

Humanis Policlub Goon Squad (Professional Rating 0)

Despite its agenda of hate, the Humanis Policlub has managed to garner some degree of respect in otherwise race-tolerant nations of the world. Though its leadership works carefully to spin its image of nonviolent political and social advocacy, Humanis nevertheless employs squads of goons to rough up and intimidate unsuspecting metahumans unlucky enough to cross their path. Much as they enjoy thrashing their victims, these boot-stompers are no match for an experienced fighter and will flee in the face of any serious resistance.

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

Skills: Clubs 1, Intimidation 2, Unarmed Combat 1

Gear: Clubs, knives

Humanis Lieutenant: Whenever the local chapter needs more than just random violence, they will often assign one of their small group leaders to provide a little bit of focus. Small group leaders have been with Humanis for a couple of years and have been in their share of scraps with policlub enemies, such as the Sons of Sauron or the Ancients. Nevertheless the small group leader is still a part-time thug, no match for even a rookie shadowrunner.

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

Skills: Humanis Policlub (Street Knowledge) 2, Intimidation 3, Pistols 2, Unarmed Combat 2

Gear: Streetline Special

Halloweeners Street Gang (Professional Rating 1)

One of Seattle's more colorful street gangs, the Halloweeners have developed a reputation for always coming back from the dead. Despite brushes with extinction at the hands of various street players, one or two Halloweeners always manage to survive and rebuild the gang from new recruits. This time is no exception, as the Halloweeners have managed to rebuild themselves over the course of 2070, following their slaughter at the hands of the elven Ancients go-gang the previous year. Though still weak from reconstruction, the Halloweeners have long memories, and one day they'll have their payback against the Ancients.

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	3	3	3	2	2	2	2	5.8	5	1	10

Skills: Clubs 2, Etiquette (Street) 3, Pistols 1, Unarmed Combat 2

Cyberware: Hand Razors

Gear: Streetline Special

Halloweeners Lieutenant: New gang members look up with awe at the survivors of the Ancients massacre, called Ragers amongst the Halloweener ranks. The Ragers carry a torch for their fallen comrades, in the literal sense of the word: Ragers are pyromaniacs one and all, and they wield some sort of flame weapon in combat, typically a Molotov cocktail.

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	3	4	3	3	3	2	3	5.7	7	1	10

Skills: Dodge 2, Etiquette (Street) 4, Pistols 2, Thrown

Weapons 2, Unarmed Combat 3

Cyberware: Retractable Spur

Gear: Ares Predator, Molotov cocktail (4P Fire damage)

Corporate Security Unit (Professional Rating 2)

Security guards are a corporation's first line of defense against hostile intruders. Though extraterritoriality allows the corps to use deadly force in defense, economics and public relations usually restrain corps from arming their guards to the teeth. Security guards receive just enough training and equipment to respond to incidental street violence. In the event of a breach by shadowrunners, security guards are trained to pin them in place long enough for heavier reinforcements to arrive.

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

Skills: Dodge 2, Pistols 1, Shortarms 3, Unarmed Combat 2

Gear: Armor Vest, Fichetti Security 600, H&K 227, Stun Baton

CorpSec Lieutenant: Security garrisons for particularly important corporate facilities may be assigned a wagemage to provide magical oversight. Because magic is still a scarce resource, security detail is usually an additional assignment to be pulled in addition to a mage's normal work duties. Full-time security mages are rare except at the most sensitive of installations.

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

Astral Initiative/IP: 8/3

Skills: Assensing 3, Astral Combat 1, Pistols 1, Conjuring Group 3, Sorcery Group 3

Gear: Armor Vest, Beretta Model 101T

Spells: Detect Life, Light, Physical Barrier, Powerbolt, Silence, Stunball

Lone Star Police Squad (Professional Rating 3)

In the corporate world of *Shadowrun*, even basic public functions such as law enforcement have been privatized to corporate contractors. The best known of these is Lone Star Security Services, which holds the public law enforcement contract for Seattle and many other major sprawls. Next to corporate security, a Lone Star patrol squad is a shadowrunner's most common adversary.

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	4	4	3	3	4	3	3	6	8	1	10

Skills: Clubs 3, Law Enforcement (Professional Knowledge) 3, Perception 2, Pistols 3, Unarmed Combat 3

Gear: Armor Jacket, Colt American L36, Defiance Super Shock, Stun Baton

Lone Star Lieutenant: Lone Star police sergeants are grizzled veterans. After working the beat for many years, many sergeants develop an instinctive feel for the streets. Some have even acquired cyberware, to replace limbs lost in the line of duty, or to give them that extra edge in the arms race against the street punks.

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	4	4(6)	3	4	5	3	4	4.3	9(11)	1	11

Skills: Clubs 3, Infiltration 2, Intimidation 3, Law Enforcement