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Presents:

NCPD

THE NIGHT CITY POLICE DEPARTMENT SOURCEBOOK

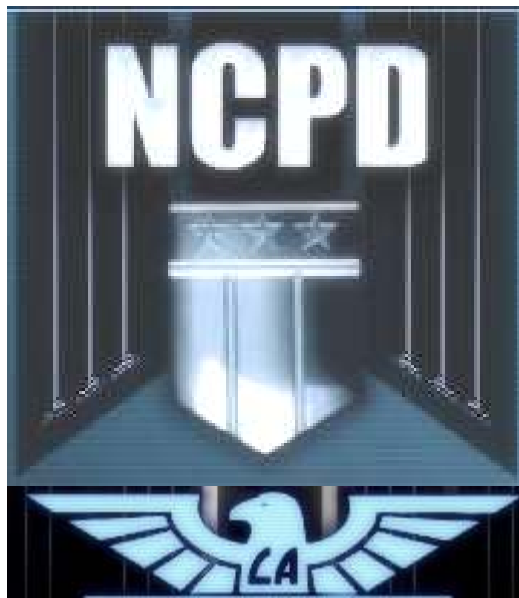
Written by Deric Bernier (droc@mc2k.com)



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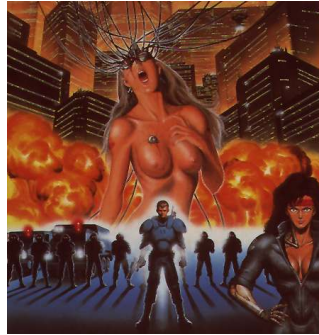
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NIGHT CITY POLICE DEPARTMENT

YOUR LAST DEFENSE AGAINST ANARCHY.



The police of Night City do their best to try and keep the peace, in some areas like the corporate sector, they manage this fairly successfully, in others they do the best they can just to keep violence from erupting full scale on the streets, and then there's the combat zone... the police have given up on this area, and have resigned to simply keep it as contained as possible. In this article we attempt to bring to light some of the lesser detailed and misaligned areas of law enforcement in Night City.



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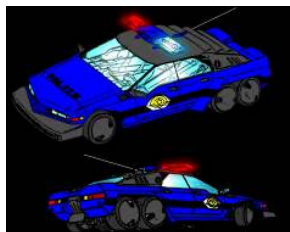
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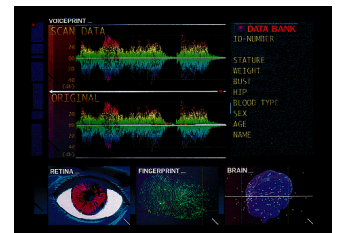
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(In this article we will delve into various aspects of law enforcement in Night City that I felt were either left unexplored fully in Protect And Serve, or were simple IMHO unrealistic. Let me just say that I do not believe that any American police department will ever be able to arm its regular patrol vehicles, and no cop I ever talked to thought so either. This article is heavily based on AD Police, which I have always seen as being the basis for C-SWAT, and have always used the look and feel of the series in such a fashion

TRAINING



Upon graduation from the police academy characters will possess the following skills (these do not count towards starting skill)

- Authority +2
- Handgun +1
- Rifle +1
- SMG +1
- Awareness Notice +1
- Athletics +1
- Expert: Law and procedure +2
- First Aid +1
- Melee +1
- Martial Art: Thamoc +1
- Drive +1
- Motorcycle +1

Further more, if you are a member of a tactical group, training will provide you with the following:

SWAT

- Combat sense +2
- Handgun +2
- Rifle +2
- SMG +2
- Heavy Weapons +1
- demolitions +1
- Stealth +2
- Awareness Notice +1
- Pick Lock +1
- Expert: Tactics: +1
- Martial Art: Thamoc +1

C-SWAT

- Combat sense +2
- Handgun +2
- Rifle +2
- SMG +2
- Heavy Weapons +1
- demolitions +1
- Stealth +2
- Awareness Notice +1
- Pick Lock +1
- Expert: Tactics: +1
- Martial Art: Thamoc +1
- Pilot ACPA +

BOMB SQUAD

- Demolitions +2
- Basic tech +1
- Electronics +1
- Electronics Security +1
- Awareness Notice +1



PROMOTION / TRANSFER REQUIREMENTS

To become a detective or a member of anything higher than uniformed patrol, you must earn it, and your skills must reflect it. Minimum skill requirements for each section are as follows:

DETECTIVE

- Expert: Law and procedure +3
- Awareness Notice +3

(in addition, to get into one of the specialized investigative divisions, you must HAVE at least a +2 in an Expert skill relating to crimes of that nature and the laws pertaining to them)

Passing the detectives exam requires at least a 15 on an Expert: Law roll, passing and becoming a detective gives a character an immediate authority of

4

SWAT

- Combat Sense +1
- Expert: Tactics +1
- Athletics +3
- Handgun +4
- Rifle +4
- SMG +3
- (Getting into SWAT grants a +5 Authority automatically, but the pay scale is equal to a +6)

C-SWAT

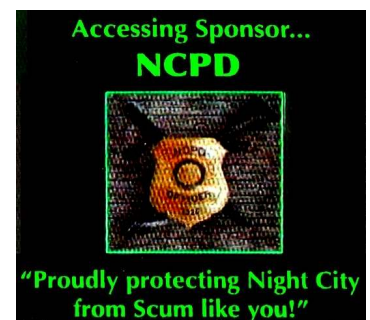
- Combat Sense +1
- Expert: Tactics +1
- Athletics +3
- Handgun +4
- Rifle +4
- SMG +3
- Expert: Law and procedure +3
- (Getting into SWAT grants a +5 Authority automatically, but the pay scale is equal to a +7)

BOMB SQUAD

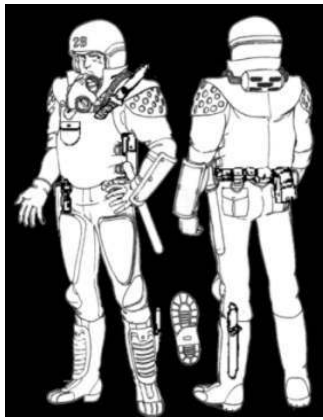
- Demolitions +4
- Electronics +3
- Basic Tech +3
- (Getting into Bomb Squad grants a +5 Authority automatically, but the pay scale is equal to a +8)

Internal Affairs

- Expert: Law and procedure +5
- (Getting into IAD automatically grants the Character a +6 Authority)

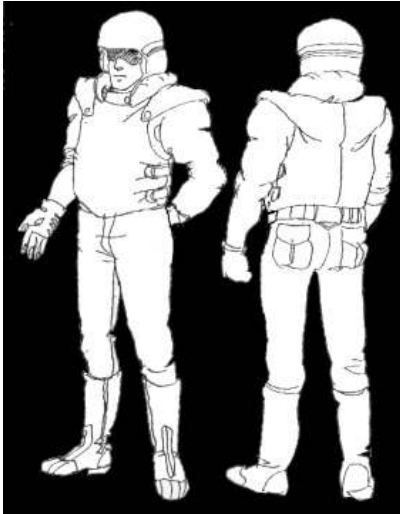


UNIFORMS AND ARMOR



STANDARD UNIFORM:

This uniform consists of a jumpsuit, sturdy black boots, Arasaka armored vest (SP 20), and a helmet (SP 25).

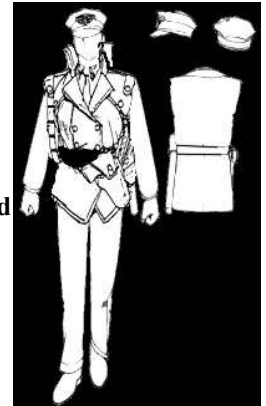


This armor is designed by Arasaka to be all-purpose, and so uniformed officers, Swat, and C-SWAT are all issued the same vests and helmets with minor variations in color to differentiate them. Normal uniformed duty officers wear Blue Jumpsuits with white vests and helmets. SWAT officer uniforms vary in that they wear Black jumpsuits with gray vests and helmets, and C-SWAT personnel wear gray jumpsuits and blue armored vests and helmets.



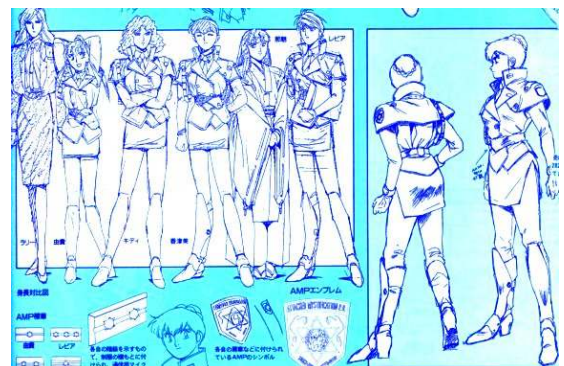
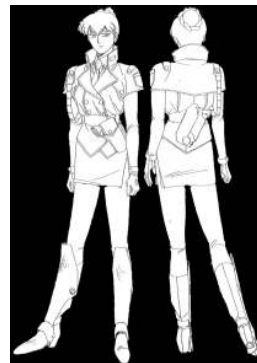
In addition, there are armored coverings for the forearms, shoulders, thigh's, knee's and boots (SP 10). As well as hard inserts for the vest (SP 5 and gives the vest an EV 1). These addition armor plates and inserts will have the same coloration as the officers issued uniform colors depending on duty. Most officers not serving with SWAT or C-SWAT opt not to wear the additional armor, or only wear parts of it, due to weight and discomfort issues. Though officers in high crime areas often opt for as much protection as possible.

Due to the increased level of violent crime and aggressive behavior towards police, it is now mandatory that every uniformed officer in night city wear at least the basic uniform, including vest and helmet.

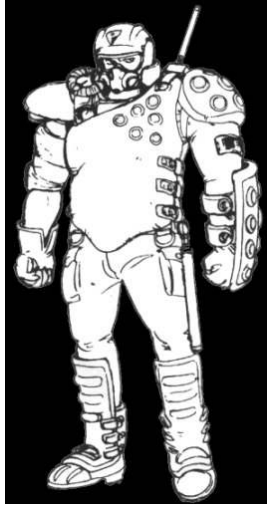


DRESS UNIFORM

For ceremonial purposes, each police officer is also issued a dress uniform. The dress uniforms are just about the same as they always have been, A black jacket, hat and slacks, with a skirt for women, and white gloves, Along with whatever additional decorations an officer might have earned.



Additionally there are duties that necessitate that a different uniform be used.



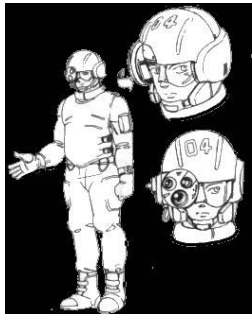
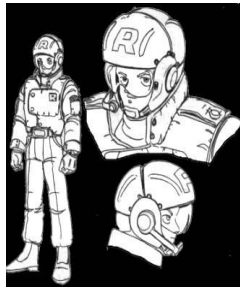
RIOT ARMOR

This heavy armor consists of a heavy flack vest (SP 30, EV 2), reinforced arm gauntlets (SP 15), woven Kevlar pants (SP 18, EV 1), armored boots (SP 12), a more streamlined helmet (so bottles and the like bounce off instead of smashing full force) (SP 25), and a better gas mask/filter. This armor is very heavy, and while it offers excellent protection, it severely limits mobility. Useful only for Riots, although the bomb squad seems to have taken a shine to them too. These suits also feature a glowing blue bar with extends from the shoulder, this make the officers wearing the suit

easier to spot in a crowd. The standard black jumpsuit is worn underneath.

HELICOPTER & AV PILOT'S UNIFORM

This uniform is worn by the pilots of the majority of AV's and helicopters used by the Night City Police Department. It consists of a dark blue flight suit and a flight helmet (SP 20) with a built in radio (which connects to the aircraft's radio for stronger reception) and a visor that offers Heads-up display, Anti-dazzle, and Low Light.

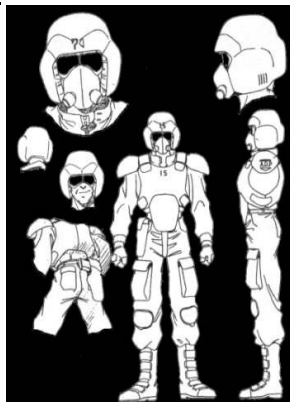


There is another pilots uniform, and it is worn by the pilots of AV-Cycles and Mini-copters. The uniform is similar to the basic uniform, underneath the officer wears the same blue jumpsuit, and the same white vest, but this uniform uses different slightly magnetically charged boots to offer stability and sure footing on the cycles, and a sophisticated helmet with a full police radio, Low Light, Tele-optics

Anti-dazzle, Heads-up display, and motion direct link to the various weapon systems of the craft (the link means that the gun tracks according to movement of the eye).

MOTORCYCLE COPS UNIFORM

This uniform begins with the black jumpsuit, then instead of the relatively soft vest it applies a hard shell armored torso covering. It is a bit lighter, but offers slightly less protection (SP 18) as it is more designed to protect from crashes than bullets. Still it is effective armor, and many of the C-SWAT officers prefer it. The helmet (SP 20) is also different and offers Low Light, Anti-Dazzle and a radio connected to their bike. The visor



retracts into the helmet and the mask does not connect to an air supply, acting merely as filter and facial armor. The uniform is completed with a pair of sturdy motorcycle boots.

DATAFILM

Since the police use the landmate styled Enforcer ACPA, a datasuit must be worn underneath. This uniform is skin tight, and nothing can be worn above or beneath it (except underwear) to operate properly. The police version, its marking notwithstanding is functionally exactly the same as its civilian and military versions. (Author's note: For more information on Datafilm please see my [SHIROW Conversion Sourcebook](#))



RAIN PONCHO

For cold weather and other inclement conditions, the NCPD officers are issued a rain poncho, usually kept in the trunk of their vehicle. The ponchos protect against both rain, and cold.

CONCEALABLE ARMORED VEST



Plain clothes detectives, make most use of this armor, though undercover and even informants may on occasion make use of it as well. It is a light and extremely flexible ballistic vest providing protection to the vital organs. It is rated at SP:12, though it has pockets for a hard armor inserts that boost the armor rating up to SP:18.

While the plates restrict movement somewhat (EV-1) with or without them the vest is virtually invisible to the untrained eye (diff: 22 to spot) and is available in both male and female versions in either white or black.





GASIUM K-5 BATTLESUIT

An armored body suit usually custom compartmentalized for the wearer's specific needs (sown in holsters for specific weapons and pockets etc...). The K-5 is made to be worn with a datasuit underneath. Despite its bulk this suit is incredibly light and has no encumbrance penalty. It offers an SP of 18 from head to toe and is covered with a special rubberized coating to prevent clash and clatter. The suit will be custom fitted and compartmentalized to whatever the wearer's demands may be. NCPD C-SWAT has been issued a limited number of these for testing. (Author's note: For more information on Datafilm please see my SHIROW Conversion Sourcebook)



POLICE ISSUE METAL GEAR

This armor is used only for extremely hazardous situations. With C-SWAT getting the most out of it.

It is standard metal gear (SP 25 EV 2) and makes for an intimidating sight. The jumpsuit is worn underneath, but absolutely no addition armor can be worn under the metal gear. The helmet features the basic visual package (LL, AD,), and the basic helmet radio. Please note that metal gear is to be used only in emergency situations, as its appearance has been known to cause public relations nightmares. The public doesn't like seeing its officers in metal gear, as it implies something nasty is happening, which can lead to public mistrust and or apprehension of the police.



ORC ARMOR

A lighter, albeit bulkier version of metal gear, this slightly powered personal armor has a REF bonus of +1 and an SP of 25. Used for fast assaults into high risk situations by E-SWAT, it is specially made for

maneuverability and stealth. It too utilizes the data film for transmitting the physical signals too the suit. Orc suits can monitor acoustic signatures, or A/S, giving them an awareness bonus of plus +2. The system is also designed to monitor their comrades for the sound of breaking armor, giving them a better teamwork ratio in stealth operations. The helmet is equipped with; auditory boost, low light enhancement, image enhancement, and tele-optics. The suit also boosts the BOD and MA of whoever is wearing it with a bonus of +4 each. NCPD C-SWAT has been issued a limited number of these for testing. (Author's note: For more information on Datafilm please see my SHIROW Conversion Sourcebook)

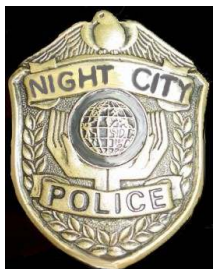


WEAPONS AND EQUIPMENT

STANDARD ISSUE:

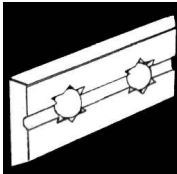
This is what every officer receives, and every uniformed officer is expected to carry, although some officers may elect to carry less. Detectives carry much less, usually carrying only their badge, light undercover Amored Vest, OID button, and a single pair of standard handcuffs. Detectives usually elect to purchase their own handgun, most often a smaller, lighter, more comfortable weapon, however they may choose to carry their standard issue Armalite .44 or Arasaka LEH (if they do so, they must register the weapon as their carry weapon, and must pay for the cost of outfitting it with a cookie cutter device, gun cam, and 911 ship out of their own pockets). It should be noted, that detectives and all other police personell, retain their standard issue uniform and equipment until they retire or their employment is terminated. For 25% discount, officers can choose to purchase their uniforms and equipment, and doing so allows them to retain it after their employment has ended.

THE BADGE:



The very first piece of equipment a police officer will receive. Today even the badge is improved, it acts as a "cookie cutter" (SOF 1) recognition badge, and works with the devices in police firearms to ensure that one officer cannot shoot another. It also acts as a homing beacon. Both features are controlled from the home precinct and can be shut off by remote.

Included with this is the police ID.



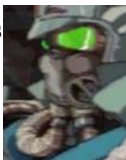
O.I.D. BUTTON:

The OID (officer in distress) button is a relatively simple device, it sends a message to the nearest precinct asking for backup, the number of times the device is tapped determines the level of threat. 4 indicates maximum threat. Generally worn on the collar, about an inch long, half an inch wide, and 3 centimeters thick.



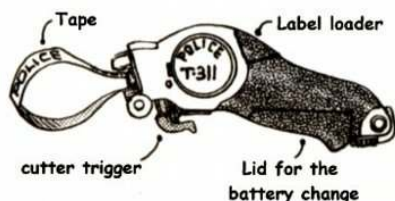
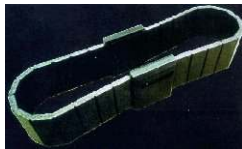
GAS MASK:

Acts as both a gas mask and a filter, with a 30 minute air supply. It also acts as facial armor (SP10) and features Low Light, Anti Dazzle, Times Square, and Thermograph visual options.



HANDCUFFS:

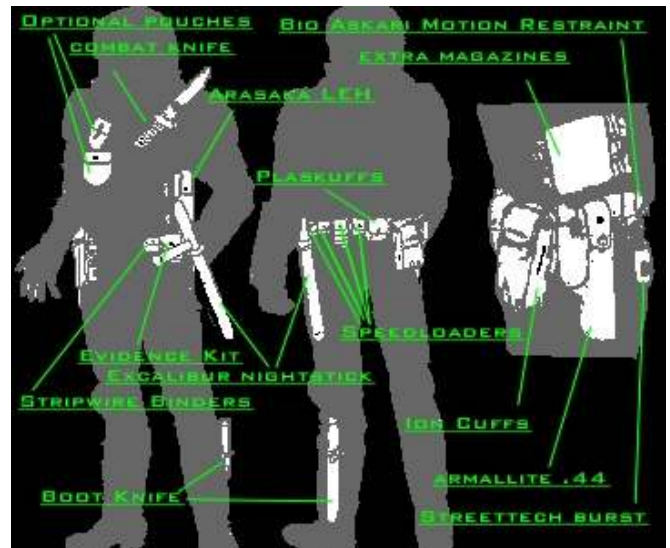
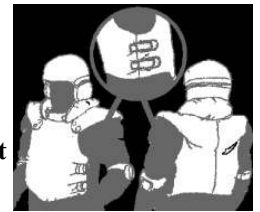
Every officer is given 4 pairs of placuffs (which are thinner than regular handcuffs but twice as strong), 2 pair of Ion Cuffs (although most officers don't carry them or leave them in the car), and 10 stripwire binders. (See Protect and Serve for more detail)



GUN BELT AND SHOULDER

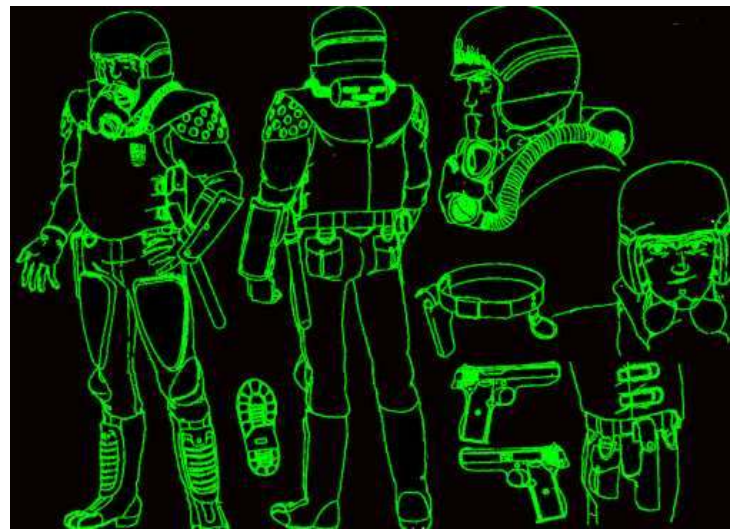
HOLSTER:

Standard issue, a gun belt with pouches for the equipment and a holster for the Armalite .44, and a shoulder holster that attaches to the left side buckles of the vest for the Arasaka LEH. (For left handed officers everything can be reversed.)



ARMALITE .44:

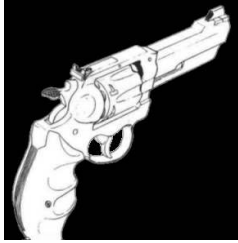
This semi-automatic handgun is kept on the right (or left) hip, and is generally the weapon of choice in an officers arsenal. There is also a magazine pouch that clips to the buckles on the right (or left) side of the vest which provides fast access to 3 spare clips. This Handgun, like all sidearms issued by the NCPD, is mandatory equipped with a 911 chip (Chrome 2), cookie cutter (SOF 1), and a gun cam (Chrome 2). (See Cyberpunk 2020 main book for more info.)



ARASAKA LEH-451 645eb

P - +2 - J - C - 4d6+2 (44 MAG cased) - 6 - 1 - VR

While most police departments issue the Constitutional Arms Multiple Ammunition Pistol, NCPD prefers its competitor's weapon. This is mainly due to the LEH's smaller size, and more comfortable feel, even at the slightly higher price. It accepts the same array of ammunition, and exhibits the same level of accuracy. Issued to the officer are 2 speedloaders with regular ammunition, 1 speedloader with a mix of Hyper-penetration and explosive rounds, and 1 speedloader with a mix of Taser and Dart rounds. (See Protect and Serve for details on the ammunition.) This Handgun, like all sidearms issued by the NCPD, is mandatory equipped with a 911 chip (Chrome 2), cookie cutter (SOF 1), and gun cam (Chrome 2). (For more information on this weapon see Autumn Blade.)



CONSTITUTIONAL ARMS DDMAP 2125eb

P - 0 - L - R - 4D6+1/4D6+1 (12mm caseless/12mm cased) - 12/5 - 1/1 - ST

In order to minimize weight and bulk, NCPD have begun issuing CA's dual pistol, the DDMAP to officers who request it. The weapon effectively replaces both the Armalite .44 and the Arasaka LEH-45, giving the power and versatility of both weapons in one simple package. When chosen, this weapon is worn on the hip, the holster for the Armalite is replaced with an additional pouch holding 3 magazines, also issued to the officer are 2 speed loaders with a mix of Hyper-penetration and explosive rounds, and 2 speed loaders with a mix of Taser and Dart rounds. (See Protect and Serve for details on the ammunition.) This Handgun, like all sidearms issued by the NCPD, is mandatory equipped with a 911 chip (Chrome 2), cookie cutter (SOF 1), and gun cam (Chrome 2). (For more information on this weapon see Autumn Blade.)



CONSTITUTIONAL ARMS LDD-4 995eb

P - +2 - J - C - 2D6+3/varies (10mm caseless/12mm cased) - 16/4 - 1/1 - VR

The lighter version of the DDMAP, for officers serving in less high risk areas who don't typically need the firepower of the DDMAP or Armalite .44. When chosen, this weapon is worn on the hip, the holster for the Armalite is replaced with an additional pouch holding 3 magazines, and the speedloaders issued with the LEH-451 AND ca-map work with this weapon

as well. Issued to the officer are 2 speedloaders with regular ammunition, 1 speedloader with a mix of Hyper-penetration and explosive rounds, and 1 speedloader with a mix of Taser and Dart rounds. (See Protect and Serve for details on the ammunition.) This Handgun, like all sidearms issued by the NCPD, is mandatory equipped with a 911 chip (Chrome 2), cookie cutter (SOF 1), and gun cam (Chrome 2). (For more information on this weapon see Autumn Blade.)

KNIVES:

Every officer is assigned three knives, a combat knife worn on the right chest, a boot knife, on the left calf, and a utility knife, kept in one of the pouches or pockets.

STREETTECH BURST:

(See Protect and Serve for details.)



EXCALIBUR NIGHTSTICK II:

This version is equipped with a flashlight at the short end, and a taser at the other.



ARASAKA RESTRAINT CASTER:

(See Protect and Serve for details.)

PEPPER SPRAY:

A small aerosol canister of industrial strength pepper spray.

DRUG A THUG:

(See Chrome 2 for more detail)

MICROWAVER:

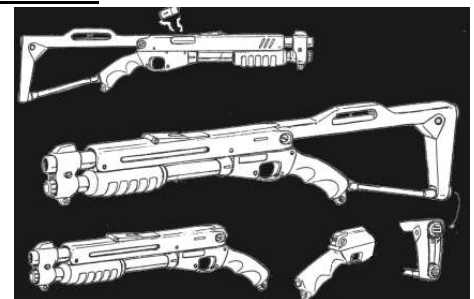
(See CP2020 RULEBOOK for more detail)

EVIDENCE KIT:

This kit is small enough to fit in a pouch and contains 10 evidence bags, an extendable probe, and a small single use fingerprint kit.

ARASAKA PRW SHOTGUN:

This pump action 12ga. shotgun holds 8 rounds and accepts a variety of shells. It is usually stowed in the vehicle, either along the sides of the front seats, or in the trunk. It features a removable stock, and whippet style handle. See Cyberpunk 2020 for details



MIITECH RONIN ASSAULT RIFLE:

Kept in trunk of car

(Please see CP 2020 rulebook for more details)

RETINAL SCANNER:

Kept in trunk of car

(See Protect and Serve for more detail)

HAND SCANNER:

Kept in trunk of car

(See Protect and Serve for more detail)

DNA SCANNER:

Kept in trunk of car

(See Protect and Serve for more detail)

BLOOD TESTER:

Kept in trunk of car

(See Protect and Serve for more detail)

CYBER SCANNER:

Kept in trunk of car

(See Protect and Serve for more detail)

GENERAL PURPOSE SHIELD:

Kept in trunk of car

(See Protect and Serve for more detail)

BINOCULARS:

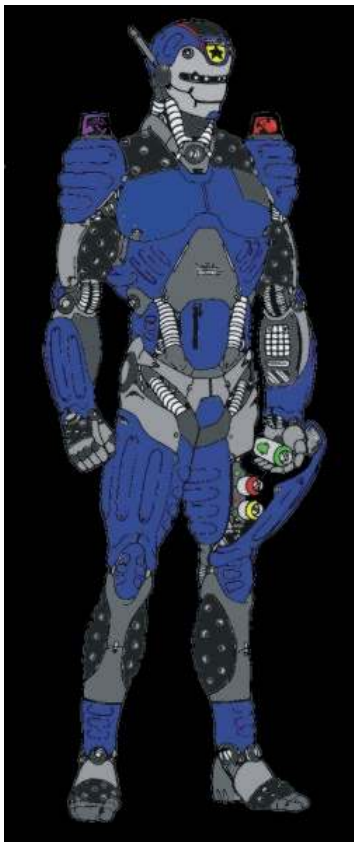
Kept in car, Equipped with Low Light, Thermograph, and Image Enhancement.

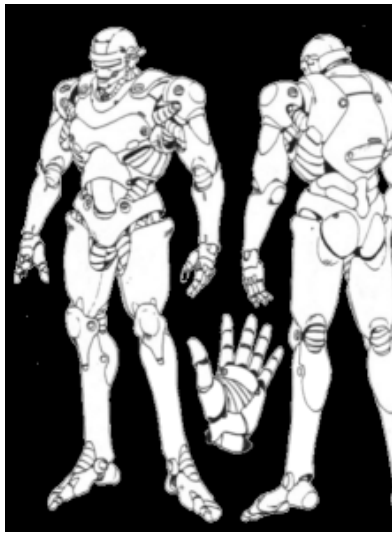


CYBERNETICS:

It is the policy of the NCPD to replace, if possible, any limb or organ lost in the line of duty. NCPD will not however pay for upgrades, merely the standard cybernetic option (ie. if you lose an eye, it is replaced with the basic cybereye (or flesh part if possible), if you lose an arm, you get a standard cyberarm in its place. The only exceptions to this are full body conversion. Officers who have had their body damaged beyond repair can elect to undergo full body conversion, and are equipped by the police department with an "Enforcer" package. This is not exactly as good as it sounds, by accepting this, the officer signs a ten year contract, and is automatically transferred to C-SWAT. If an officer decides to retire early he has two choices available to him, he can try and buy himself a new body, or he can buy the body he has from the department, neither are cheap, costing as much as some officers manage to save in a lifetime. Officers who join the force that are already full conversion will have any illegal implants removed, and be given the choice to keep their current body, or be upgraded to an enforcer package, if they choose the upgrade then the same rules apply as before, although it will be cheaper by far.

Recently, in the hopes of stealing the contract away from Militech, Arasaka has been field testing the Enforcer II and have chosen Night City as their Testing grounds, picking a volunteer and outfitting him with the package. The Enforcer II package, while being faster, stronger, more durable and containing more options also has an additional plus, when off duty the enforcer is similar in appearance to an Alpha class body, allowing clothes to be worn over it and giving a less intimidating appearance so that the officer might better interact with the civilian populace, when on duty however, the Enforcer II is specially built to accept "add on" armor plating and weapon systems, making it into a combat monster.





ENFORCER II

REF: 12

MA: 16

M/TURN: 48 MPH: 50

JUMP(UP): 8m (broad): 15m

BOD: 14

LIFT: 560KG THROW: 140M

DAMAGE MOD: +4

PUNCH: 1D6+6 KICK: 2D6+6

PHYSICAL STRUCTURE

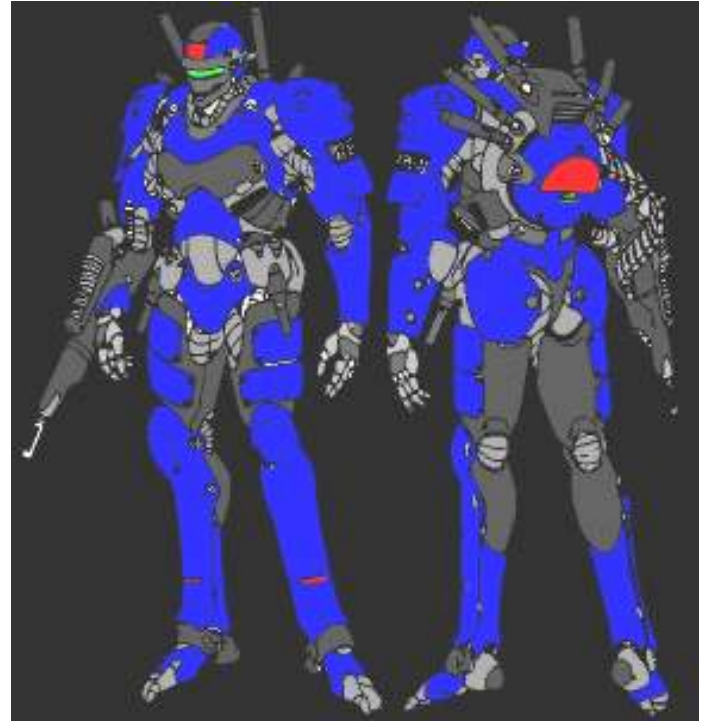
HEAD

SP: 30

SDP: 25 (DISABLED) 35 (DESTROYED)

RIGHT ARM/HAND	TORSO	LEFT ARM/HAND
SP:30	SP: 30	SP: 30
SDP: 25/35	SDP: 25/45	SDP: 25/35

RIGHT LEG/FOOT	LEFT LEG/FOOT
SP: 30	SP:30
SDP: 25/35	SDP: 25/35



OPTIONS:

3 cyberoptics, (l. & R. targeting scope, thermograph, low lite, anti dazzle0 (C. times square, Teleoptics, video recorder, image enhancement)
 Audio: (voice stress analyzer, radio link, digital recording link, amplified hearing, sound editing,) voice synthesizer with loud speaker option

Weapons:

Leg holster
 grenade storage
 taser grips

other options:

black book micro computer
 striptape dispenser
 retracting light bars

ADDONS:

5.56mm MG

ammo hopper with 300 rounds

electronet system (built into the ammo hopper, launches 6

grapnels attached to 20m of electrified woven monowire, can act as an entangling attack, to block of an area, or in an emergency as a grappling system)

Addon armor plates (give an extra 5 sp to all locations)

TOTAL PACKAGE COSTS

EB: 125,000 EB

HUMANITY: 25D6-2

SPECIAL NEED EQUIPMENT:

This equipment is available only to the special departments of the NCPD, such as SWAT, C-SWAT, RIOT, FORENSICS/MEDICAL EXAMINER, INVESTIGATIONS, and BOMB DISPOSAL/HAZMAT. In addition to being issued the above equipment the members of each of these teams might also be issued:

WUTANI MOTION SENSOR:

Common unit used by most special teams.
(See Chrome 4 for more detail)

FULL SURVEILLANCE KIT:

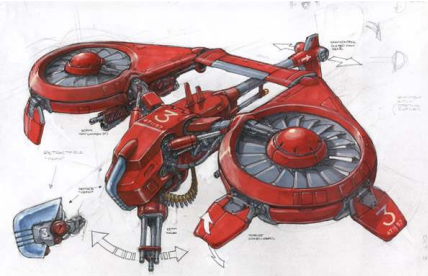
This kit contains all the various surveillance equipment available, in addition to what is already stated in Chrome 3. Used by investigative teams.

LAWTECH UNLIMITED POLICE ROBOHOUND:

Common unit used by most special teams
(See Protect and Serve for details)

PSUEDO DRAGON II RPV:

Common unit used by most special teams
(See Protect and Serve for details)



ORACLE AIRBORNE SURVEILLANCE:

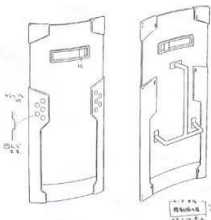
Common unit used by most special teams
(See Protect and Serve for details)

H-7 HAZMAT ROBOT:

Used by BOMB DISPOSAL/HAZMAT teams
(See Protect and Serve for details)

ADREK ROBOTICS ALPHA/BETA AND GAMMA UNITS WITH REPEATER STATIONS:

Used primarily by BOMB DISPOSAL units and in hostage situations
(See Protect and Serve for details)



RIOT SHIELD:

Used almost exclusively by the RIOT SQUAD
(See Protect and Serve for more detail)

ARASAKA NAUSEATOR RIOT

CONTROL DEVICE:

Used primarily by the RIOT SQUAD and in HOSTAGE situations
(See Chrome 2 for more detail)

BALLISTICS KIT:

For investigating forensics evidence by the forensics team
(See Protect and Serve for more detail)

SURVEILLANCE DATACAMERA:

Able to record still frame, video, and audio in a simultaneous wide spectrum array including standard, Low-Light, Thermograph, IR, and Ultraviolet. Is also equipped with both directional and laser mics capable of standard and subsonic recording. The camera can store up to 8000 images, or 12 hours of video before the data storage unit must be replaced.



Forensic Recorder:

One of the greatest law enforcement tools available to the NCPD is the Virtual Crime scene. By use of this device, which consists of a helmet with drop down video monitor display, a powerful back pack processor with data uploader and wireless modem, and a video recording gauntlet. First the Forensic recorder goes in an records the scene, every inch, from as many different angles as necessary to capture the scene as completely as possible. Including scanning inside drawers, compartments, holes, scanning around bodies and shell casings, and any other even slightly relevant POV. This information is uploaded to the Central Processor at Forensics headquarters and creates the base Virtual Crime Scene. Then every image, both video and still, captured before, during, and after, from any source, is added in to the database. Usually these extra images come from Officer Gun Cams and security videos, but occasionally from cyber eyes or what not. Anyway, these are time stamped and uploaded into the VCS compilation as well, and when all is said and done, in a matter of about 4 hours per 50ft sq room you have a VCS representation. The perfect 3 dimensional VCS representation will allow investigating officers and juries to full explore the Crime scene as if they were actually there through interface. In some cases, if there is enough photographic evidence (and even audio in some instances) an investigator can explore the crime scene in an "as it happened" manner. Going from the beginning of the crime to the end, pausing and examining even the most minor details, slow motion, fast forward, etc. Any events the police don't have photographic evidence of will often be "best guessed" by the computer, and filled in via the most logical turn of events.



MEDICAL EXAMINERS KIT:

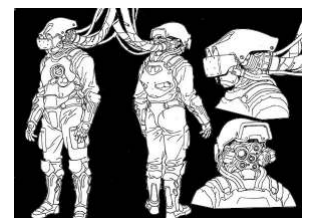
The tools of the medical examiner
(See Protect and Serve for more detail)

INVESTIGATIONS KIT:

Used by all investigative branches of NCPD
(See Protect and Serve for more details)

POLICE ISSUE NETSEC CYBERDECK:

Standard cybertech used by the NCPD NETSEC division
(See Protect and Serve for more detail)



ESPORMA ENVIRONMENT SUIT:

Used most often by BOMB DISPOSAL/HAZMAT teams.
(See Chrome 3 for more detail)

SPECIAL ISSUE WEAPONS

For officers assigned to SWAT, C-SWAT, Riot Control, or other special duties, which necessitate non-standard firepower.

RUBBER BULLETS:

Used almost exclusively by the RIOT SQUAD

ARASAKA BIO-ASKARI GLUE-GUN (2300eb)

EX - +1 - N - R - SPECIAL (RESTRAINT) - 10 SECONDS - 3 SECONDS - ST

Inspired by the success of motion restraints, Arasaka has tweaked the formula just a tad and now offers a spray gun with a ten gallon back mounted reservoir. This is just the thing to stop an unruly mob or a rampaging loon dead in his tracks without the possibility of injury. It's expensive however, and each reload is 120eb apiece. Used by Riot, SWAT, and C-SWAT.



STERNMEYER SMG-21:

Used primarily by SWAT and C-SWAT
(See CP 2020 rulebook for more detail)

M-40 "BLOOP GUN" 40MM GRENADE LAUNCHER:

Classic single shot reloadable grenade launcher, used primarily by RIOT, SWAT, and C-SWAT.
(See CP 2020 rulebook for more detail)



PURSUIT SECURITY INC. WEBGUN:

Most commonly issued to Swat, RIOT, and C-SWAT(See chrome 2 for details)

NAUSEATOR CROWD CONTROL DEVICE:

Most commonly issued to Swat, RIOT, and C-SWAT(See chrome 3 for details)

SMOKE, FRAG, FLASHBANG, AND GAS GRENADES:

Most commonly issued to Swat, RIOT, and C-SWAT
(See CP 2020 rulebook for more detail)

THERMITE IN A TUBE:

Most commonly used by BOMB DISPOSAL, SWAT, AND C-SWAT. (See Chrome 4 for more detail)



MILITECH M-52AR ASSAULT RIFLE:

RIF - +2 - N - P - 8D6/varies (10mm cased/25mm grenade)
- 60/120-5 - 1/3/35-1 - VR

Used primarily by SWAT and C-SWAT
(See AUTUMN BLADE for more detail)



H&K S/SR-53 985eb

RIF - +3 - N - P - 6D6+2 (7.62mm caseless) - 10 - 1 - VR

Used almost exclusively by SWAT and C-SWAT
(See AUTUMN BLADE for detail)

NORSE TECHNOLOGIES "God" line of weapons:

Used almost exclusively by C-SWAT, this can be added to an officers arsenal, and a holster which attaches to back of an officers vest is provided. note: this must be specially requested. Only one anti-cyborg handgun may be issued to an officer at a time. (See AUTUMN BLADE for detail)



CONSTITUTIONAL ARMS REV-6 3410eb

P - -1 - L - P - 7D6+3 (.300 winchester magnum) - 6 - 1 - VR

Used almost exclusively by C-SWAT, this can be added to an officers arsenal, and a holster which attaches to back of an officers vest is provided. note: this must be specially requested. Only one anti-cyborg handgun may be issued to an officer at a time.

(See AUTUMN BLADE for detail)

MILITECH M-58BAR:

Used almost exclusively by SWAT and C-SWAT, this can be added to an officers arsenal, this is the standard Squad support weapon used by NCPD. (See AUTUMN BLADE for details)

RUGER "LAWGIVER" 960eb

P - +2 - L - C - 6D6 (14mm caseless) - 12 - 1 - VR

Used almost exclusively by C-SWAT, this can be added to an officers arsenal, and a holster which attaches to back of an officers vest is provided.

note: this must be specially requested. Only one anti-cyborg handgun may be issued to an officer at a time. (See [AUTUMN BLADE](#) for detail)



COLT "BORG DROPPER" 950eb

P - -1 - J - R - 5d6 (5.56mm cased) - 8 - 1 - VR

Used almost exclusively by C-SWAT, this can be added to an officers arsenal, and a holster which attaches to back of an officers vest is provided.

note: this must be specially requested. Only one anti-cyborg handgun may be issued to an officer at a time. (See [AUTUMN BLADE](#) for detail)



IMI MICRO-UZI 2020 535eb

SMG - +1/-1 - J - 4D6+1 (12mm cased) - 16/32 - 1/3/30 - VR

Used almost exclusively by SWAT and C-SWAT, this can be added to an officers arsenal, and a holster which attaches to back of an officers vest is provided.

(See [AUTUMN BLADE](#) for details)



SEBURO AW-726 3799eb

RIF - -2 - N - R - 5D6 (5.56mm caseless) - 100 - 1/40 - VR

Used almost exclusively by C-SWAT .

(See [AUTUMN BLADE](#) for detail)

MILITECH CYBORG RIFLE:

Used almost exclusively by C-SWAT

(See chrome 2 for detail)

STEIN AND WASSERMAN MODEL F CYBROG ASSAULT WEAPON SYSTEM:

Used almost exclusively by C-SWAT.

(See chrome 1 for detail)



SEBURO MSR-50 6720eb.

RIF - +3 - N - R - 6D10 (.50 BMG cased) - 12 - 1 - VR

Used almost exclusively by C-SWAT and ONLY IN EXTREME SITUATIONS

(See [AUTUMN BLADE](#) for detail)

MILITECH URBAN MISSILE LAUNCHER:

Used almost exclusively by C-SWAT

(See chrome 2 for detail)

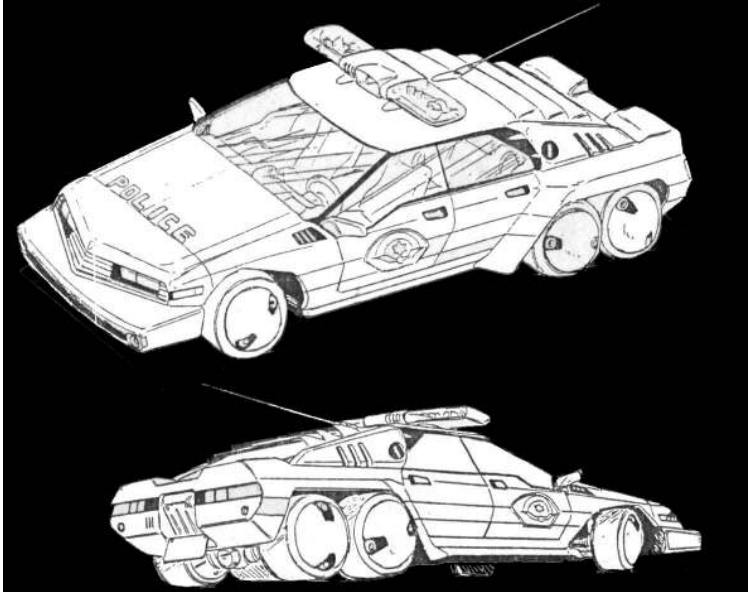
TECHTRONICA M40 "PULSE RIFLE":

Used almost exclusively by C-SWAT

(See chrome 2 for detail)

VEHICLES OF NCPD

These are the standard vehicles used by the Night City Police Department.



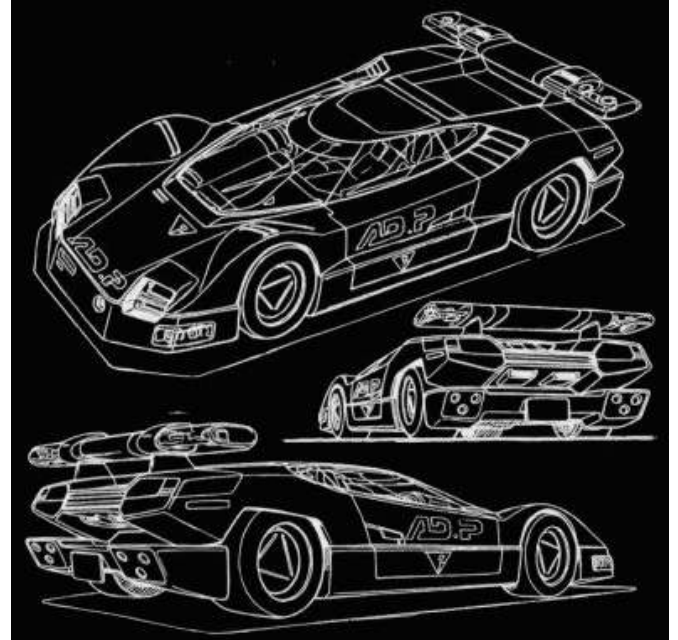
CHEVROLET TOMCAT INTERCEPTOR/CRUISER:

NCPD recently switched to the Tomcat, it was deemed that an American company would generate more trust in the public eye, the Tomcat is also more maneuverable and faster than its competitors, with the possible exception of the Max Interceptor. Visually the Tomcat is stunning, and this puts it in good favor with the corps. It also includes all the most standard options of a police vehicle.

Top Speed:	160 mph	Acc/Decc:	30/45
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	400kg
Maneuver:	+2	SDP:	50
SP:	20	Type:	Car
Mass:	1.5	Cost:	36,000EB

Special equipment:

Police radio, stereo, onboard computer with satellite link to headquarters, SP 20 armorglass barrier between the front and back seats, retracting electrically controlled spotlights, loud speaker, SP 20 armor glass, resealing tires, loudspeaker, front and rear video camera's (recorder is located in the trunk), 2 Arasaka PRW shotguns (in locked brackets along the front seats). In the trunk is a full first aid kit, an emergency kit, a box of ten road flares, jumper cables, 2 cans of fix-a-flat, an investigation kit, 2 boxes of 12 ga. shells, 2 Militech Ronin rifles with 2 spare loaded magazines apiece, a cyberscanner, extra restraints (4 handcuffs, 4 ion cuffs and 20 stripwire binders), 2 raincoats, and 2 sets of riot armor.



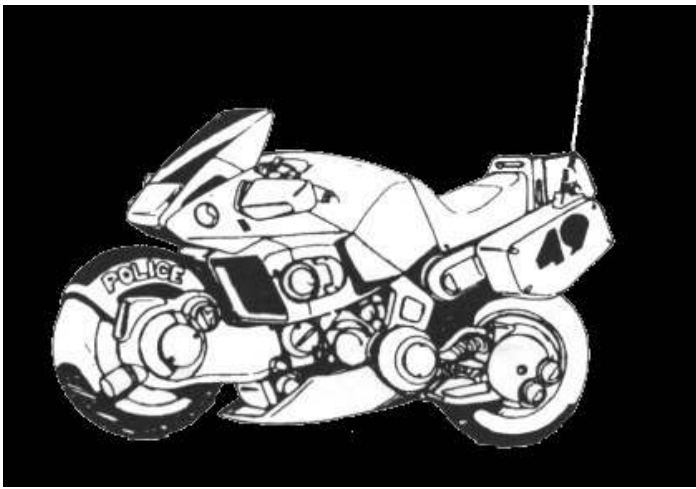
LAMBO-FIAT AUTOBAHN-ENFORCER:

Designed specifically as a high speed interceptor for the autobahn in Europe, NCPD recently obtained 3 of these supercars. The Tomcat is one hell of a vehicle, it is fast, tough and maneuverable, but sometimes you just need more, especially with the influx of Japanese Bosozuka and nomad speed machines. That's where this beauty comes in. With a top speed of 220 mph and a reinforced body wrapping bumper/ram plate, very little can escape. Unfortunately with a price tag of over 160,000eb, the department most often uses these vehicles for publicity events. Only one ever actually sees active patrol duty.

Top Speed:	220 mph	Acc/Decc:	35/45
Crew:	1	Range:	200mi
Passengers:	3	Cargo:	200kg
Maneuver:	+1	SDP:	45
SP:	20	Type:	Car
Mass:	1.8	Cost:	162,000EB

Special equipment:

Police radio, stereo, onboard computer with satellite link to headquarters, wrap around ram bar, SP 20 armorglass barrier between the front and back seats, retracting electrically controlled spotlights, loud speaker, SP 20 armor glass, resealing tires, loudspeaker, front and rear video camera's (recorder is located in the trunk), 2 Arasaka PRW shotguns (in locked brackets along the front seats). In the trunk is a full first aid kit, an emergency kit, a box of ten road flares, jumper cables, 2 cans of fix-a-flat, an investigation kit, 2 boxes of 12 ga. shells, 2 Militech Ronin rifles with 2 spare loaded magazines apiece, a cyberscanner, extra restraints (4 handcuffs, 4 ion cuffs and 20 stripwire binders), 2 raincoats, and 2 sets of riot armor.



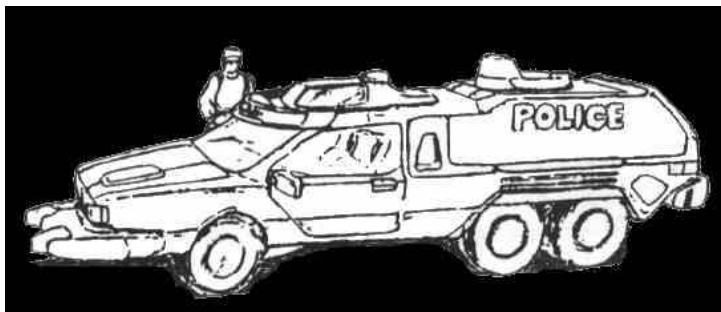
HARLEY DAVIDSON "CHASER":

While most police departments are switching to the new Kundalini "Torpedo" (Chrome 3), NCPD finds that the "Chaser" fits its role fine, and at least keeps things normal while the transition to the Torpedo is being implemented. While NCPD does have a meager amount of Torpedo's, the Chaser is the most common police bike on the streets.

Top Speed:	180 mph	Acc/Decc:	32/35
Crew:	1	Range:	150mi
Passengers:	0	Cargo:	20kg
Maneuver:	+2	SDP:	35
SP:	10	Type:	Bike
Mass:	90kg	Cost:	7,000EB

Special equipment:

Off-road capability, police radio, spotlight (in storage compartment).



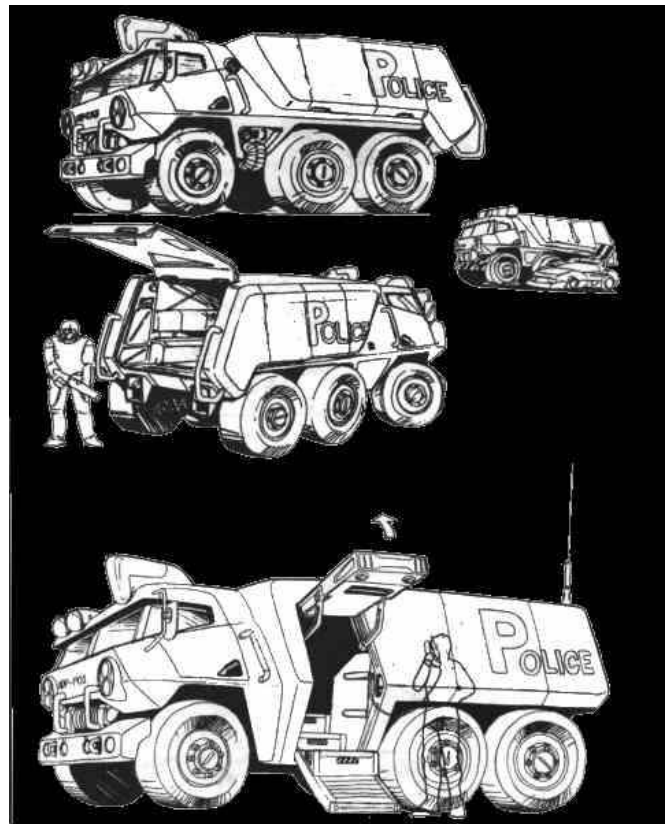
FORD "WILLY" FORENSICS/CORONER'S VEHICLE:

NCPD uses this modified pickup truck for their forensics investigators and coroners.

Top Speed:	120mph	Acc/Decc:	15/20
Crew:	1	Range:	275mi
Passengers:	1	Cargo:	350kg
Maneuver:	+1	SDP:	40
SP:	20	Type:	car
Mass:	3.4tons	Cost:	32,000EB

Special equipment:

Full forensics officers tools and full coroner's equipment, police radio, stereo.



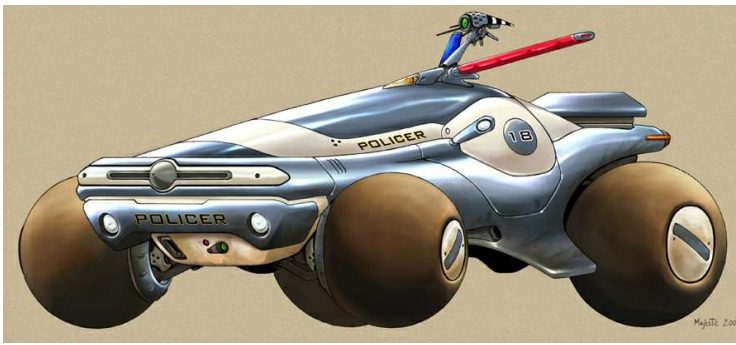
SWAT DELIVERY VEHICLE:

This vehicle is basically a military APC outfitted to serve the needs of SWAT and C-SWAT. While normally an AV-6 is used for the role of insertion these do serve their purpose for lighter situations, or when a full scale operation is underway, and their aren't enough AV's to go around. There is a second version, which serves a a communications unit, for times when the Militech IVa CMC is unavailable.

Top Speed:	60mph	Acc/Decc:	12/20
Crew:	1	Range:	150mi
Passengers:	9	Cargo:	4000kg
Maneuver:	0	SDP:	80
SP:	40	Type:	APC
Mass:	4 tons	Cost:	112,000EB

Special equipment:

Police radio, onboard computer with satellite link to headquarters, spotlights, loud speaker, SP 20 armor glass, resealing tires, full first aid kit, an emergency kit, Large tool kit, and weapons locker, radio.



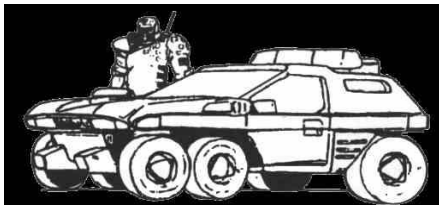
MISTUBISHI POLICE SANDRAIL:

Fast and maneuverable, this vehicle is used for patrolling the beaches and coastline.

Top Speed:	120mph	Acc/Decc:	28/38
Crew:	1	Range:	240mi
Passengers:	2	Cargo:	200kg
Maneuver:	0	SDP:	40
SP:	15	Type:	car
Mass:	1.1tons	Cost:	28,000EB

Special equipment:

Police radio, onboard computer with satellite link to headquarters, SP 20 armorglass barrier between the front and back seats, retracting electrically controlled spotlights, loud speaker, SP 20 armor glass, resealing tires, front and rear video camera's (recorder is located in the trunk), 2 Arasaka PRW shotguns (in locked brackets along the front seats), full first aid kit, an emergency kit, a box of ten road flares, jumper cables, 2 cans of fix-a-flat, 2 boxes of 12 ga. shells, a cyberscanner, extra restraints (4 handcuffs, 4 ion cuffs and 20 stripwire binders), stereo, and 2 raincoats.



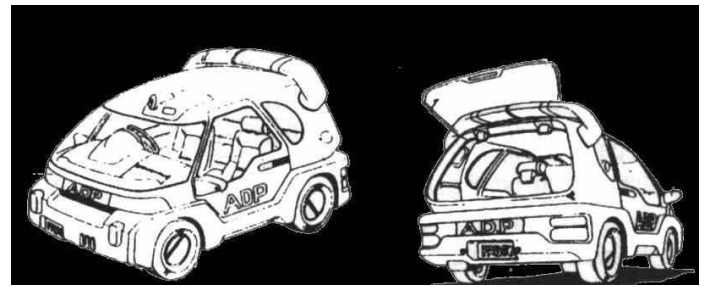
VOLKSRAD POLICE BUGGY:

This small armored Offroad vehicle is used to patrol along the combat zone, the beaches and coastline, and in other rough terrain environments.

Top Speed:	90mph	Acc/Decc:	20/38
Crew:	1	Range:	280mi
Passengers:	3	Cargo:	250kg
Maneuver:	0	SDP:	40
SP:	25	Type:	car
Mass:	1.4tons	Cost:	24,000EB

Special equipment:

Police radio, onboard computer with satellite link to headquarters, SP 20 armorglass barrier between the front and back seats, retracting electrically controlled spotlights, loud speaker, SP 20 armor glass, resealing tires, front and rear video camera's (recorder is located in the trunk), 2 Arasaka PRW shotguns (in locked brackets along the front seats), full first aid kit, an emergency kit, a box of ten road flares, jumper cables, 2 cans of fix-a-flat, 2 boxes of 12 ga. shells, a cyberscanner, extra restraints (4 handcuffs, 4 ion cuffs and 20 stripwire binders), stereo, and 2 raincoats.



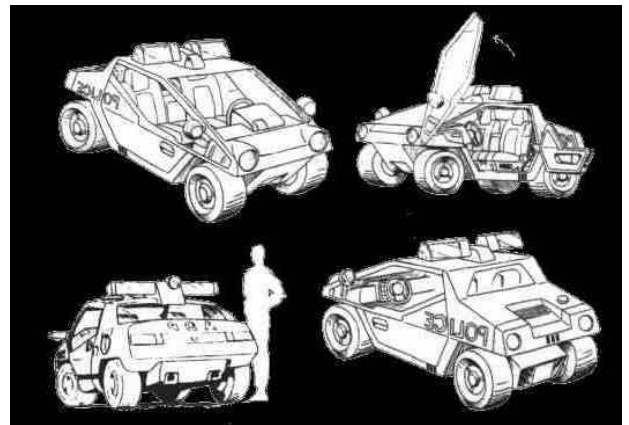
FUTURAROAD ERC ELECTRIC VEHICLE:

This small electric car is used primarily in the corp section by the NCPD meter readers. It is easily rechargeable from any wall socket, and this must be done 6 hours for every 4 hours of use, and can be used for a total of 9 hours before the battery is completely drained.

Top Speed:	50mph	Acc/Decc:	10/20
Crew:	1	Range:	150mi
Passengers:	1	Cargo:	40kg
Maneuver:	+2	SDP:	20
SP:	10	Type:	car
Mass:	120kg	Cost:	11,650EB

Special equipment:

Police radio, onboard computer with satellite link to headquarters.



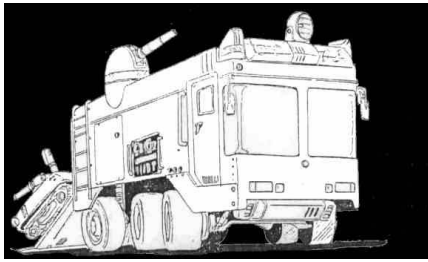
MITSUBISHI "JIG":

This small, lightweight vehicle is used to patrol in areas where civilian traffic is cutoff due to large events, such as fairs, markets, carnival's and the like. Its small size makes it ideal for maneuvering through crowds of people while still maintaining a respectable police presence.

Top Speed:	90mph	Acc/Decc:	25/30
Crew:	1	Range:	220mi
Passengers:	1	Cargo:	50kg
Maneuver:	2	SDP:	30
SP:	10	Type:	car
Mass:	560kg	Cost:	13,452EB

Special Equipment:

Police radio, onboard computer with satellite link to headquarters, SP 20 armorglass, resealing tires. In the trunk is a full first aid kit, an emergency kit, a box of ten road flares, jumper cables, 2 cans of fix-a-flat, 2 boxes of 12 ga. shells, 2 Arasaka PRW shotguns, a cyberscanner, extra restraints (4 handcuffs, 4 ion cuffs and 20 stripwire binders), 2 raincoats.



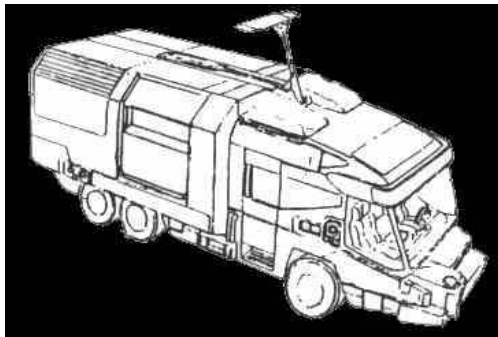
MILITECH "HORSE":

This vehicle is generally relegated to Bomb Disposal, although it has had some service with the Riot Squad, SWAT, and C-SWAT. It is a fairly large vehicle, armored and with enough cargo space to hold a "Musashi" mini-tank as demonstrated above, although in general this space is used to store a bomb disposal trailer, and a robotic detection and disposal unit. The large cannon on top is deemed necessary as the various units are often deployed in hostile environments. For Riot squad purposes the cannon is exchanged with a high pressure water cannon, and half the cargo space is taken up by a water tank.

Top Speed:	80mph	Acc/Decc:	5/20
Crew:	1	Range:	170mi
Passengers:	7	Cargo:	2 tons kg
Maneuver:	0	SDP:	80
SP:	30	Type:	APC
Mass:	10tons	Cost:	106,865EB

Special equipment:

Police radio, onboard computer with satellite link to headquarters, spotlights, loud speaker, SP 20 armor glass, resealing tires, full first aid kit, an emergency kit, Large tool kit, Full bomb disposal tool kit, demolition's kit, weapons locker, radio.



NEW AMERICAN AUTOWORKS VX2 "GYPSY":

An RV used for extensive surveillance duty. With its concealed armor plates, fully stocked, this unmarked vehicle can maintain constant surveillance in area for up to a week. Adorned with all the latest options and finer comforts this RV is better than most apartments, and its full surveillance suite is state of the art.

Top Speed:	90mph	Acc/Decc:	10/20
Crew:	1	Range:	350mi
Passengers:	4	Cargo:	200kg
Maneuver:	0	SDP:	60
SP:	30	Type:	RV
Mass:	15tons	Cost:	140,000EB

Special equipment:

Police radio, onboard computer with satellite link to headquarters, full surveillance suite, full entertainment system, small bathroom, kitchenette, 3 beds (fold out), spotlights, loud

speaker, SP 20 armor glass, resealing tires, full first aid kit, an emergency kit, Large tool kit, and weapons locker, jumper cables, 2 cans of fix-a-flat, GPS, extra fuel tank, 5 person one week water supply.



SEIZED VEHICLE

Any investigative branch (Homicide, Robbery, SVU, Anti-Crime, CCD, IAD, Vice, Narcotics, Etc...) may claim any street legal seized vehicle for duty use or use in an investigation. This only requires commanding officers approval and a guilty verdict for the owner.

KUNDALINI "TORPEDO":

NCPD only uses the non armed version. (See Chrome 3 for more details) (acc/dec: 34/40)

BMW 910b:

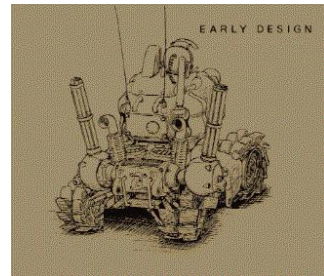
Used for prisoner transport. (See Protect and Serve for more details)

N.A.A. AMBUNAUGHT:

(See Protect and Serve for more details)

MITSUBISHI "MUSASHI" MINI TANK:

(See Maximum Metal for more details)



MILITECH IVa CENTRAL MOBILE COMMAND AND CONTROL CENTER:

(See Protect and Serve for more details)

ARASAKA RIOT 8:

(See Maximum Metal for more details)

AV-3 "AEROCOP":

NCPD only uses the non armed version. (See Chrome 2 for more details)



AV-6:

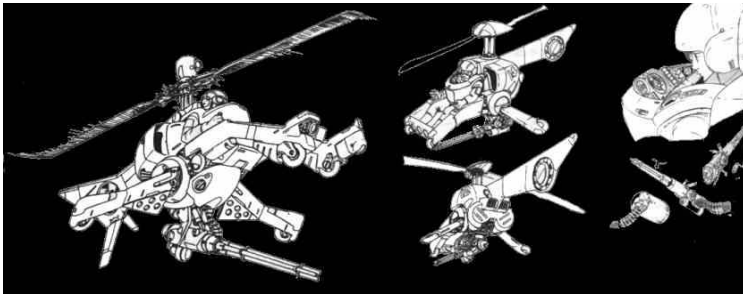
Primarily used for C-SWAT transport. (See Maximum Metal for more details)

BOEING "CITYHAWK" UAAV:

(See Protect and Serve for more details)

BELL F-152 AUTOGYRO:

(See Maximum Metal for more details)



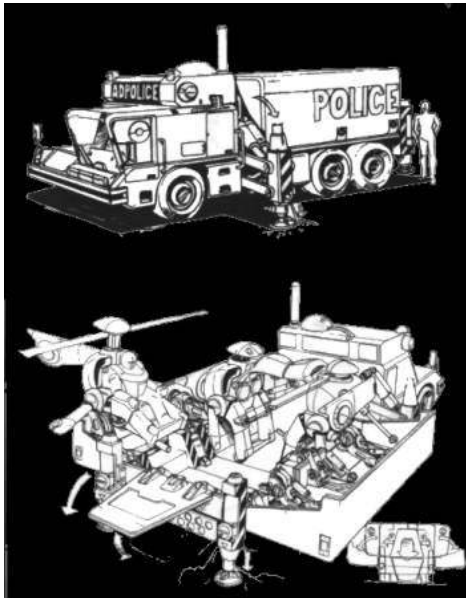
NAMIKO H-P156 "FIREBEE":

NCPD is currently testing a small amount of these helicopters in effort to determine if replacing the BELL F-152 is necessary.

Top Speed:	230mph	Acc/Decc:	20/20
Crew:	1	Range:	100mi
Passengers:	0	Cargo:	0
Maneuver:	+2	SDP:	30
SP:	10	Type:	light helicopter
Mass:	1756tons	Cost:	163,000EB

Special Equipment:

Police radio, onboard computer, searchlight, 7.62 gatling cannon w/1000 rounds of ammunition



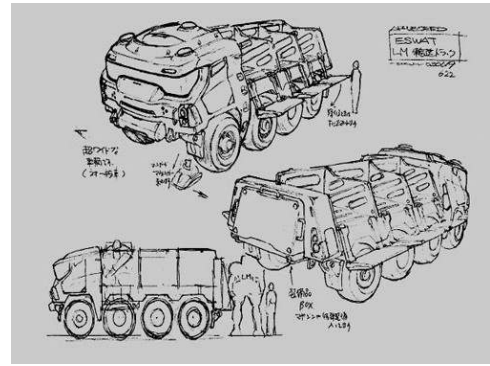
MINI HELICOPTER DEPLOYMENT VEHICLE:

This truck is a rapid deployment and carriage system for mini copters like the "Firebee" and the F-152. It can transport and launch up to 6 mini-copters. Deployment of the copters takes 1 minute apiece and only one copter can be deployed at a time.

Top Speed:	80mph	Acc/Decc:	10/20
Crew:	1	Range:	150mi
Passengers:	1	Cargo:	0
Maneuver:	0	SDP:	60
SP:	30	Type:	truck
Mass:	22tons	Cost:	118,000EB

Special Equipment:

Police radio, onboard computer with satellite link to headquarters, stereo, full tool kit, fire dispersal system, first aid kit, and 3 boxes of road flares.



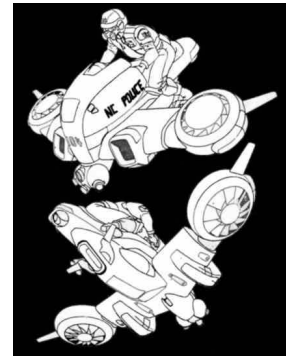
ARASAKA ATT-88:

NCPD CCD employs these vehicles to transport their ACPA.

Top Speed:	100 mph	Acc/Decc:	15/25
Crew:	1	Range:	220mi
Passengers:	2	Cargo:	6 heavy ACPA
Maneuver:	0	SDP:	60
SP:	10	Type:	truck
Mass:	8 tons	Cost:	65,000 eb

Special Equipment:

Police radio, GPS, onboard computer with satellite link, navigations system, puncture proof tires, searchlight, complete tool and repair suite.



GRUMMEN AV-32:

Yet another vehicle being experimented with, for possible replacement of the F-152.

This single person AV-BIKE is not as well armed as the F-152, or as fast as the "Firebee", but sports far superior maneuverability to both. Unfortunately it provides absolutely no protection for the operator.

Top Speed:	200mph	Acc/Decc:	30/20
Crew:	1	Range:	120mi
Passengers:	1	Cargo:	0
Maneuver:	0	SDP:	20
SP:	10	Type:	AV
Mass:	600kg	Cost:	125,000EB

Special Equipment:

Police radio, onboard computer with satellite link to headquarters, searchlight, 2 40mm auto GL's, video camera.

HUEY POLICE HELICOPTER:

These vehicles are not armed.

(See Protect and Serve for more details)



MILITECH "POLICENAUGHT" ACPA:

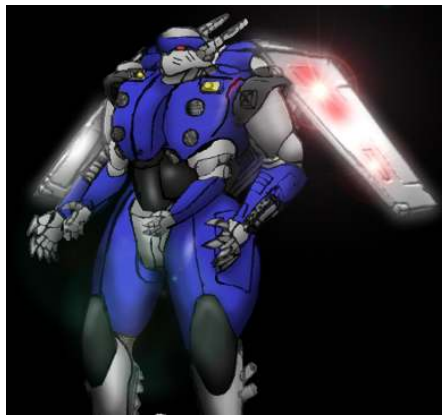
Built on the Goddard chassis, this ACPA was specifically designed for SWAT. Not as heavily armored or as strong as the Bladerunner or Constable, it is more than adequate at dealing with the standard breach and clear situations SWAT usually finds itself in.

POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	POLICENAUGHT	MANUFACTURER:	MILITECH
TOTAL WEIGHT:	703 KG	SIB/DFB:	+4/+3
CHASSIS TYPE:	GODDARD, STR 35	CHASSIS CAP./CARRY:	2100/ 630kg
PUNCH:	3D10	TOTAL COST:	145,200eb
KICK:	5D10	TROOPER SIZE:	varies
CRUSH:	4D10	TOUGHNESS MOD:	-9

HEAD	R & L ARMS	R. & L. LEGS	TORSO
SP: 28	SP: 28	SP: 28	SP: 28
SDP: 10	SDP: 10	SDP: 20	SDP: 30
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
WIDEBAND ADVANCED CONTROL SDP10	(R. RUBBER BULLETS 20 3/1D10/x52/100) (L. RETINA SCANNER 15 CYBERSCANNER 15 STRIPWIRES BINDER DISPENSER 15 AIR HYPO 15)	R & L 2IR SMOKE AND 1FIREWORKS CANNISTERS	SELF SEAL/ ESCAPE HATCH
ARASAKA MONITOR SDP10	(R. BLP BREECH SPRAY 10 BLP PLASTIC 10) (L. TAZER 15 TRACKING DEVICE LAUNCHER 15 4/1)	R & L 2 EMP SPONGES	C ³ Computer VRI INTERFACE High Boost
FULL AUDIO/VISUAL SUITE	(R. RESTRAINT CASTER 20 8/1) (L. CAHAW 25 4D6AP 40/20)	R & L 2 7.62 RELOADS	Datasuit interface:
A/V Recorder SDP10 CELL PHONE RADAR	(L. SMOKE/TEAR GAS 10)	L. 40 MM GL SMOKE RELOAD	COMMLINK SDP 5
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
SEARCHLIGHT 15/10	(R&L. 7.62mm MG 25/25 W/GUNCAM, 911 CHIP, ADN COOKIE CUTTER 6D6+2/[2]/100/35)		STORAGE SPACE (1CONTAINS: UNIFORM AND EQUIPMENT, 6 ION CUFFS AND 12 PLAS KUFFS, First Aid Kit)
LIGHT BARS 10/10	(R. BCL-20 25/35 W/GUN CAM 911 SHIP AND COOKIE CUTTER +1/8D10 [4] 20/2) (L. 40MM GL 25/30 20HEDP 4D10AP 10 TEAR GAS 10 SMOKE)		

Equipment Carried

(varies)



CONSTITUTIONAL ARMS/ARASAKA "CONSTABLE" ACPA:

This model beats out its competitor, the Arasaka "Bladerunner" due to its lesser offensive capabilities and dual role qualifications. The "Constable" can act either as C-SWAT assault, or as RIOT control support. This is the first ACPA ever built to include the Nauseator riot control device as part of its arsenal, and so far this test has proved a success. The "Constable" utilizes the new Datafilm interface, and also makes use of the Landmate system (see SHIROW CONVERSIONS), and while this makes it a tad more expensive than the "Blade runner" the positives far outweigh the negatives. The constable has generated lots of positive response from both the media and the public, although a few of the die hard groups are still opposed to any armed police vehicle. While the Unit incorporates a flight unit, it is really only capable of making short powered leaps, the swimmers which can be interchanged with the flight unit are much more effective.

POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	CONSTABLE	MANUFACTURER:	CONSTITUTIONAL ARMS
TOTAL WEIGHT:	703 KG	SIB/DFB:	+4/+3
CHASSIS TYPE:	BEAST, STR 40	CHASSIS CAP./CARRY:	2100/ 630kg
PUNCH:	4D10	TOTAL COST:	175,200eb
KICK:	6D10	TROOPER SIZE:	varies
CRUSH:	5D10	TOUGHNESS MOD:	-10

HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 30	SP: 30	SP: 30	SP: 30	SP: 30
SDP: 10	SDP: 10	SDP: 5	SDP: 20	SDP: 30
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
WIDEBAND ADVANCED CONTROL	(R. RUBBER BULLETS /1D10/x52/100) (L. RETINA SCANNER, CYBERSCANNER, STRIPWIRE BINDER DISPENSER AIR HYPO)	N/A	R & L 2 IR SMOKE AND 1 FIREWORKS CANNISTERS	SELF SEAL/ ESCAPE HATCH
ARASAKA MONITOR	(R. BLP BREECH SPRAY BLP PLASTIC) (L. TAZER, TRACER LAUNCHER 4/1)		R & L 2 EMP SPONGES	C ³ Computer VRI INTERFACE High Boost
FULL A/V SUITE	(R. RESTRAINT CASTER 8/1) (L. CAHAW 4D6AP 40/20)		R. 2 7.62 RELOADS	Datasuit interface:
A/V Recorder CELL PHONE RADAR	(R. BSS SILICON SPRAY) (L. DELUGE 2+DRUGS 400/35)		L. 40 MM GL SMOKE RELOAD	+3 ref, cost 15,000eb
COMMLINK SDP 5	(L. SMOKE/TEAR GAS 10)			NAUSEATOR RIOT CONTROL DEVICE
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
2 SENSORY EXTENSIONS	(R. BCL-20 W/GUN CAM 911 SHIP AND COOKIE CUTTER +1/8D10 [4] 20/2) (L. 40MM GL 20HEDP 4D10AP 10 TEAR GAS,10 SMOKE)	N/A	L. & R. JETS	FLIGHT UNIT (CAN BE REPLACED WITH A SWIMMER UNIT)
SEARCHLIGHT LIGHT BARS	(R. 7.62mm MG W/GUNCAM, 911 CHIP, ADN COOKIE CUTTER 6D6+2/[2]/100/35) (L. M-40 PULSE RIFLE WINCH & GRAPPLE 40)			2 STORAGE SPACES: (1CONTAINS GUNBELT AND VEST, THE OTHER CONTAINS 6 ION CUFFS AND 6 PLAS KUFFS)

Equipment Carried

.666 MAGNUM OPUS IN R. THIGH COMPARTMENT W/ 2 RELOADS

* Sensory Extensions: 1and 2: anti-dazzle, full audio range, low light, image enhancement, targeting scope, tele-optics, sniffer.



ARASAKA "BLADERUNNER" ACPA

While normal cops, SWAT, and Riot Control get the Arasaka Constable, C-SWAT needs something with a little more "oomph". They get the Bladerunner. The Bladerunner is built on a slightly stronger chassis, the Guges-G, which is still isn't as powerful as the Guges-H military combat model used for the Kurosawa. However, this suit boasts more than enough power to stop almost any threat an officer might find himself involved in. Using the tried and true Guges type Landmate design and Datasuit interface as well as Arasaka's VRI, this suit is fast and lethal, and it has plenty of room left in the arms and legs for customization. In addition to C-SWAT duties, this ACPA is also quite popular in mercenary circles.

POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	BLADERUNNER	MANUFACTURER:	ARASAKA
TOTAL WEIGHT:	765 KG	SIB/DFB:	+6/+3
CHASSIS TYPE:	GUGES-G STR: 48	CHASSIS CAP./CARRY:	2300/ 710kg
PUNCH:	5D10	TOTAL COST:	600,250eb
KICK:	8D10	TROOPER SIZE:	varies
CRUSH:	6D10	TOUGHNESS MOD:	-11

HEAD	R & L ARMS	R & L SLAVE ARMS	R. & L. LEGS	TORSO
SP: 40	SP: 40	SP: 40	SP: 40	SP: 40
SDP: 12	SDP: 6	SDP: 12	SDP: 24	SDP: 36
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
WIDEBAND ADVANCED CONTROL SDP10			IR SMOKE PROJECTORS	C3 COMMAND COMPUTER ARASAKA VRI INTERFACE High Boost
MILITARY RADIO SDP 10			EMP SPONGE X2	DATSUIT INTERFACE
FULL AUDIO/VISUAL SUITE SDP15				ARASAKA BIO-MONITOR
COMM LASER SDP10				Optional retracting Light bar
RADAR 10				
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
SNESORY EXTENSIONS X2 (W. IR, THERM, TELESCOPICS, IMAGE ENHANCE, CAMERA)			JUMP THRUSTERS	LIGHT FLIGHT UNIT (optional/removable)
				DUAL TRI-BARREL 40MM GRENADE LAUNCHER EACH WITH 3 ROUND MAGAZINE SP 20 SDP 35

Equipment Carried

ARASAKA "TENCHU" 20mm ASSAULT CANNON (SHOTS:35 ROF:10)

(REPRINTED FROM THE MILITARY/CORPORATE VEHICLE CATALOGUE)

DEPARTMENT SECTIONS



THE NIGHT CITY POLICE DEPARTMENT IS MADE UP OF THE FOLLOWING DIVISIONS, EACH SERVING AN INTEGRAL AND NECESSARY ROLE IN UPHOLDING THE LAW AND PROTECTING THE CITIZENS.

UNIFORMED DIVISIONS

TRAFFIC
BEAT
PATROL
MOTORCYCLE PATROL
AIRBOURNE POLICE

DETECTIVE BUREAU

HOMICIDE
NARCOTICS
ROBBERY / VIOLENT CRIME
VICE
SPECIAL VICTIMS
ANTI-CRIME (GANG UNITS)

TACTICAL DIVISIONS

RIOT
BOMB SQUAD
SWAT
C-SWAT

SPECIAL UNITS

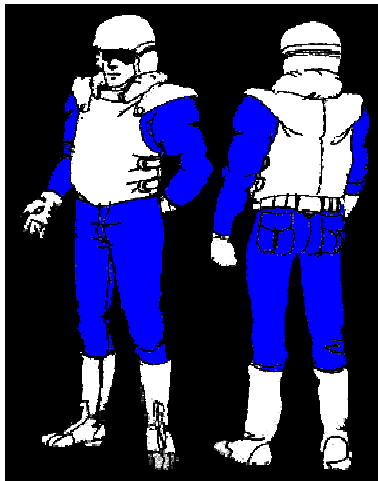
CRIME SCENE INVESTIGATORS
NET-SEC
HOSTAGE NEGOTIATIONS
INTERNAL AFFAIRS
UNDERCOVER INVESTIGATIONS

OTHER

HI-WAY
BOUNTY HUNTERS



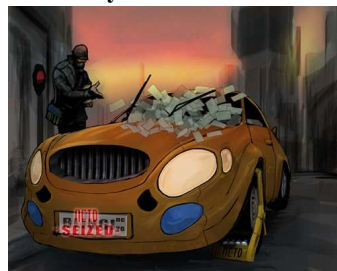
TRAFFIC



Standard uniformed officers of the NCPD, including Traffic, beat, and Patrol officers wear blue Jumpsuits with white armor vests and helmets, this helps differentiate them from the specialized Units belonging to SWAT and C-SWAT.



Traffic is there to deal help keep the streets moving safely and efficiently. Their duties include the enforcement of speed



zones, the detection of and apprehension of drivers under the influence, reckless driving, jaywalking, and all other areas that fall under traffic management. This duty is a step below Patrol, and is often viewed and used as a punishment for minor infractions. Traffic cops

operate either solo or in pairs.

Even further despised is the Meter Patrol. Whose duties are merely to enforce parking meter time limits on vehicles. Meter Patrol generally operates solo.

Like all uniformed officers,

Traffic is issued the following gear:

- Standard Uniform and Armor with optional additional plates and inserts
- Helmet and radio (with optically enhanced gas mask and oxygen supply)
- Dress Uniform
- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Gun Belt and Holster
- Choice of either an Armalite .44 and Arasaka LEH-451, (if chosen an officer must carry both), or he may opt to carry either of the new Constitutional Arms DD-MAP, or LDD-4 DUAL purpose pistols.

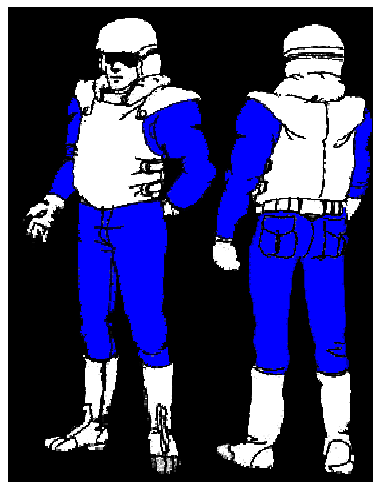
- Extra semi auto handgun magazines x2
- Specialized Ammunition Speedloaders x4
- Combat knife
- Boot Knife
- Utility Knife

- Plascuffs x4
- ION Cuffs x2
- Stripwire x10 w/ Dispenser
- Street Tech Burst
- Excalibur Nightstick II
- Arasaka Restraint Caster
- Pepper Spray
- Microwaver
- Evidence Kit
- Notebook
- Ticketbook

TRAFFIC OFFICERS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES DEPENDING ON DUTY:

- CHEVROLET TOMCAT
- FUTURAROAD ERC ELECTRIC VEHICLE
- MITSUBISHI JIG

BEAT PATROL



Standard uniformed officers of the NCPD, including Traffic, beat, and Patrol officers wear blue Jumpsuits with white armor vests and helmets, this helps differentiate them from the specialized Units belonging to SWAT and C-SWAT.

Beat Patrol is the lowest duty (other than meter maid or school liaison) an officer can pull. The purpose of this duty is to promote an active, personal police presence on the streets. Beat cops perform their duties as pedestrians, patrolling their assigned areas on foot. While usually this duty is reserved only for corporate or shopping districts, there are some neighborhoods which request it as well. Little Italy, New Soho, and some of the smaller suburban neighborhoods have long standing contracts with the police department for Beat cops, who always travel in pairs.



Like all uniformed officers,

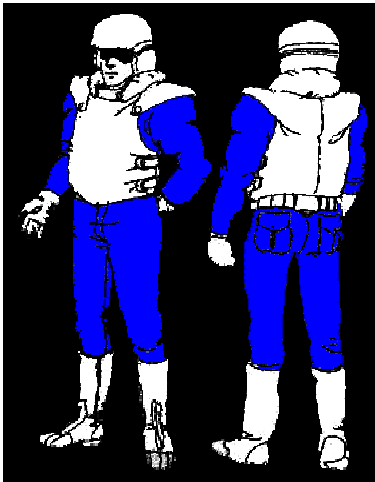
Beat is issued the following gear:

- Standard Uniform and Armor with optional additional plates and inserts
- Helmet and radio (with optically enhanced gas mask and oxygen supply)
- Dress Uniform

Badge (w. cookie cutter and homing beacon)
 Police ID
 O.I.D. BUTTOn
 Gun Belt and Holster
 Choice of either an Armalite .44 and Arasaka LEH-451,
 (if chosen an
 officer must carry both), or he may opt to carry
 either of the new Constitutional Arms DD-MAP,
 or LDD-4 DUAL purpose pistols.
 Extra semi auto handgun magazines x2
 Specialized Ammunition Speedloaders x4
 Combat knife
 Boot Knife
 Utility Knife
 Plascuffs x4
 ION Cuffs x2
 Stripwire x10 w/ Dispenser
 Street Tech Burst
 Excalibur Nightstick II
 Arasaka Restraint Caster
 Pepper Spray
 Microwaver
 Evidence Kit
 Notebook
 Ticket Book

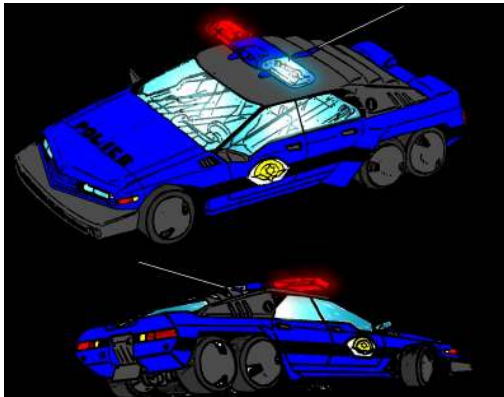
BEAT OFFICERS ARE GENERALLY ISSUED THE
 FOLLOWING VEHICLES DEPENDING ON DUTY:
 FUTURAROAD ERC ELECTRIC VEHICLE

PATROL



Standard uniformed officers of the NCPD, including Traffic,
 beat, and Patrol
 officers wear blue
 jumpsuits with
 white armor vests
 and helmets, this
 helps differentiate
 them from the
 specialized Units
 belonging to
 SWAT and C-
 SWAT.

Patrol is the
 standard police
 uniformed duty, and offers the most obvious and visible



representation of police presence. Patrol duty makes up the
 largest portion of any given police force, and they are the catch
 all of law enforcement, from first response, to giving out
 speeding tickets, to armed backup, these brave men and
 women put their lives on the line daily to help keep our streets
 safe and secure. They are the first line of defense against the
 crime threatening to engulf the city in chaos. The Night City
 Police Department patrols its own highways for up to 20 miles
 outside the city limits.

Patrol officers generally operate alone or in pairs.

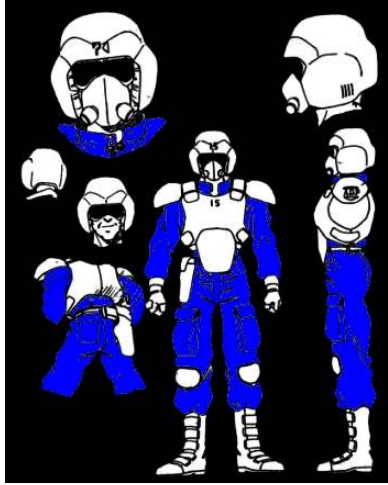
Like all uniformed officers,
 Patrol is issued the following gear:

Standard Uniform and Armor with optional additional
 plates and inserts
 Helmet and radio (with optically enhanced gas mask
 and oxygen supply)
 Dress Uniform
 Badge (w. cookie cutter and homing beacon)
 Police ID
 O.I.D. BUTTOn
 Gun Belt and Holster
 Choice of either an Armalite .44 and Arasaka LEH-451,
 (if chosen an
 officer must carry both), or he may opt to carry
 either of the new Constitutional Arms DD-MAP,
 or LDD-4 DUAL purpose pistols.
 Extra semi auto handgun magazines x2
 Specialized Ammunition Speedloaders x4
 Combat knife
 Boot Knife
 Utility Knife
 Plascuffs x4
 ION Cuffs x2
 Stripwire x10 w/ Dispenser
 Street Tech Burst
 Excalibur Nightstick II
 Arasaka Restraint Caster
 Pepper Spray
 Microwaver
 Evidence Kit
 Notebook
 Ticket Book

PATROL OFFICERS ARE GENERALLY ISSUED THE
 FOLLOWING VEHICLES DEPENDING ON DUTY:

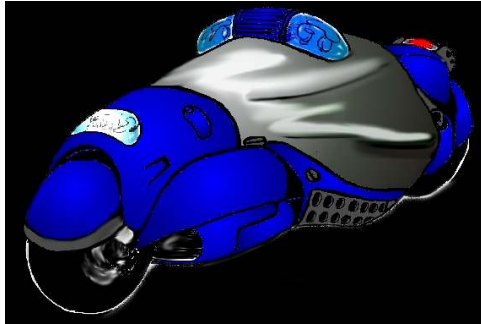
CHEVROLET TOMCAT
 Mitsubishi Police Sandrail (beach and coastal patrol)
 VOLKSRAD POLICE BUGGY (for patrolling the
 outskirts of the combat zone)

MOTORCYCLE PATROL



Standard uniformed officers of the NCPD, including Traffic, beat, and Patrol officers wear blue Jumpsuits with white armor vests and helmets, this helps differentiate them from the specialized Units belonging to SWAT and C-SWAT.

Motorcycle Patrols duty is exactly the same as that of normal patrol, though they wear different armor. The color scheme of the armor remains the same as that of normal patrol, but instead of the soft armor with optional inserts, the Motorcycle Patrol armor is of the hard, clamshell type variety, and is more appropriate for preventing damage from accident as well as gunshot. The helmet differs as well, it is more streamlined and does not attach to an independent air supply. Bike cops typically do not carry as much as their regular duty counterparts. The Night City Police Department patrols its own highways for up to 20 miles outside the city limits and it is here that the Motorcycle Patrol is most often seen.



Motorcycle Patrol typically operates solo or in pairs.

Like all uniformed officers,

Motorcycle Patrol is issued the following gear:

- Standard Uniform and Armor with optional additional plates and inserts
- Helmet and radio (with optically enhanced gas mask and oxygen supply)
- Dress Uniform
- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Gun Belt and Holster
- Choice of either of the new Constitutional Arms DD-MAP,
or LDD-4 DUAL purpose pistols.
- Extra semi auto handgun magazines x2
- Specialized Ammunition Speedloader x4
- Utility Knife
- Plascuffs x4

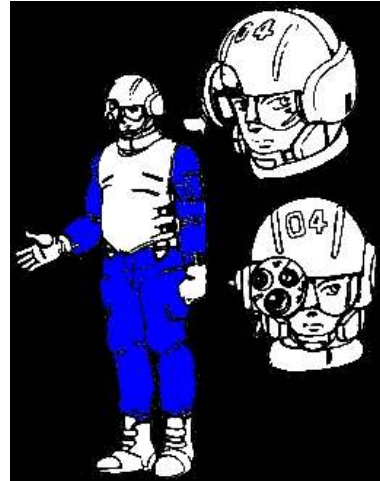
- ION Cuffs x2
- Stripwire x10 w/ Dispenser
- Street Tech Burst
- Pepper Spray
- Microwaver
- Evidence Kit
- Notebook
- Ticket Book

MOTORCYCLE PATROL OFFICERS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

- Harley Davidson "Chaser"
- Kundalini Torpedo

AIRBOURNE POLICE

There are two sections of Airbourne Police:



the first is Patrol/interception. These men and women pilot the various mini-copters and AV-Bikes that comprise the NCPD Road Defense network. Their primary role is in providing vast backup and assistance to crisis situations, and acting as intercept and chase vehicles in pursuit scenarios. The aircraft they pilot are generally one man personal helicopters or aerodynes. They wear the same jumpsuit and armored Vest as normal patrol officers, and may choose to wear the optional inserts and plating. However this uniform uses different slightly magnetically charged boots to offer stability and sure footing on the cycles, and a sophisticated helmet with a full police radio, Low Light, Tele-optics Anti-dazzle, Heads-up display, and motion direct link to the various weapon systems of the craft (the link means that the gun tracks according to movement of the eye). Pilots car far less in the way of equipment, as they are not expected to make personal arrests.

The patrol/intercept pilots generally fly in pairs or soLo can be transported and launched in groups of 6 from a deployment truck in emergency situations or in cases where extra support is expected to be necessary.

Patrol/Intercept Pilots are issued the following gear:

- Standard Uniform and Armor with optional additional plates and inserts
- Patrol/Intercept Helmet
- Magnetically charged boots
- Dress Uniform
- Badge (w. cookie cutter and homing beacon)

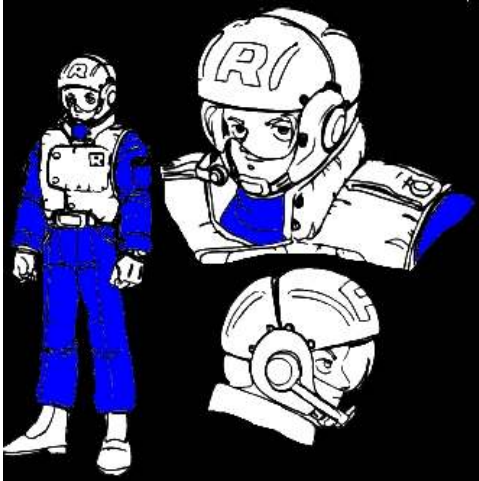
Police ID
 O.I.D. BUTTON
 Gun Belt and Holster
 Armalite .44
 Extra semi auto handgun magazines x2
 Notebook

TRANSPORT/ASSAULT ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

AV-6
 BOEING "CITYHAWK" UAAV
 HUEY POLICE HELICOPTER

PATROL/INTERCEPT PILOTS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

GRUMMEN AV-32
 BELL F-152
 NAMIKO H-P156 "FIREBEE"



The other section of Police pilots are known as the Support/Transport wing. These pilots fly the heavier Transport and assault Aerodynes and Helicopters used to carry SWAT, C-SWAT, and other rapid response teams. These pilots do not wear any of the standard uniform, instead they wear a blue flight suit and a flight helmet (SP 20) with a built in radio (which connects to the aircraft's radio for stronger reception) and a visor that offers Heads-up display, Anti-dazzle, and Low Light.

Most often these pilots operate in pairs to fly a single vehicle, a pilot and co-pilot/navigator. The number of vehicles deployed at any time is directly proportionate to the severity of the threat or emergency, however the majority of the time, one is more than sufficient.

TRANSPORT/ASSAULT PILOTS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

Standard Uniform and Armor with optional additional plates and inserts
 Patrol/Intercept Helmet
 Magnetically charged boots
 Dress Uniform
 Badge (w. cookie cutter and homing beacon)
 Police ID
 O.I.D. BUTTON
 Gun Belt and Holster
 Armalite .44
 Extra semi auto handgun magazines x2
 Notebook

HOMICIDE



Homicide detectives investigate murder cases. They determine, working with forensics, whether a death is accidental or a homicide and investigate the case in an effort to apprehend those responsible in the case of a murder or wrongful death.

Personal issue for Homicide Detectives is far less than that given to Uniformed patrol. Though they usually retain the equipment they were issued as uniformed officers before their promotion. While Detectives are issued a department firearm and holster, most opt to purchase their own, though their primary weapon must be equipped with the standard 911 chip, Cookie Cutter, and guncam by the department techs.



Homicide Detectives operate either alone or with a partner, and often as part of a larger group in



high profile investigations. Most detectives opt to use their own vehicles, carried under department insurance, though if they have no vehicle, or an inappropriate vehicle, the department will issue a nondescript, unmarked mid-range sedan for duty use only. High ranking or exceptional detectives may be rewarded with an AV-3 aerocop for duty use. Additionally these aerodynes may be issued on a case by case basis. A police radio and computer will be installed in any duty vehicle used by the detective, be it an issued vehicle, or a personal one.

Homicide Detectives are issued the following gear:

Badge (w. cookie cutter and homing beacon)
Police ID
O.I.D. BUTTON
Concealable Armor Vest
Holster
Armalite .44
Extra semi auto handgun
magazines x2
Plascuffs x2
Streettech "Burst"
Evidence kit
Notebook



Gear issued but generally kept in Duty vehicle:

Full Surveillance kit
Surveillance datacamera
Investigations kit
DNA Scanner
Blood Tester
Cyberscanner
Police Binoculars
Retinal Scanner
Arasaka PRW Shotgun
First Aid Kit



HOMICIDE DETECTIVES ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

Non-descript, unmarked Mid-range sedan
AV-3 AEROCOP
Seized vehicle



**HOMICIDE DETECTIVE
(PRECINCT 3, NIGHT CITY)**



DETECTIVE CARTER TERRELLI

DETECTIVE

role: cop
AGE: 29
HEIGHT: 6'
WEIGHT: 201lbs
DOB: 5/12/91
EYES: BLUE
HAIR: BLACK
SIN: 3645-736-59884
(character points: 78)
Commendations: 1

Black marks: 1

INT: 8 REF: 9 TECH: 4 COOL: 9 ATTR: 9

LUCK: 7 MA: 5 BOD: 7 EMP: 10

Carter graduated near the bottom of his class, and rumors still fly that he was only able to do so because he was sleeping with two of his instructors. He was a mediocre beat cop, but somehow managed to make Detective after only 3 years, and again rumors claim it was due to him sleeping with the captain. Since he was made detective 5 years ago, he has been through several partners, and reprimanded twice for fraternization. However, he is exceedingly good at interrogations, especially against female suspects. His gifts of persuasion and amiable conversation tend to make even the most hard lipped subjects talk even when intense interrogation fails. He also has a keen eye for the smaller details, and knows how to play the political game in the department and with city hall. It has saved his job on more than one occasion.

Carter is a horrible womanizer, picking up women as often as possible, but never for long periods of time, and is a shameless flirt. His psyche profile would seem to suggest it is due to subconscious resentment towards having to care for his invalid sister, who is suffering from mild retardation brought on by a car crash when she was 14 and he was 19, the same crash that killed his parents. Before the accident she was gifted and bright, aspiring to be a ballet dancer. Since the accident however she has become the responsibility of Carter. Carter dotes on her, he adores her. While at work he has a neighbor, an elderly woman named Bess Dodge, care for her.

Carter is also a clothes horse, and after caring for his sister (whose medication is expensive, even with aid) his wardrobe is his number one expense. While he can't afford designer clothes directly, he does have several good connections for merchandise that "fell off a truck". He is partial to italian designers, particularly in silk. He is also extremely fond of his Armenian leather jacket.

He shares a simple somewhat rundown 2 bedroom apartment with his sister.

NARCOTICS



Narcotics division investigates all crimes involving the possession, manufacture, transport, and distribution illegal drugs. They have the highest percentage of undercover investigations, and tend to be better funded than most other departments.

Personal issue for Narcotics Detectives is far less than that given to Uniformed patrol. Though they usually retain the quipment they were issued as uniformed officers before their promotion. While Detectives are issued a department firearm and holster, most opt to purchase their own, though their primary weapon must be equipped with a 911 chip, Cookie Cutter, and guncam by the department techs.

Narcotics Detectives operate either alone or with a partner, and often as part of a larger group in high profile investigations. Most detectives opt to use their own vehicles, carried under department insurance, though if they have no vehicle, or an inappropriate vehicle, the department will issue a nondescript, unmarked mid-range sedan for duty use only. High ranking or exceptional detectives may be rewarded with an AV-3 aerocop for duty use. Additionally these aerodynes may be issued on a case by case basis. A police radio and computer will be installed in any duty vehicle used by the detective, be it an issued vehicle, or a personal one.



Narcotics Detectives are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Concealable Armor Vest
- Holster
- Armalite .44
- Extra semi auto handgun magazines x2
- Plascuffs x2
- Streettech "Burst"
- Evidence kit
- Notebook

Gear issued but generally kept in



Duty vehicle:

- Full Surveillance kit
- Surveillance datcamera
- Investigations kit
- DNA Scanner
- Blood Tester
- Cyberscanner
- Police Binoculars
- Retinal Scanner
- Arasaka PRW Shotgun
- First Aid Kit



NARCOTICS DETECTIVES ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

- Non-descript, unmarked Mid-range sedan
- AV-3 AEROCOP
- Seized vehicle

ROBBERY / VIOLENT CRIME



These detectives are tasked with all personal and business crimes. Muggings, assault, domestic abuse, fights, theft, breaking and entering, stolen merchandise, vandalism, breaking and entering, extortion, blackmail, identity theft, and anything else that doesn't fall under a specialized heading. Robbery / Violent crime, while having some specialists, is considered the general pool of investigators.



Personal issue for Robbery Detectives is far less than that given to Uniformed patrol. Though they usually retain the quipment they were issued as uniformed officers before their promotion. While Detectives are issued a department firearm and holster, most opt to purchase their own, though their primary weapon must be equipped with a 911 chip, Cookie Cutter, and guncam by the department techs.

Homicide Detectives operate either alone or with a partner, and often as part of a larger group in high profile investigations. Most detectives opt to use their own vehicles, carried under department insurance, though if they have no



vehicle, or an inappropriate vehicle, the department will issue a nondescript, unmarked mid-range sedan for duty use only. High ranking or exceptional detectives may be rewarded with an AV-3 aerocop for duty use. Additionally these aerodynes may be issued on a case by case basis. A police radio and computer will be installed in any duty vehicle used by the detective, be it an issued vehicle, or a personal one.



Robbery Detectives are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Concealable Armor Vest
- Holster
- Armalite .44
- Extra semi auto handgun magazines x2
- Plascuffs x2
- Streettech "Burst"
- Evidence kit
- Notebook



Gear issued but generally kept in Duty vehicle:

- Full Surveillance kit
- Surveillance datacamera
- Investigations kit
- DNA Scanner
- Blood Tester
- Cyberscanner
- Police Binoculars
- Retinal Scanner
- Arasaka PRW Shotgun
- First Aid Kit



DETECTIVES ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

- Non-descript, unmarked Mid-range sedan
- AV-3 AEROCOP
- Seized vehicle

VICE



Vice detectives enforce laws concerning illegal gambling, loan sharks, unlicensed prostitution and erotic performers, and other crimes of that nature. In many ways they are the catch-all of the department, and this is where most detectives begin their careers.



Personal issue for Vice Detectives is far less than that given to Uniformed patrol. Though they usually retain the quipment they were issued as uniformed officers before their promotion. While Detectives are issued a department firearm and holster, most opt to purchase their own, though their primary weapon must be equipped with a 911 chip, Cookie Cutter, and guncam by the department techs.

Vice Detectives operate either alone or with a partner, and often as part of a larger group in high profile investigations. Most detectives opt to use their own vehicles, carried under department insurance, though if they have no vehicle, or an inappropriate vehicle, the department will issue a nondescript, unmarked mid-range sedan for duty use only. High ranking or exceptional detectives may be rewarded with an AV-3 aerocop for duty use. Additionally these aerodynes may be issued on a case by case basis. A police radio and computer will be installed in any duty vehicle used by the detective, be it an issued vehicle, or a personal one.





Vice Detectives are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Concealable Armor Vest
- Holster
- Armalite .44
- Extra semi auto handgun magazines x2
- Plascuffs x2
- Streettech "Burst"
- Evidence kit
- Notebook



Gear issued but generally kept in Duty vehicle:

- Full Surveillance kit
- Surveillance datacamera
- Investigations kit
- DNA Scanner
- Blood Tester
- Cyberscanner
- Police Binoculars
- Retinal Scanner
- Arasaka PRW Shotgun
- First Aid Kit



VICE DETECTIVES ARE GENERALLY

ISSUED THE FOLLOWING VEHICLES:

- Non-descript, unmarked Mid-range sedan
- AV-3 AEROCOP
- Seized vehicle

SVU



Special Victims Unit, also known as sex crimes, investigates crimes such as rape, molestation, incest, human trafficking, missing persons, slavery, and any other crime considered to sensitive for normal police work. The detectives in this division are highly trained and specilize in this type of work, but it takes its toll and the burn out rate is



high. In many cases, serial killers fall under the eye of this section, and they will often work with both Homicide and vice, as well as other departments in limited capacity.

Personal issue for ZSVU Detectives is far less than that given to Uniformed patrol. Though they usually retain the equipment they were issued as uniformed officers before their promotion. While Detectives are issued a department firearm and holster, most opt to purchase their own, though their primary weapon must be equipped with a 911 chip, Cookie Cutter, and guncam by the department techs.

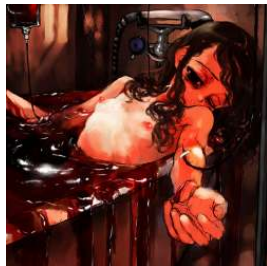


SVU Detectives operate either alone or with a partner, and often as part of a larger group in high profile investigations. Most detectives opt to use their own vehicles, carried under department insurance, though if they have no vehicle, or an inappropriate vehicle, the department will issue a nondescript, unmarked mid-range sedan for duty use only. High ranking or exceptional detectives may be rewarded with an AV-3 aerocop for duty use. Additionally these aerodynes may be issued on a case by case basis. A police radio and computer will be installed in any duty vehicle used by the detective, be it an issued vehicle, or a personal one.



SVU Detectives are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Concealable Armor Vest
- Holster
- Armalite .44
- Extra semi auto handgun magazines x2
- Plascuffs x2
- Streettech "Burst"
- Evidence kit
- Notebook



Gear issued but generally kept in Duty vehicle:

- Full Surveillance kit
- Surveillance datacamera
- Investigations kit
- DNA Scanner
- Blood Tester
- Cyberscanner
- Police Binoculars
- Retinal Scanner
- Arasaka PRW Shotgun
- First Aid Kit



SVU DETECTIVES ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

- Non-descript, unmarked Mid-range sedan
- AV-3 AEROCOP
- Seized vehicle



SPECIAL VICTIMS DETECTIVES (PRECINCT 1, NIGHT CITY)

DETECTIVE CHARLES MASON
DETECTIVE

- role: cop
- AGE: 27
- HEIGHT: 6'
- WEIGHT: 215lbs
- DOB: 9/17/93
- EYES: BROWN
- HAIR: BROWN
- SIN: 7610-433-86788
- (character points: 156)
- Commendations: 1
- Black marks: 0
- INT: 7 REF: 10 TECH: 6 COOL: 10 ATTR: 7
- LUCK: 6 MA: 8 BOD: 9 EMP: 10/9

Charles was brought up in the suburbs of Pasadena, where he led a normal and happy life, that was until the collapse. Even in the relative safety of Pasadena the effects of the collapse were rampant, rioting, looting, utter lawlessness at the worst of it. His younger sister was kidnapped during this time, tortured and raped for over a week. They found her alive but she was



forever shattered. It was during this time Charles decided that the world needed structure, it needed rules, and it needed someone to enforce them. Charles decided then and there he would be a police officer, and made every preparation he could in his teen years to ready himself for that career. After graduation from the academy he made detective after only 3 years on patrol. He and his partner have recently been assigned to the notorious serial killer the newspapers are dubbing as the "Corporate Ripper".

DETECTIVE KATRINA STRAMEL

DETECTIVE

role: cop
AGE: 29
HEIGHT: 5' 6"
WEIGHT: 109lbs
DOB: 3/17/91
EYES: GREEN
HAIR: RED
SIN: 8008-501-16327
 (character points: 161)
 Commendations: 2
 Black marks: 1



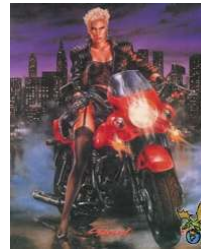
INT: 10 **REF:** 10 **TECH:** 5 **COOL:** 8 **ATTR:** 8
LUCK: 7 **MA:** 7 **BOD:** 8 **EMP:** 8

Katrina was born to Jack and Sandy Stramel, who raised her as best they could in the slums of Night City. Her father was a police officer, and young Katrina idolized him. When he was killed during a drug bust in 2008, her mother was shattered. When Katrina announced she was going to become a police officer at her graduation party, Katrina's mother nearly suffered a nervous breakdown. She cut off contact with her daughter for two years, though they have begun to patch things up. Katrina's mother now teaches abnormal psychology at NCU. In 2013, Katrina met and fell in love with fellow officer Simon Masters. The two were married a short time later, soon after that they were expecting. Four months into her pregnancy, Katrina miscarried. Seven months later Simon was killed while off-duty in a random drive-by. No one was ever charged, and Katrina came close to a nervous breakdown. She dove into her work out of a sense of desperation, taking enough risks to earn her a black mark. When she heard SVU was looking for someone to go undercover she jumped at the chance, possibly out of some sense of self destruction. Unbelievably, she excelled there, making bust after bust. Her ability to gain people's confidence makes her one of Night City's finest undercover officers.

ANTI-CRIME



This division is responsible for monitoring and investigating



gang activity in Night City. It's detectives not only try to get the criminal gang members off the streets and shut down their illegal activities, but also work within the gang community itself as a liaison between the gangs working to keep the peace and prevent major disputes from erupting onto the streets. Their are two

sections, Street Gangs, and Organized Crime, and they often work together, sharing resources, since the smaller street gangs have a tendency to work as muscle for the larger organized crime families. Often, in order to more effectively deal with their targets, and create a sense of comfort within the community, officers assigned to this section will take on affectations and dress far closer to that of the urban culture and the criminals they investigate, than any other section. Though it often breaks the dress code, administration allows this as it makes them more effective at their jobs.



Personal issue for Anti-Crime

Detectives is far less than that given to uniformed patrol. Though they usually retain the equipment they were issued as uniformed officers before their promotion. While Detectives are issued a department firearm and holster, most opt to purchase their own, though their primary weapon must be equipped with a 911 chip, Cookie Cutter, and guncam by the department techs.

Anti-Crime Detectives operate in groups of up to five, and often as part of a larger group in high profile investigations. Most detectives opt to use their own vehicles, carried under department insurance, though if they have no vehicle, or an inappropriate vehicle, the department will issue a nondescript, unmarked mid-range sedan for duty use only. Seized vehicles are also very



common. High ranking or exceptional detectives may be rewarded with an AV-3 aerocop for duty use. Additionally these aerodynes may be issued on a case by case basis. A police radio and computer will be installed in any duty vehicle used by the detective, be it an issued vehicle, or a personal one.





ANTI-CRIME Detectives are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Concealable Armor Vest
- Holster
- Armalite .44
- Extra semi auto handgun magazines x2
- Plascuffs x2
- Streettech "Burst"
- Evidence kit
- Notebook

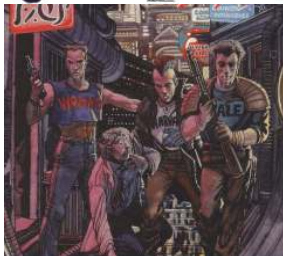
Gear issued but generally kept in Duty vehicle:

- Full Surveillance kit
- Surveillance datacamera
- Investigations kit
- DNA Scanner
- Blood Tester
- Cyberscanner
- Police Binoculars
- Retinal Scanner
- Arasaka PRW Shotgun
- First Aid Kit

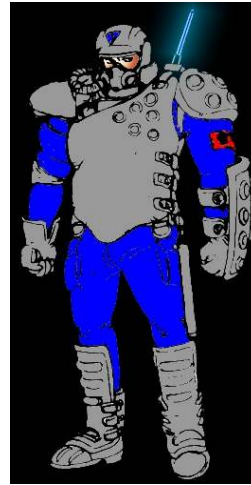


ANTI-CRIME DETECTIVES ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

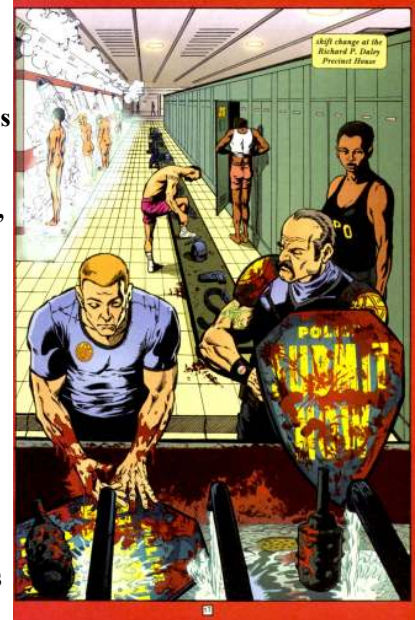
- Non-descript, unmarked Mid-range sedan
- AV-3 AEROCOP



RIOT SQUAD



The riot squad is there to deal with insurgency and hostile crowds. Unlike other sections of the Tactical Division, there is no standing riot Squad, its members are drawn as needed from the uniformed divisions. In situations where disturbance is though likely to break out ahead of time, any off-duty officers will be brought in to deal with the situation as well.



Riot Squad armor is worn over the standard blue jumpsuit. The armor itself is much heavier than standard armor, and consequently much heavier and more restricting of movement. The boots worn are much heavier as well, and the helmet is highly sloped so that bottles and other thrown projectiles deflect off rather than impact full force. The helmet is fully sealed, and is attached to an independent air supply containing twice that of the standard uniformed equipment with a redundant air filter as backup. And finally a blue light bar extends off the left shoulder, so that the officer might be readily identified in a crowd. All marked police vehicles carry riot armor in the trunk for emergency situations.

In extreme situations, C-SWAT Constable ACPA's will be present.

Riot Squad Gear consists of the following:

- Riot Armor
- Riot Helmet (w/ 1 hour independent air supply)
- Riot Shield
- Militech Ronin, loaded w/ rubber bullets and x2 extra magazines
- Stripwire binders x20

Excalibur II Nightstick
 Smoke, Flashbang, Tear Gas Grenades
 Pursuit Security Inc. Webgun
 M-40 Grenade Launcher W/ tear gas grenades and rubber projectiles
 Nauseator crowd Control Device

diffuse any explosive including liquid nitrogen, laser cutting torch, hand held ultrasound, full visible spectrum smartgoggles, etc...)



RIOT SQUAD IS GENERALLY ISSUED THE FOLLOWING VEHICLES:

VOLKSRAD POLICE BUGGY
 ARASAKA RIOT 8
 MILITECH HORSE
 AV-6

Portable computer with explosives database (adds +2 to disarm)

Radiation Detector
 Robohound
 H-7 Hazmat Robot
 Adrek robotics Alpha, Beta, and Gamma Repeater stations
 Blast box rated to SP: 100
 Esporma Environment suit

BOMB SQUAD



The bomb squad consists of extremely skilled EOD experts, and military training is a requirement. These are the selfless men and women who are called in to locate, defuse, and dispose of any explosive material. The patience and skill required for this



work is immeasurable. Members of the bomb squad alternate between hours and hours of endless training and high stress situations involving real threats. This is the highest paid, and often the most dangerous section of NCPD law enforcement.



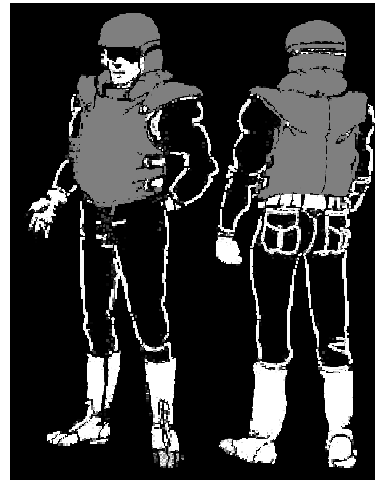
Bomb Squad UNITS OPERATE IN GROUPS OF 6.

Bomb Squad Gear consists of the following:

Badge (w. cookie cutter and homing beacon)
 Police ID
 O.I.D. Button
 Holster
 Armalite .44
 BOMB SUIT (SP:45 to all locations, EV: -6)
 (w/ 1 hour independent air supply and radio equipped with lasercomm)
 EOD Toolkit (Top of the line tech tools, with everything needed to

BOMB SQUAD IS GENERALLY ISSUED THE FOLLOWING VEHICLE:
 MILITECH HORSE

SWAT



Special Weapons And Tactics. SWAT teams are the police equivalent of special forces units, and are called in for any situation deemed to dangerous for normal police. They specialize in breach and clear, as well as assault operations. Their sharpshooters are some of the best snipers in the world. SWAT members are extremely disciplined, and superbly trained. Most have military backgrounds. The SWAT uniform is the same as that of regular officers, though they wear black jumpsuits and their armored vest and helmet are gray to differentiate them. Like the Bomb Squad, SWAT members have no other duties, and maintain a constant state of readiness. When not out in the field they spend their time in constant and grueling training.



SWAT teams operate in groups known as SPAR teams, comprised of 6 members each. Each Precinct in Night City has at least one standing SPAR team.

SWAT issue Gear consists of the following:

Standard Uniform and Armor with optional additional plates and inserts
Helmet and radio (with optically enhanced gas mask and oxygen supply)
Dress Uniform
Badge (w. cookie cutter and homing beacon)
Police ID
O.I.D. BUTTON
Gun Belt and Holster
Choice of either an Armalite .44 and Arasaka LEH-451, (if chosen an officer must carry both), or he may opt to carry either of the new Constitutional Arms DD-MAP, or LDD-4 DUAL purpose pistols.
Extra semi auto handgun magazines x2
Specialized Ammunition Speedloaders x4
Combat knife
Boot Knife
Utility Knife
Plascuffs x4
ION Cuffs x2
Stripwire x10 w/ Dispenser
Arasaka Restraint Caster
Microwaver
Arasaka PRW Shotgun
Militech Ronin
IMI Micro-Uzi 2020
Wutani Motion Sensor
Psuedo Dragon II RPV
Pusruit Security Inc. Webgun
Nauseator Crod Control Device
Smoke, Frag, Flahbang, and Gas Grenades
Militech M-52AR
H&K M-58BAR
Sternmeyer SMG-21
Tsunami Arms Ramjet Rifle
M-40 Grenade Launcher
Thermite in a tube

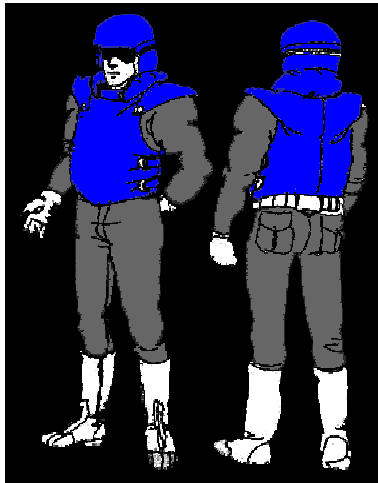


SWAT IS GENERALLY ISSUED THE FOLLOWING VEHICLE:

MILITECH HORSE
SWAT DELIVERY VEHICLE
MILITECH "POLICENAUGHT" ACPA
Mitsubishi "MUSASHI" MINI-TANK
AV-6

C-SWAT/CCD (CYBERNETIC CRIMES DIVISION)

WHEN THERE'S TROUBLE IN PARADISE



There was a time when C-SWAT was nothing more than an advanced SWAT team designed specifically to take down rampaging cyberpsychos. All too often, C-SWAT team members were on the brink of cyberpsychosis themselves, and they were seen by the general public as almost worse than the menace they were there to fight. Reports of abuse and wanton property damage were rampant and things were spiraling quickly out of control. The department was left with 2 choices, end the program altogether, and let SWAT handle the situation, or start over again from scratch. In a last ditch effort the entire program was overhauled. Anyone without prior police work was suspended and sent back through the academy. Even those who had military experience. They



mental stability.

began a recruitment drive within the department, targeting detectives, and pulling equally from all branches of the detective pool through a selective screening process which took not only their experience as investigators into account, but also physical fitness and



Not only were the members of the Unit replaced, but so was the structure of the unit itself. C-SWAT started out as nothing more than a tactical response unit, today C-SWAT is in charge of all cybernetic crimes. Even the name has changed, now the unit is called CCD (Cybernetic Crimes Division), though to most cops, and criminals, it's still C-SWAT. They handle every aspect of



Cybernetic crime investigation and enforcement. every aspect of Cybernetic crimes, from investigation to suppression. Due to the delicate nature of Cybernetic crimes C-SWAT duties often spill over into other areas, such as Homicide, Vice, and Narcotics, even SVU. They are

expected to work with these other units, but often their involvement in the investigations side of things is unwelcome by investigators from other units. Cybernetic registration is also done through CCD, and it is mandatory all clinics, hospitals, and upgrade techs submit complete and up to date records of everyone who undergoes cybernetic implantation or upgrade. Of course this has increased the number of black market ripperdoc clinics, and the number of unregistered implants is high.



Of course in addition to the investigations and regulation of cybernetics they are still every bit the Tactical Response Unit they always were. Each member is required to undergo rigorous weapons and tactics training, often more intense than that of SWAT. While each member of a CCD squad has his or her own strengths, specialist roles are discouraged.

Training is broad and cross purpose, so that each member is competent in all tactical situations and is maximized for versatility. C-SWAT is volunteer only, although they do actively recruit and headhunt within the department. Anyone may join, provided they meet the requirements, which are a minimum of 5 years on the force, high physical fitness, and a clean mental state as evaluated by Police therapists. Detectives and those with military Special Forces training are the most sought after candidates. Upon acceptance into CCD, each member must undergo a rigorous 3 month training course (although if the officer has military combat experience he or she may choose to skip the extra training, most don't). Once a member of C-SWAT, the officer is assigned to a squad. The training doesn't stop there, as the squad must



continue training one weekend a month and are required to attend a week long intensive training course twice a year.



In addition to being competent in law enforcement and investigation, each C-SWAT officer is trained to be proficient

in marksmanship, with competence of most firearms, first aid, insertion, extraction, hostage rescue and anti-terrorist tactics, EOD, ACPA piloting, THAMOC, and all cybernetic systems.

Members of a C-SWAT squad are organized into 8-10 man teams called SPAR units. Cases are assigned to an individual SPAR unit, and within the unit members will work with a partner or small group. During tactical situations the entire team works together, and the team is trained to operate autonomously, though occasions have arisen where multiple SPAR teams must work with each other under a higher command.



Up until recently, CCD operated out of Central Police Plaza One. But it has grown to large and has been moved to its own building, a 15 story headquarters, located 3 blocks from CPP1. The underground garage is large enough to hold 5 SWAT Delivery Vehicles, 15 Tomcats, 2 Arasaka ATT-88's, 1 Horse, 6 Volksrad Police Buggies, 1 Mitsubishi Musashi mini-tank, 8 Constitutional Arms "Constable" ACPA, and 8 Arasaka "Bladerunner" ACPA. Beneath the garage is a fortified holding cell capable of detaining up to 40 people, and 5 reinforced individual detention cells designed specifically to hold individuals who have undergone Full Conversion Replacement. The wide roof houses 2 helipads with refueling stations and has a hanger large enough to store 3 AV-6's, 5 AV-3's and another 8 small aerodynes. Additionally the building houses barracks for up to 20 men and women, full shower facilities, a large armory and reinforced shooting range, it's own Net-Sec unit (required to keep track of cyber-registration and provide online backup), investigators offices, briefing rooms, and interrogation rooms. In addition to the SPAR teams, the building employs a crack Net-Sec team, administration, and a full maintenance and repair crew. The secure ground level parking garage holds up to 100 vehicles and is used for both employee and visitor parking. Because OF the high stress and frequent need for cybernetic replacement due to on the job injury, the building also has a small staff of therapists specializing in trauma recovery, well-being, and rehabilitation after cybernetic implantation.



C-SWAT members face the highest mortality rate on the police force. Death and injury are common occurrences, and in addition to maintaining combat readiness, each officer must

also be a competent investigator. This creates a very high stress environment, and burn out is an ever rising concern. It is for these reasons that C-SWAT members receive pay second only to Bomb Squad, and have 3 days off as standard.



Due to departmental policy, C-SWAT has by far the most full conversions serving with it, which helps nicely in dealing with the threat of augmented individuals.

CCD SPAR teams still back up SWAT, and are all still on call for emergency tactical situations.



The following are just a few areas that fall under CCD jurisdiction:

The possession, manufacture, or distribution of unregistered Cyberware
Cybernetically augmented felons and suspects

The theft and sale of cybernetic implants

Suppression or capture Individuals suffering from Acute Cyber-Psychotic Rage Syndrome (cyberpsychosis)

Cybernetic Registration Enforcement

Cybernetic Implant Safety Standards

ANTI-CYBORG Crime Suppression





Wutani Motion Sensor
 Psuedo Dragon II RPV
 Pusruit Security Inc. Webgun
 Nauseator Crod Control Device
 Police Issue Metal Gear

In addition NCPD certain C-SWAT units have been issued the following in limited supply for testing
 Gasium K-5 Ballistic Armor
 ORC armor



C-SWAT issue gear consists of the following:
 Standard Uniform and Armor with optional additional plates and inserts
 Helmet and radio (with optically enhanced gas mask and oxygen supply)
 Dress Uniform
 Badge (w. cookie cutter and homing beacon)
 Police ID
 O.I.D. BUTTON
 Gun Belt and Holster
 Choice of either an Armalite .44 and Arasaka LEH-451, (if chosen an officer must carry both), or he may opt to carry either of the new Constitutional Arms DD-MAP, or LDD-4 DUAL purpose pistols.

C-SWAT IS GENERALLY ISSUED THE FOLLOWING VEHICLES:

CHEVROLET TOMCAT
 VOLKSRAD POLICE BUGGY
 MILITECH HORSE
 SWAT DELIVERY VEHICLE
 Mitsubishi "MUSASHI" MINI-TANK
 ARASAKA ATT-88
 CONSTITUTIONAL ARMS "CONSTABLE"
 ARASAKA "BLADERUNNER"
 AV-6
 Seized vehicle

Extra semi auto handgun magazines x2
 Specialized Ammunition Speedloaders x4
 Choice of Anti-Cyborg sidearm (Constitutional Arms REV-6, Ruger Lawgiver, Colt Borg-dropper, Norse Tech "God" line of revolvers, etc...)
 Combat knife
 Boot Knife
 Utility Knife
 Plascuffs x4
 ION Cuffs x2
 Stripwire x10 w/ Dispenser
 Street Tech Burst
 Excalibur Nightstick II
 Arasaka Restraint Caster
 Pepper Spray
 Microwaver
 Evidence Kit
 Notebook
 Ticket Book
 Arasaka PRW Shotgun
 Militech Ronin
 IMI MICRO-UZI 2020
 Smoke, Frag, Flahbang, and Gas Grenades
 Militech M-52AR
 H&K M-58BAR
 Sternmeyer SMG-21
 Tsunami Arms Ramjet Rifle
 Militech AM-3
 M-40 Grenade Launcher
 Militech Urban Missile Launcher
 Sebuo AW-726
 Militech ATR-87
 Stein and Wasserman Model F
 Techtronica M40 Pulse Rifle
 Thermite in a tube



DIRTY ANGELS
SQUAD 8, CCD CENTRAL,
NIGHT CITY

Lt. Daysha Marie Unterrin Mendez

Call sign: Bunny

Squad leader

role: cop/solo

AGE: 25

HEIGHT: 5' 9"

WEIGHT: 117 lbs

DOB: 12/25/95

EYES: BROWN

HAIR: BLACK

SIN: 5467-841-92786

(character points: 295)

Commendations: 4

Black marks: 1

(striking an officer) 2

(excessive use of force)

INT: 9 REF: 8/11

TECH: 5 COOL: 9 ATTR: 8

LUCK: 9 MA: 10 BOD: 9/13 EMP: 8/6

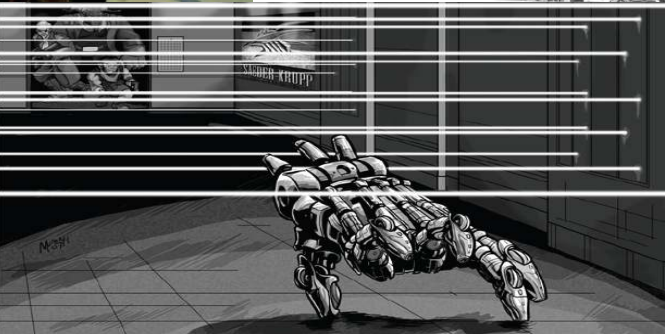
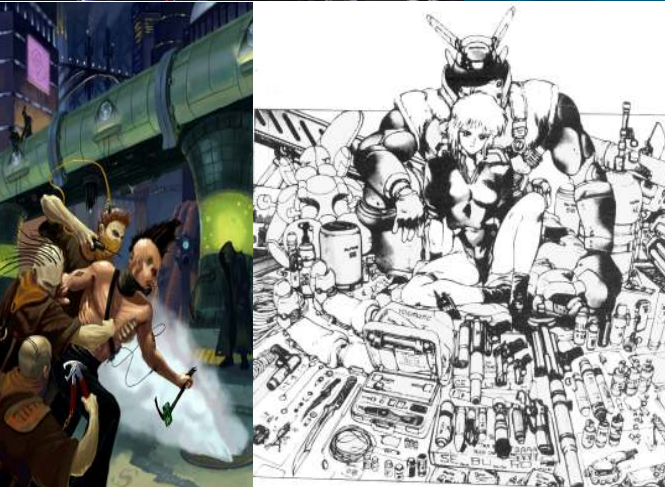
Lt. Mendez grew up in the Spanish slums of LA. She comes from the mixed birth of Puerto Rican and African American parents. Her parents died when she was in her early teens and she was raised by her aunt Rose. She spent part of her youth involved in the Voodoo Boys street gang until she was arrested at 17 as a juvenile for narcotics offenses. In an effort to save Marie the judge gave her the choice of becoming a police officer or going to jail and Marie took him up on it. She graduated with honors from the academy and so impressed her instructors that she was granted her choice of assignment. She chose to immediately volunteer for SWAT and after more than a few commendations during her first 2 years she transferred to C-SWAT and rose in rank quickly. She now acts as squad leader for her team, which has the highest success rating in Night City and its suburbs. While at the academy, Marie began taking an interest in criminal Psychology and this has proved invaluable to her squad on more than one occasion.

Marie is stable minded and serious when it comes to her work, though she has expressed a rather dark, sometimes morbid sense of humor. She also suffers from a short temper and has shown an aversion to authority.

Due to her latin/black heritage, Marie has a very short fuse when dealing with racism. It has also been observed she strives harder to prove herself because of her gender, and becomes agitated when doubt is shown towards her due to reasons of her sex. She does however have a very close relationship, almost familial with her squad, and the entire squad treats outsiders with a bit of contempt. Since assuming the role of command over her squad Marie has only lost two members, both in the line of duty.

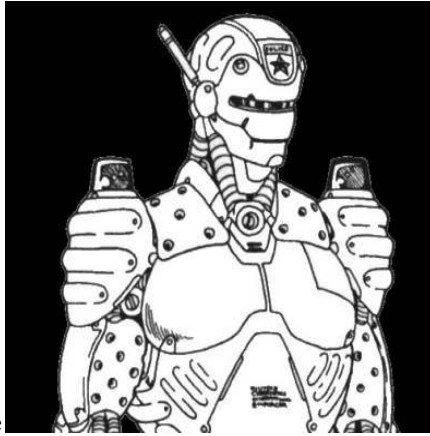
Marie is an excellent field commander and a fine officer, her investigative skills however need sharpening. She usually partners with Sgt. Smooth.

(Note: Lt. Mendez is currently under IA investigation after a look into her account revealed suspiciously large amounts)



SGT. JACKSON SMOOTH

Squad second in command
role: cop/solo
AGE: unknown (estimated early thirties)
HEIGHT: 6' (formerly 6' 4")
WEIGHT: 250 lbs (formerly 198 lbs)
DOB: unknown
EYES: n/a (formerly brown)
HAIR: n/a (formerly black)
SIN: 6587-703-99384
(character points: 231)
Commendations: 2
Black marks: 1 (excessive use of force)



INT: 10 REF: 12 TECH: 7 COOL: 9 ATTR: N/A
LUCK: 7 MA: 15 BOD: 12 EMP: 10/4

Jack Smooth is not his real name, his real name is unknown. He was found 6 years ago wearing a tattered police uniform and suffering from severe amnesia. Although he could not remember anything about his former life it was obvious he had been a police officer, his knowledge of police procedure and police slang made this clear. He spent 6 months in therapy and adopted the name of Jack Smooth due to his flirtatious ways with the nurses. After a refresher course at the academy, Jack was transferred to traffic and spent two years there before he was caught in the blast of a car bombing near the combat zone. 60 percent of his body was destroyed and the department opted to outfit him with an enforcer total conversion package, once again he spent time in therapy and was then transferred to C-SWAT. It was here that he met LT. Mendez and the two became close friends. Rumors have spread that the two are lovers but these reports are unconfirmed and unlikely, as Jack prefers more demure women.

Sgt. Smooth is rebellious and arrogant, but nevertheless a good officer and since becoming full conversion his bravery is unparalleled, he is often the first volunteer for any given hazardous situation. He is well liked and well respected by all the members of his squad, and is possibly the most outgoing of them all. He has a rough, street edged sense of humor and sharp biting wit.

Before the conversion Jack was a strong black male and while his past is unknown it is believed due to his outspoken nature that he might have had some hand as a community leader in his off time, this is just a theory, he could have just as well been a stand-up comedian.

Due to Sgt. Smooth's increased bravery caused by his cybernetic conversion, he quite often requires extensive repairs and upgrades, this can be quite expensive but is overlooked by the department due to his arrest record.

Jack, even though he is full borg, is a ladies man, and apparently his reproductive organs are still intact and functioning. His personality is that of a street Casanova, and it seems to work quite well for him. He usually partners with Lt. Mendez.

(Note: Sgt. Smooth is currently under IA investigation after a look into his account revealed suspiciously large amounts)

OFFICER ROBERT JAMESON

Call sign: Sarge
Demolition's expert
role: cop/solo
AGE: 43
HEIGHT: 6' 3"
WEIGHT: 172 lbs
DOB: 4/1/77
EYES: blue
HAIR: gray
SIN: 4765-283-11792
(character points: 220)
Commendations: 3
Black marks: 1 (conduct unbecoming an officer)
INT: 8 REF: 10 TECH: 8
COOL: 9 ATTR: 5
LUCK: 9 MA: 8/16 BOD: 9/14
EMP: 9/6



Officer Jameson comes to us after a long career in the United States Marine Corps, where he received several decorations including the purple heart, which he still wears pinned to his helmet. After serving for 21 years he retired from the armed forces at the age of 39 and moved to Night City where he quickly enrolled at the academy and then eventually transferred to C-SWAT. While he is relatively new to the squad he has been excelled with open arms, and his team work skills are quite exceptional. He usually partners with Officer Cross.

Officer Jameson will only answer to Sarge, a habit picked up from his days as a Marine, and this can be quite confusing to outsiders. He possesses a strong sense of duty and is considered to be a "hard ass" by his fellow officers.

Jameson's parents were Russian defector's, and instilled in him a strong sense of patriotism towards America. He has taken it upon himself to act as a father figure to the rest of the squad, imparting his wisdom knowledge and experience to any who will listen, as well as to those who don't.

OFFICER SEAN O'MALLEY

Call sign: Blue
SNIPER
role: cop/solo
AGE: 25
HEIGHT: 6' 1"
WEIGHT: 197lbs
DOB: 4/6/95
EYES: BLUE
HAIR: BLACK
SIN: 5871-091-52267
(character points: 154)
Commendations: 1
Black marks: 3 (conduct unbecoming an officer)
INT: 6 REF: 10 TECH: 6
COOL: 10 ATTR: 6
LUCK: 5 MA: 9 BOD: 9
EMP: 8/4



Officer O'Malley is somewhat of a wild card. If he weren't a cop he would be a criminal. He joined the force after graduation from college and spent four years as a Vice

Detective. After his partner was killed by a cybered up booster gang he transferred over to C-SWAT.

Sean is something of a cold fish, only relating to those he feels he has to. On very rare occasions he will open up to a team mate, but his social life outside the team is almost nonexistent. Nor does he seem to feel any great need for privacy, as he sleeps at the station. He usually partners with Officer Strap.

His father was a high school teacher in Recita, while his mother was a nurse's aid. He grew up in a nice, but low income, area and his childhood was fairly normal. It was when he went to high school that he developed his "cold shoulder". Apparently it had something to do with a friend of his who joined a skinhead group, he doesn't talk much about it.

O'Malley is about as calm a person as likely to be found, This is perhaps why he was chosen as the team's sniper. Even though every member of the team is qualified, Sean is the only one who doesn't appear to mind sitting very still, and staying very focused, oblivious to everything but the target. Of course when called for he is just as much the team member as any one.

OFFICER MADELINE CROSS

role: cop/solo

AGE: 37

HEIGHT: 5' 8"

WEIGHT: 113lbs

DOB: 5/3/87

EYES: GREEN

HAIR: BROWN

SIN: 7683-631-85274

(character points: 160)

Commendations: 0

Black marks: 0

INT: 7 REF: 9/12

TECH: 9 COOL: 8

ATTR: 7

LUCK: 6 MA: 8/10

BOD: 9/13 EMP: 10/6

Madeline joined the police after an extended stint in

the navy where she had served as an MP for 10 years. Her background was highly attractive to the NCPD when she joined 4 years ago. Looking for action she opted to go straight to C-SWAT.

Madeline is a textbook cop, and she knows how to follow every regulation to the letter. Although she is well liked by her comrades, there would seem to be a slight air of distrust towards her, probably because she is so strict about doing things by the book. She is fairly known to the team, and to the force for that matter, only time will tell where this situation will lead. She usually partners with Officer Jameson.

Madeline's family has a long and proud heritage of serving in the armed forces. When she was born she felt some resentment towards her because she was a girl and he wanted a son, but this soon gave way to her striving to prove herself, to any and every one, especially herself. As a police officer she is every captain's dream.



OFFICER DAVID STRAP

Call sign: JOCK STRAP

MEDETECH

role: cop/medtech

AGE: 24

HEIGHT: 5' 11"

WEIGHT: 180lbs

DOB: 7/24/96

EYES: BROWN

HAIR: BLONDE

SIN: 1564-211-51501

(character points: 118)

Commendations: 1

Black marks: 0

INT: 7 REF: 9 TECH: 4

COOL: 10 ATTR: 6

LUCK: 5 MA: 10 BOD: 9 EMP: 9

Officer Strap is the most recent addition to the squad, and has only been part for 3 months, and he has only been on the force about a year. He is treated like a rookie, but at the same time he finds himself under the wing of his comrades. His secondary specialty in the team medic, and while he is a licensed physician, he has completed 2 years of med school, and is working on his third.

David is young, bright, cheerful, and willing to listen. This helps to alleviate his lack of experience and cement him as part of the team. HE usually partners with Officer O'Malley.

His parents were farmers in Nebraska, and David spent his entire childhood never going further than the state line. After his graduation from high school he joined the police academy and transferred to straight to Night City. He had lived his entire life in a safe community, never getting to see what else was out there, and he wanted excitement. Finding patrol to boring he decided to go straight to where the action was and signed up for C-SWAT duty. He was assigned to Marie's squad as a replacement for Mickey Reno, who resigned earlier this year.

OFFICER CHRIS YAMITAKA

Call sign: MR. GONE

role: cop/solo

AGE: 30

HEIGHT: 6'

WEIGHT: 300 LBS

DOB: 7/13/90

EYES: N/A (FORMERLY BROWN)

HAIR: N/A (FORMERLY BLACK)

SIN: 5809-87-62212

(character points: 185)

Commendations: 3

Black marks: 1

(EXCESSIVE USE OF FORCE)

INT: 9 REF: 15 TECH: 6 COOL: 10 ATTR: N/A

LUCK: 7 MA: 13 BOD: 15 EMP: 10/3

Chris Yamitaka served proudly as a Green Beret before joining the force. He had been a reconnaissance specialist and was severely wounded after stepping on a landmine in Brazil. He was given a Spider full conversion package, and became so good at his job that his superiors feared he was beginning to enjoy it. In an effort to correct a mistake before it happened



they transferred him back to the states as an instructor. It backfired and he resigned from the military. Still hungry for action he moved to Night City and joined the police, thinking this would be as close as he could get to the battlefield without going merc. When he resigned from the military they downgraded his body to an Alpha, so when word reached him of the experimental new conversion package for the police department he volunteered immediately. He was outfitted and is kept in therapy and under close watch to gauge the effects and performance of the new body.

Chris is rather arrogant, and likes to bark orders. And while he won't attempt it in front of Marie, he does tend to push his weight around. He is also highly aggressive, and its possible he may be suffering the early stages of Cyberpsychosis. He Usually partners with Officer Salinkatzleznic.

OFFICER ARISTA SALINKATLEZNIC

ACPA PILOT

role: cop/ACPA PILOT

AGE: 23

HEIGHT: 5' 10"

WEIGHT: 120lbs

DOB: 3/7/96

EYES: GREEN

HAIR: RED

SIN: 8008-501-16327

(character points: 153)

Commendations: 3

Black marks: 0

INT: 9 REF: 10 TECH: 7

COOL: 9 ATTR: 8

LUCK: 5 MA: 8 BOD: 7

EMP: 10

Arista is the youngest member of the team, and is given the job of being the designated ACPA pilot. She was born in Czechoslovakia and immigrated with her family to the US. After her father was killed in a robbery she decided to become a police officer. It wasn't until she joined the Academy that she discovered powered armor suited her, almost perversely. There is nothing she would rather do, and even most of her down time is spent in one simulator or another.

Arista is shy and sensitive, and tends to be a bit naive. Her youth and positive outlook make her a perfect addition to the team. And her partnering with Officer Yamitaka works well, as it balances out the negative personality aspects of both of them.

Despite her naiveté, Arista knows she is the heavy gun of the team, and marvels in that position. She knows that outside her armor she is weak and somewhat mousy, perhaps that is why she she loves the armor so much.

Arista is interested in David, but has yet to say anything, and her innocent personality is perhaps the biggest contributor to keeping Chris, and the rest of the team for that matter, in check. When socializing the team is very protective of Arista, treating her like a younger sister.



OFFICER BRANDY MCDANIELS

Call Sign: SMILEY

ROLE: COP/SOLO

AGE: 36

HEIGHT: 5' 11"

WEIGHT: 140lbs

DOB: 5/19/84

EYES: BROWN

HAIR: BLACK

SIN: 5314-978-00356

(character points: 118)

Commendations: 4

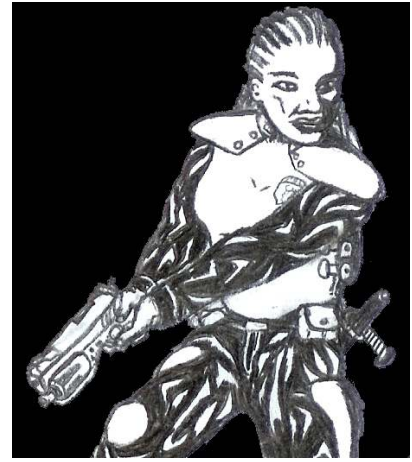
Black marks: 6

INT: 9 REF: 10 TECH: 9

COOL: 7 ATTR: 7

LUCK: 5 MA: 4 BOD: 7

EMP: 7



Brandy's parents gave her up for adoption after losing everything to poor stock investment. Already into her early teens she had no chance for adoption, and spent her childhood under the strict, often abusive care of a corporate run orphanage. At 18 she was put out on the street, but it didn't take long before her constant run-ins with police landed her in serious trouble. She was given a choice, join the force and straighten her act up, or go to prison. Her choice was obvious.

Brandy stayed straight for her first few years on the force, even being promoted to detective and being assigned to narcotics. She thrived here, gaining an exemplary arrest record. However her problems with authority, and her absolute hatred of neglectful or abusive parents (often leading to excessive force and misconduct charges being filed against her) finally outweighed her successes. Once again she was given a choice, transfer to C-SWAT or retire early. And again her choice was obvious. The initial training was a tremendous strain on her, but she made it, and is now the most recent addition to the Dirty Angels.

Brandy needs structure in her life, the career she has chosen suits her, and now as a C-SWAT member she is finally able to vent some of the anger and frustration that have been such a weight on her shoulders. However she has a major problem with authority, and her and Marie have nearly come to blows on a few occasions. She has no tolerance for parents abusing or neglecting their children, and she must be carefully watched in any situation where she has to deal with such individuals or the results could be disastrous.

CRIME SCENE INVESTIGATORS



CSI teams are the true brains behind the police department. They examine all aspects of a crime scene and piece together how it happened, in what order, and where all the relevant details took place. They investigate wounds, find cause of death, and determine exactly what implement was used to commit the crime. This division handles all ballistics, Forensics, and coroner duties. They also work closely with investigators assigned to the case.



They generally work out of a lab set up specifically for them in Central Police Plaza 1. The lab is packed with all the latest state of the art equipment, and upgraded frequently. It is located on the 22nd floor of the building, and in case of chemical, radioactive, or biological contamination it may be

sealed off immediately from the rest of the building and quarantined until the danger has passed or until clean up can commence.

With the addition of the new Forensic Recorders and Forensic Data Compilation computers, the Forensic evidence can be examined and shared almost as if you were there yourself, in fact in some ways it is far superior to eye witness testimony.



CSI INVESTIGATORS are issued the following gear:

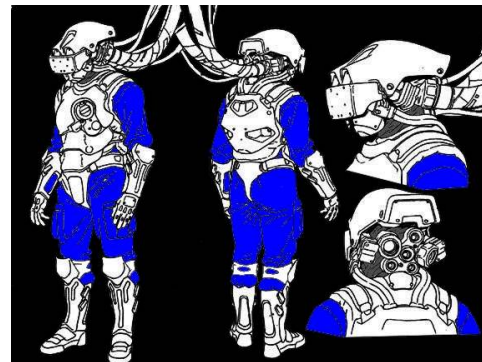
- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Concealable Armor Vest
- Holster
- Armalite .44
- Extra semi auto handgun magazines x2
- Plascuffs x2
- Evidence kit
- Notebook
- Retina Scanner
- DNA Scanner
- Blood Analyzer
- Cyber Scanner
- H-7 HAZ-MAT robot
- Ballistics Kit
- Forensic Recorder
- Medical Examination Kit
- Investigations Kit
- Esporma Environment Suit



CSI INVESTIGATORS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

FORD "WILLY" FORENSIC/CORONERS WAGON

NETSEC

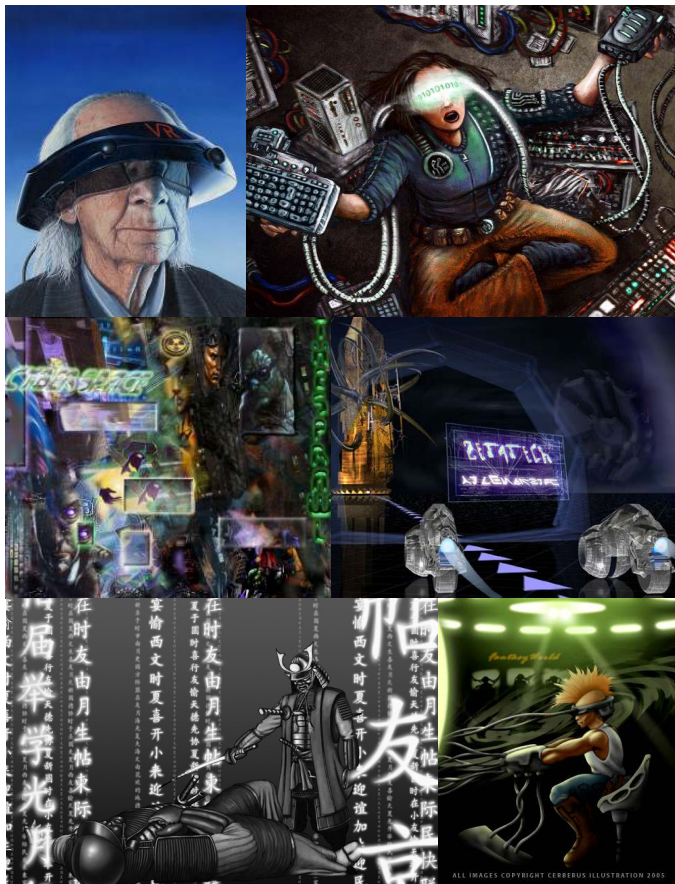


NET-SEC is based out of Central Police Plaza 1, taking up 4 floors all to themselves. They handle all aspects of computer support, enforcement, and investigations. They aren't standard police, in fact, some of them are downright weird,



they are however some of the best netrunners in the city. Access to the latest and most powerful equipment and software is a large draw for many a young cyber-prodigy, as well as the prospect of actually having a mission in life. In fact, in a revolutionary program, many convicted hackers are actually sentenced to serve time within Net-Sec. The system so far has met with overwhelming success, however there is always the fear of corruption. As a safeguard against this, all Net-Sec operatives are encouraged to monitor and support each other.

Net-Sec are the cops of the digital domain, and their reign is supreme. Since the prime targets of Data theft and intrusions are the corporations, NET-SEC is given the best and latest equipment in development, usually months before it is released to the public. This serves the corporations two-fold, not only are they protected by the best and the brightest, the software and equipment itself will be fully scrutinized and by the time of release all the bugs and security glitches will be worked out.



The Police Issue NETSEC Cyberdeck is unlike any cyberdeck commercially available anywhere. No one corporation manufacturer builds them, and the safety and performance features are superior to anything in the world, save possibly for ultra top-secret military and corporate equipment. They are also huge, with built in bio-monitors, life-support systems, and 10 times the memory capacity and speed of any commercially available equipment. Instead of a simple interface plug, or even a series of them, this computer makes use of the new MITSUBISHI "SHURIKEN" ADVANCED NEURAL PROCESSOR AND PLUG SETUP and all six of its plugs simultaneously via a large interface system. As an added safety precaution, there are six layers of buffers and false ports to protect against anti-personnel software, feedback, and short circuits. Causing physical damage to a Net-Sec operative through the net is nearly impossible.



Sometimes it is necessary for a Net-Sec officer to operate in the field, for this reason Net-Sec has 5 specially outfitted NAAW VX-2 Gypsies, packed with a constantly updated Net-Sec Cyberdeck system. They are also issued special armored versions (SP: 16 to torso, and head, SP:12 to forearms and lower legs) of the wearable computer systems.

Of course one of the benefits to working with Net-Sec is that a netrunners personal gear is always state of the art as well, as corporations tend to give "incentive" packages on a regular basis.

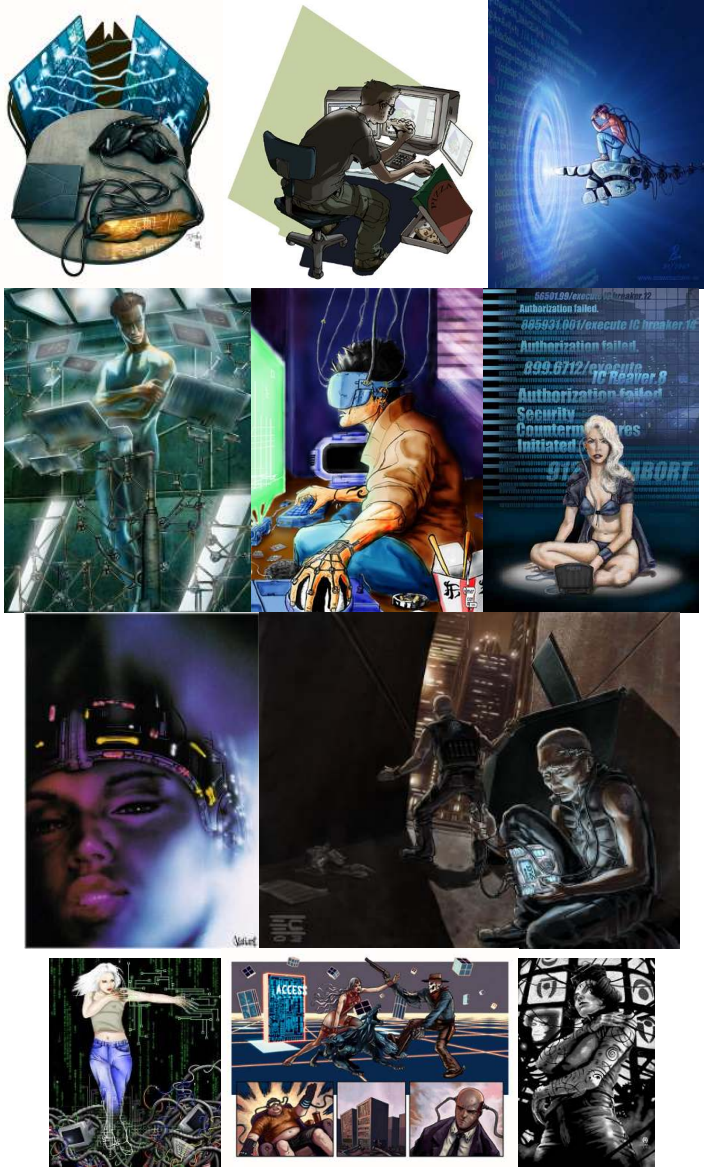
NET-SEC officers are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- O.I.D. BUTTON
- Uniform Blue Jumpsuit
- Holster
- Armalite .44
- Electronics toolkit
- NCPD Armored Wearable Computer
- Police Issue Netsec Cyberdeck
- Any and all commercially available hardware and software
- (And many that aren't available outside of military and corporate hands)



NET-SEC OFFICERS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

Specially outfitted NAAW VX-2 Gypsy



Consisting of 14 men and women highly trained in psychology, sociology, psychiatry and conflict resolution. It is their job to take over and act as liaison in any and all instances involving a

hostage situation. They will attempt to keep the hostage takers calm and prevent the situation from escalating. Ultimately their goal is to try and negotiate release for the hostages and surrender for the perpetrators, but more often than not their role is to provide distraction for SWAT or C-SWAT to breach and clear.

It is a very difficult, very stressful career, and the men and women who undertake it are nothing short of brilliant. Their ability to form a connection and rapport with the perpetrators is uncanny. However mistakes happen, and some people cannot be reached. The worst will eventually occur. It is for this reason that most Hostage Negotiators are deeply scarred, and burnout rate is high.



Talking down attempted suicides and the like also falls under their jurisdiction.

Hostage Negotiators usually work solo, though they have been known to operate in pairs.



HOSTAGE NEGOTIATION



Hostage Negotiators are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- Police Issue Concealable Armored Vest
- O.I.D. BUTTON
- Holster
- Armalite .44

HOSTAGE NEGOTIATORS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

Unmarked mid-range sedan

Hostage negotiations is a very small division located in CPP1.

INTERNAL AFFAIRS DIVISION
WHO WATCHES THE WATCHMEN



Internal Affairs Division, hated by citizens for being cops, hated by cops for being the kind of cops they are. It is IAD's job to police the police, to investigate corruption in law enforcement. Due to the nature of crime in 2020, this often means that IAD will plant an undercover officer in the midst of a group suspected of corruption, in 2020 this is in some ways the most dangerous form of undercover work, as a prison sentence for cops in 2020 is basically sentencing them to death. In 2020 the duties and MO of IAD have changed and expanded slightly.



of power becomes too ambitious, IAD goes to work.

Many times an IAD investigation will be dropped, due to lack of evidence, or sympathy on the investigator's part, in other circumstances an IAD investigation will discover something much deeper, such as a link to organized crime or evidence of corruption higher up in the chain of command. These are the jobs an IAD officer lives for, they will make or break his career (and quite possibly get him killed.)

Corruption in the police force has spread like a virus, it is estimated that even the best most honest cops are at least a little dirty, whether it be taking money, or mistreating prisoners. Usually small infractions are overlooked, but when an officer's abuse



IAD recruits its investigators from all branches of law enforcement, offering a slightly higher salary, and the chance to do what they became cops to do in the first place, uphold the law.

Of course even IA itself is not free from corruption, and in some cases the job itself means that an investigator must break the law. In deep cover operations where an investigation of an officer has led to ties with organized crime, investigators have been forced to act as criminals, and given special status regarding their actions, including amnesty from criminal acts, even violent ones. Officers have been forced to play the role of dirty cop, drug dealer, even gun for hire, all of which can lead to a very sticky legal situation. Due to this an undercover IAD officer remains anonymous to everyone but his direct superior, to whom he relays information. Then when there is enough information for a bust the regular IAD investigations team moves in. Elaborate steps are taken to ensure an officers cover story holds, a complete personality and identification are established, and the true officer's records are sealed. The disguise includes covering everything which could reveal the officers true identity, including generating false fingerprint and dental records, criminal records, disguises, etc... All of this



makes corruption an extremely enticing option for officers, and it is very difficult to investigate within the IAD, thankfully a very stringent screening process is utilized during recruitment to prevent corruptible officers from entering IAD.

SAMPLE IAD OFFICER AND ADVENTURE IDEA

IAD investigators are issued the following gear:

- Badge (w. cookie cutter and homing beacon)
- Police ID
- Police Issue Concealable Armored Vest
- O.I.D. BUTTON
- Holster
- Armalite .44



IAD INVESTIGATORS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

- Unmarked mid-range sedan
- Seized vehicle

UNDERCOVER INVESTIGATIONS



Any and all Investigative divisions host undercover operations, with the most frequent sections being Vice, Narcotics, Anti-Crime and IAD.

There is no more stressful or challenging role a person can play in law enforcement, and the danger level is enormous.

Going undercover means an officer has to completely invent a new identity for himself, and nestle his way in to the seedy underbelly of crime itself, becoming one with it. He must be unadashed and perfect in his performance. He must prove to those he is investigating that he is beyond suspicion, all while trying to move closer and closer to his target and gathering as much information as possible. Some times its only for a brief time, even a single evening, but some investigations can last years.



Just as big as the danger of being discovered, is the danger of accidental corruption. Undercover officers may be forced to partake in illegal activities, they may be forced to witness assaults or even murders with no means of preventing them without blowing their cover. They are given a certain amount of leeway in this regard, but their well-being and mental state is closely monitored by their commanding officers.

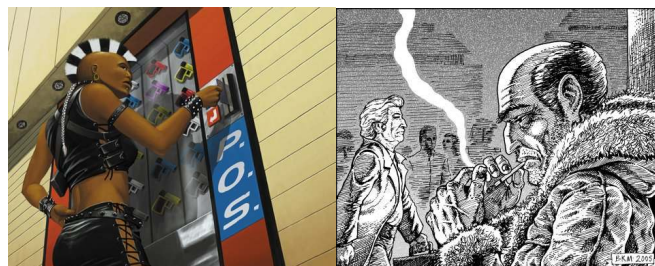
Many times, an undercover agent will elect for facial reconstruction, before or after an assignment. If his cover is blown, he can, and is encouraged, to opt for both facial reconstruction and witness protection.



Undercover investigators are issued the following gear:

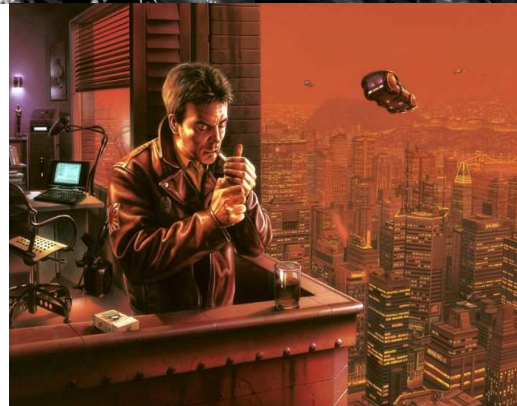
False I.D. (with full background history and identity story)

Commercially available Concealable Armored Vest
Surveillance gear (wiretaps, concealable audio/visual recorders, etc...)



UNDERCOVER INVESTIGATORS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:

Seized vehicle



HI-WAY



Hi-Way is its own separate entity, independent from state police and one of the very few Federal agencies that still has jurisdiction even in the free states. Hi-Way officers are under funded, and spread far too thin to really be effective, but nevertheless they patrol the highways between metropolitan areas. The only law on the desolate stretches of road in the wastelands.



Due to the restructuring after the collapse, local sheriff departments no longer exist, instead the small towns fall under the jurisdiction of Hi-Way.

The most common

assumption one can make, is that Hi-Way cops are nothing more than nomads with a badge, and in many ways this is true. Even their uniforms suggest this, consisting of black leather and occasional armor plate add-ons. Their Black muscle cars and lightning fast bikes further support this. In fact, many members of Hi-Way are former nomads themselves, and many more officers take up the nomad lifestyle upon retirement. Close ties to the nomad community is a necessity for Hi-Way, and as such, they will let most nomad offenses slide, like open weapon mounts, and non-compliant vehicles. Since quite often nomads may be the only available backup in case of Raffen-Shiv attack, and vice-versa, the relationship and blind eye turning is well worth it.



What Hi-Way is really there for is to keep the roads safe for non-nomads, such as tourists, static travelers, corporate drivers, and local residents, and provide a deterrent for the Raffen-Shiv which plague the highways in the badlands like a furious swarm.

Funding for Hi-Way is provided by each state, and is usually just enough to pay for the vehicles and salaries of the officers, with a slight bit left over for medical and operating expenses. Weapons and equipment must generally be purchased out of

the officer's own pocket, and all too often fuel for their vehicles as well. In addition to the old highway patrol stations that now serve as Hi-Ways headquarters, officers have also set up shop in all the local sheriff departments and jails. Often the community itself in these small towns supplements the income of these Hi-Way officers. Regardless, Hi-Way leathers and Interceptors are some of the most highly prized items in the nomad community.



While the pay isn't much, and the dangers on the road are great, not only from Raffen-Shiv, but from smugglers, bootleggers, and fugitives as well, the lifestyle definitely has its appeal. Of all law enforcement branches, nothing provides the same level of personal freedom as Hi-way, and for some, the open road and a fast vehicle are all the incentive required.



Unfortunately the same things that make Hi-Way appealing also may lead to corruption. With little outside monitoring, there have been reports some of these remote Hi-Way outposts have completely taken over their territory, ruling with an iron fist and charging exorbitant amounts for safe passage. There are also rare reports of Hi-Way officers actually working with the Raffen-Shiv.

Hi-Way Officers are issued the following gear:



BLACK Hi-Way issue HEAVY LEATHER (SP:4)

Jacket and Pants

Ion Cuffs x2

Steel Handcuffs x4

Stripwire binder and dispenser (x10 stripwires)

First Aid Kit

Hi-Way officers generally must purchase their own weapons and additional equipment)



MITSUBISHI PCM-520

Designed specifically for law enforcement, the Mitsubishi PCM-520 features hinged and armored side panels for the officers protection, providing him ample cover without restricting his ability to bail rearward if necessary in an emergency. The forward headlights, mounted in retracting cowls on both sides of the bike are contrasted by the emergency lights, red on front and blue on the side panel ends. The police markings themselves are designed from a slightly bio-luminescent material, allowing them to be plainly visible at night without causing a distraction on the road. The bike is aerodynamically maximized, and is able to reach incredible speeds. While a civilian version is sold, this bike is only for experienced riders, beginners are strongly recommended against purchase.

HI-WAY OFFICERS ARE GENERALLY ISSUED THE FOLLOWING VEHICLES:



TOYOACHEV MAX INTERCEPTOR

Big, mean, aggressive. The Max Interceptor is the standard vehicle in use by Hi-Way officers. Slightly faster than a Tomcat, far more armored, this is just the vehicle needed for the lengthy periods of isolation on the cruel roads of Americas Wastelands.

Top Speed:	180 mph	Acc/Decc:	30/45
Crew:	1	Range:	250mi
Passengers:	3	Cargo:	400kg
Maneuver:	+1	SDP:	60
SP:	30	Type:	Car
Mass:	1.6 tons	Cost:	41,000EB

Special equipment:

Police radio, stereo, onboard computer with satellite link to headquarters, SP 20 armorglass barrier between the front and back seats, retracting electrically controlled spotlights, loud speaker, SP 20 armor glass, solid rubber tires, loudspeaker, front video camera (recorder is located in the trunk), Crash Webbing (counts as SP: 15 for passengers in crashes and collisions), Gun Bracket, evidence kit, first aid kit, limited off-road capability (anything else a HI-WAY officer must purchase himself).

Top Speed:	180 mph	Acc/Decc:	32/35
Crew:	1	Range:	150mi
Passengers:	0	Cargo:	20kg
Maneuver:	+2	SDP:	15
SP:	10	Type:	Bike
Mass:	90kg	Cost:	9,000EB

Special equipment:

Off-road capability, police radio, spotlight (in storage compartment).

HI-WAY OFFICER

(California / Nevada Jurisdiction)

OFFICER MASON "MACE" CALDER

HI-WAY OFFICER

role: cop/nomad

AGE: 31

HEIGHT: 6'

WEIGHT: 210lbs

DOB: 9/16/89

EYES: gray

HAIR: BLACK

SIN: 2651-119-86645

(character points: 84)

Commendations: 0

Black marks: 0

INT: 8 REF: 10 TECH: 7 COOL: 9

ATTR: 4

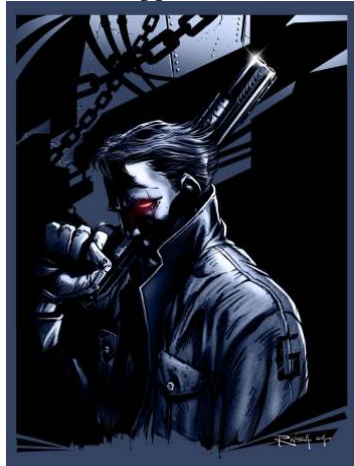
LUCK: 4 MA: 5 BOD: 7 EMP: 8

Mason was the procut of small town lifegrowing up happy in a safe rural town in western california. As a boy he had one thing on his mind, fast cars. He spent every minute of his free time as a child either helping out in his fathers garage, or watching local street races. When the collapse hit, his family headed into night city. Mason couldn't stand it, the claustrophobic setting, the constant noise, the pollution, and the crime. He finally got fed up and tried doing something about it when he turned 22. He joined the police department, but soon realized he wasn't making a difference, at least not on the scale he wanted, and things were just getting worse. So he transferred to Hi-Way and claimed a territory spanning western California and eastern Nevada. This life suited him far better, the open road, a fast car, a gun and badge, and the mission to do right by others.

Mason is one of the few idealists left, he sees his career with Hi-Way as a calling, a chance to make a difference. He is well known with most of the nomads travelling in his area, and has a reputation for being fair and honest. He also has a reputation for being tough, and anytime something goes down he is the first on the scene. His hatred of the Raffen Shiv is immeasurable since they killed a young nomad girl he had been engaged too.

BOUNTY HUNTING

Criminal supression for fun and profit



Bounty hunting is becoming increasingly popular in the world of 2020, as many disenfranchised solo's and fixers, and

disgruntled officers are finding it harder and harder to make ends meet with their current profession's. In Night City the police department prefers to work with bounty hunters, in some cases even granting special part time employment status. The following is a typical example of a bounty hunter in Night City.

MICKEY RENO, AKA: MAD MICKEY, AKA: OOPS

ROLE: COP (BOUNTY HUNTER)/SOLO

AGE: 32

HEIGHT: 5'10"

WEIGHT: 198 LBS

DOB: 7/16/88

EYE COLOR: BLUE

HAIR: BROWN

SIN: 5976-523-76438

(character points: 185)

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

ATTR: 4

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

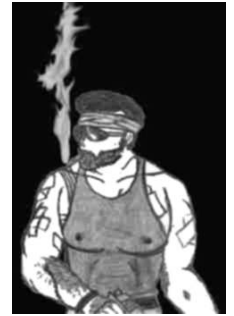
Mickey is a former member of NCPD C-SWAT team 8, and still works with them whenever possible. After it was by IAD he had been responsible for mistreating prisoners Mickey was placed under suspension and put on reserve status and now spends his time working as a freelance bounty hunter. It was his commanding officer that requested his placement on reserve status, as such an offense is usually grounds for discharge, and in his case, arrest. Mickey was the fiancee' of his commanding officers sister, a beat cop in the twelfth precinct, and when she was murdered one night while on duty Mickey had received the news while making an arrest of a cybered booster near the combat zone. The news drove him over the edge and blaming the perp he nearly beat the young man to death.

On the force, Mickey was well liked, but his extreme bad luck (or good luck considering he survived) earned him the call sign of "Oops". He has a penchant for getting shot, and has somehow managed to shoot himself at least 7 times (although the most serious injury he sustained from this has been blowing off his left middle toe). On the streets he is known as Mad Mickey, a name earned after after several daredevil arrests, one of which was an ill fated attempt to nab a perp using a bungee cord, (unfortunately the perp weighed more than Mickey was expecting him too).

As a bounty hunter, Mickey specializes in apprehending Cyber-psycho's, drawing back to his time spent with MAX-TAC. This often means he is working along side C-SWAT, usually with Team 8. His reserve status even allows him to use police equipment and uniforms, although often he declines, finding his own weapons, gear, and armor to fit more to his taste.

Mickey is pretty rash, and relies heavily on his "macho" image, and cultivates this through a large collection of "real American" films, mostly starring Clint Eastwood, John Wayne, Charles Bronson, etc....

Mickey has a pet German Sheppard named "Wally", a fully trained K-9 dog, he takes with him almost everywhere. He has also been seeing a patrol officer named Betty Kramer. He is well known on the street for driving an old '92 Ford Taurus police interceptor.



NCPD ROLL CALL

Today's daily briefing, crimes and events that merit a mention.
(Adventure hooks)



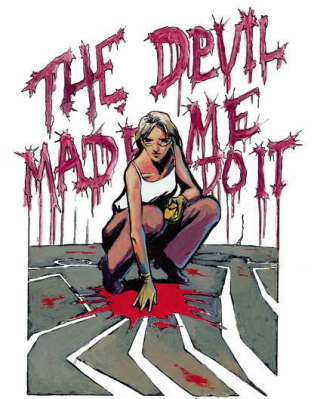
This morning, The body of Homicide detective Betty Kramer was found in an alley in the corporate sector. It is believed to be another victim of Abattoir. This brings the total body count up to 14. All the victims have been young women between the ages of 17 and 35, attractive, corporate professionals, and they have all been found in the corporate sector. The victims are always mutilated, either to the face or to the genital region. The effects of these murders is stirring up a hornets nest with the media and city hall. The corporate sector is supposed to be the safest possible place in the city. How this serial killer is able to elude the regular patrols,



corporate security, and casual passerby is an enigma. Detective Kramer was part of a sting operation last night, working undercover as bait, when she was cut off from radio and surveillance. The press have nicknamed the killer Abattoir due to the large amounts of blood found at the scene. So far we have no leads. It would appear each of the victims was killed where they were found. It also appears that none of the victims struggled with their assailant. Autopsy has revealed that these women had been injected with a paralytic agent, derived and highly concentrated from the venom of the Digger Wasp. The narcotic completely immobilizes a victim, though they remain conscious and aware. The horror of these attacks, and the vicious malice in which they were performed cannot be understated. Autopsy further corroborates this due to the actual cause of death among several of these women being heart failure brought on by fear and pain. The weapon used to mutilate these women appears to be a common kitchen knife, brand undetermined as of yet, possibly an antique. None of the Victims have been sexually assaulted, though in many cases their clothes have been removed and their genitals mutilated. Last week



several mutilated animals were found nailed to the wall in a ritualistic display, along with a cryptic message written in blood. This was originally believed to be unrelated, but with a similar message written in blood on the wall behind Detective Kramer's body, its looking to be the work of the same man. The police profile is still building his file, but the sudden animal mutilation suggests the perp is quickly losing any semblance of sanity.



It is believed that these women are the victims of one man, psychological profile indicates a highly meticulous individual, most likely in a position of power, probably corporate himself. Probably attractive, or at least unassuming. His victims, all women, most likely represent loss of authority or rejection, and his asserting control and dominance over them. It is theorized that whomever the killer is, his sadistic attitude towards women stems from some loss of power to them, possibly a promotion, which he interprets as being due to their sexual allure, hence his attacks at their face and genitals. There is also evidence he is highly cybernetically enhanced due to lack of evidence relating to his means of transport and lack of DNA evidence at the crime scene. For this reason Homicide is to coordinate with C-SWAT on all matters. This case is the highest priority folks, keep your eyes open.



Detective Kramer's funeral will be held Thursday, all off duty personnel are asked to attend if they can. A fund raising jar will be set up in the cafeteria.

GM'S EYES ONLY



An Amber Alert has been issued for Tracey Cooke. Tracey disappeared from her foster home last week. She is believed to be in hiding with her older brother James. James is a custom full conversion wanted in connection to a series of robberies and assaults along the edge of the combat zone. Tracey is a gifted mechanic and cybertechnician. James underwent Full Body Conversion after an accident on the job working maintenance on a storm drain. He was originally outfitted with a Takara-MF body, but has since had it drastically modified, legally for sure, and probable illegal modifications as well. Tracey is 15 years old, she was placed into foster care after her parents were killed in a tenement fire. James was denied custody due to his status as an FBC.

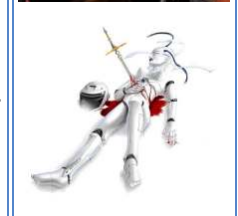
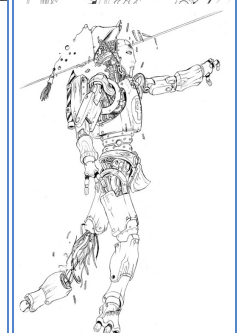
If spotted, approach with caution. James has a violent temper and is extremely protective of his sister. Tracey is a minor and care must be taken to ensure her safety. Tracey's foster parents were found dead in their home, James is the prime suspect. If spotted call for backup immediately.



Incidents of Nomad Wilding are on the rise, and they have begun to spread deeper into the city. These zeros have developed some sort of feud with Bosozuka gangs in J-town. Since both groups seem to live for speed and have little regard for speed limit or safety rules, the incidents are more than just a nuisance. And since the Bosozuka gangs are often under direct control of the Yakuza, they are often heavily armed. Patrol and other uniformed officers in the area are urged to adopt a zero tolerance policy for any youths in the vicinity of J-town caught speeding, especially nomads. Since most of these nomad kids don't even have a S.I.N. number, the order of business is to confiscate their vehicles and whatever weapons or illegal hardware they have on them, and either ship them off to prison or boot them straight outta town. Of course since technically the nomads don't have rights, if they happen to get a little roughed up, no one is going to say much. Unfortunately, many of these Bosozuka punks are underage, and while scum, they are citizens, and as much as it makes me sick, their Yakuza patrons do have pull, and access to really good lawyers. On the plus side, most of these biker punks act as couriers, so if you catch em with drugs or illegal weapons, bust their ass to the curb.



Several of our cities full conversions have been found murdered. These crimes are believed to have been perpetrated by the Inquisitors, whose long-standing outspoken opposition to cybernetics of any kind seems to have escalated into methodical violence. The victims have all been left on display, in what appear to be ritualistic manner. Sometimes the display is simple, sometimes brutal. The Inquisitors have strong ties to prominent members of the religious right in our city due to their attacks on Planned Parenthood clinics. Listen people, I don't care what your politics or religious views are, these people are terrorist scum, and it's your job to bust them before the murder again. As of yet the location of their home turf is unknown, they seem to operate everywhere but the combat zone and outlying districts. They always attack in groups, and never attack more than a single target. According to witnesses they are in possession of EMP and anti-cyborg weapons, and there are rumors that some of them have had C-SWAT training. As for their victims, other than having FBC bodies they seem to have little else in common, from Licensed companions to construction workers. However it seems the inquisition does prefer attacking female targets. Officers outfitted with replacement bodies are urged to practice extreme caution. There are also rumors circulating of a watchdog group being formed by Cybernetically enhanced and replaced citizens calling themselves Glimmer. On the surface this group is supposed to be an advocacy group for the protection of the civil rights of people who have undergone cybernetic implantation. However we have reason to believe this groups real agenda is to hunt down and retaliate against the inquisition. We even have an anonymous tip that they are using decoys to try and lure out the Inquisitors. I don't need to tell you folks how quickly this situation can escalate. Be wary of large groups of full conversions congregating in public. If you do come across such a crowd, handle with extreme caution, not only for your safety and that of civilians, but also because apparently they have some pretty damn good lawyers working with them who are itching for any excuse for a lawsuit.





C-SWAT is being sent into the sewers. Militech claims it has lost some merchandise down there that represents a possible threat to civilian life. According to them, they put a dog's brain in a robohounds body, like a canine FBC, they even covered it in doggie realskin and fur. And low and behold the thing turned vicious on them, killed its handlers, and escaped into the sewers. Who would have thought that being put into a steel and cybernetic body would drive a pooch nuts. Patrols are advised to keep people out of the sewers, the higher-ups told Militech they could give them 24 hours to retrieve the animal before they were forced to issue a warning to the media. Fucking paper pushers, you know this thing is gonna kill some kid somewhere right.... personally I think it is responsible for that mutilated homeless dude that was found last night, but what do I know. I'm just glad I am not the one being sent in to hunt it down.



The unidentified paramilitary group responsible for last weeks robbery of the armored car struck again last night at Penningtons Fine Jewelry Store on the upper west side. Due to their tactics and demeanor it is believed they are ex-special forces, possibly veterans of the South Am conflict. They are outfitted with military surplus armor from that era, and utilize military grade weaponry. Their tactics also would seem to suggest advanced military training.

This team seems to have no qualms about eliminating civilians and police alike, so far they have killed 6 people and two cops. Officers on patrol are advised to report any suspicious activity, or anyone wearing military grade armor immediately. Do NOT approach without back up from SWAT or C-SWAT. The only lead we have as to their identity is one photo of the female of the group taken by one of the armored cars security guards cyberoptic. NET-SEC is working with LEDIV and Interpol in order to identify her. At least one member of the team speaks with a heavy accent, eastern European, possibly Russian.



GM'S EYES ONLY



We have received word that Crimson Jihad may be planning an attack here in Night City. Crimson Jihad is a terrorist group based out of Africa, their goal is the unification of Africa and the elimination of all outside influence, and they are responsible for numerous terrorist attacks all over the world. According to the FBI it is believed they may have played some part in the nuking of New York, and they sank that luxury cruise liner off the Bahamas last year. We are taking this very seriously people, these people do not make idle threats.



The tip came from a reliable source according to the FBI, so all units be on the lookout for ANY suspicious activity. The feds are mobilized on this, and Agent John Rivers is in charge. If he gives you an order you obey it people, no questions asked. Unfortunately we have no clue as to their target, so at this point it's a waiting game until new information arises. The feds have asked me to assemble a squad to try and ferret them out, so check your messages regularly to find out if you have been called.



Be especially vigilant around the college, Crimson Jihad has gained a lot of support, especially from impressionable youth's who like to consider themselves revolutionaries. It may even be that this cell is made up entirely of Night City natives. We know in the past they have used full conversion cyborgs, and people from all countries and all religions.



We have reason to believe the impending attack may be biological in nature. 4 days ago Applied Dynamics, a branch of Biotechnica specializing in military bio-warfare was broken into, 4 guards were killed and a sizeable amount of synthetic Blue-Pox was taken. If you recall Blue-Pox was the cause of 2000 deaths in Malaysia 6 years ago before the situation was contained. The staff at Applied Dynamics assures us this strain is not





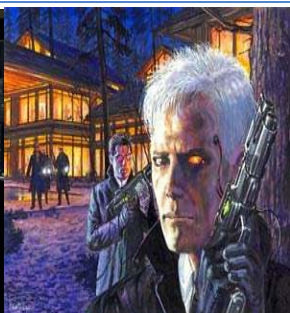
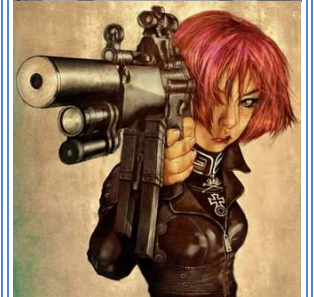
communicable, nor are those infected with it contagious. However if released in a crowded place there is enough of the agent to kill at least 300 to 500 people.



Forensics has finished its report, and the surviving witnesses have been interviewed. The fire that erupted at the Panda restaurant in Chinatown 3 nights ago appears to have been started when a full borg entered the building and attempted an assassination on several suspected triad enforcers that frequent the establishment. We believe the FBC may have been working for the Russians, who have been feuding with the Chinese over drugs and unregistered prostitution. In the ensuing gun battle 12 restaurant patrons were killed another 15 wounded. 4 of the triad enforcers were killed, three of them, an unidentified male in a black trench coat, and two unidentified women, one with pink hair, and another wearing tactical gear under a long coat, escaped just before the FBC detonated an explosive device. This explosive appears to be the cause of most of the fatalities and injuries, and finding the Tin Can who started the mess is our number one priority. The three triads who escaped fit the descriptions we have been hearing from C.I.'s about a hit team brought in from Hong Kong. Supposedly all top triad enforcers and assassins. Officers and detectives working Chinatown and little Russia need to keep their ears open and press especially hard on any informants you have. Neither of these groups have any real problems with collateral damage or civilians getting in the way of their feud, and this has all the earmarks of getting much much worse before it gets better. We have to do whatever we can to keep the situation contained as best as possible. As such we are doubling our uniformed presence in the areas controlled by the warring families. Resources are already spread thin, so we are going to be pulling cadets from the academy to work patrol on the streets. The Cadets will be partnered with experienced officers for their safety, so everyone check the duty roster for your very own newbie.



We know the attack at the restaurant was just the first step, immediately afterwards the Russians hit an investment group believed to be working with the Triads in a money laundering operation, killing a mid-level boss and his two bodyguards. Last night, the Chinese retaliated, and hard, taking out 4 of the Russian bosses right under the nose of their top muscle. Word on the street is that this whole thing started after an unarmed triad representative sent to negotiate a territory dispute was gunned down by the Russians, and things have been getting uglier and uglier ever since. Now we have dead Russians and Chinese all over the place, and civilians are getting caught in the crossfire.





If all that weren't bad enough, the Yakuza is using this opportunity to move on both groups, and have been hitting strategic targets on both sides. This is turning real ugly real fast. It's a 3-way war between the largest organized crime syndicates in the city, and we are caught smack dab in the middle. Anti-Crime is overtaxed, so all SWAT and C-SWAT spar teams are on emergency call in case of violent civilian outbreak. If things continue to escalate we are going to be wading in bodies here people. Anyone patrolling in any territory controlled by any of these organizations... yes Murphy I know that's pretty much the entire damn city..... be extra careful, wear your vest, keep your eyes and ears open, and don't hesitate to call for backup. Oh, and apparently the Yakuza hitters for this party are an all female group and are as beautiful as they are deadly. Keep your eye out for Asian females carrying swords. Shut up Murphy or you are going back on meter duty, this is serious! Swords or not, these women have been cutting a swath through the ranks of both Chinese and Russians. So there it is, a nightmare scenario unfolding right here on the streets of our fair city. All 3 of Night Cities largest crime families declaring all out war on one another. Maybe the suits upstairs will finally kick down some decent funding, if they don't have to spend it all on body bags first.



Apparently Night City has its own superhero. Ok ok.... stop laughing.....

Five times this month we have found people beaten near to death, broken bones, missing teeth, one guy apparently had his testicles were ripped off by hand. In each case they were found stuck to a wall with Bio-Askari Motion restraints with notes pinned to their chests listing their suspected crime. Rapist, mugger, car jacker, murderer, and..... litterbug. On each note was an odd glowing symbol, possibly Asian in origin, this seems to be his calling card. All the victims claim that their assailant was dressed in some kind of dark suit or armor, and came out of nowhere, beat them up, then left then stuck there. According to one witness, "the guy thought he was Batman or some shit, I was too busy laughing to stop him from kicking my ass!" Apparently this nutjob calls himself The Raven, and he thinks he can do our job for us. Lets put a stop to this idiot before he gets himself killed OR hurts someone else.

Consequently, according to their rap sheets, all the guys but the litterbug had it coming. Now whether this means they were caught in the act, or this Raven fellow has access to police records, or even if he is just lucky so far is undetermined at this point.

FOR GM'S EYES ONLY



Vice has an unlicensed prostitution sting going down tonight, they will be targeting both the johns and the tricks. Unless you are part of the operation keep your patrols away from the 8700 block of old town. If you are part of the op, get with Torres and Jenkins in vice, and they will assign you your roles and go over the plans with you. Part of the operation will be trying to identify the pimps, so if you manage to nab a girl who is jonesing hard, or think she may be inclined to give up her daddy, you cut em a deal and let em walk if they agree to help. If they refuse to help, lock em up. These pimps are a disease of our community, many of the unregistered girls they have selling their asses are underage, and none of them get the mandatory health checkups and immunizations the law requires for licensed companions. Plus they don't give Uncle Sam his cut, and Uncle Sam is the biggest pimp of all. His pimp hand is strong and he wants his share.



There have been reports of some officers giving up jurisdiction to Private Security teams, especially Arasaka. And yes I am looking at you Jacobi, I don't care how many of them there were, thats what the damn radio is for. This has got to stop people, WE are the cops, they are just assholes in pretty uniforms. We have jurisdiction, and if there is a question, you call it in and get advice from us here AT HQ. Now with that being said, DO NOT go out of your way to piss these people off, as it is half the corporate sector is clamoring for privatized police, a move Arasaka and Militech are chomping at the bit for. But that is not going to happen people, we are the law, we put it on the line on we hold it there. If one of these gimps starts static with you, arrest his smug ass for obstruction. If they try and snake a perp, bring the whole lot in for aiding and abetting. City Hall is getting tired of this, and so is the department.



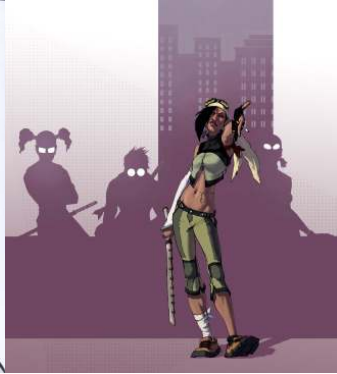


Tensions between Maelstrom and Slaughterhouse are escalating as each gang tries to expand its territory outside the combat zone. They have each been responsible for swallowing up or utterly destroying the smaller gangs in their path. It would appear its only a matter of time between all out gang war erupts between the two. As the two largest gangs in Night City these punks have already left a trail of bodies behind them, with this latest confrontation threatening to spill out of the CZ and into the outlying streets, we are advising all officers patrolling the areas and on CZ perimeter duty to keep a cautious eye out for any signs of trouble. When shit goes down we may not have much time to react. Both groups are extremely violent and fall under the classification of "Combat Gang". Do not approach members of either group with out sufficient backup. Higher ranking members of both groups are usually heavily cybernetically enhanced, and sporting all manner of illegal implants, be warned, in addition to weapons, boosted strenght is common, so don't hesitate to slap on ion cuffs of any suspected member of either gang. Members of the Maelstrom also have a fondness for military grade stimulant narcotics, particularly Black Lace and PCP. Slaughterhouse, while being one of the heavier drug pushers in the city, generally frowns upon its members doing any drugs stronger than marijuana. Maelstrom can be recognized by the spikes and armor they openly wear, and Slaughterhousers by the ritual scars they affect, particularly on the face. Both groups prefer muscular and athletic members, and have initiation rituals specifically designed to weed out anyone who can't stand on their own in hand to hand combat. Since each group has been systematically consuming the smaller gangs in the Combat zone during Carnival, their numbers have grown exponentially, the latest intelligence puts the membership of both gangs well over a hundred men strong, and that's just in the core groups, lord knows how many affiliates they have bullied into submission. The entire situation is a powder keg ready to explode at the slightest provocation. Of course as long as it stays within the borders of the combat zone it doesn't concern us much, but if it spills over it will make the last South American war look like a picnic. To make things worse, every single time we have tried to infiltrate either gang, it has ended in the death of the investigating officer or informant, suggesting that these gangs have pull higher up than any of us previously feared possible.

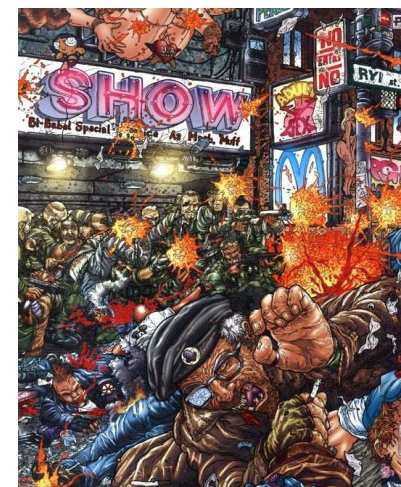




The Voodoo Boyz seem to be sitting this one out, as the largest drug movers in the city, they can sit it out in the University and warehouse districts, far from the Combat Zone. And with Mama Juju running things, she is setting the gang up to make the most of the situation regardless of which of the other gangs comes out ahead, though we hear her right hand muscle Amra is getting kinda twitchy. Let's hope she can keep him on a leash, we loosely tolerate the Voodoo Boyz because they are relatively non violent, if that changes then digging them out of the college area could be difficult, since so many rich kids will be in the way if shooting starts. Goddamn lawsuits just waiting to happen. The smaller gangs across the city are maintaining a low profile, and even the larger more conventional gangs are staying well out of Maelstrom or Slaughterhouse territory. Advice from the captain, if you come across a battle between the two, only get involved if civilians are at risk, otherwise let these people kill themselves off, it's for the best.



The massive shootout in the combat zone last night was apparently started by a corporate "networks" team, at least so the video footage from Gen Lei Yool that aired on Net-54 leads us to believe. With this happening so soon after Carnival, the citizens of the zone are boiling, Riot is on Standby until further notice. In the video you see the corporate team open fire at a group of men who fleeing into a crowd. This immediately eascalated when people in the crowd began to pull weapons and the corporate hitters unloaded their clips into the crowd itself. Because its the combat zone we have no way of verifying the dead and wounded, but experts viewing the footage have estimated it could be as many as 20 dead civilians another 25 wounded. All that and the guys the corps were chasing got away. We have our boys in Net-Sec going over the footage, trying to identify the Corporates, Homicide is to work with them closely and nail these idiots. The corps think they can pull anything, well not on this watch. If we don't find these assholes and bring em in, the Zone might very well erupt into a full blown assault on the city. And with the whole Carnival fiasco still so very fresh in everyones minds, they may have enough public support to burn this city to the ground.



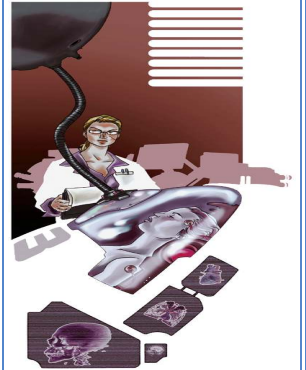


On the corporate front, Biotechnica and Raven Microcybernetics are both filing claim. Raven claims Biotechnica tried to kidnap one of their researchers and and steal pertinent research data, Biotechnica claims the scientist requested the extraction and they were merely there for him. Both sides have sent packs of slaving angry lawyers down to city hall and buried everything in so much legal paperwork that the only thing we can really do is clean up the 6 dead bodies that some got left behind until the DA tells what angle we are allowed to pursue. God I hate these corporations, they get away with this kind of shit and we get to play janitor.



On an unrelated note, Biotechnica has distanced itself from Norcross labs, saying the facility went rogue and acted on its own without authorization in their genetic experimentation. Unless you have been hiding under a rock, I am of course talking about the clone they are claiming was created in the Norcross facility, and then stolen from the lab. They are still offering the 1,000,000eb reward for the safe return of the clone and the research data she has stored in a cerebral storage unit. Apparently Norcross has been doing illegal genetic experimentation since before the collapse, if the reports are to be believed this clone is the third stage of their illicit project. Biotechnica claims they had no knowledge of these projects, and with their lawyers and PR department they will most likely face no real repercussions other than a temporary and slight decline in stock and public opinion.

Also on the corporate front, Arasaka has informed us the employee of theirs that was shot outside Giselles Antiques had apparently stolen some classified data and they are claiming he was most likely shot by whomever he was meeting with to sell it. As usual Arasaka is remaining tight lipped about the whole thing, but once again we are left with a corporate hush job and a mess we have to try and sort out without any co-operation from the money trail. It's bad enough these assholes make more money than god, but apparently getting away with murder is just a hobby for them.



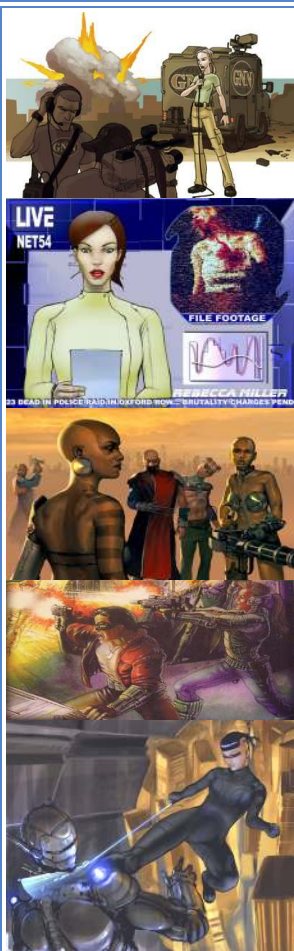
By Design Illustrations



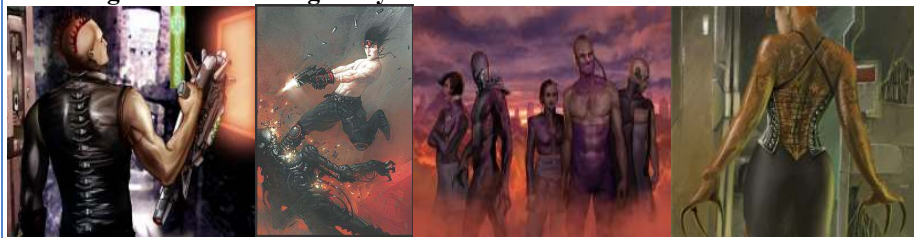
Vice informs us that the underground arena matches are on the rise again. Supposedly the Voodoo Boyz host at least 2 a month, and some smaller gangs have been following suit. Keep your eyes and ears open to the streets people. These things are no holds barred, no rules, no regulations, and deaths are extremely common. Every couple of weeks we find bodies of young men and women in top physical condition who have basically been beaten to death. Some appear to have even been chopped up with melee weapons. Cybernetics have also been removed from the victims, indicating that black market cyberweapons are being used, which of course brings CCD into it. The commissioner has approved a 3-way taskforce between Vice, Homicide, and C-swat to investigate and deal with the problem. There is also word on the street that some of these groups are involved in kidnapping, snatching people off the street and forcing them to fight to the death against animals, other victims, and their own fighters, but we don't have anything to back this up yet. The Taskforce is currently looking for volunteers to work undercover to try and infiltrate one or more of the underground fight clubs, only those with heavy martial arts training need apply, and any who meet the criteria can submit an application at Police Plaza One.



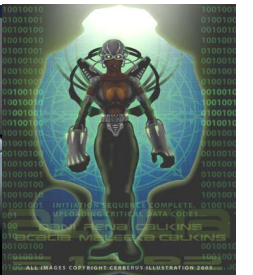
Over the past 2 days hospitals have been admitting corporate executives from Arasaka, Militech, Askani, and Digimax. Apparently they were all attacked by a single assailant without warning or provocation and all suffered a single cut from a knife before the assailant fled. What's even more bizarre is that the knife used was apparently coated in some new type of nanotech. The nanotech actually goes to work inside the wound, preventing clotting or scabs from forming, causing a hemophilic reaction. Two of the executives have already bled to death from an otherwise minor wound, and the others are requiring constant blood infusion to stay healthy until the nano burns itself out. This stuff is dangerous people, be wary of anyone wielding a knife in the corporate sector.



The media is spanking us over that raid in Oxford Row that went south last night. They fail to mention that the perps were suspected of trafficking Black lace and Blue Glass, and that they opened fire on us, killing 3 of our guys before we fired a shot. They also fail to mention that the reason so many civilians were caught in the cross fire is that the subjects were holed up in a tenement that had just been condemned for demolition as part of the mayors "Urban Renewal" plan without telling the 40 people who were calling the building their home. Regardless we screwed the pooch here fellas, even with C-SWAT back up our reconnaissance was shit. Why didn't we know the buildings basement where these animals were doing business out of had been heavily fortified, with tunnel access to the street, and for fuck's sake why the hell didn't we know they had a big enough arsenal to take down the army. We are still picking up pieces of our guys. If it hadn't been for C-SWAT the entire situation would have probably been far far worse. One of them even managed to escape by taking down one of our full conversions with an enforcer package. Another had micromissiles wired into his cyberarms. The CCD and SWAT commanders are up the chiefs ass over why we didn't have better Intel, and everyone higher than the chief is doing their damn best to scrape him off their heels. This one was sloppy folks, real sloppy. Our only hope for redemption are to find the ones that escaped and bring them to justice. I know these scum are cop killers, but I don't want to see any "blue justice" out there, these pukes have to stand trial if we have any hope of winning back the public support we lost over this mess. Cause you can damn well bet the media is gonna be watching every move we make for the next few weeks.



The aircraft that crashed on approach to NC International Tuesday night has been identified as a Fed-Boeing falcon, and was registered as the private vehicle of a Militech Ceo. This is the third Militech executive to die mysteriously in as many weeks. Popular rumor is that Arasaka is behind it, and they have brought in assassins straight from Japan. There is no evidence to back this up, and Militech refuses to co-operate, but reports are coming in that both companies are in legal dispute over a government contract that was apparently promised to Arasaka but ended up going to Militech for sketchy reasons, including rumors of Militech R&D departments stealing Arasaka designs and submitting them as their own. The one bright thing that be said about all this is that at least both companies are known for keeping their black ops discreet, so we shouldn't have to worry about this spilling onto the streets, but be vigilant anyway, with these two there is no telling what may happen.

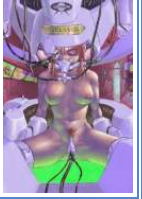


Net-Sec has informed us of a new virus specifically designed to cause fatal feedback in a netranners interface, this explains the rash of dead amateur runners we have been discovering all over the city for the past several days. So far the effect has been localized, which suggests the source is probably a local information site. Net-Sec is trying to track it down, but they are taking every precaution. In the meantime the media is urging everyone to avoid direct interface and only use manual connections, until we can enact preventative measures to ensure their safety. If you must interface directly, only visit nodes you trust and do not download files or accept anything from someone you don't know and trust.





Net-Sec also tells us yet another new Netcult has sprung up, with some full conversion runner calling himself Neoncron setting himself up as an online messiah. Apparently he is becoming extremely popular, his message seems to be sexual in nature, triggering the pleasure centers of the brain via direct interface with the users mind, Of course the hairy problem is that it seems while he is there, he is planting subliminal messages to his "followers" to get them to not only wire him all their cash and assets, but also it seems to perform specific acts against enemies. It looks like Net-Sec has their hands full this week. It is unlikely we will find willing informants among his followers, some of which have gone to great lengths modifying their decks and equipment to more fully experience the simulated psychosexual effects of Neoncron's transmissions. Forensics has determined that some of these users have hooked themselves up and submitted themselves to these transmissions to the exclusion of anything else, including eating or drinking, to the point where they have starved to death, all while undergoing the effects of a continuous state of orgasm.



The Night crew has struck again. Ever since these cop killing scum went public with their blog, they have been getting more and more daring. They first came out on that damn news report, claiming that the famous footage shot during Carnival of one man fighting off a large group of heavily armed Maelstrom is of one of them. They also claimed responsibility for that sting gone bad in the Warehouse district near the docks that left 5 cops dead and another who had to receive full conversion replacement. I don't have to remind you that the sting was in place after an anonymous tip led us to find a running truck full of frozen bodies, and we were waiting to catch the owners. Ever since then they have posted regular entries at least once a week Taking credit for various crimes including that arson job at the bar near the campus last week.



We have no clues as to their identity, but on the blog the author reveals that their are at least 3 of them. He refers to himself as "The Gunslinger", one accomplice as "The Mad Bomber" and the other as "The Night City Strangler". These scumbags are making a mockery of us out there people, and they are now on the departments most wanted list. Net-Sec has tried tracing the source of the blog entries, but they are always made from different locations, and under different accounts. Net-Sec also tried shutting down the blog, but every time they did 4 mirrors immediately pop up in their place. These assholes apparently have support in the "runner" community. If that wasn't bad enough, they are slowly gaining a cult following, two days ago I busted some skateboarder punk wearing a T-Shirt proclaiming the Night Crew to be "hero's". We have to stop these bastards, they aren't hero's, they are cop killing terrorist scumbags. We have to make this obvious to the public people.

Le-Div is trying to muscle their way into this case, so far we have been able to keep them at bay, but if it gets much worse the case will be turned over to the feds. I don't need to tell you that we don't want that to happen, every department, every section, every cop in Night City wants these bastards heads on a pike, and we ain't letting the feds take em away from us.

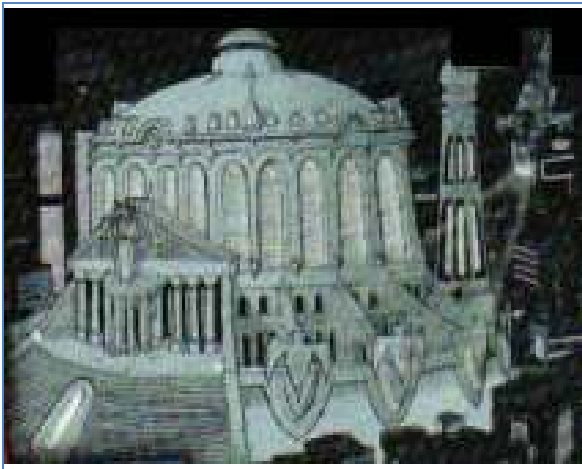


THE NIGHT CREW

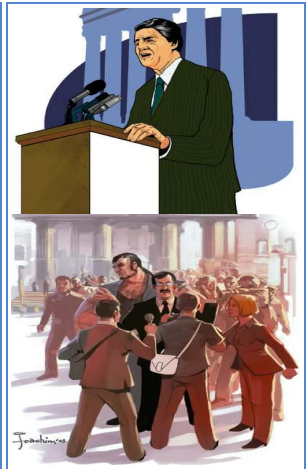


You aren't gonna believe this one guys, apparently the cab companies in town are getting a little competitive. In the last two weeks we have had 3 shootouts between cab drivers over fares, one of those idiots even pulled a sword. I swear to god I don't know what this world is coming to, but I remember in the old days when it was next to impossible to get a cab anywhere in the city. Narcotics seems to think the cabbies are using their hacks as a front for selling drugs, which would tend to make this whole situation a lot more logical. So if you pull a taxi over, be sure to give the car a quick search, you see anything fishy you call for a K-9 unit. Be careful, cause if they are running drugs and are carrying weapons, the situation may escalate rapidly.





Congressman Hilliard will be making a speech Sunday at the base of the Night City Courthouse. As one of the Leading supporters of the Push for War in South America he is expected to be met with resistance from the hippy crowd. He also is none too popular with the veterans of the last fiasco in Vietnam after he was caught on camera calling them "lazy parasites who don't know how to forgive and forget". Secret Service will be in attendance, but as usual they require a large presence of uniformed officers to direct traffic and control crowds. Riot Squad will be on standby, and protesters are to be kept away from the audience and out of the Congressman's hair. Officers from Traffic and Beat rotation will be selected for this duty, so check the roster for your assignments.



CCD is investigating a rash of botched illegal cybernetic modifications that have resulted in several corpses popping up all over the city. Normally when this type of thing occurs its some back alley Ripperdoc using an illegal clinic as a front to harvest organs or steal cyberware, but the particular malice and brutality shown to these bodies goes beyond that. In Addition, most of these bodies are still in possession of their cyberware, some of them full conversion cyborgs. The current media theory is someone has gone over the deep end and is performing some type of Nazi

like experimentation, possibly to discover how much cyber you can cram into a person before they develop severe cyberpsychosis. Our techs find this unlikely, as the amount of time and money it would require would be stupendous, and the fact that if that were the case he would probably have set up somewhere in africa or south america, where he could work much more freely. They think whoever this is, must have a personal agenda, as most of the victims so far have had extensive criminal records ranging from assault to murder.. Still we don't have much else to go on. Anyway, we are cracking down on all known Ripperdocs, trying to find out what sick twisto freak is doing this, or at least scare him into going someplace else where he isn't our problem anymore.



This one is almost too disturbing even for Night City. Last Mondays assassination of Geraldo Lippe and his entourage in the Windsor Arms hotel was, according to video footage and eyewitnesses, carried out by a group of little girls. Geraldo was arrested 2 weeks ago on child pornography and pandering charges, but had to be released on a technicality. Video shows the group of young girls, ages between 12 and 15, entering the hotel through the service entrance dressed as maids. They made their way to the floor Geraldo was on, took out the bodyguards, then stormed his suite killing everyone inside, save for one young girl it shows them leaving the building with. None of the group of assassins, or the girl from Geraldo's room have been identified, and it is possible that the entire event was a rescue for the child in Geraldos room, Of course its also possible she was working with the hit squad as a mole. Details are sketchy at best. What we do know is that after killing everyone in the room, they entered a brief altercation with police responders, before escaping on the subway. I know, we are all secretly giddy that scum like Lippe was taken out, but let me remind you, not only are these girls extremely heavily armed, but they are also responsible for the deaths of at least 12 men, and the wounding of two officers. The case is eerily reminiscent of similar reports of a team of child assassins, all female, who took out the Mayors aide in Atlanta 2 months ago, one of the girls was killed in that incident, but her body was stolen en route to the morgue, the coroners driving the hearse were found unconscious, suffering from some type of gas attack, but were otherwise unharmed. The feds are being very tight lipped with details, and are threatening to muscle in on this case, so time is running out people, do what you can to find these girls before they get hurt, or kill again.





Several of the cities highest ranked martial artists have been turning up in the hospitals and morgues lately. Interviews with the local dojo's and training schools have turned up nothing, but several anonymous tips suggest that recently a Chinese martial artist arrived and began going from school to school issuing challenges. He apparently has also issued open

challenge to anyone who thinks they can take him. So far, we estimate 6 dojos have been hit, and this apparently completely human agitator has yet to lose a fight. Word on the street is he even took out a full borg master of Panzerfaust. I know many of you take martial arts yourselves, outside of the department mandated THAMOC, so keep your ears open. I understand that with these schools pride and honor prevents seeking police intervention, but people are turning up dead here. There are also rumors of this enflaming long standing feuds between some of the schools, and informants in the community have suggested that this may lead to a much larger problem, with entire schools going after each other in the streets. We have to nip this right in the ass before the situation escalates out of control. Mandate ahs already been passed, you see anyone so much as throwing a punch on the street out there, you haul their asses in and sit on em till they give up something useful. And don't take any chances, if they so much as look like they are going to resist, put them down using any non-lethal means necessary. Those idiots over at the 5-7 tried to bring in one of the suspected perps and ended up in the hospital over it.



Select SWAT and C-SWAT squads are to report for training, you will be giving the new Gasium K-5 armor and ORC suits a try and putting it through its paces before submitting a report to the department. Supposedly it's a lighter, more flexible alternative to your Metal Gear. No word on if its as effective yet, I guess they will wait till you guys are actually getting shot at to find that out. Oh well, just look at is as a paid vacation, runing around and playing with a new toy beats getting shot at by boosters and going up against borgs anyday. Mendez, Jones, Loyd and Coffler, your squads are up, inform your teams and get em to the training grounds by oh-nine-hundred tomorrow morning. I also understand you will trying out new weapons from Constitutional Arms and Norse Technologies. Seems the department never can decide which company it wants to officially endorse, so why don't you guys help em out a bit. Seburo has a rep showing up too, you guys get to play with all the good stuff.



Oh, and just a reminder, all C-SWAT members must have their yearly ACPA evaluations completed by next the 1 of the month or you will be suspended from active duty until you re-certify. It only takes an hour people, and it's not like you get to run around in those suits all that often anyway.





(FOR GM EYES ONLY)

ABBATOIR

Name: Damien Wells

Role: Corporate

AGE: 32

GEMINI BODY WITH THE FOLLOWING STATS

Int: 9 REF: 12 TECH: 6 COOL: 5

EMP: 3 LUCK:7 MA: 12 BOD: 14

EMP: 4

Damien Wells has undergone Full Body Conversion and is outfitted with a Gemini Body. The index finger on his left hand has been equipped with an autoinjector to administer the Digger Wasp Venom Derivative. His strength, speed, and reflexes have been boosted and his feet have Catspaw implants.



Damien grew up in the lap of middle class safety and comfort. While he was in college on a full scholarship the IRS audited his parents, seizing their house and assets for tax evasion. The IRS agent leading the investigation was an attractive young woman named Mary Perkins, whom his father accused of sleeping with the judge. The loss of everything led to his father suffering a severe heart attack, and his death. His mother committed suicide not long after. After college Damien began working for an R&D branch of Raven.

At the age of 26, Damien married a young woman (Elizabeth Daniels) he worked with. Though the two were often rivals for promotion, Damien tried to make it work, fathering two children with the woman. Life was good for a while, Damien

was an adoring father and devoted husband. However his wife had begun having an affair with the CEO of Militech, a rival corporation. When she confronted him with divorce papers he was devastated, but fought intensely for custody of the children. Elizabeth used her lovers power to discredit Damien. And in court she played the Judge and Jury like a fiddle, an attractive young woman, choking back tears as she spun lies of spousal abuse and infidelity. The judge awarded her full custody.

Insane with anguish and panicked at the thought of losing his children, Damien took them and fled. Instead of going to the police, Elizabeth used her lovers position to send a Militech squad after them. When they caught up to him on the road the unthinkable happened. As the Aerodyne tried to force Damien to pull over, it bumped into a light pole just ahead of the car. Both vehicles were traveling in excess of 80mph. The AV crashed into the car, sending them both crashing into an overpass. All members of the Lazarus team were killed, as well as Damien's 2 children. Damien himself suffered burns over 90% of his body, and most of his bones were shattered. At the subsequent trial Damien was found not guilty due to temporary insanity, but Militech and his wife got off without being charged.

A hidden clause in his insurance contract left Damien at the mercy of his employers. His ruined body was turned over to Raven R&D who outfitted him with a prototype of a Gemini body. This indebted Damien to lifetime employment, and also to any experimentation necessary to complete the Militech research on the body he had been implanted in. The head of this research is a woman named Katherine Humbolt, a

Director at Raven, and a stunning woman of Austrian descent. Katherine performed research not only on Damien's body, but on his mind as well, trying to determine the cause and effect of cyberpsychosis. Director Humbolt is a sadist with a borg fetish. Some of the "research" done on Damien involved her sexually arousing Damien, then alternatively making him relive the crash over and over again in VR simulation and under hypnosis. Pain and pleasure, with no real clear reason for either. Damien, already teetering on the brink, lapsed into severe cyberpsychosis. Furthermore, his personality splintered. Making him the first known case of Multiple Personality Disorder brought on by Cyberpsychosis (though his MPD was more likely brought on by the cruel research performed upon him). Now with 2 separate but distinct personalities, the real research on Damien began. The first personality, Damien, is a quiet, unassuming and polite man, personable and sympathetic. The second personality, Jack, is a violent misogynist, ruthless and calculating, with an insatiable bloodlust for attractive young women, whom he perceives as deceitful, vile and evil. This seemed to be the goal of Director Humbolt all along. To treat this cyberpsychosis Damien is given an experimental drug that suppresses his Jack personality. Eventually Damien has been given a meaningless job in accounting, but is still required to attend weekly update and progress report meetings with Director Humbolt.

Recently, Damien began developing a resistance to the drug, allowing Jack to take over. This was when he began murdering women. While Jack is in control, Damien is unaware and has no memory of Jack's experiences, however Jack is always aware in the back of Damien's mind, will usurp control if he perceives a threat or believes he is found out. When Jack began poking through the cracks of the medication, one of the first things he did was use Damien's accounting position to re-route a top secret shipment of Neurotoxin, a powerful paralytic agent derived and concentrated from Digger Wasp venom that Raven had been developing. Jack retrieved the shipment, a box of 100 doses, and covered up the evidence. Damien lives in an expensive upper class Apartment in the corporate section. Jack has built a hidden storage space under the closet where he stores his knife, an antique Kitchen knife from a set he bought for his ex-wife on their anniversary, and his hunting clothes, which consist of an armored overcoat, several sets of white shirts and brown pants he bought online and had delivered, boots he has shaved the tread off, climbing spikes for his hands and feet, and a fedora hat.

When Jack kills, he extracts a pint of blood from his victims. He stores this blood in an electrically cooled container in the hidden storage space. When he goes out hunting he attaches these "blood bags" to the inside of his coat. In the event he is seen and pursued, if he takes injury he will bleed, but the blood's DNA will be that of one of his former victims, further confusing the police, only if he escapes of course. It should also be noted that Damien's Gemini body is equipped with the disguise option, and when the Jack personality takes over he uses it to change his appearance. Jack has no distinct face, it changes every time. Damien however appears not to be aware of this ability, and only has the face he calls his own.

It should be noted and played, that Damien, at least psychologically, is innocent. He has no recollection of anything that Jack does, and Jack makes sure to eliminate or hide any evidence from Damien.

The research team in charge of Damien are unaware that his treatment is beginning to wear off. though Director Humbolt has her suspicions though, and has done nothing to remedy the situation, instead she has begun talking to Jack under hypnosis, taking private notes in order to further her research.

NIGHT CITY INQUISITORS



The Night City Inquisitors primarily operate out of the Church of God in West Hill near the corporate center. The Church leader, Reverend Maurice Lebeau, publicly and financially supports the so-called "Inquisition," as he believes that God cured his paralysis which was caused after a car accident he had in his youth, which rendered him a cripple for many years. This to him is proof that Cybernetics and Bioware are unnecessary as his healing came from God and not science. His moderate voice and religious support of the Inquisitors leads many wealthy and middle class members of the city to join the cause. A secondary supporter of the Inquisition is a neighboring Catholic Church with a similar name, Saint's Church of God in Centerville, an even richer neighborhood. The Bishop Fredrick T. Patterson, good friend of Reverend Lebeau, also publicly condones the use of Cyberware. Recently for his ties to the Inquisition, a group of cyber enhanced gang members opened fire on the Bishop in an event that was highly publicized on Television and helped to demonize cyber enhanced criminals. The Bishop survived the attack, despite being legally dead for many minutes, although the attack caused both of his legs to be amputated. The Bishop refused cybernetic enhancement, prosthetics, or even replacement surgery and is now one of the few people of his income level to still be wheelchair bound in America. Since the attack the Bishop's fervor outside of the public sphere, has been greatly influenced and he has worked hard to increase the fanaticism of the Inquisitors, making them into more of an army and less of a street gang. With the two religious leader's support, funding is available to the former protection street gang which was started as a multi-faith oriented countermeasure against cybernetic gang violence in the moderate zone and has been

transformed into the Army of Christian Zealots it now is. Many Muslims, Jews, and even Buddhists also support the ideals of the Inquisition, but very few are as violent or fanatical.

Leaders: Reverend Maurice Lebeau, Bishop Fredrick T. Patterson

Territory: The Inquisitors mostly operate in the Moderate Zone as a buffer between the cybernetic gangs of the Combat Zone and the neighborhoods there. Even the NCPD is reluctant to admit that they help keep street violence down in the neighborhoods they are in. The more affluent members of the organization reside in the Corporate Zone and do their best to support the group while typically hiding their funding from the public eye. Many otherwise reasonable businessmen support the Inquisitors out of a sense of duty to their religion and even more are ashamed of their own cybernetic implants, while simultaneously writing checks to the Churches who support the gang.

Members & Influence in Night City: 2,000+ active members, 10,000+ supporters

Reverend Maurice Lebeau Senior
Unknown too many, Reverend Lebeau in Night City actually has a father who is also a preacher in Louisiana with the same name. The Elder Lebeau sends large sums of money to Night City and his son's congregation, while simultaneously running a bayou training camp for so-called "Soldiers of God" in the Louisiana Swamps. Many of the Elder Lebeau's Inquisitor recruits are from a local National Guard and Army base. This gives the Inquisitors considerable firepower, as stolen weapons from the Louisiana base make their way out West to re-supply their brother's in arms. Occasionally HiWay patrol catches a shipment and they suspect Lebeau Senior of weapons charges, but have nothing to pin on him yet. The Elder Lebeau has many contacts among the Nomads in Dixie and out west, using them to smuggle goods.



Stats: Body 4, Ref 7, MA 5, Int 7, Tech 3, Cool 9, Emp 10, Attr 3;

BTM: -1, Save: 4 Run: 15m

Skills: Charismatic Leadership +5, Family +5, Fast Talk/Persuade +10, Oratory +6, Leadership +9, Rhetoric +8, History +6, Expert (The Bible) +8, Handgun +6, Rifle +6, Brawl +6, Intimidate +9, Social +5, Personal Grooming +5, Wardrobe & Style +2, Basic Tech +7, Education +2, Human Perception +8, Interrogate +4, Drive +4, Awareness +7
Perks/Flaws: Intolerant (Non-white Christians and Cybernetic Individuals) 6, Piercing Gaze (3 point perk), Will to Live (2 point perk), No Police Record (1 point perk)

Armor: SP 10 Kevlar Vest, SP 14 Armored Top Hat

Weapons: +14 to hit, Militech Ronin Assault Rifle, Damage: 5d6, Rof: 2/3/30, Clip: 35

Reverend Maurice Lebeau Junior

This Louisiana preacher turned Reverend has traveled to Europe on many occasions and has a reputation for being far

more educated than his father. He secretly fears technology, while at the same time he strives to understand as much of his fear as possible.

While he does not grasp how each system works scientifically, he's aware of generally what every new piece of cyberware on the market does and is excellent at identifying them. He was crippled during a car accident in his youth, but during his time it was "miraculously" cured.

Reverend Lebeau Junior was secretly repaired by Black Market Biotechnicians working for the Catholic Church when in France. Unlike his father; he believes biotech holds promise for the future of humanity although he publicly shows just as much distaste for it as Cybernetics. He finds his regenerate spinal treatment to be a great success, although he still must continue to make yearly injections and hence his repeated travel to Europe. Reverend Lebeau Junior's public charade leads many to be suspicious, but allows him great power on influencing his fanatical followers.

Stats: Body 6, Ref 8, MA 8, Int 10, Tech 7, Cool 7, Emp 9, Attr 7;

BTM: -2, Save: 6 Run: 24m

Skills: Charismatic Leadership +8, Fast Talk/Persuade +8, Oratory +8, Leadership +8, Rhetoric +6, History +7, Expert (The Bible) +9, Handgun +7, Rifle +2, MA: Boxing +7, Intimidate +7, Social +5, Personal Grooming +2, Wardrobe & Style +5, Basic Tech +2, Education +6, Human Perception +6, Drive +6, Motorcycle +2, Expert (Cybertech) +8, Expert (Biotech) +4, Awareness +8

Personality: Stable and Serious

Person Valued Most: his Father

Valued Most: Knowledge

Feelings about most People: People are Tools. Use them and discard them.

Most Valued Possession: Hammer used by his great grandfather to build the family home

Perks/Flaws: Intolerant (Cybernetic Individuals) 4, Technophobe 6, Piercing Gaze (3 point perk), Will to Live (2 point perk), Animal Magnetism (1 point perk)

Armor: SP 14 Armored Suit (Torso, Arms, Legs), SP 14 Armored Top Hat

Weapons: +16 to hit, Chrome Colt .45 Peacemaker, Damage: 4d6+6 HEX (1/2 SP, x2 dam), Rof: 2, Clip: 6



Reverend Blair Linters

A self-modeled "Soldier of God," from Mississippi, Reverend Linters is a long way from his congregation and support by the Reverend Lebeau Senior's group. Blair is looking for vengeance; his wife, young daughter, and son were killed by a cyber-psychotic killer in Jacksonville Mississippi. It was believed that this may have been a revenge killing by corporations who sell cybernetics after a recent cybernetic boycott orchestrated in Dixie. Blair has followed the killer, known only as Jaws (because of his cybernetic teeth), out West to Night City. Jaws is known to be a Cannibal as well as a hired killer and got his nickname off his likeness to the James Bond Villain of the same name.

Stats: Body 6, Ref 9, MA 8, Int 6, Tech 4, Cool 8, Emp 10, Attr 8;

BTM: -2, Save: 6 Run: 24m

Skills: Charismatic Leadership +6, Fast Talk/Persuade +8, Oratory +9, Leadership +6, Rhetoric +4, History +4, Expert (The Bible) +7, Handgun +4, Rifle +4, Brawl +6, Resist Torture & Drugs +4, Intimidate +4, Streetwise +1, Social +4, Personal Grooming +4, Wardrobe & Style +6, Awareness +4, Athletics +7

Personality: Intellectual and Detached

Person Valued Most: Son (Now Dead)

Valued Most: Vengeance

Feelings about most People: Every person is a valuable individual

Most Valued Possession: Wedding Ring

Perks/Flaws: Intolerant (Cybernetic Individuals) 4, Vendetta:

Avenge Family (6 point flaw), Media Ties: Network 54 (2 points), Well Traveled (2 points), Strong Stomach (3 points)

Armor: SP 14 Tactical Vest (Torso)

Weapon: +13 to hit, Sawn off Double Barrel 8-gauge, Damage:

6d6/4d6/2d6, Rof: 2, Clip: 2,

Range: 30m

The Red Hand of Allah

A splinter group inside the Inquisitors made of 50 or so Muslims, they work with them but their scopes are slightly broader. Their reasons for hating Cybernetic implantations come from a hatred for all Western Capitalism and they consider corporations to be the primary cause of these corruptions. They tend to target Corporations who produce the cyberware more than the individuals on the street and attempt to orchestrate elaborate plans, such as taking hostage executive members of cybernetic research companies. The Red Hand has been around since the beginnings of the Inquisitors as a street gang in moderate



neighborhoods such as near the East Residential Zone and Cassias Lane. Their fanaticism rivals many other Inquisitors, as they are willing to follow through plans that would result in suicide in the pursuit of the "greater good," a society without cybernetics.

Red Hand of Allah Inquisitor

Stats: Body 8, Ref 10, MA 7, Int 6, Tech 7, Cool 10, Emp 8

BTM: -3, Save: 8 Run: 21m

Skills: Combat Sense +7, Fast Talk/Persuade +6, Awareness +8, SMG +6, Handgun +6, Rifle +8, Stealth +6, Hide/Evade +6, Shadow/Track +4, Drive +5, Brawl +8, Melee +8, Streetwise +6, Pick Lock +4, Electronics Security +6, Expert (Cybertech) +4, Athletics +7, Resist Torture & Drugs +6, Intimidate +6, Demolitions +8

Armor: Medium Armor Jacket SP 18 (Covers Torso, Arms, EV +1)

Flak Pants SP 20 (Legs, EV +1)

Weapons: +17 to hit, AK-80 Heavy Assault Rifle, Damage: 6D6+2 AP (7.62mm Armor Piercing), Clip: 35, ROF: 2/3/25, Range: 400m, Conceal: N/A

+16 to hit, Sternmeyer Type 35, Damage: 3D6 (11mm), Clip: 8, ROF: 2, Range: 50m, Conceal: Jacket

+17 to hit, EMP Grenade, Damage: Special, Range: 18m

Thrown

C6 Vest (5 blocks), Damage: 20d10 with a Dead Man's Trigger, Radius: 10m

Inquisitor Executioner

Stats: Body 6, Ref 10, MA 8, Int 6,

Tech 4, Cool 8, Emp 6

BTM: -2, Save: 6 Run: 24m

Skills: Combat Sense +6, Fast Talk/Persuade +4, Awareness +6, SMG +7, Handgun +7, Stealth +8, Hide/Evade +8,

Shadow/Track +6, Drive +6, MA:

Judo +8, Melee +7, Streetwise +4,

Pick Lock +6, Electronics

Security +4, Expert (Cybertech)

+4, Athletics +6, Interrogate +4,

Intimidate +4, Demolitions +6

Armor: Armored Long Coat SP

14 (Covers Torso, Arms, and

50% Legs)

Weapons: +16 to hit, H&K 53, Damage: 5D6 AP (5.56mm Armor Piercing), Clip: 40, ROF: 2/3/35, Range: 200m,

Conceal: LC

+18 to hit, Beretta 93R, Damage: 2D6+1 (9mm), Clip: 20,

ROF: 2/3, Range: 50m, Conceal: Jacket

+16 to hit, EMP Grenade, Damage: Special, Range: 18m

Thrown

+17 to hit, Techtronica Microwaver, Damage: 1D6+Special,

ROF: 2, Clip: 10, Range: 10m



Inquisitor Street Preacher

Stats: Body 6, Ref 8, MA 6, Int 5, Tech 5, Cool 8, Emp 8

BTM: -2, Save: 6 Run: 18m

Skills: Charismatic Leadership +5, Fast Talk/Persuade +6, Rhetoric +6, Social +4, Awareness +5, SMG +8, Handgun +5, Shadow/Track +4, Drive +4, Brawl +6, Melee +6, Pick Lock +2, Electronics Security +2, Expert (Cybertech) +2, Athletics +4, Interrogate +6, Intimidate +6, Streetwise +6, Leadership +6

Armor: Armored Long Coat SP 14 (Covers Torso, Arms, and 50% Legs)

Weapons: +16 to hit, CAR-15, Damage: 5D6, Clip: 100 drum, ROF: 2/3/30, Range: 250m, Conceal: LC

+14 to hit, Colt 1911, Damage: 2D6+2, Clip: 7 ROF: 2, Range: 50m, Conceal: Jacket

+12 to hit, EMP Grenade, Damage: Special, Range: 18m Thrown

+13 to hit, Techtronica Microwaver, Damage: 1D6+Special, ROF: 2, Clip: 10, Range: 20m



Inquisitor Ganger

Stats: Body 6, Ref 6, MA 6, Int 5, Tech 5, Cool 7, Emp 7

BTM: -2, Save: 6 Run: 18m

Skills: Family +2, Fast Talk/Persuade +5, Rhetoric +3, Streetwise +3, Awareness +5, Handgun +5, Shadow/Track +4, Drive +4, Brawl +8, Melee +8, Expert (Cybertech) +1, Athletics +4, Intimidate +3

Armor: Armored Long Coat SP 10 (Covers Torso, Arms, and 50% Legs)

Weapons: +14 to hit, Nunchuku, Damage: 2D6 (1/2 real/stun) conceal: Long Coat

+14 to hit, Bo-Staff, Damage: 3D6 (stun) conceal: N/A

+14 to hit, Brass Knuckles, Damage: 1D6+2 (1/2 real/stun) conceal: Pocket

+13 to hit, Sledgehammer, Damage: 4D6 (1/2 real/stun) conceal: N/A

+11 to hit, Armalite 44, Damage: 4D6+1 (12mm), Rof: 1, Clip: 8, Range: 50m, Conceal: Jacket

+11 to hit, Techtronica Microwaver, Damage: 1D6+Special, ROF: 2, Clip: 10, Range: 20m



COMPANYMEN



Top row, from left to right: Sufi J'oran (Rebel fighter from DRC), Henry Wallace (American Navy Seal), Kristin Devries (EEC/British SAS),

Bottom Row: Donav Kespuchin (Ukrainian Mercenary), David Spears (EEC/French Foreign Legion), Casper Tuttle (American Navy Seal)

The Companymen are a group of former soldiers. All veterans of the Conflict in The Democratic Republic Of Congo, but made up of members from all sides of the conflict. They all had the unfortunate coincidence of being prisoners of local Terrorist cell who had planned on ransoming them back to their home militaries. When the ransom was refused by both the Americans and the EEC, they were to be tortured and executed on film as a statement tot he foreign powers, along with Sufi J'oran. With one night before their execution, the group decided to work together and escape, overpowering their guards and killing their way out.



Grown extremely resentful of their governments, the group worked as mercenaries in Africa, South America, Eastern Europe, and Southeast Asia before deciding to stop fighting other peoples wars altogether. Instead they became thieves, using their military training and tactics to pull precision

strategic jobs on banks, armored vehicles, jewelry stores, and anything else with high profit, easy to move merchandise. Starting in Europe 14 months ago, they were responsible for a series on jobs along the Mediterranean coast then in Britain and France. When the heat started coming down they came to the states, hitting the east coast first until a month ago when they switched to the west coast.

They prefer to take jobs that hurt the governments of either the US or the EEC, they tend to not go after private businesses unless they have government contracts or holdings. However if the money and plan are

tight enough, they will do anything.

They also have no problem whatsoever with killing police or any other government employees.

They use their military and paramilitary contacts to procure weapons and equipment for themselves. All jobs are researched well in advance, with several contingency plans carefully laid out. They have several offshore accounts, and a web of contacts to move stolen goods.

The Companymen make their home aboard the Yacht "Sunday Morning". All their gear is stored in hidden and shielded compartments underneath the boat below the waterline, as well as their loot. The Yacht is registered under false ID's though the Companymen have full documentation verifying those ID's as their own. The yacht boasts full scuba gear for each of them, as well as registered (to the same false ID's) Rifles and handguns to repel pirates (they NEVER use these weapon on a job). In addition to the latest in military small arms, the Company also utilize South Am Conflict era U.S. surplus armor (SP:25 EV:-4 Helmet has built in radio, LL, AD, and Therm).



RAVEN

Name: Mathew Connors
AKA: Raven
Role: Corporate
AGE: 26
Int: 10 REF: 9/12 TECH: 8
COOL: 9
ATTR: 5 LUCK: 5 MA: 5
BOD: 8
EMP: 6/4



Mathew Connors is a very bright, very wealthy young man. He is also deeply deeply disturbed. His father was a South Am vet who became a police officer after the war. He was killed in a random traffic stop when Mathew was 12. Mathew idolized his father, and sought his approval at every turn. His father however was an abusive man, verbally and physically. He was also somewhat disturbed himself, ranting for hours on end how society has lost all sense of honor, all sense of fairness. How society had no more heroes. His mother on the other hand doted on the boy, to the point of spoiling him. After his father died, Mathew was left desperately in need of a role model. He found that role model in comic books. The tales of superheroes and their virtuous battles enthralled the young boy, to the point that he became somewhat withdrawn into his own fantasy world.

At the age of 15 Mathews mother was the victim of a freak accident when she was caught in the explosion of a Trauma Team aerodyne that crashed after engine problems. The insurance settlement left Mathew ridiculously wealthy. Unfortunately the money was put into an account until the boy turned 18, in the meantime, with no living relatives the boy was sent into foster care. Here he was horribly abused, both sexually and physically. It was at this point that he retreated even further into his fantasy world. When his social worker discovered what was happening, she immediately pulled Mathew from the home, relocating him to a very nice family in an environment where he could be nurtured. He was also sent into exhaustive therapy sessions. He seemed to turn around, come out of himself. Making straight A's in school and getting a full scholarship to college. From there he went to work for a design firm, quickly raising in the ranks to director of advertising by the age of 25. The money from the insurance settlement remained untouched until then, gathering interest.

Mathew's life changed last year. He was waiting in line for a movie with friends, when a couple in front of him began arguing. Before anyone could do anything, the man began beating his girlfriend, even going so far as to hit her across the face with a metal straw dispenser. Mathew lost it, jumping on the man and beating him nearly to death before his friends were able to pull him off. Because he was clearly defending the girl, and there were plenty of witnesses, Mathew got off, but the incident stayed in his mind. His sanity kind of splintered, and he remembered the comic books, the superheroes who knew so clearly the difference between right and wrong, and fought to uphold all that was good. And somewhere in Mathews mind, it came together. He would be the hero the world so desperately needed.

He began withdrawing money, purchasing hardsuit components on the black market with cash and buying a warehouse near the combat zone. He bought a stolen Mach series AV as well. Painting the AV black, and finishing his armor, Mathew began patrolling the streets, listening to police radios and watching for any illegal activity. He honestly believes he is a superhero, and he believes he is not only doing the right thing, but that the police are on his side. Every time he goes out, he moves a bit further out of touch with reality. So far his armor has kept him safe, but mostly it has been luck. Sooner or later, he is going to move against the wrong man and they will kill him. Last month his dementia reached its peak, when he found a young homeless boy, aged 14 named Barry Sears and kidnapped him. He brought the boy to his warehouse, where he keeps him locked in a cage. He has been trying to convince the boy to become his sidekick, and using starvation and superhero cartoons and movies as a brainwashing technique. The young Barry is now almost as insane as Mathew.

Mathew relies on a cobbled together Hardsuit to protect him. It is built from scratch though the base model and abilities are identical to a standard Bast series Hardsuit. It is equipped with a grapple launcher, smoke dispensers, and a motion restraint launcher.

BIOTECHNICA'S CLASSIFIED GENETICS PROJECT



(Biotechnica has left little to no evidence to support the following information, it is here merely as a brief history for GM's to build a plot around if they desire.)

For the last 27 years Norcross labs has been leading the way in genetic research. Their work was light years ahead of the curve, and Biotechnica bought them out almost immediately. Assigning a young researcher named James Laterne to oversee all Norcross operations. Laterne is an unscrupulous man, and has taken a project with idealistic goals and turned it into one of the worst abuses of human rights to come to the forefront in years. So far under Laterne's guidance there have been three stages of development.

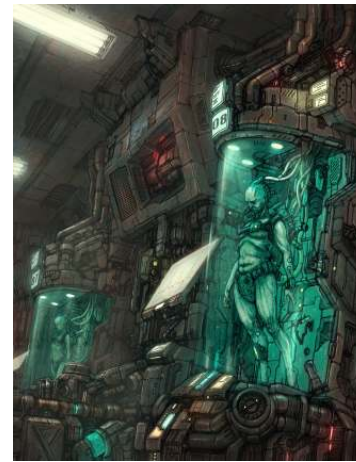


The first stage, known as Project G.A.B.E.L. (Genetically Altered, Biologically Engineered Life) was theoretically carried out to eliminate imperfections in human fetuses via genetic alteration. During the execution of the project, homeless women and women from mental institutions, even coma victims, were impregnated with carefully selected seed. During their pregnancies they were monitored and kept restrained and under surveillance. Their fetuses were continuously subjected to experimentation designed to maximize viability and weed out any and all genetic disease, defect, and deformity. The project was an utter failure, the babies were born with a variety of problems, most suffering from advanced cellular decomposition, their bodies literally ate themselves up as anything entering the body, including food, was immediately attacked by the bodies immune system as being a hostile intruder. In some cases the immune systems were so over-functioning that they would attack the flesh, bones and organs, literally liquefying the body. Only one recorded success was born. The first phase of the project was scrapped and all test subjects destroyed. None of the host mothers have ever been located. There is rumor within the company that the one healthy test subject escaped and is still alive.



The second stage, Project E.L.S.I.E. (Engineered Life System, Intelligence Enhanced), was begun 8 years ago. This time the goal was not only to create the perfect embryo, but to alter it, maximizing reflexes, speed, intelligence, and strength. This

project was in conjunction with military funding, and the military even provided an abandoned missile silo to be used as a top secret research complex. Initially the results were more than they hoped for. The test subjects born (again using host mothers from mental institutions and coma wards) displayed superhuman abilities, their reflexes and intelligence were off the charts. They even healed faster. It was noted however that the children had a sociopathic nature, with tendencies of extremely violent psychotic outbursts. Again the project was



shut down, and most of the test subjects destroyed. Not all however, a select few were left alive, their military application potential was too great so it was decided that they would continue to test and monitor a select few. Most of the selected subjects were sold off to fund stage 3. There were seven selected subjects in all, 5 females, one of each sold to the U.S. Military, the EDF, Militech, Arasaka, and the ESA. Each of the recipients were led to believe they had the only surviving test subject. The other 2 selected subjects, both males, were "adopted" by James Laterne. All other subjects born of Project E.L.S.I.E were ordered to be put into cold storage and the facility scrapped six months ago. Six Giger full conversion cyborgs were left to guard the facility. (again one subject escaped, see [the Night Crew](#)) (it should be noted that the cause of the children's sociopathy and violent rages was the almost total braindance education and lack of human nurturing and contact.)

The third stage of research was carried out in the original Norcross Lab based in New York, and began 5 years ago. Dr. James Laterne gathered some of the top researchers in the field, including the foremost expert on human cloning, a Dr. Francis Young to head the research. None of the new researchers were aware of the existence of the prior stages. During the first 3 years progress was slow, however the tragic death of Dr. Young's daughter led him, perhaps out of grief and desperation, to discover the genetic sequencing required to



clone a fully grown and viable human being. He used genetic material harvested from his daughter and created the worlds first successful human clone. He gave the girl memory implants, and named her



Adriana. Like the progeny of Stage 2, Adriana's intelligence was off the charts, and under Dr. Young's supervision and tutelage, assisted with braindance educators, within 1 year she was able to serve as his research assistant. To prevent the sociopathy and violent her medulla oblongata was severely altered, making it almost impossible for her to harm another anything or anyone. To safeguard the research Dr. Young implanted a cerebral storage device in Adriana's head, along

with reverse interface plugs, allowing users to interface directly into Adriana's brain and storage unit. Then, 3 months ago, Dr. Young disappeared while in transit to Biotechnica's headquarters in San Francisco, where he was to give a presentation on his progress to the board of directors. (Dr. Young discovered the truth about Stage 2 and that his research was to be used for future military applications, and destroyed all the data except what he had secretly stored in Adriana's memory unit, and contacted a Fixer in Night City named Chin to help him escape. Chin set him up with an associate in New York named Elliot Wier. Wier helped Young escape and put him into hiding in Night City, and Young hired Chin to steal one of the frozen subjects from stage 2 that was being moved from a storage facility outside Las Vegas to a permanent and secure home in Oregon. Recognizing the danger he had placed Adriana in he hired Wier to extract his daughter and get them both out of the country.) Biotechnica will stop at nothing to get Adriana and the data back, and have called out their most skilled assassin to deal with anyone who gets in their way. (This is where the Cyberpunk 2020 mega adventure Land Of The Free Begins.)



TYMIAN

Name: TYMIAN TYM

Role: SOLO

AGE: 27

Int: 7 REF: 10/15

TECH: 8 COOL: 10

ATTR: 7 LUCK: 7 MA:

6/15 BOD: 9/10

EMP: 9/3

Tymian was born in a small village in Malaysia, his parents, both rice farmers, wanted more for themselves and their child. When an official



from the Chinese Olympic Committee approached them with an offer to train their child and provide them with a stipend, they eagerly accepted. That was the last time Tymian saw his parents. From the age of ten, he spent his life in constant

training. He was groomed to be the shining star of their Olympic team, his natural affinity for martial arts and his gift of Eidetic Reflexes let him absorb skills well beyond prodigy level. When it was discovered that the Chinese were holding their Olympic Athletes against their will, the scandal nearly caused an international incident. China was banned from the 2012 Olympic Games. In effort to hide evidence, China shipped off its athletes as far as they could. Including selling them off to corporations. Dr. Laterne bought Tymian from the Chinese government, and has been using him as his personal assassin ever since.

Immediately after acquiring Tymian, Laterne replaced his body with a Gemini Prototype during the full conversion packages development phase. Since then his body has been constantly modified and upgraded. When not actively out doing the rare bidding of Dr. Laterne, Tymian spends his time in near total VR immersion, designed to both keep his mind occupied, continue his training, and expose him to mind control to keep him totally under the will of Dr. Laterne.

Tymian goes about his business with almost robot like efficiency, the multiple implant surgeries, done at a time before the more advanced therapy techniques were available have left him teetering on the edge of total Cyberpsychosis. Only the near constant VR and Braindance programs keep him functional. He is well schooled in a large variety of martial arts, including obscure and forbidden killing arts from remote Asia. Tymian isn't set loose often, only when Laterne must be absolutely sure that a target is eliminated. Tymian's only weapon is a machete, which probably has some psychological relation to his time on his parents' rice farm. Tymian has increasingly shown signs of independence and breaking through the mind control placed upon him, this could be very dangerous, not just for biotech and whomever he is chasing, but to the general public as well. He is one of the most dangerous individuals on the planet, and if he snaps, it could be a nightmare. As added safety precautions, Laterne has implanted a tracking device and remote detonator.

THE NIGHT CREW



The Night Crew formed when Okira Munitiro hired Jose Mendez and Jason Ashwynd as muscle. In the beginning their jobs were strictly acquiring and moving stolen electronics and anything else they could get their hands on, but they soon came under contract to a heavier fixer out of Chinatown named Chin Shen. Things moved smoothly for a while until they took a job for Chin that involved stealing a Biotechnica shipment from a truck leaving Las Vegas. The job was successful, but was perhaps more than they bargained for as Chin disappeared and Jose found the police waiting for him at his door. After a harrowing escape, the crew took to the streets, trying to find Chin.

During this period the Crew discovered the secret behind the upcoming Carnival through the use of a netrunner. The team, now desperate for cash, came upon an idea. They would move now, find some of the highest-level bounties and take them out before they were aware of the danger, and keep the bodies frozen until Carnival, then turn them in for the reward. They carried out their plan and kept the van with the bodies in it in a warehouse owned by Chin. The plan was working well until Biotechnica found the van. When the crew showed up to get the bodies, the police were waiting for them. Again, by sheer luck and desperation, the crew managed to escape, with the bodies. Jason was wounded however, and was taken to a trusted ripper. Okira and Jose moved straight for the combat zone, which was now inescapable during Carnival. They hid out for a night waiting for the bodies to thaw, then turned them in the next day, again hiding out for the rest of the week, holed up in a burned out house. Around the 4th day, Jose went out to scout for food and water, it was at this time that the infamous "Maelstrom Shootout" occurred. He was pinned down but managed to fight off a large group of Maelstrom who were scouring the 'Zone in a bus for bounty hunters. He was supported ably by Okira's sniper fire, and from Jason who was watching it live on television from his recovery bed. While he survived, Jose was badly wounded, near death. Okira managed to retrieve him, but until carnival was over there was very little he could do.

Luckily Carnival ended early and Okira was able to smuggle them out by paying a corpse retrieval truck driver to let them hide with the bodies.

During Jose and Jason's recuperation, Okira discovered the name of the man responsible for the Biotechnica Department

that was hunting them. This led them to the revelation that the package they stole was from a closed top secret research facility in Nevada. The project going on here was headed by James Laterne, the man responsible for the death of Jose's parents.

It was also during this time that Jose gave his famous television interview to Gen Lei-Yool of Net-54. Immediately after the interview he had their trusted ripper perform cosmetic surgery on his face, and began a blog detailing the exploits of The Night Crew. He even hired the Crew's netrunner contact to create multiple mirrors for the blog, who went even further as to farm it out to his friends, making it nearly impossible to shut the blog down.

Upon their recovery, the crew traveled to Nevada, and found the facility. The site was built inside what appeared to be an abandoned missile silo in the most irradiated part of the Nevada Test range. It appeared to have not been used for years, but they soon discovered this was a purposeful cosmetic mask, and the site had only been abandoned for a few months. During their search of the facility, they found Elsie and enough cutting edge technology to make them a fortune. There was very little else left of any use to anyone, but they did manage to find enough information on a computer accidentally left behind to discover the site was the home of a genetic research project known as E.L.S.I.E. (Engineered Life System Intelligence Enhanced), for which they named the girl after. The similarities between this project and the one Jose's father was working on were staggering, and in fact this project was found to be Phase 2 of the former. They also discovered, nearly to their deaths, that the site was guarded by 6 Giger Full conversions. The resulting conflict left all the crew wounded, and again Jose was close to death, his right leg and arm had been destroyed and it was only due to the facility having a fully stocked trauma unit that he survived at all. They escaped, somehow managing to kill all but one of the Gigers.



Fortunately for Jose, the technology they escaped with allowed them to not only afford a Gemini full conversion body, it allowed them to travel to Europe for the procedure and therapy that followed. Of course this depleted nearly all their funds, so upon their return once again they set out in search of work.

Desperate for money, and still hiding from Biotechnica, the Crew hired on with a man known only as "The Russian", a notorious loan shark and drug dealer out of Little Odessa. To date they have pulled one job for him, the slash and burn of a property owned by a man late on his payments. But they are always on call with him, and The Russian does not forgive mistakes. His reputation for merciless retribution is the stuff of urban nightmare.

Their netrunner friend was able to find the location of Chin, he was hiding out in Old Los Angeles, waiting for smugglers to get him to Vietnam where he could safely disappear. The crew went to the ruined and inundated city, and confronted him. Chin was grateful they were alive, and told them he was hired to get the package by an old friend named Doctor Francis Young, a former scientist for Biotechnica who had left after discovering a terrible secret. Chin told them they might be able to contact Young through an associate, a fixer from New York who had recently come to Night City named Elliot Weir.

They got in touch with Wier, who informed them that Young would meet with them only if they successfully extracted his daughter from a Biotechnica Subsidiary called Norcross in New York and bring her safely back to Night City. The crew agreed, and is at the moment attempting to do just that.



Name: Jose Mendez
(AKA: Thomas Winston, Chico Sanchez, Sancho Panza, The Gunslinger)
Role: Solo
AGE: 25
GEMINI BODY WITH THE FOLLOWING STATS
Int: 10 REF: 10/16 TECH: 7 COOL: 8
ATTR: 6/10 LUCK:5 MA: 7/15
BOD: 8/12 EMP: 10/4
CHARACTER POINTS: 160

Jose started life at a disadvantage. His father was killed when he was 13, and his mother seemed to live in a constant state of fear. Finally, not long after he graduated high school, without apparent rhyme or reason, she took her son from their San Francisco apartment and fled, heading south, telling the boy they were going to live with her family in Guadalupe Mexico. They got as far as Night City, they got a hotel room, and after Jose went to sleep, she snuck out of the hotel and was never seen or heard from again. While out looking for her, he came back to the hotel just in time to see men bearing the Biotechnica Logo searching their room. Jose confronted them, and they tried to apprehend him, but luck was with him and he managed to escape. From then on he lived under the Radar.

Life alone on the streets of Night City is not a pleasant thing, and Jose often found himself having to fight just for a dry place to sleep. He found he was good at it, more to the point, he found he liked it, violence suited him. He started hiring

himself out as muscle, quickly gaining a reputation on the back streets for being small but fierce, and almost merciless. It was hiring himself out like this that led him to meet Okira Munitiro, a small time fixer looking for protection.

Since meeting Okira and Jason, Jose has discovered it was his



parents employers, Biotechnica, that killed his parents. He had been suffering from ever more frequent and ever more painful migraines. After getting x-rayed, it was discovered there was a cyst on the back of his skull that was causing them. He had it removed, only to

discover the cyst was really a micro disc wrapped in a protective casing which had started growing a calcium deposit. The disc contained a letter from his mother which revealed to him the circumstances behind his parents death. His mother had implanted the disc while he was sleeping, knowing that it would eventually lead to headaches which would reveal the disc to him. More importantly, it reveal His father was a genetic engineer, working for Biotechnica on a top secret project known as G.A.B.E.L., which stood for Genetically Altered, Biologically Engineered Life. That he himself was a product of this Project, and that he had a lost brother. It was his research into this that allowed them to find the information that would lead them to discover Elsie. And it was that misadventure that led to his being damaged and undergoing full conversion body replacement.

Heavy therapy in Switzerland allowed Him to keep most of his sanity, but Jose is cold, and moves straight for the resolution in all situations, He lacks patience, and since his mothers death he has become withdrawn and callous. People mean little to him, and the only ones he has ever shown any real loyalty or affection for are his companions.



Name: Jason Ashwynd
(AKA: The Mad Bomber)
Role: Solo
AGE: 26
Int: 8 REF: 10 TECH: 9 COOL: 9
ATTR: 4 LUCK: 10 MA: 9 BOD: 10 EMP: 9/8
CHARACTER POINTS: 156
 Jason's parents were Japanese street gang members who fled Japan to escape legal prosecution. Upon arrival they sold Jason to a Militech academy. Jason spent his entire childhood being groomed as a

corporate soldier. At the age of 18, after getting in countless bouts with authority at the academy, he was "encouraged" to enlist in the military, with the promise that after a successful tour of duty Militech would provide him with a high paying career.

He coasted through basic, but discovered he had an affinity for explosives, and was soon placed in an E.O.D. unit. But after a lifetime of taking orders he became fed up with Military discipline. He began selling explosives to civilians off-base. The money was good, but he was soon discovered. After 6 months in Leavenworth (the evidence against him was sketchy, and he was able to plea his sentence down), he was released.

Militech was not pleased, they had invested years, and thousands of dollars, into Jason, and his dishonorable discharge was a direct slap in the face to his corporate handler. Less than a week out of prison Jason was paid a visit by the handler. Accompanied by two Militech Solos, the handler beat Jason to pulp and gave him an ultimatum, return to Militech and sign a lifetime contract or be found dead in an alley in the morning. Jason agreed, but faked a coughing fit to get to the bathroom. In the bathroom, Jason created a pipe bomb from the chemicals under the sink and the toilet paper holder in under 2 minutes. He opened the door, throwing the hastily made pipe bomb into the room. The blast killed both of the solos and severely maimed the Handler. Jason escaped and fled to Night City, on the run from both the law, and Militech. He changed his last name from Muratoki to Ashwynd and began hiring himself out as an explosives expert and bodyguard, which eventually led him to Okira and Jose.

Jason is quiet and reserved, his one passion in life being explosives and anything that goes bang. Like Jose, he hates authority and hates taking orders. He is also constantly watching over his shoulder for Militech.



Name: Okira Munitiro
(AKA: The Night City Strangler)
Role: Fixer
AGE: 31
S.I.N.: 5215-286-71345
Int: 9 **REF:** 10/9 **TECH:** 5
COOL: 10
ATTR: 8 **LUCK:** 3 **MA:** 5
BOD: 6/7 **EMP:** 10
CHARACTER POINTS: 155
 Okira is the odd one of the bunch, in that he is not an

orphan, both his parents are alive and well. Nor was his childhood anything short of normal. He grew up in the New Las Angeles Arcology, safe and protected. He excelled in school until he got to college, where stress and lack of familial support brought on painful ulcers that plague him in high stress situations to this day. The ulcers got so bad in college that he dropped out, and decided to travel the country instead.

He spent a few years traveling with the Gypsy Hearts, and they welcomed him into their family. The life suited him for a while, and he began making money where he could selling drugs and tech and the various Nomad Markets he visited.

But it wasn't long before Jason began to miss the life of the big city. The family aspect of nomad life was appealing, but it was also boring. He said his farewells and left the group the next time they Hit the Night City market.

He went back to New L.A., and tried going back to college, but



when his grades started to slip he began selling drugs and stolen electronics he would receive from his contacts in the nomad community. One of his clients he discovered, almost too late, was an undercover cop named Harris. Okira set Harris up on a bad deal, then fled to Night City, never looking back.

In Night City he became a fence and a drug dealer, but soon realized he needed more than a flashy smile to protect him and sought out bodyguards. That was how he met Jose and Jason.

Okira is by far the most laid back and amiable of the crew, in fact before he met them he had never personally committed an act of violence in his life. Their continued influence has led Okira to be nearly as adept at violence as his companions. While still laid back, he is now prone to lose his temper quickly, and after witnessing him Strangle opponents to death on two separate occasions Jose and Jason dubbed him "The Strangler". Okira and Elsie have formed a strong connection, and he treats her as if she were his own daughter, or little sister.



Name: Elsie
Role: Netrunner/Solo/Tech
AGE: unknown, appears to be 12
Int: 12 **REF:** 12 **TECH:** 8
COOL: 6
ATTR: 7 **LUCK:** 3 **MA:** 6
BOD: 4 **EMP:** 10
CHARACTER POINTS: 99
 Elsie was genetically

engineered as part of a top secret Genetics Research Project run by Biotechnica. When the project was scrapped Elsie and the other subjects were to be destroyed, and the facility (hidden inside an abandoned missile silo in Nevada) shut down. It was dumb luck that allowed her to escape, when two researchers hid her incubation pod in a food storage room in the facility. Unfortunately, they were killed when they tried to return to retrieve her. When the facility was powered down, Elsie's pod opened, and she found herself awake and



alone. Her only times of awareness preceding had been with the researchers who taught her to walk and tested her cognitive and physical aptitude. She was barely able to survive. She remained hidden, watching from air vents the Giger Borgs that had been left to guard the facility. Uncannily when the Crew found her, she had already learned how to run, and was adept at evading detection. She had been following them for an hour before she made a mistake and stepped on glass from a light bulb they had shattered. The crew immediately took her in, and have been caring for her ever since.



Elsie's intelligence and reflexes are super human, and she learns at an inconceivable rate. She was speaking and understanding English in a little over a week, and has displayed the ability to mimic any action she sees performed perfectly. The crew has allowed her access to the latest VR learning programs confiscated from the facility, and after 3 months with the night crew she is already becoming a skilled netrunner. Some of the programs she has interfaced with were military training programs, which have proven to be somewhat disconcerting for the crew, but they can't keep from information, as she is insatiable about learning.

Elsie has accumulated the knowledge of a 15 year old girl, but emotionally she has had less than a years worth of life experience. In many ways this has proved dangerous, and even disastrous. Her personality is that of a precocious child, and she speaks in broken English, using the minimum of words necessary to convey a message. Her demeanor is ever changing, one moment she is chasing butterflies, dancing around the room, or using ketchup to finger-paint on the wall, the next she is taking apart Okiras laptop, killing a bird, or loading a gun.

Elsie is still a mystery, and her abilities and capabilities are still unknown and yet to be revealed.

While originally Jason and Jose were employed by Okira, they are now equal partners in every thing, and Elsie is beginning to enjoy this privilege as well.





(Created and written by Deric Bernier, images from Deric Bernier, Mad Max, Adam Warren, Snatcher, Firefly, Full Metal Panic, Back To The Future, AD Police, Neon Cyber, RkX-270, Gundam, Dominion Appleseed, Burn Up, Policenaughts, Blue Monika, Bubblegum Crisis, Bubblegum Crash, Cyberpunk 2020, The Cyberpunk CCG, Squidhead, T.O.O. The Only One, Linda Bergkist, Maxine Murane, Stormwatch, Khairul Hisham, Lobo, Ahbi Asaaja, El Pinoy, Kordeolia, Tron, Driver, Recon 2020, Transmetropolitan, Vulne Pro, Syd Mead, Grenade Man, Ghost In The Shell: SAC, Gunsmith Cats, Tim Bradstreet, Frank Millers Robocop, AI, Sillage, Juan Gimenez, Santiago Iborra, Masamune Shirow, and other artists and sources unknown.) (Inquisitors section written by Citizen X.) (Picture of the Constable was drawn by Deric Bernier and colored by Shakken) (Characters created by Deric Bernier, James Bernier, Cameron Jacobs, Chris Little, Tim Covell, Bucky Coin, Brent Able, Chris Pemberton, Jesse Miller, Matt Mayfield, Joe Klemann, and Jeff Grey)

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