WRENFIELD AIR BASE was decommissioned in the 1980s. It served as a domestic freight hub for the IPS delivery firm until that company went bankrupt. Then RaptorCorp bought the site for a song.

Security Stations (S1-4) are staffed by goons with sidearms and bad attitudes, who monitor cameras positioned throughout the air base (though notably absent from the warehouses). They also have Jeeps.

Corporate HQ (HQ) is for legitimate business only, though hidden files may hint at a top secret plan called the Merlin Project.

Hangars (H1-2) hold an array of drones, plus a Dassault Falcon corporate jet (secretly equipped with discreet air-to-air missiles). Police tools (arc welders, rivet guns) litter the area. Technicians working here know nothing of the Merlin Project, but are inclined to rough up nosy PCs anyway.

Warehouses (W1-3) are a dark maze of disused shelving, crates, forklifts, and suspended walkways—an optimal place for a deadly game of cat-and-mouse, or a hideout for purloined PCs.

ATC Tower (T) is eight stories tall and full of radar and communications terminals. It is staffed 24/7 and has a clear view for miles around. The controllers know nothing of the Merlin Project.

UAV Lab (L) is the tightly controlled drone research and fabrication building. Clever PCs or NPCs might improve something useful from the half-functional weapon systems, propulsion units, and surveillance gear being worked on here. Part of this building might house a secret bioweapons lab.

Control Room (C) is a hidden underground Cold War era fallout shelter reworked for satellite-relayed command and control of all RaptorCorp drones. These tight spaces are packed with video screens and control panels for a fleet of drones, and are separated by thick blast doors.

INfiltrATING THE BASE can be an abstract skill challenge or a series of involved scenes. Here are ideas:

- Impersonate a RaptorCorp customer, bypass a security door to reach unauthorized areas.
- Stow away on a cargo flight bringing spare UAV parts to Wrenfield.
- Nighttime BALO parapod from 10k feet.
- Cut the electric fence, avoid security cameras, locate air vent to bunker.

FINDING CLUES keeps the plot going. Here are ways PCs might find clues:

- Observe base activity remotely, noting unusual traffic patterns and activity.
- Question Fei Yen Xiao or surreptitiously steal data or codes from her computer.
- Inspect UAVs or research lab devices.
- Discover secret or encrypted files.

THE MERLIN PROJECT is one of these heinous plots. Choose or roll: 01:20 - The Merlin is a fully autonomous law enforcement drone, dangerously overpowered and poorly programmed.
21:60 - The Merlin is a mundane agricultural drone, a fleet of which could deliver a weaponized aerosol of super bird flu over the largest 20 meter areas.
81:80 - The Merlin is a tiny, precision-strike drone capable of hovering in confined spaces. Corvus plans to use them to assassinate hundreds of political targets simultaneously, bringing the nation to its knees in one fell swoop.
18:00 - The Merlin is capable of super-high altitude flight. Corvus is using them to assemble a death-ray in low-Earth orbit.

TWEAK THE GENRE to fit your favourite game. Here are examples:
- 20’s HOBOR: The villain is a cultist. The drones are biplanes with tentacled beasties fused into the fuselage.
- MECHA/ANIME: The villain is the head of the techno-yakuza. The drones can transform/combine into big robots.
- RUNNIES & BURROWS: The base is a bird colony. The villain is a vulture. The drones are hypnotized sparrowhawks.
- FANTASY: The villain is a gnome airforcer. The drones are air-elemental-infused constructs.
- JANE AUSTIN: The base is a boarding school. The villain is an odious suitor. The drones are impromtu war whoopers.
- POST APOCALYPSE: The villain is a mad scientist. The drones are steam-driven mini-blimps with tentacle-wielding monstrosities fused into the fuselage.
- SUPERHERO: The villain has bird-themed superpowers.
- WAR-TIME: The base is in occupied France. The villain is a Nazi scientist. The drones are a new type of V rocket.
- WEIRD WEST: The villain is a shaman. The drones are manifestations of the legendary Thunderbird.