

# DATAFORTRESS 2.0.2.0

PRESENTS

## DUST IN THE WIND



A Nomad Sourcebook for Cyberpunk 2020 meant to compliment and expand on ideas put forth in Neo-Tribes and The Night City Nomad Market.

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**ON THE ROAD AGAIN: 2**  
Typical caravan structure



**THE UNDERGROUND RAILROAD: 36**  
Relocation, the nomad way.



**THE WILD HUNT: 3**  
The Nomad celebration of the year.



**RADIO FREE AMERICA: 37**  
Nomad run broadcasting



**NOMAD MARKETS IN NORTH AMERICA: 4**  
A guide to Nomad Markets in North America



**RECLAMATION AND RECONSTRUCTION: 38**  
A brief look at Chicago and Manhattan Restoration Projects



**THE ROAD: 16**  
A Nomad Travel Guide



**SCRAMBLE 2023: 42**  
AN ILLEGAL RACE OF EPIC PROPORTIONS



**DANGER ZONE: 20**  
Places to avoid if at all possible



**NOMAD MARKET ECONOMY: 46**  
Doing business in the Nomad Market



**SMUGGLERS DEN: 33**  
Illicit activity in the Nomad Community



**TRIBAL SPOTLIGHT: 53**  
The Broken Saints



**LOST ANGELES TODAY: 34**  
A look at Lost Angeles 25 years after the Quake



**FACES IN THE CARAVAN: 77**  
Some of the people I have met on the road



**GM TOOLS : 100**  
Item availability in the Nomad Market, Scavenger Table, Nomad Encounter Tables

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# ON THE ROAD AGAIN: TYPICAL CARAVAN STRUCTURE



A large part of the birth of the Nomad Movement was the influx of disenfranchised survivors of [The Long Walk](#). Due to the high number of military contractors and personnel involved, the nomad convoys and caravans have since taken on a rather disciplined structure as a response to attacks from Raffin Shiv, Police, and even the military. The following is a brief breakdown of the traveling order of most nomads traveling in groups large than 5.

1. **Scout** – The scout will ride ahead of the group, in relatively safe conditions he may range as far ahead as ten miles. His job is to make sure the road ahead is safe, alert the main group of any obstacles or potential dangers, clear any hazards or obstacles he is capable of, and find alternate routes if need be. The Scout reports in on a regular basis, usually once every half hour. In situations where danger or trouble is expected, the Scout will remain much closer to the Caravan, usually no more than a mile, and he will report in far more frequently, if not remaining in constant contact. The Scout is the first line of defense, and is typically the most dangerous position in the caravan. It is not uncommon for even small caravans to have multiple scouts, riding together or at separate increments depending on the level of danger expected. If the Scout is attacked, his first duty, even before defense, is to report it. From there he and the caravan's leader must decide whether he is to try and lead the attackers away, or to fall back for reinforcements. Most of the time this works well as a tactic for ferreting out Raffin Shiv or other hostiles, however some Raffin Shiv have wised up, and will allow the scout to pass unmolested before springing an ambush on the main caravan. If the caravan is attacked on the road, the Scout is either to remain ahead, plotting escape routes for the convoy, or to fall back and give assistance. Scouts typically ride motorcycles or very light off-road vehicles.



2. **Outriders** – Outriders surround the caravan, they are the Road Warriors whose job it is to protect the main group. If you think of the Caravan as a bomber group, the outriders are its fighter escort. They ride small light vehicles, speed and maneuverability is key. Even if the vehicles aren't armed, the driver and any passengers will be, often with multiple weapons at the ready so they don't have to waste time reloading. Typically on a one lane stretch there will be outriders in front or back, and depending on umbers some scattered throughout the convoy as well. On two or more lanes they will ride alongside if they are expecting trouble or if there is no traffic. In low traffic situations the caravan will remain single file, but any time a vehicle passes an outrider will move behind the passing vehicle, and one of the front outriders will cycle back to the rear. I heavy traffic the convoy will stay single file, with the at least one outrider still at front and back in close formations while any other outriders are dispersed as evenly as possible throughout the caravan.

3. **The Main Group** – The main group is comprised of the larger/slower vehicles. Cargo movers, support vehicles, people carriers, and anything else. Cargo vehicles will typically be either at front or in the back, this is done so that if necessary they can separate from the group and lead attackers away, sacrificing the crew and cargo for the survival of the group. Support vehicles will ride ahead of the rear cargo vehicles, and vehicles carrying people will ride behind the forward cargo vehicles, ready to pull out and ride ahead and scatter at first chance, while the other vehicles slow enough to cover their escape. If possible at least one outrider will accompany the people movers in their escape, in case there are more enemies down the road. Once the non-combat family members are safe, the focus is on protecting as many of the cargo haulers as possible. The support vehicles can try and break away and rejoin the convoy later, or they may stay and fight if they have the weapons, but they are considered expendable in regards to the cargo. The Outriders that remain will fight to the death to protect the cargo and whatever is left of the main group that couldn't escape.

4. **Aircraft** – Not many nomad groups have aircraft, but the ones that due typically use them as scouts, possibly even as air support if they are armed.



Even in small groups, the lighter faster, more heavily armed vehicles will typically, and naturally, surround and protect the larger or slower vehicles. When camping or at rest, even in a Nomad Market, Nomads will typically circle their vehicles, with the largest and most heavily armored vehicles on the outside for protection. At refueling stations half the outriders will refuel first, then the main group, then the other half or the outriders. When arriving at a delivery destination, especially if it is in a city, the main group will hang back and camp at a safe place and only the Cargo hauling vehicle(s) will move to the unloading site, usually accompanied by one outrider, almost never more than two.



# THE WILD HUNT



In 2014, Burning Man and the Gathering had begun attracting such huge crowds that states were threatening to shut them down. With the massive influx into the nomad community, these annual

celebrations were far too important to let die, but the organizers of the events were getting old, and the meaning of the events themselves were being lost in the ever growing Corporate sponsors and materialistic attitudes that eventually destroy all celebrations of freedom.

More than just a celebration, The Wild Hunt was centered around a mish mash of old Greek, Roman, Norse and Celtic religions and practices, most importantly the practice of the Wild Hunt, a week



long celebration culminating in a simulated hunt of virgins which leads to a giant orgy of anyone attending. The Wild Hunt is organized by a Snake affiliated family known simply as Herne's Hunters. The actual membership of Herne's Hunters is meager, with a little over 150 members nationwide, and about 200 more in Europe. Herne's Hunters are one of the harsher tribes to belong to. Their rules are simple, you keep only what you can take and defend, wisdom is to be respected, and strength is to be honored. Not to say that they are heartless, but they have no room for weakness in their membership, and all advanced is based on what you can take and what you have only lasts so long as you can keep it. The hunt is also very in tune with nature and places importance on living simply and close to the earth.



Replacing Burning Man, the Wild Hunt has become a national Nomad holiday and attracts huge crowds. Most come just for the party, and have little interest in adopting the religious aspects personally, which is how Herne's Hunters like it. Statics are

invited as well, but caution is given, leave your morals and hang-ups at home, if you show up and start railing against the "heathens" don't be surprised if you wake up crucified to a tree.



It's not all just a drunken party. Art, stories, the trading of goods, much like an impromptu Nomad Market. There is live music everywhere, and over the course of a week at the center stage, plays and dance performances are put on. The Hunt itself lasts only 7 days, however people begin setting up and arriving for the festivities up to two weeks early.



The Wild Hunt is held on the week culminating in the Autumnal Equinox (Sept. 22-23) every year.



The official events include the performances on stage, and the last five nights each revolve around a central contest. The first night is a fire walk, where artistic merit is judged as men and women dance across the flames. The second night is a pole sitting contest, where participants perch atop high poles to prove their balance and patience. The next night is the most taxing, a triathlon consisting of a 5km run, a 1 km swim, and a 10km mountain bike ride. On the fourth night is the most brutal event. A giant free-for-all brawl, this years brawl had over 100 participants. The winner and top five finishers of any one of these events is assured a place in the Wild Hunt itself. Anyone who participates in all the events and isn't either too injured or doesn't die from exhaustion, is given special honor, and a five minute head start on the Hunt itself. To date, no one has ever won every event, however Swift of the Broken Saints, did manage to place second in every event this year.





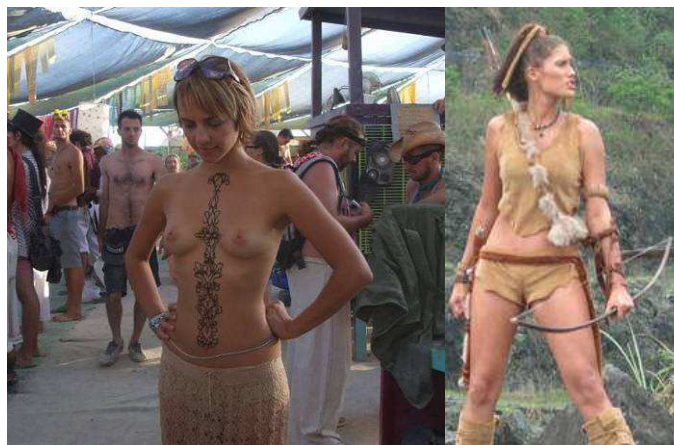


On the fifth and final night of the official festivities, a huge feast is given. Afterwards 100 of the prettiest men and women among the gathered crowds volunteer to act as "virgins". They are stripped naked then released into the woods. They are given one hour to hide,

though most remain quite visible and easy to find. After that hour, the winners of the previous events are similarly stripped naked, and then released to hunt down the "virgins". The return of the virgins to the camp signals the beginning of an orgy that lasts until dawn. The rules of the orgy itself are simple, anyone wishing to partake disrobes completely. If you do wish to partake, you are declaring yourself free for anyone who wishes to couple with you, though of course you can refuse anyone you wish. Participating in the hunt is seen as truly becoming one with the wild and any activities undertaken during are NOT considered a betrayal of marriage vows or moral law within the community (though you should definitely make sure your spouse feels the same way). Condoms are provided copiously, and are always within reach. Anything goes; nothing is considered taboo during this time, so long as consent is given.



When dawn breaks, one more communal feast is had, as well as ceremonies of rebirth and cleansing. And everyone goes on their way.



This year's event was held in Alabama, at the Horseshoe Bend national park. Next years will be held at Crater Lake in Oregon. Plan now; trust me you haven't lived until you have seen 125, lust driven, inebriated, painted, nomads running naked through the woods...





# NOMAD MARKETS IN NORTH AMERICA



## USA

Most large cities have some type of nomad market, usually a small affair, the size of a large parking lot or open field that the nomads have been able to squat on, some are permanent fixtures, others are mobile and cant only be found via nomad radio channels. Some are only open certain days of the week, others operate year round. But there are several major Nomad Markets, these are more than just areas of quick trade and refueling, these are major Nomad Community hubs, and are essential to Nomadic Travel, acting as sanctuaries and Nomad Nation meeting grounds. In some areas of the country these Markets are the only safe resting grounds in a land full of enemies, in others they are the last reliable supply point before heading into badlands. The following is a list of the main Nomad Markets in the US.



**Alabama-** Montgomery, this small Market sits just north of Montgomery. The market is kept small due to the authoritarian fascist police state, which makes nomad travel in groups of less then 20 problematic. The difficulty of getting in and out of Alabama and other Dixie Alliance states does make this market a crucial trading and resupply hub, and



the locals rely on the Market for its black market. All tribes are represented here, including Thelas (although with minimal numbers).



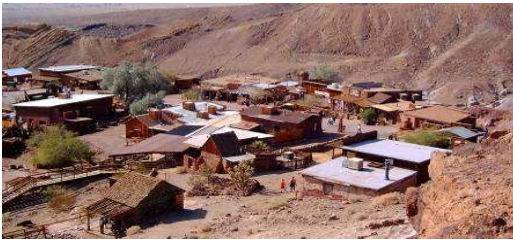
**Alaska-** Seward, most Nomad markets are next to large metro areas, but the Seward Nomad Market is just outside of a fairly small town located on the southern coast of Alaska. The reason this location was chosen is that not only does it boast a large fishing community, and a large portion of the Pacific Thelas nation, but it



is also a final anchor point for many cruise lines. Obviously the Thelas are the majority presence in the Seward Market, but Aldecaldos, Snake, Folk, and Meta maintain houses, but the Jodes and the Bloods are a very distinct minority that does not bother to maintain permanent representation. Raffen Shiv oddly enough, are a prevalent presence, as the desolate tundra , lonely highways, and the harsh climes serve as the perfect environment for their activities.







**Arizona** – Just west of Flagstaff, a bit north of I-40, is the Flagstaff Flea Market. Located in the desert at the site of a mock-up ghost town, which the Nomad Market still maintains as a tourist attraction open to the public. The heat of the Arizona desert, the harsh conditions, and the isolation make this one of the more iconic nomad markets. It is the Nomad oasis in



the middle of hard country for hard men. The entire area surrounding is like a living embodiment of the old west, and this appeals especially to the Snake and Aldecaldo nations.

The infertile soil, the lack of irrigation, and the dry climate, keep the Jodes and Folk away from much permanent representation, the Bloods run a few Attractions, including a small year round



fair and Meta has one representative here. There is a large number of Rafffen Shiv in the area, and they are regular sights in the Flagstaff Flea Market. In fact, Rafffen Shiv make up the 3<sup>rd</sup> largest population group here, which makes the Flagstaff market unique

in it's tolerance of Rafffen. Rumor has it that the Rafffen Shiv may be actually trying to secure a seat on the council via the Flagstaff Market.



**Colorado** - Denver. Just west of Denver, at the base of the mountains, is the Magic Mountain Reservoir. The Snake nation, with backup from the Aldecaldo and Jodes, took over the reservoir, the old quarry to the west of it, and most of the surrounding area. The Denver Market itself has equal representation from all the nations except Thelas. Its position is strategically of the utmost importance, as it is the key last stop on I-70 before making the crossing over the Rockies. In the

winter months, guides are invaluable, many claiming to know secret routes through the mountains. The Denver market is huge, and the number of nomads who have decided to settle in this area and make it home by either providing guide services or trading with nomads making the trip is greater than in any other nomad market.



**Florida** – Orlando, Technically not officially a Nomad Market since it is strictly controlled by the Bloods and has no standing representation from the other Nations. The bloods have taken over the Disney complex, as well as the other resort communities in the area, and run it as something of a mad nomad getaway and the largest smuggling point for drugs and weapons



into and out of the US. Rumor has it that several corporations, led by Disney, are in talks with the Meta Nation to retake Orlando.



**Hawaii** – Kahoolawe Mariners Market. Nomads have taken over the entire island, and it is now the most significant nomad hub in the pacific. Almost entirely made up of Thelas, the island is home to a large black market, as well as the prime hub for pacific smuggling. Fish are the major export, and fresh clean water is worth its weight in gold here. While some minor pirate operations are launched from here, most major pirate groups in the area come from the Johnston Atoll, which was taken over during the collapse and largely forgotten about by the world. Now it is the home to a large although loosely organized pirate group, and the island itself is well fortified and armed.







**Idaho** – The Boise Market. About ten miles north of Boise sits the Boise Market. This Market is important due to the agricultural opportunities and abundant clean fresh water. As such this market is Dominated by Jodes and Folk, and the Market always has an abundance of fresh produce, as well as farm and agricultural equipment. More Nomads would probably settle here, staking claim in the mountains and fields however doing so incredibly dangerous. Agricorp complexes are fiercely territorial, and don't take kindly to outlaw nomad farms. If that wasn't bad enough, the neo-nazi

groups that fled into the woods and mountains have become organized and now train harshly as a militia. To make matters worse, several Raffan Shiv tribes maintain close ties. Many of the old outlaw biker gangs in the region were all white even before the collapse, now these groups are given shelter and support, in exchange for smuggling weapons and supplies in to the neo-nazi militia groups. The Boise Market and the Jodes recently suffered a severe hit, when the Blaines, one of the most powerful tribes in the Jode Nation were found to have been tricked into supplying the Monsanto Corporation with slave labor consisting of illegally taken nomads and civilians in one of Monsanto's illegal coca-farms complexes.



**Illinois** – Chicago. While not the biggest nomad market in the Midwest, it does have the largest population of long term residents. This is due to the government and corporations hiring nomad labor almost exclusively in the decontamination, salvage, and reconstruction of Chicago. For several years now a massive undertaking has been going on here to reclaim

Chicago from the horrific Wasting Plague disaster. The efforts began along the northern coast of the city, and within a year Chicago Port was open, from there the nomad groups have been slowly moved outwards, block by block, first securing a central route straight through the city. The nomads work hand in hand with military biological decontamination teams. Sears Tower was declared unstable and demolished, rumors abound that a group of Wasting Plague survivors who had turned cannibal and taken residence in the tower were still inside when the building was brought down. About a quarter of the city has already been reclaimed and reconstruction is underway, with new buildings and even suburbs already populated. However most of the city is still dangerous and off-limits, with possible pockets of the wasting plague still present, not to mention the cholera from mass graves still being discovered all over the city. Salvage is the name of the game in



the Chicago Market. As the city was cordoned off and declared a no-mans land, most of the homes and businesses are in much the same state as they were when the plague hit. This means a virtual cornucopia of salvaged goods. Several corporate contracts exist, funneled through Meta representatives, to reclaim business holdings, resources, and records, and a large secondary market has been built up from relatives looking to find closure for family members and friends lost in the disaster. Outside of that, the city is ripe for the pickings. Originally the

Jode Nation was hired for the reconstruction, which caused some animosity with the Aldecaldos, but it was soon apparent that this job was too big for anyone one nation. Now Chicago hosts large populations of every Nation. However, the Market here is actually small, as most of the goods are shipped out to other Markets. The risk of trespassers getting into trouble in the ruins, or worse, getting infected, is simply too great.

However, the nomads of the area have staked out a large prime coastal portion to serve as the Chicago Nomad Market, and as the safe zones increase, so to does the size of the market. When the reclamation is completed, it is thought that the Chicago Nomad Market may eventually be even larger than the Night City Nomad Market.





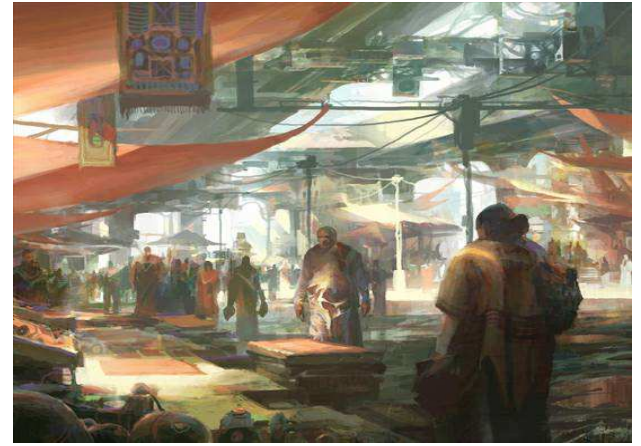


**Massachusetts** – Inside Boston, Largest Nomad Market in the Northeast. The majority population here is the snake, with the Thelas coming in a close second due to the large fishing community. The Boston Nomad Market is unique in that it exists harmoniously inside the city, and is perhaps the most friendly market to the static community in North America and vice versa. The welcome extended to the nomad community has led many to set up permanently here, and

the market itself is by far the most clean and family friendly (to statics) nomad encampment in the world. Because of this, the Tribal Council here takes great pains to ensure the relationship remains equitable to both parties. Trouble is dealt with quickly, and any nomad who assaults a static is exiled from the market. Raffin Shiv are not tolerated, though some who



have learned to behave themselves do get admitted. Unfortunately, the amount of illegal goods offered here is much less than that of any other Market. Contraband is still smuggled though, but all sales of such items here are done with the utmost secrecy and discretion, as the nomad Lawgivers work with local law enforcement, another unique aspect of the Boston Nomad Market.



**Metakey** – Gulf of Mexico. Made up of salvaged and repaired tankers, freighters, and even an aircraft carrier, Metakey is a series of floating mobile vessels and several reclaimed abandoned oil drilling platforms and research platforms in gulf of Mexico. As such it is the largest and most well defended nomad stronghold on the planet, and home of Metacorp, and its CEO Jonathan Meta. Meta-key is one of the largest black market trade zones n the world, and has grown too



large for Metacorp to assume much control over. The original rules of Meta-key were simple, no murder, no slavery. Metacorp still enforces this on the main portions; however some of the seedier outliers get away with both regularly. Meta-Corp itself is really more interested



in acting as the liaison between nomads and the governments and corporations of the world, and all their business is centralized from the Meta Key home base on their own captured



aircraft carrier, redubbed Forgotten Island. Obviously, as a sea bourn operation, the Thelas make up the largest nomad population group, and Metakey serves primarily as a free trade zone for pirates, fishermen, salvagers, and black marketers. It also has a thriving refugee community and serves as a destination for anyone on the run, with several specialists in providing fake paper and backgrounds. Meta has built a floating fortress called Metakey West, it sits anchored at northern



Lost Angeles. Rumor has it that Meta and the northern clan are looking to establish their own country in the ruins of Lost Angeles.





**Missouri** – Kansas City, the main Nomad Market in the Midwest. In 2013, during the collapse, Kemper arena, long the site of weekend flea markets, rodeos, and other agricultural affairs, and the surrounding areas fell prey to disrepair and abandonment. The nomads came in and



simply took the area over. The inside of Kemper is now home to the Nation representatives and the main meeting place. Outside the arena a large tent and stall area has been erected, which looks much like the nomad markets found anywhere else. The difference in the Kansas City Market, is this is where the Stockyards for the city are located, an operation now completely run and rejuvenated by the Jodes, who charge Corporations a hefty fee and give nomads a deep discount. Kansas City is once again the Livestock hub of North

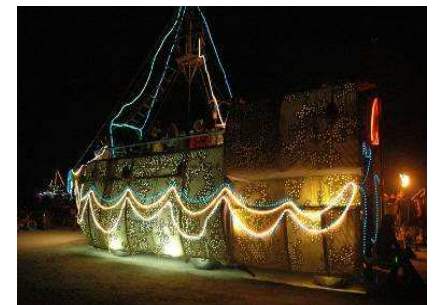


America. It is also the best single source of fresh produce in the country and boasts perhaps the only nomad run 5-Star restaurant in the world, the Golden OX, which has been in the location for over 100 years.

The surrounding buildings have also been taken over, and the areas Halloween attractions (Devils Darkside, the Beast, and Edge Of Hell), long hailed as the best commercial Haunted Houses in the US are now open year round and run by the Bloods. The Jodes are the majority representative here, with the Folk coming in a close second, but all Nations maintain a strong presence, including the Thelas.



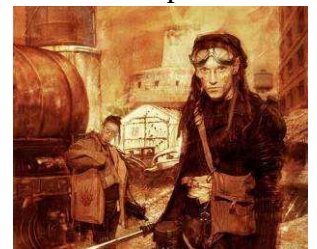
**New Mexico** – Halfway between El Paso and Albuquerque, off I-25 is the Arizona Free Trade Zone. The Market is populated primarily by Aldecaldo and Snake, who maintain close ties with the Unified



American Nation. Like Arizona, New Mexico is harsh, desolate, and utterly unforgiving. It resembles a post apocalyptic nightmare. While



there are many outsiders who think having a Nomad market in such close proximity to so many others is redundant, the Nomads know better, anyone travelling across these deserts knows that the New Mexico Free Trade Zone can mean life and death. With smaller towns virtually non-existent and the ones that do survive often being hostile to nomads, seeing them as no better than those “Injuns” in the UAN, this market is the last stop for fuel and supplies in the badlands. In addition, guides are a necessity if you plan on deviating from the highways, as Raffin Shiv, locals, and even the UAN are ready to



pounce on any perceived weakness. Some guides here purport to even know secret smuggling routes in and out of Texas and Mexico.







**Northern California** – Outside Night City, the largest Nomad Market in Northern America. The first recognized Nomad Market in the country, the Night City Market is still the major black market in the region, and usually supports a vast but steady nomad population less susceptible to the seasonal surges the



populations of other Markets are used to. The size of the market, as well as its proximity to Night City, the Largest City in the US, is sustained by free trade with locals, contracts and treaties with corporations, and by being just far enough away that the Market is able to police itself without stepping on the toes of local authority. The market also serves as a major tourist draw for the region. For more details see: [The Nomad Market at Datafortress 2020](#)



**New York** – The Buffalo Nomad Market. Located just northwest of Buffalo, this small Nomad Market is on the coast of Lake Ontario. It boasts equal representation from all the Nations, and is one of the primary junctions for smuggling goods and people into and out of Canada. Currently Aldecaldos and Meta Representatives are in communications to begin reclamation projects into Manhattan, similar to the operations in Chicago.



**North Dakota** – Fargo. Situated directly on the border of North Dakota and Minnesota, the Fargo Market holds a tenuous position. In North Dakota, the completely corporate run state controls every aspect of the citizens lives, which makes the Fargo Market an extremely popular black market source for Dakotans looking for any measure of escape, luxury, or vice. On the other hand it also



means that Nomads traveling in the state are under strict scrutiny, and with the ever changing laws on interstate commerce, a nomad never knows what may come from even a simple traffic stop. So while the Fargo Market can be extremely lucrative for contraband smugglers, it is also



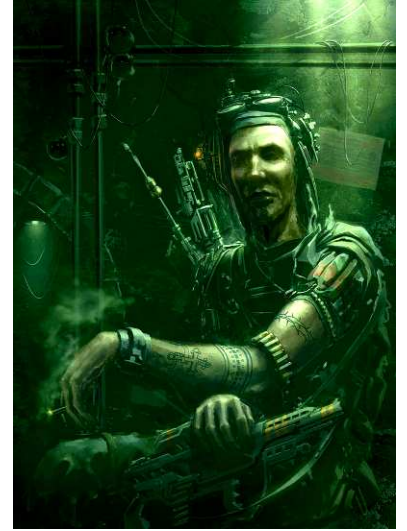
extremely dangerous. Luckily, northern Minnesota is a smugglers paradise, with large stretches of uninhabited wilderness, whose population and patrols are kept low due to acid rain. Contraband can be smuggled through the state with little worry about authority. Unfortunately, these same qualities also make it ideal for Raffin Shiv, who can attack and disappear into the desolate forests and wastes.







**Ohio** – The Columbus Nomad Market. Located on the western side of Columbus, right where 70 and 670 converge, the Columbus Market is a depressing place. Its large and diverse enough, but Ohio has become something of a disaster in and of itself.



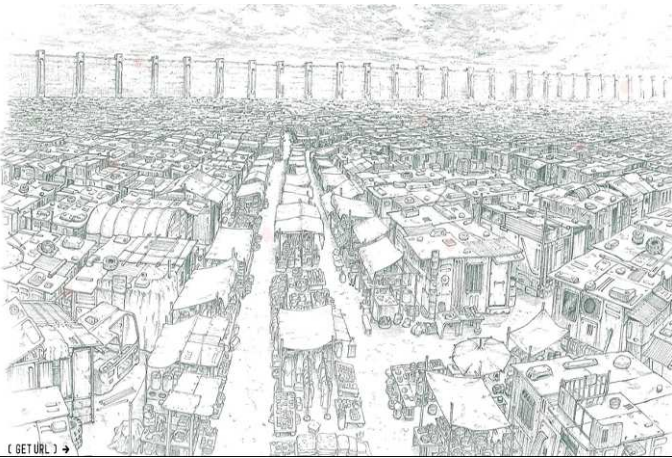
Pollution, acid rain, and rampant corruption in the state government allowing it to be almost wholly controlled by corporate interests have turned the state into an ecological nightmare. Almost the entire route along I-79 is heavily urbanized and falling into disrepair and decay as pollution takes its toll. The local population seems to pay little attention to the nomad community, seeing them as just another



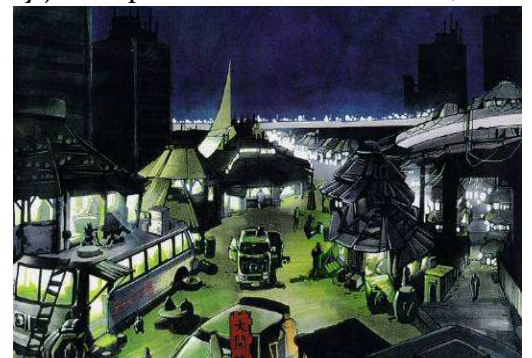
polluter with their convoys and junk wagons, and they are long past caring. The Columbus Market is home to a large number of Meta Representatives, constantly acting as go betweens for Corporations in need of freelance shipping. The smugglers market is huge here as well, and it's estimated that over 75% of the drugs that are brought in to the region come through the



Columbus Nomad Market. It is also heavily rumored that here is a lucrative body and organ smuggling ring here, and slavery is not unheard of in the corporate work sector, All nations are represented equally here except the Jodes and the Folk, who only enter long enough to sell produce, refuel, and get the hell out again.



**South Carolina** – Charleston. As the Dixie states of Georgia began to attempt to intimidate SC into joining them in 2014, they began imposing roadblocks, and succeeded in shutting down supplies bound for the Southern Carolina almost completely. Trucks tried to re-route through North Carolina, but it was still suffering from its own problems at the time, and travelling through NC was downright suicide. Florida was no go as well. The nomads, particularly joint operations with the Thelas, were able to bring in much needed food and medicine to



help combat the problems. In doing so, the Thelas pretty much took over the Wando Shipping Terminal in Charleston. As the years passed and things normalized, the Charleston government found that the Thelas and other nomad nations had no intentions of giving up the terminal. Things got heated, but Meta stepped in and bought the facility. Obviously the Charleston Market majority population is Thelas, but every Nation is represented here.





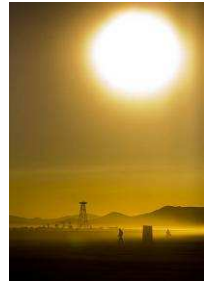


**Tennessee**- Just south of Memphis, this Nomad Market boasts the largest inland population of Thelas in the country, who use the Mississippi river and its tributaries to fish and to move goods. The largest tribal representative is the Folk, though all nations have a large representation here. This market is only slightly smaller

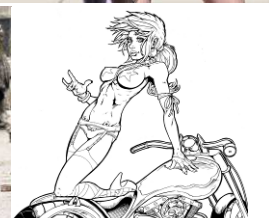
than that of Kansas City, but is growing rapidly. Nomads entering the area are advised to take special care when travelling through West Memphis, as that town's population has long been known for ignorance and persecution of anything that falls outside of what they consider to be normative social behavior.



**Texas** – A very small Nomad Market outside of Austin. The fascist and xenophobic nature of Texas makes many nomads nervous. It's an odd dichotomy, since Texas, perhaps more than any other state, embraces the idea of the nomad, seeing them as modern day cowboys and gunfighters. This is at odds with the government, whose overwhelmingly Christian based government tends to stamp out any threat to the "moral" atmosphere. This skewed and thinly veiled racist



and homophobic culture has led to Texas being perhaps the only State in America where the Raffin Shiv outlaw bikers are more accepted and welcome than legitimate nomads. However since Texas declared itself a free state and closed its borders, enforcing strict checkpoints, it is one of the most difficult states to move in and out of, so the vast majority of nomad traffic to Texas is Freight convoys. The Austin market is one of the smallest nomad markets in North America, with the highest percentage of permanent residents. Mostly the wares of the Market are geared towards vehicle maintenance, although smuggling goods in and out of Texas is as lucrative as it is dangerous, and there is a thriving, if small black market dealing in weapons and drugs. This Nomad Market is overwhelmingly Aldecaldo, Snake, and even the Thelas outnumber the Folk and Jodes. Blood affiliated tribes are almost non-existent here. The Austin Market also has a very high number of Meta (comparatively), who's corporate and petroleum interests make them welcome in Texas.







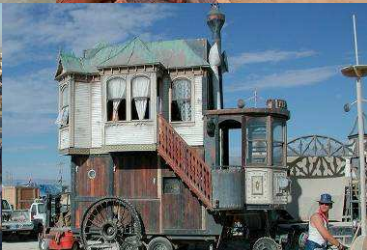
**Washington** – The Olympic Nomad Market is a necessity for smuggling operations between Alaska and the Continental US. The Olympic Nomad Market boasts a near equal representation of Jodes, Folk, Aldecaldo, Thelas, and Snake. The Olympic Nomad Market is one of the oldest, originally a hippy commune, and it is a priority here for the Market not to expend outwards and damage the forest, instead building upward, creating shack towers built from cargo containers, scrap metal, and whatever



else is on hand. The majority of business and trade takes place at street level, while the towers are reserved for hotels, nomad residence, and Tribal business, as well as the contraband black market. The Bloods have a smaller but still impressive representation, and the Meta always keep a few representatives on site to act as liaison between corporations and governments and the nomad community. Its close proximity to Seattle and Portland Oregon ensure that the corporate ties remain strong, and the wealth of those cities has led to a very relaxed atmosphere between the statics and the



nomad community. It helps that while Raffens Shiv are present, they are dealt with harshly, even for the nomad community, if they even think of stepping over the line. The Olympic Market has a wide reputation of being one of the safest Markets for statics to visit in the US, (so long as they stay out of the towers) in direct contrast to the reality that this market is one of the largest smuggling ports in the country.

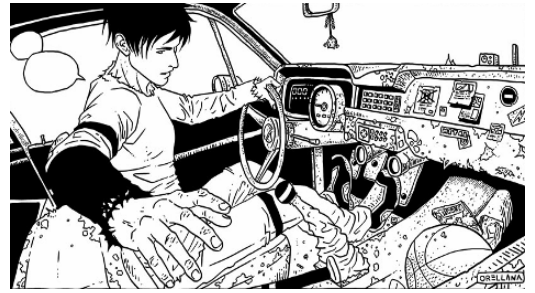




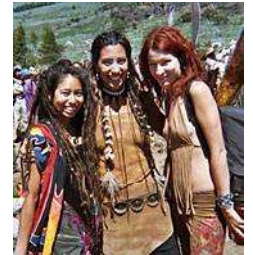
## CANADIAN NOMAD MARKETS



Canada weathered through the collapse extremely well, it's infrastructure and rural communities are still strong and its roads maintained. Because of this, and their social welfare and healthcare systems, there are no where near the numbers of true nomads in Canada that



there are in the United States. In fact, because of Canada success in navigating itself through the Collapse, the country is stronger than ever. However this success has led to a distrust of the Nomad community at large. It's little wonder, since by far the largest population of Nomads in Canada are the Raffan Shiv biker fringe. Even there numbers are small in Canada as the RCMP move in force at the first sign of trouble. So for the Raffan in Canada, and Nomads in general, the number of nomads traveling in a group tends to stay low. Not that the large caravans are needed here, the Canadians are still as friendly and inviting as they always were, though border security has gotten more strict in the crack down on US citizens illegally immigrating into the country.



As stated previously, there isn't the necessity for the nomad lifestyle in Canada, homelessness is minute, very few go hungry, and medical care is free to all. So the majority of nomads are either biker gangs,



agricultural workers, or hippies following the festival tours. However there are still a few Nomad Markets, but they are different than their US counterpart. They are basically mobile encampments, setting up in a state park or small town for a few weeks, then moving on to a new location before anyone starts to get suspicious of the travelling black market and cracking down. Coded messages over radio broadcasts on nomad channels are the only way to find these markets.



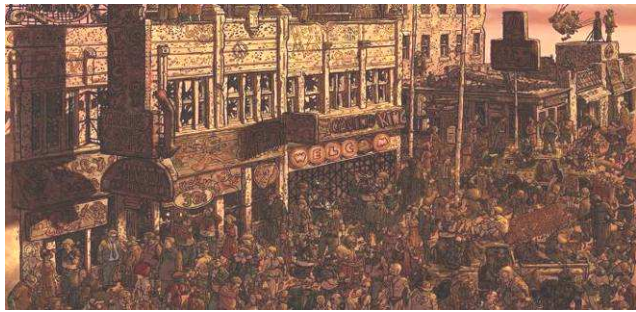


## MEXICAN NOMAD MARKETS



While Mexico came through the collapse almost as well as Canada, it's attitude towards Nomads is vastly different. Simply put, Mexico loves Nomads. Even if Nomads weren't responsible for rebuilding Mexico City after the quake destroyed it, the idealized image of the Nomad as an free man, bonded in a brotherhood, an outlaw riding against the constraints of society and civilization... this is an image the

Mexican people respect and embrace, as it harkens back to their folklore, myths, and legends. This is not to say that Nomads are universally loved and tolerated by everyone in Mexico, just that the majority of people in the country look upon them, if not fondly, at least with respect. Even the Raffens Shiv have an easier time here.



Nomads have a large space set aside in Mexico City, in fact this is the largest Nomad Market in Mexico. The only larger market south of the US border is Panamas Free Trade Zone. The Mexico City Market is just outside the



city, in an area that was originally the camp site for the Nomad workers rebuilding the city.

Because they were the ones rebuilding the city,



this Market actually was built with foresight and planning to blend and flow into the city itself. The market itself is huge, and the more relaxed laws in Mexico allow for a thriving black market in addition to lots of produce, textiles, and fabrics. The mood at this Market is also considerably more festive than in most of its US counterparts, and locals and nomads mingle freely here. While dealings with Cartels is common here, especially contracting nomads to smuggle immigrants and narcotics across the border, the nomads and the locals are very strict about keeping the market itself a safe place. Any breach of etiquette, especially violence, is dealt with far more harshly here than at any other market in the states. The relationship enjoyed with local police and militia means the nomads have no problem making problems "disappear" if they disrupt trade or put the community in danger.



While there are several other small markets scattered across Mexico, the only other Market worth mentioning is the one just south west of Tijuana. Most of the

year this market is very small, confined to a small town called Seco Del Rio run by Juntas Libres, a small Aldecaldo affiliated family, and



consists of little more than a garage, a bar, an old hotel, a few makeshift dwellings, and some tents. But every fall this little town hosts one of the biggest Nomad Gatherings in the world,

acting as the Nomad Staging grounds for the Baja 1000. The best Nomad drivers in the world all gather here hoping for their shot at glory competing against their corporate sponsored rivals. It's a party unlike any other, and the Baja 1000 is considered the premiere event in the Nomad community, betting is high, alcohol flows freely, and inhibitions run wild. The race itself is open to everyone, nomads and statics alike, and is the most televised event in the Nomad Community, offering many urban statics their only glimpse at real nomads. The corporate and static racers have their own staging area a few miles away.









# THE ROAD:

## A NOMAD TRAVEL GUIDE

The road is not a safe place. It's true that the Corporations make sure the main interstates are maintained, but they only do that for their personal shipping fleets. The back roads and most of the secondary highways are all in various stages of disrepair and neglect. It's not just the poor road conditions themselves you have to worry about. Raffen Shiv set up ambushes and raids constantly across the US, and there are reports of small towns that have become so isolated, paranoid, and desolate that they will ambush any vehicle or group they think they can survive attacking.

Most of the US is still proudly part of the Union, and travelling through and between these states is usually not an issue from a government standpoint. Sure some borders like Nevada and Alabama are more secure than others, but it's the Free States that can really get you in trouble when trying to cross.



Often the major cities aren't any safer for nomads than the open road. Most nomads are Zeroes (SINless), and as such do not have any legal rights under the law. Harassment by both law enforcement and private citizens is common. In any confrontation between locals and nomads, it is almost a certainty that law enforcement will side against the nomads. Even the nomads with a SIN often end up with little hospitality, as the public's view of the nomads is that they are all outlaws coming to rape pillage and kidnap. If all that wasn't enough, changes in global weather patterns create their own hazards for nomads. The following is a safety guide to nomad travel...

### 1. SIZE MATTERS



The size of the group you are traveling in definitely has its advantages and disadvantages.

An individual or small nomad family (15 people or less) has the advantage in that the smaller a group is, the more easily it can travel in the major metropolitan and suburban areas without attracting attention from law enforcement. Smaller groups can also usually move faster. Unfortunately, a smaller group also presents an easier target, especially on the open road. A small group of 5 or less vehicles is an irresistible target for Raffen Shiv. Border crossing can be just as bad, with border patrol charging hefty bribes or confiscating cargo and supplies in order to cross, as well as being much more strict in searches...

Conversely, a large group has few problems on the open road, other than speed. Occasionally a large group will still get attacked by Raffen Shiv if the Raffen Numbers are high enough or if the target family seems particularly vulnerable, but those incidents are rare. While bribes are still necessary at many borders, the border guards will be much more careful, as few border checkpoints have the man power or firepower to deal with a confrontation with a large group of nomads. There is definite safety in numbers. Another obvious advantage is that the larger the group, the more cargo they can haul.

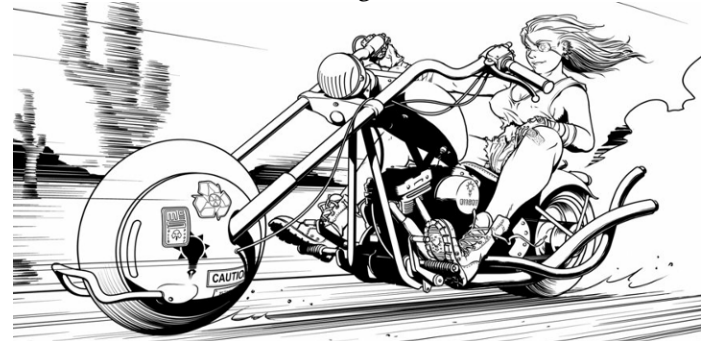
However large nomad groups have their own disadvantages. The most obvious is that they have to devote enough space to supply every member. Security is also an issue. In smaller groups everyone knows each other and trusts each other. In large groups you often have never met some of the people you are traveling with.

They could be smuggling things without the knowledge of the rest of the group, they could be extremely wanted by the government, they could be rapists or psychopaths, they could even be spies for the Raffen Shiv giving away group movements or leading the tribe into an ambush...



It's also much more difficult to move large groups over rough terrain. Large groups move slowly, and if they do get up to speed, someone is always lagging behind. This is why outrider and scout gigs with large groups are so very important.

And lastly, in large metropolitan areas, large nomad groups are about as welcome as the black plague. As has been said, Statics do not differentiate between Nomads and Raffen Shiv. To them all nomads are vile outlaw scum. So when 50 or more nomads roll up in a huge caravan of 2 dozen cars trucks and vans and 20 + motorcycles, they gain attention really fast. Police, corporate security, the National Guard..... they will be watching every move the group makes like a hawk, ready to open fire and not even bother to ask questions later. Street gangs are also a problem, since they view Nomad groups as just another gang trying to move through their territory and not even bothering to pay respects. Ask the Yella Dogs from the Aldecaldos nation about what a good idea it was to short cut through the Night City Combat Zone... oh wait, you can't, because Maelstrom slaughtered them like lambs...





## 2. SPEED IS EVERYTHING



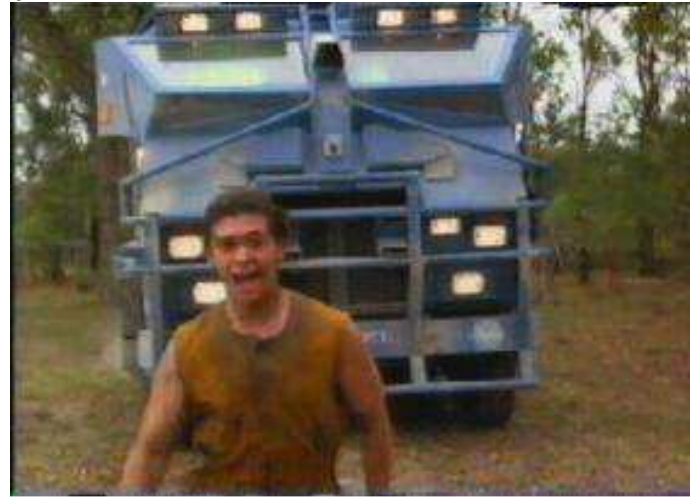
It doesn't matter how small or how large your Nomad group is, you can only move as fast as your slowest vehicle. The best rule a nomad can live by, make sure none of your families vehicles are slower than the cargo hauler. In other words, it makes zero sense to have a family centered around a big rig with a top speed of 100 mph if the outrider vehicles can't keep up with it. It can't always be helped, especially since so many different families will choose to ride together in a caravan for safety, but understand, if you can't keep up, you may very well be left behind if trouble starts.

## 3. IF YOU CAN'T FLY, YOU BETTER BE ABLE TO FIGHT



There is a reason why so many nomads weld large hunks of scrap metal to their vehicles as armor and mount guns to their trucks. The Road can turn deadly in the blink of an eye. When the Raffens-Shivs swarm down out of nowhere if you can't fight them off then you will be cut down, even if you survive you will be taken and either put into slavery or killed for sport, and that's if you are a man. If you are a woman or child, it's usually better to just put a bullet in your own head than be taken alive by the Shiv. And the Raffens aren't even the only ones who will attack you: Corporate truckers who think you are in their way, or think you are after their cargo, Hi-Ways who think you are Raffens, and the rare rural townsfolk who just think all nomads are trash.

## 4. CORPORATE TRUCKS ARE NOT YOUR FRIENDS



They see you as competition at best, and at worst, as Raffens-Shivs. Corporate convoys are well armed and armored. Their vehicles, equipment, and weapons are state of the art. Yes, most overland shipping is hired out to nomads, but for sensitive goods, (such as fuel, weapons, sometimes food and livestock, or new technologies) the corporations prefer their own crews. These crews are highly paid, but see every shipping gig contracted to Nomads as taking money out of their pockets. They will not stop to help you, they will not slow down if you are in their way, and they may very well open fire on you just for being on the same stretch of road they are.

Granted it's usually not all that bad, but conflicts do erupt, most often at Truck Stops. To this there have sprung up Corporate refueling stations. Nice well lit, well supplied, luxury refueling stations, with clean showers, fresh food, nice hotels... these refueling stations are almost universally off-limits to nomads. A special pass card is required to open the gates just to get in, and armed guards patrol the lots and perimeter. Obtaining one of these pass cards is a high boon for a nomad truck, but even if a Nomad can get his hands on one (sometimes given by corporations who contract the nomads out), he is not going to be made welcome at one of these stops so he better refuel as fast as possible.

Regular truck stops have become much fewer and far between, and further you get from a major city the rarer they are. Some nomads, seeing the lucrative nature of such a venture have found older stations, and re-opened them on their own, but such businesses are dangerous. Anything open to nomads is going to by necessity be open to anyone, and is quite often the backbone of an entire community. As rural America died, so did its support structure. Since most agricultural is corporate, any Corporate agri-complex will also be equipped with their own refueling station, eliminating corporate support of most rural refueling stations.





## 5. KNOW YOUR SURROUNDINGS



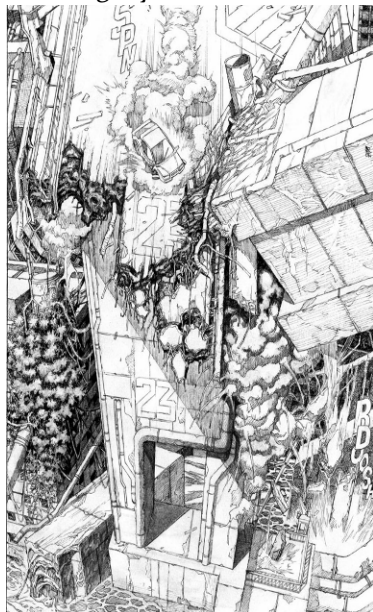
A GPS is one of the most valuable tools a nomad can possess. Unfortunately, most GPS devices today are equipped for life on the roads of North America. Many roads no longer show up on GPS devices, even once extremely busy highways. Other times, roads that have long since become impassable show up clear as day. So outside of the cities and major interstates, a GPS is just not as useful as a nomad would like it to be. Experience and knowledge of these roads is beneficial but unless they are plied regularly, that knowledge can become obsolete quickly.



Even more important than the GPS, is a good radio. Every major Nomad Market has its own broadcasting station, and there has been a major undertaking to re-appropriate abandoned transmitter towers across the US to allow communications between nomad stations nationwide. These nomad stations broadcast weather, closed roads, Raffin Shiv activity, and other important information. The information itself

is usually called in directly from nomads on the road, and is considered to be one of the most reliable sources of such information to be found, so much so that even corporate trucks rely heavily on the broadcasts.

Of course all that will mean nothing if you don't know what you are doing in the first place. A nomad must be extremely vigilant of his surroundings at all times, he must know and understand the terrain. Is that ravine up ahead safe, or an ambush zone? Is the bridge you are crossing in danger of collapse?



He must know the locals, if the group stops in this small community are they going to be received amiably, or will they be hostile.

She must be aware of the weather. Is this storm going to trigger a flash flood, or a mudslide? Is it going to make the road ahead impassable?

They must be aware of all this and more. The possibility of attack is the least important reason why a good scout is such an essential member of a Nomad Family. They are your eyes and ears on the road ahead, they are the ones who plot the course and warn of potential dangers. Any family headman who ignores the advice of their scout is a fool not long for this world. Once on the road, the Scout is possibly the most important member of the group, they travel alone and are easy targets usually too far ahead of the group to count of backup in event of an attack.



## 6. KNOW YOUR VEHICLE



Most nomad vehicles look like they are held together by bubblegum and fond wishes, and perhaps in any hand but their owner this image isn't far off. A nomad vehicle is an extension of its driver, they know the feel of the vehicle, and they know its precise limitations and its capabilities. Their vehicle is a nomad's single most important tool. They eat, sleep, and work in it. They know when something is wrong, and how long they can push it before it breaks. A nomad must spend at least a month with his vehicle before he becomes this attuned to it.





## 7. KNOW YOUR EQUIPMENT



Much like their vehicle, a nomads equipment is an extension of themselves. It comes as no surprise that most everything a nomad owns or uses is Unique, whether it be that is simply decorated or stripped to a nomads taste, or hand made from scratch. Some nomads carry only what they need, others waste nothing. Mostly it depends on the size of the vehicle they are traveling in, but most nomads usually look like refugees from a flea market or arts and crafts fair. A nomads gear in some ways is a measure of their commitment to the nomad way of life, and the more personalized their items, the more they will be respected. Standard rule of thumb is, except in very special circumstances, if something looks brand new and pristine, it isn't nomad. They don't advertise this, because the easiest way for a nomad to pick out an outsider is by their gear.

This philosophy extends to everything, from their weapons to their clothing. One of the only exceptions are tools. Tools are universal and always in demand, and quality tools will bring in high trade at the Market. From a simple hand tools to power tools, if you have them to trade, they can be worth their weight in gold.

## 8. KNOW WHO YOU ARE RIDING WITH



Whether you are traveling in a small group, or a large one, the people you are travelling with are for better or worse, your family. As mentioned earlier, there is safety in numbers, but that in and of itself can bring danger to you. Medical conditions that can affect performance, depravity, tendencies towards violence... these are only some of the things you must be aware of. The new outrider may be death on wheels, but if he has a reputation for stealing or

sleeping with other men's wives, these things could lead to major problems down the road. The new scout who has hired on may have an uncanny knack for finding shortcuts, but why was she the only member of her last group to make it back alive. No one needs to tell a Nomad to be paranoid of outsiders, but all too often I have seen a strong nomad family be ripped apart by one untrustworthy member. In the badlands, in territory infested with Raffin Shiv, just falling asleep on guard duty can get everyone in your family killed, so be sure you trust who you are riding with. Remember, family is sacred in the Nomad community, and if you aren't willing to fight, even die, for the people you are riding with, perhaps you should find someone else to ride with.



## 9. KNOW YOUR CARGO



You should always know exactly what it is you are transporting, especially if smuggling is one of your major sources of income, at minimum, you should always have at least an idea. Is it illegal? Is it explosive? Is it radioactive? Is it going to get out and eat you... if I get pulled over by law enforcement with it am I going to jail for a while or am I going to prison for life. These are things you should know. Of course sometimes the money is too good, and transporting something no questions asked is a necessity. In that case, all I can say is if you can't know your cargo, you damn well better know who you are working for.

## 10. WORD IS BOND



While subcontracting to a corporation might require signing a legal contract, inside the Nomad community there is no such thing. Among Nomads the only thing you have going for you is your Reputation, your Honor, and your Word. Don't make promises you can't keep. The nomad community may be vast, but word travels fast, and if you are someone who is known to be untrustworthy, then no one is going to ride with you, no one is going to hire you, and no one is going to back you up. If you can't be trusted, then you are for all intents and purposes, Raffin Shiv.



## DANGER ZONE:



### RAFFEN SHIV ARE ABOUT

The dangers Nomads face on the open road are infinite and ever present, but some areas, some threats, are worse than others. There is no greater threat on the open road than the Raffen Shiv, but other threats do exist, xenophobic small towns, corrupt government, and even the environment. Here we have the most current information on areas of major threats and hazards, starting with the Northeast and moving in a spiral towards the center.

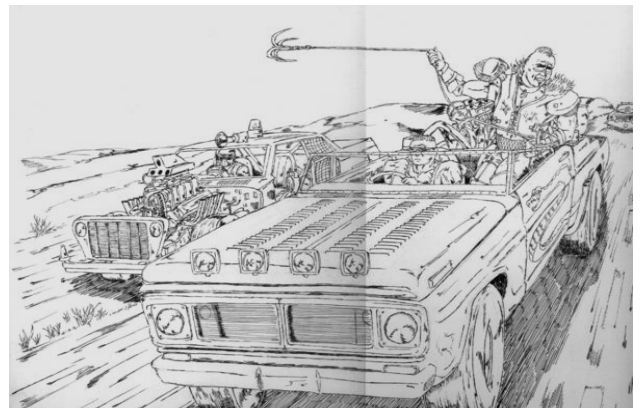
Maine, New Hampshire, and Vermont, otherwise known as the Seaboard Cooperative, are unfriendly to nomads in general, except the Jodes, the Folk, and Thelas, and even then only if your families reputation is known to them. The Seaboard Police Corps fiercely protect their borders, and few nomads, and even fewer Raffen Shiv



ever make it beyond their state lines. Of course if you find yourself on the wrong side of the law in this area, the Raffen Shiv are the last of your worries. Hi-Way works very closely with the SPC in this region.



**Delaware** is rampant with Raffen Shiv, the damage caused by the Orbital Rock Strike off the Delaware coast put a lot of people out of their homes and out of their jobs, and more than a few out of their minds. Most of the coastal population that survived was left with nothing and no where to go. Anyone who still had food and shelter wasn't of a mind to share it, and for a while the entire area devolved into a feudal state, with roving raiders raping, looting and pillaging their way across the state. Things eventually settled down, but like everywhere else in the US, most of the rural population fled to the cities to escape unemployment, food and water shortages, and the out of control lawlessness of the roving gangs. Many of the small towns in this area have been completely taken over by Raffen Shiv, and the Shiv work with many of the criminal street gangs in the major cities like Dover smuggling in guns and drugs and even slaves.







**Maryland** has a very minor Raffen Shiv presence, and what Raffen are there are usually just holdouts of pre-collapse biker gangs, and almost never pose a threat to any consisting of more than 2 large vehicles. The only Nomads who have ever reported a threat here are Nomads traveling alone, or more commonly, small groups on bikes. Maryland is one of the safest places in the country for nomads to travel through, it's economy and urban sprawl keep the highways well maintained and well patrolled.



**Massachusetts and Connecticut** are hostile territory. The state police and the Hi-Way officers that patrol here are some of the most corrupt in the country, easily open to abuses of authority and bribes, and many of them work with the Raffen Shiv. The best course of action is to bribe any officer who even talks to you. It is rumored that failure to correctly pay off an officer will lead them to radio in your direction of travel and description to Raffen Shiv raiders who will set up ambushes

along the road, the cops who do this are paid healthy kickback from the raiders. It's almost hard to blame the cops, since their arrangement with the Raffen keeps them from preying on locals. However the Raffen presence here is scattered throughout the state, with major groups set up along the major routes. If you know your way around, it is advised to take the back roads, where the Raffen are more sporadically spread out and in smaller more disorganized numbers. Despite the dangers, Boston is a thriving and clean modern city, and has benefitted from New York City's collapse to set itself up as a major port and business hub for the region and the US in general.



Because of this, the Boston Nomad Market is very large, fully integrated into the city where the nomads are welcome and embraced. In fact, because Nomad shipping is so very important to the region, the bribes to State police and Hi-Way are often handled here, in the open, with Nomad travelers in the region getting special stickers to place on their vehicles, which almost ensure their safety from Raffen Shiv. It doesn't always work, but Raffen tribes that break this deal usually face severe repercussions from whatever criminal organization is backing the nomad group.



**New Jersey** is a hellhole. It always was, but after the collapse the state government went bankrupt, no real police, no elected officials past the city level, and the entire state being openly run by organized crime factions and street gangs. To the Raffen Shiv, the Jersey roadways and rural areas are



Mecca, they control everything. In 2021 the crime families (mostly Italian mafia, though some Irish and Russian influence is also heavy) co-operated long enough to install puppet government officials, mostly to keep Federal law enforcement out of their hair. So the main cities in the state have at least a semblance of protection again, but the small towns and highways are a no mans land. Hi-way won't even go there. Things have gotten so bad in Jersey that the Raffen Shiv's have taken over police stations and armories, and their favorite tactic is to use a confiscated police vehicle to pull over anyone foolish enough to be on their roads and once they are vulnerable descend upon them en masse. It is advisable for nomads to avoid Jersey at all



costs, and if you have to go in go heavily armed and in large numbers. No where else in America do the Raffen Shiv enjoy such unrestrained freedom. In fact the only real threat to the Raffen Shiv on the roads is internal, with different Raffen Tribes constantly at war over territory.







**New York** has mixed feelings towards nomads. With Jersey and Massachusetts and their heavy Raffan Shiv populations bordering them, as well as upstate New York's own Raffan presence, the popular public perception is that all nomads are vicious biker scum itching to rape and murder anyone they can get their hands on. However the Buffalo Nomad Market has been a boon to the state economy and without Nomad shipping services then many people in the state would go without food or basic goods. So while misconceptions about Nomads are still high, the talks with the Nomad community to begin reclamation and reconstruction on Manhattan are optimistic. Because of this, the Nomad community in New York, often working alongside Hi-Way and State Police, work diligently to keep the Raffan Shiv to a minimum in isolated areas and small pockets. The goal is to eliminate them completely, but a few holdouts still remain. The Jersey and Massachusetts Borders are heavily guarded, though no State Police or Hi-Way officers will cross the Jersey borders for any reason short of WMD. Overall, New York is one of the safer places to travel across for Nomads.



**Pennsylvania's** decaying urban sprawl, acid rain, pollution, and radiation contaminated water around the Pitt make traveling through PA dangerous enough. There are Raffan Shiv here, although it is in one of the more loosely defined interpretations. Some people never left the Pitt, and they send out raiding parties attacking the roads near the ruins of Pittsburg as well as the surrounding communities. Due to the contamination, cancer rates are high, birth rates are low and deformities are common among the children that are born to the denizens of the Pitt. Other Raffan Shiv in the state are comprised of small groups, usually making their headquarters in small abandoned towns. The number of Raffan in the area is believed to be low, but they are also more desperate and attack nomads and locals alike. They have even been known to attack Nomad and Corporate convoys who severely outnumber them, relying on surprise and ferocity to pick off stragglers and weaker vehicles.



**Rhode Island** has very few problems with Raffan Shiv, although they tend to watch all nomads very closely, often with Hi-Way escorts on the road just to make sure the nomads don't cause any problems. It would be somewhat of a problem if RI were a larger state, but since travelling across it usually doesn't take but a few hours it's a relatively minor inconvenience.

**Appalachia, The Virginias, Kentucky, Tennessee, and North Carolina,** are too successful and too well organized to allow a large Raffan Shiv presence, what you see most are small town militias, survivalists, and some biker gangs. These operations are usually unaffiliated with each other, although



there are some that co-operate or cross over membership. As Raffan Shiv go, their numbers are small, but they are usually well armed and have training. Not quite as racist in nature as the groups further south, especially in Tennessee and North Carolina, but it's still a common theme particularly among the survivalist and biker cells. Travel through these areas is still dangerous as these groups often have close ties to whatever community they hail from, which can make things difficult, beware the townsfolk who seem to be friendly, especially if they start asking questions.







**South Carolina** refuses to join the Dixie States, which has led to the unfortunate situation of Georgia pushing its worst elements across their border. South Carolina has enjoyed some measure of success, especially due to their importance as a shipping port and a major tourist draw. Still effectively being under Martial Law, South Carolina police and National Guard tend to hammer down any Raffan Shiv problems, but that doesn't stop Georgian based Raffan from making raids across the border. Nor does it stop the Raffan gangs from cruising the back roads and by ways for unsuspecting prey. Due to the heavy corporate influence, and the Nomad (Meta) owned Charleston



Nomad Market Port, the main highways in the state are actually pretty safe and incidence along the interstates is a rare thing.



**Florida** is almost a lost cause. Outside of Miami, Atlantis, and Key West, the poverty level in the state is overwhelming. The Raffan Shiv are abundant here. Florida is home to many nomad groups, and is still the largest Concentration of Blood affiliated families on earth, mostly due to their almost complete takeover of Orlando. Of course there are many who feel the Florida bloods are no better than Raffan Shiv themselves, after all the tribe was founded by carnies and street gangs. And rumors run rampant that they actually work closely with known Raffan Shiv, informing them of high dollar shipments, even their own, and splitting the take with them. If that wasn't bad enough, the northern and eastern borders are infested with Raffan gangs, eager to raid on any easy prey before they can cross into the Dixie territories. The south is no better, especially the everglades, where Raffan Shiv groups like the Los Marineros Rojas



and the Cajun and Creole based Swamp Rats keep the swamp a no man's land to anyone without a death wish. Some of the Keys and small coves are also home to numerous pirates, who call the gulf and the keys their hunting grounds.

**The Dixie States (Georgia, Mississippi, Alabama, Louisiana)** are dirt poor and corrupt, this means everyone in the region is resentful to anyone they perceive as being better off than them. The government is utterly corrupt, and the racism, bigotry, and xenophobia is irreparably ingrained into the culture. However, nomads actually have it pretty good travelling through the region. Provided they pay the hefty tolls upon crossing the borders (read bribes), and provided they have absolutely no visible weaponry upon entering or traveling through the state, including sidearm's, then they are fairly well received. Mostly this is due to the fact that even the best-off nomads are still perceived as being poorer than any static. The fact that any guns other than shotguns or .22 calibers are absolutely illegal in the region shouldn't deter large nomad convoys from moving through. Since the collapse and the food riots, the region is very reliant on Nomad shipping, and the police know full well that the roads outside Dixie are a dangerous place. So as long as you stow your weapons well away and don't do anything monumentally stupid, you won't get hassled by the law. Unfortunately this leaves you vulnerable to attack from the Raffan Shiv in the region, mostly made up of "good old boys" and old biker gangs. Again, traveling in a large group you are relatively safe, traveling in small groups or alone, you are making yourself vulnerable and the region becomes much more hostile.







**Arkansas** was devastated by the Wasting Plague and the Cholera outbreak that followed. Arkansas was the hardest hit state in the country, and it has been estimated that over 70% of its population was killed. Entire towns were simply wiped out to a man. The majority of survivors either relocated to the city, or fled into the deep woods. Little Rock exists primarily as shipping hubs, as well as processing and distribution centers for the agri-corps which have taken over vast tracts of land in the virtually abandoned state. Fort Smith is populated almost wholly by the Military personnel on base and there families. In the Northwest corner of Arkansas, Fayetteville has incorporated the towns north



(Springdale, Rogers, and Bentonville) and the area still serves as the corporate headquarters for Wal-Mart, Tyson, and JB Hunt. These three powerhouses keep the main highways and interstates in the region maintained, though the rural highways and side roads have fallen into utter disrepair. Eureka Springs, also in the NW, has become a renewed resort town for the wealthy who truly desire isolation, and most fly in, since the roads in and out of the town have become almost inaccessible. The Raffen Shiv thrive in this state, they have the run of the back roads, which gives them almost free reign in attacking nomad and corporate shipping convoys or anyone else foolish enough to get caught on the open road. Perhaps even worse than Jersey this region is infested with Raffen Shiv, and they even hold numerous gatherings here deep in the state where civilized man fears to tread. The Raffen aren't the only threat either, the hillbillies have become exponentially more introverted and paranoid of outsiders, and the backwoods are riddled with inbred, and mostly illiterate, lunatics. Many have ventured into the deep woods, most were never seen again. These hill people even exist on corporate controlled tracts of land, and many disappearances have been attributed to them. Arkansas is one of those places where it is extremely risky and ill-advised to travel off the main roads, and even on the interstates and highways it is advisable to be on guard at all times.



**Oklahoma** is not much safer than Arkansas, it was as hard hit by the wasting plague, but drought and heat dried up much of the farmland, creating another dustbowl. Outside of Tulsa and Oklahoma city, the

population is scarce and the small towns that still exist, like Muskogee, are able to survive purely due to their importance as refueling stations and waypoints for interstate shipping. In the more rural areas, the Raffen Shiv are as bad as their neighbors, and in many cases Raffen Shiv gangs are actually held up as heroes but whatever small towns they call home, as their raids are often the only somewhat reliable source of food and goods these people see. The Lake Tenkiller region, particularly around Tahlequah and Gore, have been taken over by Native Americans, who hold and protect the land fiercely. They maintain friendly relations with nomads, and can offer a safe haven from the Raffen Shiv, but charge a hefty fee for shipping through their lands. They have also been known to raid corporate convoys, as well as actively hunt down Raffen who venture to close to their territory, which has caused mixed emotions towards them from the state population. Dust storms are frequent here, creating a hazard in their own right, but Raffen Shiv have been known to use them as cover for their raids.







**Texas** is a land of contradiction. They will proclaim their love of freedom while at the same time instituting the most fascist government enforcement in North America. They teach Evolution only grudgingly and sometimes not at all, but every student is fully educated on their right to bear arms by the time they are in the 3<sup>rd</sup> grade. With it's tightly controlled borders and hefty fees, travel through Texas is already painful, and the Texas Rangers patrol the roads with an iron fist. This would be fine, except the people of Texas, while friendly to nomads (if they are white and Christian) they are absolutely enamored with Rafffen Shiv, often holding them up as folk heroes. Texas has always loved its outlaws. This puts nomads traveling through the state in a very difficult place, having their vehicles openly armed invites harassment by the law, but traveling unarmed makes them easy prey for the outlaw raiders that are just waiting for an opening. The leader of the largest Rafffen Shiv gang, Sons of The Gun, is a dwarf named Big Tim. How a midget became leader of the most bloodthirsty biker gang in Texas in the source of wild speculation, but his bloodthirsty and merciless nature are well known throughout the western United States.



**Colorado** is not as desolate as New Mexico or Arizona, but it is every bit as much an icon of the New American West. The state is also home to the Denver Nomad Market, one of the most important Nomad shipping hubs in the country, and the last safe haven for nomads before entering the mountains where if the roads won't kill you, the Rafffen who lurk there will. While nomads are welcome in Colorado by most of the population, travel here is every bit as dangerous as Arizona or New Mexico, with not only similar Rafffen Shiv problems, but the highlands of Colorado suffer incredibly harsh winters and the mountain passes, treacherous even on the best of days, are absolutely impassable in harsh weather.



**New Mexico and Arizona** are the true heart and soul of the New American West. With a landscape that is little more than desert with the occasional mesa or mountain, and a few lakes and trees to liven up the scenery. The entire is reminiscent of the old west, or possibly a post apocalypse landscape. Outside of the few remaining large cities, this is a harsh harsh land, and only the strongest survive here. This is favored territory for nomads, it is also favored territory for Rafffen



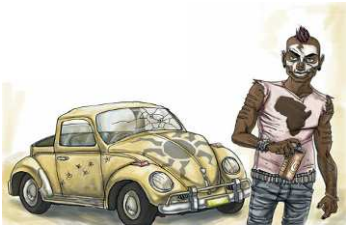
Shiv. With few laws and even fewer law enforcers, the open roads here, especially the back roads are infested with Rafffen. To make matters worse, the UAN attitudes towards nomads shifts with the wind, and what one day is nothing more than paying an amiable tribute can quickly turn into all out attack the next. This danger draws a certain type of Nomad like a moth to the flame, and the New Mexico and Arizona region, as well as Colorado, are the



birthplace and prime hunting grounds of the Rafffen Shiv hunting Tribe the Stormriders. Nomad Caravans of any size are advised to be on guard at all times when travelling through this region and to not even attempt it if they are sufficiently armed.







Utah is a free state, but its borders are fairly loose and it has an amiable view towards nomads. There is not much of a Raffan Shiv problem here, only the occasional biker gang or militia group, but as a whole Utah is one of the safer places to travel through. Open weapons are not allowed on their highways, but they generally won't confiscate them provided you don't cause any trouble. If



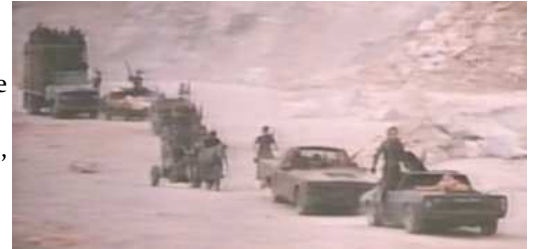
you do cause trouble, then you will likely be banned from the state, as it's cheaper than imprisonment, and shipping you out means you aren't there problem anymore. While the roads are generally safe, there also isn't much going on here. The majority of the population is Mormon, so any smuggled goods you have will likely be of little interest to the population, and they are quick to put down any signs of aggression from outsiders. The best advice we can give is to enjoy the peaceful travel in and through the state, but don't linger any longer than you have too.



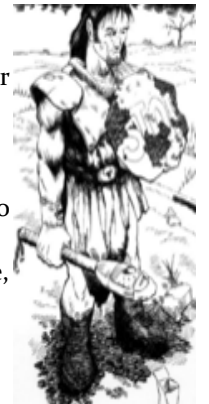
Nevada is a danger zone to Nomads, pure and simple. Between the border security, the hostile and well armed population (particularly in the northeast), and the fact that pretty much anything is legal here, there is very little Nevada has to offer, and very little nomads have to offer to the people of Nevada. Raffan Shiv, better armed here than anywhere in the US, plague the badlands. It is rumored that Raffan Shiv freely trade slaves captured on the road, especially attractive



young women, to the casino's and resorts. Very often outside the cities there will be little difference between the townsfolk and the Raffan Shiv. Inside the cities Nomads are even less welcome, as the corporations and crime families that control the state have set up all the cities as nothing but high priced resorts.



A bunch of scruffy, filthy, dust caked nomads are the last thing they want dirtying up their patrons enjoyment of the carnal delights offered. In addition there is also the re-instatement of limited nuclear Testing at the Nevada test range. While testing has been kept to a minimum, these irradiated badlands are inhabited by squatters and Raffan Shiv, some of the squatters have been living on the old test sites long enough that mutations from radiation poisoning have led to severe deformity and mental instability. And finally, while getting in to the Free State of Nevada is a hassle, getting out can be a nightmare, as every state that borders it has set up strict and severe checkpoints to stop the mass flow of contraband and dangerous materials from being smuggled out of Nevada. Travel through the state is often a necessity, especially for shipping convoys. However it is strongly advised that you either travel in



groups of more than ten vehicles, or groups no larger than three. A small group of nomads can be taken for locals, a large group is capable of defending itself, but anything in between will be seen as an easy target. On the plus side, smuggling contraband goods out of Nevada is a very lucrative business, but also a very risky one.







**Southern California** is hell. The southern portion of the state is desolate wastelands over run with Raffin Shiv, never before has Death Valley so lived up to its name. The north portion of the state is almost entirely engulfed by the Los Angeles Metroplex, where street gangs run rampant and the police are corrupt. This is one of the few urban areas where it is advised that if your vehicle has weapon mounts that they remain armed, loaded and visible. If that weren't bad enough, the weather and pollution of the northern section of the Free State of Southern California



will not only kill you, but possibly your vehicle as well. The ocean is no safer, with Lost Angeles serving as a dumping ground for exiled Californians and a hiding place for the most vile of criminals, pirates breed here like roaches, so much so that while occasional trading is done with exceptionally brave and well armed Thelas, even those seaborne nomads will usually keep a wide berth.



**Northern California** is easily the most successful of the free states. Home to Night City and San Diego, the Northern California economy is strong and although it suffered heavily from the collapse, it has rebounded quite nicely. However, many of the rural areas are still desolate, often deserted, which makes for ideal Raffin Shiv activity. In addition many Raffin Shiv groups have close ties to the street gangs, especially around Night City. Northern California is very welcoming to Nomads, relying on them for much of their freight hauling. Even corporate giants like Arasaka will often subcontract to nomads (often through Meta middlemen working in the Night City Nomad Market) to ship their goods, particularly through dangerous territories.



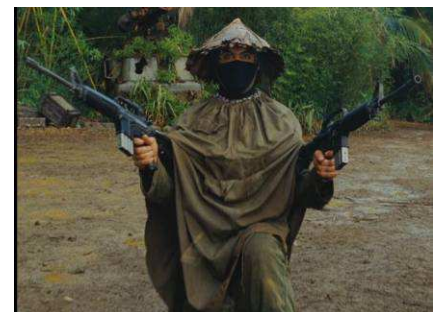
**Oregon and Washington** are perhaps the most successful and stable areas of the United States. With Portland, and Seattle propping up their economies, and strong political representation, these states feature well maintained roads, even in most rural areas and for the most part welcome nomad freight hauling families, migrant workers, and laborers. However they have very little tolerance for wanton violence on their



highways and even less tolerance for environmental recklessness. The Hi-Way officers are well funded, and while there is a small Raffin Shiv presence in the more rural areas, they are struck down quickly if they make too much noise, making this region one of the safer regions for Nomad travel. Unfortunately the general public and most of law enforcement sees little difference between proper nomads and Raffin Shiv, so prepare to be faced with scrutiny. This is not to say that they don't rely



on Nomad shipping, with the Seattle port becoming the largest shipping hub on the U.S. pacific coast, nomad shipping is a necessity, but during and after the collapse the states faced a lot of problems from the nomad community squatting on land and destroying the environment. Luckily this distrust is fading as relations improve.







**Idaho** while Idaho itself ended up moderately successful after the crash, it came at a cost. The rise of the Neo-Nazi movement and its subsequent exile into the back woods (as detailed in Home Of The Brave) as well as many rural townsfolk and farmers losing their livelihoods to the influx of the Agricorps and corporate sponsored farming co-operatives led to a breeding ground of Rafffen Shiv. While Boise and its mass influx of former rural residents prospered, the ousted Neo Nazi party and supporters became a breed of Rafffen Shiv all their own. Highly disciplined and organized the Neo Nazi party melded with a large



outlaw biker gang, and have since engaged in mass recruitment of anyone gullible or ignorant enough to believe that all the ills the country faces are the fault of minorities. Redubbing themselves The Norse Lords, this group is one of the single largest Rafffen groups in the country. In fact, the group is so large,

that it is considered the largest organized groups of racists you are likely to find outside of the Dixie Region. To make matters worse, while loathed by most of the population of the state and denounced by all but the most laughable of political figures, it is rumored that the group is covertly contracted by Biotechnica and Montesanto, who keep them well armed, and well fed, in exchange for them keeping the more isolated Agricorp farms and surrounding lands free from squatters and nomads. Nomads travelling on the main interstates and highways are relatively safe in large groups, unless a Norse Lord scout happens to spot anyone who even resembles a minority among them. Traveling on back roads however is extremely risky. The Norse Lords are very intolerant even of other Rafffen Shiv groups in their territories and hunting grounds and will force the trespassers to either join them, or slaughter them outright. It was found out that captured nomads are being forced to perform slave labor for Montesanto operations in the region. This information came to light after the daring raid into one of the Montesanto operations in Wyoming performed by Members of the Snake and Aldecaldo nations in late 2020. The information was suppressed in the media, but there are rumors and reports that this may be happening again.



**The Great Plains (Montana, Wyoming, North Dakota, South Dakota, Nebraska, Iowa, and Minnesota)** were initially hostile to the Nomad movement. Nomads were blamed for starting the Brushfires that swept through the region, and were blamed for everything from raiding crops to stealing children. However as the Agri-Corps, particularly Biotechnica and Montesanto, began buying land from private farms, or outright seizing farms whose mortgages had fallen behind, more and more natives to the region found themselves on the nomad side of the river, homeless and jobless. In addition, the private farms that did exist were being charged out of existence with fees set up by their corporate neighbors, especially for shipping, in effort to wrest even more land. The private farmers turned to the Nomads, who would ship their goods for them, at a very fair price, often in trade for a percentage of the food being harvested. Not to mention the nomad migrant workers who would show up at harvest time then leave. Of course while the rural folks tend to welcome Nomads, the Corporations in the region see them not just as competition, but as the enemy. And it is not uncommon to see Corporate convoys attacking Nomad trucks or hampering nomad operations. As far as Rafffen Shiv in the region, they are ever present, mostly in small numbers and raiding from the hills and back roads, staking out claims at old abandoned farms. In the desolate polluted wasteland of



Minnesota however, the Rafffen run wild and in large numbers. While the great plains are one of the last places where rural America still exists, North West Minnesota it is virtually uninhabited, and unless you know the roads, almost impassable, creating the perfect territory for Rafffen Shiv and other criminals, looting and salvaging the empty towns long since abandoned and preying on anyone foolish enough to enter their territory.





Wisconsin, Michigan, Indiana, Ohio, and Illinois (The Great Lakes Region) are ecological disasters. While South Western Wisconsin still has some farmland, tightly held by a shrinking



number of private farmers and an increasing number of Agricorporations, the rest of the region is so eaten up by pollution, neglect and outrageous and virtually unmonitored corporate practices (Strip mining, illegal and reckless chemical waste disposal, etc...) that the areas outside the cities are virtually uninhabitable. Inside the cities the pollution is even worse, with respirators, air scrubbers, and breathing masks a daily necessity. Crime is rampant, the governments are corrupt, and while the cities are overflowing, even if the rural portions were inhabitable after the wasting



plague hit there wouldn't be enough people left to sustain them. Of course the deserted rural areas and wastelands are the ideal conditions for Raffin Shiv, who



run rampant across these states, including an all-female Tribe calling themselves Daughters Of Chaos. If the Raffin Shiv don't get you, the environment will. Watch out for frequent and severe acid rain, in some instances so concentrated that it will burn flesh, and that's not even mentioning the damage it will do to your vehicles and equipment. The air is unsafe, and anyone travelling through the region is advised to at least wear a facemask at all times when outdoors.



Having a Nomad Gizmo is essential here, and everything, air, water, food, everything, should be tested before exposing yourself to

it. Lets put it this way, things are so bad in the region that Wisconsin built an giant indoor domed agricultural city for the purpose of trying to raise crops and cattle



indoors... yeah, and it's going about as horribly as you can expect. Regardless of the pollution and Raffin Shiv, the region could not survive at all without Nomad shipping and Nomad laborers, who are the only ones left who will willingly expose themselves to the elements for construction (and in the case of Chicago, reclamation). The desperate situation is nowhere more apparent than Detroit, which has walled its city off into subsections, whose borders are guarded, the rich live like kings, the poor live off the scraps, and the combat zones have effectively become prisons. The inhabitants of the poorer sections and Combat zones would not survive at all without nomads smuggling them in food, medicine and clean water. Relations with many street gangs and criminal organizations in the area with the nomad community are strong. With the police and government, not so much.







**Missouri** is the last successful remnant of the Midwest. It has somehow managed to avoid most of the acid rain that has devastated its neighbors to the north, and had the necessary medical procedures in place to keep the plague exposure to a minimum. While drought and higher heat had its effect on the agriculture, things have been bouncing back steadily, and Missouri is one of the last places in America where the family farm is still a common sight. Not that Agricorps haven't moved in, but since Missouri was still producing enormous amounts of food during the collapse and the New Dust Bowl, its private farmers were well in place to take advantage of the situation. Missouri is friendly to nomads, especially during harvesting season. So much so that not only is the Kansas City Nomad Market actually inside the city



proper, it is the largest Market in the Midwest. There are Raffens Shiv here, mostly affiliated with booster gangs in Kansas City and Saint Louis, or the smaller tribes that roam the more remote areas, but overall even in the cities Nomads are welcome and safe here. And it's one of the few places where statics understand the difference between Nomads and Raffens Shiv.



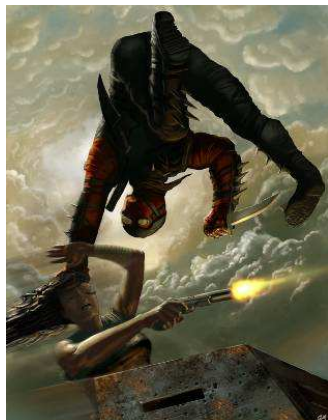
**Kansas** is not as fortunate as Missouri, although it is slowly rebuilding. During the collapse it looked like it was going to weather through the problems even better than its eastern neighbor, but when the New Dust Bowl hit its flat open fields were decimated. This devastated the state economy and left them sore and bitter. Missouri annexed Kansas City, and Colorado claimed portions of the western side, and the Kansans have never forgotten this. Kansas has started coming back though, especially since



Hydropolis was built and its fields are producing across the state except in the far northern areas where the pollution crosses its borders. The problem is that nearly all the agricultural production in the state is corporate, there is a very small number of family farms scattered about the state, holding on by the skin of their teeth, but rural Kansas is virtually gone. The Raffens Shiv have taken over entire towns, abandoned during the collapse, and the largest single Raffens Shiv group in the United States called Kansas home,



operating out of a large but abandoned shopping mall north east of Wichita. They raid I-70 constantly, and swarm across the back roads. They are led by a man called Venger, who rumor has it is a former Paladin. He is known to carry a Gunblade and his ruthlessness and ferocity are legendary in the Nomad Community.



**Alaska** breeds Raffens Shiv like rabbits. The long nights without sun, the long summers without darkness, the bitter cold, the desolation, the wildlife, everything about Alaska, regardless of its incomparable beauty, is one big recipe for insanity. And outside the major cities, while the Law is heavily armed and not in the slightest bit timid, they are scattered about and rare. Response time even in the cities is abysmal, in the outback it can take days or week for a first responder to arrive depending on weather and road condition. During the summer the Raffens prey on tourists and nomads, as well as any small towns that don't pay tribute. In the winter they get more desperate, attacking Nomad and Corp vehicles



alike on the ice-roads, and occasionally laying waste to small towns and villages in their path. Alaska is the harshest environment in the United States, and would be dangerous even without Raffens Shiv, with them, it's deadly.







**Hawaii** doesn't see much Raffen Shiv action on land, although there is at least one biker gang on the island that likes to target Hawaiian native islanders (and several islander groups who attack the gwailo, not much of it is Nomad based. In fact, on land there are very few nomads period. The labor and agriculture is more than taken care of by locals. The only place where you are likely to come across nomads are the Thelas at the ports and on the sea. The sea is also pretty much the only place you are going to encounter Raffen Shiv activity, as there are numerous pirate tribes roaming the pacific islands.



## MEXICO



**Mexico** is vast, it is wild, and outside the major population areas it is relatively lawless. Raffen Shiv are abundant, often working with Drug Cartels and street gangs. Even after the massive efforts to reduce crime and modernize the country, the outlaw and the philosophy of Machismo is so integral to the culture that the popular nomad joke goes "How do you spot a Raffen Shiv in Mexico? Look out your window!" It's not really that bad of course, and Mexico is probably the friendliest place on earth to the Nomad Community, but Raffen make up a large portion of the rural population, and some small towns are entirely based around whatever home outlaw group is staking claim there. These Raffen can also be a bit more reckless and courageous, attacking large convoys, nomad, corporate, even military. These Raffen Shiv don't hide, they strut in the open, using intimidation and brute force to silence anyone who opposes them and they live by the strict code "Take what you are strong enough to keep, keep what you are



strong enough to take!" Somehow this endears them to the locals, contrary to logic, and they will often work to protect them. Even those who don't approve, especially their victims, will often stay silent for fear of reprisal, not just by the gangs, but by their neighbors. These Raffen Shiv are not only well armed, but often they have had military training, either from being in the Mexican military or from survivors of the long walk, many of whom take up top ranks in the Raffen packs in the region. In addition to the normal Raffen activities of plunder and pillage, they often serve as outriders, scouts, and muscle for the cartels and gangs, who more often than not pay them in drugs and weapons. If the Raffen weren't bad enough, the cartels and gangs themselves are very suspicious of anyone passing through their territories and have a

tendency to shoot first and burn the bodies later. Corrupt military/police are also an ever present threat, even more so than in the U.S... And be very wary of your women and children, the slave trade is very active Mexico amongst the underworld, with children often going to work in fields or mines, or sometimes joining the women in brothels and harems.





## RAFFEN SHIV



What is a Raffan Shiv, what makes them different from other Nomads? This question is posed by statics a lot, and honestly, some nomads have trouble understanding the difference. Unfortunately the answer isn't always obvious. There are obvious examples, outlaw biker gangs, often remnants of groups like the Hells Angels and the Pagans who didn't want to join the Nomad Community proper, being prime examples. However other groups have also been dubbed Raffan Shiv by the Nomads, including small town Militia, urban street gangs, and those exiled from the Nomad Community (usually for violent or heinous crimes against the community itself). The only real defining characteristic of Raffan Shiv is their extreme behavior and dress, and their preference for attacking Nomads. While not exactly universal, the typical costume for Raffan Shiv is leather (sometimes even tanned human skin) and makeshift armor, usually heavily adorned with spikes and weapons. Make-up, wild hair, tattoo's, while all of these things are common trappings among nomads, on a nomad they will usually be functional and simple, while on a Raffan Shiv they will be worn and decorated in such a manner as to intimidate and instill fear. Their vehicles are often heavily armed, and their weapons are often more focused on maiming and causing pain than instant kill. It often takes a subtle eye to differentiate between a nomad and Raffan, and the Raffan are fond of using that to their advantage in planning ambushes and raids. In the end, the best and most reliable way to differentiate is by posture and attitude.



## SMALL TOWNS



Remember to also be wary of Small towns, many are very protective of what few resources they have left, as well as their families, and are mistrustful and paranoid, at times outright hostile towards nomads. In a small town you are unfamiliar with, be polite, be friendly, be willing to trade, but always keep your eyes open and be aware of what's happening around you. Having a face man (or woman) who is a good at reading people is an essential member of

your team, if for no other reason than to judge whether the towns people are friendly because they are open to your presence, or whether they are friendly to lull you into a sense of security so they can slit your throat in your sleep as you camp for the night outside town.





# SMUGGLERS DEN:



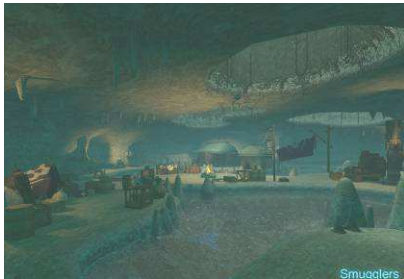
An exploration into The Caves of New Mexico.



The site in and around the caves, once popularly known as Carlsbad Caverns, is now known simply as The Caves. During the collapse the caverns were largely forgotten about, although they were still supplied with electricity, no one could afford vacations, especially not to somewhere as desolate and remote, and growing actively hostile as southern New Mexico. This however was exactly the sort of location a group of resourceful survivalists and squatters (led by former park rangers and tourism staff who found themselves unemployed during the collapse) had been looking



for. The cave complex was vast, well explored and cool. As time passed the Cavers grew more and more settled in, and their numbers increased. While they were able to rig up grow lights to cultivate and harvest food, and pump systems for fresh water, they found supplies dwindling fast. They reached out to the Nomads, offering Sanctuary to Nomads on the run and fresh mushrooms in exchange for food, medicine, and clothing. Eventually, the Caves became something of a storage site and safe haven for nomads. They expanded the cave systems for miles, with some tunnels crossing the border into Texas and rumors of an incredibly long tunnel that crosses into Mexico. The main entrances and exits to the cave are closely guarded, and are the complexity and scale of the operation is virtually unknown to anyone outside Nomad circles, and even then only to those who deal directly with the Caves. When environmentalists and state



officials finally found out what was happening, it was too late, the Cavers were too well dug in, too entrenched. They had built ducts and high power fans to turn the tear gas back on the attackers, they had set up their own generators, they had hacked into enough power lines that shutting them down would practically mean shutting down the entire southwest portion of New Mexico, and even then they would have to lay siege which could have lasted for months even if they could find all the new exits. The environmentalists still bitch, although some have taken to joining the Cavers in the hopes of effecting change from within. The state has given up on The Caves, leaving it to its new inhabitants.



Inside the caves you will find an entire underground dwelling society. While it is a sanctuary for those hoping to escape the law, it has also become something of a Mecca for anyone wishing to escape unemployment and starvation on the road. The Caves have their own doctors, mostly ripperdocs who lost their license to practice above, but also couple who just decided to get away from the trappings of modern society.

The Caves themselves are not a Nomad Market, but their close proximity to the New Mexico Free Trade Zone is no coincidence and many of the goods smuggled through The Caves end up there. The Caves are also the central destination of the Nomad Underground Railroad, where a nomad who needs a new life and a new identity can come and receive both, for a hefty fee. There are even a few cosmetic surgeons to give them a new face to go with that identity. For the most part, life in The Caves is self sufficient, but raw materials, tools, electronics, and luxuries like food that doesn't grow underground will always fetch hefty trade in goods, service, or lodging. Unfortunately, all is



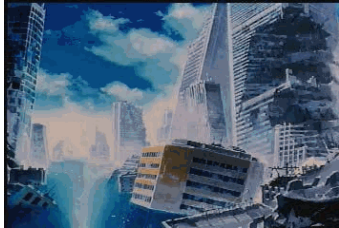
not paradise in the dark, and in some of the more isolated and dangerous parts of the cave have become home to less social folks, scavengers and thieves, who dwell deep in the shadows. Wandering off alone can be deadly, and you should never go off in any side passages you don't know unless accompanied by a trusted and skilled guide. There are reports of these scavengers even coming into the main areas, and stealing women and children, though this is rare. Raffen Shiv have also made a few raids into the caves, they are usually stopped well before they get far in enough in to cause any real damage, but they are getting bolder and there are rumors they may have a man on the inside.



# LOST ANGELES TODAY:



**A look at Lost Angeles 25 years after the Quake.**



As much as California would like to believe otherwise, Lost Angeles is still there, sitting just off-shore. From the safety of the LA Metroplex, Lost Angeles is just another eyesore, littering up the view. However Lost Angeles is not

empty, it is the last refuge of those who quite literally have no where else to go. The outcast, the unwanted, and those on the run make their homes here. Lost Angeles is more than just a place of exile, it is more than just a haven, it is more than a Nomad Market, it is all these things and more.



In the last 3 years, most of the cannibals have been wiped out by the Northern and Southern clans. There are still some pockets hiding deep in the ruins, but the vast numbers of them have been culled. The Wishers are still present, as the number of people exiled from Southern Cali hasn't diminished, and the number of criminals fleeing to LA has actually increased. This is in large part due to the fact that the Northern Clan has been actively stabilizing buildings, and is being funded by Meta. The Southern Clan has cemented their control over their region, and maintains a loose truce with the Northern Clan. Both clans cherry pick recruits from the Wishers, and leave the unskilled and unchosen to fend for themselves.



The Northern Clans dealings with Meta consist primarily of Meta exchanging goods and supplies in return for having a place to set up sort of a west coast version of Metakey

in the ruins of the city. Meta has been bringing in dirt and filler

so create areas of dry land along the coast of the city, and steel to shore up important structures. Meta isn't doing this merely for tax and inspection free shipping, rumor in Lost Angeles fly that Meta is working



with the leaders of the Northern Clan to declare Lost Angeles it's own country. Meta lawyers are acting silently and quickly, but the fact that the United States declared Lost Angeles a no man's land even before Southern California became a free state is definitely going to work to their advantage when they are finally ready to declare Independence and Sovereignty. The Southern Clan has no idea what Metacorp and the Northern Clan are up to, when they find out it may very well break the truce. Metakey



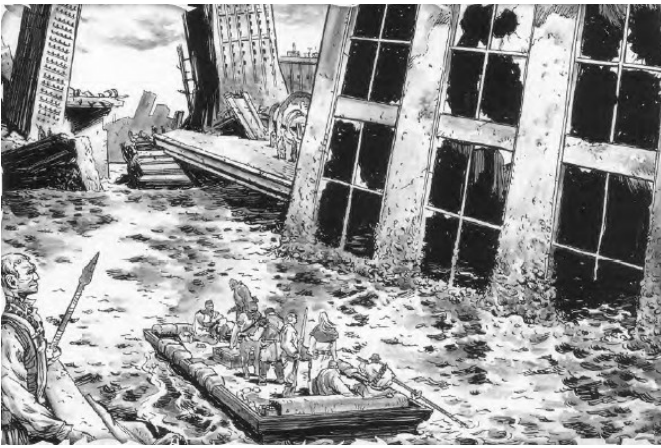
West is at the moment a floating fortress made from scrap, anchored right outside Northern Lost Angeles, if the deal goes through, the Fortress will become the capital of the new country.

The Southern Clan has become the largest hub for contraband smuggling on the west coast. It is a pirates den, and the concentration of wanted criminals and fugitives is higher here than anywhere in North America. The Thelas nurture strong relationships here, even though it is also the staging ground for most of the attacks on Thelas boats. Of course many of the Thelas are themselves pirates, so it's all relative. It's not just pirates and outlaws who take refuge here, Lost Angeles has become extremely important to organized criminal



organizations, especially the Vietnamese Golden Tiger organization who uses Lost Angeles to sell and distribute heroin in exchange for slaves and guns.





In addition, the problem of contamination and pollution from the streets is only compounded by waste dumped from the Los Angeles Metroplex. The marine life in the area has begun to show mutations, as have babies born to those living in the ruins.

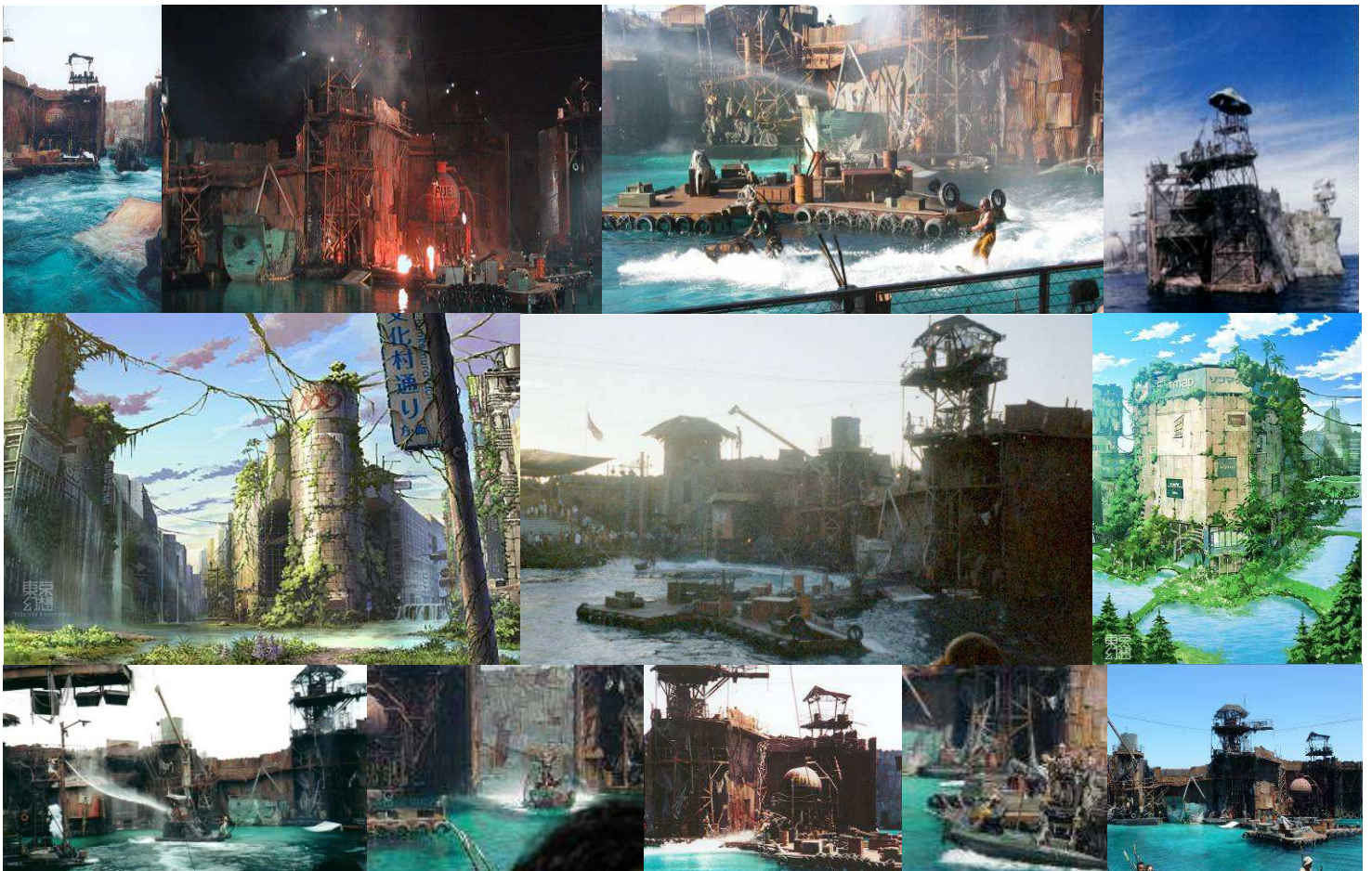
It is still no safer navigating through Lost Angeles; the flooded city must be travelled either by boat or through precariously erected walkway between buildings. And though the Cannibal Nation has been nearly wiped out, there are still plenty of thugs, rapists, and murderers prowling the dark corners, especially in the South and Central portions of Lost Angeles.

The waterways themselves are treacherous, and without a guide the chances of becoming stranded on rubble beneath the surface, or the odd currents dashing your boat against the sides of buildings, or finding yourself in hostile territory with no means of escape are high.



To make matters more interesting, Corporate raiders and independent edgerunners still make the occasional venture into the ruins, in hopes of finding treasure abandoned after the quake. While after 25 years, most of the vaults have been accounted for, rumors and stories still abound of the lost corporate cache, or the unrecovered priceless artifact just waiting to be uncovered.

For more information see Lost Angeles at Datafortress 2020:  
<http://datafortress2020.110mb.com/la/lostangeles.html>





# THE UNDERGROUND RAILROAD:



**Relocation, the nomad way.**



The government has the Witness Relocation program, but what do you do when it's the government you want to hide from. Sure you can hide out in your local Combat Zone or ghetto, and hope the cops aren't brave enough to come in and get you, or your neighbors don't bag your for the bounty, but then you have to live in the Combat Zone, where you may end up with bigger problems than the government looking for you. You could head to a No Man's Land, like Lost Angeles or Manhattan. No one will ever come for you there, though you may wish they had. You could try to leave the country, but if whoever is after you has enough resources and enough money, and is mad enough at you, they will still find you. Escaping into the wilderness and wastelands as a nomad has always been a popular option, and I has been said that if you aren't running from something you aren't really a nomad. But sometimes even that isn't enough. Sometimes you need to get out, get away, and never be seen again. One way to do that is the Underground Railroad.

The Underground Railroad is very similar in nature to the Underground Railroad of the 1800's, which helped slaves escape to the north and freedom. If you are being hunted, and can pay the price, the Nomads will transport you in safety, security and anonymity, wherever you need to go. Through a series of safe houses, sanctuaries, and hidden supply caches, the Nomads who dedicate their lives to refugee smuggling will get you to your destination, whatever it may be, as well as provide you with new identification, and if you really need it and can afford it, a new face. Occasionally a political refugee, or someone who has done a great service to the Nomad Community will be given a ride on the Underground Railroad free of charge. It is rare for a static to receive this boon, but not unheard of.



While the nomad community is aware of the Underground Railroad, and even in static society it is a widespread rumor, the only way to get on board is to petition the Main representative of a nomad Nation at one of the Nomad Markets or major gatherings. Even then, the tribal leader will only be able to provide a meeting to a Railroad Driver, who will only meet the "Passengers" in private where they can plead their case and payment can be arranged. If the Passenger is accepted they will leave immediately. They are allowed to bring only one bag, and they are expected to do everything their Driver tells them. The Driver may work alone, or they may be part of a small crew. A driver will stay with his Passengers until they reach their final destination, acting as guide, bodyguard, and provider. Sometimes they will travel alone, sometimes they will travel within a larger group of nomads. The Driver may switch vehicles often during a single trip. If pursuit gets close enough, a Driver may be required to pass his Passengers off to another Driver team, but this is an absolute last resort, as the fewer people that know about the Passenger(s) the better, and doing o may completely alter the destination and route to such an extreme as to be starting over again from scratch.

Under no circumstances is a Passenger to reveal their identity or situation to anyone, doing so is considered a breach of contract, and their Driver will simply vanish, leaving them wherever they happen to be, including the middle of the wastelands.

Most, but not all, Railroad trips will make at least one stop at The Caves in New Mexico, where the Passenger can get an expertly forged set of new ID papers, even a S.I.N. card, and if necessary, cosmetic surgery by a trusted nomad doctor. Regardless of route, the Drivers will often try to keep to back roads and unmarked routes. This increases the danger of running afoul of locals or Raffen Shiv, but it is necessary to stay off the radar and reduce the chance of government or corporate encounter as much as possible. The Railroad doesn't have a website, Passengers are forbidden to send digital messages And Drivers almost never do either, GPS devices are not wallowed, nor are cell phones. The most common method of information transfer other than word of mouth, between Driver and the Railroad or other nomads, is via the nomad run Radio Free America, which will broadcast coded messages to any Drivers believed to be in the vicinity at the 23 minute mark of every hour. Each Driver, or Driver team, has their own code, so they will know if the message is meant for them.



To become a Driver for the Underground Railroad a nomad must implicitly earn the trust of his Nation, and be on good terms with the other nations, as his ability to blend in with Nomad caravans and call on favors and contacts is essential to the safe completion of their journey. They must be highly and equally skilled at both vehicle operation (cars and trucks, motorcycles are not suitable for the task) as well as combat. Some Drivers dedicate their lives to this calling, others do it for a short time, but it is a duty taken extremely seriously by the Nomad Community at large. Failure to see your Passenger to his destination cause a serious blow to a Drivers reputation, and abandoning (unless he reveals his true nature to someone) or betraying your Passenger(s) will culminate in the Driver being shunned from the community. If a passenger reveals the methods, route, or Identity of his Driver to anyone during or after they have been delivered, it is not unknown for the Nomad Community in the area, and beyond, to do everything in its power to eliminate the betrayer(s) and cut the tongue from their corpse to make sure the message is understood.





# RADIO FREE AMERICA



Nomad run broadcasting



Radio Free America is a series of transmitters either using old radio towers long abandoned, or building new ones across the country. There are hundreds of Nomad radio stations across the US. They play music, give weather and road conditions, warn of dangers, and allow nomads to rapidly spread other necessary information. Every major Nomad Market has their own FCC licensed station, as do most of the minor ones. In addition, there are several mobile and stationary pirate stations that operate across the US in conjunction with the main stations at the markets. While the stations tend to work in concert, and try to provide the most up to date information possible, there is no overriding authority or set of standards. Some of the more isolated stations that broadcast can be... eclectic.



Every FCC licensed station has an up to date computer with internet, as well as Hamm and CB radios to allow nomads on the road to communicate directly with the station in case of major events like police road blocks, Raffen Shiv sightings or attacks, or weather reports. While the main stations are officially licensed, the FCC doesn't pay much attention anymore, with most people getting listening to radio via satellite or internet, the old AM and even FM broadcasts are all but forgotten to most of static society, at best looked on with a sense of nostalgia. Also with the explosion of pirate radio stations in the major metropolitan areas they have their hands full anyway. This has given the Nomad

Stations a much broader range of freedom, a situation they take full advantage of.

In the event of an emergency, these radio stations can, and have been used to coordinate Nomad movements, nationally if need be. During the Kansas City Incident for instance, when terrorists hacked into cell phone towers to broadcast a signal that mentally unhinged anyone on a cell phone at the time, the Nomad Radio Station was the only reliable means of information.



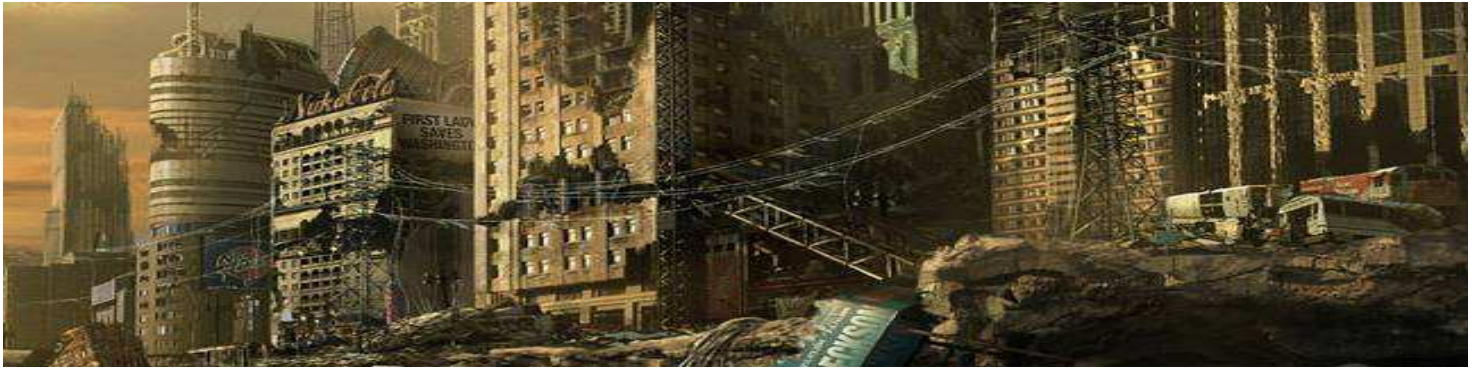
Putting up broadcasting towers or repairing old ones is a lucrative, if dangerous job for nomads who have the expertise and need the money. The goal in the community is to create a radio network that covers the entire nation, but there are still vast stretches where no signal reaches due to isolation. Funding for much of this comes from Meta, who has also covertly financed pirate stations running from abandoned coastal and deep water structures.

The Radio is not the only means of sharing information, there are a few television stations, sometimes housed in the same building/ There are also countless blogs, websites, and several nomad based newspapers. The most famous and well respected of which is Dust In The Wind, run by a nomad named Chance who gained respect and renown both for completing Paladin training and for his efforts in clearing out the Sear Tower in Chicago as well as the massive Raffen Shiv confrontation in Kansas, reporting on it all from the back of his truck, where he distributes both electronically and in print, leaving his paper at every Nomad Market and rest stop he comes across.





# RECLAMATION AND RECONSTRUCTION:



## A brief look at Chicago and Manhattan Restoration Projects



### CHICAGO



Everyone knows what happened to Chicago. When the wasting plague hit the city in 2012 it was nothing short of apocalyptic. The dead were filling the streets, and the numbers of dying were increasing exponentially. Faced with the possibility of the outbreak spreading out from the city in biblical proportions, the overburdened and nearly bankrupt government

did the only thing it could. It sealed off the city, abandoning the survivors who hadn't already fled and quarantining the entire area. Chicago was a dead zone, written off and declared a No Man's Land.



Nomads were immediately brought in to construct Chicago Port, which served as a new business hub, but Chicago itself remained off-limits for 8 years, until in 2020 Storm Technologies, with approval from the state and federal governments, signed contracts with the Aldecaldo and Jode nations. The nomads, particularly the Aldecaldo, had made an impressive showing rebuilding Mexico city, and since most nomads are non-citizens, they work cheap. It didn't hurt that the sees Nomads as little more than illegal immigrants, crazy vets, and glorified booster gangs.



The contract reached was simple. Nomads would go in to Chicago, test contamination levels, clear the area of danger, and begin reconstruction of the city. As part of the contract, supplies would be paid for by

Corporations who chose to invest in the project (the amount of money an individual corporation ponied up determined what priority their interests were seen to). In addition to the money paid by government and corporate interests to the Jode and Aldecaldo nation, the Nomads made it clear that while they would work for next to nothing, they laid claim to all salvage rights within the city. As soon as the deal was agreed upon, work began.







The first task was to go in accompanied by Storm and federal representatives to ensure that the plague was in fact, no longer a threat. Isolated corpses found in basements, in cars, etc, which are still contaminated and infectious, are still occasionally found, but there are very strict safeguards and measures taken in such an event.



A few survivors were found, most of them mad from ordeal, the worst case being the Sears Tower incident. Faced with death in the streets, a group holed up in the Tower, sealing it off from the outside. Over the years their mental states devolved. Not much is known about the actual events, Nomads

don't talk about it, but the stories that did come out from the attempts to clear the building before it was eventually demolished with the group still inside are the Boogymen stories that nomad parents tell their misbehaving children.

The Corporations and government had long since cleared out the banks, reserves, and other resources, so the salvage rights weren't something they were worried about.



However the nomads began stripping the buildings of everything of value. Instead of using recovered wiring and metals as construction supplies, they sold it off as scrap to



the highest bidder, charging the corporations for all new materials. In addition, while the banks were cleared out, there were a great many small business safes, ATM machines, and other forgotten stashes of cash and wealth. It soon became clear that the nomads were coming out way ahead on the deal. They were also finding sensitive documents and files left behind in the hasty evacuation.

The sensitive nature of these files was a threat the corporations could not ignore. The government and the corporations separately threatened to roll in and oust the nomads, until it was pointed out to them



that at this point the only way to get the nomads out would be a full scale military invasion. Things were heating up and quickly reaching a boiling point when Meta representatives stepped in and negotiated a compromise.



Meta reps would funnel out and return any found resources and records to the corporations. Business holdings could be purchased back, or given priority, for a fair and equitable price. This alleviated most of the pressure, and work was soon underway again. However, corporations and wealthy individuals have personally hired nomads, and in some

cases mercenaries and even Raffin Shiv, to sneak in and retrieve sensitive data or resources from areas that haven't been cleared yet. This is extremely risky, as these individuals could contract the wasting plague and be the catalyst for a new outbreak. The areas that haven't been reclaimed yet are still considered a No Man's Land by the government, and the nomads and Storm Technologies have the authority to shoot any trespassers on sight. An authority they enforce.







The last point of contention centered on the Art Institute of Chicago and various other museums. Nomads were claiming artifacts and works of art among the salvage. The Corporations were trying to get in on the action via mercenaries, and the Government was claiming it's ownership of the

items. In the end, after much deliberating, more than a few standoffs, and at least 2 firefights, it was decided that what remained would stay, and be used to rebuild the museums. In the meantime the remaining art and artifacts would be catalogued and stored in a government facility until completion of the new museum and the city was open to civilian population again. The government also has representatives at the impromptu Nomad Market who will bid on art and historical objects found, in order to restock what was lost in the museum lootings.



It's been three years now since work began, and roughly a quarter of the city has been reclaimed. Work started with a central road system running through the city to move supplies in and out, and most of the corporate sector along the northern coast. Reconstruction has already begun in the reclaimed areas, with the corporations who put in the most money getting top priority over building location and construction. From these central points the nomads move block by block, decontaminating, salvaging, and reclaiming new areas in an ever widening circle. The work is slow, but it is steady, and it is estimate that by 2026, most of the city will be cleared enough to start repopulating. In the areas already reclaimed, it is still off limits to any civilians other than corporate employees manning their new facilities.



As stated, the real point of profit for the nomads is salvage. Scrap metal, recyclables, and the like are sold off directly through Meta proxies. Other goods and items are shipped out and distributed across the various Nomad Markets in North America. Some private citizens and corporations even supply the nomads with lists of goods or resources they are looking for and willing to pay a high price for retrieval.



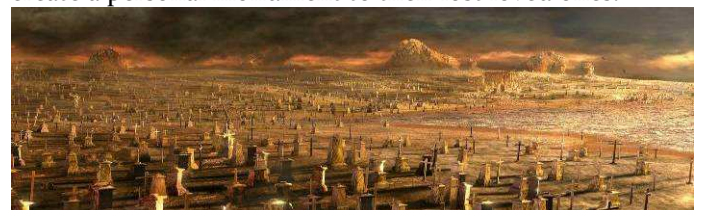
The initial outbreak of the plague killed over 1,700 people. That was before the city was sealed. Anyone who was healthy or sneaky enough got out of the city before the quarantine was imposed, but for everyone else, they were simply left to die. Rough estimates put the final body count between 20 and 30 thousand people. Over 3 thousand people were gunned down trying to get out at the military borders sealing the city alone. The Nomads have been taking a count of bodies found, but have yet to release numbers.



From this tragedy however, another small business has emerged from the reclamation of Chicago. Any available information on bodies found (ID, location of body, etc) is posted on the Chicago Lost Memorial Website, run by Nomads. This information is free, but heavily sponsored by corporate interests wishing to appear benevolent and sympathetic. In addition, for a small fee,

a relative of a lost citizen of Chicago can have Nomads working to decontaminate the area inspect addresses for the loved ones remains or confirmation of death. For additional fees, the remains, once decontaminated, can be shipped off to the grieving family member. If the customer is willing to pay, the nomads can even retrieve heirlooms, trinkets, or such for the grieving party. This business is seen by many in the outside world as macabre and exploitative, but to untold families and friends who lost someone in Chicago it provides a much needed sense of closure.

The nomads who do this work are often people who lost loved ones themselves in the disaster, in fact the entire affair originated from one nomad woman who was looking for the remains of her husband and small children. These same nomads have created a giant memorial on a country road outside of the city. Across vast fields they plant a cross for every victim found. The crosses themselves are blank, however it has become common for relatives to pay for grave markers and headstones bearing the names of their loved ones. A large mausoleum was built upon which the names of all known victims are being placed, and a small Amphitheater was erected for ceremonies and gatherings. These were paid for by private donations, and a crew of nomad stonecutters and engravers is on site to cater to the relatives who wish to create a personal monument to their lost loved ones.

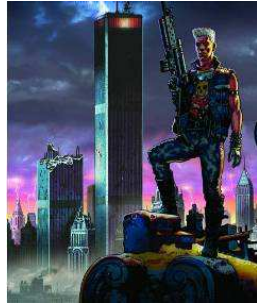






NEW YORK

Negotiations are well underway for the Aldecaldos to begin similar operations in New York. Storm and Biotechnica have made several advancements in the field of decontaminating radioactive materials, and 20 years after Manhattan was nuked, it appears to be safe for reclamation efforts to begin. Corporations and private groups have been reclaiming the outer portions for a few years now, and business is up and running on the outskirts of the island, but the center of the island is still a wasteland.



going to make reclamation that much more difficult. According to reports from initial expeditions, some areas near the center of the blast are still registering high radiation. However with experience from rebuilding the collapsed ruins of Mexico City and decontaminating Chicago, the nomads are confident that they can get Manhattan up and running again within five to ten years, especially with major interest and support from corporate interests.

The region itself is eager for this project to begin, as many in the population wish to see the former seat of culture and finance in the United States returned to its former glory.



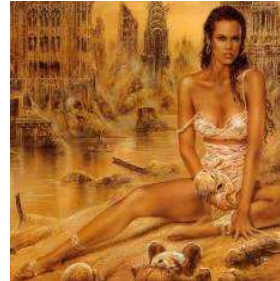
Nomads and government sponsored Storm and Biotechnica expeditions into the ruins have already begun, and reports coming back are positive. The stalling point for negotiations so far has been safety concerns and Salvage rights. The corporations, after learning their lesson in Chicago are trying to put restrictions on Salvage, in retaliation; the Nomads are demanding insurance from the corporations who are contracting for their interests to be rebuilt. Negotiations are going smoothly however, with Meta mitigating and overseeing the talks, and an agreement is expected to be reached soon. Reclamation is scheduled to begin in July.

New York poses some altogether different problems. The blast itself was low yield, and most of the radiation was fairly contained. However it was fairly devastating, hitting right in the heart of Downtown. Without maintenance, the buildings that weren't damaged directly by the blast have decayed and begun falling apart. The streets are packed with derelict cars, rush hour and Christmas traffic left the city streets impassable. In short, the attack happened at the worst possible time, and it is

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Initial expeditions are reporting that there are people living among the ruins.



Sightings indicate that they are suffering effects from long term radiation exposure and malnutrition. No successful contact has been made, but disturbingly, there are sightings of children and young

adults deformed by their exposure. The most terrifying reports coming back from the initial expeditions are that the extensive sewer and subway tunnels in Manhattan are inhabited. Rumors claim that the subterranean dwellers are aggressive, violent, and possibly cannibalistic.





# SCRAMBLE USA:



**The largest most dangerous underground race of 2023**



October 31<sup>st</sup> 2023, the 3<sup>rd</sup> Annual Scramble will take place. Drivers and team from around the world are expected to show up, and the whole event is to be televised live via the web with instantly updated gambling. This years race promises to be the largest ever, and will span almost the entire country.

The original race, took place in Night City in 2020. The event was organized and executed by a group known only as the Night Crew. Rumors widely speculate on the identities of the Night Crew, some say they are a group of freelance edgerunners with money to spend, others say that the Night Crew is really just 2 netrunners, an infamous hacker named Wormy44 and a 15 year old girl named Elsie. No one really knows the real identity of the crew behind the race.



Over the course of 6 months, they promoted the race, charging a 50,000 dollar entrance fee, offering the winner a 5 million dollar prize, second place 2 million, and third place 1 million. The race took place across night city, consisting of each driver having to hit RFID checkpoints. The locations of the checkpoints were kept secret, and only revealed by custom GPS units given out moments before the race began. The GPS units would record each RFID checkpoint passed, and upload the information to the gambling sites that were set up. In addition each vehicle entering the race is equipped with front and rear satellite remote operated cameras, allowing the race to be recorded and to ensure drivers stay on the ground. The rules were simple, contestants had to travel on wheels, and they had to pass every checkpoint. Everything else was fair game. Spotters were set up across the city to make sure no one was cheating by using aircraft. Cameras were also set up at random locations around the city, and at all RFID checkpoints for the best possible views of the action live and streaming to all viewers and gambling sites.



The race was completely illegal, in fact, outside the racers and their sponsors, and the lucky ones with their ear to the underground knew what was going on. The chaos that ensued caught the city completely unprepared.





There was no starting line, and no finishing line, no course in fact. Before the race the drivers were given their GPS devices, and told to position themselves as to their instinct and judgement. At exactly 1pm the locations were uploaded to the GPS devices and the race was on. As the drivers raced across town, each taking their own random routes, police and emergency responders were quick to take action, but were quickly overwhelmed by the enormity and confusion of what was going on. Vehicles tearing down the streets in seemingly random patterns at ridiculously high speeds, running vehicular gun battles erupting as racers attempted to lose police pursuit, as well as against other racers encountered on the way to a checkpoint. There were no safety precautions taken, in fact no consideration whatsoever was given to innocent bystanders. One racer lost control and crashed through an a crowd of people, his car rolling end over end into a mass of people caught completely by surprise. Other racers crashed into traffic, or into buildings. One racer got into a firefight with police, and when his own car was too badly damaged to continue, he killed two police officers and attempted to finish the race in their police cruiser before SWAT took him out.



In the end, a Japanese Yakuza affiliated motorcycle racer took the win, though he had to crash his own vehicle to do it, nearly costing him his life. Second place went to a Nomad driver, who . The racer who scored third place was the most incredible story of the event. It was a full conversion cyborg on skates. He had entered to promote Jattenhand, and came out of nowhere to prominence, he lost second place to the nomad by less than 10 seconds. In the end, all but 12 racers of the 100 who started were dead, or captured by police. 42 civilians died, with another 80 hospitalized, of those dead, 14 were police or other emergency responders.



As per agreement stipulated before the race, the winning team or their representatives would select the location for the next race. The Yakuza backing the racer who won the Night City Scramble chose Tokyo. The night crew spent another 6 months setting up the race. Due to the very strict weapon laws in Japan, it was decided that for the Tokyo Scramble, neither racers nor their vehicles could be armed. Regardless, the resulting carnage of the Tokyo race still mirrored that of Night City. A Nomad from Arizona won the Tokyo race.



Things were quiet. Everyone expected the Night Crew to promote a third race, but the year came and went. The Night Crew had simply vanished. Eventually, a group of nomads, including the family of the driver who won in Tokyo, decided to put on the third Scramble themselves. They decided to make it bigger than anyone thought imaginable. The race wouldn't be confined to one city, or even state. It would be a coast to coast to coast race, and all gloves were coming off. The first two scrambles are still some of the highest selling underground event recordings of all time. The third Scramble looks to surpass that.



Unlike the Night City and Tokyo Scrambles, the North American Scramble will have a starting line. The race begins on the West Coast. From there racers will drive across the country to a location on the East Coast and then turn around and drive back to the west coast for the finish line back on the West Coast.





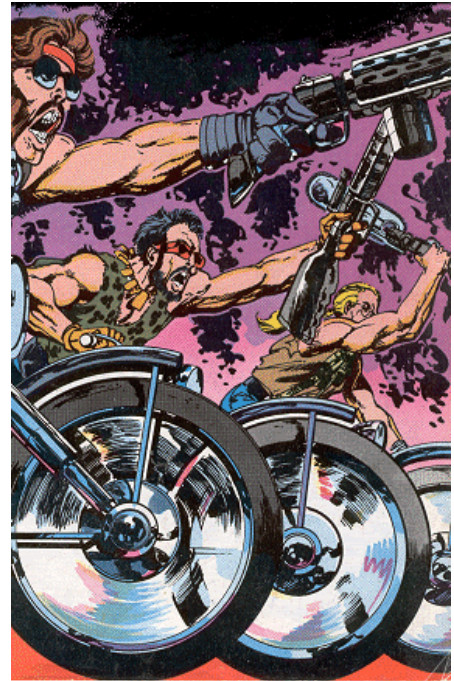
The rules have changed somewhat. Weapons are allowed again. Aircraft are still not allowed, however hovers and tracked vehicles are permitted. To enforce this, the GPS devices given out will track altitude, and automatically compare it against land elevation at their present location. Other than the Start, Middle, and Ending checkpoints, there is only the vaguest resemblance to a set route. Because there are only 3 RFID checkpoints in this race, and because it spans such an immense area, there is no way for the race promoters to have cameras set up to catch the action. Instead, in addition to the cameras set up in the drivers vehicles (expanded from 2 cameras to 5, covering all 4 directions and a view from inside the car), the Nomads putting on the race are asking any nomads or viewers with aircraft to provide aerial footage wherever possible in exchange for a percent of after race video sales for any footage that makes the video.



In addition, not only will gambling and live coverage be available online, but numerous betting houses will be set up across the country, including at every major Nomad Market.



The entrance fee has also been lessened for this race, only 20,000 per vehicle. The promoters of this race want as many participants as possible. The number of drivers who have already bought in is over 250, and that number is expected to at least double by the time the race starts. Entrance fees can be paid online, or at any major Nomad Market in the country.



While the vehicles that enter this race are allowed, and even encouraged, to be armed, it is not the other drivers that most racers should be worrying about. The Raffin Shiv are aware of the race, some tribes even entering their own drivers. Nevertheless the Raffin tribes across the country are not taking kindly to the thought of racers traveling through territories they claim as their own, and have sworn to wreak unholy hell on any racers that try to pass through their hunting grounds. Regardless of where the checkpoints are, it would be next to impossible to drive across the country at speed without entering areas of high Raffin Shiv infestation at some point.



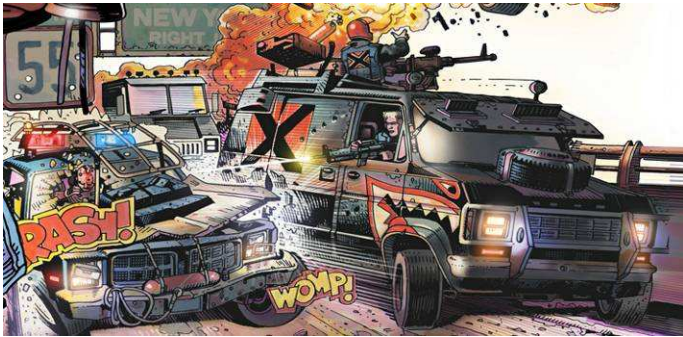
40 percent of the stake will go towards the race promoters and their crews. The remaining 60 percent will be divided up among the top 20 to finish the race. With 20% going to the winner, 10 percent to second, 5% third, 3% to fourth, and 2% to the fifth place. Sixth through twentieth place winners will each get 1%. The remaining 5% of the stake will be divided against any surviving racers who are able to cross the finish line within 48 hours of the 20<sup>th</sup> place driver.



The Raffin aren't the only problems. The anonymous promoters of the original race are wanted by every law enforcement agency in Northern California, as well as the ATF, HI-Way, and the FBI. Every law enforcement agency in Japan as well as Interpol was



added to that list after the Tokyo Scramble. While there have been 2 years for the heat to die down, you can be sure Law enforcement is aware of this new Scramble being promoted and are going to take steps to shut it down and arrest anyone involved. This is why the exact locations of the three checkpoints are being kept secret until the information becomes necessary. In fact, one of the reasons the race is being held across country is to make it difficult for Law enforcement to do much about it.



Interstate co-operation is at an all time low, but that doesn't mean they won't make an effort, especially in large cities. The police generally won't care what happens on the small rural roads spanning the wastes, but large metropolitan areas will have such a high police presence that they will be able virtually lock down roads and highways to and from the cities. Even smaller towns will be aware and their police loaded for bear. HI-Way's reaction will be unpredictable, and will vary wildly depending on events. Because of the heavy police presence, if you do have to enter a city, we strongly suggest you remove any illegal weapons or modifications to your vehicle.



While the exact checkpoints of the race won't be known to the drivers until the last minute, they are aware that it will be coast to coast. Many drivers and teams have used the time before the race starts to set up hidden caches of weapons, fuel and other supplies across the country.



48 hours before the race begins drivers will be sent an e-mail or text informing them of which State the race will start in (Southern California). 12 hours before the race starts they will be sent the exact location of the starting line (Baja). Once the race begins, the racers will be to make for the east coast. When their GPS devices cross Longitude 90 river the will be told state the next checkpoint is in (North Carolina). Upon crossing the border into that state they will be given the exact location of the midway

checkpoint (Wilmington). From there they turn around and head back across the country. Again, once they pass 110 degrees longitude they will be told the last state (Oregon) and upon entering the states borders they will be told the location of the finish line (Newport).



Nomads are entering the race by the score. Some entrants are just a single driver or small team being sponsored by a large family. Other nomads are entering by themselves. Strangest of all is that entire families of nomads are entering, a few even paying for multiple vehicles including their main trucks, and will be running the race like any other run. Due to law enforcement attention, there aren't as many pro-drivers entering this year, and most drivers, pro, nomad, and even occasional civilian, are entering under false names, some going as far as wearing disguises. Organized criminal organizations are not about to be left out of the show, either sponsoring their own drivers, or in the case of the Russian Mafia in Night city, sponsoring a nomad driving team.



A Driving team can be between one and three people registered as GPS carriers. While the vehicle can have as many people as the drivers wants, only those three can claim ownership of the GPS and claim the prize. If the driving team has to, it can change vehicles, but they must transfer the cameras and the GPS to the new vehicle. If the vehicle they get in belongs to another racer, the cameras will automatically tune to the new GPS. To claim the prize the registered entrant must cross the final finish line with the GPS assigned to them.

This is gearing up to be the race of a lifetime folks, don't miss it.





# NOMAD MARKET ECONOMY



## A brief guide to doing business in a Nomad Market

While cash is always accepted in the Nomad Market, especially from Statics, the main form of commerce is trade. Trade in the nomad market is complicated, but is based on the Canned Goods standard. The exchange may vary slightly from market to market, but the amount of cans something is worth is the standard by which nomads negotiate trade amongst each other for small items.

Can of Soup/Vegetables  
5eb  
Can of Fruit  
10 eb

Fruit cans are worth more than cans of meat, soup, and vegetables because they taste better and in the damaged ecology of 2023, fruit is much more expensive.

Dented cans are worth nothing, as the food might be contaminated.  
Cans without labels are worth .50 eb.



**GM NOTE:** It is important to remember that the prices listed for vehicles at Wandering Joes and other Nomad Market Auto Auctions are that of the opening bid of an auction. Expect the price to raise by 1-2D10 depending on condition and demand for the item.

## ITEM VALUE IN THE NOMAD COMMUNITY

Value is listed in terms of what it costs in EB to purchase in a static environment; these costs do not adjust those given for items listed in Nomad Market or Neo-Tribes. Very few items in the nomad market are purchased from the manufacturer by Nomads. Most of the items come from salvage, scavenge, or from hitting corporate shipments, but are otherwise treated as new condition, the same as you would buy in a Static store. It's a sad fact that there are many nomad road pirates who will attack corporate shipping vehicles and steal their cargo. The reason these groups are called pirates and not Raffens Shiv is because they don't target other nomads, but that line is always paper thin.

### Tools (x3 price)

#### Common to Extremely Rare

Any kind of tools, from basic hand tools to industrial tools. Knitting needles, power drills, anything.

Tools are one of the most prized possessions in the nomad community. As long as they function, even broken or damaged tools still fetch full price. With a full set of masterwork quality tools, you are pretty much set in any nomad market in the country. Vehicle parts are subject to similar exchange.



### Melee Weapons (x1 price)

#### Extremely Common

Melee weapons see a lot of use in the nomad market, many of them are hand made or customized, almost all of them have seen hard use. Melee weapons, depending on quality, tend to sell for the same in the nomad community as they do in the static community. However statics, always looking to hang something interesting on their wall, have been known to pay double or even triple price for even the simplest nomad weapons, especially if the seller has a story to go with it.



### Bows and Crossbows (x1.5 price)

#### Common

Bows and crossbows are worth more in the nomad community because ammo for them is relatively easy to make and often re-usable. They are also quiet, and easy to maintain.



### Legal Firearms (1/2 price)

#### Extremely Common

Firearms are a dime a dozen in the nomad market. By legal we are talking in terms of the type of weapon, not whether it has been used in a crime or not. In fact, it's almost certain that any used handgun bought in the nomad market has seen its share of action. Urban gangs often sell their guns to the nomad community instead of just ditching them. In addition, quite a few guns are made in the nomad community itself, some types are very common, some are unique and specifically customized to the owner. New guns are rarely seen, as there is just too many more easily available guns. A brand new gun that has never been used to commit a crime is worth twice its standard value.





**Illegal Firearms (x1 price)  
Common to Extremely  
common**

Illegal refers to weapons capable of three round burst or fully automatic fire, that are of an illegal caliber, or have had illegal modifications. These don't fetch as high a price as they do in urban markets, because nomads don't tend to have to worry as much about getting caught with them. The indiscriminate nature of fully auto-fire accidentally hitting a friend or bystander makes these weapons somewhat frowned upon in the nomad community.



**Sport, Muscle and Performance cars, Motorcycles,  
Sedans, Trucks, and SUV's. (1/2 price)  
Common**

Nomads live and die by their vehicles. But modern vehicles tend to leave a lot to be desired by nomads. Even the fastest or heaviest hauling vehicles tend to be rather tissue like in regards to the rough use and abuse nomads require of them. Full standard price is asked however, if the vehicle comes with a steel body or reinforced frame.



**Ammunition (x2-x3 price)  
Extremely Common to  
Extremely Rare**

Guns of every type are extremely common in the Nomad Community, but ammunition is at a premium. Standard rounds, like 9mm and 10mm, 45.Cal, 357 and .44 magnum, and 5.56 and 7.62mm rifle ammunition are easy enough to come by. Even .50cal BMG ammo is relatively common, but less common rounds like .454 casull, 14mm, or 10mm rifle ammo is very rare, making it 3 times as valuable as what you would pay in a store. Caseless ammo is exceedingly rare in the Nomad Markets. Most decent sized Markets have their own techs who will make ammunition, (one week waiting period for every case of 100 bullets, or 50 shotgun shells, double if specialty loads are required) but the brass casings for the ammo can be hard to come by for the less common rounds so be sure to save your expended shells if you can. Very few nomad techs have the supplies to make caseless ammo, and if they do they will charge x4 for it, regardless of caliber.



**Watercraft, Aircraft, Military vehicles (x1 price)  
Common to Rare**

These vehicles, regardless of size or shape, tend to be worth the standard asking price. The relative scarcity of these vehicles and their extreme usefulness makes them very popular, and more often than not, a necessity.



**Clothing-Cloth (1/5<sup>th</sup> or 1/2 price)  
Extremely Common to Extremely Rare**

The nomad lifestyle necessitates that spare clothing is kept to a minimum. There simply isn't room in a car for much of a wardrobe. Nomads tend to favor utilitarian or comfortable clothing, and sturdy clothing above all else. However the Nomad Markets are full of clothes. From hand made nomad clothing to designer labels stolen from corporate shipments or knockoff labels. While nomads buy what they need at the discounted rate of 1/5<sup>th</sup> what they would pay in a static store, the nomads will sell the same items to Statics for half price. The Statics are still getting a hell of a deal, and nomads are making out like bandits. In fact, many Static stores buy entire inventories from nomads, especially when they can get designer labels or at least knock-offs. Footwear, Socks and underwear however go for double the standard price.



**Explosives (x2 price)  
Rare/Extremely Rare**

Explosives are a highly sought after item in the Nomad Community. Anything from simple dynamite to hand grenades. Rockets, launched grenades, land mines and missiles go for x3 price. They aren't seen often, but when they are they go for high dollar.



**City Cars, Compacts, Luxury Vehicles (1/4<sup>th</sup> price)  
Common**

Citycars and and compacts don't have the power, room, or range required by most nomads. While the nomads appreciate their economy, they are seen at best, as a temporary measure until the can get a real car. Luxury cars are alright, they usually have the power and cargo space required, but the same amenities and perks that make them so popular in the static community are virtually useless in the nomad community.



**Clothing-Leather (x1 Price)  
Common**

If there is a standard uniform for nomads its leather. Leather is durable, it offers protection from road rash as well as insects (sometimes even bullets), and leather weathers abuse like nothing else. Even in areas where the heat is overwhelming, leather is still common. Treated Leather is one of the few types of clothing that can withstand the acid rains of the North East and northern Midwest.





### Clothing-Armored (x3 price)

#### Rare

We aren't talking nomad armor, we are talking true body armor. Kevlar vests, designer armored jackets, metal gear, Arasaka Battlesuits, Militech combat wear. etc. This is not accessible to most nomads, and when it is available it is highly prized. Sure, like



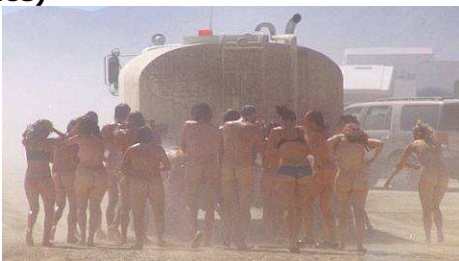
anything else, if Nomads really wanted it they could go into a city, but most nomads don't have SIN cards. They could send someone, if they have the cash, but that's a lot of trust to instill in people. Remember, cash in the nomad society is generally saved for buying fuel and paying bribes. Trade is the main form of commerce at the Nomad Markets.



### Toiletries (x4 price)

#### Common

Let's be honest, most Nomads smell like Leather, Sweat, and engine grease... and if they are Jode or Folk, add the



smell of livestock and manure. It's not that hygiene isn't important in the nomad community; it's that they spend most of their time on the road, where they can't afford to waste clean water on bathing. When a nomad does come across a place where they can bathe safely it's usually cause for minor celebration. Shampoos, soap, toothpaste, mouthwash, toenail clippers, make-up... these are considered luxuries for most nomads. Of course pretty much every nomad knows how to make their own lye soap, or baking powder toothpaste, and it can be bought for about an EB a pound at any nomad market, but the real stuff, the perfumed, manufactured soap and hair products, that stuff is a premium. Even the little bottles of shampoo and conditioner, or tiny bars of soap they give out free at hotels goes for at least 2eb apiece at a Nomad Market.

### Electronics-Entertainment (1/2 price)

#### Common

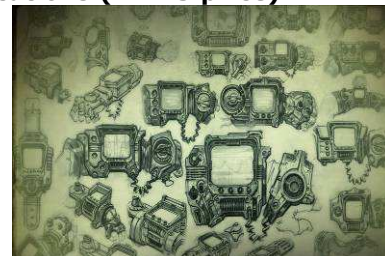
Personal electronics, stereos, video games, televisions, etc... these are not necessities to nomad life, though they do often make nomad life bearable. They are common in Nomad Markets, but more often than not they are being sold to statics. Nomads buy their share of them, but they also tend to hold on to them longer. Some of the vehicles nomads drive are still equipped with cassette players from the 70's and 80's. 8-tracks even get spotted once in a while.



### Electronics-Communications (x2-X3 price)

#### Extremely Common to Rare

Radios, cell phones, GPS devices, laptop computers, Cyber-modems, walky-talkies, etc... The ability to communicate is of highest priority in a Nomad family. CB radios are everywhere, police and military band radios are common. No nomad family can really exist without at least one vehicle equipped with one. Walky-Talkies and other personal comms are common as well, especially to allow outriders and scouts to communicate with the main group. Laptops and cyber-modems are on the rare side, and are in high demand, even if due to the remote nature of Nomadic Lifestyle they will not always be able to receive or transmit a signal. GPS devices are common, but many nomads do not use them, or leave them off most of the time. GPS devices make them easy to track, and that is unacceptable to many nomads.



### Survival Gear (x1 price)

#### Extremely Common

Tents, sleeping bags, blankets, eating utensils, generators, flashlights, canteens, etc... These items are the staple of a nomads kit. If a nomad can't find or afford what he needs he will buy it, but much of this equipment is readily available at the market.



### Food-Prepackaged (x1 price)

#### Extremely Common

Meta has worked out a deal with several companies that manufacture MRE's. They are readily available at any Nomad Market. Other prepackaged food is also available as several companies include large supplies of it in exchange for shipping services. Most soup, snack, cereal, soda, and even candy makers have arrangements like this. This is one of the many reasons trade in the nomad market operates off of the Soup Can standard. The deal that is usually arranged with nomad truckers shipping food is that in addition to enough cash to pay for fuel, half the payment is cash the other half is food, which generally equates to the nomads receiving 1 can for every ten that they ship. Of course some companies choose not to use nomad crews, and their trucks are prime targets for raiding by both Road Pirates and Raffin Shiv.





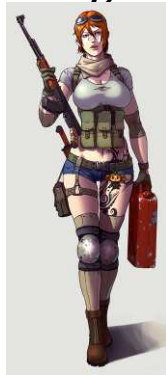
**Food-Fresh (1/2 price)  
Common-Rare**

In the static world, fresh food is an absolute luxury, usually enjoyed regularly only by the wealthy, and only on very special occasions by everyone not under the poverty level, who may never even taste it. However in the Nomad Community, it's actually pretty regular. The Jodes, Thelas, and the Folk bring in enough produce and even livestock, that most Nomad Markets are able to serve it at an affordable price. Nowhere is this more true than at the Kansas City Nomad Market, where the nomads have their own 5-Star Steakhouse (nomads get a 50% discount from the rate charged to statics). Now not all markets are going to have fresh food in abundance all the time, as the Jodes, Thelas, and Folk sell most of their harvests, catches and meat to restaurants and grocers, but enough gets distributed around the Nomad Markets.



**Fuel (1/2 – x2 price depending on availability)  
Common**

Nomads don't pay taxes. And one of the favorite targets for road pirates are corporate fuel tankers. It's not always available for sale at Nomad Markets, but all the major ones have underground storage tanks for ChooH2, gasoline, and Diesel. Some even have jet fuel. Large nomad groups on shipping routes usually have first dibs, followed by Nomad National/Tribal leaders, then aircraft. Personal vehicles and small families are lowest on the totem pole.



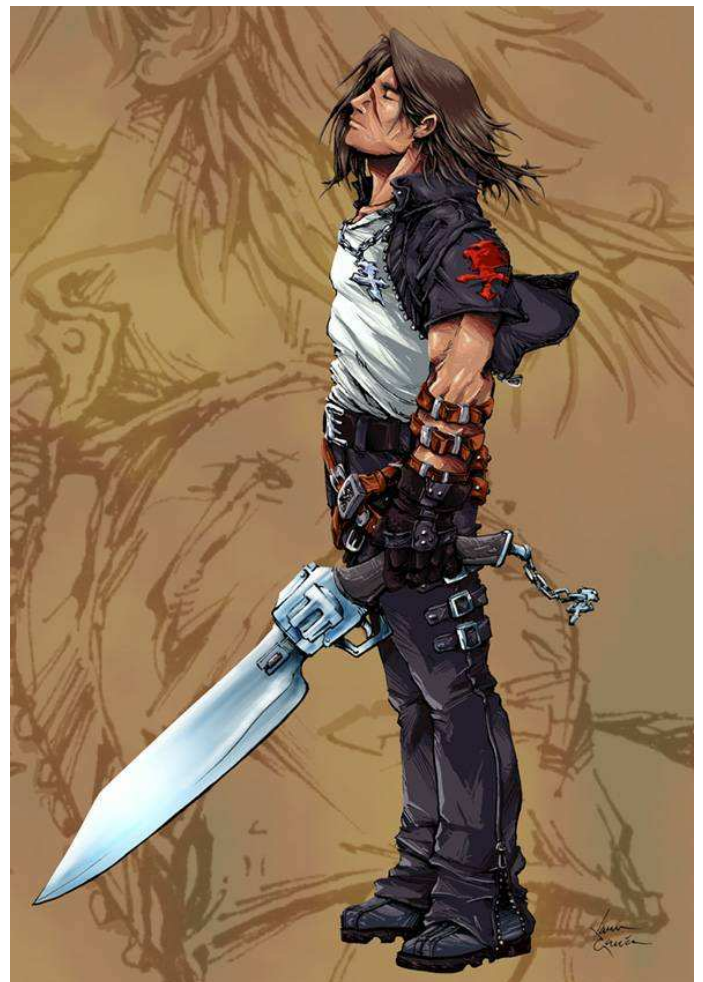
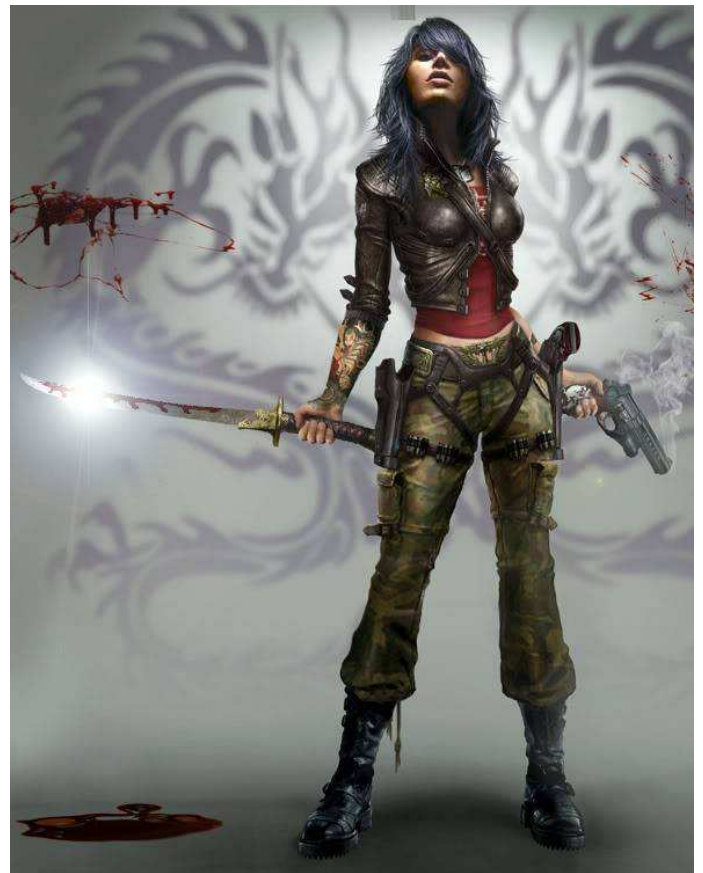
**Medicine (x4 price)  
Common to Extremely Rare**

Medicine is hard to come by in the nomad community. Pain killers and the like are common, but serious pharmaceuticals, antibiotics, vaccines... these are much harder to procure and expensive. The problem is that very few of the doctors in the Nomad Market are practicing with a license. Meta tries to act as a middleman, but restrictions and regulation prevent any sizeable stockpiles from building up.



**Cybernetics (x3 price)  
Rare**

New cybernetics are rare in the Nomad Markets. What is available is usually the most basic of models. Used cybernetics scavenged from the dead are more common, however those come with their own host of problems. In addition to Nomad Doctors, nomads in need will often risk a trip into the cities to find a Ripperdoc when cybernetic replacement or upgrades are needed. Indeed, some of the more mobile equipped urban Ripperdocs actually have contracts with nomads, and are willing to travel to the nomads and perform the necessary procedures outside the city.





## SERVICES COMMONLY AVAILABLE IN THE NOMAD MARKET

### PARKING STANDARD PRICES

Vehicle	Daily	Weekly
Cycle/Car/Truck	2eb	10eb
Bus/Tractor Trailer/Car Trailer	5eb	20eb
Small Aircraft	7eb	30eb
Large Aircraft	15eb	50eb
Anything larger than a tractor trailer or large aircraft	20eb	100eb
<b>Statics pay x2 for daily rates, weekly rates not available</b>		

### LODGING STANDARD PRICES

Single cot/Hammock Shared area	5eb Per Night
Single Cot/Hammock Private	10eb Per Night
Double Bed Shared Area	20eb Per Night
Double Bed Private	30eb Per Night
King Size Bed or 2 Doubles Private only	50eb Per Night
Public Shower	5eb/5-minutes
Private Shower/Bath	25eb
Cheap Meal	5eb
Fresh Food Meal	10-30eb
Glass Clean Water	1eb
Beer Can/Pint	3/5eb
Liquor	5eb glass
Laundry Wash	2eb per item
Dry Clean	10eb per item

### TRADE SPACE STANDARD RENTAL SIZE PER DAY

Blanket (5 sq ft)	1eb
Kiosk (5 sq ft)	5eb
Stall 10 sq ft	15eb
Tent (20sq ft)	50eb

Permanent structures, if available or if space allows for construction can be had for 200eb per month per 50sq ft of ground level taken. Rent on any rooms inside structure is to be set by owner. Only nomads are allowed to occupy permanent space in a Nomad Market.



### OTHER SERVICES STANDARD PRICES

Standard prices are given, although haggling is common. Tipping is considered polite. It's not mandatory, but if you don't tip they will remember you, and will spread the word to the other service providers in the Market.

#### Mechanical/Electronic Repair 25eb per hour – Major 40eb per hour +parts

Experienced and skilled mechanics and electronic technicians are well respected and always in demand at a Nomad Market. Whether a general mechanic or a specialized technician, if you need something repaired or constructed, chances are high you can find someone at the Nomad market with the skill required.



#### Medical

#### Minor 50eb – Major 100eb – Critical 200+eb

Doctors, nurses, dentists, vets, even holistic shamans are all critically important in the nomad community. Minor visits, for cuts, bruises, colds and other minor ailments are relatively cheap and can be handled by pretty much anyone with advanced first aid training. Major issues, like serious disease and minor surgery need someone a little more educated, professionally trained doctors, military medics, or at least a nurse. Critical medical services involve major surgery or the most severe disease, treating gunshot wounds, amputations, cholera, etc. Any medical skill beyond this is unlikely to be found in a Nomad Market, even if it was, the market itself does not have the necessary facilities to deal with such things. You have to pay for any necessary medication or supplies separately.



#### Cybernetic Repair/Maintenance 35eb per hour for maintenance and upgrades, same cost as a surgeon for implantation.

Cybernetics are no where near as common in the Nomad community as they are in the cities, but you do see them, there are even full conversion cyborgs running around. Any Cybertech in a Nomad Market is going to have limited supplies and inventory, but they are usually skilled and competent.



#### Market Guide 5eb per hour

At the larger Nomad Markets you can hire a child guide for 5eb an hour. The guides know the best places to find whatever it is you are looking for, and will often get you the best deals on it. They know the vendors, service providers, National and tribal rep locations, and the hiring halls. But don't try to take them out of the market proper, or you will be in a world of trouble you never dreamed of. Guides are generally aged 9-12.





### **Market Gopher**

#### **10% of cost of goods**

What do you do you do when you pull into a Nomad Market to resupply, but don't have time to scour the market looking for everything you need? You find the local Rugrat Wrangler and hire yourself a Gopher or two to do your shopping for you. Most Gophers are former Guides, and no one knows the market better. They know who sells what, taking time in the morning to familiarize themselves with new vendors and note which ones have packed up and left. Give the wrangler your list, he will set a value on it, the gophers will run around doing your shopping for you. You can even specify the most you are willing to pay for an item. Keep in mind, the Gophers work as fast as they can, they will not haggle, they will fill your list as fast as they can, but they will pay whatever the asking price for the item is. The service costs 10 percent of the total value of your shopping list as determined by the Wrangler, but it's often well worth the price as trying to navigate a market you are unfamiliar with could take you all day just to find one item. Gophers are usually age 12-15.



### **Labor**

#### **20eb per hour**

Need a strong back for a few hours to help load or unload a truck? Need someone to carry goods? Laborers looking for a few hours of honest work are common and can usually be found at any Nomad Market Tribal or National tents. Be wary of laborers however. Most are honest and hard working, however it has been known to happen that Raffin Shiv and other unscrupulous types have hired on as laborers to see what individual trucks are carrying and/or sabotage the vehicles for later ambush.



### **Massage/Prostitute (Male or Female)**

#### **20-50eb per hour**

Prostitution is not frowned upon in the nomad community. In fact, there are many instances of nomads exchanging sex for goods or services. Most prostitutes, or those willing trade in sex are pretty strict about using protection, still it's a good idea to be careful. While prostitution is embraced, abuse and rape are dealt with harshly. Castration with a rusty knife has been known to happen. Also keep in mind that pretty much everyone in a Nomad Market is armed, and you should have more than enough reason to be polite and not to cause any trouble.



### **Bodyguard**

#### **100eb per hour**

A Nomad Market is usually a safe place, and any violence is dealt with harshly. On the other hand, if you have marked yourself as a target, by pissing off the wrong people, or letting it be known you have a large amount of cash, or are carrying sensitive information, you may need some personal protection. For 100eb an hour, you can sign a contract with a Nomad Warrior who will protect you while you are in the Nomad Market. A warrior for hire relies on reputation, and they know that if they enter a contract with you and something happens, their name will be worthless, so they will do whatever it takes to keep you safe.



### **Local Guide**

#### **20eb per hour**

Different than a Market guide, a local guide is at least 16, and will act as a guide if a nomad needs to find something local to the area. Usually this consists of trips to the nearest city, where the guide will help his charge not only find what he is after, but avoid problems with gangs, police and corporate security. The guide will also give advice to the nomad to keep him from insulting or offending anyone, as well as making himself an easy target. Of course not all trips are to the nearest city, sometimes a nomad just needs to find a good fishing or hunting spot, or even just go sightseeing. It's advised that a nomad ask around for the proper guide, depending on his situational need.



### **Metacorp Representative**

#### **10% percent cut**

Nomads very rarely deal directly with corporations, Instead they go through Metacorp proxies, who will intermediate and negotiate for them for whatever sale, purchase, or contract the nomad is trying to accomplish. Metacorp reps take 10 percent of any deal they preside over. They maintain excellent relations with most of the major corporations, and if a deal can't be reached with whatever corporation the nomad is trying to deal with, Meta has been known to make the deal themselves.





## FILL OUT YOUR FAMILY OR CREW FOR THE ROAD

Sometimes you have to hire on additional crew members for a run, or replace family who were lost. If you are looking for permanent replacements you will need to negotiate that individually, but if you want to hire someone on for a test period or for a single run, these are the standard contract prices. Regardless of position filled, the employer will be expected to provide food and pay for fuel and repairs if the position requires the hired help to drive their own vehicles.

The family doing the hiring is also expected to pay for any necessary medical expenses incurred during the run. The price quoted is for a competent professional (They will have at least a Stat+Skill+SA minimum 15 in whatever area of expertise is required.) You may have to pay more for a more skilled individual (10% for every 3 points of Stat+Skill+SA total over 15) but usually some proof of skill, either by reputation or demonstration is necessary to garner such an increase. Standard deal is half up front, half upon completion of job.

Of course some crews may need other professionals than the ones listed, but there rate should be simple to deduce from the examples given.

### Driver 90eb per day.

Someone to drive a vehicle for you, usually your cargo truck or other large vehicle. If they have to provide their own truck, expect cost to double.

Relevant Skills: Vehicle Zen, Pilot: (Car.Truck or Heavy Machinery)



### Outrider 150eb per day

Outriding is a dangerous job, protecting the family and cargo at all costs. You can try to negotiate for lower, but since these are the people protecting you, it's not recommended. Expected to provide own weapons and ammo.

Relevant Skills: Vehicle Zen, Combat Sense, Pilot: (Motorcycle or Car/Truck), Weapon (Handgun, Rifle, SMG, Archery, or Heavy Weapon) and Awareness/Notice



### Scout 200eb per day

Scouting is typically the most dangerous job in a nomad caravan.

They ride ahead, alone, ensuring the route is safe, finding detours or alternate routes if necessary, and warning the family of potential dangers. Expected to provide own weapons and ammo.

Relevant Skills: Vehicle Zen, Combat Sense, Sneak, Pilot: (Motorcycle or Car/Truck), Weapon (Handgun, Rifle, SMG, Archery, or Heavy Weapon), Awareness/Notice, and Stealth



### Mechanic or Tech 70eb per day

The pay for a mechanic or tech is not a slight on the relevance of their skill, however they are generally not expected to fight, and unless things go wrong they will generally be just riding along for the trip. If they are expected to be repairing or maintaining something that requires constant work, the price increases to 50eb per day. Expected to provide own tools.

Relevant Skills: Adept, required Tech skill(s)



### Medic 70eb per day

It never hurts to have a good sawbones along for the ride in case of injury or illness. However if they are going to be required to provide constant care to someone already suffering from injury or illness, expect to pay double. And as always expect to pay separately for any medicine or supplies required. Like a Tech, hired on Medics are not expected to fight.

Relevant Skill: Medtech, Diagnose Illness, First Aid, any other required Med skill(s)



### Netrunner 70eb per day

Netrunners aren't usually required to do much on the road, so work for them is a little scarce. Supply outweighs demand so even when there is work, the employer can pay a lower price because of all the competition.

Netrunners are expected to provide their own computer/cybermodem. Like a Tech, hired on Netrunners are not expected to fight.

Relevant Skills: Interface, Library Search + System Knowledge or Programming



### Warrior 120eb per day

Sometimes you just need an extra gun, or 20. Someone to ride shotgun, man weapon mounts, or just stand there and look mean. Warriors are expected to provide their own weapons and ammunition. Like Outriders, Warriors are expected to fight to the death to protect the crew and cargo.

Relevant Skills: Combat Sense, at least 2 weapon skills, Awareness Notice.



### Labor/General Help 50eb per day

Occasionally a crew will need an extra hand to help with heavy lifting, cooking, doing laundry, or whatever other menial chores are required.

These hired hands are the exception to the rule, as professional qualifications are not relevant, only that they can accomplish whatever menial task they are being hired on for. (Menial labor/help only requires a stat+skill total of 13 to qualify for whatever job they are being hired for).





## FAMILY SPOTLIGHT:

# THE BROKEN SAINTS



Originally the Broken Saints were formed in Idaho. The Blaines had secured a contract, providing escort for the Montesanto Agri-corp. A move considered odd, since the Blaines had previously been known for migrant agriculture labor, for them to just be providing security for corporate interests should have been a warning sign to all involved. The Blaines, themselves a relatively small Family, began recruiting from Snake and Aldecaldos affiliated nomads. For a time things ran smoothly. Each of the security details were broken down into groups, and allowed to choose their own designations.

The Broken Saints consisted of several loners brought in for the job; Swift (a driver from California, Samuel Brokenhorse (a scout from Arizona), Oak Mogee (muscle from the swamps of Florida), Cougan (an ex-military tracker from Missouri), Ashleigh Jade (a fixer from Arizona), Vess Atkins (a Polish sniper), and Cadence Crowe (a medic from New Mexico).

Swift however, had a different agenda for joining than the easy money promised for a gravy gig. He came looking for his family, whom he believed to be incarcerated illegally at the Montesanto Work Farm whose crops they were guarding. With help from Cougan, Ashleigh, Oak, and Brokenhorse, he began investigating the Farm as well as the shipments. During the day the shipments were what you would normally expect, but at night they discovered they were actually transporting Coca leaves. It seems that one of the subsidiaries of Montesanto was Coca-Cola, the only company in the United States with legal authority to grow and harvest Coca plants. Not Synth-coke either, the original pure strain Coca, which they were not only using for Coca-Cola products, but also selling on the street as Coke Classic. In addition to this, the small group discovered that the Work Farm was comprised of

labor made up entirely of illegally held gang and nomad prisoners who had been arrested or captured, sentenced without trial, and never heard from again. It was also discovered that while the elder Blaines knew nothing about this, Tommy Blaine, first son of the Blaine originals, was operating in full knowledge and compliance, going so far as to give Montesanto information on where they could find small isolated groups of nomads to bolster its labor force.

When Swift and his crew brought this information out at the camp, the camp erupted into chaos and Tommy used the confusion to escape. Led by Swift, the camp united and over ran the Work Farm facility as well as their private airfield. It was a harsh and brutal engagement, leaving dozens of nomads, and over 100 of the prisoners dead, but the Work Farm was finally liberated, it's prisoners free. Though his father was killed, Swift found his mother and sister among the surviving prisoners. He had their names changed and hid them inside the nomad community, well protected should Montesanto try and strike out at them.

After the work farm incident, the Broken Saints dissolved and went their separate ways, except for Swift and Brokenhorse. The two traveled together as a team and found themselves soon employed by a Corporate. The corporate was leaving his position at one company for another, which put his family on the line. He had Swift and Brokenhorse smuggle his daughter from New York to their new home in Wyoming. After that they found themselves in Ohio, helping to bring Medicine to a population overcome with a deadly strain of influenza. From there they went to Vegas, where Swift made a brief stint in the nomad racing circuit and Brokenhorse honed his survival skills.

The two of them continued wandering the open road, doing what good they could, helping wherever possible. In doing so they gained reputations among the nomad community, particularly among the Aldecaldos Nation, as men of honor who would do anything for the good of the community. Even being regarded as hero's by many within the Aldecaldos families. Their fame would soon threaten to become their downfall.

Eventually Swift and Brokenhorse (whom Swift has always referred to simply as Kid), found themselves in Tijuana at the Request of Santiago himself. An Aldecaldos affiliated family, Juntas Libres, was having trouble. A group of former United States Military soldiers had apparently gone berserk and were destroying isolated communities in the Baja area. Due to smuggling operations taking place, Juntas Libres



could not turn to the police or military, instead they put the call out among the Aldecaldos for help. Swift and Brokenhorse arrived, joined by others who came for the reward offered. A posse was formed to deal with the problem. Swift and Brokenhorse reunited with Cougan. In addition, a runner named Mortimer the Black, and a fixer named Walker and his crew rounded out the posse. The Broken Saints, albeit with some new faces, rode again.

They tracked the ex-military berserkers to an abandoned military outpost deep in the desert and raided the compound. There they discovered that the soldiers had been implanted with early neuralware that had overridden their consciousness and forced them to reply their primary military objectives, which were to defend the base and eliminate hostile targets. They were part of a top secret research and development experiment during the second South American war, and were simply forgotten in the withdrawal. They had been on their own ever since, and what was left of their minds had been degenerating slowly ever since to the point that they saw everyone not in their unit as a hostile, civilian men, women, and children alike. The Broken Saints were able to stop them, but not without losses, Every member was injured, Cougan, Mortimer, Walker and two members of his crew were severely wounded, the other members of the crew were killed.

While the crew recuperated, Swift and Brokenhorse, again at Santiago's request, drove up to Texas. An Alcalde who had been working to uncover an operation that had been taking nomad children and selling them to black market organ banks had been captured. Swift and Brokenhorse were called in to rescue him. They did so, but Montesanto had replaced

their contact, a man named Davis, with a full conversion assassin capable of assuming his appearance. Originally the assassin tried to capture them by hiring Swift, Broken horse, and Mortimer to free a shipment of abducted children. It was a trap, that the crew only managed to barely escape from. The assassin then used his stolen identity to post rumors in the local nomad community that Swift had turned traitor, and posted a large reward for his capture, dead or alive. Mortimer used his contacts in the Raffenshiv to set up a trap. They gathered drug addicts and made them to resemble Cougan, Swift, and Brokenhorse, and then they arranged a drop-off with the Montesanto Corporation. The exchange took place at a small airfield, where Mortimer and Walker killed the Montesanto reps, and Swift and Brokenhorse took out the assassin. However the Raffenshiv headman, a midget known as Terrible Tim, was arrested during the getaway. Mortimer, feeling indebted to Tim for his assistance, swore to help free him, and Swift, against his better judgment and still bitter about working with the Raffenshiv in the first place, reluctantly agreed. They ambushed the police prisoner transport, and freed Tim.

With tempers rising and conflict building, the Broken Saints nearly disbanded again. However, the money from the exchange was enough for Swift to buy and outfit a truck, which Walker convinced everyone would make for the perfect freight and smuggling operation for this crew that had already proven worked well together. Leaving Mexico, the Saints traveled to Alabama, to participate in the Wild Hunt, and the events their smoothed over the conflict, and at least for the time being, have brought the Saints together as a family.



**The Broken Saints Main vehicle is their 2015 Mack Moving Castle, which has been heavily modified and customized:**



# INTERLOCK UNLIMITED

## Vehicles



Vehicle	Make: MACK	Model:	MOVING CASTLE
Top Speed:	140 mph	Acc/Decc	15/30
Crew:	1	Range:	550mi
Passengers:	Up to 20	Cargo:	36,000kg
Maneuver:	-1	SDP:	200
SP:	50	Type:	Truck
Mass:	28 tons	Cost:	320,000eb

**SPECIAL EQUIPMENT: TRUCK :** radar, radar detector, military/police band long range radio, satellite link and full onboard computer, phone, full audio/visual entertainment system, security system, nav computer, crash control, 2 bedrooms, 2 additional fold down bunks, bathroom, cybernetic linkage, kitchen,, armor plating, ram bar, radio, roll cage with reinforced loops, pull down armor plates for windows (SP: 15), winch, high power lights, family sized distillation kit, 100 gallon water tank, reinforced frame, searchlights x2, 400 kg hidden storage space in lower level (kitchen) SP 20 armored windshield, undercarriage hatch (man sized), 4 spare tires, Ball turret mount w x2 Heavy Mg's (mg's are removable for inner city operations)

**TRAILER:** Custom rear ramp, lift platform (allowing the truck to stack 2 cars in rear storage), climate control, x2 modified wheel chair lifts on sides for cycle storage armor plates over wheel wells, fold up tech shop, x4 fold up bunks, full field trauma kit, cameras (rear, side and top linked to cab w/ LL, THERM, and UV), Rear Searchlights, full hook up for additional trailer, Ball turret mount w x2 Heavy Mg's (mg's are removable for inner city operations), rear spiked chain dropper

Other Notes:





**SWIFT (Bruce Sagan)**

**AGE:** 27

**ROLE(s):** RUNNER/SOLO/NOMAD/SHADOW/ATHLETE

**CHARACTER POINTS:** 170

**INT:** 8 **REF:** 10/13 **TECH:** 7 **COOL:** 9 **ATTR:** 5

**LUCK:** 4 **MA:** 5 **BODY:** 9/13 **EMP:** 4

Bruce Sagan spent his childhood in the streets of Night City. His parents were neighborhood activists involved with negotiating peace between two rival gangs in Night City. At the age of 15, his parents had the misfortune to be in the wrong place and the wrong time when the police raided the streets after a very public gang slaying. Suspected as members of the gang, Bruce's parents, George and Honora Sagan, were arrested by a Gang unit detective named Ben Strong. His older sister was also taken. Their arrest records were "lost in the shuffle" and his family disappeared. He later discovered that they had been arrested with forged SIN cards, and had been sentenced to a corporate work farm. This left young Bruce alone and homeless on the streets, and desperately searching for his family.

As luck would have it, Bruce met a young nomad girl named Daphne while he was scrounging for food outside the Nomad Market. The two began a rather serious but somewhat troubled love affair. Taken in by her nomad family, a small group of outriders affiliated with the Aldecaldos nation. Bruce embraced the nomad lifestyle and found happiness for a while. The happiness was short-lived, as Daphne was not quite monogamous, and after catching her with another man a rift was created, made even worse by Daphne blaming Bruce for the entire incident.

Bruce struck out on the road alone, hitching with any nomad group who needed an extra hand in exchange for food and shelter and a small share of the haul. Within a year, Bruce had made enough to purchase a car, and assumed the handle Swift, hiring himself out as an outrider to whoever would take him. It was during this time he found a lead on his family's whereabouts. They were on a corporate work farm in Idaho, he also received word that his sister had been raped and killed by Detective Ben Strong, and that Strong was receiving payoffs for all the able-bodied men, women, and children he could deliver to the Corporate Farm.

Bruce, driven by a need for revenge, returned to Night City, and became obsessed with Ben Strong. Following him everywhere he went. It was his home life that Swift focused on. Ben Strong was married to a young woman named Linda. Originally, still outraged over his sister's murder by Strong, Swift had planned on using Linda as the key to his vengeance. He began following her. It soon became obvious Strong was abusing her. Finally Swift approached her, and instead of using her, he fell in love with her. The affair was dangerous, and became even more so when Linda became pregnant. Afraid to leave Ben Strong, Linda broke off the relationship and Swift returned to the road, joining up with the Stormriders, providing protection to families traveling through areas with a heavy Raffen Shiv presence. He also met a man named D'Kember during this time, who took a liking to young Swift and began teaching him Krav Maga, a study Swift quickly grew proficient in, dedicating his every moment not behind the wheel and not sleeping to perfecting.

As time passed, Linda found Swift. Ben Strong had found out about her infidelity, and had beaten her mercilessly, killing the child growing inside her and blinding her in one eye. Swift hid her within the Nomad community, and once again returned to Night City, the need for retribution seething inside him like an inferno.

Ben Strong had been promoted and now was heading a large Anti-Crime task force. Swift followed him for a week, memorizing his habits, until finally he was ready to make his move. He waited until Strong pulled in to a fast-food drive thru for his breakfast, then strolled casually up to the car and tossed a flash bang into Strong's lap as he was ordering his food. While Strong was disoriented, Swift shoved him over and jumped into the driver's seat, tearing away from the restaurant and speeding down the highway, slamming Strong's face into the dash repeatedly to keep him unconscious. Police were on him in no time, but Swift was able to blow through a road block and take shelter in the barn of a farm just off the highway.



In the barn, Swift removed all of Strong's clothing and chained him spread eagle to the hood of his own car. In Strong's trunk he found a new suit of Gasium K-6 body armor, which he quickly donned before waking Strong. Swift tried torturing Ben for information, but the detective remained silent until two police AV-Bikes arrived on the scene, hovering outside the barn and ordering Swift to come out with hands raised. It was at this point that Strong, figuring Swift as a SINless nomad would be powerless to do anything about it, revealed the exact location of Swifts family. Strong grossly underestimated Swifts resolve. With Strong still chained naked to the roof of the car, Swift drove out of the barn, shooting at the police AV-bikes waiting outside. The AV-bikes returned fire before they truly grasped the situation, the chain weapons ripping Strong's body into pieces. Swift, after a brief chase, was able to down the police AV-bikes in pursuit before switching cars and escaping back to the nomad market. Swift had taken Strong's wallet with him, and inside found something that would alter his life forever.

In the wallet, Strong had ID and a corporate credit card for the Montesanto Corporation, the owners of the corporate work farm where his family was being kept. He found out an Aldecaldo affiliated family, the Blaines, was providing security for agricultural shipments leaving the corporate work farm and made for Idaho. He joined the Blaines on their security detail to find out as much as he could about the Montesanto facility. It was hear that he was assigned to ride with an outrider detail, the other members of his group consisting of Samuel Brokenhorse, Cougan, Cadence Crowe, Vess Atkins, Ashleigh Jade, Yun Olaff and Oak Mogege. The group began calling themselves the Broken Saints. Soon after joining, Oak, Samuel, and Swift discovered that the Montesanto facility was growing cocaine on the work farm, and that's what required such high security. They also discovered that the work farm was comprised almost entirely of captured nomads and gang members, with a high percentage of Aldecaldo's making up the labor. One the Blaines, David, the son of the leader was selling out his own family to the corporation for the kickbacks. Swift and the rest of the Saints exposed David's treachery, and with the nomads gathered organized a surprise attack on the complex. The prisoners were freed, and the work farm was destroyed, but not without great cost. Many of the nomads died, including Old Man Blaine himself. Vess, Yun, Cadence and Ashleigh were severely wounded.

After the work farm incident, most of the members of the Broken Saints split to go their separate ways, but Swift and Brokenhorse continued to ride together, and held on to the name. They had several adventures together, until their travels brought them to Mexico, where they reunited with Cougan and

gathered a new crew consisting of Alex Walker and his boys and Mortimer the Black. Over time, due his involvement in the Montesanto Work Farm incident, finding medicine for the epidemic in Boise, and other selfless acts within the Nomad Community, Swift has gained quite a reputation among Nomads, especially among the Aldecaldos and the Snake nation. He is seen by most as a hero, and has worked hard to right injustice wherever he finds it, particularly against children and women.

Swift is serious, but extremely headstrong and impulsive, he values family and friendship above all else, which has served him well in making lifelong contacts. Unfortunately he is not without weaknesses. His troubles have left him a borderline alcoholic, and he has a soft spot for children and women in need. It is this latter weakness that his enemies have used to exploit him.

Swift has numerous scars, and the tattoo of the silhouette of a bird, a swift of course, across his back. However his most easily recognized affectation is a small metal keychain, a cutout silhouette of a girl, identical to those seen on a truck mud flaps. His most prized possession, his sister gave it to him at an early age. He has made several copies which he gives out as calling cards.





Swift drives a heavily modified 1979 Oldsmobile 442 with heavy armor wide body customization and a Hurst/Olds 455 engine with supercharger:



Vehicle	Make: Olds	Model: 442 Custom	
Top Speed:	180 mph	Acc/Decc	30/45
Crew:	1	Range:	300mi
Passengers:	3	Cargo:	400kg
Maneuver:	+4	SDP:	50
SP:	25	Type:	Car
Mass:	1.5 tons	Cost:	2000eb

**SPECIAL EQUIPMENT:** armor plating, ram bar, radio, roll cage with reinforced loops, armored front and rear windows (SP: 15), performance exhaust, winch, high power light bar, personal distillation kit, SP 10 armor shutters on door windows, 4-wheel drive, military/police band radio, 10 gallon water tank in trunk, reinforced frame, trailer hitch, searchlights x2, supercharger (+25% speed/accel for up to 10 seconds after which 10% chance of engine damage), self sealing tires, racing harness front seats

**Other Notes:** Holster for Rev 6 on passenger seat, rack for shotgun on ceiling, rack for 3 rifles in trunk, back seat folds down for access to trunk.

Swifts weapons include:



**LUIGI FRANCHI KAISER SAFARI**  
P - +2 - J - U - 4D6+3 (.454 Casull) - 5 - 1 - VR  
Swifts primary sidearm, it features an underbarrel 12.gauge shotgun. Worn on right thigh.



**NOMAD COMBAT KNIFE**  
MEL 0 N C 1D6+1 N/A N/A VR Varies  
A hand-made knife, perfectly balanced for throwing. Always worn. In back harness or on left thigh.



**CONSTITUTIONAL ARMS REV-6** 3410eb  
P - -1 - L - P - 7D6+3 (.300 win. mag) - 6 - 1 - VR  
Swift acquired this Anti-Cyborg weapon from a Raffen-Shiv who was using it to stop trucks. Ammo for such a monster weapon is extremely rare in the nomad community, so Swift only uses it as a last resort. He had a custom holster made for it, which can either be worn or more usually, attaches to the back of the passenger seat in his car.



**DEATH BALLS (5)**  
MEL - NA - J - E - 1D6 - NA - NA - ST  
Taken as trophies after a fight with the Raffen-Shiv. Kept in pouch on belt.



**Spurs** 20eb  
MEL (adds +2 to heel kick damage) VR  
The spur wheel has been fastened in place so it does not jingle when swift walks.



**ARASAKA "MORITA"** 935eb  
RIF - +2/-1 - N - C - 8d6/4D6 (10mm caseless/12ga) - 30/8 - 1/3/25-1 - VR  
Features starlight scope and maximized for accuracy. Swift took this from Ben Strong. This weapon is kept on a gun rack in Swift's trunk.





**ARASAKA MMR-6 1275eb**  
 Rif +2 N C 8D6 (10mm caseless) 100 1/3/20 ST  
 Modified to accept belt fed ammunition and fitted with a flash suppresser, the weapon has lost some of its modular abilities, but makes for a very effective saw. This weapon is usually kept in the trunk due to its illegality.



**SHT +1 N C 4d6 (12ga.) 8 1 ST 615eb**  
 This modified Franchi SPAS-12 has been fitted with a wooden standard stock in place of the more traditional pistol grip. Able to switch between pump and semi-auto, this weapon is kept on a gun rack in Swift's trunk.



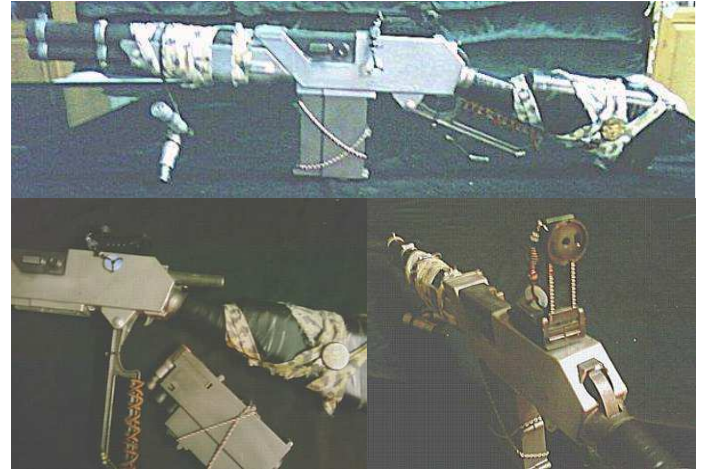
**MAUSER KARABINER 98K**  
 RIF +2 N C 5D6+1 (30.06 cased) 10 1 VR 365eb  
 A classic and well worn hunting rifle from Germany, rechambered from 7.92 to the more common .30-06. Kept on the gun rack in the cars trunk.



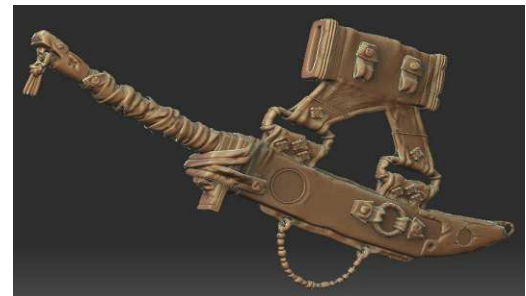
**REMINGTON SP10**  
 SHT +1 N C 5d6 (10ga.) 3 1 ST 615eb  
 The only real modification to this is that the barrel has been cut down. It is kept in the ceiling rack in the car.



**NORSE TECHNOLOGIES "VIKING" 860eb**  
 P 0 J P 4D6+3 (.454 casull cased) 5 1 VR  
 Kept in a holster attached to the drivers side of the center console.



**Hunting Shotgun (custom built)**  
 RIF +1 L E 4d10 (12ga slug) 6 1 ST  
 This weapon fires 12 gauge deer slugs. The weapon in custom built at the Night City Nomad market, and the shells it fires are custom made, and it will not load conventional ammunition, so it is advisable to retrieve empty shells for re-use. The shells are custom, and use Swift carries a varying loadout of specialty ammo, includes standard solid slugs, armor piercing rounds, and tracer ammunition. Kept behind the drivers seat.



**Orbital Crystal Mono-Edged Short Sword**  
 MEL 0 N C 3D6 N/A N/A VR  
 Taken from a pair of bounty Hunters who tried to capture Swift. Kept between the passenger seat and the console.



**DIRTY HARRY**  
 P - -1 - J - U - 4D6 (.44 mag) - 5 - 1 - VR  
 A common weapon among nomads, Swift keeps this as a backup firearm. Usually kept in glove box.





**KID (SAMUEL BROKENHORSE)**

**AGE:** 17

**ROLE(s):** NOMAD/SHADOW/SOLO/RUNNER

**CHARACTER POINTS:** 160

**INT:** 8 **REF:** 10/9 **TECH:** 7 **COOL:** 9 **ATTR:** 4

**LUCK:** 9 **MA:** 8 **BODY:** 9 **EMP:** 9

Samuel Brokenhorse was found by the side of the road, next to a burning car and two bodies, presumably his parents, charred beyond recognition. He spent his childhood on a Lakota reservation in Arizona, where his parents were never identified, Samuel is obviously of Native American descent. Samuel was always an outsider, never fully accepted by peers his age, but an older member of the tribe, David Brokenhorse, took him in and tried to teach him the old ways, hunting, fishing, tracking. When David died, Samuel took on his last name, and left the reservation, taking the first job that came along, he moved back and forth among Aldecaldos affiliated families, hiring out as a scout and outrider, until finally accepting a job working for the Blaine family as an outrider in Idaho. It was here he met Swift and the other members of the original Broken Saints. It was Samuel's skill at stealth that allowed him and Swift to infiltrate the Montesanto work farm and discern that they were using slave labor culled from nomads and street gangs to harvest their illegal cocaine fields.

From the beginning, Samuel stayed close to Swift, finding a kinship with him, mostly due to other than calling him "Kid", he was one of the only people to accept him and overlook his age and heritage. Even after the original Broken Saints dissolved, Samuel continued to ride with Swift. His stealth and close relations within the Nomad community making him an invaluable asset. Brokenhorse himself has gained a reputation, though not quite as high as Swift's, a having a heart of gold and as a marksman of considerable skill.

During the Montesanto operation, Samuel became addicted to cocaine. This addiction is a struggle Samuel has had a hard time coping with, but he is planning on taking some time off to overcome his addiction. Like Swift, Samuel had a high bounty placed on his head by the Montesanto corporation, but with the help of Swift, Mortimer, and Walker, he was able to fake his death, getting the large corporation off his back for the time being.

Samuel is quiet and reserved, and most of the time people forget he is even there. However, he is loyal to a fault, and will fight to the death to protect his friends. He is especially close to Swift, whom he sees as an older brother. When they traveled alone, Swift had a mount installed on his trunk that allowed Samuel's bike to be mounted, and Samuel would ride in the car.

He rides an old WW2 era Harley that he inherited from his surrogate father:



Vehicle	Make: Nomad	Model: Nomad	
Top Speed:	140 mph	Acc/Decc	20/30
Crew:	1	Range:	310mi
Passengers:	1	Cargo:	50kg
Maneuver:	+2	SDP:	35
SP:	15	Type:	Cycle
Mass:	110kg	Cost:	100eb

**SPECIAL EQUIPMENT:** Limited off-road capability, saddlebags, tent, sleeping bag, personal distillation kit, 1 gallon canteen, shortwave radio, rifle sheath, folding shovel, helmet, goggles, first aid kit., bike tools.



Samuel's personal weapons include:



**FOLDING CROSSBOW**

EX -1 L R 2D6+2 1 1 VR

A hand made crossbow, the arms fold back for easy concealment. Samuel wears this in a shoulder rig under on his right side.



**OUTLAW STAR**

P/HVY -1 J U 4D6/varies (12.ga/25mm gren.) 1 1 VR

A single shot weapon capable of firing either 12 gauge shotgun shells, or 25mm grenades. This weapon is worn in a shoulder rig on his left side.



**AZTECH QUETZALCOATL**

RIF +5 N C 6D6+2 (7.62 cased) 10 1 VR

While helping out Juntas Libres, a Aldecaldo pack in Tijuana, Samuel obtained a Mexican Military surplus sniper rifle. He keeps this in a rifle sheath strapped lengthwise on his bike.



**Paintball Gun**

EX(Rif) -2 N C NA 40 1 ST

This is nothing more than a gas powered paintball gun. Samuel uses it to cover the windshields of attacking vehicles, as well as to mark objects for trailblazing.



**CAPTAIN HARLOCK**

P - +1 - J - U - 4D6+1 (.44 magnum cased) - 6 - 1 - VR - 650eb

This is Samuel's primary sidearm, worn on his right hip.



**NOMAD LONGBOW**

BOW +1 N P 6d6 (60kg) 1 1 VR 150m

Samuel bought this hand carved longbow at the Boston Nomad Market.



**TECHNOMANCER BLUNDERBUSS**

SHT - -2 - N - R - 4D6 (12ga.) - 6 - 1 - VR

After years of searching, Samuel finally managed to get his hands on a Blunderbuss. He wears it strapped to his back.



**NOMAD COMBAT CLEAVER**

MEL 0 N C 2D6+1 N/A N/A VR 30eb

A heavy, hand made cleaver. Sam wears it on his left hip. A nasty vicious thing.





#### OAK MOGEE

AGE: 17

ROLE(s): NOMAD/SHADOW/SOLO/RUNNER

CHARACTER POINTS: 90

INT: 6 REF: 10 TECH: 10 COOL: 8 ATTR: 2

LUCK: 5 MA: 5 BODY: 12/14 EMP: 4

Born in the dark forgotten swamps deep in the Florida Everglades, life was not kind to Oak. His parents, representative of every one of the worst stereotypes of southern swamp dwellers, were blood relatives, as were their parents before them. Oak was born deformed, with a large hump, slightly overlong arms, a cleft palate, and an off-center left eye. He grew up much as you imagine he would, his only education what his parents could remember of reading and arithmetic. The rest of his time was spent hunting, fishing, learning auto repair, and learning to make stills and brew 'shine.

What Oak did have going for him was inhuman strength and an iron will. This allowed him to gain membership into the Bayou Boys, a local gang of thugs who for all intents and purposes ran the area. It was also where he met and fell in love with Linda Lou, the main squeeze of the Bayou Boyz leader, Jellyroll. Linda flirted with Oak, but secretly laughed at him behind his back. However that changed when in a drunken rage Jelly started beating Linda. Oak went berserk, and horrifically beat Jellyroll near to death. He took Linda Lou as his own, and took over the gang.

Things went well for the first time in Oaks life, he had his girl, he had his gang, he had his swamp. It didn't

last long. Linda had been skipping out behind Oaks back with a younger, more handsome member of the gang. Together they schemed, and when Oak was good and drunk she convinced her suitor, Buck Landrey, to take Oak out. They attacked at his weakest, with Linda belittling him and rejecting him, Oak didn't even fight back. Instead, after his wounds healed enough for him to ride, he left the swamp to seek his fortune. Thinking if only he had the money to buy Linda Lou nice things, maybe he could win her heart again...

Oak traveled far and wide, using his muscle and his moonshine to earn a place in whatever families would have him. But his violent nature and gruesome appearance kept him from staying with one pack for too long. Eventually he found himself in Idaho, working with the Blaines as an outrider. It was here he joined the Broken Saints, and after it was revealed that Tommy Blaine had betrayed his family and the nomads as a whole, it was Oak who captured him, torturing him briefly before turning him over to the Blaines leader, Tommy's own father, who killed him without a tear in his eye. After helping to free the prisoners from the Montesanto work farm, Oak took his reward, a substantial amount, and disappeared. Presumably back to the Okeechobee swamps to try and win back Linda Lou.

Oak is quiet, with a slow burning violent temper. He is also a deviant, and will fornicate with anything, animal mineral or vegetable. Not an endearing trait. However, he is loyal to the core, and once he considers someone a friend he will do anything to protect him or her. He is also incredibly strong, his already powerful strength augmented by cybernetics. He felt in addition to his poverty and his looks, he just wasn't strong enough to keep Linda Lous heart, now with Skin Weave, Muscle Bone Lace, and Grafted Muscle, he is confident that strength won't be an issue.

Oak rides a hand built trike dubbed Oaks Deathtrap:







Vehicle	Make:	Model:	
Top Speed:	120 mph	Acc/Decc	20/30 mph
Crew:	1	Range:	340 miles
Passengers:	0	Cargo:	600 kg
Maneuver:	-1	SDP:	50
SP:	20	Type:	Trike
Mass:	540kg	Cost:	600eb

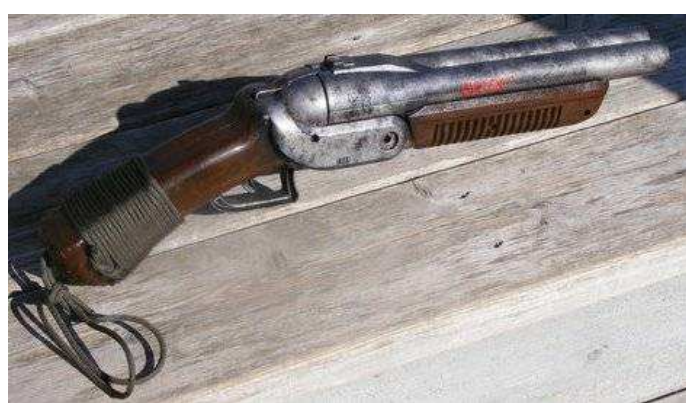
Notes  
**SPECIAL EQUIPMENT:** radio, Limited off-road capability, family sized distillation kit, 2 man tent, 2 blankets, 1 10 gallon gas tank, shovel, tool box, map collection, axe, spare tire, tow cable, machete, (runs on ethanol), Moonshine Still ('shine is both liquor and fuel for bike).



**Oaks Squirrel Gun**  
 RIF +3 N C 5d6+1 (30-06) 5 1 VR 500m  
 Oaks hunting rifle, had it since he was a kid, used to be his dads.



**H&K S/SR-53**  
 RIF +3 N P 6D6+2 (7.62mm caseless) 10 1 VR  
 Oak took this off a Montesanto Sniper. He loads it with Steel Core ammunition.



**SAWN OFF SHOTGUN**  
 SHT - 0 - J - E - 4d6 (12ga.) - 2 - 1/2 - VR  
 Oak uses this as a sidearm, and keeps it stuffed down the front of his overalls.

**Oaks weapons include:**



**THE THUMPIN' STICK**  
 EX - N E 2D6+2 - - ST  
 This is oaks weapon of choice, and if he has a hand free it is usually carrying this. Nothin more than a branch, with a carved leather wrapped handle and the words "Thumpin Stick" burned into it.



**ZIP GUN**  
 P -1 P U 1D6 (.22cal caseless) 12 1 ST  
 Oaks backup, usually kept rolled into his pants leg.



**FOLDING CROSSBOW**  
 EX 0 L R 2D6+3 1 1 VR  
 A hand made crossbow, very simple, but very quiet.



**OAKS MG**  
 HVY -2 P U 6D6 (7.62mm cased) 50 20 ST  
 A cobbled together SAW firing belt fed ammo. Oak keeps this in the trunk of his trike.





### MORTIMER THE BLACK

AGE: 27

ROLE(s): NOMAD/RUNNER/SOLO

CHARACTER POINTS: 142

INT: 5 REF: 10 TECH: 6 COOL: 10 ATTR: 6

LUCK: 8 MA: 4 BODY: 7 EMP: 10/9

Mortimer never met his real parents, they put him up for adoption during the collapse, and all paperwork was lost. He spent his childhood being shuffled from one foster family to the next. One of his foster families decided to take him on a trip, but they were attacked on the road. Mortimer was found by a new family, affiliated with the Snake Nation, called The Hunt.

He was raised communally, where he was taught to hunt, survive, and defend himself. He spent his young adulthood learning everything his elders had to teach him, from classical education to the finer points of the Hunt's religion. Eventually, upon reaching adulthood, he set off on his own, as is the custom, to find himself and his own path.

His journey brought him to Tijuana, where he joined up with Swift, Cougan, Brokenhorse, Walker and his boys, in order to help Juntas Libres stop the ex-military cyberpsychos that had been ravaging the countryside.

Afterwards, he has continued to ride with the Broken Saints, and was personally responsible for helping Swift to evade the police still searching for him for the murder of detective Ben Strong and the Montesanto corporation by helping him to fake his own death.

For the purposes of respite and laying low, Mortimer convinced the Broken Saints to attend the Wild Hunt. On the way there, Mortimer placed a bet on the roulette wheel and hit an unbelievable jackpot, winning over 750,000 dollars. He also met his current girlfriend, Dulcinea at the hotel. After the festivities of the wild hunt, during which Mortimer won the endurance race, the group headed to Boston, where Mortimer treated everyone to a 5 star hotel penthouse for month, and the Saints lived the high life on his dime. But it was due to the Wild Hunt and their time in Boston, that the group was able to smooth out differences and come together as a family.

Mortimer is friendly and outgoing, generous to a fault. This belies the fact that in order to achieve his goals he is absolutely ruthless and merciless towards any perceived threat or enemy.



Mortimer rides a hand built racing bike which has had the body formed to resemble a demonic metal horse:





Vehicle	Make: NOMAD	Model: STEEL HORSE	
Top Speed:	200 mph	Acc/Decc	25/35 mph
Crew:	1	Range:	300 miles
Passengers:	1	Cargo:	0 kg
Maneuver:	+2	SDP:	40
SP:	10	Type:	Bike
Mass:	800kg	Cost:	1800eb
Notes SPECIAL EQUIPMENT: Radio			

Mortimers weapons include:



IMI "Chainknife"

MEL +0 J P 2d6+1\* - - VR

Mortimer carries two of these on his belt and uses them paired.



Militech Electronics Stun Knucks

Punch +0 P C Stun -2 6 1 ST

Mortimer carries one of these in each of his front pockets.



Nova Arms "Eastwood"

P +1 J P 6d6 (.44ET) 6 1 VR

Mortimers primary sidearm, carried in a low slung hip holster, cowboy style.



NOMAD SNIPER SYSTEM

RIF +5\* N P 6d6 (3.5mm FF) 40 2 VR

Mortimers long arm, kept in a rifle sheath on his bike.

Using an Arasaka WSSA as its base, this weapon has been rebuilt to Mortimers exacting standards.



NOMAD QUICKSLING

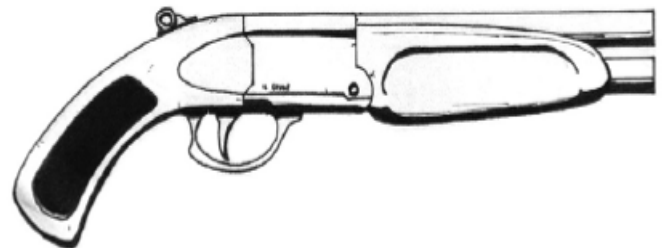
EX 0 P C 1D6 1 1 VR

Kept in a pouch in his belt along with a handful of ball bearings. Mortimer likes to use this innovative slingshot to bring down small birds or create distractions.



SHT +1 N C 4d6 (12ga.) 12 1 ST 615eb

A semi-auto magazine fed shotgun.



OVER-UNDER SAWN OFF SHOTGUN

SHT - 0 - J - E - 4d6 (12ga.) - 2 - 1 - VR

Mortimer loads this with Thermite shells.





**CHAZ "ROAD HOUND" COUGAN**

**AGE: 23**

**ROLE(s): NETRUNNER/SOLO/NOMAD/BOUNTY DOG/SCOUT**

**CHARACTER POINTS: 156**

**INT: 10 REF: 10 TECH: 8 COOL: 6 ATTR: 3**

**LUCK: 3 MA: 4 BODY: 8 EMP: 8**

Cougans mother was a Bounty Hunter out of Philly, his dad was a survival instructor in Missouri. He spent his childhood back and forth between the two parents, when he wasn't doing time in juvie.

Looking for a bit of stability, and a place where he could profit from the skills he had aquired during his childhood, Cougan joined the military as soon as he was legally able. He did well in the army, but he had one minor flaw. He couldn't leave well enough alone. Surrounded by high-end military surplus, Cougan began selling it to a local nomad chapter of the Aldecaldos. As his operation grew he was forced to recruit help. Unfortunately one of the recruits, a young supply tech named Wayne Cupperman, was an undercover operative working a sting targeting Cogan's operation. The sting went down, only the nomads weren't so keen on being arrested. A gunfight broke out that left Wayne dead on scene from cranial trauma. The gunshot wound to Wayne's head had destroyed his Cyberoptic and implanted hard drive, which. Without clear evidence, no formal charges could be filed, but Cougan was dishonorably discharged.

Drummed out of service Cougan hired on with the same Aldecaldo group that he had being dealing with prior, and small group calling itself "Force Of Nature". He traveled for a long while with them before

problems over a girl had him signing up with the Blaine's in Idaho and helping to form the Broken Saints.

Cougan was heavily involved in all aspects of the Work Farm incident, especially when it came to information gathering and electronic security. He suffered injuries when Montesanto retaliated against the fleeing prisoners, but in doing so managed to bring down the AV that not only wounded him, but killed Yun Olaff and Vess Atkins.

After the Work Farm Liberation, Cougan separated from the group, to lay low and let his injuries heal. During his respite he met and fell in love with a Blaine medic named Kameko Muniuni. The affair was happy while it lasted but eventually the road called to the hound and the two separated.

Cougan met up with Swift and Brokenhorse a year later to help the Aldecaldo affiliated Juntas Libres in Mexico. He has since again taken up riding with the group, using his netrunner skills and tracking abilities to augment their operations.

Cougan is a man who values profit above all else, an attitude that puts him in good graces with Walker and Mortimer, but is creating a rift with Swift and Brokenhorse's morality. Fortunately the attendance of the Wild Hunt festivities, in which beyond all odds Cougan was able to win the 100 man free for all brawl, has helped heal many of the conflicts among the group, and solidify the Broken Saints as a team.

Cougan tends to favor wearing military surplus clothing and gear.

He rides a heavily customized and modified bike:



Vehicle	Make: NOMAD	Model: Custom	
Top Speed:	180 mph	Acc/Decc	25/35 mph
Crew:	1	Range:	320 miles
Passengers:	1	Cargo:	10 kg
Maneuver:	+2	SDP:	45
SP:	25	Type:	Bike
Mass:	480kg	Cost:	3000eb

Notes

**SPECIAL EQUIPMENT:** cybernetic linkage, audio suite, mil band radio.



Cougan's weapons include:



**SEXECUTIONER**

P +3 L U 5D6 (.525 mag express cased) 5 1 VR  
Cougan traded a hefty amount of military surplus for this weapon, as well as a large chunk of eb. He wears it in a low slung western style gunbelt.



**DELTA MARK VII**

P +5 L U 4D6+1 (.12mm cased) 8 1 VR  
Cougan loves this gun, so much that he keeps adding crap to it. It started out as a normal weapon, then he had weapon overhauled by a master gunsmith for accuracy, then he began adding to it. Now it is smartlinked, features a laser sight, a UV laser sight, underbarrel lug, suppressor, brass catcher, and removable scope.

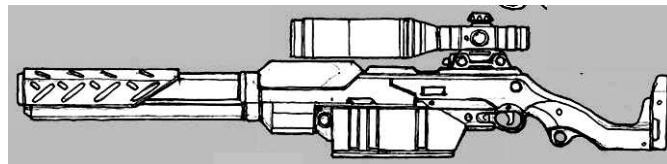


SHT -1 N C 8D10 APH (10ga. thermite) 5 1 ST  
It's not the shotgun itself that is important, it's the fact that Cougan loads them with Thermite shells. Once the thermite has destroyed the barrel, usually after about 4-5 shots, he just replaces the gun and does it again. He keeps this weapon on his bike.



**M-52AR**

RIF +2 N P 8D6/varies (10mm cased/25mm grenade)  
60/120-5 1/3/35-1 VR  
Cougan acquired this rifle fighting psychotic ex-American military personnel in Mexico.



**ARASAKA "YARI" 3775eb**

RIF +2 N R 6D10+12 (30mm cased) 5 1 VR  
Cougan's "Big Fuckin' Gun". He doesn't use it much, the price of ammo for it makes it too expensive to do anything but look at it every now and then. But when he does use it, whatever he is shooting at tends to drop.



**COMBAT KNIFE**

MEL - 0 - N - C - 1D6+1- N/A - N/A - VR - Varies  
Cougan is very fond of his knife, usually keeping it on his belt, left side, in a slung forward position.



**WAR CLUB**

MEL - 0 - N - C - 2D6+3 N/A - N/A - VR - Varies  
A barbed-wire wrapped baseball bat, for those barely less than lethal situations.



**ALEC "WALKABOUT"  
WALKER**

**AGE: 24**

**ROLE(s):**

**INSTIGATOR/GRIFTER/  
FIXER/NOMAD**

**CHARACTER POINTS: 156**

**INT: 9 REF: 9 TECH: 4**

**COOL: 10 ATTR: 5 LUCK:**

**5 MA: 6 BODY: 8 EMP: 9**

Refugees of the Long Walk, Walkers parents decided to stay in Mexico City. With drugs they smuggled secretly up from Panama, they quickly rose to power in one of the smaller gangs in the city, unfortunately gang warfare being what it is, fortune and power are fleeting, and after a deal gone wrong Walker was left orphaned.



The orphanages of Mexico City were already overflowing from families devastated during the quake, but the nomads rebuilding the city were quick to rescue many of those orphans, providing them family, raising them communally, and teaching them valuable skills by putting them to work where it was safe to do so.

Walker found that while he didn't have the skills to drive for the hard construction work, what he did have was the ability to convince others to do the work for him. He soon found himself a foreman over men twice his age. He also found he had a gift for finding what people want, what they need, or what they don't want anyone to know. Over the years he honed these skills to a razor sharp edge, eventually breaking from the nomads in Mexico city and gathering his own crew, dubbed Rambling Six.

He found himself in nearby Tijuana, hiring out for small jobs, fencing goods, dealing drugs, and using his crew as muscle for his activities. It was here, while working for the Aldecaldo affiliated Juntas Libres, that he and his boys came to be allied with Swift, Brokenhorse, Mortimer, and Cougar.

After the crew stopped a bunch of cyberpsycho mercs who were terrorizing isolated villages, Walker and his surviving team decided to join up permanently with the Broken Saints. Convincing them that his skills at negotiation and his contacts in and out of the nomad community would be essential to their operations.

Walker is all about the money, and sees even those closest to them as merely tools, a trait his overwhelming charisma covers well.

**Walker drives a heavily modified El Camino**



Vehicle	Make: Chevy	Model: El Camino	
Top Speed:	100mph	Acc/Decc	15/25 mph
Crew:	1	Range:	280 miles
Passengers:	1	Cargo:	1000 kg
Maneuver:	-1	SDP:	60
SP:	20	Type:	car
Mass:	3400kg	Cost:	1200eb

Notes

**SPECIAL EQUIPMENT:** Civilian band radio, AM/FM radio/8-Track player (20 assorted 8-track tapes, armor plates over wheels, front ram bar, high power lamps, doors welded shut)  
**Weapons:** Tri-SMG on pintle mounts (dam: 2d6 rof: 60 (20x3) shots: 105 (35x3) ST

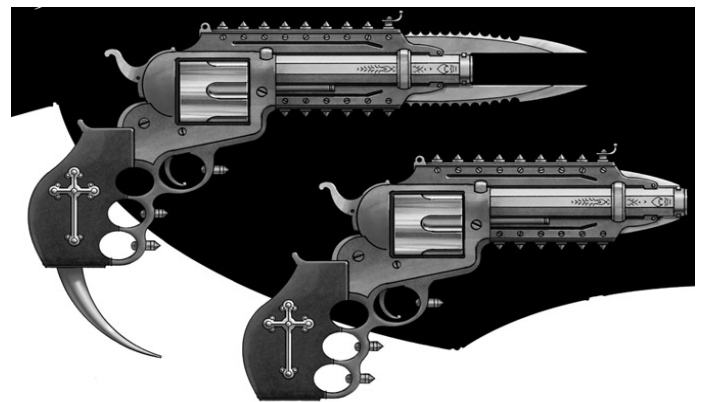
**Walkers Weapons:**



**NOMAD CHEAPO**

**RIF -2 L/N R 3D6 (11mm caseless) 15 1 UR**

Juntas Libres gave this weapon to Walker, he uses it as a back up, leaving it in his El Camino most of the time.



**PADRE**

**P +0 J P 4d6+3 (.454C) (B9) 5 1 VR 50m**

A custom made Colt chambered in .454 Casull and featuring 2 concealed spring loaded blades and a wickedly curved spike in the handle (melee damae 1d6, spike treats armor as 1/4<sup>th</sup> value. This is walkers primary weapon.

**WALKERS CREW:**

These are the survivors of the Rambling Six:



**Pablo “Hammer” Lopez**

AGE: 22

ROLE(s): Runner/Solo

CHARACTER POINTS: 70

INT: 5 REF: 9 TECH: 8 COOL: 7

ATTR: 4 LUCK: 5 MA: 6 BODY: 10

EMP: 6

Pablo was the first guy to join Walker’s crew and has been with him the longest. Standing 6’5”, his size and strength made him a prime candidate to keep the other side of the deal from doing anything stupid.

In truth, Pablo is good natured and kind, if somewhat dim, but his loyalty to anyone he judges to be his friend is to the death. He has a soft spot for small animals, and would have adopted half the strays he has come across if Walker would let him. He has had a neural processor implanted to overcome the damage he took from amphetamine abuse, it is equipped with a vehicle smart link. Now that Walker and his crew have joined with the Broken Saints, Pablo’s primary duty is driving the truck.

Pablos bike:



Vehicle	Make: NOMAD	Model: ?	
Top Speed:	120 mph	Acc/Decc	20/30 mph
Crew:	1	Range:	300 miles
Passengers:	1	Cargo:	60 kg
Maneuver:	+1	SDP:	30
SP:	5	Type:	Bike
Mass:	190kg	Cost:	500eb

Notes  
SPECIAL EQUIPMENT: limited Off-road capable, saddlebags, 2 canteen, tent, sleeping bag,

Pablos weapons:



**NOMAD SNIPER RIFLE**

RIF +2 N C 6d6+2 (7.62mm cased) 5 1 VR

A hand made but accurate and reliable sniper rifle.



**SLEDGEHAMMER**

MEL 0 N R 4D6

Made from engine parts...

**Moreno “Saw” Juarez**

AGE: 40

ROLE(s): Medtech/Solo

CHARACTER POINTS: 80

INT: 9 REF: 9 TECH: 10

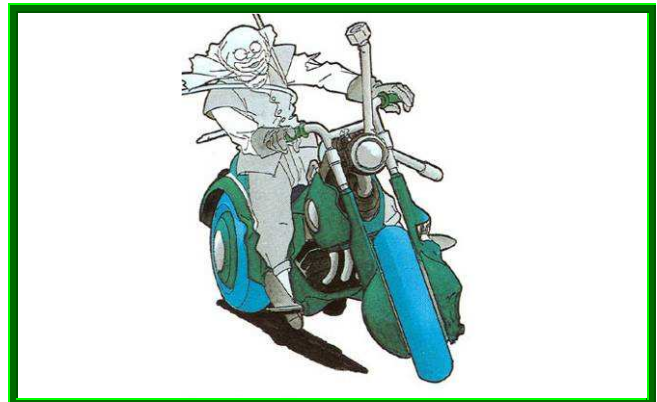
COOL: 5 ATTR: 4

LUCK: 4 MA: 5 BODY: 8

EMP: 6

Moreno is a grizzled old man. A former army medic and civilian surgeon, until he lost his license for drinking on the job. Moreno now serves as the teams primary medic, but still has quite an alcohol problem. He is haunted by events of his past which he never speaks of, and only joined up with Walker to keep himself in cigars and booze.

Moreno’s Bike:



Vehicle	Make: NOMAD	Model: ?	
Top Speed:	120 mph	Acc/Decc	20/30 mph
Crew:	1	Range:	300 miles
Passengers:	1	Cargo:	60 kg
Maneuver:	+1	SDP:	30
SP:	5	Type:	Bike
Mass:	190kg	Cost:	500eb

Notes  
SPECIAL EQUIPMENT: limited Off-road capable,

Morenos Weapons:



**Ak-47**

RIF +1 N C 5D6 (7.62mm cased) 35 1 VR

Hard used and battle proven.



**SHOTGUN**

SHT +1 N C 5d6 (10ga.) 3 1 ST

A cut down semi-auto 10 gauge shotgun.



CADENCE  
 CROWE  
 AGE: 22  
 ROLE(s):  
 Medtech/Solo  
 CHARACTER  
 POINTS: 80  
 INT: 10 REF: 9  
 TECH: 10 COOL:  
 7 ATTR: 6  
 LUCK: 4 MA: 6  
 BODY: 9 EMP: 5  
 Cadence was born in New Mexico, her father was never in the picture, but her Mother, a doctor with the Peace Corps, did her best to raise the child. Her mothers job took her to many places most would deem unpleasant, but the exposure to various cultures and customs, and seeing the world as more than a neighborhood, imprinted itself on the young girl.



They were in Southern Mexico, helping to bring medicine to the people, when the first wave of refugees in the Long Walk came through. This was where they met the man who would become Cadence's step father, a wounded vet whom her mother nursed back to health. The two joined the Long Walk, providing medical aid and comfort where they could. By this time Cadence had learned enough from her mother that even at the age of 11 she was assisting her with her medical duties, including acting as a nurse in surgery.

When they finally got back to the states, the her mother married the soldier, and the three of them joined with the Snake affiliated family, the Straw Hats. Her step father taught her everything he knew of being a soldier and hunter, her mother continued educating her in medicine. She left the nomad clan just long enough to attend medical school, beginning at age 16, and graduating at 21. After graduation she again hit the road, hooking up with the Blaines, acting as a Medic for the Montesanto Operation and spending most of her free time hanging out with the Broken Saints.

During the liberation of the work farm, Cadence was seriously injured, and left the Saints to recuperate with her parents.

Cadence is friendly and outgoing, and a little wild. In addition to being an excellent medic and surgeon, she is an accomplished marksman and favors large bore rifles and handguns.

Cadence drives:



Vehicle	Make: NOMAD	Model: Ambulance	
Top Speed:	100mph	Acc/Decc	20/30 mph
Crew:	1	Range:	280 miles
Passengers:	3	Cargo:	6000 kg
Maneuver:	+1	SDP:	60
SP:	10	Type:	Van
Mass:	1.1 tons	Cost:	6000eb

Notes

**SPECIAL EQUIPMENT:** limited Off-road capable, CB Radio, 20 gallon water tank, family sized distillation kit, military style medic kit, full field trauma kit, auto tool box, bed/operating table, extra batteries, defibrillator, stretcher, air pump (for suction),

Her weapons include:



**NOMAD 12MM SEMI-AUTO**  
 P -1 J C 4D6+1 7 1 ST

Hand made at the Arizona Nomad Market. Ugly, looks cheap as hell, but surprisingly common and reliable. This is Cadence's primary sidearm, usually worn tucked into her belt .



**NOMAD KENTUCKY RIFLE**  
 RIF +4 N C 6d6+4 (30-06) 2 1 VR

Made by hand, no Kentucky Rifle is the same. This version uses an exposed hammer, giving it a flintlock feel, and a 2 round tube magazine, with one round chambered for a max of 3 shots. Not pretty, this weapon is very accurate.





**ASHLEIGH "A.J." JADE**

**AGE: 20**

**ROLE(s): VAMP/INFILTRATOR**

**CHARACTER POINTS: 70**

**INT: 8 REF: 8 TECH: 4 COOL: 9 ATTR: 10 LUCK: 4 MA: 4**

**BODY: 7 EMP: 9**

Ashleigh's mother was Sioux, and her father was Scottish/German. Abandoned at a reservation in Arizona, she was raised by the locals until she was 16. Her life was never pleasant, her red hair, fair skin, and blue eyes constantly set her apart from the other kids, and without any connection to her past she had little in common with the elders. It was no surprise that when an Aldecaldos family passed through, she managed to flirt her way into the caravan, traveling with them as far away as possible. She eventually came to ground in Idaho, working with the Blaines. Tommy Blaine had taken to courting her, and though she never gave in he tried to impress her constantly by asserting his authority whenever she was near and finding special favors for her. She refused his advances and joined with the Broken Saints. He caught up to her alone one day, and threatened to have her put to work on the farm if she didn't give in to him. When she still refused he tried to rape her but she was able to flee to safety. The information she had gotten from Tommy Blaine aided Swifts investigation into the farm immensely, especially the ID/Key card she had stolen from Tommy, which allowed them to get through a perimeter fence of the Work Farm.

Ashleigh was badly wounded helping Cadence pull the injured refugees behind cover during the Work Farm liberation. Afterwards she left with Cadence to recuperate.

Ashleigh is flirtatious and outgoing. She knows how attractive she is and has learned to use it well to her advantage.



Vehicle	Make: NOMAD	Model: Chopper	
Top Speed:	125 mph	Acc/Decc	20/30 mph
Crew:	1	Range:	300 miles
Passengers:	1	Cargo:	40 kg
Maneuver:	0	SDP:	25
SP:	5	Type:	Bike
Mass:	170kg	Cost:	300eb

Notes

**SPECIAL EQUIPMENT:** limited Off-road capable, 1-man tent, sleeping bag, cb radio,



**SMOKE WAGON**

**P -1 J P 3d6 (.357 mag) 6 1 VR**

A hand made .357 mag revolver, these types of weapon are extremely common among nomads. This is Ashleigh's primary weapon, she wears it in a low slung home made simple holster.



**SHOTGUN**

**SHT -1 N C 4d6 (12ga.) 4 1 ST**

A cut down lever action shotgun.



**BUTCHER**

**MEL 0 N R 2D6**

A customized cleaver.



**YUN OLAFF**

AGE: 18

ROLE(s): TECH

CHARACTER POINTS: 73

INT: 5 REF: 9 TECH: 10

COOL: 8 ATTR: 4 LUCK: 9

MA: 4 BODY: 4 EMP: 8

Born to Swedish fishermen affiliated with the Thetas, all Yun knew from the time he could walk was the ocean and fish. He hated them both. The only thing he did love was machines. At 14 he jumped ship in Florida and hired on with a traveling carnival affiliated with the Bloods as a mechanic, but grew tired of what he termed "That GODDAMN carnie music". He hired on with the Blaine's as a mechanic that brought him to Idaho, where he fell in with the Broken Saints.



Yun is extremely relaxed and open, but is unfortunately a diagnosed narcoleptic, prone to falling asleep at any given moment. The only time he has found himself free of this curse is when working on machines, any machines, especially cars and weapons. His narcolepsy unfortunately prevents him from driving himself, but he fits in well with the group. He has a penchant for making his own weapons.



**SAW BLADE THROWER**

EX -3 N R 4D6AP 30 1 ST RANGE: 50m Cost: 100eb

Yun Olaff makes these weapons by hand. He built the original when he found himself weaponless on a farm. It is powered by a weed whacker engine which spins a flywheel, launching the saw blades in semi-automatic fire. The weapon has a top loading cassette that holds 30 saw blades. Yun now sells or trades these weapons at Nomad Markets across the country. Unfortunately the Raffin Shiv seem to be his biggest customers. Point blank on these weapons is considered to be 5 meters.



**Variety of hand built melee weapons:**

Yun always keeps a variety of small hand made defensive weapons on his person. Usually consisting of throwing knives, brass knuckles, boomerangs, etc. He makes them himself, and will trade them for goods whenever possible.

**VESS ATKINS**

AGE: 21

ROLE(s): SOLO

CHARACTER POINTS: 68

INT: 5 REF: 10 TECH: 8

COOL: 6 ATTR: 4

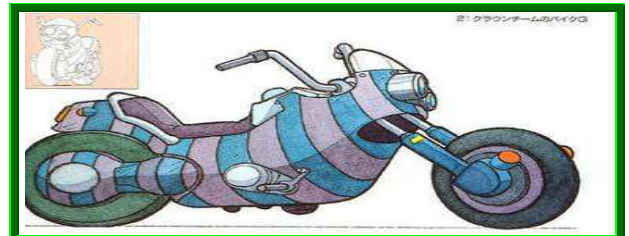
LUCK: 4 MA: 6 BODY: 5

EMP: 4

Vess's parents were Polish immigrants who came to the states to escape the food shortages in Europe during the collapse. With life no better in the states, they were left homeless and the road was their only option. Vess grew up in the nomad community with his parents as migrant agri-labor with a small tribe affiliated with the Jodes. He joined up with the Blaine's in Idaho to escape the boredom.



Vess did not get along well with the group in Idaho, he had a habit of over representing himself and was quick to brag, exaggerating his every deed, real or imagined. He saw himself as a supreme sniper, and martial artist, going so far as to provoke fights, which either led to humiliation, or when he picked a fight with weaker members, a loss of respect from all around him.



Vehicle	NOMAD	?	
Top Speed:	90 mph	Acc/Decc	15/25 mph
Crew:	1	Range:	280 miles
Passengers:	1	Cargo:	60 kg
Maneuver:	0	SDP:	25
SP:	5	Type:	Bike
Mass:	200kg	Cost:	200eb
SPECIAL EQUIPMENT: limited Off-road capable,			



**AK-47**

RIF +1 N C 5D6 (7.62mm cased) 35 1 VR

Hard used and battle proven.



**NOMAD BURSTER**

SMG -2 J C 2D6+1 20 1/3/10 UR

A common sight among the nomads, these hand built SMG's have a reputation for jamming, but put out impressive firepower for such a small package.



**LUCY "LAVENDER" ZAYAS**  
**AGE:** 25  
**ROLE(s):**  
**GRIFTER/INSTIGATOR**  
**CHARACTER POINTS:** 70  
**INT:** 9 **REF:** 8 **TECH:** 4 **COOL:**  
**10** **ATTR:** 9 **LUCK:** 6 **MA:** 4  
**BODY:** 6 **EMP:** 7

Lucy was born in a ditch to illegal immigrants just on the American side of the Texas/Mexican border. Unfortunately her mother died during childbirth, and her father was soon arrested for drug smuggling and sentenced to a long prison term care of the Texas department of corrections. He was killed not long after, leaving Lucy in the care of an already burdened state. She grew up in the foster care system, being thrown from one group home to the next. Eventually she ran away, getting a ride from Nomads heading north. She Made it to Vegas at 14, where she was able to live on the street, making money running small con games and scams.



At 17 she hooked up with a street preacher conman, and began running a revival, promising faith healings and salvation. The money was pouring in. Then the bottom fell out. Turns out one of the little old ladies they had cleaned out under the guise of "saving the children", was the aunt of a local police captain. Lucy was able to get out, barely, but with nothing but the clothes on her back.

Homeless again, and knowing she had to get out of Vegas, she hooked up with nomads again. She moved from one family to the next at each Nomad Market she stopped at. Each time convincing the families to give her as much, if not more, than they could afford. She was able to get away with this for 2 years before one of the families finally caught on, and dumped her on the side of the road in Raffin Shiv Territory. Luckily, Swift drove along just in time, saving her from would almost certainly have been a gruesome and disturbing experience. Swift had heard over the radio, the family tell what she had been up to, so while he was able to save her, he wasn't going to fall for her lines no matter how hard she tried. He has been letting her ride with the Saints, her talents for influence coming in handy on the road. However the rest of the family keeps her at arms length.

Lucy isn't actually a Saint, she often leaves the group for long stretches, only to hook up with them again when she is lonely or in trouble. Honestly, she doesn't really even want to be a nomad, but she has little choice left to her. She would rather be living in luxury, getting rich off suckers. But lately she has started to embrace the role more, especially in light of the Saints being such a nurturing family among themselves, something she didn't know she wanted but has been trying to fill the hole of for her entire life. In contrast

Lucy is very girly, and is always wearing at least one item of pink clothing, her gear and weapons are similarly feminine in decoration, treated more as accessories, than tools.

Lucy drives a nomad built SUV.



Vehicle	NOMAD		?
Top Speed:	110 mph	Acc/Decc	20/25 mph
Crew:	1	Range:	250 miles
Passengers:	5	Cargo:	1000 kg
Maneuver:	0	SDP:	50
SP:	15	Type:	SUV
Mass:	1.4tons	Cost:	2000eb

**SPECIAL EQUIPMENT:** Off-road capable, Civilian Band Radio, Audio entertainment system. Climate control, ran bar, reinforced frame, monster suspension, personal distillation kit.

**LUCY'S WEAPONS:**



**MY LITTLE PONY AR-15**  
**RIF +2 N C 5D6 (5.56mm cased) 30 15 VR**  
 A heavily customized rifle. The tassles are a bit much.



**SIG SAUER P226**  
**P +1 P C 3D6+1 (.357 cased) 13 1 VR**  
 Inlaid with real diamonds, no one knows where Lucy got the money for this weapon, or how much she paid for it. But it is her primary weapon, usually kept tucked in her belt, in front, under her shirt.





**HENRY "SPOKE" SPOKANE**

**AGE: 26**

**ROLE(s): TECHIE/SOLO/NOMAD/RUNNER**

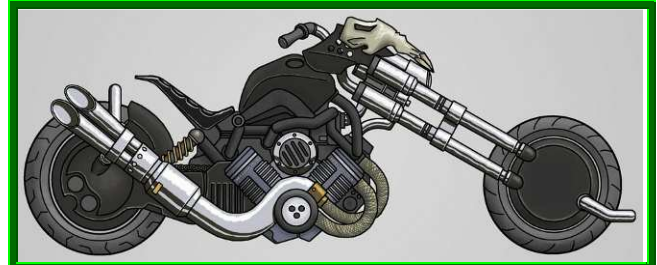
**CHARACTER POINTS: 165**

**INT: 6 REF: 12 TECH: 10 COOL: 9 ATTR: 6 LUCK: 6**

**MA: 8 BODY: 12 EMP: 7**

Henry is the most recent addition to the Saints. Not much is known about his past, other than he is an orphan. He never knew his parents, he was raised by a Sanke affiliated family, who either never knew, or never told him anything about his past. He has travelled extensively across the country working with various nomad families. He met Swift when he was working with Blood carnies in Mardi Gras. The similarities between Spoke and Swift in both personal style and capabilities are stunning. After they had to spend a bit of time working together to solve some problems for the local nomad community, the two hit it off, both amused by their similarities. Afterwards Swift invited Spoke to join the crew.

**Spoke drives a custom chopper:**



Vehicle	Make: Nomad	Model: Custom	
Top Speed:	180mph	Acc/Decc	30/35 mph
Crew:	1	Range:	250 miles
Passengers:	0	Cargo:	0 kg
Maneuver:	+2	SDP:	30
SP:	10	Type:	Cycle
Mass:	240kg	Cost:	??
Notes SPECIAL EQUIPMENT: Limited Off-road capable			

**Spokes Weapons:**



**ARASAKA MMR-6 1275eb**

**Rif +2 N C 8D6 (10mm caseless) 100 1/3/20 ST**

A heavily customized assault rifle with a cleaver for a machete and a custom made 50 shot banana magazine. Spoke keeps this on his bike.



**NORSE TECHNOLOGIES "HOD" 2435eb**

**P +1 J C 4D6+3 (.44 cor-bon magnum cased) 6 1 ST**

Spoke carries two of these, one black, one silver, in holsters on his hips. They are his primary weapons.



**SHOTGUN**

**SHT +1 N C 4d6 (12ga.) 5 1 ST**

A cut down hard used semi-auto in 10 gauge. Spoke keeps this on his motorcycle.





**NOMAD COMBAT KNIFE**

MEL 0 N C 1D6+1 N/A N/A VR Varies

A heavy hand made combat knife. Spoke keeps this in a sheath on his right boot.



**CONSTITUTIONAL ARMS REV-6 3410eb**

P - -1 - L - P - 7D6+3 (.300 win. mag) - 6 - 1 - VR

A well used REV-6, kept on Spokes bike in a holster on his gas tank.



**Custom Made Heavy Throwing stars.**

MEL - NA - J - E - 1D6 - NA - NA - ST

The first of these weapons, which Spoke keeps in his left boot, is a folding blade throwing star, the second weapon is also a heavy throwing star, its blades automatically retract by depressing the center jem, and also attaches to his belt buckle.



**SLINGSHOT**

RIF 0 P E R 1D6 1 1 UR

This is mostly used to hunt rabbits and other "critters" for food. He keeps this in a pouch on his belt.



**RACE TENKILLER**

AGE: 31

ROLE(s): SOLO/SCOUT/SHADOW/NOMAD

CHARACTER POINTS: 160

INT: 9 REF: 10 TECH: 6 COOL: 9 ATTR: 6 LUCK: 5

MA: 6 BODY: 9 EMP: 5

Race is a full blooded Cherokee who spent his youth with his grandfather. His grandfather took him to Panama where he had been contracted as part of the reconstruction effort on the Canal. Race was one of the youngest survivors of the long walk, but his grandfather was captured and tortured to death by Colombians during the journey. Race would have died there as well, had it not been for American military refugees who burst in and saved him. Race spent the rest of his childhood on a reservation in Oklahoma, until he was old enough to join the military. He excelled there and became a Navy SEAL sniper. After two tours in the Third South American conflict, Race was Tasked to work with an unnamed special operations group tasked to infiltrate the Nomad Community and determine the threat that nomads and especially the Raffin Shiv present to national security. This is where he met Swift. Swift was working with the group as a liaison in exchange for his freedom and to keep the military from involving itself too deeply in Nomad affairs. The unit came to a bad end when one of the superior officers betrayed the group. In the ensuing Chaos Race, Swift and a few other operatives were declared lost in action, presumed dead. When Swift decided simply to disappear back into the Nomad Community, he offered Race a chance to start his life over, free and under his own control. Race took him up on the offer and has been affiliated with the saints ever since. Race doesn't panic, and he doesn't rush a shot, he takes slow deliberate aim with every shot, his weapons are highly accurized and he treats them like a surgeons tools.



**Race rides a military surplus customized dirtbike:**



Vehicle	Make: Kawasaki	Model: Custom	
Top Speed:	120mph	Acc/Decc	20/35 mph
Crew:	1	Range:	250 miles
Passengers:	1	Cargo:	30 kg
Maneuver:	+2	SDP:	30
SP:	10	Type:	Cycle
Mass:	140kg	Cost:	400eb
Notes			
SPECIAL EQUIPMENT: Off-road capable, military radio			



**REMINGTON HUNTING RIFLE**  
**RIF +5 N C 5D6 (5.56mm cased) 5 1 VR**  
 An extremely accurate and functional rifle, this is races standard rifle, and he keeps it in a rifle holster on his back. It is adorned with Native American charms and symbols. This weapon belonged to his grandfather. It had been left with a friend on the reservation while they were in Panama, and was given to Race on his 18<sup>th</sup> birthday. It is his most cherished possession.



**SHOTGUN**  
**SHT -2 L C 5d6 (10ga.) 1 1 ST**  
 A single barrel 10 gauge shotgun Race keeps on his bike in a holster tied to the forks.

**Races Weapons:**



**SEBURO MSR-50 6720eb.**  
**RIF +4 N R 6D10 (.50 BMG cased) 12 1 VR**  
 Race kept his long arm when he left the military. Usually kept on his bike in a locked, removable, waterproof case.



**MINIMIZED ASSAULT RIFLE**  
**RIF -2 L C 5D6 (5.56mm cased) 20 1/3/10 VR**  
 On the very rare occasion where Race needs a fully automatic weapon, he keeps this. It is the only rifled barrel firearm he owns that hasn't been maximized for accuracy, quite the opposite in fact. But he keeps it because you never know when you might need a rapid fire close quarters weapon. Well that and the ammo for it is relatively easy to find compared to the .454 or the .50. Kept on the bike.



**Kodiak Killer**  
**P +4 J P 4d6+3 (.454 Casull) 5 1 VR 50m**  
 A heavily customized .454, an extremely accurate weapon, this is Races personal sidearm, worn on his right hip.



**TOMOHAWK**  
**MEL 0 N R 2D6**  
 Race prefers this hand axe as a melee weapon, and always keeps it on his left hip.



## FACES IN THE CARAVAN:



Some of the people you may meet on the road



**Max Mojave and Jacob Runningbird** can usually be found either running their shop at the New Mexico Free Trade Zone where they sell a variety of hand crafted and authentic Native American goods, or acting as middlemen settling trade negotiations, disputes, and safe travel contracts between nomads and the United American Nation. Being full blooded Apache their connections and influence with the native American tribes that make up the UAN give them a unique and pivotal role in the Nomad Community. One or the other may also be called away to settle disputes or smooth things over with organized Native American tribes in other regions of the U.S. where their reputations succeed them.



**The Rusty Tumblers** are a nomad band who have a permanent gig at the Night City Nomad Market, only taking time off to play at the Wild Hunt or other large

nomad celebration. The band is made up of Kit Calico on piano, Dean Mason on Bass, Candy Cane on vocals and Guitar, and Chino on percussion. Other musicians frequently jam with the band, and the lineup is ever changing. Playing with them isn't difficult, just get up on stage and if you can keep up you can play as long as you like, if you can't then you will get dragged off-stage by an unruly crowd. If the band likes you, they may even split the tips. In addition to the tips, the band is paid with food, lodging and free drinks when they are on



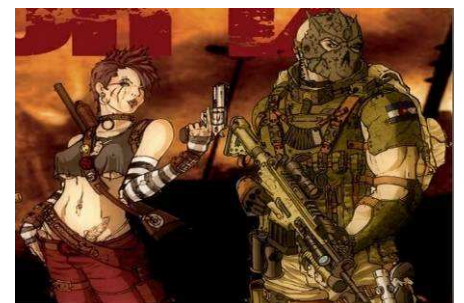
performances.

stage. The tumblers have been offered contracts a few times, including by Wake Up Records, but have turned them down. They reluctantly sell CD's of their music, but they are all recordings of live



**Sector 12** is a small nomad family made up entirely of ex military who hire themselves out as outriders when they are taking on Mercenary work.

They have a reputation as very formidable fighters proficient with most weapons as well as hand to hand. The only downside to Sector 12 is that they will work for anyone if the price is right, and they have been known to hire on with corporations and even Raffin Shiv. This has created an air of suspicion around them, and their presence in the nomad markets and within the community at large is treated with closely guarded caution. They claim Snake nation, but the popular opinion is that their only loyalty is to cold hard cash. At current count their family is 15 strong, but they are recruiting.







**Madame Rose** runs Rose's Cathouse, a saloon and brothel at the Flagstaff Flea Market. Madame Rose was riding with a Jode affiliated family a



few years ago when they were attacked by Raffin Shiv. In the attack she was severely damaged, losing an arm, an ear, and taking burn damage to her throat and face. She has since had cybernetic replacements installed and undergone extensive cosmetic surgery to not only repair the burn damage but to enhance her



beauty and give herself a more youthful appearance. She rode with various



families for a while, often prostituting herself, in order to save her money to establish her own saloon and cathouse. Knowing how rough the road can be for single women without blood relations or strong connections, she began taking on any willing girls who strode through her doors



looking for work. You don't have to be a prostitute to work here, as she always needs maids, bartenders, and waitresses. There is no pressure to do anything



except earn your keep. Of course whores make more money than waitresses, and any girl who works for Rose is assumed to be on the clock anyway. Several of her girls have taken on permanent positions, and it seems Rose herself has a soft spot for any girls who have

lost limbs or otherwise been damaged or traumatized by the Raffin Shiv. This has caused many statics with a cyberfetish to become regulars at her establishment.



She also actively seeks out girls who have had exotic alteration, in order to cater to as many tastes as she can. While she faces criticism from many in the nomad community, she holds to her philosophy

that she is actually empowering the women. She is extremely protective of her girls, treating the girls disrespectfully is simply not



tolerated, and any rough treatment will be dealt with harshly, in an old testament fashion. She always keeps at least one well respected and feared fighter on staff in order to make sure her rules are enforced. Rose's only requirements are that her girls are clean, safe sex is practiced at all times, and she has a contract with the local doc to test her girls regularly.



**Dundee Flakes** is an event promoter. He claims Snake Nation but will promote an event for anyone. He is the guy to talk to if you wanna throw a party, a gathering, or any other major occasion. While the Hunt Tribe puts up the money, it's Dundee who does all the work, filling out the paperwork, greasing palms, handling the promotions, booking the bands, and everything else that makes the number on nomad celebration in North America. His sheer number of contacts are legendary. Once a more mainstream event manager for top level bands, the stress of the corporate



bullshit and whiny attitudes of his static clientele caused him to have a nervous breakdown. So he sold everything and went Nomad, where he put his skills to work in a far more laid back atmosphere.



**The Black Coyotes** are a Navajo led Nomad family originally hailing from Colorado, but have since picked up Cherokee members in Oklahoma. Flying Aldecaldo colors, their specialty is smuggling, and they know the back roads of Colorado, Kansas, Oklahoma,



and New Mexico like no one else. They are led by Jonathan Redwine, with his sons Donovan and Mark, and his daughters Nora and Julia. They are all full blooded Navajo. Jonathan's wife died from the wasting plague, and Jonathan and his family lost their home and lands trying



to pay for her medical expenses before she died. Jonathan is now 62, and while his body is strong his spirit is growing weary and lonely. His son Donovan is the



Eldest at 32, and the more aggressive. He is highly skilled with a bow, which he prefers over firearms for its silence. Mark is 25 and is a competent netrunner and driver. Nora is 28, she cooks and has medical training, she was close to



graduating nursing school when she had to drop out to help pay for her mothers medical expenses. At 20 Julia is the youngest, she is an expert navigator and is a superb martial artist and former gymnast. The Cherokee members are David Longknife, his wife Margaret, and their infant son Michael. David is



a former Hi-Way officer and is an expert driver and close quarters fighter while his wife is a shaman who is decent with a rifle but possesses little else in the way of combat related skills. David quit his job after realizing he no longer



believed in the government and its arbitrary laws, and instead believed in justice. His police training and driving skills have made him an excellent scout. He is 26, his wife is 25, and their son is 9 months old. In addition the Coyotes have accepted Connie Whiteraven, 24, a former fashion model and singer who attained some level of



fame before losing everything to an abusive boyfriend/manager. Fleeing that situation is what caused her to go Nomad. Originally the Black Coyotes would only allow full blooded Native Americans to join, however this was dropped when Sue Yazzie, a childhood Navajo friend of

Julia's and fellow martial artist and her boyfriend Angel Martin, a Sioux half-breed, joined the group.



However Angel's violent temper and problems with authority have led to Jonathan questioning his own decision to let them join. Time will tell if they can calm the boy down. The Black Coyotes fully embrace their heritage, and believe a return to the old ways while keeping modern sensibilities is the best way for



them to achieve balance. The final, and newest member of the Coyotes is 16 year old Faith Nakoneh, who claims to be half Lakota. She was a dancer who the Coyotes rescued from a Raffin Shiv attack on another family in Kansas. She has since invited herself to stay, and is treated more like a mascot than a full member. Still she is quite dedicated to learning the old ways, and has bonded with Donovan, learning the use of the bow and tracking skills from him.



**Damien Lee** is an attractive, easy going, and friendly soul with only one goal in life, to be recognized as the best martial artist in the Nomad community. Upon hearing of any highly skilled Nomad fighter he will track them down, often travelling great distances to find them, merely to challenge them to a bout. He prefers the fights to be public, though he has accepted private duels. He has a

reputation for being willing to fight anywhere, at any time. He has become something of a well known name in the community, although



many think his skills are overrated or exaggerated. Regardless he has gathered something of a fan base, particularly among female nomads, though this is probably due more to his appearance than actual skill. He is currently travelling with his girlfriend, a dancer formerly of the Gypsy Hearts who goes by the name Sunset.



**Nutjob Eli** is a common sight at the Boston Nomad Market. Rumors abound about him, as he always shows up on foot wearing dirty, tattered pajamas and a robe, and with a load of weapons to trade for food and supplies. He claims no set, and no one has ever admitted to riding with him. It is not known whether he is a nomad, or a Boise local, but it is known that he can more than take care of himself, as a small group of Blood affiliated nomads found out when they tried to harass him and he beat them all to within an inch of their lives. One old woman claims to know the truth about him, that he was a member of the Jodes whose family was killed in Boston by Raffin Shiv or one of the local gangs. He was hospitalized then put into a mental ward until he was released to a halfway house. She claims the guns and weapons he brings in are from local gangbangers and thugs he takes out in a never ending quest for revenge. Whether true or not, this story about him is the most popular, and has earned him a measure of respect and pity, and so most nomads tend to simply let him come and go in peace and unmolested.



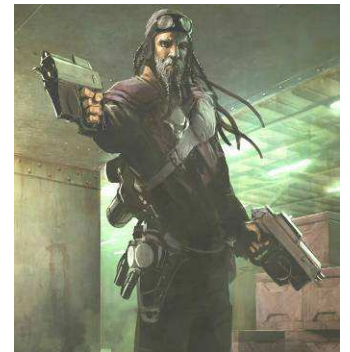
**Juntas Libres** is an Aldecaldo affiliated family who operate out of the Tijuana area. Their leader, Chico Del Rijo, is an elderly man who claims to have once been a colonel in the Mexican Army. He now virtually owns the small town of Seco Del Rio, which he uses as a base of operations for Juntas Libres. Chico almost never leaves the town saloon, where he has his office and an apartment above the bar. The bar is usually filled with members of Juntas Libres, and the group is mainly focused on border smuggling operations, although they have other interests as well. They retain a chapter in Austin, which allows them to maintain cohesion on both sides of the border. Chico has a daughter named Alma, though he rarely sees her as she keeps busy on the road, preferring true nomadic life over confinement to the small town. Chico's right hand men are Carlos Estrada, an American vet of black and latino descent who has been with Chico since the Long Walk and serves as his second in command, and Jorge "Rooster" Alvarez, who serves as his bodyguard and muscle. All told Juntas Libres has about 200 members, though usually only about 25 are ever in Seco Del Rio at one time, the rest on the road across Northern Mexico as well as Texas, Arizona, and New Mexico.



**Waltzing Matilda** is Snake affiliated but isn't a member of any family and will work for any nation that can afford her as an outrider or as someone manning a mounted weapon. The "Waltzing part of her name comes from an off hand remark the leader of the Dirty Ballz, a Folk flag flying family, said after seeing her in action against a group of 8 boosters in Detroit. Story goes she moved from booster to booster in a crowded alley, getting point blank and taking every one of them out one at a time. The name stuck, and her reputation as a solid fighter has only grown since then. She will only hire on with a contract, and once the

contract is over she will leave. She has been asked to join multiple crews, but has always turned them down.

**John "Freebird" Hammersmidt** is a Snake affiliated pilot who owns his own C-1-30 he has dubbed "Filthy Whore". Horatio flies for anyone who can pay, although in his old age he is starting to be a bit more concerned about his cargo. He lives out of his plane and has gained quite a reputation



as a skilled pilot and smuggler. Recently after several attacks by air pirates, he has taken on a mechanic named Virginia Hawkins that he is also teaching to be his co-pilot. He treats her like a daughter, and at her insistence has purchased and installed 4 M-2HB .50 cal machineguns in a swing down quad mount at the rear of the plane. The rear door opens, and Virginia can pull down the mount and defend the plane against attackers.





**Rocky Sonora** is an Aldecaldo affiliated fixer in New Mexico specializing in buying and selling electronics and drugs. He also has strong connections with The Cavers who have taken over Carlsbad Caverns and has the inside track on the smuggling operations that take place there. Rocky is an expert at forgery, and rumor has it he is a key player in the Nomad Underground Railroad. He has a severe distrust of anything even resembling government authority and is something of a conspiracy nut, often ranting about seemingly insane ways the government and corporations are infiltrating every aspect of our lives, and their sinister agendas. Other than that he is amiable and friendly, if somewhat gruff. He has a wife and young son, though he has not seen them in many years. He talks about

them as if he is still in touch, but from what his friends have gathered during drunken rants, they live somewhere in Montana and return his letters unopened.

**Lars Hanson** was groomed to be an executive from the time he could walk. He excelled in school, he knew all the right people, and had a bright future in store for him with a major automotive company. Then it all went south when the company was sold to a Japanese firm, and when he objected he found himself on the



street, blackballed from employment. Angry and homeless he fell in with the nomads, in particular, Juan Aldecaldo and Jonathan Meta. With his knowledge he took on a rather unique job in the Nomad Community. Lars infiltrates corporations who are suspected of working against nomad groups, or are in negotiations for large contracts, to find out as much as he can about what they are really up to, and how it will effect the Nomad Community. His biggest breakthrough so far came last year when he discovered a corporation that the Aldecaldos were in negotiations to run shipping for had a sideline of child slave trafficking. This information came at a terrible cost, as he was discovered, captured, and tortured. Luckily the Aldecaldos were able to free him and the corporation was brought down when they leaked the information to the press. The torture and trauma he suffered at the hands of the corporation only strengthened his resolve, and he has gone right back to work, acting as a spy for the nomads against the corporations.



**Skip Townzen** is the Aldecaldo head Representative at the Austin Nomad Market. He is arrogant and brash and loud, and likes to think of himself as a ladies man, but is also tough, fair, and his commitment to the Aldecaldo Nation and the Nomad community at large is unquestioned. He was a respected outrider and scout before he took this position, and at 30 he is the youngest National Delegate to serve as leader. He takes the position seriously, but his partying and tendency to pick up static girls from Austin are causing Santiago to rethink his appointment.

**Jackie Douglas** is the younger brother of Freddie Douglas, current National Headman of the Snake Nation. He was there fighting during the problems in the Northwest, and spent years tracking down and killing as many of the Aryan seperatists who participated in the raid that killed his sister in law and nephew, and so badly damaged his brother. Finally after years of chasing down his enemies, he grew weary of the road, and accepted his brother's offer for him to be the lead



Snake Delegate at the Boston Nomad Market. There were hopes that the civilized and relatively peaceful nature of the area, as well as a sense of home, would calm him down. However Jackie is still ruthless and merciless towards anyone who makes himself an enemy, and it's rumored he goes off on his own into Raffan Shiv territories in the region looking for trouble.





### Granny Goodness.

Such a sweet looking old lady, reminds you of grandma... except she is the leader of a large Raffan Shiv group called The Witches



Warlocks, that have taken over an entire small town in Pennsylvania. She rules them with an iron fist. Her top men are all her children, grandchildren, and even great grandchildren. She was old lady to an original member of the Warlocks, and has kept that hard core philosophy of rape, murder, and mercilessnes

s alive, instilling it in her children, and when the collapse hit and the gangs went berserk after there leadership was taken out.

Watching everything going up in flames around her she stepped in with her sons and took control of the gang. Female membership was forbidden, but any who argued with her was promptly silenced with a shotgun blast. Now her chapter of the Warlocks is one



of the most ruthless and vile Raffan Shiv gangs out there, and they prowl the Pennsylvania backroads and isolated stretches of interstate preying on anyone they think they can take. Regardless of her name, there is nothing good about this woman. Word has that she forces herself on any member of her gang she takes a fancy too, including her own children and grandchildren. Yet somehow they remain fiercely loyal to her. The Witches Warlocks are at least 200 strong.



Grannies eldest

living son, Mordachai, is the second in command and runs most of the day to day operations. The membership also now allows women, and even small children, particularly her grand children, to become full members.



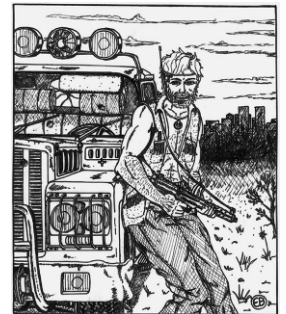
### Jayhawk and Charlie Brown

are Folk currently between gigs at the Fargo Nomad Market. Jayhawk is a Botanist and Chemist, Charlie Brown is a master mechanic. The two are close friends and always travel together. Some say they are more than friends, but that's none of your business. One wouldn't think the two would compliment each other professionally, but they do, quite well actually. You see Jayhawk's specialty is creating the most powerful fuel alcohols he can, and Charlie will modify an engine to run on Jay's bio-fuel. It has turned into a lucrative career practice for them both. Of course they are also popular to have along due to Jayhawks moonshine and the fact that Charlie can fix anything



from a lawn mower to a helicopter. They have been traveling together since they were both forced to drop out of MIT unable to pay tuition during the collapse. They are thinking of settling down and opening up their own business, probably in the KC Nomad Market, but they need to get some cash under their belts first, so are looking to hire on to as many high paying gigs as they can get.

**Philo** was a junkie living on the streets of Detroit. His sister was a prostitute who had gotten herself killed trying to earn money to pay off Philo's debts. Philo, distraught at his responsibility, began searching the streets for his sister's killer, finally tracking her pimp down to a brothel in Detroit's Combat Zone. Things went bad, but just as Philo was going to be killed, a nomad intervned and saved him, as well as one of the pimps prostitutes, a girl called Candy cane and a friend of his sisters. The nomad made them a deal, he would get them out of the city, out of that life, and to a place where they could clean up, if they swore on Philos dead sister that they would stay clean and make something of their lives. They agreed, and have been on the road together ever since. They are now romantically involved, with no



judgments about the past for either of them. They survive by keeping each other honest, and they are the closest thing to family either of them has left. They claim Folk, and are saving up to buy their own truck. They have been clean for two years.





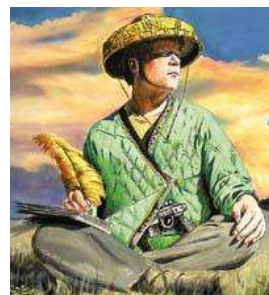
**Crash** lives for speed, everything else that comes with it is secondary to the feel of the wind in his hair. He travels the country entering every underground racing circuit he can find. His custom Mitsubishi is always getting tuned and improved, as each race brings him closer and closer to being the best. He claims Snake, but only because you have to claim something or be treated as a static or worse, Raffin Shiv, but his only real loyalty is to the race.



**Chuck "Chops" Ahoya** is the leader of the Screaming Skulls Raffin Shiv pack in Ohio. It's a small pack, only about 25 in all, fighting against all comers for territory and spoils. However they lucked into something recently when they found a civilian vehicle, apparently lost, on the open road all alone. The vehicle was being driven by the daughter of a prominent local televangelist. Chops now makes her ride naked on his bike wherever he goes, never letting her out of his sight, while trying to get the evangelist to pay an ever increasing ransom. This has garnered the Screaming Skulls and Chops some measure of notoriety in the region, and he is hoping he can use the money from the ransom to increase his numbers and territory. If not, he claims he will just turn the girl over to his gang.



**Slim and Andromeda** are Medtechs with a permanent clinic set up in the Night City Nomad Market. Slim is the original owner of the clinic, and he often hires anyone with proven medical skills to act as his assistance. Andromeda comes and goes from the Market, often hiring on with various crews, but whenever she is in the area she works the Clinic to help alleviate some of Slims load. Slim is fully licensed; he was a military surgeon in the Second South Am Conflict, and actually chose to stay behind when the military pulled out, providing aid and care during the Long Walk. He is now 53, and enjoys his practice in the Nomad Community. Above his clinic, which has full surgical capability, he has a living area with 3 bedrooms. One of those rooms is always reserved for Andromeda, whom he treats like blood. Andromeda was 2 years out of school, serving her residency at Night City General, when she got fed up with turning people away from procedures that would save their lives because they didn't have insurance or money. She worked at a free clinic for a while, but the never ending supply of junkies just looking for a free fix got the best of her, and she left the civilized world behind to join the nomads. Andromeda is 29, and very much a free spirit, which is why she occasionally feels the need to get out on the road. She also likes visiting her brother in Milwaukie. They both claim Folk.



**Monk** is a Jode spiritual leader. He teaches a mix of Buddhist, Christian, and Hindu philosophy. He teaches that the existence of any god or god is up to each individual to question, investigate, and decide for themselves, and that what really matters is how we treat each other. No one knows his real name or anything about his past. He has said that he gave up identity in order to seek enlightenment. While not everyone subscribes to his teachings, he has proven himself to be wise, and his advice is often sought on spiritual matters, and he is often called in to mediate disputes. He has taken a vow of nonviolence, the gun he carries he claims to use merely for the zen aspects of target practice.





**Ferret** is a specialist. He is a tunnel rat. You wouldn't think such a thing would be necessary in America, but keep in mind that even most small towns have some sewer or storm drain system in place, and you will come to understand why Ferret's services are in need. Ferret used to be a park ranger in New Mexico, and was one of the original Cavers. He personally mapped out the most dangerous and narrow routes of the Carlsbad cave complex (the original maps were lost, all most of them had to work with were the tourist maps). As more people started showing up it got to

crowded for him, so he went to Chicago, to help with the reconstruction project by clearing out their sewers and storm drains of any potential threats. He led the underground assault into the caves in Missouri to remove the Raffin Shiv that had been based there. He is currently on his way to New York, to investigate rumors that there is a colony of insane irradiated cannibals living in the subway system under the ruins of Manhattan. Ferret is very introverted and hates crowds. He has had extensive cybernetic modification giving him extraordinary senses of taste, touch, smell, and sight. Ferret claims Snake and has a pet rat named Bob.



**Griffin** is the lead Meta Rep for the Night City Nomad Market. Griffin has been with Meta from before the beginning, originally serving under Johnathan Meta during the Second South Am Conflict. His loyalty to both Meta, and the nomad community at large is unquestioned. Griffin takes his role as middleman for the corporate and nomad communities very seriously, and has garnered some incredibly lucrative deals. Some of the deals have garnered a bit of controversy as he has contracted nomads to corporations for sight unseen cargo. However he remains for the most part popular as he actively seeks out new nomad inventions and innovations which he will arrange for the Meta Corporation to produce and market. He has already gotten the Cent'ry (renamed the PKD for mass market sales) design by gunsmith Deckard and his wife Rachel being manufactured and distributed through Meta (though Deckard still hand makes the guns and sells them in his store in the Market. He has also hooked up some of the more skilled craftsmen for custom jobs to corporate executives and other wealthy statics. Griffin is not afraid of danger, and occasionally will ride along if a delivery he has negotiated is sensitive or of an extraordinarily dangerous or risky nature.

**Spin Thrifty** is a Snake affiliated mechanic at the Denver Nomad Market. He served as an outrider for various families flying the Blood flag before leadership and directional disputes got too much for him and he left the Nation to free ride. While he is an able warrior, he comes from a long line of mechanics, and his years on the road have given him an impressive understanding of automotive and even aerodyne engines. Eventually he got tired of moving from one fight to the next and decided his life needed a little stability, so he settled down at the Denver Market and



opened his own garage. He is still up for a good fight, and has been known to go on short trips as an outrider or mechanic just to get the road under his feet again, but most of the time he spends his days in the shop making repairs and modifications, and his evenings at one of the taverns in the market. Spin is an expert at making a dollar stretch, and while his work is excellent, once he sets a price he is no likely to come down from it.



**Benson Butlers** grew up in suburban Indiana, his childhood life was structured to the last moment, when he wasn't in school he was at piano, or little league, or karate classes. His high school and college life were just as badly regimented by his parents, and the pressure was slowly driving him insane. When he finally graduated from medical school he immediately dropped out of society and disappeared into the crowd. He followed bands for a few years, went to all the hippy gatherings did immeasurable amounts of drugs and had sex with anyone who was willing.

He found peace in this existence, until the Raffin Shiv attacked the Folk caravan he was riding with. Suddenly his medical skills were needed, and he found himself thrust into the role of a highly respected and needed member of the Nomad Community. Fearful of being in another attack, but unwilling to give up his lifestyle, he settled down and opened up a clinic at the Denver Nomad Market.

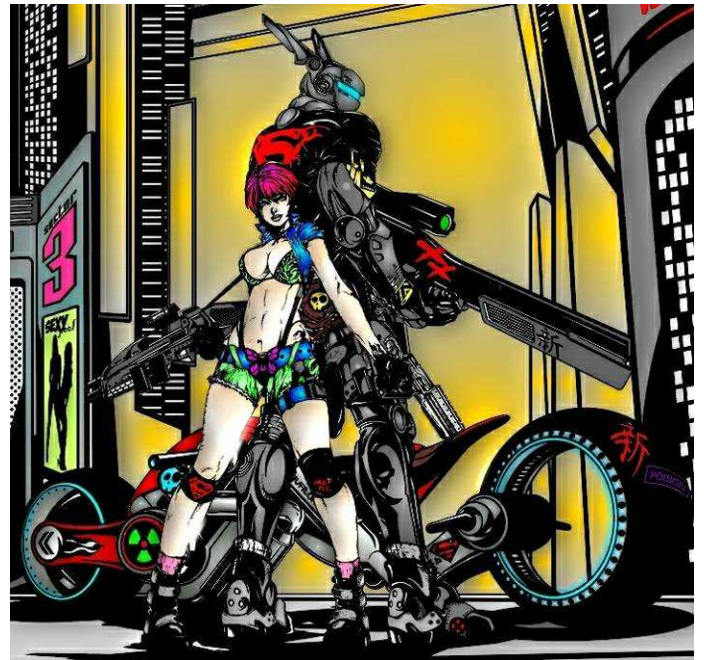


**Timmy Tim** is a Technomancer specializing in Robotic Engineering and electronics, who was rescued from the Military after they took him from a gang of Raffin Shiv who had been holding him and forcing him to work with Militech weapon designers. While the military had him they forced him to continue his work, until a nomad was able to infiltrate the Army base and free him. He now lives with a Jode family in Oklahoma, where he builds intricate irrigation and harvesting systems. The military is still looking for him, because unbeknownst to the Jodes who are taking care of him, he has programmed universal override codes for the robotic systems he was forced to design. He calls this program Rock 'Em Sock 'Em Robots. It has been discovered that all Technomancers are autistic to some degree (it is theorized that this was somehow done on purpose, perhaps in order to maximize their technological capabilities). Timmy is one of the higher functioning individuals, but still requires care for food and shelter, and to keep him hidden from his pursuers.



**Caleb Johnson** remembers the days when private farms stretched across the landscape and food was so plentiful that the government used to pay people NOT to grow their crops. He was happily married, had 5 sons and 2 daughters, his eldest son was a star quarterback at the local high school in Idaho. Then the tragedies hit him like Dominoes. His oldest son was killed serving in the First Central American Conflict, then

the drought hit, and he lost most of his land. The wasting plague took his wife, his youngest son, and his oldest daughter. The Second South Am Conflict took two more of his sons, one in combat, the other during the long walk. His last son, Jeremiah, in a grief filled rage, attacked a military recruiting station, and was imprisoned and sentenced to 20 years. No longer able to hold on, Caleb turned to drink, soon after he lost the farm. He found himself on the road, trying to find work as a farm hand wherever he could joining the Jode nation, his daughter Sue tagging along with him. In 2018 the nomad family he was riding with Dirty Pickers, was attacked by Raffin Shiv. He, his daughter, and several others were taken hostage. For two days they were held and suffered unspeakable tortures. That night he got wind that they were going to be selling his daughter and the other young women off as slaves. He broke free of his bonds, killed his guards, and then freed the other prisoners. They grabbed whatever they could to use as a weapon as Caleb led them on a bloody night of revolt and retribution, killing or driving off the entire Raffin Shiv group that had been holding them. Upon hearing what happened, the Jode leadership offered him the Lead Representative role at the Boise Nomad Market. He has a sense of purpose now, his daughter is safe and well taken care of, and he is patiently waiting for his son to get out of prison.



**Kat and Rain** have been serving together since the first Central American Conflict. They met in Infantry, and soon found themselves with the Rangers. When the war ended they stayed with the military as trainers before finally getting recruited to Delta Force. When the second South Am Conflict went down, they were deployed to the field, deep infiltration missions into enemy territory in Colombia. It was on their downtime that they were hit by mortar attack, both of them suffering horrific damage requiring them to undergo full cybernetic conversion. They were in fact some of the first recipients of the controversial new procedure. They stayed in the military, now indentured by the cost of their bodies, and over the years they received numerous upgrades. Eventually in 2020, they were able to buy Kat a Gemini body and pay off the rest of Rains. Free of the military they became guns for hire, and licensed bounty hunters. Rain, growing more and more protective of Kat began upgrading himself even further, without the benefit of counseling that the military provided. As Rain began moving closer and closer to losing his humanity, Kat became desperate. They accepted a live bounty from a corporate to hunt down a nomad by the name of Swift. Things went all kinds of south however. They ended up blowing up Swifts car, and Swift nearly killed Rain. Oddly enough, after a series of improbable events, the two became friends with the nomad after he challenged rain to a Battledome match. Swift lost, but a friendship was forged through honor and mutual respect. Now Rain is finally getting the therapy he so desperately needed. Rain has a Briar body, heavily outfitted with both legal and illegal (modular/removable) upgrades. Rain has a Gemini body, that has also been heavily upgraded however she actually prefers to wear an inhibitor most of the time that limits her strength, speed, and reflexes to high, though human levels. While Both Kat and Rain are over 50, Kats outward appearance is that of a 20 year old girl, possibly in an attempt to make up for a youth spent in violence. Rain and Kats devotion to each other in unbreakable, but Rains decline towards cyberpsychosis has taken its toll on their personal relationship, and while he is therapy Kat and Swift are growing uncomfortably close.





**Esmeralda "Vagrant" Vagrantes**, beauty and the beast rolled into one. She is an expert driver and a skilled fighter of the Snake Nation, though she has close ties to the Aldecaldo. She is a renowned outrider who is said to be able to beat any man, on or off the road. Her father was a U.S. engineer working in Panama, her mother was a dancer he met in Tijuana where he had previously been assigned. When the U.S. pulled out of Panama at the end of the Second South

American War Esmeralda and her parents were left behind, and forced to endure the Long Walk. She was 10 at the time. Her father was killed during the Long Walk but Esmeralda and her mother eventually made it back home to Tijuana, and when Chico Del Rijo and what would eventually be known as Juntas Libres settled in to the nearby town of Seco Del Rio, her mother got a job there waiting tables. Her mother began a long relationship with Carlos Estrada, and the young girl was taken under the wing of the burgeoning nomad group, learning how to fight, use a variety of weapons, and to drive and repair anything with wheels. As she grew up it seemed sure she would join



Juntas Libres, but their territory was too small, she wanted to see more of the world, so she hired on as a freelance outrider, not claiming any nation or family, though in her heart she will always be Juntas Libres. Esmeralda currently drives a custom Maclaren F1 she won racing. In addition she is a very skilled dancer. At 23, Esmeralda has had Sandevistan booster, Neuralware Processor with vehicle link, and Skin Weave cybernetic augmentation.



**Thor** stands 6'8" and weighs 320 pounds. He is the leader of Norse Lords, one of the largest and most feared Raffen Shiv groups of the Northwest, made up of old bikers, survivalists, and Neo Nazi's. From the ground up they are a group based in hatred, in the weak over the strong, and a pure Aryan bloodline. The Norse Lords are the scum of the earth, and Thor is the worst of all of them. His hammer is a cinderblock with a handle sticking out of it that most people can't even lift, let

alone swing, he does so one handed. He was already superhumanly strong, but since attaining leadership he has had extensive cybernetic strength augmentations (BOD 16), as well as skinweave. He has no mercy even for his own men. He is violence and rage personified. He has survived numerous



gunshots, stabbings, being hit with a car, and 2 explosions. His little brother Loki is even crazier than he is, though thankfully no where near as strong, or as augmented. His sister Hel, the only female in the gang who has any authority, is crazier than both of them, and runs her own group of all female members who will sometimes

try to seduce or infiltrate a target group to lead them to an ambush or sabotage their vehicles. All three of them are addicted to combat drugs, which only increases their violence, paranoia, and irrationality. They rule their gang through fear, intimidation, utterly ruthless results. The Norse Lords infest the hills and rural areas of Idaho



like a plague raiding nomad and corporate convoys alike. God help lone travelers or small groups who get caught in their crosshairs It has been said it's better to eat your own bullet than to get captured alive by them, they have a fondness for raping and torturing to death their victims, the ones they don't sell into to the covert Monsanto slave farm nearby.







**Wandering Joe** is a household name in the Nomad Community, owner and proprietor of Wandering Joes Used Vehicle Auction at the Night City Nomad Market, the largest of its kind in North America. No one knows more about vehicles, especially the often held together with positive thoughts vehicles of nomads, than Joe and his family. Despite the name, Joe hasn't wandered anywhere in quite a long time. Running the auctions keeps him busy from

sun up to sun rise. At 67 he shows no signs of slowing down. Every member of Joes family he lays any claim to has been in the automotive industry in one way or another since cars were



invented. Joe himself not only owned his own Chevy lot before the collapse, but was lead mechanic for a Nascar team, and a Baja team. Some say oil flows in his veins instead of blood, and that his heart was replaced with a V6. Joe himself handles the car auctions, he also occasionally will tune or modify a car personally, if the money is right and he likes the customer enough. Joe is famous for his love of

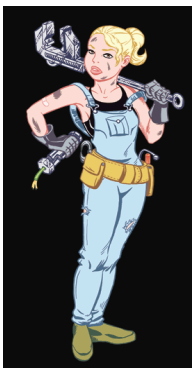
classic cars, and his disdain for nomads who trash them. His brother Zeke at 61 handles the Truck auctions and his son Cletus at 40 the bikes.



His sister, and youngest sibling at 42, Jo-Jo has taken over the aircraft auctions in addition to the boats since Joe's wife Meg died last year. Cousin Merle still handles everything else, though usually they can only get Merle sober for it one day a week. Rigger, a former Folk mechanic and Joe's Granddaughter Tabitha, now 20 years old are Joes chief mechanics,



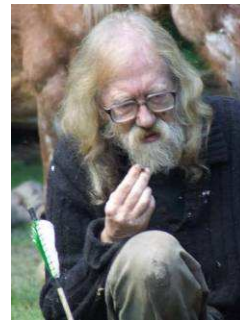
overseeing between 50 and 100 others, depending on who is in town that week. At any given moment Joe has between



75 and 200 vehicles on his lot and prides himself on the fact that he will not sell a vehicle that doesn't run. In addition to buying and selling vehicles, Wandering Joes is now the place to have modifications and repairs performed, and Joes brother in law, Big Bob Budro owns an absolutely enormous salvage yard about two miles away that has been in there family for 80 years.



**Dust** is a freelance scout with Snake affiliations. Lakota and Apache blood flows thick in his veins, and his skills as a tracker, guide, driver, and sniper have earned him a bit of renown. He specializes in leading groups through Raffan Shiv heavy territories in the south west, particularly Arizona, Nevada, and Southern California. The UAN placed a bounty on his head, after he was ordered by them to lead a convoy of weapons into an ambush and he instead led the nomads shipping it to safety. This has led to him being all but exiled in New Mexico.



**Old Man Rivers** is a Jode agritech specialist. He knows soil, and he knows plants. It's almost unnatural how much this man knows about botany and horticulture. He doesn't claim any specific family, instead working within all walks of the Jode community, and occasionally with the Folk (though he tends to double his

fee for anyone he works with who isn't Jode affiliated). Rivers turned outlaw farming into an art form, it is said that, or his protégé's have been responsible for at least 65% of all successful Jode harvests. He is so valuable to the Jodes that he has been assigned two personal bodyguards and companions, a husband and wife team of former scouts



named Elias and Mint Daltry. Their relationship is strained as Rivers does not take kindly to have everything he does monitored, nor is he happy for anyone else to know the locations of his private crop sites. However, he has eased back on his protests after



a kidnapping attempt last year. While there is no proof, the attempt came after Biotechnica had used a Meta proxy to aggressively attempt to recruit Rivers. Elias and Mint for their part, complain constantly about the cantankerous old man, but it's plain to see they are fond of him to anyone with eyes.





**Scully's Scav's** are a Jode affiliated Family who specialize in going into abandoned or quarantined areas and scavenging or salvaging anything they can. They were working Chicago, but have since moved on to New York to get to the choice spoils before all the competition arrives. They originally formed after the Mexico City quake, and quickly gained a reputation as unrepentant vultures, picking over the dead for scraps. That's not far off, but the do

provide an important service, mapping disaster zones, identifying threats and danger zones, and finding ingenious ways to get around problems in the rubble or getting into unstable structures. They don't

share these secrets but they will work for a price, usually a hefty one. Scully himself is a large man in his 40's with a Large exposed plate on his forehead. He is fond of attaching flashlights or optics to it via magnets. Baron English is his oldest friend and second in charge of the family. Jager and his dog Sharky handle



security for the team, with experience as an army medic and an outrider. Lola Payola is the final member of the core group, and the youngest at 16. She is Barons Daughter and she handles the equipment. There are usually around 5 to 10 other members of the group, depending on the size of the job they are taking on, though if the risk is low they have been known to go at it alone.



**Alisa Mayes** is not a nomad, she is an FBI field agent based out of Philadelphia and is the lead agent of the Nomad Affairs Department. She has been both investigating the Raffan Shiv kidnapping of an Ohio politicians daughter as well as searching for a man known only as Swift as part of an ongoing investigation. She has been spending a lot of time at the Columbus Nomad Market. The nomads there treat her with extreme suspicion, but so far she has been careful not to step on too many toes. She has come to learn the difference between Nomads and Raffan, and acts accordingly. She is being closely watched however.



**Luscious Jones** has a heart for speed, and eye for money. Luscious is a race promoter and sponsor for the Snake nation. His main stake is the Baja run, and he spends most of his time looking for, recruiting, outfitting, and training the absolute best nomad drivers he can find. He actively promotes illegal races across the country, mostly to scout for prospective drivers, but also simply because he likes watching things go fast and putting money in his pocket. His focus lately has been diverted, as the underground racing world is abuzz with a new illegal circuit that runs an annual race called



the Scramble. The Scramble started in Nigh City but has spread to Tokyo and Cairo, and is stated to be based in Mexico City next year. Luscious has been spent massive amounts of money trying to divulge the identity of the race promoters,

but so far they have been ghosts. Instead Luscious recruited several influential members of the nomad community, including high ranking reps from each of the seven nations, and has decided to put on the third annual Scramble himself. Since the second Scramble race is Tokyo was won by an American nomad, the race would have been held in the United States anyway.

Early estimates are favoring a driver named Mecha-Shan who has somehow cybernetically fused himself with his car, the Rolling Tiger. "Rolling Tiger and Mecha-Shan are one."



**Zindrah** is a fortune teller, Shaman and medic who is usually found at the Olympic Nomad Market. She claims Blood Nation, but is not part of an individual family. One

month a year, Zindrah leaves the market and travels. Her method for choosing a crew to travel with is vague, but has something to do with letting the spirits choose for her. It does not matter where that group's destination is, for Zindrah it's the journey itself that is important.







**Kodiak Carson** is the leader of Carson's Blockade Runners. Unlike most family leaders, especially one who specializes in shipping across Raffan Shiv territories in New Mexico, Oklahoma, and Texas, Kodiak prefers to Outride. At 62 he is still a fierce warrior, and has claimed that the day he can't fight for his kin is the day you can put him in the ground. Carson is rough, uncouth, and short of temper, but if he calls you friend he will walk through fire for you, and if he

calls you family he will lay himself down in the flames so you may tread safely across his back. His second in command is a younger man named Bull. At 38 Bull joined 5 years ago when Kodiak pulled him out of a burning car moments before it exploded during a Raffan Shiv attack. Bull and Carson



were part of two separate families, and the incident gave Kodiak his prominent forehead scar. The selflessness of the act, and many like it, have inspired many. As a result the group is now 8 strong, and their reputation for getting through



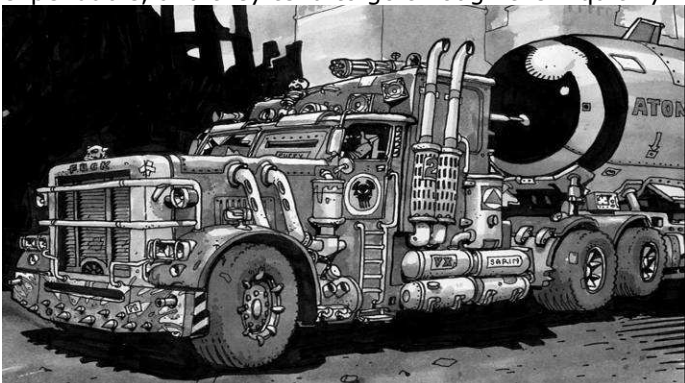
any obstacle is becoming legendary in the region. Bull is the driver for the Blockade Runners truck, a heavily armored and modified beast. His little brother Pony rides shotgun. Connie and Mabel, Kodiaks daughters are outriders. His scout is named



Lupo, and his friends Ringo and Chop serve as mechanic and medic. Carson often will hire on additional help, or offer to ride point in larger caravans. The truck has a heavily reinforced front bumper to break through roadblocks. The other vehicles the family uses are all considered



expendable, and they tend to go through them quickly.



**Cammi and Sissy Monroe** are cousins, they are under the care of the Aldecaldo clan in the while their parents are working the Chicago reclamation project. Between the unstable structures and buildings, wild and feral animals, chance of disease outbreak, and constant Raffan Shiv harassment, their parents decided to

leave them with the Arizona Aldecaldo delegation, specifically appointing Maggie and Hen as the guardians. Maggie and Han run the Arizona Nomad Market Nest. Nests are common at Nomad Markets, with usually at least one per Nation at each market.

When parents have to take on dangerous work, or are otherwise forced to be away for extended periods of time, they will leave the children at a Nest. A Nest acts as daycare, school, foster care, and if need be, orphanage. This is one of



the most sacred jobs one can undertake within the nomad community, and is the backbone of the communal raising of nomad children. Cammi and Sissy earn

trade credit by offering their Gopher services. Gophers are a necessary and important job in a Nomad Market, and one usually performed by children. Gophers work with Rugrat Wrangler. If you don't have much time, or are unfamiliar with a market, and don't have time to scour the place shopping, you can give a list of items you need to on of the Wranglers. The Wrangler will determine a total value based on the list (this is the only point of



negotiation, as the Nomad can set a maximum price he is willing to pay for an item), and determine the value of goods the nomad is willing to trade for them if he isn't paying cash. They will then send out the Gophers and they will find you the

closest approximation available for a ten percent fee (5% to the wrangler, 5% to the Gophers). The fee is non-negotiable. Since the Gophers don't have time to haggle, they will pay the asking price for any item as long as it is in the buyers range. The Gophers will give the merchant a voucher, who will then be paid by the Wrangler at the end of the day. Another service often performed by children working under a Wrangler is that



of guide. Since the children working for a Wrangler, or under the care of a Nest, are under no circumstances ever allowed to leave the Market proper without a trusted adult chaperone, they know the market better than anyone else, and for roughly 5eb an hour in cash or trade you can get a child guide who will take you anywhere in the market you need to go.



**Bliss** is a Blood Talent Scout specializing in finding the right crew for the right job. She works out of the Night City Nomad Market primarily, but has connections throughout the states in the Nomad Community. Regardless of Nomad Nation affiliation. If you need someone to fill out your crew, outriders, a scout, drivers, medics, mechanics, whatever, Bliss is the one to talk to. If you need work, she is your messiah. She charges a small finders fee, usually around 200eb per head, and will take it either in cash or in trade (weapons, electronics, and cybernetics only). She also deals in cybernetics, new and used, and has several ties to Nomad doctors across the states and urban Ripperdocs in Northern California and Oregon. Bliss is 32, and a well respected resident of the Night City Nomad Market.



**The crew of the Maggie May** are a small group of Thelas smugglers who operate in the Gulf of Mexico and the Caribbean. The Maggie May herself is a heavily modified PT Boat captained by 42 year old Tyrell "Seahawk" Hawkins. A former Navy Swift Boat captain, Tyrell was raised on his mothers sport fishing boat in the Florida Keys. He has spent more of his life at sea than on land by a wide margin, and he wouldn't have it any other way.

In addition to smuggling things in and out of the Gulf, the heavily armed and armored Maggie May also serves as an outrider for aquatic caravans, fishing groups, and even



private yachts if they can afford it.

Piracy has become a very real threat, particularly in the warm Caribbean waters. Tyrells first mate is 32 year old Shona Brody, a former Coast Guard diver who lost both arms to a Tiger Shark attack in Jamaica. Cody Lowell



is good with a gun, a former Blood outrider who had to skip Florida in a hurry. He is a bit hot headed, but he is a decent mechanic and he has a fair amount of contacts on the mainland. Molly Estevez is a 16 year old girl who stowed away on the boat last year and has since been adopted by the crew, she serves as cook.



**Jonah Bonham** is one of the few nomads to own his own Powered Amor. There is a reason for that, they are expensive to maintain, have a limited power supply, and almost impossible to find proper parts for in the nomad community. Jonah's suit of Bast Armor is in a constant state of disrepair, and the repairs that have been made have often come from bits and pieces scabbled together from vehicles and electronics devices. Jonah is a skilled and respected fighter, but will take nearly any job he can get, just to keep his suit functional.

**Gideon Gunn and his sister Cinnamon** are bounty hunters with strong Snake Nation ties. They specialize in hunting down fugitives who have fled into the Nomad Community. This has put them at odds with many nomad families, but they have a reputation for only hunting the worst criminals, murders, rapists, and lawyers, so there are still plenty of nomads who are willing to pass them information, and in some cases have their backs if it comes to that, especially if their target is Raffeen Shiv or has harmed a child. They

operate out of Colorado, but their fugitives often have them going all over the country. They mainly take only federal bounties, but they have been known to work for corporations if the money is good enough. They also take on jobs for Nomads who need someone tracked down. Gideon is 34, Cinnamon is 28, and they have been bounty hunting together for 10 years. They grew up in a small Snake family, but Gideon was caught Wilding at 16 and became a Texas Ranger to avoid prison. He quit that at 24 when his sentence was served, grabbed his sister, and went into business for them selves.







**Erik "Bloody Mac" Cormac** is the leader of the Deth Killers, a Raffen Shiv gang in Jersey that finds itself in constant conflict with the other Raffen Shiv gangs over territory and the meager pickings of those foolish enough to travel through Jersey with anything less than full corporate

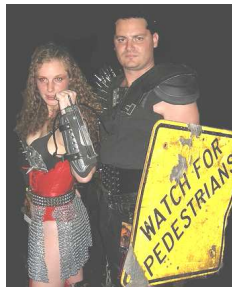
convoy armed to the teeth and armored to beat all. Cormac has lead his group for 6 years now, impressive considering the competition. Oddly, his gang is one of the least psychopathic Raffen Shiv groups around.



While they are brutal in a battle, they can be reasoned with, and Erik does have a merciful side, letting children and women live, as well as anyone who surrenders to him. In fact, most of the Raffen in the area don't really consider the Deth Killers among their number. Erik sees himself as an honorable man, doing the best he can to ensure he



and his crew survive. His group grows in numbers, mostly from other Raffen Shiv groups in the area who just can't take the



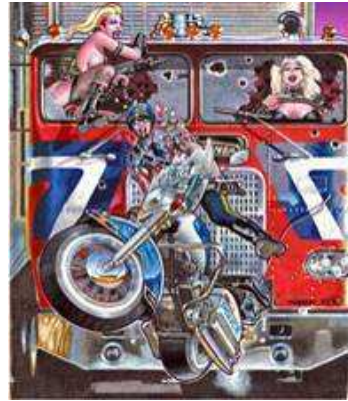
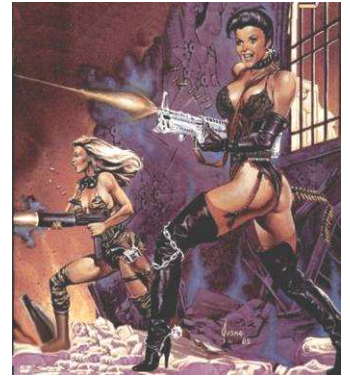
pointless slaughter, and see Erik's group as the best alternative in shitty circumstances. It is also for this reason that the Deth Killers have a high number of female members. Do not get the wrong idea, the Deth Killers are as guilty of robbing, raiding, and killing as any Raffen Shiv group, but they have the potential to become something more.



In the meantime the group is more than capable of holding firm to its territory in the southwest corner of the state, raiding any nomad or corporate caravans they think they can take, and sneaking across state lines to trade or steal any supplies and goods they can.



**Soroya and Ursula** are the leaders of an all-female tribe of Raffen Shiv called the Daughters Of Chaos. Originally based out of the Great Plains region, the Daughters have been forced to stay on the road, always moving, after they had a dust up with the Norse Lords. Soroya and Ursula are hard driving, hard fighting, and they will brook no disrespect from any man or woman alive. They lead their attacks



personally, and any woman who joins who can't keep up is cast out to fend for themselves. These two women, whom most believe to be lovers, are wanted in 16 states for aggravated assault, unlicensed prostitution, and murder. The violence and brutality of their attacks is matched only by their daring. They have run

police road blocks, staged raids in broad daylight, left a trail of bodies in their wake across the land. They seem to delight in their own



path of wanton destruction and violence. Bounties on the women are high, but their tribe of warrior women is 35 strong and growing, as are the number of allies they have made with Raffen Shiv across the US. This has made them incredibly hard to track down, and even if they are found they would be nearly impossible to take without an army.



In addition to maintaining their allies loyalties through their prowess as fighters and raiders, the Daughters are also known to throw wild parties upon entering the territory of



any male Raffen Shiv, if the daughters feel safe, or generous, these parties have a tendency to turn into orgies.



However things have been known to go south, and the



next morning has found most of the men with their throats cut, everything of value missing. New members, especially young pretty ones, have been known to be pimped out in order to have them infiltrate a target and either lead them to a trap or sabotage their vehicle.







**The Tinkerkin** are a small group of young Aldecaldos techs. They specialize in robotics, usually for salvage or construction, but they have also each created their own defense bot. The group is led by Noam "Tootsie" Taft, who at 43 is by far the oldest member of the group. Taft is every bit as gifted as his young charges, whom he discovered after they had been kicked out of MIT, although his expertise lies in

electronics and netrunning. The group had been expelled for causing an explosion when one of their robots malfunctioned and its acetylene tank for its welding torch blew up. Taft saw the enormous potential in the three students, and proposed a life on the road, full of adventure and little in the way of rules. The group with no where else to turn accepted. The oldest Tinkerkin is 21 year old



Crush. Mechanically genius but socially awkward, Crush is known for his appetite and for his short temper.

Crush has traded his services for combat lessons from any respected warriors the Tinkerkin happen to be working with, and prefers heavy weapons. Clementine is the next oldest at 19. Her general good disposition is often all that holds Crush in check when he gets angry, and as such he has developed a crush on her. Clementine for her part is probably the most level headed of the group, and her



machines are the least prone to malfunction.

Clementine prefers to let her robot "Bootsy" do her fighting for her, and doesn't even carry a weapon. 16 year old Orson is the second youngest member of the group, and often it shows. He is impetuous, at times obnoxious. He has taken a few weapons lessons with Crush, but beyond the basics his attention span problems often get in the way.



Orson is known for completely scrapping his robots to rebuild them from scratch on nothing more than a case of boredom, or excitement on finding some new gadget he can install. Willow is 14, and the youngest member, she is also the smartest. She is fond of making robots that resemble animals, and her personal bot is in the shape of a large dog, whom she often rides. The Tinkerkin are currently on their way to Chicago with designs for search bots that will aid in the reconstruction efforts. Meta has expressed a keen interest in them and has already purchased several of their designs for further development.



**Captain Warlock Arcadian** leads the Airlords, a large band of sky pirates. The Airlords are not seen as Raffens Shiv since they never attack Nomads, instead they target corporate road convoys, dirigibles, and even slow moving cargo planes in mid-air. It was rumored that Warlock was killed last year after they were betrayed by one of their own to Militech. However Warlock has resurfaced and again regained control of the Airlords. His second in command is his wife Ember, who led the crew in his absence. The Airlords are the largest group

of airborne nomads in North America. Their exploits are legendary among the Nomad Community and the price on their heads outside the community is enormous. In addition to raiding corporate targets, the Airlords often make their services available to the



Nomad Community at large, and have provided air support against Raffens Shiv attack, search and rescue missions, and even emergency airlifted out wounded. However the main focus of their legend is in their daring mid-air piracy. They will fly above a target and jumpers will leap out, boarding a target



craft in midair, gaining entrance, overtaking it, then bringing it down at a safe location. The Airlords are about 100 members strong, although over half of that are support and maintenance crews. The preferred aircraft of the Airlords are small prop driven hand built stunt planes. They are also known to have a refurbished WW2 B-17, a few small helicopters, a few AV's (though it's difficult to keep them

running), and 2 cargo planes. They have secret airplane graveyards and forgotten airstrips mapped out all over North America, and the main force moves around constantly, while repair crews repair or rebuild aircraft in scattered groups. The Airlords have at least 2 Technomancers working with them, which explains their wild looking aircraft. Every young nomad (and many static) pilot, skydiver, or aircraft mechanic, has dreamt at least once of joining the Airlords, and its pilots are mostly made up of former military or stunt pilots. Warlock Arcadian is on a personal quest to reclaim his personal fighter, his airship, and his handgun... all of which were sold at the Night City Nomad Market after it was believed he had been killed by unscrupulous former members of his group. It has been difficult to reform the group, but once again the Airlords are the most feared name in the skies.







**Rust** is a former firefighter named Marvin Taylor. He was badly injured trying to rescue low level salarymen and women from a burning coffin hotel. Rust suffered burns over 90% of his body, and it was deemed full cybernetic conversion was the only way to save his life. When he showed up to testify as to many safety violations of the building on behalf

of the victims, he soon found that the business conglomerate that owned the building, also owned the insurance company that was paying for his body, as well as the fire department he worked for. He was fired, and his insurance benefits were revoked. The company was threatening to confiscate his body and replace it with a Basic B-1 body. Rust fled into the combat zone, but found himself a target there for anyone trying to prove themselves by taking out a 'borg, and corporate bounty hunters were trying to track him. He fled into the nomad community and hasn't looked back since. Rust has made several



changes and customizations to his original Alpha model body, and as it is damaged and repaired, usually with used cybernetics taken from fallen enemies, his appearance is becoming ever more kit bashed. These days Rust claims Aldecaldos, and often works as a driver, especially if the vehicle is smartlink capable, or as an outrider. Rust has quickchange limbs and has several spare or specialized limbs and digits to choose from, he also has several



faceplates he likes to switch between to keep from being recognized or tracked. Before his accident Rust was a practitioner of Tai Chi, he has taken that up again and uses it to retain focus and calm, helping him keep hold of his remaining humanity.



**Fallon Forward, Theresa McCandless, and Stick Strong** are Hi-Way patrol officers in Arizona. Like many Hi-Way officers they maintain strong ties to the Nomad community, however in their case they take it one step further, officially affiliating themselves with the Snake Nation and calling themselves the Hi-Waymen. In fact, they were nomads before they become police, joining Hi-Way specifically to provide nomads in the area some protection from Raffin Shiv, Corporations, and

Hi-Way itself. While they wear the leathers and uphold the duties of Hi-Way, they are not without corruption, often overlooking



nomads breaking the law while cracking down hard on statics and corporate vehicles they come into contact with. Fallon and Theresa ride the Mitsubishi PCM 520 bikes, while Stick drives a Max Interceptor. Externally all their vehicles are the standard but hard used Hi-Way patrol issue vehicles, how ever internally they have had their friends in the nomad community make several modifications. Fallon is 45 and



married to a Snake doctor at the Flagstaff Flea Market named Cace. Therese and Stick have an on-again-off-again casual romance though Theresa has expressed interests in a deeper commitment. The Hi-Waymen's nomad bias has been causing a stir lately among their superiors and fellow officers, who see the behavior as dangerous and their bias against corporate drivers as financially risky.



**Harper "Grease Weasel" Trahn** is a Vietnamese mechanic who claims both Thelas and Folk, and is known for his ability to fix anything that moves on land or sea. He is an able gunsmith and weapons dealer, and his contacts in South East Asia and South America keep him supplied with surplus military hardware he will sell or trade for a good price. The illegal arms get brought in to the Olympic Market where he keeps a small portion in stock, and distributes the rest nationally through his Folk contacts. Trahn has made enemies in the Triad and Tong societies, and doesn't leave the nomad market often, but has been known to travel when large or sensitive shipments must be delivered.







**Adara Majors** leads the Karma Darmas, a Jode affiliated family specializing in search and rescue operations and relief efforts. Anytime there is a disaster involving nomads, or there is high probability of one, they go in and help. Unless the job is particularly risky, they rarely charge for their services, instead relying

mostly on donations. The group relies on a democratic mechanic, and every member of the team must vote on whether to accept a job or not. Once accepted the team will stay until the job is complete, or until Adara calls it off. Adara is 35, her father was a Smoke Jumper and her mother

worked as a doctor for the Peace Corp. When her parents were killed in the Los Angeles quake, she was left homeless and joined the nomad community. She spent much of that time as a nurse to a doctor travelling with a Jode family, eventually learning from him and becoming a nomad doctor herself. She formed the Karma Darmas after helping to

rescue a nomad group with several children who were lost in a blizzard in the Rockies. Her second in command is her boyfriend Jude Plato, a military vet who served in the Ethiopian problems. Her younger sister Brylee is the only blood she has left. Since forming the group they have picked up several other members as well. Dugger is an expert with explosives, which often are necessary in cave-ins or to remove obstacles. It is rumored that he was once a criminal, possibly even a



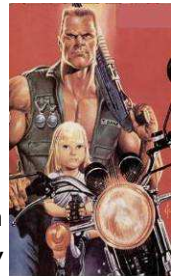
terrorist, but something happened. Regardless he has sworn never to harm a human being. Charmer is a shaman and medic who claims he can talk to the earth. He is a weird one, who often makes the rest of the group uncomfortable, but his knowledge of herbs

and holistic medicine is uncanny, and his manner of speaking can help calm even the most panicked or rage ridden of individuals. Cole Vigil is the groups scout and tracker. He served with Jude in the Congo. He doesn't handle confined spaces



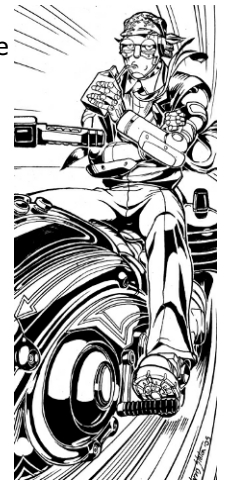
well. Jumper is the team's tech and mechanic. She drives a yellow short bus with a monster suspension. Tom Bane, Erin Ford, and Studs are the groups outriders. Tom is the oldest member of the group at 50. A Vet of the first and second South American

conflicts, his entire family was wiped out in a wildfire, sparing only his grand-daughter,



who rides with the family. Erin worked briefly for Arasaka before she got fed up with their bullshit. Studs is a full conversion who retained his face, and seem to ride along with the family more to seek out thrills than

for the sake of altruism. This has caused problems with Adara, but his strength and fearlessness are too valuable to the team. The Karma Darmas usually travel via convoy, but they maintain close ties with several pilots, and for a fee, or in extreme emergency, the family can usually be anywhere in North America in a few hours at most.







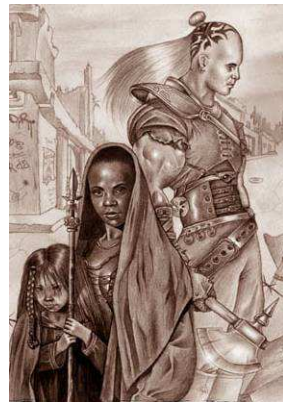
**The 13 Masters Of Dust** are a troupe of martial artists who travel the wastelands, competing in Dome fights. Each member of the group has maintained an undefeated record and several have fought in death matches.



The leaders of the 13 Masters are 33 year old Quill and Forrest, husband and wife. Quill's style is U-Ra-Do, and Forrest's is Kuk Sool Won. Quill wears a pair of heavily customized and armored echolocation glasses. Thrust is 29 and practices Muay Thai and Krabi Krabong, and is deadly with his custom made Daab short swords and knives. Mondo Carnal is 27 and is a master of Jitte, nomad knife fighting. His African descent and fighting style also suggest knowledge of Nambe. Shade is said to be a true Shinobi. She never speaks, but looks to be somewhere in her mid twenties. 36 year old Badger is former Raffin Shiv, and is held in low regard by everyone outside of the 13. Jaihouse Rock is his preferred fighting style, suggesting he has spent long stretches of time in prison. Whistler is a gentle soul, and by far the most merciful. He will not fight to the death over sport, and travels with his wife Hannah and daughter Cora. Even in the most heated matches he actively tries not to maim or



permanently injure an opponent. Formerly of the Night City booster gang the Neon Dragons, Butterfly is the youngest of the group at 25. She practices Wai Wing Chun. Panthro is a Kuntao specialist, and for a time was leader of an Indonesian immigrant fishing group until they were attacked by pirates off the coast of North Carolina. No one is quite sure what Donkeys style is, he prefers berserker swords, and his style is raw and undisciplined, suggesting he practices a self taught form of Streetfighting. At 47 Donkey is the oldest, and his daughter Pinto travels with him. Selena is a master of Catchascatchcan. She grew up in the barrios of Mexico, learning her skill in a local gang before joining up with a nomad group to get out of an ever worsening drug war. Shiva comes from a small Indian community is Portland, her father owned hotels, her mother doted on her brother, and Shiva was the lowest on the totem pole of affection and rights. She grew tired of her families greed and adherence to outdated beliefs and left on her own, taking the one thing her father taught her with her, the Indian martial art of Kalioppe. The newest member of the 13 Masters of Dust is Kim Max, who replaced Mugg after he was defeated and lost his eye in a Dome Fight. Kim remained undefeated at the Night City Nomad Market for 8 months before retiring to rejoin the Stormriders. The Masters sought her out and invited her to join them. The 13 Masters of Dust travel as a group but fight individually, and never against another member. They have been known to offer themselves as champions in a dispute to be settled by combat, for a hefty fee. They will accept any challenge, failure to do so will result in expulsion from the group, as will losing a match.



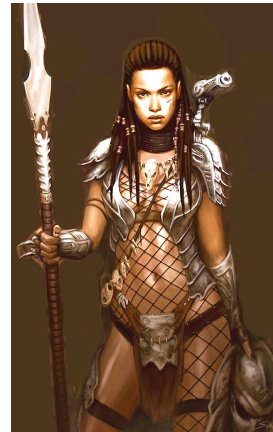
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**Cinder and Ash** are Pathfinders. They each have served as both Outriders and Scouts, but disliked the idea of being tied to a family when they would rather be exploring lost and forgotten roads and trails.

The live only for the "Road less travelled", and so travel light and fast, with custom off-road capable bikes and carefully chosen equipment. Cinder is 29, and a highly skilled sharpshooter, a skill she learned from her father. Ash is 38, and half black half latino. He doesn't remember his parents only that they died during the long walk. The two travel all over North America, exploring for explorations sake, often documenting their finds



on video, as well as keeping extensive journals and maps. Copies of their maps and journals fetch a high price, as they have been able to safely navigate paths through what were thought to be impassable areas, or areas thick with Raffin Shiv. In addition, they provide routes to the Underground Railroad.

**Pixie** is a 20 year old Aldecaldos affiliated Netrunner looking for a work currently at the Colorado Night City Market. In the meantime she has created a small business refurbishing cyber-modems, computers, and other electronic devices. She is a very skilled hacker and former NC University Student. After a run in with the law she was forced to go underground, and laid low in Vegas for a while. A friend of hers at the



time was working for a covert military group, and offered to get her in. To kill her ever growing restlessness she joined. Just after boot camp she secretly discovered the true nature of what she would be doing for the military and went AWOL, fleeing into the nomad community in order to search for her friend who she feels would be able to protect her.



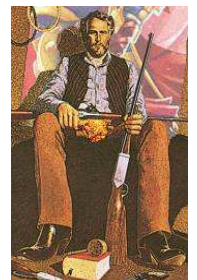
**Brandy** is the daughter of a Jode national representative at the New Mexico Nomad Market. She is somewhat spoiled by her fathers position, and has used it to leverage favor during trades and negotiations. She is actually a skilled leather worker and seamstress. She has tried to market her fashions, but has so far found little success. The one area she has found success is at throwing impromptu parties. Her reckless nature and her attitude of embracing excess has led to embarrassment for her father. The subsequent restrictions placed on Brandy has her actively planning to either join up with a wilder group of nomads heading out, or even stowing away.



**Tabitha and Kasey** are a pair who draw stares wherever they go. Tabitha is a full cyborg conversion with a soft shell skin. She doesn't believe in wearing clothing, claiming that as a full borg, there is no need for it. Kasey is a total mystery, other than he/she is most likely between the age of 7 and 10, speaks through a vocal synthesizer built into a gas mask, and is clothed at all times from head to foot. The exact relationship between the two is uncertain; it is known that Tabitha will protect Kasey ferociously with her life, and that they are on the run from something or someone. They tend to travel in small nomad families as part of larger convoys, and choose groups whose routes keep them far aaway from major cities. If asked they claim Snake, though they seem to have no real affiliations to anyone but each other.



**Winnie Holden and her father Paul** are Jode farmers who know the back roads of Montana and Wisconsin as sure as they do the lords prayer. They find as secluded a spot as they can, plant their crops, and leave, only coming back when its time to harvest. They say they rely on nature and prayer. It works for them, as the majority of what they plant they are able to retrieve and bring to market. They also have a very successful side business growing and selling marijuana.





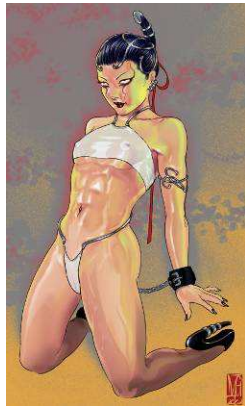
**Feda Karimazul, otherwise known as "The Sheik",** is half Russian and half Afghani. His father was a soldier who raped his mother during the Russian occupation of Afghanistan. When he was 5, because of the shame and humiliation his existence brought the girls father, he was sold to an Egyptian crime lord who raised the child as his personal valet. The crime lord noticed that as he grew older, the unassuming man with the kind face was quite



adept at numbers and merciless to the other slaves who crossed him. Over time the Egyptians criminal empire passed to his son, who recognized the value of Feda, but did not like the man. Feda was sent to America, where now he buys slaves and sends them to his



boss in Egypt. Feda almost never leaves the Orlando Nomad Market for fear of his life. Most nomads despise him. The Bloods tolerate him only because of his ability to bring in money, guns, and heroin from his Egyptian boss. Orlando is quickly becoming the last stopping point for slaves in America. The Raffan Shiv will make stops at Nomad Markets along the way to attempt to ransom captured nomads back to their families at ridiculous prices, but any slaves who haven't been bought by the time they reach Orlando are likely never to be seen again. This is doubly so for children



and attractive young women who end up in personal harems or brothels across the third world. Men and unattractive women are sometimes sold for labor, but just as often they end in pit fighting arenas, where their only worth is their ability to spill one another's blood for the howl of the crowds. The Sheik has actually funded



a group of Raffan known as the Hounds to set up a smuggling operation across the US for these slaves. They are ruthless in their operations, and captured slaves who cause too much trouble are often made horrible examples of to the others to keep them in line.



**Ellen "Shine" Alden** is a Thelas affiliated river rat who makes her living selling Moonshine and other home brewed spirits up and down the Mississippi River. She is also known to do a bit of smuggling and guide work, but usually only if she is going that direction anyway. Few know the river better than Shine, and through bribery, seduction, and her good nature she has few problems with most law enforcement that patrols

the river. She is however a prime target for waterborne Raffan Shiv, and has made powerful enemies among them.

**Zen,** approximately 20, is so far unique among Technomancers, in that her gift of near superhuman innovation and skill is not related to science or technology. No, her specialty seems to be entirely physical, and someone has trained and nurtured this ability. Where other Technomancers have created unheard of technological leaps and applications, Zen has taken the art of fighting to a level never before seen. She is a master of several martial arts and is proficient with most firearms. But if you present her with a weapon she has never used before she will ignore it completely.



She has been diagnosed as having Eidetic Reflexes, and can copy any physical act she witnesses, though she must practice to add it to her retinue of moves. She is also double jointed and ambidextrous. However, she is even more withdrawn and reserved than most Technomancers, and cannot socialize. She must be given her food and told to eat, she must be told when to sleep and she must be constantly supervised or else she has a habit of wandering off. She will follow orders, but they must be explicit. She has been ordered not to kill, but when they ordered her not to fight she was nearly killed when she was attacked by a small town bully. After that she was merely told not to fight unless hit first. She was found By a Folk family sitting on the side of the road amidst the bodies of 7 well armed Raffan Shiv, quietly humming to her self. Seeing profit potential they were entering her in pit fights and battle domes across the US and Mexico, until a group of Aldecaldos recognized what was happening and bought her to bring her to New Mexico where they could care for her. Not much more is known about her.





**Darla, Wheezy, Alf, Frog, and Bucky** have made several different claims about their past, from running away from a corporate orphanage, or being kidnapped by Raffin Shiv from their homes and escaping. The one thing that always rings true is that they are trying to get to Colorado to join the Forgotten. All of the kids are between 12 and 13 years old, and no one in the Olympic Nomad Market seems keen on the idea, for now they are under the care of that market's Nest until the Tribal Council can decide what to do with them.



**Craig "Stryker" Davis** was just another Militech corporate soldier, collecting a healthy paycheck and spending every free moment with his wife and infant son at their beachside home in San Francisco. In short they had a beautiful life, which they loved dearly. Then he was transferred to Kansas City. His wife though it would be more fun to drive, to see America as it were.

They were crossing Kansas on the last leg of the trip when the Raffin Shiv hit them. Craig drove hard, fighting them as best he could, when a tire blew, the last thing Craig remembered. Craig was found in the wreck of his car by a Jode Caravan. His wife and child were no where to be found. Craig has quit his job at Militech, but not before stealing an arsenal of weaponry and supplies. He has spent every day since the accident desperately tracking down and killing Raffin Shiv and trying to find the remains of his wife and son. Craig has been joined by a man going by the name Dove. Dove also lost his wife and children to a Raffin Shiv attack, although not much else is known about him other than his face was severely burned, and he wears bandages over his face to cover the scars. A third member



of their group, Tora Waites, has joined. Tora's sister was taken by Raffin Slavers, and she has convinced Craig and Dove that if they can get to Orlando quickly enough, they may have a chance at finding her. They may also be able to find out what happened to Craig's family.



**Melvin "Magpie" Piemacher** is a freelance nomad Medic although he is Snake affiliated. He is nicknamed for the odd gas mask he wears. Melvin is an excellent medic and cyber-technician, however he has a very odd and somewhat disconcerting attitude and his sense of humor and bedside manner are seen as a bit disturbing to some, downright creepy to others. Melvin hides a secret. He is a serial killer, hiding within the nomad community. Melvin rides with different families each time, usually going as far from his

last victim as possible. He uses this to hide his trail of bodies, and when the group he is traveling with stops in a large city or town for more than a day, he will leave, with the excuse that he needs to go into town for supplies. Once alone, he will seek out a homeless person, especially any he finds with cybernetic prosthetics, and offer them medical care. Once he gets them back to his vehicle, he will drug them and drive them outside the city limits, where he will strap them down and wait for the drugs to wear off. Then he will begin removing their organs while they are awake and without painkillers. Their struggle and screams are his trigger. If they have cybernetics he will remove them, clean them, and use them in the nomad market.

**Morgan and Jax Morcock** are a brother and sister team of warrior and mechanic who claim Aldecaldos, although they usually work with Folk and Jodes. Their original family, including their parents, were killed by police outside of Dallas, when they were caught smuggling weapons into the state. This left Morgan with a severe distrust of authority, and Jax with a fear of it. At 23 Morgan is a highly skilled fighter, and would rather be working with her own nation as an outrider or scout, but Jax prefers the relative safety of working with the Jodes



or folk, guarding their shipments of produce and livestock to and from their farms to the Nomad Markets. 17 year old Jax doesn't carry a weapon, and cringes from violence, but he is an excellent mechanic. The two always work together, although they fight constantly. The main source of conflict seems to stem from the vastly different ways they are coping with the loss of their parents, and Morgan's ever aggressive behavior contrasting the ever more passive personality of her brother.







**Binks Taladega** is one of those mechanics who just seems to instantly know what repairs are needed. He hears rattles and pops where everyone else just hears the smooth purr of the engine. Binks is the life of the party. He is highly charismatic and persuasive. He is a heavy marijuana smoker, and maintains connections at all the major nomad markets. Weed isn't the problem; it's his affinity for hallucinogenics, any hallucinogenics... Shrooms, acid, blue glass, peyote... he will take whatever he can get his hands on. He claims its so he can see into the next world, but most people just think he is an idiot. If that weren't bad enough he tends to have little respect for other people property, space, or belongings, and things often end up missing or broken when he is around. This behavior has caused people to have little patience for his antics and has cost him numerous road gigs. These days he mostly hangs out at the Flagstaff Flea Market, but is always trying to get work with a family, as even people he calls friends tend to have little tolerance for him on prolonged exposure. Binks claims Blood.

**Jessica Stone** has been searching for her husband for 5 years. Her family was a small Thelas tribe working the gulf of Mexico, his family was a Snake tribe who had the location. Her husband was a 26 year old Snake affiliated Fixer named Heath Stone who swept her off her feet at the age of 16 and she agreed to marry him. Later that year, he presented her a map and information to a plane carrying a drug dealers shipment of laundered cash that had gone down near the families fishing lanes. He told her if she helped him get it they would be rich and could leave the life of fishermen behind them. However she insisted that once the money was found they would give half of it to the family, especially since they would require the families resources in order to find and salvage the downed aircrafts cargo. Reluctantly he agreed, and the family was able to find and recover the money, still safe and stored in waterproof packaging. On the way back, with a hold full of cash, Heath threw a small party in celebration on the boat. He had poisoned the drinks however, and all Jessica and all 12 members of her family were soon unconscious. Heath threw the unconscious people overboard to drown. Jessica woke up just in time to see Heath tossing her brother into the sea. She tried to stop him, and in the ensuing struggle set the vessel aflame. Heath shot her, and she fell overboard to join her family in a watery grave. Her last memory was seeing Heath jumping into the small inflatable boat with an armload of cash as the boat exploded. Somehow, miraculously, Jessica survived, she was the only one who did. She was found and picked up by another fishing boat. She has been searching for her husband ever since. She knows he is still living in hiding among nomads, and has been tracking him across the country.



**Brother Jeremiah Jericho** is a wandering Baptist minister. He will preach his message of fire and brimstone to whoever will listen, and always travels with at least 10 followers. He is not a popular man, and his sermons are often nothing more than bible fueled rants condemning everything he perceives as evil. Homosexuality, interracial couples and their children, premarital sex, women showing off too much skin, any religion other than Christianity, and many more subjects are all the targets of his rage and hatred filled diatribes. However for all his bigotry and bile, he is tolerated thus far in the nomad community for his efforts at organizing charitable works, especially for children. He tends to pick up new followers wherever he goes, and claims his church has over 300 members. He is affiliated with the Folk Nation.



Joanna Henry bought her first train three years ago, she has since bought a second uses them to run both passengers and cargo between the Nomad Markets of Arizona, New Mexico, Texas, Oklahoma, Colorado, Night City. Joanna and her crew are an Aldecaldo affiliated



family who are also trying to set up a similar nomad train service in Alaska. Joanna runs the trains with her sister Megan and her uncle Sprocket. Joanna drives one train, a heavy diesel locomotive, Megan prefers to drive the steam engine, including shoveling the coal herself,

even though Joanna has offered many times to hire on additional help. Uncle Sprocket was an ironsmith and mechanic by trade and now takes care of maintenance and repairs, and knows the trains like the back of his hands.





# GM TOOLS :



**Item availability in the nomad market, Scavenger Table, Nomad Encounter Tables**

## ITEM AVAILABILITY IN A NOMAD MARKET

The following tables determine how easy it is to find a specific object in a nomad market

Size of Nomad Market	
+5%	<b>Tiny (local swap meets, farmers markets)</b>
+10%	<b>Small (New Mexico, Alabama, New York)</b>
+20%	<b>Medium (North Dakota, South Carolina, Ohio)</b>
+30%	<b>Large (Arizona, Colorado, Massachusetts)</b>
+40%	<b>Huge (N. California, Missouri, Meta-Key)</b>

ITEM SCARCITY	
-10%	<b>EXTREMELY RARE/UNIQUE</b> (one of a kind, hand made or crafted)
-0%	<b>RARE</b> (Limited or no longer produced, imported)
10%	<b>COMMON</b> (In production, sold in some static stores)
+25%	<b>VERY COMMON</b> (Mass produced, commonly sold, different brands)
+50%	<b>EXTREMELY COMMON</b> (Sold everywhere, lots of different brands)

ITEM CONDITION	
-10%	<b>New In Box</b>
-5%	<b>Like New</b>
0	<b>Used</b>
+5%	<b>Hard Used</b>
+10%	<b>Broken/Falling Apart</b>



## USING THE SCAVENGER TABLE

The scavenger table is a useful list of suggestions for items the DM can place when a character is searching a body, vehicle, building, etc... It is organized and color coded for easy reference. The blue area (1-50) is for items that may be found on an individual, a small vehicle such as a motorcycle or compact car, or a one or two man campsite or shack Typically this section is rolled on 1d6 times per individual or vehicle. When rolling you may choose to either re-roll results greater than 50 or use a d10/2 for the Tens Place. The green section is for medium size vehicles like cars, vans or trucks or for small homes or structures. When rolling on the Green (for a 1 through 80 spread). You may either re-roll any result above 80 or you may use an Dd8 for the Tens Place. Search results are typically rolled 2d6 times per vehicle or structure. The red section is for large vehicles like tractor trailers and buses or for large structures. When rolling on the red, you use the entire table, rolling d100. Typically when doing this you may roll 3d6 times per vehicle or structure. In any case, due to situation, the GM may arbitrate greater or fewer numbers of rolls on the Scavenger table, this list, and these rules, are merely guidelines.





## SCAVENGER TABLE

### SUGGESTED EXAMPLE OF ITEMS FOUND

**1D100**

1-2	1d6 Candy or Nutrition Bars and 1d6 Cans of Food and Small Toy, pack of cards, set of dice, or other small game
3-4	Road Atlas and Hand created Map or Directions (shows unmarked destination) & Pair of Gloves
5-6	Toiletries - Grooming Kit, toothbrush, Toothpaste, Safety Razor, and 1D6 rolls of toilet paper/tissue
7-8	1d6 t-shirts or pants (50% chance of fitting character)
9-10	Flashlight and Small Audio Entertainment Device, Entrenching Tool, and Small Tent, Personal Distillation Kit
11-12	Sunglasses or Goggles, Bottle of Suntan Lotion, Earplugs, and Bottle of over the Counter Painkillers, and Small First Aid Kit
13-14	Binoculars (50% of having 1d6/2 optic enhancements) or Telescope
15-16	Knife(1d6 for 1-2 light/3-4 Medium/5-6 Heavy) or Thrown Weapon(1d10 for 1-3 light/4-6 Medium/7-9 Heavy/10 V. Heavy)*
17	Axe or Sword (Roll 1d6 for 1-2 light/ 3-4 Medium/ 5-6 Heavy)*
18	Bludgeoning Weapon (Roll 1d10 for 1-3 light/ 4-6 Medium/ 7-9 Heavy/ 10 Very Heavy)*
19	Flexible Weapon (Roll 1d6 for 1-2 light/ 3-4 Medium/ 5-6 Heavy) or Exotic Weapon (GM's Choice) *
20	Bow/Crossbow (Roll 1d6 for 1-3 Short/Hand, 4-6 for Long/Medium+, 50% chance compound)*
21	Handgun (Roll 1d10 for 1-3 light/ 4-6 Medium/ 7-9 Heavy/ 10 Very Heavy)*
22	SMG (Roll 1d10 for 1-3 light/ 4-6 Medium/ 7-9 Heavy/ 10 Very Heavy)*
23	Rifle (Roll 1d10 for 1-3 light/ 4-6 Medium/ 7-9 Heavy/ 10 Very Heavy)*
24	Shotgun (1d6 for 1 20ga/ 2-5 12ga/ 6 10ga Roll 1d6 1-2 dbl barrel/ 3-4 pump/ 5-6 combat)*
25-26	100 Matches in Waterproof Case or Cigarette Lighter and 1d10 packs of cigarettes (or 1d6 cigars)
27-28	Small collapsing hexamite stove with 1d6 cans of fuel and Eating Utensils
29-30	Ammo Belt (1D6 for 1 Western Style Gunbelt/2-4 Bandolier (Holds 100 h. gun, 50 rif, or 25 sht shells/5-6 Rif Mag Bandolier) +3d6 Ammo and Gun Cleaning kit
31-32	Radio (1D10 for 1-8 CB/ 9-10 Police or Military)
33-34	Small Survival Guide, 50ft Rope, and Backpack or Bag (1d6 1-2 small, 3-4 medium, 5 Large, 6 Framed Pack)
35-36	20d10eb, wallet or purse with pictures, 1d6/2 Credit Cards (50% chance each valid 10d10 x5 in account), Sin Card, Condom
37-38	Nomad Gizmo, Small Box of Tools and 2d10 Zip Ties, and 1d6 Emergency Road Flares, Wrist or Pocket Watch
39-40	Canteen of Water, Metal Hip Flask or Large Bottle of Booze, 1d6/2 Bottles of Wine, or 2d6 Cans of Beer,
41-42	Small bag containing 1d10 doses of Narcotic (1D6 1-3 Inexpensive, 4-5 expensive, 6 Very expensive)
43	1D6 Hand Grenades (1d6 for 1 Smoke/2-3 Flashbang/4-5 Flashbang/6 HE)
44-45	Laptop or Cybermodem
46-50	GM'S Choice of 10d10 value goods
51	1D10 Cans of Baby or Pet Food and 2 Bags of Kibble
52-53	3D6 cans of food (70% chance fruit each can), Small Assortment of Spices and Cooking/Utensil Set
54	Medium Size Tool Box, Car Jack, Flare Gun w/1d6 flares, 1d10 Light Sticks, and Crowbar or Lug Wrench
55-56	1d6 Gallons of Water, and Water Testing/Purification Kit and a Can of Coffee, Family Sixed Distillation Kit
57-58	Large Blanket/Sleeping Bag, 1-2 Pillows and Medium Size Tent
59-60	Fishing Pole and Tackle box (1d6 for 1-3 Small/ 4-5 Medium/ 6 Large)
61	Large Medkit (Military Style)
62	5d10 rounds of ammo (may substitute RIF rounds for Shotgun shells, but number is divided by half) (Roll D10 for 1 L. Hgun/ 2-3 M. Hgun/ 4 H.Hgun/ 5 VH. Hgun/ 6-7 L. Rif/ 8 M. Rif/ 9 H. Rif/ 10 VH. Rif)*
63	1d10 books, 1d10 magazines or comics, and pair of prescription glasses
64	Clothes (1d10 outfits, 50% each for male or female, 50% chance Fits character if appropriate gender) Helmet or Armor item
65	Small Barbecue Grill and Bag of Charcoal or Bottle of Propane
66	1d6 Gallon Cans of Fuel, 8 Foot hose for Siphoning, 2 Cans of Oil, and 1 gallon of Anti-Freeze,
67	Polearm (Roll 1d6 for 1-2 light/ 3-4 Medium/ 5-6 Heavy)
68	Heavy Weapon (1D10 FOR 1-3 Light MG/ 4-5 Heavy MG/ 6-8 40mm GL/ 9-10 LAW or RPG)*
69	Portable Generator or Portable Well
70	Vehicular or large portable entertainment system
71	Case of Booze, Case of Wine, 1d6 Cases of Beer or 3d6 Cases of Soda
72	10d10x10eb
73	10d10x5 worth of jewelry/Gems/Precious metals
74	Stash containing 5d10 Assorted Doses of Narcotic or Pharmaceuticals (1D6 1-3 Inexpensive/4-5 expensive/6 Very expensive)
75	1D6 Cybernetic limbs or organs
76-80	GM'S Choice of 10d10x10 value goods
81	Wardrobe (4d10 full outfits, 50% each for male or female, 50% chance of fitting character if appropriate gender) 1D10 Armor items, (helmet, vest, etc... if 10 is rolled a full set of metal gear is found)
82	1D6 50 Gallon drums of water
83	Library 10d10 assorted books and magazines
84	1 Tank of Fuel and pump holding 10d10 Gallons
85	Very Large Assortment of Tools automotive/mechanical, general, and carpentry
86	1d10 blankets 2d10 sheets, 2d10 pillows, 1d6 beds
87	1D10 Sets of linens, Stocked Medicine Cabinet (3d10 bottles of assorted over the counter meds) grooming/beauty products, soaps/hair care products) 1d10 rolls of toilet paper/tissue
88	Vehicle (1d10 1-2 Motorcycle/3-4 Car/5-6 Truck or Van/7-8 Tractor Trailer/8 watercraft/ 9 Aircraft/10 Other)
89	Full Surgical set-up Including medical be, surgical tools, IV's and saline bags, and half full tank of Nitrous Oxide)
90	Stash containing 20d10 Assorted Doses of Narcotic or Pharmaceuticals (1D6 1-3 Inexpensive/4-5 expensive/6 Very expensive)
92	10d10x100eb
93	10d10x10 worth of jewelry/Gems/Precious metals/art
93	Large Selection of Sports/Exercise equipment (May include protective gear like football pads, hockey mask, shin guards, etc...)
94	6D10 cans of food, Large Assortment of Spices, 1D10 pots and pans, 3d10 glasses and dishes, 1d6 assorted small appliances, 3d10 utensils, 1d6 bags of kibble
95	6D6 cans of pet or baby food
96	2d6 animals (1d10 each 1-2 Dog/2-4 Cat/5 Chicken/6 Pig/7 Goat/8 Cow/9 Rabbit/10 Other)
97	1D10 pieces of large furniture
98	Home Entertainment System including gaming console or Desktop Computer
99	Assortment of Toys and games
100	GM's Choice of 10d10x100 value goods

\*There is a 50% chance that any of these weapons will come with a Holster/Sheath/Shoulder Strap  
 Roll d10 with any firearm, Bow, or Crossbow found to determine amount of ammunition it comes with. If a ten is rolled, roll again and add it to the number. Anytime a magazine fed weapon is found with more than 100% ammunition it comes with an extra magazine.  
 For any item found, roll 1d10 for quality: 1-broken irreparable/2-broken but can be repaired/3-5 hard used/6-9 slightly used/10-like new



## RANDOM ENCOUNTERS IN A NOMAD MARKET

1D100	Roll on this table in a Nomad Market
1-3	A static from the nearest city desperately trying to find someone, they are frantic and insist that a relative or loved one has been kidnapped by nomads.
4-6	A vendor happens to have the exact rare item one of the characters has been looking for, he is charging 25% above the items worth and will not come down on price and will only be in the Market for one day.
7-9	A Nomad Fixer is trying to set up a race outside the market
10-12	A nomad in a dispute with another much larger nomad and is trying to find someone to represent him in Battle Dome
13-15	A nomad band has set up an impromptu concert next to their van in the parking/camping area
16-18	A shaman preaching aggression against Static Society is preaching in the parking/camping area
19-21	A Meta Rep is looking for new tech innovations, if a character displays any unique tech he will ask them about it
22-24	A very attractive young Vamp (male or female) is running from a group of men (equal to PC Group size), the vamp throws themselves at the largest PC and begs the PC's to hide her, if they agree to protect the Vamp they will be told that in exchange for a ride the Vamp will lead them to a full tanker full of fuel hidden in a cave a few states away and split the prof
25-27	A fire breaks out in one of the National Rep tents, if the PC's help put it out it will earn them some favor with that Nation
28-30	Pickpockets: a group of teenagers bumps into someone in the party, they are now missing whatever small displayed item is worth the most, or their money if they have purchased with cash and the kids have seen where they keep it.
31-33	A Folk or Jode truck has come in with fresh fruits and vegetables,
34-36	A pig has gotten free in the Market and is running amok, knocking over tables and causing havoc with the vendors
37-39	A group of young nomads out wilding got into an altercation with a Booster Gang in the nearest city, their family leader is looking for someone to (roll 1d6) 1-2 negotiate a truce with the gang/2-3rescue any survivors/or 5-6 avenge them
40-42	2 statics are trying hire a nomad group to take them to a location several states away, no questions asked but they pay well
43-45	An old woman offers to read the fortunes of the character, she imparts a dire, but vague portent of doom
46-48	A young child follows the characters around everywhere they go, he will try to stow away with them when they leave
49-51	A feeble and nervous man comes to the characters, pointing out a group of Raffin Shiv, telling the character that he recognizes them from when they attacked the man's family, he believes the Raffin Shiv are holding his daughter to be sold into slavery and wants the characters to get her back from them, he promises to pay handsomely
52-54	A pair of bounty hunters are in the market looking for someone believed to be hiding out in the nomad community, the PC's recognize the man they are looking for as a Snake affiliated outrider.
55-57	A group of Raffin Shiv begin following the character who appears to be the most wealthy around, they will either try to attack the character while he is sleeping, or attempt a raid on the characters when they leave the market.
58-60	A family affiliated with the characters Nation is missing on the road, National and Tribal reps are organizing a search party
61-63	A young couple is selling baby animals as pets, they claim any animals they can't sell will end up being used for food
64-66	A static media is interviewing nomads about their experiences for an upcoming movie/book/news story
67-69	A Jugger game is set to take place, one of the teams is a family with the same National affiliation as the character, but one or more of their team mates is injured, they are looking for replacements.
70-72	The Lawgivers in the Market seem to paying extra close attention to you
73-75	Static policemen are here, they aren't trying to actively arrest anyone, but they do seem to be paying close attention to anyone trading in illegal goods, they will note the vehicles loading any serious contraband (drugs, illegal weapons, slaves) and try to arrest them when they leave the nomad market.
76-78	A Paladin is in the market, he seems annoyed by the people who follow him asking him to settle petty disputes.
79-81	A large group of Raffin Shiv are in the market, they are trying to get space on the Auction stage to sell slaves
82-84	A National leader is visiting the market, no one knows what his business is, but it appears to be serious
85-87	Someone from a characters past is seen, if friendly (50% chance) they are in trouble, if an enemy they are looking for trouble
88-90	A group looking to drive fuel through a Raffin Shiv infested area is looking for extra outriders, scouts and warriors
91-93	A small group of Technomancers have set up a stall and are selling their wares (mostly normal items with odd modifications) They may also be selling one Technomancer "special" item from the Nomad Market weapon or equipment list.
98-100	A Thelas smuggler in drugs or illegal weaponry is trying to find someone to deliver his product to a buyer, all they have to do is purchase the product from him at half price and sell the product to the pre-arranged buyer for an already agreed upon price
94-97	A rather belligerent and drunk nomad from a different clan "bumps" into a character, challenges them to Battle Dome or race

## RANDOM ENCOUNTERS ON THE OPEN ROAD

1D100	Roll on this table once an hour on desolate stretches of road to inject some random event in the journey
1-40	Nothing
41-42	1D6/2 Hitchhikers (roll 1d10 for 1-5 Nomad/6-8 Static/9 Corporate, HI-Way or Military/10 Raffin Shiv)
43-44	HI-Way Patrol (Roll 1d10 on a 10 he attempts to pull over any group of 5 or less vehicles, 3 vehicles if weapons are displayed)
45-46	Corporate Convoy 1d6+1 for # of trucks (won't openly engage nomads unless threatened, but they are aggressive and armed)
47-48	Nomad Convoy: Small 1d6 for number of vehicles*
49-50	Nomad Convoy: Medium 2d6 for number of vehicles*
51-52	Nomad Convoy: Large 2d6 for number of vehicles*
53-54	Single Vehicle (Roll 1D6 1 Static/2-3 Solitary Nomad/ 4-5 Corporate/6 Military Vehicle
55-56	Single Nomad Motorcycle or car (Raffin Shiv Scout, if chase is given it will lead them to a trap)
57-58	Nomad Camp just off road: 1d6 for 1-2 small/3-4 medium/4-5 large Roll 1d10 on a 9-10 its Raffin Shiv
59-60	Raffin Shiv Raiders: Small Group 1d10 vehicles, wont attack any group that outnumber them unless they Roll a 10 on a D10 Will attack any group they outnumber by more than 1 vehicle.
61-62	Raffin Shiv Raiders: Medium Group 2d10 vehicles wont attack any group that outnumber them unless they Roll a 10 on a D10 Will attack any group they outnumber by more than 3 vehicles.
63-64	Raffin Shiv Raiders: Large Group 3d10 vehicles wont attack any group that outnumber them unless they Roll a 10 on a D10 Will attack any group they outnumber by more than 5 vehicles.
65-66	Crashed Motorcycle/City or Compact Car/Ultralight on side of road 1-2 bodies (roll on Blue section of scavenger table 1d6 times)
67-68	Crashed Car/truck/Van/Light Aircraft on side of road, 1d6 bodies (roll on blue to green sections of scavenger table 3d6 times)
69-70	Crashed Large Nomad Truck/Large Aircraft on side of road, 2d6 bodies (roll on scavenger table 4d6 times)
71-72	Crashed Corporate Truck 1d6 bodies Roll on blue section of scavenger table (Roll 1d10 for cargo 1 Food/2 Livestock/3 Electronics/4 Beverages/5 lumber/6 fuel/7-8 GM Choice/9-10 Unsalvageable load)
73-74	Small Abandoned Home or Business - Roll 1d10 on Scavenger Chart (20% chance actually inhabited)
75-76	Medium Sized Abandoned Home or Business - Roll 2d10 on Scavenger Chart (20% chance actually inhabited)
77-78	Large size Abandoned Home or Business - Roll 3d10 on Scavenger Chart (20% chance actually inhabited)
79-80	Some nearby town is using a large field off the road for a Fair/Carnival/Festival Blood affiliated nomads are sure to be present
81-82	HI-Way Patrol Road Block 2d6 vehicles 2 officers each
83-84	1D10 animals cross or block the road
85-86	A farm with livestock or Corporate agricultural facility can be seen a distance from road
87-88	1D6 Children ages 10-14 are seen walking down side of road
89-90	You pass a new blacktop road that doesn't appear on any map or GPS has been recently laid. Where does it lead?
91-92	Bridge ahead is out or blocked... you will have to find an alternate route.
93-94	Out of control wildfire (only in areas with vegetation, If not the characters pass a burning home or structure)
95-96	A large group of 10d10 vehicles moving quickly in the opposite direction of the characters
97-98	A Corporate Convoy of 1d6 Trucks is being attacked. (Roll 1d6 for 1-2 2d6 Raffin Shiv/3-4 2D6 Road Pirates/5-6 1D6 Rival Corporation Vehicles)
99-100	A Nomad group of 3d6 vehicles are being attacked by Raffin Shiv (who outnumber them by 50%) or by 2D6 Corporate Vehicles







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