Tech Shop workroom where repairs were once made. It still basically functions and is used to make improvised explosives, repair weapon and create makeshift tools needed for the gang's operations.

Yard Area

This is a small outdoor area where the gang might come for a bit of fresh air without having to go onto the street. This would also be a good place for the players to break in and scout out the place.



— DOOR

S SECRET DOOR

TOILET

WALL SMASHED TO CREATE DOOR

CRIMINAL HIDEOUT
 UIG INTELLIGENCE DOCUMENT
 CORPORATION RPG 2020

LAB COMPLEX

GENERAL INFORMATION

*Items with an asterisk are featured in more detail in the 'Installation Generator' section of the book.

The plans are NOT to scale and are intended to be guides for the GM to modify to suit his mission.

The GM should decide on the difficulty of access to each part of the facility. Generally, the admin area will be simple doors with some of the more secret areas have heavy doors with powerful ID-based locks.

Secret Lab

This map is of a secret underground facility. It has only one entrance so options are limited and it will be easy to lock the players in should you want to. There is no vehicle access so everything needs to be brought in through the front doors. This could give clues as to the lab's presence.

FEATURES (ALPHABETIC ORDER)

Access Duct

This small duct can just about be crawled through and connects the Power Room to the High Energy Physics Lab. This allows passage of the huge cables needed to connect to the Experimental Power Supply.

Access Point

This is where the players and staff enter. It could be a shack in the desert of a sliding door in the back of a Chinese takeaway. Once through the mock entrance, guards may be present to check ID, or there could be a machine which scans biosigns or an access card.

Cells

A secret door operated by a hidden switch opens to reveal a set of 6 large cells. These are capable of holding humans or animals. Each room has a hole which can be used as a toilet.

Chief Administrators Office

A well-appointed room where the head of the facility does her job. A secret panic room can be accessed which contains a safe for her important documents. She may well have access to a camera network.

Cleaner's Cupboard

A small room contained an array of cleaning chemicals and tools.

Decontamination Chamber

There are a number of these in the facility. They consist of small room paired doors which will sterilise the use and possibly scan them for contraband or suspicious items.

Dining Room

A large room with several tables and chairs for the staff to eat. There may be Snackmasters* on the walls for a quick meal or they could elect to have meals prepared in the kitchen.

Hazardous Storage

A round reinforced-concrete chamber with dozens of shelves and crates. Explosive, toxin or generally dangerous supplies are kept in here.

Main Admin Office

This room contains a number of administrative workers who process the various paperwork generated by the lab. They order supplies, manage human resources and process data.

Hazardous Test Room

A heavily reinforced room fitted with cameras. In this room experiments from the Engineering Lab and the High Energy, Physics lab can be carried out without worry about damaging the building. There is a duraglass viewscreen linking this room to the Physics Lab.

Incinerator

Although it is mainly for the Biolab's use, the incinerator could be used to destroying all kind of unwanted material including incriminating evidence, prisoners or Agents.

Kitchen

A well-stocked kitchen fitted out with commercial stainless steel appliances. This will be an abundant source of knives and dangerously pieces of equipment. A good place for a fight.



Lab Concourse

A large open room which acts a hub to the lab section of the facility. There is a lounge here and a Snackmaster* so the workers can socialise and confer.

Lab 1

The biolab has a number of safety measures such as environmental incinerators in case something gets loose, whether it's a reanimated corpse, a BIO or a flesh-eating bacterium. The lab also has several biostasis pods for preserving samples. You could add a Decontamination Chamber and a turret here depending on the nature of the work.

Lab 2

The High Energy Physics Lab is for conducting experiments which breach the borders of known reality. You could have all manner of experiments in here which deal with anything from teleportation to erasing matter from existence.

Lab 3

The clean lab has a decontamination chamber with access to clean suits. Work can be performed in here which requires absolute sterility. The lab has it's own clean storage area and a top-end environmental purification system and generator.

Lab 4

The engineering lab is where machines are conceived, built and tested. Weapons, droids, armour, communication devices and computers could all be being built here. A range of materials can be scavenged here to build some interesting make-shift weapons.

Lab 5

The chemical and toxin lab has powerful extractor systems and a decon room to ensure staff are operating as safely as possible. A range of powerful chemical can be found here which may be very difficult to acquire due to price, legality or scarcity.

Lockers*

Staff can leave items here which should not be taken into the facility.

Maintenance Room

A workshop complete with a competent handyman who can

see to any basic malfunctions around the lab and touch up bashed paintwork. There will be a range of chemicals and tools here which would make excellent improvised weapons.

Power Room

Here you will find the Power Generator* for the facility. In order to remain covert, the lab will not want to rely on grid power. It can also be configured to the labs needs which in this case, is a source of 'clean' power. A turret guards access to this room and it would not be unusual to find a maintenance worker here.

Reception

One or more receptions greet the staff, offer news updates, hand out messages and generally facilitate the smooth running of the facility.

A turret is present here to deal with anyone who breaches the entryway. There could well be guards present here.

Recreational Area

A place for the staff to relax. You can expect to find sofas, televisions, games, books, magazine and keep fit machines.

Secure Storage & Safe

This room has an extremely secure door and is where top-secret and highly sensitive items are stored such as completed prototypes and critical research data. The room also has a second level of security in the form of a safe for the REALLY important stuff.

Security Droid Bay

Large doors open to reveal a group of 2-6 security droids such as Executioners. These will typically only be dispatched in emergencies and will not be on routine patrol.

Server Room

A cold room filled with black flickering towers. Access the lab's computer systems from here will confer a bonus to the hacking roll. Typically a +2.

Sleeping Dorm

Many staff will be required to difficult shifts or to work without going home for breaks. This warm room racked with bunk beds is where they can get some much needed sleep.

RANDOM UNIFORM GENERATOR

Here are some ideas to use for dressing a company's employees. You can pick some out or just roll for a more enjoyable random experience. Don't forget to roll a colour or pattern for each part of the uniform.

BAR / RESTAURANT / CLUB

1. Shirt and Trousers
2. Exposed top and short bottoms
3. Branded T-Shirt and bottom
4. Tiny shorts and tight top
5. Full waiter's suit
6. Themed (cowboy / spaceman / gangster / maid)

INDUSTRIAL / CONSTRUCTION SITE

1. Boiler suit and hardhat
2. Wifebeater vest and jeans
3. Waldos / Industrial cyberframes
4. Heavy Protective gear all over
5. Re-breather and environment suit
6. Rags (workers are forced labour)

LABORATORY / MEDICAL

1. Labcoat
2. Hazmat suit
3. Clean suit
4. Scubs
5. Nurse Uniform
6. Simple Waldos
7. Underpants (when processing product for druglords)
8. Normal clothes but with aprons / gloves and hairnets

OFFICE

1. Smasual (Smart Casual) - t-shirt, chinos etc
2. Shirt and trousers / skirt
3. Suit and tie
4. Suit Casual - shirt undone, tie missing, etc

SERVICE INDUSTRY (POST WORKER ETC)

1. Shirt and Shorts
2. Shirt and Trousers
3. Printed t-Shirt and shorts / trousers
4. Simplified military - combat trousers and shirt with epaulets

MILITARY

1. Piecemeal (Merc style) / Intimidating but a little ragged
2. Piecemeal (Spec Ops style) / Intimidating but high end with lots of customisation.
3. Classic modern - Modern combat fatigues
4. Fascist - Black, red, silver, polished leather, skulls etc
5. Poor - Rag tag, hand-made, survivor / guerrilla style
6. Elite - Modern fatigues with heavy armour
7. Ancient traditional - pom poms, brass buttons, bearskin and other weird stuff from the past.
8. Dress uniform - very smart and formal military wear normally used for ceremonies.

COLOURS / PATTERNS

COMMON

1. Corporation / Brand Colours
2. Burnt Orange
3. Brown
4. Dark Red
5. Grey (Dark or Light)
6. Two colors from this list
7. Dark Blue
8. Dark Green
9. White
10. Black

UNUSUAL

1. Gold
2. Camo
3. Silver
4. Yellow
5. Bronze
6. Sequin + Roll a colour again
7. Tiger Stripe
8. Polka Dot
9. Stripes
10. Pink
11. Clear / Translucent
12. Luminous color (Pink, green, turquoise etc)

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