

GANG•BOOK



GROUPS & AFFILIATIONS OF THE NIGHT CITY MEGAPLEX



30 gangs, gangers, crazies & monsters for

CYBERPUNK

carpio • libby • mackriell • melolinna • milligan • pondsmith



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GROUPS & AFFILIATIONS OF THE NIGHT CITY MEGAPLEX

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Dedicated to Dave Ackerman, friend and ally. Thanks for always covering my back, dude. I owe ya big time.

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Welcome to the Neighborhood...

They're not your everyday kind of folks, but then the Dark Future of 203X is *anything* but your typical neighborhood. If *these* guys drop in to borrow a cup of sugar, you can be sure they'll leave with one of your body parts as well. In this download, get prepared to meet thirty of the toughest, meanest and strangest characters you'll ever encounter.

From the straight-ahead mayhem of the Locker Crue to the undead horror of Sephiryth, there's plenty of wild characters here to pick up your *Cyberpunk* campaign and take it to new highs (or lows) of role-playing goodness. We're giving you South Am gun-runners, AltCult renegades, Klassy klub killers, Third Reich posers, mad scientists, genetic aberrants, kung fu monks, avenging cultists, crazed clones of Ronald Reagan, mad musicians, cannibal cruisers, animé assassinettes, freaky flyers, retro rockers and even a twisted bit of Thomas the Tank Engine™ with *real tanks*. All with their Stats, Primary Skills, Lifepath and Goals right there where you need 'em. And they even come with personal armies of faceless thugs!

Sometimes these guys will help your players. Other times, they may end up being a player's worst nightmare. How *you* use them is up to you and your own devious nature—and the needs of your *Cyberpunk* campaign. But no matter how you use them, one thing's for certain. With *these* guys in the neighborhood, things will never be boring!



GANGBOOK
GROUPS & AFFILIATIONS OF THE NIGHT CITY MEGAPLEX

Bai He Temple



Tucked away in the Berkeley zone of the SFI MidCity is a small Buddhist temple founded by an ex-Militech unarmed combat instructor, Mark Latimer. Reverend Latimer turned to the study of Buddhism while recovering from horrific injuries after the 4th Corp War, finally choosing to reject the militaristic culture he had once personified and seek an enlightened way under the tutoring of Buddhist priest and White Crane Kung-fu master, Dave Beaumont.

The Berkeley Bai He temple became a refuge for ex-servicemen and women who came to recuperate mentally and physically, turning their energies to doing good work in the surrounding community and teaching martial arts under the instructorship of Reverend Latimer. Unfortunately it soon became clear to the monks and nuns that while the ethics of the Temple were stainless, they just didn't have the resources to perform the acts of selfless charity that the members' faith demanded.

While the brethren sat in contemplation and tended the hydroponic gardens, the good people of Berkeley suffered under the yoke of worldly evil, and it was that evil that had the cash the Temple could use to clothe the poor and feed the starving. The conclusion that they came to was simple: They would use their martial skills to right injustice.

Pulling in favors from old service buddies, the Temple gathered a small arsenal and began conducting covert operations against drug cartels, local gangsters, hoods and villains of the East Bay, damaging their organizations and 'redistributing' their ill-gotten money. Now they are a saffron-robed elite, a shaven-headed Buddhist Special Forces team that operate from their invisibly fortified monastery, striking out at the heart of evil on Earth. While the ordained brethren form the core of fighters, the Temple is also aided by an extensive network of supporters, informants, students and shaven headed would-be avengers from the surrounding neighborhood.

Sympathetic police officers have been known to slip the monks an occasional piece of useful intelligence, while the Neo-corps have quietly approached the secretive monks trying to buy their skills. But all offers have been unequivocally refused: The Temple does Buddha's work, not man's, and you'd better get out of their way.

Body

TROOPS:

Leaders (Senior Monks) **50**

Soldiers (Temple Monks) **150**

Grunts (Novices) **400**

ASSETS:

Monastery (SFI Hub East Bay) **1**

Street Temples (around the City area) **10**

Dojos (for training locals) **5**

VEHICLES:

Roadcars (Basic Transport) **10**

Bus (For Temple) **20**

Truck (for deliveries, etc) **10**

Brain			Reverend Mark Latimer							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	8	5	6	6	7	6	7	5	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	70	9	14	10	15	5	5	14	35
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Martial Arts			8	Combat Sense						6
Martial Arts Weapons			7	High Pain Threshold						
LIFEPATH The Temple's founder and ex-Militech unarmed combat instructor, he's a natural leader and tactician.										
GOALS Do good, resist worldly temptation, perfect his Kung-fu and spread the light of Buddhism to the East Bay.										

Right Hand			Brother Al Lewinski							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	7	5	7	6	5	7	5	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	60	8	14	10	15	5	5	10	25
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Martial Arts			6	Intuition						
Interface			7	Combat Sense						4
LIFEPATH The Temple's electronic warfare specialist and head gardener originally worked for Arasaka during the 4th C War.										
GOALS Do penance for his past evil deeds by making a difference to the people of his adopted community.										

Left Hand			Sister Eva Garcia							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	8	5	6	6	7	6	7	6	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	70	9	14	12	18	6	6	12	30
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Hvy Weapons			7	High Pain Threshold						
Martial Arts			7	Combat Sense						5
LIFEPATH The Temple's support weapons specialist, she's a recently converted idealist with plans to take on the Neo-corps.										
GOALS Do good by the squad, take the fight to the enemy, find a way around the whole celibacy thing.										

Baros Mendoza



A few years after the Fourth Corporate War, Baros Mendoza, a small time arms dealer from Ecuador stepped up and joined scattered Latin groups together to form a single alliance that bore his name; a strong, united group to rule the dark and chaotic streets of the UnderCity.

In all that destruction Mendoza saw his chance: people needed weapons, and Mendoza supplied. Baros, whose family emigrated from Ecuador after the collapse of the government, united people by appealing to their basic needs in a catastrophic environment: he offered his followers food, shelter, social interaction.. things they needed to survive. And a lot of people bought into his dream; a dream of safety and stability, bought with the power of the gun.

In the midst of all the anarchy, in that wasteland, came Baros Mendoza and the gang he created in his name. Nothing more than a group of street thugs at first, they quickly became important arms suppliers to virtually anybody. They'd arm rebel gangs, solos, huge 'borgs on steroids, the little nice lady from down the street... you name it. Business was good.

Years later, after the rebuilding process and the birth of New Night City, Baros Mendoza, while still in the business of selling all kinds of weapons, has lost some of his potential customer base. Mendoza himself seems to have turned from

simple survival to everlasting, designer drug-fuelled parties and violent rampages through the neighborhood. The good part about doing business with the Baros Mendoza gang is that they will probably be able to get that Barrett-Kang Light 20mm cannon for you. The bad part is that sometimes instead of completing the deal, they'll decide to take your money, keep the gun themselves, and splatter your guts all over the wall with it. (Well, we all have our off days, don't we?)

Still, this kind of behavior is *not* a good way to make friends. Besides the expected revenge attacks against Baros Mendoza, their unpredictability has led to the point where people who still decide to do business with the Mendoza's now hire solo teams just to back them up during the transaction. That takes time, effort and money. The only thing still keeping Mendoza's arms business running is the gang's good connections and channels of acquisition, through which they can get their hands on pretty rare toys.

Body

TROOPS:

- Leaders** (Major Suppliers) **15**
- Soldiers** (Street Salesmen) **300**
- Grunts** (Solo Teams & backup) **650**

ASSETS:

- Penthouse** (Baro's personal flat) **2**
- Mansion** (Baro's Country Fortresses) **2**
- Warehouse** (weapons & cyberware) **20**
- Clubs** (gambling, sex, drugs) **4**

VEHICLES:

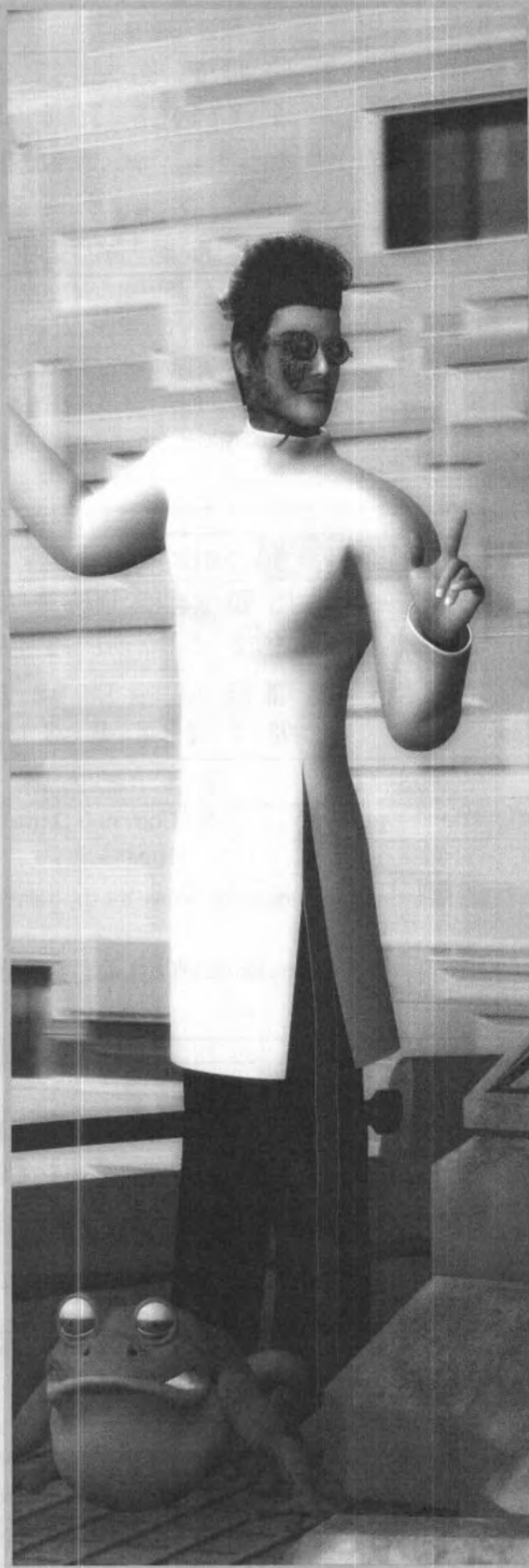
- Roadcars** (Baro's personal limos) **6**
- Roadcars** (Armored Sales cars) **15**
- Armored Trucks** (deliveries) **10**

Brain		Baros Mendoza								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	8	2	5	7	5	6	5	6	9
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	50	8	10	12	18	6	6	618	45
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Hvy.Weapons			6	Streetdeal						8
Expert (weapon info)			5	Combat Sense						5
LIFEPATH Baros is from Ecuador. Started out as a small time crook selling used handguns.										
GOALS To rule the UnderCity. Get rich and party all the time.										

Right Hand		Maria Esche								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	4	2	5	7	7	3	4	5	4
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	8	70	5	8	10	15	5	5	8	20
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Rifle			5	Common Sense						5
Persuasion			4	Streetdeal						5
LIFEPATH Grew up in the streets. Joined the gang after the 4th Corp War.										
GOALS To make a name for herself and start her own business.										

Left Hand		Havoc Hernandez								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	3	6	1	4	9	6	6	5	4	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	60	8	10	8	12	4	4	14	35
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Submachinegun			5	High Pain Threshold						
Intimidate			6	Combat Sense						4
LIFEPATH A ganger all his life. Always looking for trouble. Has always wanted to be the biggest and the meanest kid on the block.										
GOALS To make sure no one gets in the way of The Mendozas. Family comes first.										

Blind Science



If there are inheritors of the old tech weenie myth of the late 1980s, these guys hold the title. Glasses with thick coke bottle lenses? Button-down shirts and high-water slacks from the Sears Roebuck catalog? Check. Pocket protectors? Check. If you shake one of these guys down, you might even find—gasp!—a slide rule.

But appearances are always deceiving, and the gang that calls itself Blind Science is a lot more dangerous than it appears. Although Blind Science maintains a facade of retro-techno-nerd style, it's only an homage; the glasses are advanced sensor suites that allow these Edgerunner-equipped super geeks to see into the IR and UV spectrums, sense distant vibrations, even see through (admittedly thin) walls. The button-downs and slacks may be highwater hold-outs, but with an SP of 18, they'll stop most anything *you're* packing on Casual Friday. Agents take the form of pocket calculators and slide rules but harbor advanced software drivers that make them the equal of many of the AIs from the heyday of netrunning. And the pocket protectors? Yeah, they're really pocket protectors, but passed down from B-Scientist to B-Scientist in a ritual rivaling the ordination of a Catholic bishop. When you get a pocket protector from these guys, you're *in*.

Blind Science is about free application. They build weapons, cybertech, vehicles and gear that are far and above almost anything anyone else can build. Just getting your stuff worked over by them will boost

its efficiency to 110% (add +1 to any hardware's stats).

But these nerds don't work for just anyone. Lead by charismatic supertech (and protege of the late David Chiang) Alton Dolby, Blind Science has its standards—the Laws of Science. If you stick to the laws (Respect, Truth and Trust), they'll let you play in their sandbox (or in the underground fortress they call The Lab). Take on a difficult mission for them; help them out, and you've got their trust. Break that trust, and no power on earth is going to save you. Your nanites will eat you alive, your Livemetal body will run amuck on radio control, you may get strangled by your own cyberarm as you sleep. Treacherous Reefers may wake up to find their DNA has been sabotaged, reducing their legs to a grey puddle of goo. The Scientists play *rough*.

So laugh at the geeky outfits all you want. Because in 203X, there's a good chance that if you screw up with these guys, you may find yourself permanently blinded by Science.

Body

TROOPS:

Leaders (Head Scientists) **30**

Soldiers (Research Assistants) **150**

Grunts (Test Tube Washers) **90**

ASSETS:

Research Lab (all over the City) **10**

Warehouses (big projects) **10**

Black Labs (drugs, cyberware) **5**

Particle Accelerator (secret) **1**

VEHICLES:

Combis (Mobile Labs) **8**

Trucks (transport) **10**

AV4s (for long distance transport) **8**

Brain		Alton Dolby									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	10	5	9	5	6	7	5	4	5	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN	
Stat Value	12	70	7	8	10	15	5	5	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Education			9	Charismatic Leader						6	
Expert (nanotech)			8	Lightning Calculator							
LIFEPATH Protégé of Dr. David Chiang, Dolby grew up in the labs of NCU until his professor father was murdered by gangers.											
GOALS To establish the rule of Science over the savagery of the Dark Future, blinding all with Technology's Light!											

Right Hand		Dr. Amanda St. Curie									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	8	5	6	6	8	9	5	6	7	6	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN	
Stat Value	10	90	8	12	14	20	7	7	12	30	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Tech (electronics)			8	Perfect Pitch							
Handgun (cap laser)			5	Eidetic Memory							
LIFEPATH A brilliant physics student who gave up science for a career as a dancer—until a boostergang broke her legs.											
GOALS Avenge herself on the "mindless, superstitious monsters of the City"—this probably means you.											

Left Hand		Einstein Hawkingson									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	9	4	9	3	4	6	3	3	4	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN	
Stat Value	11	60	4	6	8	12	4	4	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Jury Rig			10	Lightning calculator							
Education			9	Wealth (from his inventions)						7	
LIFEPATH Skilled bio-designer and juryrigger extraordinaire, he hangs with Blind Science because they have the best toys!											
GOALS Design the Ultimate Tool: a combination weapon, computer, med-bot and personal transporter device.											

Daughters of Hippolyte



"The path to destruction and the extinction of the human race has been paved for centuries by men. We once foolishly placed our faith in those warmongers to control the destiny of the planet and the future of our children. In order to preserve what we have left of Mother Earth, the power must be taken from those who abuse it and put into the hands of the only ones who can nurse humanity back to full health. It is in this time that the Daughters of the Planet must rise and take back what is ours. And the blood of the men who would abuse Mother Earth shall fertilize the ground once more."

The Daughters of Hippolyte gang was founded on the ideal of bringing the planet back to rebirth and tearing down all that man has imposed since the beginning of time. Like their fellow ecogangs, only the complete eradication of technological culture (and especially the Night City megaplex) can restore Nature to its true balance.

Helene Asikis and her sisterhood of bio-sculpted Amazon eco-terrorists have strived to bring down the holdings of man brick by brick through manipulation, seduction, assassination, and brutal bloodshed. Members of the organization are brought before Helene and her council for approval, the only prerequisite is that they are female and free of "Man made" augmentation such as C-metal bodies. Due to their body sculpting which increases height, strength, and mass and their unique tribal tattooing, the women do not blend well into High or MidCity zones. So for the most part they set up their

bases in the Combat zones for better control of their operations. As their creed makes them suspicious and hateful of men, they would rather suffer death than have any "mere male" get the upper hand. It is known to some that the Daughters will employ males as spies (or for pleasure) but throats are usually cut when the male's usefulness ends.

The goals of the Daughters are often in alliance with other ecoterror groups such as **Emerald Destiny** and **Alpha Return**, but their insistence on remaining "free of the taint of Man" has kept them from joining forces with these groups. The Daughters also have a deep-seated hatred of the *other* "Daughters" operating in Night City—in this case, the **Daughters of Hecate**, a neo-pagan witchcraft group that works through male organizations and men who have fallen under their control. So far, this dislike hasn't broken into open warfare, but most observers are certain that it's only going to be a matter of time...

Body

TROOPS:

Leaders (Inner Circle) **13**
Soldiers (Coven Leaders) **25**
Grunts (Acolytes) **300**

ASSETS:

Main Temple (In abandoned subway station)
10 Temples (all over the City) **10**
Private Zoo (for rehabilitating animals) **5**

VEHICLES:

Roadcars (basic) **35**
Trucks (for transport of fighters) **6**
Street Panzers (for heavy assaults) **4**

Brain		Helene										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	7	7	5	6	7	9	7	6	7	7		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	10	90	10	12	14	21	7	7	14	35		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Martial Arts			8	Beautiful						6		
Stealth			7	Charismatic Leader						6		
LIFEPATH Tall, beautiful, and deranged. Began her reign of terror in answer to a vision that convinced her all men were evil.												
GOALS A world reborn where women control the destiny of humanity.												

Right Hand		Thebe										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	8	7	6	7	5	7	5	6	7	6		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	11	70-	8	12	14	21	7	7	12	30		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Melee (daggers)			7	Lighting Calculator								
Shadow/Track			6	Combat Sense						6		
LIFEPATH Tactical mastermind and top assassin for Helene and the "Daughters". Bloodthirsty and not to be crossed.												
GOALS Remove Helene from power so things can be done her way.												

Left Hand		Melanippe										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	5	6	4	7	6	7	8	8	6	8		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	8	70	12	16	12	18	6	6	16	40		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Hvy.Weapons			7	High Pain Threshold								
Driving (panzer)			5	Acute Senses								
LIFEPATH Crazy misfit with a passion for destruction and carnage. Panzer driver and heavy weapons expert.												
GOALS Blow things up!												

The Daughters of Hecate small



The Daughters of Hecate are a small but influential coven of HighCity corporate wives who have turned to black magic, seduction, manipulation, blackmail and murder to advance their husbands' careers. By day they are the perfect spouses, epitomizing the Neo-Corp ideal. But by night they orchestrate abductions, extortion, sexual manipulation and ritual murder to achieve their aims.

Led by their glamorous high priestess (the red-robed Diana MacBeth) the coven numbers only thirteen members, but they have influence over many more agents, servants, devotees and willing initiates of The Mysteries who do the Daughters' bidding, collecting information for blackmail, sleeping with key figures, collecting favors, assassinating or discrediting opponents or collecting whichever unfortunate has been chosen to be that full moon's 'offering' to the Goddess herself. In return, they receive money, power or supernatural influence. A growing number of corporate executives and senior police officers have been drawn into the invisible web of the Daughters' influence without realizing it, and the coven is now beginning to sense their potential as both the boardroom and the Street fall under their sway.

The devotees on the Street each sport a tattoo at the base of

the neck, a stylized woman's face crowned with horns with a roman numeral from one to thirteen beneath it, identifying them as belonging to the Coven. Most devotees are ignorant of the Daughters' greater aims, but a core elite, corporate security specialists assigned as bodyguards and trusted personal assistants indoctrinated into the Mysteries, are entrusted to act directly on their mistresses' behalf.

Beautiful, amoral and infinitely ambitious, the Daughters intend to be the power behind the thrones of the 203X MegaCity. Their only rivals are the other group of "Daughters" operating within the Night City megaplex—the **Daughters of Hippolyte**. This radical feminist/ecoterror group disdains the Daughters of Hecate as a group of scheming housewives who deserve to die alongside the men they fraternize with. Sooner or later, the two clans of Daughters are going to have a showdown, but right now no one's willing to place bets on who the winner will be.

Body

TROOPS:

Leaders (Inner Circle) **13**

Soldiers (Coven Leaders) **13**

Grunts (Acolytes) **60**

ASSETS:

Hecate's Temple (corp. office building) **1**

Luxury Apartments (all over the City) **200**

VEHICLES:

Roadcars (Luxury cars) **200**

Roadcars (limousines) **30**

Luxury Yachts **5**

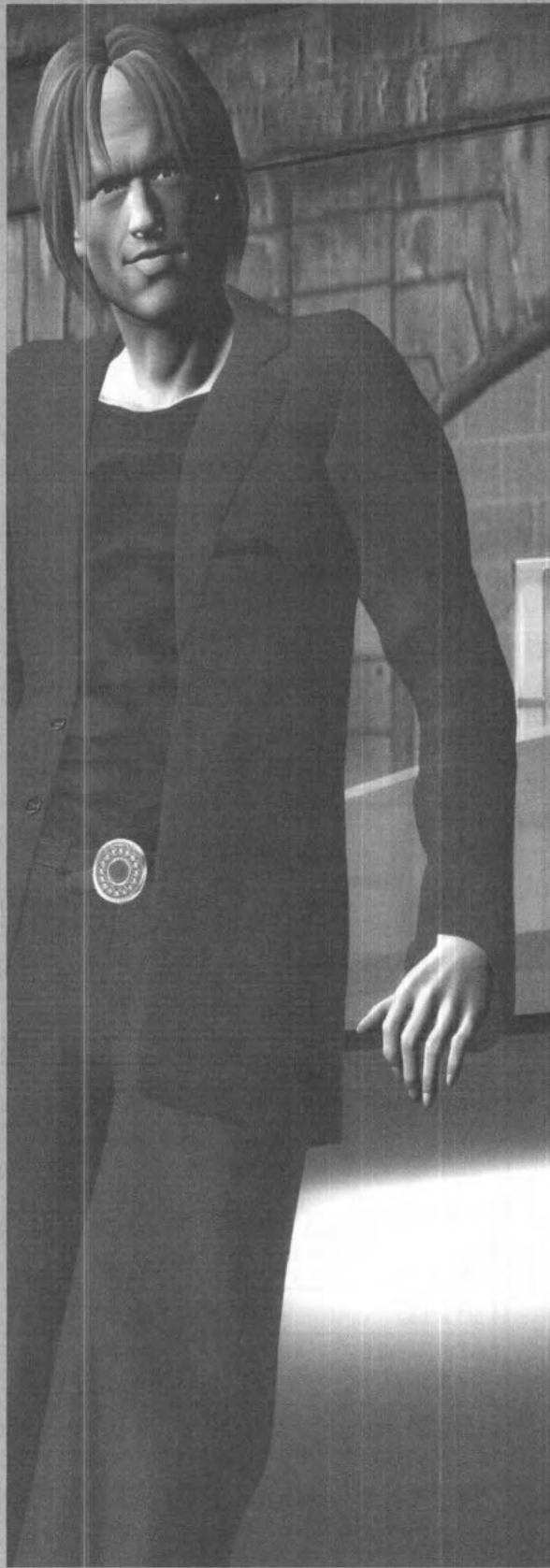
AV6 (personal AV limos) **25**

Brain		Diana Macbeth									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	5	6	5	9	9	3	3	5	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	90	4	6	10	15	5	5	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Handgun			4	Beautiful						6	
Persuasion			7	Intuition							
LIFEPATH High Priestess and leader of the coven, she intends to be the power behind the corporate throne.											
GOALS Manipulate the power structure to suit her ends, have an army of devoted worshippers.											

Right Hand		Bethany Fleming									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	5	8	5	6	6	4	4	4	3	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	60	6	8	8	12	4	4	6	15	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Fencing			4	Beautiful						6	
Wardrobe & Style			7	Streetdeal						4	
LIFEPATH Diana's rival, an IT specialist who delights in associating with street villains. She trains with the saber as a hobby.											
GOALS Replace Diana and control the Coven. Make her husband, Jake, the CEO of his megacorp.											

Left Hand		Kimberly Hernandez									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	8	3	6	6	5	5	6	6	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	11	50	8	12	12	18	6	6	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Martial Arts			7	Beautiful						6	
Athletics			6	Combat Sense						4	
LIFEPATH A vain, gym-obsessed kung-fu devotee corporate wife and mother of 2, she's in it for the kicks and glamorous parties.											
GOALS Get fit, stay fit, be young and gorgeous forever, have her children become executives, party hard.											

DeLyon Agency



From the Ash-Med Hub down to Santa Diego, in every narcotic HighCity soiree and glitterati gathering, in the back of stretched cars or over champagne dinners, you hear the same name: Phillip de Lyon.

The HighCity palate, spoiled by money, gets jaded easily. Designer drugs? What about genetically modified 'playmates'? Exotic stim? Extreme sports? They lose their flavor fast. What Phillip de Lyon and his team offer is a challenge.

Phillip de Lyon, the bored, gifted and amoral son of ancient French industrialist Bertram de Lyon, founded what is now The Agency as a network for his peers: wealthy borderline sociopaths he trained in martial arts with. Needing to find quality opponents willing to fight them in return for large sums of money, it wasn't long before they decided that to beat and dominate someone was no longer enough. Inevitably they also wanted to taste what it was like to kill. Fortunately they were pleased to discover no shortage of fighters in Night City willing to risk their life in return for cash, and no shortage of patrons willing to put up the money for the entertainment, which is when Phillip had his idea: He started encouraging audience participation.

At first it was a disaster. Drunken middle-aged executives and drug-fueled corporate managers would pay money to roll up their sleeves and get a mauling

instead from some fierce UnderCity brawler. But Phillip saw the potential. He began taking bookings for fights, vetting the participants and providing opponents of an appropriate level for them. Business flourished as word spread. There was a reason for the rich to hit the gym again.

Nowadays, the Agency will grant you the night of your life—for a price. They'll provide anything from a kidnapped twelve year-old girl to a boosterganger on an evil comedown for you to battle. They'll drug them, cripple them, program them, or pump them up for you. One-on-one or multiple opponents, weapons or fists, it's all available, just as long as you have the money and are prepared to sign a very thorough disclaimer exonerating the Agency from all responsibility if you bleed out.

Of course, not all of the fighters are willing. In fact, most just wake up groggily at the bottom of a pit with a knife in their hand, about to join the missing persons list...

Body

TROOPS:

Leaders (Managers) **15**

Soldiers (Agency "Personal Assistants") **150**

Grunts (Bodyguards and Procurers) **300**

ASSETS:

Offices (Luxurious and tasteful) **20**

Apartments (for client use) **100**

Clubs (For exclusive events) **10**

Arenas (combat and party events) **5**

VEHICLES:

Roadcars (Luxury cars) **150**

Roadcars (limousines) **60**

Luxury Yacht **1**

AV6 (personal AV limos) **40**

Brain		Phillip de Lyon									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	7	4	7	7	6	5	6	7	6	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPN	SWIM	LEAP	HITS	STUN	
Stat Value	10	60	8	12	14	21	7	7	12	30	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Martial Arts			9	Handsome						9	
Fencing (katana)			6	Contact						6	
LIFEPATH Wealthy and amoral, he's angelically beautiful, cold as a snake and twice as lethal. Also a renowned and feared martial artist.											
GOALS Acquire vast wealth, bed beautiful women, inspire awe and fear, maintain his elite status.											

Right Hand		Quentin Carter									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	7	6	5	6	5	7	7	5	8	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPN	SWIM	LEAP	HITS	STUN	
Stat Value	10	50	10	14	10	15	5	5	16	40	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Martial Arts			6	Streetdeal						5	
Intimidate			7	Intuition							
LIFEPATH The Agency's chief talent scout. A nasty brute with a silver tongue for some and a stun gun and handcuffs for others.											
GOALS To find unique specimens for 'the games.' Indulge his love for violence. Widen his collection of original 19th century novels.											

Left Hand		Jeanette van Huuqens									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	8	6	6	7	5	7	5	6	7	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPN	SWIM	LEAP	HITS	STUN	
Stat Value	11	70	8	12	14	21	7	7	10	25	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Martial Arts			7	Blind Reaction							
Expert (Artist)			7	Beautiful						5	
LIFEPATH Phillip's childhood playmate and sometimes lover, she is a talented modern artist and sculptor. She is also blind from birth.											
GOALS Win worldwide recognition as an artist, marry Phillip and become the most marvellous couple in NC. Kill a few people a month.											

DogRunners



The DogRunners are a brutal pack of WasteZone Raffen Shiv that have brought their nasty habits to the RoadZone of Night City. But unlike most of their wild animal brethren, these Shiv have a fatal difference.

They're also renegade Rollers.

Their tale is a cautionary one often retold around the campfires of Roller gatherings. When a young female Shaman from New Chi-Town fell in love with a wandering Scout, it was natural that her family would welcome the newcomer in with open arms. What no one knew at the time was that the new husband was the front man for a Raffen Shiv band. Mere days after the wedding, he murdered his new wife, took her adaptive Healer tools, and used them to upgrade his gang. There was only enough nano for a few dozen people, but it was enough to spawn a horror-show that still haunts the Road today.

A pack of motorized mongrels, the DogRunners have adopted the character of the vicious packs of diseased wild dogs that haunt the blasted desert fringing the MegaCity, wearing dog skins over their ragged leathers and hunting their prey in mechanized packs. Since they're primed with adaptive nano, they have little to fear from filth and disease—they revel in it. They're always on the move, wired on cheap drugs and blood-lust, looking for lone travelers or vulnerable convoys they can employ their signature tactic on. When a victim has been selected, the 'Runners start chasing them, cutting off their escape and running them until they crash or run out of fuel, hounding them to exhaustion. Then they have their fun.

Scavengers, murderers, rapists and cannibals, the DogRunners adorn themselves in barbaric and disgusting trophies they take from the dead. They reek of spilled fuel, human waste and rotting meat, and are covered in a bizarre amalgam of stolen clothes, dog skins, bones, toys, jewelry and weapons. If one of them is injured the rest mob him for his belongings and fuel. If a bike is damaged the rider is abandoned. They possess no sense of fear or loyalty to each other, just an insane instinct to rampage together to spread horror and death wherever Hooks tells them to.

Once they were only the Rollers' problem, raiding combis or descending on scouts camping out on the road, but recently they've found their way back to Night City where the pickings are good, the fuel plentiful, the flesh clean and the UnderCity is very, very dark; the perfect place to hide out and take their time over their victims.

The Rollers want the DogRunners bad. But so far, no one's been tough enough to bring them to heel.

Body

TROOPS:

Leaders (DogLord leaders) **25**

Soldiers (Mad Dogs) **150**

Grunts (Pack Runners) **300**

ASSETS:

Drug Stashes (all over) **10**

Hangouts (outskirts of City) **50**

Biolab (for enhancements) **1**

VEHICLES:

Roadcars (overpowered & armored) **10**

Roadbikes (they're a Bike gang!) **300**

Street Panzers (for the big battles) **8**

Brain			Hooks							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	7	4	7	3	3	6	8	4	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	8	30	10	16	8	12	4	4	14	35
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Brawling			7	Acute Senses						
Motorcycle			7	Night Vision						
LIFEPATH The biggest, nastiest Dogrunner, he rules the pack through violence and intimidation.										
GOALS Hunt and kill, rape and kill, kill and eat, not die today.										

Right Hand			Fracture							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	4	6	3	7	3	4	7	6	3	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	40	10	12	6	9	3	3	12	30
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Melee			6	Blind Reaction						
Motorcycle			6	Light Sleeper						
LIFEPATH Takes sadism to the next level. The last man on Earth you want to get trapped in an elevator with.										
GOALS Replace Hooks, torture him and have the rest of the Dogrunners eat him alive. Keep victims alive longer.										

Left Hand			Gutting Alice							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	5	4	7	3	6	4	7	6	4
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	60	7	14	12	10	6	6	8	20
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Melee			6	Intuition						
Motorcycle			7	Rapid Healing						
LIFEPATH A howling maniac with short periods of lucidity where she weeps uncontrollably for the evil that she does.										
GOALS Escape from the Dogrunners, make Bad Alice go away forever so that Good Alice can have her body back.										

Doyle Family



The fierce, clannish Doyle Family once rode the asphalt arteries of the Dark Future as scouts of the fabled Snake Nation Nomads. But in the aftermath of the 4th Corp War, Sean 'Poppa' Doyle struck out for independence with his small band of veteran outriders, choosing to settle in an abandoned railroad terminus on the fringe of Bakersfield and driving out the ragged gangs of savages that squatted there.

Accustomed to a home on wheels, the Family began by cleaning out and fortifying abandoned railroad carriages for barracks and workshops, repainting them in their old red and tan outrider colors. As numbers and resources grew, the Doyles repaired and repainted more of the old rolling stock, assigning newcomers Platforms to care for, each with their own distinctively colored carriages to refit as homes. Now the stations' main concourses are heavily guarded marketplaces, hung with gold-painted hubcaps and the colorful banners of the Nine Platforms Council. It's a place where the rails meet the road, rattling with the sound of commerce and the rumble of ancient (and heavily armed and armored) diesel locomotives driving rebuilt railways and watched over by Poppa's Militia.

The Doyles have access to a plethora of aging but deadly conventional weapons, but their main threat comes from their massive convoys of rebuilt rolling stock. These heavily fortified trains carry huge weapons systems scrounged from deserted local army bases, allowing the Doyles to annihilate the most distant enemies with massive artillery fire and guided missiles.

Mercenaries and traders, the Doyle Family use the Market as a place to hawk their goods and to sell the transport services of their armored train convoys. Other road gangs in the area keep their distance from DF turf, fearing that Poppa's Militia will hammer them hard if they grow too daring. And tensions are growing with the rest of Rolling State, who regard the Doyles as a growing private army (with serious long-range firepower) in their midst.

Poppa Doyle has unflinchingly guided the community, presiding over the Platform Council as chief, peacemaker and champion. But the Council has begun to murmur that the family needs to expand and regain more of the lost railways. Maybe Poppa is losing his fire as he grows old? Perhaps one of his twin sons, Conall or Finn, would steer the Family on a more ambitious path? Perhaps the day is coming when Poppa's word is no longer law, but until then he rules the family with iron determination from his throne on Platform 1, his right hand always on the haft of his legendary sledgehammer, defying his critics to unseat him if they dare.

Body

TROOPS:

Leaders (Stationmasters) **50**
Soldiers (Engineers & Firemen) **300**
Grunts (Railmen & Train Guards) **1000**

ASSETS:

Terminals (main bases and homes) **10**
Stations (all over the Western US) **50**
Train Works (for train repairs) **5**

VEHICLES:

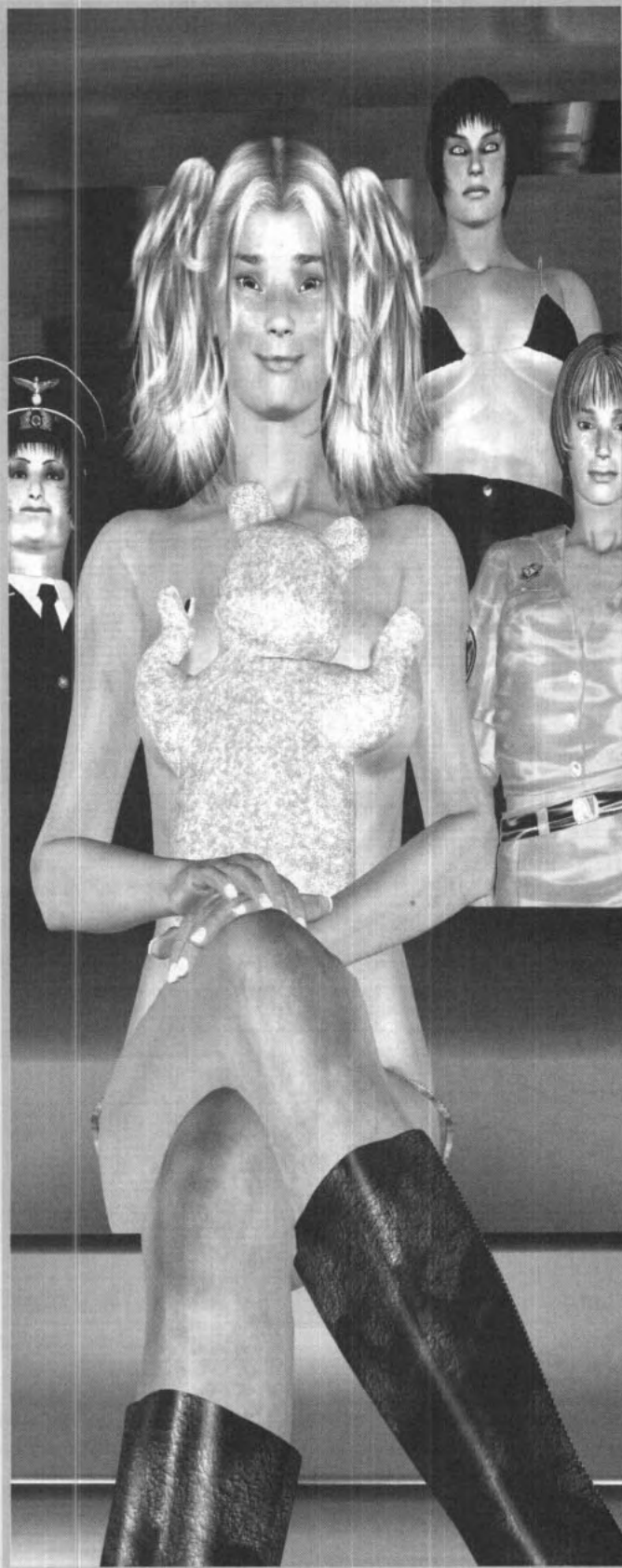
"U-Boat" Diesel Engines (To haul) **50**
Battlecars (Armored Transports) **700**
Railcars (heavy 300mm artillery, missiles) **90**

Brain		Sean 'Poppa' Doyle									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	5	4	4	5	8	5	7	4	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	80	8	14	8	12	4	4	14	35	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Melee			8	Family						5	
Persuasion			6	Common Sense						4	
LIFEPATH Veteran Snake Nation outlander who settled with his family to create a home for nomads tired of the road.											
GOALS To keep the family together, create a safe community and annihilate threats to his people.											

Right Hand		Conall Doyle									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	7	5	6	3	4	7	6	6	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	40	10	12	12	18	6	6	14	35	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Martial Arts			8	Handsome						5	
Rifle			5	Family						4	
LIFEPATH The charismatic, handsome son of Poppa. A hot-headed, highly skilled fighter favored to lead after Poppa steps down.											
GOALS To resist the Rollerboys and keep the family independent. To expand the Doyle territory.											

Left Hand		Finn Doyle									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	4	6	5	8	7	4	5	4	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	70	6	10	8	12	4	4	10	25	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Rifle			3	Eidetic Memory						4	
Intimidate			6	High Pain Threshold						4	
LIFEPATH The younger twin, he is cold, analytical and ambitious. He has many Councillors favoring him as the next leader.											
GOALS To replace Poppa as absolute ruler of the Family. To ensure that Conall never sits on the throne.											

FemiNazis



The FemiNazis are the SanFran Integrated Hub's glamour Blitzkrieg, a violent, dolled-up transgender *Wehrmacht* on spike heels, bringing random hate crimes to the city streets and classic disco hits to the racially pure and sexually ambiguous.

Originally a risqué burlesque cabaret piece in San Fran S&M clubs fronted by a transvestite torch singer with a slightly unhealthy obsession with the imagery of the Third Reich, the FemiNazis' lewd mix of sinister sex and show tunes began to attract a mixed gender crowd of imitators and obsessive fans. As the audiences grew, so did the egos, and soon Adele Himmler and her Joy Division Chorus had gone from being harmless entertainers to dangerous demagogues encouraging midnight torch-lit rallies and tasteless Reich-themed dance parties. It didn't take long for the joke to turn sour and the victimization to start as Adele led ethnic purges of her crowds. At first she turned people out of the venue, arbitrarily selecting which group the rest of the crowd was to persecute that night, but soon her hateful jeering encouraged more violence and things quickly got nasty.

Most of the FemiNazis are posers attracted to the drug-fueled hedonism and party

atmosphere promised by the gang rather than the politics, only donning their corsets, rubber skirts, peaked caps and party armbands on the weekends. But for all the posturing, a growing number are becoming paramilitary, flocking around the charismatic Adele and prowling the SanFran Hub in their bizarre mix of antique uniforms and fetish wear looking for cheap drugs and the chance to do harm. They have no illusions about what they do or why; they persecute innocent people for kicks while high on pills, and trip off the power of watching regular folks marching in black uniforms to classic disco, or 'making fascism fabulous' as they like to think of it.

As the profile of the FemiNazis has risen, the inevitable conflicts with other gangs (especially The Spartans, who flatly despise them, Panzer Koenig—who consider them posers, and NCSWAT, which just plain hate them) have started, leading to parties that turn into riots and rallies that explode into running battles. But still their numbers continue to grow, swelled by the bored and the nihilistic youth of the city.

Body

TROOPS:

Leaders (Major Leaders) **5**

Soldiers (Gangers) **200**

ASSETS:

Hangouts (assorted apartment buildings) **35**

Adele's "DecaDanz" theme clubs **15**

VEHICLES:

Roadcar (Replica 1932 Mercedes Limo) **1**

Roadcars (Assorted) **100**

Sound Trucks (for rallies) **4**

Brain		Adele Himmler									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	4	6	4	7	8	4	4	6	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	80	6	8	12	10	6	6	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Handgun (Luger)			5	Charismatic Leader						6	
Play Instrument (accordion)			6	Perfect Pitch							
LIFEPATH A nihilistic transvestite demagogue club singer obsessed with the 3rd Reich, she revels in adoration and mayhem.											
GOALS Be fabulous, be worshiped, make the little people grovel at her patent leather feet, get loaded, acquire a genuine piece of <i>Der Fuhrer's</i> clothing.											

Right Hand		Henrietta Goering									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	5	5	6	5	5	6	6	4	6	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	50	9	12	8	12	4	4	12	30	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Submachinegun			5	High Pain Threshold							
Intimidate			6	Streetdeal						4	
LIFEPATH Adele's transgender lover and bodyguard, <i>Oberst</i> of the Glitter Militia and severely disturbed Third Reich apologist.											
GOALS Get loaded and shoot at "the lesser people," shop for new shoes, support Adele's stage career, stand at the front of big rallies.											

Left Hand		Martina Mengle									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	8	4	7	4	8	8	3	4	4	3	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	10	80	5	8	8	12	4	4	6	15	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Handgun (Luger)			3	Speedreader							
Medical Tech			7	Beautiful						4	
LIFEPATH A Doctor at the old NCU hospital, this cold sociopath models herself on her idol Joseph Mengle. Enough said.											
GOALS Create a racially pure, eugenically engineered enclave, fill it with pretty blonde people who do as they're told, and ensure there are plenty of 'specimens' for her experiments.											

Found Sound Orchestra



The FSO are nomadic instrumentalists and VJs, roaming Night City in colorful flatbeds and battered vans, looking for a place to pitch up and party all night, out of the way of the gangs and cops.

Founded by ex-mediacorp sound engineer Hugo Brahms, the FSO was originally a civic project for urban youth, a "chance for disadvantaged kids to learn about music technology and get involved in a positive community making music in, around and from the urban environment." After spending a summer with the fifty kids in the program he was so inspired by their imagination and creativity in turning trash, scaffolding, oil drums and glass into glowing sound he quit his job and took the show on the road.

Now Brahms and his ever-changing orchestra scout the city for places to set up and make music, working with Rockers, DJs, dance music producers, and the most unlikely of pop stars to bring the city to life in the ears of its inhabitants. He has become increasingly obsessed with capturing the essence of the city in sound, and so is taking his orchestra to more and more extreme and dangerous urban locations, hoping to use the sounds in those places to write his magnum opus.

The FSO are popular and famous in Night City. It's easy enough to join; you just have to

love music, convince Hugo you're serious and be prepared to risk your neck playing an improvised scaffold pole didgeridoo in the Combat Zone while your buddy dodges bullets while playing a soup tureen timpani.

The FSO may have low-tech instruments, but they have extremely high-tech recording and mixing equipment and there's no shortage of chances to learn how that technology works. Hugo is proud that many ex-members of the orchestra go on to have successful careers of their own as both musicians and producers, often returning to help out their mentor with money or resources, but the primary income for the FSO is the parties they put on and the drugs they sell at them, bringing them into conflict with *other* gangs who peddle chemicals and the cops who try and stop *them*. And they may not be as peaceful as they appear—after all, even the old **Julliard** gang of 2013 offed a lot of people who thought mimes would be easy targets...

Body

TROOPS:

Leaders (Composers) **10**

Soldiers (Conductors) **40**

Grunts (Musicians) **600**

ASSETS:

Sound Studios (for recording) **20**

Concert Halls (renovated theatres) **5**

Clubs (for music and performance) **10**

VEHICLES:

Sound Trucks (for outdoor concerts) **50**

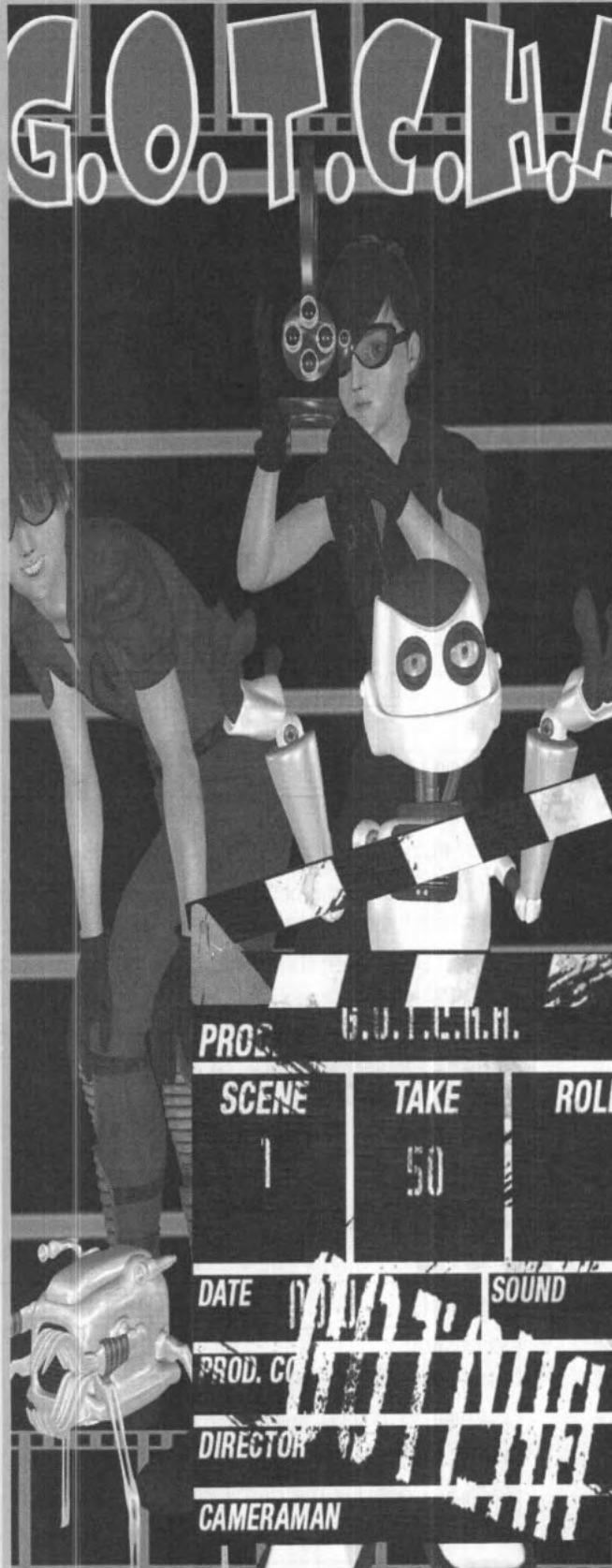
AV4s (for transport to gigs) **5**

Brain		Hugo Brahms									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	8	3	7	4	6	7	4	4	5	5	
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	70	6	8	10	15	5	5	10	25	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Brawling			3	Charismatic Leader						5	
Play Instrument (guitar)			6	Contact						3	
LIFEPATH Musical genius obsessed with recording the spirit of the city in sound. A hard-partying visionary.											
GOALS Create a musical work that will transcend time. Help people find joy in urban living.											

Right Hand		Lola Goldstein									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	6	5	5	5	4	4	5	3	3	
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	40	6	10	6	9	3	3	6	15	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Brawling			2	Streetdeal						4	
Play Instrument (piano)			7	Perfect Pitch						3	
LIFEPATH Hugo's star performer and ex-small time drug dealer. She arranges the basics like food and fuel for the FSO.											
GOALS Learn everything Hugo can teach, then start her own record label.											

Left Hand		Tim Shears									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	4	8	3	4	4	4	4	5	6	
DERIVED STATS	LUCH	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	40	6	8	10	15	5	5	12	30	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Brawling			2	Perfect Pitch						3	
Play Instrument (bass)			5	Eidetic Memory							
LIFEPATH The FSO technician and sound mixer, he's been with Hugo since the beginning. Rather too fond of party drugs.											
GOALS Continue the party! Rock on, man!											

G.O.T.C.H.A



When a group of kids from a Desnai community got tired of living in their underground make-believe habitats, they decided to leave artificial reality behind them and join the real world. They'd heard endless warnings about the uncivilized City outside, but rather than making them scared, the warnings made them more and more curious. So, with the oldest of the group (Perez Lightfoot) leading them, the kids made a plan to escape—taking their mecha with them.

At first Night City was a culture shock for this group of eight youngsters. They soon found out it wasn't easy surviving on the street. It takes streetwise, a lot of guts, an attitude and of course, money. But no one wanted to hire a bunch of weird-looking kids with toy robots.

It was by accident that the group, after months of starvation and living in old warehouses, finally realized how they could use their talent by capturing an illegal deal between two major construction companies on tape. The rest was simple: contact a MediaCorp, sell the videofile and wait for the money to pour in. Gotcha!

But they hadn't been careful enough. News travel fast in Night City—within minutes, a corp hit team was on their tail. Five kids were critically wound-

ed in the ensuing battle, but the group had found its calling: spying on the big boys with their shady deals. Of course it isn't easy to find big scoops every day, so the group has had to expand their horizons—remote info-burglaries, spying on Corporate meetings, tracking researchers working on new, secret nanotechnology, government officials buying drugs... you name it.

As the business got bigger, the group recruited more members: hackers, techies— anyone with youth, talent and loyalty. They eventually formed their own independent media group called GOTCHA, specializing in exposes and deep investigations. In the last year, GOTCHA has become a major player in the field of info-dealing, and is widely considered to be *the* heavy duty player in the battle against the resurgent NeoCorps. A long list of bounty hunters and Corporate hit teams are working round the clock to find them, but so far, their luck's been holding.

So far.

Sure, they may have started out as runaways and mecha thieves. But at least they steal from the high rollers now. Those guys can afford it, right? *Gotcha!*

Body

TROOPS:

Leaders (Producers) **25**

Soldiers (Technicians) **150**

ASSETS:

Hangouts (all over the City) **20**

Studios (for taping, production) **10**

Transmitters (for tapping into the DataWeb) **4**

VEHICLES:

Personal Movers (Assorted) **50**

Brain		Perez Lightfoot										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	8	5	7	5	7	5	5	4	6	5		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPN	SWIM	LEAP	HITS	STUN		
Stat Value	10	50	7	8	12	18	6	6	10	25		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Link			5	Credibility						5		
Persuasion			6	Intuition						3		
LIFEPATH A cool, rebellious role model for the Desnai kids. Desnai leaders thought Perez would grow up to be a model citizen— but he had other plans...												
GOALS To have a good time, to survive and to tease those arrogant NeoCorp fools.												

Right Hand		Hineiko Satoshi aka The Wizard										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	8	5	7	5	4	5	5	4	6	5		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPN	SWIM	LEAP	HITS	STUN		
Stat Value	10	50	7	8	12	18	6	6	10	25		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Link			4	Eidetic Memory								
Tech (electronics)			6	Contact (Parents)						7		
LIFEPATH A supergeek and proud of it, Kineiko's main interest is technical stuff, whether it be computers or mecha programming.												
GOALS To make a name for himself as a tech guru and to have a good time with the crew.												

Left Hand		Rifter										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	6	5	3	6	4	6	5	5	7	6		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPN	SWIM	LEAP	HITS	STUN		
Stat Value	8	60	7	10	14	21	7	7	12	30		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Stealth			4	Direction Sense								
Link			7	Intuition								
LIFEPATH Son of a Desnai community leader & youngest of the crew. Has spent all his life following his older heroes like Lightfoot.												
GOALS To prove his mecha skills to the older members of the crew by making a super robot. To have a good time.												

Go!Go!Go!



“Ya-tta!”

Just hearing those two syllables, pronounced high-pitched and screaming from adolescent female lungs is enough to make even hardcore boosters wet their pants. Because if you're close enough to hear their battle cry, that means that the savage schoolgirls of Go!Go!Go! are about to descend on you in a flurry of spinning, scything, baggy-socked death.

The girls of Go!Go!Go! (aka G3) may be animé fans gone wrong—certainly the Japanese schoolgirl uniforms and a penchant for razor-tipped yo-yos speaks the connection. Some on the Street say they were originally a group of captive joy-girls catering to sararimen looking for a loli-con thrill, but who soon turned on their pimps to gain their bloody freedom. Their leader, blue-haired, mini-skirted, two monokatana-wielding Kazumi Ihara isn't telling, and if you're smart, you won't ask. All anyone knows for sure is these well-armed teenyboppers are the terror of the Street, ready to rob, ravage or thrill-kill whenever the shopping at the mall seems to lose its attraction. In packs of 100 or more.

The uniform is pure anime, that's also for certain. White middy blouses and pleated skirts—the shorter the better—patent leather loafers with the trademark baggy socks of a 1990s Tokyo *kogal* teenybopper. Dyed hair is optional, but blue, green and pink are the pre-

ferred shades. But what makes these wannabe *yabaris* a threat isn't the wardrobe or even the plethora of very sharp weapons they love to tote around in their bookbags. The vast majority of G3's members are disaffected young women across the full spectrum of AltCults: cyberboosted schoolgirls out of the Edgerunners, anime-styled robobabes from Cee-Metal, powered-up pop princesses sporting the full array of Reefer or Roller enhancements; Desnai damsels wearing the latest in power-armored bikiniware. This broad appeal means that a G3 rampage can come from *any* direction, any time, any place and with *any* weapon.

So far, G3 has been content with dropping through the local volumetrics and laying waste to the inhabitants for a cheap thrill. They especially like to take on all-male gangs in what they dub "date n' dies"—assignments that start out with some snogging, and end up with some slaying. It hasn't put their potential lovers off too much yet—but on the other hand, the pool of applicants is starting to get a bit...smaller...

Body

TROOPS:

Leaders (The Popular Girls) **25**

Soldiers (BFFs) **150**

Grunts (BFF wannabees) **400**

ASSETS:

Hangouts (all over the City) **50**

Clubs (gambling, sex, drugs, loud J-Pop) **8**

Cee-Metal Borg gurrils (members) **54**

Sharkgurrils (members) **60**

VEHICLES:

Roadcars (Streetracers) **10**

Roadbikes (mostly scooters) **100**

Brain		Hazumi Ihara									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	8	3	9	7	4	5	5	7	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	10	40	7	10	14	21	7	7	10	25	
KEY SKILLS			LVL	KEY PERMS/TALENTS						LVL	
Melee (martial arts weapons)			7	Beautiful (<i>kawaii!</i>)						8	
Fencing (katana)			8	Wealthy (daddy's lil' princess)						7	
LIFEPATH A bored Yakuza's daughter, she started GO!GO!GO! to get even with school rival. Now, it's too fun to stop!											
GOALS Goals? Hey, she's only 16! Boys, clothes, makeup, killing random people who give her bad service at the Mall.											

Right Hand		Landmine Libby									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	9	5	9	4	5	12	5	11	11	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	50	14	10	22	33	11	11	22	55	
KEY SKILLS			LVL	KEY PERMS/TALENTS						LVL	
Heavy Weapons			4	Beautiful (she's made that way)						9	
Brawling			3	Combat Sense						3	
LIFEPATH Cee-Metal girl gone wrong. Her cute, ponytailed exterior hides an Operative bodyshell (CPv3, pg. 83).											
GOALS Get back at boys who won't snog with her because she's a "robot-girl."											

Left Hand		Tomiko Tomobihi									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	6	3	5	4	8	4	3	5	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	80	5	6	10	15	5	5	8	20	
KEY SKILLS			LVL	KEY PERMS/TALENTS						LVL	
Link			5	Wealth						8	
Martial Arts			5	Beautiful (daddy says so)						7	
LIFEPATH This Desnai Park Manager's daughter drives a cute pink "animé-kitty" strider (CPv3, pg. 203), and has the deceptively sweet/sneaky temperament to go with it.											
GOALS Become "Head Girl" of Go!Go!Go!, then become an idol singer beloved by millions. <i>Yatta!</i>											

Happy Hawk's Street Surfers



The streets of Night City are bigger, badder and totally happening! Happy Hawk's Street Surfers, (or the H2S2) consists of posers who think that the streets of Night City are the *perfect* place to catch a wave. Using rocket-propelled surfboards with wheels attached to the bottom, (or high powered fandisks) they rip the streets and catch a pipe whenever they can. The fatality rate is pretty high, but when you have yourself a six foot GMI turbine classic with chrome rims and a two foot long fuel tank jury-rigged above the exhaust vent, what the frack do you expect?

Most people tolerate the gang, whose favorite stunt is trying to swipe property while flying by at 100 mph. This usually results in one of two things: They get the goods while tearing off the arm of their victim and lighting them on fire with their jet engine, or the rider falls off and trashes about a dozen bystanders. Except for their leader (who always wears a silver body suit) the gang usually wears light armor under eyeblinding Hawaiian shirts. Their helmets are just as colorful. Anyone with a death wish and a knack for rocket boarding can join the gang. On the streets the gang is partially laughed at and partially feared. One wrong move on the surf and it's one frack of an explosion that makes the city burn for hours.

The gang leader, Happy Hawk, is a glorified speed freak and his two Lieutenants, Pugsly and Whammo are just as wired. During his first run, Whammo managed to blow up his street board after running it into the back of a trash hauler. The gang members tend to hang out in the warehouse district in order to avoid the heat. Ironically enough, the H2S2 are scared of the ocean.

But maybe there's another, darker side to the Street Surfers. In the chaos of the Collapse and the 4th Corp War, most people have totally forgotten about a brief interlude in Night City history, when a strange nanotech-based plague broke out, decimating nearly four thousand people before it was contained at last (interestingly, it was Dr. David Chiang, founder of Night City's Genius building program, who discovered the cure that ended what was later dubbed the "Carbon Plague"). For a short period afterwards, the juvenile survivors of the Plague banded together in outcast groups called "yogangs," until they either died out or were reasimilated into the population.

One of these "yogangs" was the aeroboard-riding **BoardPunks**. Sheathed in silvery nanotech-based skin mutations, the BoardPunks *also* shredded the skyways of Night City until the Arasaka Bomb wiped everything out. And old habits die hard...

Happy Hawk would have been about eight then. And no one's ever seen him out of his silver flight suit. *Ever.*

Body

TROOPS:

Leaders (Big Kahunas) **10**

Soldiers (Hot Dogs) **50**

Grunts (Gremmies) **140**

ASSETS:

Hangouts (all over the city) **12**

Chopshops (stolen jet engines) **5**

VEHICLES:

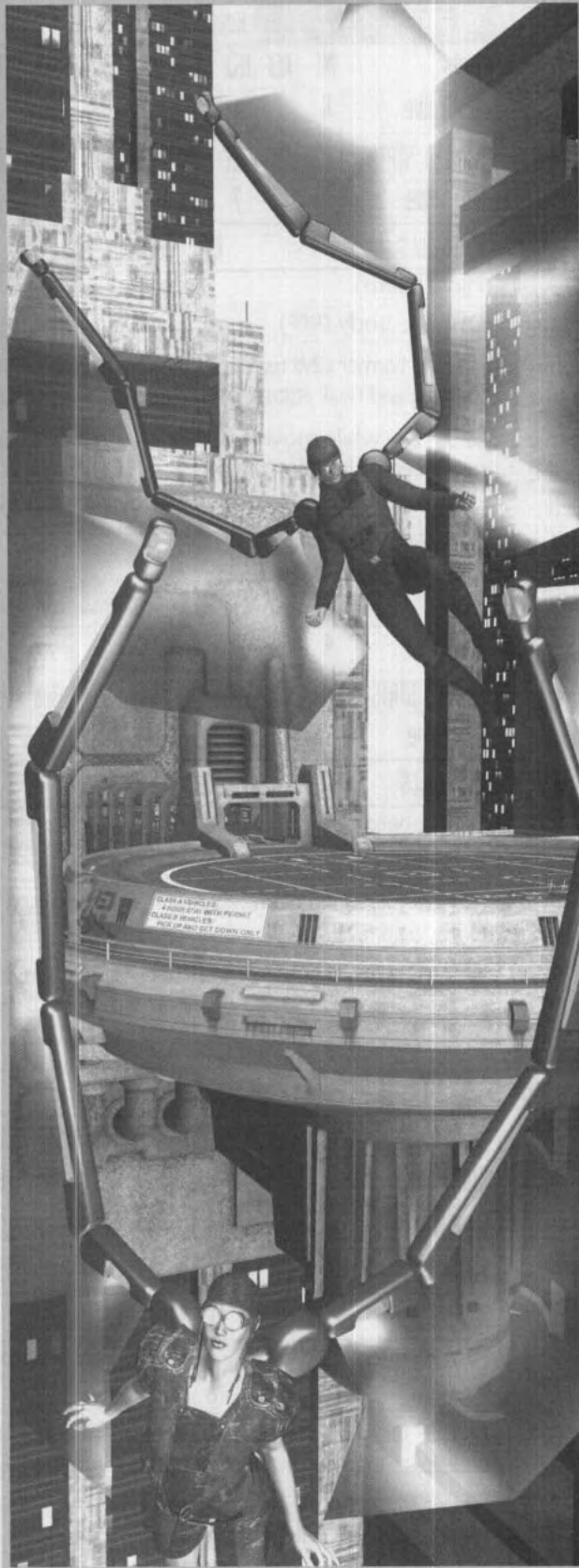
Rocket Boards (Gang Standard) **170**

Brain			Happy Hawk							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	7	4	9	7	6	5	5	7	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	60	7	10	14	21	7	7	12	30
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Pilot (board)			8	Renown						7
Reshape body (REF)			6	Tinman mutation (+15 SP all body)						
LIFEPATH Former GMI tech (and possible Plaguer) who got canned for his speed freak attitude. On a one-way e-ticket ride to oblivion.										
GOALS Die while moving as fast as possible. Escape the pain of his secret transformation.										

Right Hand			Pugsly							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	4	6	4	7	5	4	7	7	7	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	40	10	14	14	21	7	7	10	25
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Pilot (board)			7	Blind Reaction						
Brawling			5	Renown						5
LIFEPATH Glitter and glam was never enough. Joined Happy Hawk for the rush.										
GOALS Outrun the fastest thing on wheels. Get his hands on some Carbon Plague and become a silvery "tinman."										

Left Hand			Whammo							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	9	5	10	5	5	10	6	9	12
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	50	13	12	18	27	9	9	24	60
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Pilot (board)			7	SP 12 armored body						
Brawling			6	Acute Senses						
LIFEPATH One-time Cee-Metal who hides his Gemini Body. Mental case, loves to crash and burn and do it again. Cuz he <i>can</i> , yo?										
GOALS Make history, no matter how many frack'n "cans" (aka bodysHELLS) get blown in the process.										

Icarus Club



The Icarus Club is a gang of flight-obsessed amateur kamikazes that plague the skies between Tahoe and Sacramento, risking their lives dog-fighting between starscrapers and performing deadly aerobatics for kicks and dares in homespun aircraft launched from 'nests' hidden in the HighCity.

The gang (the crazed brain-child of two college drop-out engineering students) soon became local celebrities thanks to their ludicrous stunts and low-flying antics, attracting like-minded guerrilla aeronauts to join their airborne rebellion. As the Club grew it began engaging in more and more perilous flights, members racing each other down MidCity freeways, landing on top of moving Maglevs, and finally, when rivalries couldn't be resolved, arming up and engaging in spectacular aerial combat through the canyons of the city. Needless to say, the behavior of the club has antagonized the authorities and HighCity citizens are regularly treated to the sight of Technicolor microlights locked in fierce dog-fights with police gyrocopters. And that doesn't count occasional dust-ups with the airborne **Street Surfers**.

The rules of the Icarus club are simple; your aircraft has to be home-made, you have to be able to pilot it without instruments or a parachute, and you can never turn down a challenge, no matter how

crazy. If you're hardcore you refuse a safety harness. If you're truly aesthetic you refuse an engine, preferring to trust your knowledge of the city's air currents and thermals and your Zen-like inner calm.

The Icarus Club is highly elitist. Its members hide their projects away in the Club's various high-rise nests, meeting to swagger, brag, issue challenges and place big money bets on suicidal stunts. While most members are from HighCity families with money to burn, they often engage in some kind of thrill-seeking criminal activity to finance their projects, turning to thievery and drug dealing to provide a ready source of dollars and enhance their outlaw reputation. They can be contracted individually as high-priced couriers or a discreet aerial taxi service, but there's always the risk that the goods, the passenger, (or even the pilot!) won't reach the destination intact.

After all, there are old pilots, and bold pilots, but no one *ever* sees old, bold pilots...

Body

TROOPS:

Leaders (Aces) **10**
Soldiers (Fighter Jox) **150**
Grunts (Rookies) **800**

ASSETS:

Hangouts (high spots all over the City) **25**
Hangars (parts storage) **10**

VEHICLES:

Experimental Aircraft (all different) **250**
Heavy Striker aircraft (bombers) **40**

Brain

Aloysius Singh

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	7	8	5	7	5	4	4	4	3
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	50	6	8	8	12	4	4	6	15

KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL
Rifle	4	Charismatic Leader	4
Pilot	7	Night Vision	

LIFEPATH Sun-staring visionary guru and founder of the Club, a surfer-dude philosopher taken to the skies.

GOALS Free the skies. Dissolve personal boundaries. Get loaded and fly under bridges.

Right Hand

Jemma Daedalus

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	7	5	6	8	7	3	4	3	3
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	70	5	8	6	9	3	3	6	15

KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL
Handgun	3	Renown	4
Pilot	8	Intuition	

LIFEPATH The co-founder of the Club. A completely fearless trick pilot, famous for winning a three-on-one dogfight above Tahoe.

GOALS Become undisputed mistress of the skies and make damn sure everyone knows it.

Left Hand

Samantha Masoud

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	6	7	5	8	7	4	5	5	3
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	70	6	10	10	15	5	5	6	15

KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL
Dodge/Escape	4	Lighting Calculator	
Pilot	7	Night Vision	

LIFEPATH The young pretender. She is rapidly gaining the reputation of being the Club's most daring flyer.

GOALS To replace Jemma as number two and become Aloysius' apprentice.

Illusionneers' Circle



The Illusionneers' Circle is a bizarre gang of renegade stage magicians, dedicated to causing colorful mayhem at all levels of Night City while dressed in outlandish silk and sequined outfits, accompanied by bio-sculpted assistants in leotards and feathered headgear and ludicrously bombastic music.

Most of the time their pranks are grim but harmless: pulling a dead cat from a top hat at a Corporate children's picnic for instance. Some times they can be disruptive: manifesting a flock of doves from their voluminous sleeves onto a rush hour free-way and watching the resulting chaos. But sometimes they can be just plain nasty: like sawing-the-dog/housemaid/personal assistant-in-half tricks that end gorily and permanently for the unwilling volunteer.

The Illusionneers, led by a twisted genius ex-Desnai engineer with the stage name of Zack Zanzibar, are in fact orchestrating a guerrilla war against the neo-corps using their chaotic pranks as a smokescreen for their terrorist agenda. For every smoke bomb and rain of glitter in a fast food restaurant there is a junior executive wrapped in chains and drowned in his own water-filled car in a park-

ing garage. The reason Zanzibar and his soldiers chose their insane modus operandi eludes NCSWAT, as does their motive for taking on the mighty Corporations, but the death toll left by these warped pranksters is rising and the neo-corps are growing increasingly aggressive in their attempt to uncover Zanzibar's identity.

The Illusioneers are skilled chemists, holographists and mecha engineers, often holding down regular jobs in order to gain access to the materials they need, but beneath the unlikely pantomime of their tricks is a grim purpose and a will to kill. Recently, they've taken a particular dislike to the Purinetti Family, and have been going out of their way to play especially nasty tricks on Purinetti facilities all over the Night City megaplex. Even NCSWAT is starting to wonder why these renegade performance artists are harassing a bunch of old Mafiosi, but this new attention to the real nature of the Family may bring about fatal reprisals even faster than the Illusioneers expect.

Body

TROOPS:

Leaders (Master Magicians) **5**

Soldiers (Conjurors) **20**

Grunts (Stage Managers) **200**

ASSETS:

Magician's Club (main base) **1**

Theatres (renovated, over objections of FSO) **5**

Clubs (for performances) **20**

Mecha (assorted small Desnai models) **230**

VEHICLES:

Sound/Light Trucks (for outdoor shows) **6**

AV4 (for transporting gear) **10**

Personal Movers (for 1 man gigs) **50**

Brain

Zack Zanzibar

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	7	8	4	5	7	4	4	4	4

DERIVED STATS	LUCK	HUM	REC	END	RUN	SPI	SWIM	LEAP	HITS	STUN
Stat Value	11	70	6	8	8	12	4	4	8	20

KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL
Dodge/Escape	4	Charismatic Leader	5
Basic Tech	8	Intuition	

LIFEPATH Crazy genius with a beef against the neo-corps and a flair for the theatrical.

GOALS Exterminate neo-corp management in increasingly spectacular ways.

Right Hand

Frankie Hooper

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	5	8	5	7	4	4	4	5	5

DERIVED STATS	LUCK	HUM	REC	END	RUN	SPI	SWIM	LEAP	HITS	STUN
Stat Value	10	40	6	8	10	15	5	5	10	25

KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL
Brawling	3	Ambidexterity	
Tech	7	High Pain Threshold	

LIFEPATH The technical expert behind Zack's stunts, he enjoys the pranks and comedy but is disturbed by the killing.

GOALS Create more and more sophisticated stunts and illusions. Restrain Zack and Zelda's excesses.

Left Hand

The Magnificent Zelda

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	5	6	4	7	4	5	6	3

DERIVED STATS	LUCK	HUM	REC	END	RUN	SPI	SWIM	LEAP	HITS	STUN
Stat Value	10	70	6	10	12	18	6	6	6	15

KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL
Handgun	3	Eidetic Memory	
Perform	7	Acute Senses	

LIFEPATH Zelda was originally a presenter of a children's TV show called 'Magic Hour' but was replaced by a younger, prettier woman.

GOALS Extract revenge on mediacorps. Hunt down her usurper and kill her in a very public way. Entertain the kids.

Iron Lotus



Five sons of powerful Japanese businessmen form The Brotherhood Of The Iron Lotus. As "heirs to the throne," they have witnessed first hand the merciless activities of the megacorporations as the giants unscrupulously disregard ethics and law to dominate global markets. Led by founder Kenji Hashiro, the Iron Lotus' mission is to fight the Corporate *zaibatsu* and carry out their destruction no matter what the cost.

Growing up in the same corporate areas of Tokyo, the group attended private schools and practiced martial arts together. Their sensei, Kenjiro Hanaka, had formerly had a dojo called the Iron Lotus, but an ultimatum from the Arasaka *zaibatsu* gave him a choice between working for the security corp or losing his dojo (and his family). Forced to accept the commission, he found himself training the sons of high level corporate leaders, including Saburo Arasaka's youngest son Yorinobu.

Kenjiro did his job, but he also challenged his students to see the evils of the corporate world that had raised them. He inspired them to read philosophy, doubt official truth, and to question the views of a mainstream-media, as it was, in his words, "poisoned by the lies of the powerful." But Kenjiro wasn't subtle enough: one morning when he didn't show up for training, the boys found him in his apartment shot eight times. The news said it was a gang attack, but *they* knew better: it had corporate black ops team written all over it. Question the media, remember?

Now young men, the five escaped and lived in hiding, training and

preparing themselves for the quest. Their strategy was clear: they would strike directly against the *zaibatsu* leaders.

After numerous flawlessly executed attacks, Iron Lotus earned a reputation as a mysterious, revolutionary group. Rumors about their identity started to spread. To allay suspicion for a short while, founding member Yorinobu Arasaka broke away and started his own group, the *Kotetsu no Ryu*, but still remained in touch with his comrades. For years they fought a desperate war. Some joined them. Some were lost in battle. Hiding, planning, training, fighting: day after day, dark night after dark night. they won battles, but never the war...

And then it happened: the 4th Corp War. Suddenly Iron Lotus' mission wasn't so desperate. For the first time the enemy had fallen; it could be beaten. With hope reborn, The Brotherhood of the Iron Lotus has come to Night City to continue its war. The ultimate goal—to stop the rise of the NeoCorps—must be achieved. At any cost.

Body

TROOPS:

Leaders (Inner Circle) **10**

Soldiers (Warriors) **150**

ASSETS:

Shadow Dojo (main meeting place) **1**

Safehouses (around the City area) **5**

Lotus Dojos (for training locals) **10**

Warehouses (for stashing weapons, gear) **5**

VEHICLES:

Roadcars (expensive, luxury—these are the sons of MegaCorp leaders, right?) **20**

AV6 (expensive, luxury, very fast) **10**

Brain		Yorinobu Arasaka									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	9	3	7	6	6	5	5	6	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	11	60	7	10	12	18	6	6	10	25	
KEY SKILLS			LVL	KEY PERKS/TALENTS			LVL				
Martial Arts			7	Contacts (old Arasaka retainers)			9				
Melee (martial Arts weapons)			4	Combat Sense			5				
LIFEPATH From the most infamous corporate family of all time. The black sheep, he must keep his identity secret.											
GOALS His mission is to fight against the might of the corporations and make amends for his family's evil deeds.											

Right Hand		Henzo Johnny-boy Martins									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	8	2	7	5	5	6	6	7	6	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	10	50	9	12	14	21	7	7	12	30	
KEY SKILLS			LVL	KEY PERKS/TALENTS			LVL				
Martial Arts			5	Combat Sense			4				
Stealth			6	Intuition							
LIFEPATH Son of a Japanese-American corporate family. Grew up in Tokyo with Kenji and the rest of the group.											
GOALS His dream is to become a peaceful farmer or fisherman in a megacorp-free world.											

Left Hand		Azar Benedict									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	8	4	7	4	5	5	4	6	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	10	50	7	8	12	18	6	6	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS			LVL				
Martial Arts			5	Combat Sense			4				
Shadow/Track			6	Acute Senses							
LIFEPATH Born in Cairo, his family moved to Tokyo when Azar was a baby. Became boyhood friends with Yorinobu.											
GOALS Punish the MegaCorps for their crimes against humanity. Free his sister from a MegaCorp brothel.											

JackHammer



Year 2003. As the second Central-American conflict rages on, the US Army, suffering major losses, puts together a special task force to get rid of Central American drug lords whose chokehold on local farmers has grown ever stronger. The team is code-named JackHammer: an elite group of 12 cyber-enhanced heavy assault specialists.

For over a year the JackHammer unit is forced to operate at the absolute limits of their physical and mental abilities. And sure enough, they carry out 18 successful missions. Of course, pushing the team to their limits is all part of the plan: while doing valuable work for the army by eliminating heads of drug cartels, the members of the unit also work as guinea pigs for new and secret combat drugs still in the early development stage. What better way to test new stuff than to inject it into the veins of brainwashed killing machines in the middle of a desperate jungle mission? Of course the JackHammer unit is made to believe that the blue stuff running through their bloodstream is nothing more than an enhanced version of a sports drink – "Just some vitamins to keep you fine patriots going." as they are told. And never mind the cyberware we're bolting on to you; this will make you better, faster and stronger than before.

But something goes wrong with the drugs and the 'wares: the tests are not successful. The chemicals are suddenly reacting in ways they are not supposed to, hurling the bearers into a world of pain, rendering them helpless in battle. The cybertech is making them angry, crazy, violent. Or, as the US Army research team puts it: making them completely useless. So the decision is made.. Ditch the whole bunch. On with the research.

The JackHammer unit is captured and although a month later they manage to

escape, they lose two of their team members. JackHammer has been betrayed by the one institution they have ever trusted.

Present day, 203X. The ten surviving members of JackHammer have formed one of the deadliest gangs ever to roam the dark paths of the Combat Zone. Since the day they were betrayed, they have devoted their lives to resisting authority...destroying authority. With endless cyberware add-ons, they have become vicious, psychotic maniacs, each one of them hanging on the edge of total cyberpsychosis: 400 pound full assault tanks full of blinding rage towards anyone who gets in their way. Metallic monster-borgs, some of them twelve feet tall or more, they seek to avenge their lost faith and the loss of the two members of the team—ominous, rugged, torn, burnt and scarred mountains of black steel, towering to super-human heights, carrying weaponry originally intended for fighter planes and minitanks, they have one mission: destroy the civilization and the country that made them this way. And (to them) that means *you*.

Body

TROOPS:

Leaders (The Dragons) **10**

Soldiers (The Enforcers) **150**

ASSETS:

Hangouts (all over the City) **10**

Chopshops (for new cyberware) **3**

VEHICLES:

Roadbikes (heavily armed & armored) **20**

Street Panzers (for gang wars) **15**

Brain		Madison 'Hellhound' Braddox									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	6	4	7	6	6	15	5	6	18	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	10	60	17	10	12	18	6	6	36	90	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Hvy. Weapons			6	Charismatic Leader						5	
Driving (panzer,tanks)			5	Combat Sense						5	
LIFEPATH Joined a military academy to follow in his father's footsteps. From there he was recruited to lead the JackHammer unit.											
GOALS Avenge his team. Create chaos and destruction. Note: Use Enforcer stats (CPV3, pg .220) for all members of this group.											

Right Hand		Danny 'SkyRunner' Stevens									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	7	3	4	6	6	14	7	6	18	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	60	17	14	12	18	6	6	36	90	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Hvy. Weapons			5	Combat Sense						4	
Pilot (all types)			6	Blind Reaction							
LIFEPATH Raised by his uncle (a pilot). Grew up at a cargo airport. Joined the navy: a couple of years of reconnaissance and cargo flights in Somalia and from there was recruited to JackHammer.											
GOALS Revenge. To get a big-ass plane, some missiles and blow everything to pieces.											

Left Hand		Michael 'Hollowpoint' Chavez									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	8	4	7	6	6	15	5	6	18	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	11	60	17	10	12	18	6	6	36	90	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Hvy. Weapons			5	Combat Sense						5	
Rifle (sniper)				Ambidexterity							
LIFEPATH From Miami. Got mixed up in Street gangs and was given a choice between prison or the army. Chose the army and became part of Jackhammer as their top sniper.											
GOALS Create total anarchy. Eliminate all who stand in the way of JackHammer.											

Johnny Zee & The Zee Town Rollers



Ready to rock n' roll? Johnny Zee and his Zee-Town Crew are a rockabilly posegang, all biker boots, greased hair and even greasier pegged black denim, burning down Highway 101 in modified retro hotrods from their San Luis home base, a tiny enclave in the MidCity the go-boys and girls call Zee Town.

The heart of the enclave is the Big Zee Diner, a time capsule of appropriated antique junk, ancient street signs, pool tables, rescued beer pumps, old vinyl records and a colorful but totally gutted Wurlitzer jukebox refitted to play out digital recordings of period tunes from the 1940s through to the 1980s. The diner rambles through several stories, invades neighboring buildings and spills neon out onto the street where the Rollers wax their autos and play rock'n'roll, swing dancing all night with their chicks.

Johnny Zee, an old man now but a retro Desnai music idol in his day, founded Zee Town as an escapist fantasy, a kind of museum to a better world now vanished. He blew the last creds of his fortune recreating the world of a 1950s the world had long forgotten; if indeed it had ever existed. He now staunchly defends it against the incursions of the Neo-Corps (who see a marketing bonanza) and even the Desnai AltCult (who consider both Johnny and his creation their property).

But it didn't take long for the '50s meme to catch on. Youngsters started turning to Johnny for inspiration for their lives, showing up in Zee

Town to join his dream. While it sounded like a teenage ideal, the kids didn't just dig the music, the hair and the cars—this being Night City they also dug the switchblades, zip guns and the bike chains too.

Soon the Zee Town Rollers were rumbling on the Street with other gangs, running hooch and “unmarked packages” down the coast in their cars and mugging “marks” for folding green. They even took a little extra time to rough up the occasional Imaginator who dropped in to steal some of Johnny's ideas for a Parkology theme ride.

But despite a reputation for violence, Zee Town rocks. There are live bands in the Big Zee every night, playing to jiving honeys with swinging pony tails and young studs that might just take you for a ride. There's micro-brewed beer from the diner's basement and crazy burn-offs out front with street racers who fancy their chances against the Roller's beefed up dragsters. Perhaps, if you're lucky, there's the chance you might meet Johnny himself. And maybe for a beer and a smoke, he'll tell you all about how it was and how it might be again.

Body

TROOPS:

Leaders (Swingers) **50**

Soldiers (Boppers) **300**

Grunts (Jivers) **1,000**

ASSETS:

Hangouts (all over the City) **40**

Chopshops (stolen cars) **6**

Clubs (dancing that 50's music!) **2**

VEHICLES:

Roadcars (Souped up 50's style streetracers) **700**

Brain		Johnny Zee									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	4	6	7	8	7	4	5	4	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	70	6	10	8	12	4	4	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Brawling			5	Longevity							
Perform			7	Charismatic Leader						8	
LIFEPATH The Founder and inspiration of Zee Town, he's looking to re-create a vanished world.											
GOALS Protect the past, inspire the kids, keep rock'n'roll alive for future generations.											

Right Hand		Jimmy Thunderbird									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	6	6	5	7	7	6	5	5	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	70	8	10	10	15	5	5	14	35	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Melee (switchblade)			5	Family						5	
Driving			8	Charismatic Leader						4	
LIFEPATH Johnny's protégé, a charismatic believer in the Zee Town dream and demon drag racer. Carries a custom nano-switchblade.											
GOALS Make Johnny's dreams real before he dies, expand Zee Town into a real enclave.											

Left Hand		Bernadette Reynolds									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	5	8	6	7	6	3	4	4	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	60	5	8	8	12	4	4	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL	
Handgun			3	Family						4	
Tech (automotive)			7	Beautiful						8	
LIFEPATH The beautiful, pony-tailed mechanical genius of Zee Town, all crimson lips and tattoos. There's nothing she can't fix.											
GOALS Build the ultimate hot rod, have Jimmy race it in the Indy 500 and then bathe in champagne with handsome boys when they win.											

The Locker Cru



The histories of Reef are full of tales of the Locker Crew; the band of cutthroats, subsea pirates and gene-altered corsairs who saved Atlantis and the sunken City of Reef with their daring submarine exploits. Led by their Skipper, the crazed and highly charismatic John Neptune, the Locker Crew cut a swath through the other freebooters plying the New Spanish Main (not to mention more than one Arasaka fleet), ensuring their place in the heart of many a young Reefer growing up in the Deep Blue.

The old Locker Crew is, alas, no more, most of the members by now having retired filthy rich and respectable as the founders of the Reef AltCult. But their salty seadog tradition is carried on in the new Locker Crew (or Cru, as they spell it to distinguish themselves from the originals). As hellraising and salty as their fathers were, the Locker Cru is where restless Sharkgods and Whaleboys with a taste for adventure can find a berth.

Riptide driftcity invaded and held for ransom like some outtake from *Pirates of the Caribbean IV*? It's the Locker Cru. Daring aerosub raid on a seaside Neo-Corp tower at dawn? The Locker Cru. Ocean liner plundered and the prettiest girls carried off into

the briny deep? Gotta be the Locker Crue. While officially the Reefer Council condemns their activities, they have to smile in secret as new tales of the Crue come in over the DataPool. For the Crue satisfies a certain primal need in the rough and tumble Reefers, even if they don't want to admit it. And it also keeps the more rambunctious youngsters safely at sea and out of their Elders' hair.

So remember, ye landlubbers—it's not safe to go into the water these days. Because just offshore—or maybe under your feet in the watery depths of the Night City megastructure's foundation, the Locker Crue may be lurking, all sharked up with cutlasses drawn. No treasure's safe, whether financial or feminine, while this bunch of pirates is about. Awrrr, mate!

Body

TROOPS:

Leaders (Pirate Kings) 25

MODIFY STATS AS SUPER SHARKGOD (PG. 199) AS BELOW:

REF	DEX	COOL	STR	CON	MOVE	BODY	SP
+4	+4	+2	+7	+4	+5	+5	8

Soldiers (First Mates) 350

MODIFY STATS AS SHARKGODS (PG. 199) AS BELOW:

REF	DEX	COOL	STR	CON	MOVE	BODY	SP
+3	+3	+2	+5	+3	+4	+4	8

Grunts (Swabs & Pirates) 500

MODIFY STATS AS WHALEBOYS (PG. 199) AS BELOW:

REF	DEX	COOL	STR	CON	MOVE	BODY	SP
+1	+2	+1	+7	+4	+3	+5	8

ASSETS:

The Locker (offshore oil rig base) 1

Dome Bases (offshore subsea domes) 10

Sub pens (repairs and refitting) 5

VEHICLES:

Aquafighters (beefed up) 60

Microsubs (50% extra torpedoes) 100

SeaPanzers (for wars) 40

Brain

Skipper Domingo "Davq" Jones

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	5	4	5	4	6	7	6	5	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	7	60	10	12	10	15	5	5	16	40

HEY SKILLS

LVL HARDWARE [modify stats above]

Brawling

6

Super Sharkgod Form (See Leaders, below)

Subjock

7

Whaleboy (CPv3 pg. 198)

Manster (CPv3 pg. 199)

LIFEPATH

Inherited a well-armed cargo sub from his dad, then went on to build the new Locker Crue fleet.

GOALS

Be known for even greater feats of piracy than his dad. Retire rich and get on the Reef Council.

Right Hand

First Mate Lonnie Hamehameha

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	7	4	6	5	4	6	5	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	40	8	10	12	18	6	6	14	35

HEY SKILLS

LVL HARDWARE [modify stats above]

Melee Weapons (knife)

6

Sharkgod Form (See First Mates, below)

Subjock

7

Whaleboy (CPv3 pg. 198)

Combat Sense

4

LIFEPATH

Native Hawaiian framed by a rival and forced to leave the Islands.

GOALS

Wants to go home and settle the score.

Left Hand

Helmsman Jimmy Holoa

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	6	5	6	5	7	7	5	5	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	70	9	10	10	15	5	5	16	40

HEY SKILLS

LVL HARDWARE [modify stats above]

Melee Weapons (knife)

6

Whaleboy (CPv3 pg. 198)

Pilot (aerosub)

7

Intuition (helps his piloting)

Combat Sense

4

LIFEPATH

Skilled aerosub pilot, he helped Lonnie escape from the Islands. Trivia: He's Keifer Mahalo's cousin.

GOALS

Wants his own fleet of trading subs.

The Maycreeks



The Maycreeks, so named after their founder and matriarch Dr. Susan Maycreek, are agrarian revivalists, dedicated to returning to the simple life of raising both their crops and their families in tune with the natural rhythm of the changing seasons: The difference being that they pursue this pastoral dream in the concrete wilderness of Night City using specialist nanotech created by the Doctor during her years at Biotechnica to help them transform barren concrete into fertile soil.

Now almost an AltCult, the Maycreek ideal has attracted farmers dispossessed by the once-mighty agricorps and disillusioned romantic urbanites seeking the good life which city living denies. From humble beginnings in hidden rooftop gardens and greenhouses, the 'Creeks have spread across the abandoned places of the MegaCity taking Dr. Susan's engineered strains of nanites with them. Derelict overpasses have become fields of gently shifting wheat tended by men smoking corncob pipes, fire escapes flourish with grape vines tended by apple-cheeked children, and young men with rifles watch over bonneted women while they thresh corn on the floors of deserted shopping malls.

The Maycreeks feel no obligation to ask the local residents of an area before they begin their cultivation. They simply pick a spot: a children's playground, a parking

lot, infect it with their nanites, wait for it to break down, and then plant their genetically modified seeds in the mulch (believing that whatever grows out of it will be better than what was there before). Citizens of the Mega City have gone to bed seeing concrete and woken up seeing corn. This can cause quite a lot of upset when they pull the blinds to discover that their brand new car has been dissolved to feed a cereal crop, but in some impoverished sectors of the City the 'Creeks are seen as saviors, rescuing whole neighborhoods from hunger.

Swiftly realizing that not all the residents of the City (particularly those in the HighCity who control the food production markets) are as in touch with the Earth as they, the Maycreeks have prepared for the inevitable clash of ideologies. Trading in their pitchforks for parabellum and stocking their well-armored cabins and barns with arms both small and large, they intend to stand their ground and defend the frontier dream. In the territory surrounding their larger enclaves they can be guaranteed support from whole blocks of grateful citizens who have been saved from malnutrition and starvation by their efforts.

Body

TROOPS:

Leaders (Grange Leaders) **20**

Soldiers (Grange Members) **250**

Grunts (Farmers) **800**

ASSETS:

Micro Farms (all over the City) **650**

VEHICLES:

Trucks (For farm work) **100**

Farm Equipment (tractors, cultivators, etc.) **220**

Street Panzers (just in case) **5**

Brain		Dr. Susan Maycreek									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	9	4	8	3	7	7	3	4	3	3	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	11	70	5	8	6	9	3	3	6	15	
KEY SKILLS			LVL	KEY PERMS/TALENTS			LVL				
Rifle			3	Lightning Calculator							
Education			9	Common Sense							
LIFEPATH An elderly woman who pioneered Biotechnica's cutting edge research. finally rejecting corporate perks for agrarian ideals.											
GOALS Make Night City self-sufficient, make real food available to everyone.											

Right Hand		Julius Maycreek									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	8	5	8	5	6	6	4	4	5	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	10	60	6	8	10	15	5	5	10	25	
KEY SKILLS			LVL	KEY PERMS/TALENTS			LVL				
Rifle			5	Charismatic Leader			4				
Teaching			7	Intuition							
LIFEPATH The son of Susan, he teaches followers how to farm the city and demonstrate the virtues of their lifestyle.											
GOALS Uphold his mother's ideals, give the people of Night City the skills they need to feed themselves, protect the dream.											

Left Hand		Melissa Crockett									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	7	5	6	5	5	6	6	7	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	50	9	12	14	21	7	7	10	25	
KEY SKILLS			LVL	KEY PERMS/TALENTS			LVL				
Rifle			7	Combat Sense			4				
Brawling			5	High Pain Threshold							
LIFEPATH An ex-militech soldier, she's now the Maycreek 'ranger', organizing the defense of the small holdings and farms.											
GOALS Give people a fighting chance to make a better life for themselves, settle down on Maycreek land and have some kids.											

Mecha Zeo



It would be funny—if it wasn't so damned scary. Six Desnai Imaginators, betrayed by an ambitious Park Manager determined to sell the plans for their latest Park Ride—*Mecha Zeo: the Eternal Battle World*. When the hit squad came for Toshi Harada and his development team, they were totally unprepared—six out-of-shape, cerebral nerds who never imagined they would become the target of a ruthless sell-out. Bleeding, almost dead, they reached out for the only weapon they had—the five mighty robots that were the centerpiece of the Mecha Zeo attraction.

Ten minutes later, the assassins were reduced to a bloody paste under the ten foot wide feet of the Mecha Zeo Combiner. But to Toshi's horror, his call to Park Security only brought a tactical response team to wipe out the "mad Imaginators" who had gone on a rampage. Set up by the treacherous Park Manager's fallback plan, the Zeo Team was forced to flee for their lives in their giant robot creation.

It's hard to hide a fifty foot robot, but it's a lot easier when its components can transform themselves into

five ordinary roadcars. And so, the Mecha Zeo team went into hiding, working in secret to develop their technology and clear their names. Maybe they went a little crazy in the process, but losing your whole life can do that to you. When the Zeo Team emerged from hiding several months later, dressed in outlandish helmeted fighting suits and with all new robots, they were ready at last to fight back. The resulting swath of robotic destruction wiped out their betrayer (as well as 15 city blocks), and launched Mecha Zeo on a crusade to recover their technology from the evil Corporates their one-time Manager had sold it to. There was no turning back—Mecha Zeo was committed. Or should have been.

But there's always someone out there who wants to be an animé mecha hero, and Mecha Zeo has attracted quite a following. *Otaku* of all stripes have followed the secret call to Zeo Base, to offer aid in the fight against Corporate Evil. And if that means wiping out twenty City blocks everytime MZ goes into action, so be it. Fighting Evil isn't pretty.

Even if you *are* wearing color co-ordinated battle suits.

Body

TROOPS:

Leaders (Mecha Zeo Rangers) **4**

Soldiers (Zeo Fighters) **200**

ASSETS:

Zeo Base (main observation base) **1**

Zeo Fortress (mecha storage) **1**

Zeo Lab (mecha development base) **1**

VEHICLES:

Zeo Roadbikes **4**

Mecha Zeo Borg (50' tall gestalt) **10**

Brain			Zeo Red (Toshi Harada)								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	5	7	4	4	6	5	4	5	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	60	7	8	10	15	5	5	10	25	
KEY SKILLS			LVL	KEY PERKS/TALENTS					LVL		
Link			7	Membership (MZ Fanclub)					10		
Mecha Tech			8	Combat Sense					4		
LIFEPATH Desnai Imaginator betrayed by his boss, he uses his Zeo-Armor (Lt. Power Armor, CPv3, pg203) to fight back.											
GOALS Clear the names of his friends and himself. Lately, been thinking about making MZ a long term gig...											

Right Hand			Zeo Blue (Benjamin Brightman)								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	6	5	7	6	5	6	7	6	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	8	50	9	14	12	18	6	6	14	35	
KEY SKILLS			LVL	KEY PERKS/TALENTS					LVL		
Link			6	Combat Sense					4		
Martial Arts			6	Rapid Healing							
LIFEPATH Mecha Zeo Engineering Tech, he lost his girl in the attack on the Zeo project lab.											
GOALS Mecha Zeo's dark haired "bad boy." He wants revenge (and more weapons on his Zeo Armor)											

Left Hand			Zeo Pink (Janelle Johnston)								
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	5	4	6	4	5	4	4	6	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	50	6	8	12	18	6	6	8	20	
KEY SKILLS			LVL	KEY PERKS/TALENTS					LVL		
Link			4	Common Sense							
Handgun (cap laser)			5	Beautiful					6		
LIFEPATH Mecha Zeo project manager, she was best friends with Benjamin's girl.											
GOALS To get back the stolen technology that Manager Johnston (her brother!) sold to the Neo-Corps.											

Mosley's Army



They have not given up the fight. And they never will. The members of Mosley's Army have a dream—to restore the glory of the United States of America and unite her people once more. To bring back a time when there were no Free States, no Gang of Four, no Mega-corps corrupting the principles of Liberty and Justice for all peoples.

General Harold "Hardcase" Mosley has been a soldier for as long as he can remember. Like his father and grandfather before him, he served in the U.S. Army. Earning his command in the fires of the First South American War, Mosely did his job with quiet dignity and a singleminded purpose that earned him the respect of his peers. Even when the Second South Am War exposed his civilian commanders as the rapacious, amoral dictatorship called the Gang of Four—even when they abandoned Mosely and his men to die in the jungles of Honduras, the General kept the faith. Because in the end, he knew what he was really fighting for: his country.

When the Fall of the United States came at the end of 4th Corp War, Mosley found himself in command of a Combined Operations Group (COG) based in the North Oak region of Old Night City. Already deployed to keep the private armies of Militech and Arasaka at bay,

Mosley's 144th COG Battalion was first to hit the scene in the wake of the Arasaka nuke. As refugees flooded into the COG base, Mosley was faced with a choice—turn them away to die, or find a way to protect those he had sworn to defend. His answer: to draft the shell-shocked mobs and turn them into something that could protect *themselves*—an army of soldiers. With the help of trusted staff and loyal troops, he built that army—Mosley's Army, so that the future would survive the Fall of the Nation.

A decade or more later, General Mosley is still leading the citizens of the United States under his command. Now an army over ten thousand strong, they have beaten the gangs back out of the suburbs of Night City, held off the armies of the Neo-corporates, and even faced down their immediate rivals—the hyper-patriotic militia known as Reagan's Rangers. Because one day, the civilians back in Washington D.C. are going to get it back together. And when that day comes, Mosley's Army will be ready to answer the Call.

Body

TROOPS:

Leaders (Battalion Rank) **10**

Soldiers (U.S. and paramilitary Officers) **1,500**

Grunts (ex-corp army and U.S. Army) **13,250**

ASSETS:

Battalion HQs (rolling armored bunkers) **6**

Armories (Randomly placed) **30**

Bases (weapon storage & barracks) **150**

VEHICLES:

Street Panzers (104th Calvary) **60**

U.S. Army M-11 Battle Tank (surplus) **20**

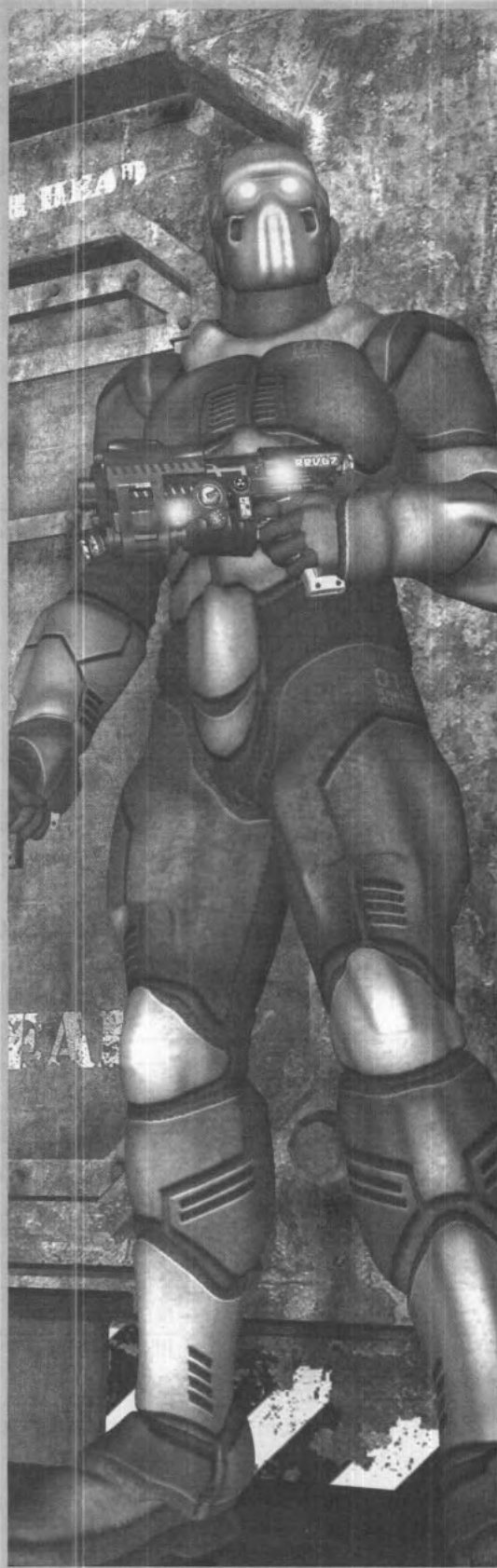
AV4 (Army surplus) **80**

Brain		General Harold Mosley, US ARMY									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	6	4	6	7	9	6	6	5	6	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPI	SWIM	LEAP	HITS	STUN	
Stat Value	9	90	9	12	10	15	5	5	12	30	
HEY SKILLS			LVL	HEY PERKS/TALENTS						LVL	
Rifle			5	Authority (ARMY)						9	
Brawling			6	Credibility						10	
LIFEPATH Faced with refugees from nuked Night City, General Mosely trained them to form a civilian army.											
GOALS To restore the United States Government and the Constitution.											

Right Hand		Col. David Anderman, USMC									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	7	5	5	5	7	8	5	5	6	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPI	SWIM	LEAP	HITS	STUN	
Stat Value	9	70	10	10	10	15	5	5	12	30	
HEY SKILLS			LVL	HEY PERKS/TALENTS						LVL	
Rifle			7	Authority (USMC)						7	
Driving (panzer)			6	Combat Sense						6	
LIFEPATH A seasoned USMC vet, Anderman united the fragments of his command and joined Mosley to protect the U.S.A.											
GOALS Reestablish the Marine Corps. Retire knowing his grandkids will have a free country again. <i>Semper Fi!</i>											

Left Hand		Major Alex Doyle, USAF									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	7	7	5	7	7	4	5	4	6	5	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPI	SWIM	LEAP	HITS	STUN	
Stat Value	10	40	7	8	12	18	6	6	10	25	
HEY SKILLS			LVL	HEY PERKS/TALENTS						LVL	
Pilot			7	Blind Reaction							
Brawling			6	Combat Sense						6	
LIFEPATH An ace pilot in the South Am War, Doyle is a distant relative of Poppa Doyle, the Railroad King.											
GOALS Not many. He likes to fly, and he likes to raise hell. Gen Mosley gives him a chance to do both.											

Panzer Koenig



Panzer Koenig lurks like an angry viper in the shadows and underbelly of the San Francisco Hub. They wait, they fester, and they boil up from the RoadZones, the Combat Zones and the UnderCity, sweeping out in a wave of rage on vendettas real or imagined. They cry out for the destruction of the Mid and High Cities, the "great equality" of the new future. They jealously guard their territories and "families," and lash out in anger against anyone who doesn't share their particularly retro cybernetic creed. They are the neo-fascists of the cyber age; borrowing from the traditions of the *Panzertruppen* of WWII.

The PKs are violent, angry, and generally nasty to anyone that isn't a part of their "protectorate." Their leader, the aptly named "Rip," rules with an iron-plated, old-style Soviet cyberarm, literally crushing the dissension in his ranks. His rules are simple: protect what is ours, take what is not, tear down the Uptown, make it all equal. The PKs follow him fanatically, giving everything they are to the cause and violence that Rip foments. NCSWAT has an arrest warrant on Rip and his lieutenants, Grunk and Klash, with a list of charges a mile long. But they haven't caught (or killed) them yet.

And it won't be easy. One reason is the PKs way of getting around; *StürmTigers*. Converted hovertanks (Militech A-20 ACAVs are the favored type), these monsters have been augmented with extra reactive armor and updated cannon that allow Panzer Koenig to crush anything in its bloody path. Pity the poor NCSWAT APC that faces one of these monsters—it's guaranteed to be a flaming coffin in a matter of

moments. Tagged with lengthy Germanic nicknames and ersatz Iron Crosses, these are death machines everyone fears (except maybe the Doyles with their railborne artillery).

PK philosophy is simple—If it's ours, we save it. If it's not, we make it ours. Above all, destroy all others who might take power from us. This, of course, doesn't endear them to many. The PKs tend to run protection rackets when they're not burning down the corner store and raping the locals in a show of force. They're rough, violent, and hell bent on self-destruction in the pursuit of their ultimate goal—the "equalization" of the post-post-modern world. To the PKs, all the death, all the violence, all the destruction and devastation they bring when they hurl rocket-propelled death-buggies over the police barricades—it's all worth it, because when they're done, the world will be equal and they will be leading it. In some sick sense of the term, they want to make the world a better place. For them.

Heaven help us if they succeed.

Body

TROOPS:

Leaders (Block Leaders)	50
Soldiers (Bangers)	200
Grunts (Meat)	250

ASSETS:

Hangouts (warehouses, abandoned parks, etc)	5
Bolt-holes (apartments, businesses, etc)	20

VEHICLES:

Street Panzers (heavily modified hovertanks)	68
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The occasional **Punknaught**

A **roadcar**. Once in a while. For kicks.

Brain		Rip										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	4	7	6	8	7	6	8	8	5	6		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	7	60	12	16	10	15	5	5	12	30		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Driving (panzer)			7	Combat Sense						3		
Submachinegun			7	High Pain Threshold								
LIFEPATH Old school nihilist turned New Dark Age prophet, Rip is a 'borged out psycho with a Messiah complex.												
GOALS Tear it all down. Make it all equal. Rule the world with an iron-plated Cyberfist.												

Right Hand		Grunk										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	3	6	2	5	6	6	8	9	6	6		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	6	60-	12	18	12	18	6	6	12	30		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Melee			7	Handsome						3		
Intimidation			8	Light Sleeper								
LIFEPATH The pretty boy of the Panzer Koenig, Grunk loves to inflict pain, suffering, and ultimately death on Rip's rivals and enemies.												
GOALS Kill everything Rip points him at. Save the pretty ones for last.												

Left Hand		Klash										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	4	7	2	6	6	5	7	7	8	7		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	7	50	10	14	16	24	8	8	14	35		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Driving (Panzer)			6	Rapid Healing								
Melee			6	Ambidexterity								
LIFEPATH Klash was raised by the Panzer Koenig, and knows nothing but the drive to tear it down and bring Rip's vision to reality.												
GOALS Show the world that Rip is right. Strength comes from violence. Violence breeds strength.												

The Purinetti Crime Family



On the Street, they say that La Cosa Nostra is as dead and buried as the antiquated ideals of the days before the Krash. But in this time of Chrome and NuCybe the laws of *Omerta* are not as gone as most people would like to believe, and "This thing of ours" is alive and right under the all-seeing eyes of the security cams and DataPools.

Pasquale Purinetti's family dates back to Sicilian immigrants that moved from San Francisco to the Little Italy district of old Night City. In the days before the Krash and the destruction that followed, the family made a nice living from getting inside information on shipments of weapons and sundries from the Megacorps and making sure that certain items would "fall off the truck" (to be later resold to local Edgerunners or whoever else would pay the highest price). Extortion, racketeering, drugs, and prostitution were also part of the "family business."

After the miraculous nanotech reconstruction of Night City, the Family found that they could not only go back and do business in the older and more traditional methods, but that new opportunities abounded. The "Family" has taken to the MidCity areas of both the San Francisco and Night City hubs where the watchful eyes of the law cannot be everywhere at once. Besides the steady income made from their usual rackets, the family offers security to the smaller businesses who may not have ready access to the police or corporate protection. All this for a weekly tribute to the family which must be paid on time (or as Pasquale Purinetti likes to say "Wouldn't it be a shame if someone were to happen to set this quaint little shop on fire with you in it?")

It's like a slice out of the *Godfather*, isn't it? Or so it *seems*... The reality is that in the wake

of the Krash, the Old "Mob" has grown and expanded until it is almost indistinguishable from the Corporations themselves, and the Purinetti Family is no exception. Behind its carefully maintained "old school" facade, the Purinetti Family is now a gigantic web of companies, cartels and corporations that *really* make the money. Purinetti Pizza and Pasta? Produced by the megafactories of the Purinetti Food Combine. Designer drugs? Purinetti Pharmaceuticals has you covered. Gambling? No problem for the Purinetti Casino Cartel. When you need debt collection (PF Mutual Loan and Finance) or have the occasional enforcement problem (PF Security), there are even companies to cover that. And that's just the companies Pasquale *directly* owns; there are many others that he's just a "silent shareholder" in...

So "This thing of ours" really *is* alive and well in the Dark Future. The only question now is, just what *is* "This thing of ours?" Finding *that* out might be more dangerous than not paying the protection money...

Body

TROOPS:

Leaders (Capos) **20**

Soldiers (Wiseguys) **50**

Grunts (Various Earners and Soldiers) **200**

ASSETS:

Base of Operations (Sarubis Italian Ristorante) **1**

Clubs: (Drugs, Prostitution, Gambling) **10**

Warehouses (Trafficking and Distribution) **20**

VEHICLES:

Roadcars (Cargo Trucks and big honkin' Lincoln Towncars) **50**

AV4's (Pasquale's private airforce) **3**

Brain

Pasquale Purinetti

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	3	5	9	8	5	6	5	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	80	8	12	10	15	5	5	14	35
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Handgun			5	Family						10
Streetwise			8	Charismatic Leader						5
LIFEPATH Keeper of family ways and practices, shrewd business man with a hot temper, a love for his family and psychotic tendencies.										
GOALS The world can go on destroying itself, all he wants is his piece.										

Right Hand

Enrico De Luca

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	8	5	2	6	8	7	4	5	5	4
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	70	6	10	10	15	5	5	8	20
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Brawling			6	Credibility						6
Persuasion			6	Streetdeal						5
LIFEPATH <i>Consigliere</i> to Don Purinetti. Well educated in a Corporate arcology. Well connected in society.										
GOALS Continue to make sure that the family keeps out of the public eye.										

Left Hand

Sebastiano Esposito

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	7	4	8	4	7	7	8	7	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	8	70	11	16	14	21	7	7	16	40
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL
Handgun			8	Combat Sense						7
Intimidate			7	Renown						7
LIFEPATH The Family's top hit man and assassin. Combat Zone-bred pain junkie.										
GOALS Make sure people show respect to the Family.										

The Rafter Kids



The Rafterkids are a feral tribe from the high-rise ruins of South Night City's combat zone. Orphaned as children by the plagues of violence, crime and narcotics that swept NC's ghettos like a firestorm, they were left to raise each other in the abandoned projects, fleeing onto the roofs and into soot-blackened rookeries high above the roaming bands of savages that stalked the streets, coming down to scavenge and steal, then vanish back up fire escapes and elevator shafts.

Since then The Kids have evolved to fit their high-rise environment, adapting to the sudden expansion of the city, occupying the crumbling starscrapers left by dead Architect Modules and migrating as they are cannibalized. They are lean, athletic and fearless, scuttling across rooftops and descending silently from the dark on cables to steal and plunder.

The Rafterkids are masters of stealth, relying on agility, cunning and camouflage rather than force. Led and mothered by the fearsome Annie Tarantella, they have taken on the spider as their inspiration and teacher, fashioning hooks and claws for their limbs to aid their gravity-defying aerial athletics, harnesses to hang captured swag and rolls of cable from, and the cold arachnid patience to wait for the perfect time to strike.

Only young orphans or children born into the gang are admitted into its ranks. They are trained and mentored by the whole gang until the onset of puberty, at which point Annie summons the family, the youth is given a count of two hundred, and then the Rafterkids hunt them for 10 blocks. If they make it to the far side, they become a Rafterkid answering only to Annie and her Sisters. If they don't, they are eaten. Literally.

The Rafterkids are thieves and scavengers, but they can be bargained with to act as spies, messengers or couriers, taking invisible roads across the roofs of the city with cargos of contraband. They have no allies in the Combat Zone, and while rarely seen in the City proper, a fierce reputation and disturbing tales of cannibalism precede them, making patrons wary. After numerous unpleasant encounters with The Kids, many gangs now have a shoot on sight policy.

The Rafterkids are going to have to grow up sooner or later. But *what* they're going to grow up into is another thing entirely. A very *dangerous* thing entirely...

Body	
TROOPS:	
Leaders (Arachnoids)	10
Soldiers (Spiders)	50
Grunts (Newbies)	120
ASSETS:	
Hangouts (high spots all over the City)	100

Brain		Annie Tarantella									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	5	8	2	7	6	6	5	7	8	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	60	8	14	16	24	8	8	14	35	
KEY SKILLS				LVL	KEY PERKS/TALENTS					LVL	
Brawling				7	Acute Senses					3	
Athletics				7	Longevity					3	
LIFEPATH The vicious mother of the Gang, as lightning fast and remorseless as the spiders she worships. Not as young as she looks.											
GOALS Command the fear of her brood and the gangs of the combat zone.											

Right Hand		Maisie Funnelweb									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	7	3	8	4	4	7	7	8	7	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	40	10	14	16	24	8	8	14	35	
KEY SKILLS				LVL	KEY PERKS/TALENTS					LVL	
Melee				7	Ambidexterity					4	
Athletics				6	Beautiful					9	
LIFEPATH Annie's champion and possible lover. Beneath the rags, grime and hooks, she is remarkably beautiful.											
GOALS Protect Annie, teach the young ones, terrify the neighborhood.											

Left Hand		Sister Stitches									
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY	
Stat Value	6	7	2	6	7	5	5	6	9	4	
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN	
Stat Value	9	50	8	12	18	27	9	9	8	20	
KEY SKILLS				LVL	KEY PERKS/TALENTS					LVL	
Brawling				6	Eidetic Memory					5	
Athletics				6	Direction Sense					4	
LIFEPATH The lightning fast messenger and negotiator for the Kids, she is the most cosmopolitan and articulate of all of them.											
GOALS Inherit the gang from Annie. Take the Kids into the city to rule it from above. Acquire luxury.											

Reagan's Rangers

Win one for the Gipper!



Using guerrilla tactics and waving the old Stars and Stripes, the gang called Reagan's Rangers have made a Night City-wide name for themselves in just a few short years. Their mission: Bring back the glory days of the American Empire and the fight against World Communism!

The founder of the gang is General "Ron Reagan," a one time military netrunner who fell victim to a combat psychovirus while accessing data about past presidents. Believing that the original Reagan was a visionary before his time, the General recruited a group of wayward military officers who also had survived the 4th Corporate War. These officers, seeing that Reagan might have some logic to his madness, promptly signed on.

Led by Reagan's trusted Secretary of War, Major Gerald Flynn, this gang of militants has been responsible for hitting everything from Militech to several of Night City's more notable criminal organizations, all in the name of restoring order to the United States of America. Anyone who stands in their way gets

strung up by their feet with a playing card featuring a toon version of Ronald Reagan nailed to their forehead.

Most people consider the Rangers to be a pain in the frack'n can. But law enforcement tends to look the other way for the most part as long as the Rangers aren't hitting their supply depots. Members wear combat fatigues, while others tend to honor the past president by dressing like him and wearing a Reagan mask. New members must prove themselves by trial under fire.

Rangers HQ is just east of the old Silicon Valley, in an old missile silo. The militants have a large stash of old weapons dating back to before the 2nd Corporate War. Members infiltrate larger cities and communities, awaiting orders to strike. Most of the funding for Reagan's Rangers comes from a secret benefactor in what remains of the U.S. government back in BosWash. Sure, it's a long shot, but these so-called nutcases may be just what 203X America needs to get back on its feet and back in action!

Body

TROOPS:

Leaders (Officers and Little Ronnie) **6**

Soldiers (trained ex-military and ex-paras) **400**

Grunts (ex-corp army and U.S. Army) **2500**

ASSETS:

HQ (Missile Silo near Silicon Valley) **1**

Armories (Randomly placed) **30**

Bunkers (weapon storage & barracks) **100**

VEHICLES:

Roadcars (assorted, Jeep-like types) **50**

Street Panzers (Reagan's Battalion) **15**

AV4s (combat equipped Army surplus) **30**

Brain

General Ron Reagan

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	4	6	2	6	8	8	6	6	6	6
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN
Stat Value	7	80	9	12	12	18	6	6	12	30
KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL							
Persuasion	9	Charismatic Leader	8							
Human Perception	6	Eidetic Memory								
LIFEPATH Corpwar psychocase who obsesses over his hero, Ronald Reagan. Knows all the Gipper's history and can quote all his lines.										
GOALS Make the world better by spreading Reagan's simple, home-spun wisdom and fearless Commie-fighting spirit.										

Right Hand

Major Gerald Flynn

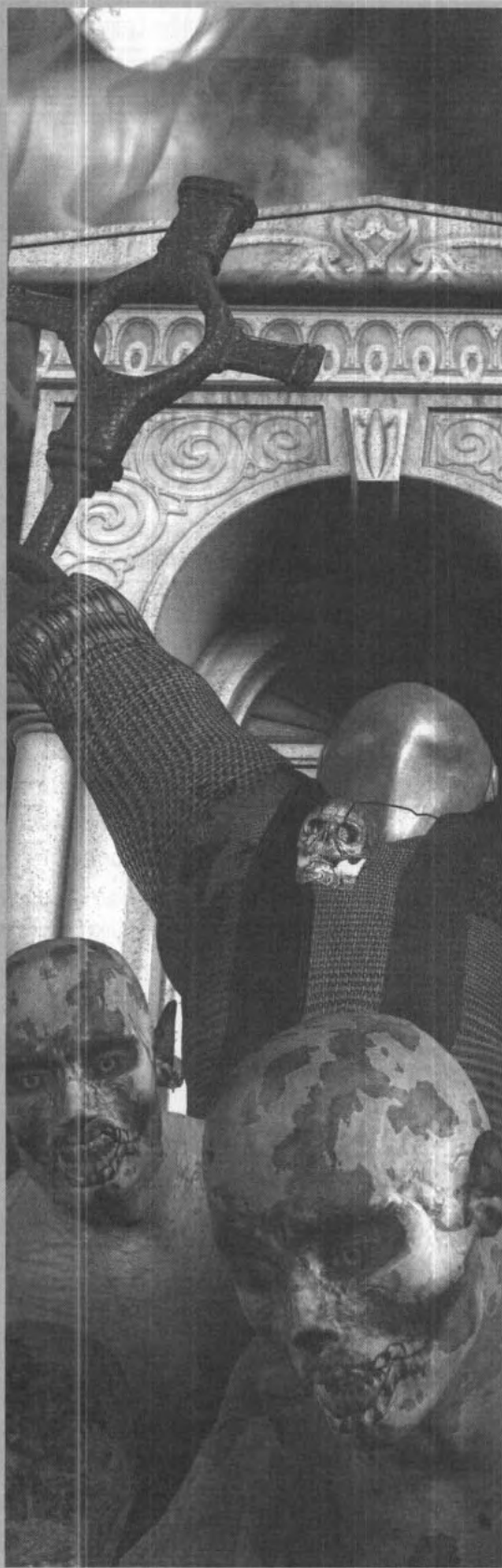
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	4	7	5	5	7	6	5	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN
Stat Value	10	50	10	12	10	15	5	5	16	40
KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL							
Automatic Weapon	7	Light Sleeper								
Heavy Weapons	6	Immunity (nerve gas)								
LIFEPATH Old Corporate wardog, Flynn knows the ropes and sees that the Raiders could be his ticket to building his own army.										
GOALS Manipulate the General and establish a military dictatorship in his name.										

Left Hand

Little Ronnie

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	5	6	4	6	5	7	5	4	5	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN
Stat Value	8	70	7	8	10	15	5	5	14	35
KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL							
Handgun	5	Lightning Calculator								
Expert (nuclear weapons)	6	Eidetic Memory								
LIFEPATH Idiot savant found wandering near the silo, believes Ron is his father and crusty old Major Flynn is his grandpa.										
GOALS To make General Reagan the President of a New America and bring back the glory days of the past.										

The Revelation Crew



Reverend Seth Wright was a humble preacher who came to the Free States to preach the word of God to the sinners of Night City. He found that God had brought him into Sodom, and that there was no hope for the sinners that lived amongst the corporate high rises. His faith crumbling, he was lost until that fateful day when the Arasaka nuke turned the sky white, the sea to steam and the Night City core to sterile ash. In the blast Seth saw a sign that mankind's wickedness had become so great that, like Sodom and Gomorrah, Night City must be purified by fire. The sinful must be cleansed in accordance with God's holy law, and he would see it done, for The End of Days was nigh.

Losing most of their reserve (and sanity) in the aftermath of the bomb Reverend Wright's growing band of insane robed fanatics began to stalk the city on a crusade against sin, preparing for the apocalypse, which is, as Seth has foreseen it, extremely nigh indeed. Anyone who insults The Almighty by exhibiting ungodly augmentations to their flesh, anyone who couples with beasts to create vile hybrids, those who have committed the transgression of rejecting the holy vessel of their spirit in favor of a diabolic livemetal body, or those who corrupt themselves with tiny nano-demons must be purged in preparation for The Day of Judgment. Even the architect modules that spawn the City of The Damned, or the personal agents that whisper words of infernal corruption into the willing ears of sinners must be destroyed to free mankind. Only when this holy task is done, will evil be finally driven from the soul of Man.

The Revelation Crews' 'Chapels' are abandoned Combat Zone tenements and warehouses daubed in angelic script and biblical quotations. Adorned with crude crucifixes the Chapels are where the ragged mass of flagellants and fanatics wait for the nightly ignition of Reverend Wright's electric cross, the signal for the howling mob to spill out into the city. If they catch you, they offer two choices: repent or be cleansed. Repentance involves the Revelation Congregation tearing the cybernetics, biological augmentations or nanotech from your still living body to return you to a blessed state of one-ness with God while they bellow pig Latin doggerel over your screams. Cleansing is simpler—just a can of CHOOH² and a book of matches.

Unsurprisingly, there's not a single inhabitant of New Night City who looks forward to a visit from these god-fearing folk. Fortunately they confine the worst of their excesses to the Combat Zone. That is, until the Revelation Crew numbers enough to bring the Word to the MidCity. And then there'll be *hell* to pay.

Body

TROOPS:

Leaders (Order of the Blood and Body) **10**

Soldiers (The Faithful) **50**

Grunts (The Flock) **300**

ASSETS:

Hangouts: (Chapels of the Revelation) **10**

VEHICLES:

Street Panzer (Hammers of God) **8**

Buses (to spread the word) **20**

Brain

Rev Seth Wright

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	5	4	6	3	8	5	6	5	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	9	80	8	12	10	15	5	5	14	35
KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL							
Brawling	4	Charismatic Leader	6							
Expert (Bible Study)	7	High Pain Threshold	5							
LIFEPATH Once a biblical scholar and priest questioning his faith, the NC nuke showed him his true path.										
GOALS Cleanse the city of sin to herald the coming of the Lord. Gather the righteous to his burning banner.										

Right Hand

Billy Thomson

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	4	5	3	6	4	3	9	8	5	9
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	6	30	13	16	10	15	5	5	18	45
KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL							
Brawling	6	Combat Sense	3							
Melee	5	Renown	2							
LIFEPATH A gigantic simpleton who is convinced he's God's Holy Avenger, Billy wields a scaffolding pole bedecked with tacky icons.										
GOALS Make the bad people hurt, make the Reverend happy, make the world nice so the that baby Jesus will come back.										

Left Hand

Sandra Reichman

Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	6	6	4	6	4	4	5	4	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value	10	40	6	10	8	12	4	4	10	25
KEY SKILLS	LVL	KEY PERKS/TALENTS	LVL							
Handgun	5	Intuition								
Education	6	Eidetic Memory								
LIFEPATH One of Seth's Bible study students, she lost her husband and daughter to the nuke. She awaits the Resurrection to see them again.										
GOALS Cleanse the world of sin, be reunited in Heavenly bliss with her family once her God-given task is done.										

Sephiryth



“They cannot die.”

That’s the word on the Street, at least. That the Sephiryth can’t die; that they can’t be killed. And there are other legends walking the Street after midnight. That the Sephiryth walk through walls. That they change their shapes. That they drink blood and fear the light. Of course, the reality is that only part of the legends are true. The part about not dying.

The Sephiryth are the result of a nanotech experiment gone wrong; the first attempt of many to reproduce what the Rollers now do with their advanced Nano-symbiosis systems. Designed by the now defunct Bodyweight company, the nanovirus was originally designed to enhance the healing capabilities of combat troops.

But the Sephiryth test group found there was a terrible price. The nano effectively replaced their living tissues with its own structure; a fluid mix of chemicals and suspended carbons that resembled grey, malleable putty. Their hearts stopped beating; their lungs ceased to function; instead, the nano activated their carbonized brains with bioelectric signals in a chemical soup. The Sephiryth team had become living mechanisms; fully aware minds trapped in cold, animated bodies barely able to feel sensation—effectively dead, but still *alive*. No matter how

terrible the injury, the survivors could not die—not unless their brains themselves were utterly destroyed by fire or acid. Beyond that, they would simply regenerate, the unstoppable nano filling in the wounds at Roller speeds with more grey, cold, claylike substance.

Most of the team went insane within the first few hours of their transformation. The remainder clung to sanity by embracing the change. They came to see themselves as technological vampires, doomed to walk the streets of the City, reveling in a hedonistic life they can never, ever feel. Following the vampiric meme they have chosen, the Sephiryth are driven to implant their accursed nano into others by biting them; of these, only 5% survive the transformation, and of those, only 10% retain any vestige of sanity.

The Sephiryth heal with amazing speed; as fast as any Roller. Wounds that would kill most humans won't even slow them down. And while they don't walk through walls, change shape or shun the light, they have become wealthy, powerful and feared. But they still cannot die. No matter how much they pray for it, beg for it; they still cannot die.

Body

TROOPS:

Leaders (Lords) **66**

Soldiers (Acolytes) **150**

Grunts (Servants & Slaves) **300**

ASSETS:

Crypts (apartments all over the City) **100**

Clubs (gambling, sex, drugs) **20**

VEHICLES:

Roadcars (Stretracers or luxury cars) **55**

Roadbikes (stylish cafe racers) **100**

AV6 (well appointed luxury models) **5**

Brain			Lord Crises							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	6	7	5	8	9	6	8	7	7	8
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN
Stat Value	9	60	11	14	14	21	7	7	16	40
KEY SKILLS			LVL	HARDWARE						
Martial Arts			6	Life Curse: (equiv. to Adaptive Healing)						
Shadow/Track			9	Dark Blood: Immune to all poisons/drugs Kiss of Blood (equiv. to Plague Attack)						
LIFEPATH A Solo and original leader of Team Sephiryth, he seeks a life of pleasure that he can never feel.										
GOALS To face an opponent who can grant him the death he seeks.										

Right Hand			The Count dePain							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	7	9	2	6	7	5	5	6	6	7
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN
Stat Value	11	50	8	12	12	10	6	6	14	35
KEY SKILLS			LVL	HARDWARE						
Fencing			8	Life Curse: (equiv. to Adaptive Healing)						
Seduction			9	Dark Blood: Immune to all poisons/drugs Kiss of Blood (equiv. to Plague Attack)						
LIFEPATH Second in command of the Team, his lover died in the transformation. He has become a sadistic playboy.										
GOALS Torment and kill his lovers until he finds one who can survive the transformation and become his Dark Contessa.										

Left Hand			The Lady of Shadows							
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value	9	7	8	5	6	7	5	4	6	5
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPA	SWIM	LEAP	HITS	STUN
Stat Value	12	70	7	8	12	10	6	6	10	25
KEY SKILLS			LVL	HARDWARE						
Chemistry (nanotech)			7	Life Curse: (equiv. to Adaptive Healing)						
Stealth			7	Dark Blood: Immune to all poisons/drugs Kiss of Blood (equiv. to Plague Attack)						
LIFEPATH Lead scientist on the Team, she still seeks a cure.										
GOALS To cure those she has Cursed by experimenting on normal victims.										

Son Seifu Fighters



Not all full body cyborgs are crazy. Most FBC's go through life as normal people—well, as normal as anyone who doesn't have to eat and can casually pick up a car can be.

But then, there's the *Son Seifu Fighters*. These guys are the ultimate streetfighting nightmare—full body borgs combining heavy duty firepower with the skills of highly trained martial artists. Capable not only of picking up a car, but also igniting it with an arm-mounted plasma torch and wheelkicking it across the street, these guys are a potential menace to *everyone*.

At first, the Son Seifu Fighters were just another martial arts gang; a few dojos worth of hardcore Bee-Lee-wannabees capable of putting the smackdown on gangs like the Slaughterhouse or the Blood Razors, beating its way through the neighborhoods around the remains of Old San Fran's J-Town district. But then their leader, Son Goru, ran afoul of the Spartans in a dustdown so total that the Neo-Greeks delivered what was left to the Son Dojo in a dripping garbage bag.

Lucky for Son Goru, the Cee-Metals owed him Giri for some past favors—enough to implant what was left into its own human-like cyberbody. Reborn as a self-proclaimed *Super Fighter*, Son Goru combined his already fearsome hand to hand skills with built-in flamers, grenade launch-

ers, EMP blasters and arm-mounted lasers, giving him the standoff punch of a small tank. It didn't take long for his fellow Fighters to start working to earn enough Cee-Metal Giri to follow suit—the CM even liked the idea, as it gave them a high-powered combat force to call on in emergencies. *Super Fighter* was soon followed by upgrades to *Super Fighter II* until Son Goru finally achieved the level of *Super Fighter III*, allowing him to combine Wingman II flight systems with almost Dragoon-level firepower.

And Kung Fu.

For all this, the Son Seifu Fighters aren't just a ravaging combat gang—and that's what makes them scary. With thousands of hours of quiet dojo discipline backing up their newfound power, these guys really *know* what they're doing. They don't pick fights, but if you mess with them or the CM Enclaves they protect, expect to have the fires of hell open up on your head. You Have Been Warned.

"Suuuupppah Fightaaa—GO!!!"

Body

TROOPS:

Leaders (Super Fighter II) **5**

MODIFY STATS ON PG. 34 AS BELOW:

REF	DEX	STR	MOVE	BODY	SP
-1	+1	+7	-1	+8	20

Soldiers (Super Fighter I) **50**

MODIFY STATS ON PG. 34 AS BELOW:

REF	DEX	STR	MOVE	BODY	SP
-1	+1	+7	-1	+8	20

Grunts (unmodified Son Fighters) **100**

ASSETS:

Dojos (all over the City) **20**

Noodle Shops **10**

VEHICLES

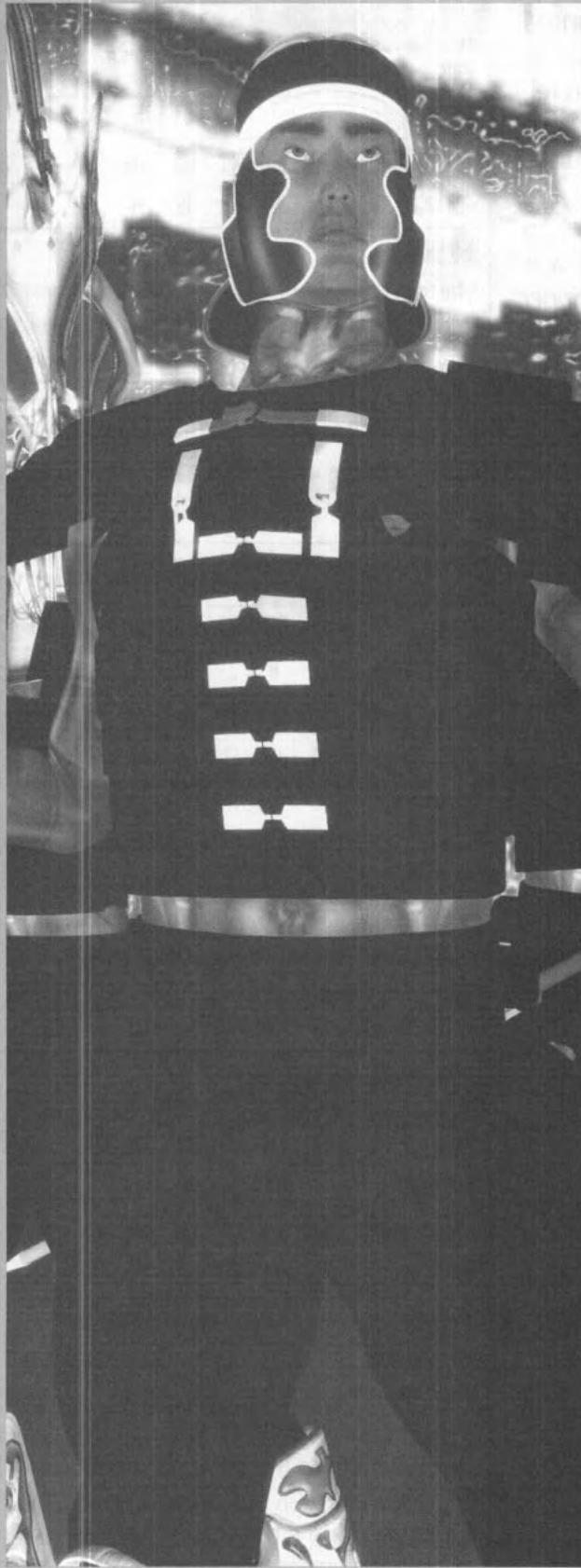
None. These guys are LOUSY drivers.

Brain		Seifu Son Goru—mon (Super Fighter III)									
Stats		INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value		4	7	4	9	6	6	17	9	7	20
DERIVED STATS		LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value		7	60	21	18	14	21	7	7	40	100
KEY SKILLS				LVL	HARDWARE						
Martial Arts				9	Neo-Enforcer body (CPv3 pg. 220)						
Melee (Martial Arts Weapons)				7	Wingman II abilities (CPv3 pg. 220)						
					Arm Photon Cannon (CPv3 pg. 186)						
LIFEPATH Torn to bits in a battle with the Spartans, Son Goru has returned in a new, more powerful CM body.											
GOALS Master even higher levels of Kung Fu. Find new opponents to challenge his skills.											

Right Hand		Seifu Son Yasakage (Super Fighter II)									
Stats		INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value		6	8	3	8	7	5	14	7	7	17
DERIVED STATS		LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value		10	50	17	14	14	21	7	7	34	85
KEY SKILLS				LVL	HARDWARE						
Martial Arts				8	Neo-Gamma body (CPv3 pg. 220)						
Melee (Martial Arts Weapons)				9	Arm Photon Cannon (CPv3 pg. 186)						
LIFEPATH Always Goru's rival, he has been driven even harder by Goru's ascent to Super Fighter III.											
GOALS Get enough Giri to upgrade to SFIII and defeat Goru in battle. Take over the SSF dojo.											

Left Hand		Seifu Son Hanji (Super Fighter I)									
Stats		INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY
Stat Value		7	10	5	9	6	7	10	6	12	15
DERIVED STATS		LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN
Stat Value		12	70	13	12	24	36	12	12	30	75
KEY SKILLS				LVL	HARDWARE						
Martial Arts				9	Neo-Gemini body (CPv3 pg. 219)						
Melee (Martial Arts Weapons)				7	Two Arm Arc Throwers (CPv3 pg. 187)						
LIFEPATH One of the few women in the SSF, she thinks the Cee-Metal bodies are weakening their fighting skills.											
GOALS Turn the Son Seifu away from cyberenhancements. But right now, she has to join in to stay with the group.											

Spartans



The Spartans are a militant protection gang pledged to look after the gay community in the San-Fran hub, dedicated to a psychotic level of personal endurance, endless training and excellence in combat inspired by the heroes of classical Greece.

Founded by a man calling himself Ajax, the Neo-Grecian Spartans were a small band of faceless vigilantes avenging themselves on the thugs who perpetrated hate crimes in their neighborhood, but as murmured support for their radical actions grew they decided to take off their masks and accept recruits into their ranks to form a militia of angry young men and women and take the safety of their community into their own hands. Once accepted, the recruits are mentored by a senior member of the gang who sees them through the entire training process, breaking them down as people and rebuilding them as *Spartans*.

The Spartans are all volunteers, their equipment and training paid for by a kitty that locals are 'encouraged' to contribute to monthly. While disdainful of cyberware the Spartans do train and work out with modern armor and weapons, practicing with them along with the traditional arts of wrestling and pankration. Neither men nor women are permitted to cut their hair while serving in the gang, and all are expected to barrack

with each other in cramped unisex dormitories in warehouse spaces where they sleep, eat, train and debate the Classics they're expected to study for guidance.

Like their legendary namesakes, the Spartans are violent and arrogant, thinking nothing of instigating unprovoked *aristae* (single combat to the death) to prove their martial superiority, often attacking wealthy looking individuals in order to loot them afterward. These swaggering displays of force are beginning to cause murmurs of distaste from the community they were founded to protect, as it appears that the guardians are becoming little better than the scum they chose to battle, and folks are beginning to wonder if the money they are handing over for protection is just another gangland racket. Needless to say the Spartans don't have any allies in other gangs, regarding them as inferior at best and filth at worst, and little sympathy from the police. They are the elite, and they like it that way.

Body

TROOPS:

Leaders (Aristoi) **10**

Soldiers (Spartans) **150**

Grunts (Helots) **300**

ASSETS:

Temples (Temple of Sparta) **10**

Gymnasiums (Greco-Roman spas and training areas) **10**

Olympiad (fighting arena) **5**

VEHICLES:

None. But they do have **horses.** **10**

Brain		Ajax										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	5	7	4	7	5	6	7	7	5	8		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	8	60	10	14	10	15	5	5	16	40		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Fencing			7	Combat Sense						5		
Martial Arts			6	Renown						5		
LIFEPATH Arrogant, violent and aloof, he regards himself as the embodiment of the warrior ideal.												
GOALS To found and rule a perfect meta-state based on the Classical ideal.												

Right Hand		Lysander										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	6	7	5	5	6	4	5	6	6	6		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	9	40	8	12	12	18	6	6	12	30		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Rifle			8	Combat Sense						4		
Martial Arts			5	Night Vision								
LIFEPATH A skilled marksman and ex-CSWAT officer, he revels in violent confrontation.												
GOALS Prove himself superior to the scum on the street. To produce a perfect army that recognize his lordship.												

Left Hand		Achilles										
Stats	INT	REF	TECH	DEX	COOL	WILL	STR	CON	MOVE	BODY		
Stat Value	4	7	4	8	6	4	8	7	6	9		
DERIVED STATS	LUCK	HUM	REC	END	RUN	SPR	SWIM	LEAP	HITS	STUN		
Stat Value	7	40	11	14	12	18	6	6	18	45		
KEY SKILLS			LVL	KEY PERKS/TALENTS						LVL		
Martial Arts			7	Combat Sense						5		
Submachinegun			5	Handsome						8		
LIFEPATH The Spartans' poster boy, he's deadly in a fight and naturally handsome, but otherwise unimaginative and dull-witted.												
GOALS To be mighty and adored. Please Ajax. Work out a lot.												

Stats, Outfitting & Information

LEADER			
DESCRIPTION: Leaders are front line commanders, bosses or team heads of any kind.			
AWARENESS 10	COMBAT 12		
MOVE 9	SPR 27	SP 18	
STUN 30	HITS 12	REC 7	

SOLDIER			
DESCRIPTION: Soldiers are rank and file fighters; basic troopers, workers, guards, scientists, etc...			
AWARENESS 8	COMBAT 10		
MOVE 9	SPR 27	SP 14	
STUN 30	HITS 12	REC 6	

GRUNT			
DESCRIPTION: Grunts are any low level, disposable mass troops; gangers, mooks, thugs, hirelings, civilians.			
AWARENESS 6	COMBAT 8		
MOVE 9	SPR 27	SP 10	
STUN 30	HITS 12	REC 3	

OUTFITTING
Use these handy tables to equip your MetaCharacters with cyberware, gear and armor as desired.

OLD CYBE (CPv3, pg283)
(Roll 1D10 2 times)

ROLL	RESULT
1	Nothing
2	Nothing
3	Smartgun Link
4	Big Knucks
5	Herezikov Boosterware
6	Amped Hearing
7	Lowlight Vision
8	Optical Targeting Scope
9	Cyberarm Gun
10	Rippers

Vehicle Table (adapted from Maximum Metal)

VEHICLE CLASS	SDP RANGE	SP	BASE COST I	TOP SPEED	MV	ACC/DCC	RANGE	CREW
Aerosub Weapons: 2 Torpedoes, no reloads, 12.7mm Gatling. Max Depth: 400m	100-150	20-30	8,000	50 water/200air	+2	20/10	800	2-4
Aquafighter Weapons: 2 Torpedoes, 3 reloads. Max Depth: 600m	250	50	2,000	70	+3	15/20	100	2
AV4 If Weapons mounted= 12.7mm Gatling, LAW 4 Rocket pod	30-200	10-40	3500	450	+1	50/50	800	2-10
AV6	30-200	10-40	3500	450	+1	50/50	800	2-10
Battlecar	50-125	6-30	750	100	-2	10/30	800	2-6
Battle Tank Weapons: One 14mm Antitank Rifle, 12.7 Gatling, 3CM rail cannon [Hvy 0 R 20D10 50 VR 3 1500m]	200-600	100-200	3000	40	-3	10/50	200	2-4
Combi	500-1200	30-40	20,000	90	-4	15/40	1000	2-15
Experimental Aircraft If Weapons mounted= 12.7mm Gatling	25-100	10-20	one of a kind	250	+3	30/20	100	2-3
Farm Equipment	50-125	6-30	750	100	-2	10/30	800	2 (30)
Hvy. Striker Aircraft Weapons: Two 12.7mm Gatlings, four LAW 4 Rocket pods	150-300	10-50	4000	350	-1	10/25	1,200	4-10
Microsub Weapons: 2 Torpedoes, 3 reloads Max Depth: 600m	100-150	85-100	12,000	60	0	10/10	1,200	2-10
MechaZeo	400	220	NA	100	+3	30/30	infinite	5
Personal Mover	5-10	0	150	50	0	10/10	10	1
Punknought Weapons: 12.7mm Gatling, LAW 4 Rocket pod	300-400	110-150	one of a kind	40	-3	10/50	50	4-8
Railcar (armored) Weapons: 3CM rail cannon [Hvy 0 R 20D10 50 VR 3 1500m]	125	30	one of a kind	NA	-2	10/30	NA	100
Roadbike (all)	15-30	0-5	100	120	0	18/30	400	1 (2)
Roadcar (basic)	25-80	6-20	250	100	0	15/40	300	2-6
Roadcar (armored) If Weapons mounted= 12.7mm Gatling, LAW 4 Rocket pod	75-150	30-40	1000	90	-2	10/50	300	2-10
Roadcar (limo)	25-100	6-50	300	80	-1	10/30	200	2-8
Rocketboard	10	5	one of a kind	200	+3	40/20	50	1
Sea Panzer Weapons: 4 Mk9 Torpedoes, 3 reloads. 2 Photon Cannons, 1 14mm railgun Max Depth: 600	350	100	6,000	35	+4	10/10	200	4
Street Panzer Weapons: One 14mm Antitank Rifle, 12.7 Gatling	300-350	90-110	4,000	100	0	20/10	100	2-4
Truck/Bus	50-125	6-30	750	100	-2	10/30	800	2 (30)
"U-Boat" Diesel Engine	400	50	10,000	100	NA	10/20	1000	2-6
Yacht (small ship)	300-400	40-100	2000	30	-1	5/5	1,200	6-100

WEAPONS (CPv3, pg185)
(Roll 1D10 3 times)

ROLL	RESULT
1	Nothing
2	Nothing
3	Heavy Pistol
4	Heavy SMG
5	Assault Rifle
6	Microwaver
7	Monokafana
8	Knife
9	Arc Thrower
10	Taser

ARMOR
Roll 1D10+5 for level of armor
(example, a roll of 6+ 5=11 SP Armor).
Armor is assumed to cover all body areas.

GANG•BOOK

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