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PRESENTS

THE NIGHT CITY GUIDE VOLUME 64: THE COMBAT ZONE



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A City Sourcebook for Cyberpunk 2020
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THE COMBAT ZONE



Prior to late 2020, the Combat Zone in Night City was nothing more than a ghetto with its often changing borders defined by Gang Territories and economic statistics. The

neighborhoods and housing projects contained within were originally built to house both the construction crews who worked tirelessly to build the city, as well as the disenfranchised that were forced out of their homes. As the city grew at unrivaled pace, most anyone who could afford it moved locations more convenient to the work. As more and more people were pushed out, and more and more and more people were fleeing rural homes for the cities, the Housing projects were soon overwhelmed and the neighborhoods devolved year by year into a den of crime and neglect.



(Marston before the walls went up)



As gangs began staking claim on every corner of the city and violent incidents and drug wars raged, the police and security corporations began a short lived but unprecedented period of co-operation. For the months leading up to Carnival, police, Arasaka, Militech, and Lazarus began a campaign to push the gangs out of the North East area of Night City where most of the corporate interests lay. The groups would report to each other on all gang related activity. If one group witnessed something but was unable to take action it would immediately report it to the others.

Draconic and unconstitutional laws were being passed allowing for the seizure and sale of any property related to gang activity, the police relentlessly harassed anyone wearing gang colors. Arrests were made by the score, and property was seized left and right. Apartment Building owners were pressured to evict suspected gang affiliates, some were bribed by corporations, and others were threatened with arrest and seizure. The properties that were seized were sold for pennies to corporations. In 6 months the worst of the gangs had been pushed out of Northern Night City and into its slums to the south.





Slaughterhouse and Maelstrom survived by moving south, their size and strength allowing them to take over territories in the newly built housing projects, although both gangs were severely restructured. Other gangs like the Wild Things were destroyed in the process, their members either in prison, dead, recruited into other gangs outside the corporate sector, or in hiding. The push continued across the city, as the majority of the most violent gangs were condensed into a smaller and smaller area, city hall was working on a final solution to the problem. The loosely defined and now overflowing "Combat Zone" had its official borders drawn up and the area was walled off. The walls were erected initially under the auspices of building a new elevated train line. Tracks were even laid... when the support structure was in place the sides were walled off with steel plates and the entire thing was filled with concrete before anyone realized what was happening. A large percentage of the workforce that built the wall would find themselves trapped behind it. The Combat Zone is officially called Marsten, and extends from the Marsten Housing Project complex in the East roughly 2 miles west to Truman Street. Once the area was walled off and secure, city hall put its final solution into play, an event known infamously as [Carnival](#).

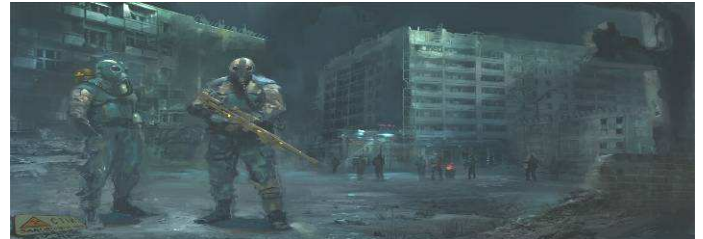


Carnival was a misguided and disastrous attempt to rid Night City once and for all of its most violent and wanted criminals, and to clean up the Combat Zone of the worst of the lot. For 1 week in late 2020, the government declared the Combat Zone a free for all, posting bounties of every known criminal in Night City, and letting bounty hunters from all over the country loose into the walled off and sealed Zone. The atrocities, destruction, and violence of that week, had never been seen on American soil before, and to make matters worse the media was not only televising live footage 24 hours a day from remote operated blimps but they even sent in their own bounty teams. The



public backlash from the event was swift and far reaching. Every public official who signed off on the plan was swept from office, many were charged, and the mayor was sentenced to 30 years in a supermax prison. The governor committed suicide.

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When the dust settled, it was decided that the walls would stay up and the checkpoints at the entrances would occasionally be enforced. Getting in to the Combat Zone is rarely a problem, but getting out can often require an ID check, sometimes a vehicle search.



If forcing all of the most violent gangs into one small area wasn't bad enough, instead of eliminating the gang problems, all Carnival accomplished was to cull the weak gangs from the herd and make the strong even stronger.

It is often rumored that several of the organized crime families, particularly the Mafia, Yakuza, and Triads, were instrumental behind the



scenes of the entire process, using the situation to not only eliminate their less disciplined competition, but to gain political and corporate connections that would serve them well. It is even rumored that the Governor's decisions were directly ordered by the Mafia, and that his suicide was actually murder, over fear he would inform to the police and media the truth behind the situation. But that is all speculation.

What is certain, is that in the three years since the Combat Zone was sealed, the gangs inside have undergone radical changes. There is a constant fight over territory and resources. The two largest gangs in the Zone are Slaughterhouse and Stomp Street.



Slaughterhouse now controls the Marsten Projects, and much of the two blocks to the east. They are in near constant conflict with Stomp Street, who claim the blocks along the length of Stompanato Street as well as the Kramer Projects, essentially controlling the dividing line of the Combat Zone. The South East is controlled by Maelstrom, while the rest is held by smaller gangs who are holding out against their larger rivals and each other for as long as they can. The most notable of these small gangs are the predominantly asian Yellow Moon Society, the Netrunner gang the Digital Renegades, a youth gang calling itself the Orphans, a martial arts based gang calling itself Bushido, an all female gang calling themselves The Furies.



Navigating the Zone is difficult, as most of the street signs have long been removed, often serving as weapons or armor. Newcomers to the Zone, or temporary visitors would be well advised to find a guide. Among the things it is of dire importance to learn immediately are recognizing gang territories and what the proper show of respect is.



Food is brought in to the Zone by nomads to the scattered restaurants and grocers. The nomads who do this pay tithe to the gangs whose territories they cross, but still tend to come through heavily armed and armored.

Electricity and water are provided across the Zone illegally by the Digital Renegades, other than that the citizens of the Zone enjoy few of the comforts Night City has to offer. Normal police do not enter the Zone, Swat and C-Swat will, but only in groups of 20 or more, and always fully armored and armed, with air support. The only emergency response you will see in the Zone is from Trauma Team or its competitor Militech Rescue, and even then only if payments are up to date. Firefighters don't enter for any reason, ever. They used to, until they tried putting out a tenement fire that had been set by a gang, and were slaughtered to the man while trying to put out the blaze.



There are a few places in the Zone known to be neutral ground. Joe Devils Pawn shop, Club Crossroads, the Wiggling Pig Grocery, a few solo bars, Marsten Mall, and scattered ripperdocs being the most well known.





Most of the buildings in the Zone are in disrepair, and in some places there are just burned out husks and toppled highrises. Most of the streets are small and crowded, and dark at night, as street lights are frequently shot out. Some Zone citizens will take it upon themselves to replace or repair street lights, but it is usually a temporary measure at best. There are also frequent construction projects being undertaken by the residents, most don't get very far or are focused on keeping buildings upright that would have been condemned long ago if inspectors from the city ever dared to enter.



Living in the Combat Zone is rough if you are a healthy male, if you are a female or a child, it can be a nightmare. The police generally only enter when trying to find someone who has caused trouble outside the Zone walls, inside the walls theft, assault, rape, and murder are rampant, and the only punishment is meted out by the inhabitants themselves. The media will often paint the Zone as being populated by nothing but gangs, criminals on the run, and psychos, this is not the truth. The majority of people who live in the Zone are just everyday folks in a near inescapable prison of poverty and despair. The worst part is, they can look over the wall and see the wonders of Night City spread out before them. For every Punk rocker who screamed about Anarchy, this is as close as you will ever come to finding it. The Combat Zone is extremely overpopulated and home to every vice and crime you can imagine, from bootleg videos to terrorism.



STATISTICS IN THE COMBAT ZONE

(Each category is rated from 0 to 5, 0 indicating a complete lack of service, and 5 indicating highest quality service)

EMERGENCY SERVICES

POLICE RESPONSE TIME: 0

There is no police presence in the Zone, and police will not come here except under the most dire circumstance, and even then only in groups of ten or more, in at least full issue armor. Generally the only time when Police will enter the Combat



Zone is due to confirmed terrorist activity, rescue operations (but only in extreme cases) or when an extremely high profile suspect's exact location in the Zone is known and verified, and then SWAT or C-SWAT will enter in force. Police man the gate entrances to the Zone, but will not enter.

POLICE CAMERA PREVALENCE: 0

The only place where static Police cameras are positioned is atop the wall and at checkpoints. The cameras are housed in armored plexiglass domes; however it is something of a hobby among many Zone Dwellers to obscure the lenses on the Zone side of the dome. Peppering them with paintballs is the most common method, and they just get creative from there. Occasionally the police will send drones into the Zone if something serious is happening, but if they are spotted they are shot down in fairly short order.

FIRE AND RESCUE RESPONSE TIME: 0

Like the police, the Fire department almost never enters the Zone.

MEDICAL SERVICES: 1

There are no recognized or legal hospitals or clinics in the Zone, but there are numerous ripperdocs and underground clinics operating here. No ambulance services will enter the Zone except for Trauma Team or Militech, however some Combat Cabbs have medics riding along with them, and if the fare has the money they will treat him and take him to the destination of his choice.

OTHER SERVICES

EDUCATION: 1

There is only one school that operates in the Zone. It is run by a group that calls itself the Elders and a host of volunteers. The school is not licensed, nor its curriculum recognized by anyone, but students who do choose to attend will receive a basic education equivalent to grades 1-12, with additional advanced and vocational education available.

DINING: 2

There are several eateries in the zone, most rely either on what food can be brought in from the outside, or they use Zone grown food. Because of the high number of rooftop gardens many Zone residents eat more fresh vegetables and fruits than the majority of people in Night City proper. Proper meat on the other hand is much scarcer. Beef and Pork are unheard of, although occasionally pigs are found here. The majority of meat found in the Zone is Rabbit, which are bred and raised by many in the Zone, including a few places that do it on a mass production scale. Dog, Cat, and Rat are also common meats here. Some people in the Zone also have their own scop tanks. There is a brewery and distillery here, as well as several private brewers and moonshiners.

ENTERTAINMENT: 1

This is the Zone; there are few legal avenues of entertainment although there are several bars, a fairly successful nightclub, and even an "art house" style movie theater.

LODGING: 1

There are hotels and boarding houses scattered throughout the Zone, but nothing that any travel guide would ever recommend. The prices are dirt cheap though, usually running from 5eb an hour, to 15-25eb a night.



STREET MAP OF THE COMBAT ZONE





PLACES OF INTEREST IN THE COMBAT ZONE

A-M. COMBAT ZONE WALL GATEWAYS

While there is no police presence inside the Zone, the entrance gates are manned officers at all times in department issue Metal Gear. The number of officers manning each gate is 2-4, depending on the assessed threat level of each section, and many gates have a backup officer piloting an ACPA. The gates can be reinforced with extra police in very short order in the event of major activity or to stop a fleeing suspect from entering the Zone. The wall is 20 feet tall, with concrete reinforced steel plates on each side and topped



with surveillance cameras in armored housings and razor wire. They have an SP rating of 250 with a structural damage capacity rated at 300. Steel tracks still lie along the wall, testament to the deception during the walls creation that it would be a new elevated train line.



Access into the Zone is virtually unimpeded, and police will only stop vehicles or pedestrians from entering if



they are extremely suspicious or if they match an active BOLO (Be On Look Out) order. Police will however caution women and young people, particularly if they don't look like they belong here, against going in. People leaving the Zone are scrutinized much closer, cars are searched randomly, and suspicious vehicles or pedestrians are always stopped, searched, and checked against active warrants.

It's a sad fact that many of the officers at the gates can be bribed. In effort to minimize this, officers are randomly selected from different precincts to supplement the officers regularly assigned to Gate duty. After Carnival, the doors to each gate were removed, and by law they cannot be replaced.

Currently, entrances B, C, E, F, G, J, K, and L have the highest security rating due to violent gang activity. The entrances have at least 4 Cops on duty at all times, with B, C, E, F, G, and L, also having a police ACPA unit stationed there, usually a Militech Policenaught, though Constables and Bladerunners have also been assigned.

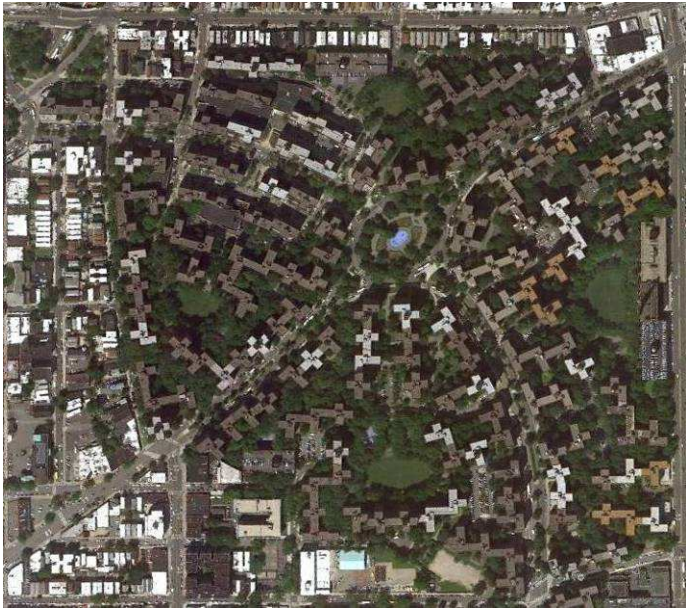




1. MARSTEN MALL

Marsten Mall is located right inside the wall on the northwest corner of the Combat Zone on Marsten Street running North and South along the western wall, and Slaughter Road running East and West along the Northern Wall. The mall also sits on the NW corner of the Marsten Housing Project complex. The mall is deep in Slaughterhouse territory, and operates under their protection, with each shop paying a protection fee. Regardless, the mall is considered neutral territory and other gangs may do business there. This neutrality is not without its limits however, as gangs in open rivalry with Slaughterhouse, in particular 2-3 set and Stomp, have discovered to their dismay.

The mall is dual level and boasts a variety of shops. A few are legitimate businesses, many sell stolen but otherwise legal merchandise and a few completely illegal shops have set up offering black-market goods and services. The mall features one of the few gas stations in the CZ, located on the NW corner. One of the more popular stores located inside is Java Scripts, a black market electronics store and internet café run by members of the Digital Renegades who are allowed to operate here in return for providing the Slaughterhouse territory with basic utilities, phone, and cable tv. Inside the mall is dark, narrow, and often crowded.



2. THE MARSTEN HOUSING PROJECTS

The western border of the Combat Zone WAS strategically chosen to encompass the MHP. Originally built on New York housing project models, the Marsten complex is enormous. The complex was originally built and designed to temporarily house the vast numbers of workers brought in to construct the city, but once the majority of construction was complete the corporate conglomerate who owned the buildings turned them into low rent housing. It didn't take long for the criminal element to set in, and even before the walls were erected and the Combat Zone was sealed the Marsten Projects were known far and wide as the most dangerous place in the city. Since then things have only gotten worse. Marsten was the very first section of Night City to be labeled a Combat Zone, and formed the basis for the police department's policy of avoidance



when in 2010 officers were sent to search the buildings for suspects involved in a previous police shooting. 24 police entered the buildings in groups of 4. None made it out alive.

Before the City pushed the more violent gangs out of the other areas of the city and into the Zone, the Marsten projects were home to scores of different gangs. Most of the individual buildings were home to at least one, some up to three, and conflict among them was a near constant. It was so prevalent that they media dubbed it "Block War", and showed imagery of the tenants of buildings shooting at each other from their windows. After the push, Slaughterhouse quickly allied itself with one of the stronger gangs and dug in. When the reality behind Carnival was announced, they called a meeting with all the other gang leaders in the Marsten projects. When the meeting took place in the courtyard at the center, Brick, new leader of the Slaughterhouse, had his men disguised as police, launch incendiary and fragmentation grenades into the meeting. The death toll was staggering, and Brick used it to unite the gangs under the Slaughterhouse colors.





During the course of Carnival, as the gang took over the central buildings altogether, Brick discreetly eliminated anyone perceived as a threat to his gang's total domination of the Marsten Housing Projects. Rumor has it he fed information on his rivals to bounty hunters who took out most of his competition for him. Now Slaughterhouses hold on the Marsten complex is complete.

The complex itself is a maze of roads, parking lots and alleys moving between the buildings. Slaughterhouse keeps the lawn mowed, and makes sure the trees stay healthy as to provide cover from police and media air surveillance. The central buildings overlooking the fountain are kept up, and repaired, and are believed to be the seat of power for the gang. The further out from the center the buildings begin to degenerate. Some along the outside edge of the complex are little more than burnt out shells on the verge of collapse, but even these buildings are usually home to large numbers of indigents and look outs for the gang. The other buildings are mazes, almost impossible to navigate once you are inside, and filled with, prostitution, and drug dens, labs for making narcotics, and of course, gang members, but the complex also has its own medical and dental facilities, shops, auto body and repair shops, a movie theater and nightclub, and of course lots and lots of non-affiliated families who just want a roof over their heads. Most of the rooftops have at least some form of garden, and rabbits are bred all over the complex for food.



3. BRICKS FORTRESS

This large apartment building sits at the heart of the Marsten Complex. This 13 story building is immense, and it overlooks the large fountain in the center of the Complex. Atop the elevator shaft, which extends to the rooftop, there is a water tower, and a sniper nest/lookout platform has been erected on top of that. This platform is one of the highest points in the Zone, and from here one can get an unparalleled view of the Zone. Only the buildings controlled by the Walking Dead and Shrapnel are taller. The building serves as the stronghold for Slaughterhouse, and its top leadership reside here in the uppermost floors. It is also the most well maintained of the buildings in the Marsten Complex, and its walls have been fortified and the first floor windows sealed. 6 men, armed with high powered scoped rifles, machineguns, and Law Rockets patrol its roof, if trouble is expected, the number jumps to ten, leaving every exterior corner of the building well covered. In addition, 2 men always man the sniper nest armed with high powered sniper rifles. In addition numerous armed guards patrol the grounds and the building interior. All entrances to the building have 2 heavily armed guards at all times. In addition cameras are set up around the building covering the grounds and entrances completely, and more cameras are set up outside elevators, stairs, the lobby, and near all sensitive areas, such as the armory stored in the basement. The cameras are monitored at all times by a team of 2 men. The guards are all equipped with mastoid comms, and things go very poorly for any guard caught sleeping. To reach the upper floors by elevator, or by stairs, you need a special security key. The upper floors are luxuriously appointed and decorated and equipped with state of the art entertainment suites, climate control, and anything else Brick and his inner circle could desire.

(For more on Slaughterhouse, please see Gangs Of The Combat Zone)



Because of their domination of the complex, Slaughterhouse is by far the largest street gang in Night City. Although the walls that surround the Zone keep the majority of their activities confined to the Combat Zone, they do make moves outside the Zone in small numbers, and provided that they can escape back into the safety of their base, it would be almost impossible for police to move against them. The grounds are constantly patrolled by armed gang members, each equipped with either a submachine gun, shotgun, or assault rifle.





4. FAT HOGG PIZZA AND SOUL FOOD

Slaughter Road is part of 43rd Street, but when Slaughterhouse took over they spray painted over the signs and no one has bothered to argue with them about it. The street runs along the northern wall on the western side of the Zone. It is notable in that most of the homes and businesses along the road still hold on to some air of legitimacy. They are near enough to the Northwest entrance to the Zone, and safe enough due to security provided by Slaughterhouse, to get regular shipments of necessary goods in. Among the businesses on the road is a restaurant named Fat Hogg serving pizza and soul food.

Fat Hogg has been in business since the city was called Del Coronado, and the owner, Maybeline Hogg has been running it the entire time. Fat Hoggs is one of the few legitimate reasons to visit the Combat Zone, as it is widely hailed as the best soul food on the west coast. It sits smack dab in between 2 entrances to the Combat Zone, and is relatively safe to visit provided you show proper respect and don't make an ass of yourself. The shop delivers 24 hours a day, but only to approved customers, who must be able to give Maybeline a specific codeword arranged in person previously. Maybeline pays Slaughterhouse for protection to keep her drivers safe. The last time one of her drivers was robbed, the person who called the order in had his stomach cut open, his intestines looped to a pipe, and he was thrown, alive, off the roof of his 12 story apartment building.



Maybeline knows everything that is going on in the Combat Zone, and if you get on her good side, for the right price she can be an invaluable source of information.

Above the restaurant are apartments that she rents out to her staff. She likes to keep her staff safe and close, and it also ensures that they don't miss work.



5. 92.4 THE HOUSE

This is the pirate radio station set up by Rope. It broadcasts hip-hop and gangster rap, and the DJ's will often speak in code to co-ordinate gang movements and send messages to members who don't have phones or are in areas where reception is troublesome. By far the most popular DJ on the station is Mocha Soul, whose silky voice goes out over the airwaves between 8 PM and 4AM. The radio station is set up in a building outside the complex proper, though still claimed by Slaughterhouse, and operates with the assistance of the Digital Renegades in exchange for allowing the netrunner gang to put up booster towers of their own. The ground floor of the building has a few shops, including AJ's Gun Repair, Kirby's Burgers, and the Gunsmoke Bar and Grill. The rest of the building is rented out to mostly civilian tenants, though there are members of Slaughterhouse who live in the building and patrol its perimeter.



6. STAFFORD APARTMENTS

Located on the southeast corner of the Marsten Projects, The Stafford Apartments sit behind the Carson and Sons Fish Market, Off The Truck Goods and clothing, Jaun's Taqueria (rumored to use dog, cat, and even rat meat, but also rumored to be very tasty) and Darnells Big Time Barber Shop. The Stafford Apartments themselves are what passes for luxury in the Combat Zone. Rent in the apartments starts at 400 a month for a single bedroom, a steep price for the Zone, but the building has air conditioning and cable TV.

While the Stafford sits in Slaughterhouse territory, It is also dangerously on the edge of Dead Zoner Territory. While inside the building you are safe, coming and going, especially at night, can be dangerous.



7. RICE TOWN

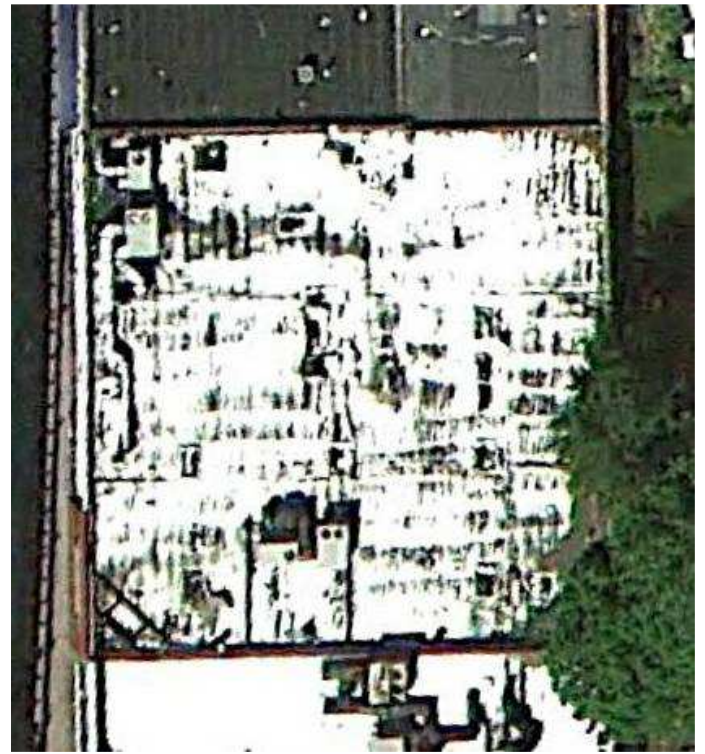
Rice Town is the derogatory but near universal term for the Asian community in the Combat Zone. From 45th street south to 47th and from the western wall east to Churchend. Churchend Avenue runs north and south through the center of Rice Town and down into West Church. Like Chinatown, the streets and alleys here are overcrowded, filled with neon signs and street vendors, but the Neon Signs are often cleverly recycled, the goods sold are often used and the food is often a bit past the expiration date or is made of things better left unknown. With absolutely no law to regulate what gets sold here, anything goes.

The population of Rice town is made up of a wide mix of Asian people, mostly Thai, Vietnamese, Burmese, Filipino, Laotian, Malaysian, and Indonesian. They, like most of the residents of the Zone are mostly illegal immigrants or criminals in hiding. There are Japanese, Korean, and Chinese here as well, most of them exiled here from their respective communities either as former gangsters who failed or shamed their organizations, or as civilians seen by the community as being a troublemaker.



Nor do the members of the community venture too far or too often outside Ricetown.

The community is very insular, and while people from outside the community are welcome to shop here, it is rare that they allow anyone without Asian blood to live among them or set up shop themselves.

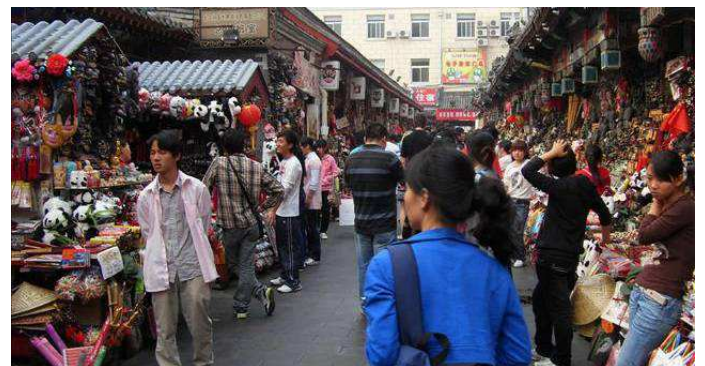


8. DEAD SNAKE MARKET

The front of this market is boarded up and inaccessible. The only entrance is from the alley. Inside the market is a cornucopia of black market goods, from exotic plants and animals to rare weapons and equipment. Drugs are also sold here, from manufactured smart drugs to pure opium. The building is one of the main venues of the Yellow Moon Society, and they have a near monopoly in the Zone for Heroin distribution.



Even trying to find the entrance takes some knowing, as it is concealed in the alley, an alley overrun with vendors and stalls, selling spices, bootleg media and electronics, knock off clothing and accessories, and all manner of food and drink.



(For more on the Yellow Moon Society, please see Gangs Of The Combat Zone.)



9. WEST CHURCH

Stretching from 47th street down to Xavier Drive, West Church is the name given to the area around the south end of Churchend Avenue. This area, as well as Hell's Point to the south, is defended by Hard 8 out of the Bitter Sea bar. While Hard 8 keeps the gangs from encroaching into the territory, they lack the resources to keep petty crime and small groups in check. So while the area is mostly neutral, it is also very dangerous. West Church is so named for Saint Helena's church, which sits at the south corner of Churchend and 60th.

Most of Churchend, and Hell's Point, is made up of small businesses and housing, and together they make up the largest area in the Zone not directly controlled by gang influence. Hard 8 does charge protection fees to businesses and homes, and does require apartment complexes under their protection to set aside 20 percent of their space for members, but other than that Hard 8 keeps out of the peoples affairs and doesn't sell drugs or sex. Not to say these things can't be found in abundance here, just that the ones providing it are not affiliated with any major gang. It is one of the few places in the Zone where you can be truly free.



10. SAINT HELENA'S

Saint Helena's is one of the few churches still in operation in the Combat Zone. It is run by two priests and a nun, all with experience as missionaries in 3rd



world hot spots. The senior priest Father Benedict Mallory, known to most of his parishioners as Father Benny, has served as a missionary in Haiti, Rwanda, the Congo, and Burma. When he last returned to America in 2016 he was amazed and distraught to see that there were areas in the country that were every bit as bad as the worst of his travels. He set volunteered for a church in "the worst area in the country" and was assigned to Saint Helena's. Things got progressively worse over the years though he did his

best, assisted by the younger priest Father Steve Blake and Sister Marjorie. The three not only stayed with the church throughout Carnival, but opened it up as a sanctuary to neighborhood families who could not escape. They were aided by members of the bar across the street, the group who would come to be known as Hard 8.

Since Carnival, Saint Helena's has been a major force in the Zone, providing aid, shelter, and support. Both Slaughterhouse and Stomp have declared a "hands off" policy to the church and it is rumored that the leadership in both gangs, in private meetings with Father Benny, have assured him that if a problem arises that Hard 8 can't handle, that they can be called in as support. It is unlikely that either gang is aware of the offer. Whether this is true or not, both gangs have assured that representatives of Saint Helena's may travel freely under the protection of the gangs in their own territories.



The church structure itself makes the building a veritable fortress.



Duncan has attracted a small staff. A somewhat robust woman named Marsha Weathers who handles reception and security, a young woman named Candace Schubert is a certified nurse and anesthesiologist, and an elderly retired general practitioner with a drinking problem named Horace Greenblume, who also serves as pharmacist.

The building itself is a well fortified sturdy building surrounded by a high iron fence. It contains separate apartments for the doctor and his staff with a shared kitchen and common room, and the downstairs has a small reception area, 2 examination rooms, 2 ICU rooms, and a surgical suite. The clinic has made a deal with Hard 8 for protection in exchange for free medical care, though the bar often makes donations of money, equipment, and pharmaceuticals as well. Saint Helena's church often engages in donation drives among its parishioners.



11. THE MARSTEN CLINIC



An underfunded and understaffed clinic in the Zone, the Marsten Clinic is overseen by Emmet Duncan. Duncan was a former surgeon who lost his license after he was proven to have purposefully let a patient die on an operating table. The patient was a Monsanto Executive who had been driving drunk and gotten into an accident with a young female prostitute in the car with him. While the critically injured girl was being prepped for her own surgery, lawyers who had obviously been hired by the

executives corporation showed up with a Do Not Resuscitate order, supposedly signed by the girl. While operating on the executive, there were "complications" and he died. Duncan was eaten alive by Monsanto lawyers. His medical license was revoked and he lost nearly everything.

Afterwards he found his true calling in the Combat Zone. Technically Duncan is a ripperdoc, operating illegally. However his clinic is the cleanest and most professional medical facility in the Combat Zone. He spends most of his time treating the sick and injured of the Zone, charging only what he thinks the patients can afford, usually in trade...



and sometimes, particularly if the patient is a child, he will charge nothing. He relies heavily on donations, but to supplement the expense of running the clinic he also performs illegal implantations and augmentations. However, he will not augment anyone he suspects of being on the verge of cyberpsychosis.



12. SACRED INK



Sharing a parking lot to the north of the Marsten Clinic is Sacred Ink. This tattoo Parlor operates out of an abandoned Baptist Church. Its owner, Lester "Disney" Drury, is a highly respected tattoo artist who unfortunately is also a highly wanted drug dealer, who abandoned his home and business in North Haven when he was tipped off that the cops were after him. He fled into the area just after Carnival, and found the church. The building had suffered some fire and structural damage, but he has since

repaired it as both his new business and his home. Disney is considered the best tattoo artist in the Zone, and he enforces neutrality in his shop with a .12 gauge negotiator.



13. Gallagher Apartments

A large, 6 story, 120 room apartment building. They have 1, 2, and 3 bedroom apartments for rent at prices reasonable even for the Combat Zone. Like most of the buildings in the area, the Gallagher has seen more than its share of abuse and neglect though. Paint peels from the walls, the pipes are in horrible disrepair leaving the water unsafe to drink, and many walls, and even floors have holes in them. The building is run by a man named Sheldon Garrim. Sheldon has been described as incredibly sleazy and tasteless, and lives on the first



floor of the building. His brother Waldor handles maintenance and lives in the basements, next to the tenant storage areas. Waldor is even creepier than his brother, and most of the tenants prefer to fix problems with the building themselves rather than let either of the men into their apartments. brothers, the most prevalent

Rumors abound about the being that they are using aliases and have a secret trove of wealth but are wanted under for sex offenses and thus dare not leave the Zone. Still for all the Gallaghers faults, it beats squatting, and having to constantly defend your home from invaders like the vast majority of Zone dwellers.



14. GARBAGE PAIL

Sitting in a lonely spot behind Saint Helena's, directly across from the western wall and 8 blocks west of Kings Cross, sits the Garbage Pail. This is one of the seediest dives in the Zone. Its floors cannot be seen through the garbage that lies there. The building was once a shelter mission for the church, but it was heavily damaged during carnival, and the only repairs were to put in a makeshift bar, and some armored glass barriers stolen from a gas station that have been placed around an area designated the stage. It is a simple room, and the bathroom consists of an outer wall built around a manhole. The manhole itself has been grated over, with a small hole cut away, and a milk crate with its own hole set on top of it. The grate over the manhole has been welded in place to keep the Dead Zoners from getting in through the sewer, however they are known to wait below and use makeshift spears to stab up through the grates at anyone sitting there... just for kicks.



The place is generally packed with the lowest of the low in the Zone. Most of the booze is stolen, but the bar owner, a low ranked fixer nobody trusts called Cabbage, also keeps a still on the top floor. The stuff has

been known to make you blind, and one unfortunate batch even killed a few people. No one of any measure of self respect, even for the Zone, would ever be caught dead here. The only reason it still stands is because it gives the worst element of the Zone someplace to be other than the streets. Hard core junkies, mental cases, corner gangs so small they are ignored by Hard 8, and the unluckiest of souls congregate here. Oddly enough, the place does seem to get some bands to play there pretty regularly, though most bands do it just to say they have, at least one hard core neopunk band called DOGTWAT plays their regularly every Friday night. (The Garbage Pail originally appeared in the Atlas Games Cyberpunk 2020 book Night City Stories pg23.)



15. HELL'S POINT

Hell's Point makes up the southwestern edge of the Combat Zone and sits below Churchend. The central block and northern tip are mostly businesses, while the 2 southern blocks are primarily housing. Like Churchend, Hard 8 claims most of this territory, but 2-3 Set has been pushing up from the South in their bid to move in and support Stomp against Slaughterhouse and has taken over the southernmost block. As of yet there has been little issue between Hard 8 and 2-3, but if 2-3 starts pushing north then things will get messy.

Moving diagonally from the wall to the Marsten Complex, Xavier Drive separates Hell's Point from Churchend. And in fact is the main entrance to the Marsten Complex itself. Vehicles that approach to close to the entrance are scrutinized carefully by sentries on the ground, in the buildings, and on the rooftops. Slaughterhouse has been known to shoot anyone driving to close in tagged vehicles. They are tolerant of Hard 8, and while they have no official alliance, they do have a mutual understand and respect, especially since Hard stands between Slaughterhouse and 2-3.

The neighborhood itself is trashed, and just gets worse the further south you go. Several businesses still exist here, ALONG Xavier Drive; starting at the southern end you have SJ's Auto Parts. Bella's Restaurant, Parkchester Funeral Parlor, Gretchens hair and nail salon, and a bar called The Bitter Sea, something of a landmark in the Zone, next to Daddy Greens Pizza at the northern tip.

Most of the other businesses have been burned out or the owners fled. Those that are still standing and are in any way inhabitable have been taken over by squatters. The homes and apartment buildings that make up the majority of the buildings exist under similar circumstances.



16. THE BITTER SEA

Located on the southwestern side of the true Point of Hell's Point you will find the Bitter Sea bar. This bar is a popular watering hole for edgerunners looking for work, or just looking to let off some steam. It is also the central home of the Hard 8 citizens watch group. The proprietor of the bar, David Branch, is an old Vet who retired here before the walls went up. He runs the bar with his son Carl and two granddaughters, Elizabeth and Connie.

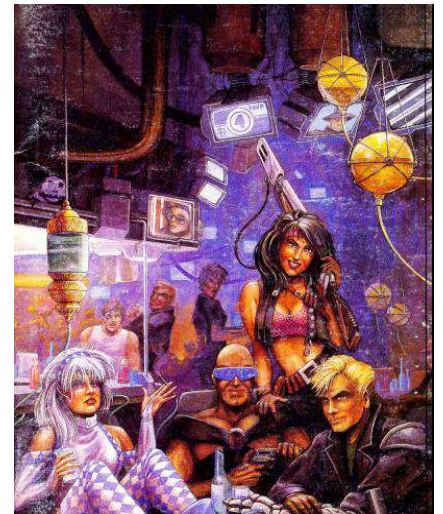
Deals are made here, and the bar has a few resident fixers who will place edgerunners with jobs, get them the gear, or just introduce them to the right people. Because it is inside a neutral area, and so close to the wall, it has attracted many regulars, many of whom spend time serving in the Hard 8 themselves.

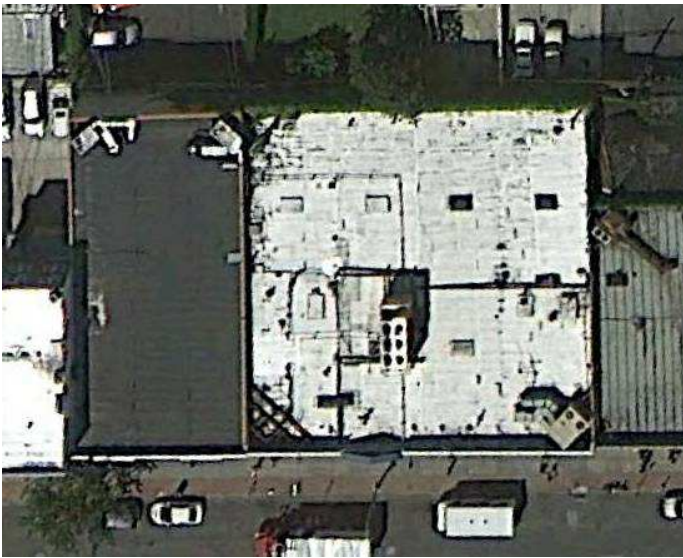
David often has live music, usually Jazz or Blues. Very rarely will he have rock or rap, as he prefers to keep the noise level down and the atmosphere here subdued. With the crowd he caters too, it's often best not to let them get too worked up. The only real restriction in the bar is that you don't shit where you drink. Most of the patrons in the bar are well armed at all times; it is not a place you want to start trouble.

The bar has 4 floors. The top floor is reserved for David and his family, but there are nine apartments. If one becomes vacant, he will rent it out, but only if the person first serves with the Hard 8. There is also a basement in the bar that serves as weapon and equipment storage, and an emergency exit through the sewers, kept barred to keep the Dead Zoners and Zone Rats out.

Juice is the bars resident fixer, the man is an old school information and talent broker, and knows everything that goes on in the city, or will find out, if the price is right.

(For more on Hard 8 please see Gangs Of the Combat Zone.)





17. YEAGER HARDWARE AND RENOVATIONS

This store is one of the better employers for semi honest work in the Zone. They are primarily a hardware store, selling used tools, reclaimed lumber and appliances, and on rare occasions they even get in shipments of brand new merchandise. The store owner, James Yeager, pays crews to go to burnt out or falling apart buildings, and reclaim as much from the building as possible. Yeager also employs other crews to come in and make renovations and repairs to buildings, for those who lack the skill or means to do it themselves. He charges nominal fees, and works mostly in trade, but his services have made the store popular to the people of the Zone, and made Yeager a respected figure in the community.



However it's not all sunshine and roses at the store. It's been rumored that Yeager's crews sometimes speed up the process of decay, or pay of thugs to wreak havoc on a building, making it unlivable even for the squatters. It also rumored that Yeager is looking for something in the Zone, and that his crews are a front for the search. No one agree what he could be looking for, but popular opinion is that it must be priceless. (The truth is, Yeager is looking for the body of his daughter who was kidnapped 2 years ago. No body was ever found, but he is sure she never left the Zone.)

Using almost exclusively reclaimed materials and supplies, and heavily bused tools, Yeager's renovation crews perform their tasks admirably. Their repairs are usually not very pretty, but they will keep a building standing, bullet and explosion holes will be adequately patched, and even fire damage can be repaired.

While Yeager has made several contracts outside the Zone for supplies and materials, most of them are very wary about sending shipments into the Zone. It used to be a bit easier, but now that 2-3 has moved into the Zone and taken over the block, no one seems willing to brave the Zone to make the deliveries. Anyone who can move new lumber or tools to Yeager will be handsomely rewarded; as such things are some of the most valuable assets in the Zone.



18. CARTER APARTMENTS

The Carter Apartments serve as 2-3 Sets base of operations in their foray into the Combat Zone. The building itself is very large. Many of non-support walls have been knocked out on the



first two floors, and the 2-3 Set allow junkies and the homeless to squat there, making the first floors a building a veritable labyrinth strewn with desperate lost souls. The 2-3 Set themselves have claimed most of the rooms of the upper floors, though there are a few tenant whom they have allowed to stay mostly because



kicking them out is more trouble than its worth. 2-3 set also controls the basement, where they have set up labs for rocking up synth-coke, which they then distribute to the surrounding neighborhood.

All deals are done in the courtyard, and all access to the floors above level 2 and the basement is heavily guarded. The front doors are sealed, and the only way into or out of the building from the ground are in the main doorway inside the courtyard. This allows the 2-3 Set guarding the courtyard to have complete control over who enters the building, and anyone attempting anything funny in the courtyard immediately finds themselves in an inescapable shooting gallery. There are six men with fully auto rifles equipped with low-light scopes scattered through random windows overlooking the courtyard at all times, and one with a heavy machine gun. An additional four are set up in the windows of the alleyway leading to the courtyard, and several more watching the streets and alleys surrounding the building. In addition there are always at least 3 men on the roof with high powered scoped hunting rifles. Two solitary front men stand in the courtyard, and money and the drugs they purchase are exchanged via a rope and bucket lowered from the fourth floor. Drugs are sent up from the basement through an old laundry chute converted into a dumbwaiter.





19. MARSTEN ELEMENTARY



Marsten Elementary is the home of the Dead Zoners. This building complex and the streets surrounding are the single most dangerous place in the Combat Zone.

The school was originally built for the children of the workers brought in to build Night City, the original inhabitants of the Marsten Complex. It continued to act as a school even as the neighborhood worsened, right up until Carnival.

During Carnival, a shelter was set up inside the school with the



hopes of providing aid and sanctuary to families and children who couldn't escape. However the school was overrun, first by gang members looking for a defensible position, then by a large group of bounty hunters. The chaos and bloodshed that ensued was disastrous and tragic, as the teachers who had stayed, and the families and children they were providing aid for, were caught in the crossfire. Those who could escape alive left the building a burned out, shot up, husk.



After Carnival, the school was abandoned, and that's when things got really bad. A new gang, the Dead Zoners, moved in. By

far the most chaotic and feared gang in the Zone, the DEE-ZEES are a plague upon the land. No one enters the school anymore, at least not anyone who ever comes out again. No one even drives by it at night if they can help it, and even during the day, only the desperate or foolish try to cross Dee-Zee territory without a vehicle.

The Dee-Zees are widely feared for a reason, they are known to be rapists, murderers, and cannibals. They have successfully staged raids just about everywhere in the Zone, regardless of Gang Territory, where they have hit hard, only to vanish again. The only time their victims are ever seen again, are as the newest members of the horde of lunatics that inhabit this school.



(For more on the Dee-Zees, please see Gangs Of The Combat Zone)



20. CARMEN COURT CATHEDRAL

The Carmen Court Cathedral is one of the oldest churches in the city. It was built when the area was still the small town of Del Coronado, sometime in the 1930's. It served the community as a place of worship proudly, and it was one of the reasons the area just north was chosen to be the site of the Marsten Complex, as it would give the scads of low cost workers who flocked to the area a place to worship right next to their homes.

The Carmen Cathedral itself is a large building, complete with 2 bell towers, a small library, a rectory, 4 rooms that serve as quarters for the serving priesthood, a small kitchen and conference room, an office, and a basement that as one time was equipped to serve as a fallout shelter. A small dormitory sits next to the building, and a once beautiful courtyard and small cemetery adorn the grounds.

During Carnival the building was badly damaged, and it was abandoned as a place of worship. The building served as a gang hangout for a few years, before they were wiped out by the Dee-Zees. Rumor has it that somehow Combat Cab influenced the attack, but this is unlikely as the Dee-Zees have never shown any sign of doing anything for anyone but themselves.

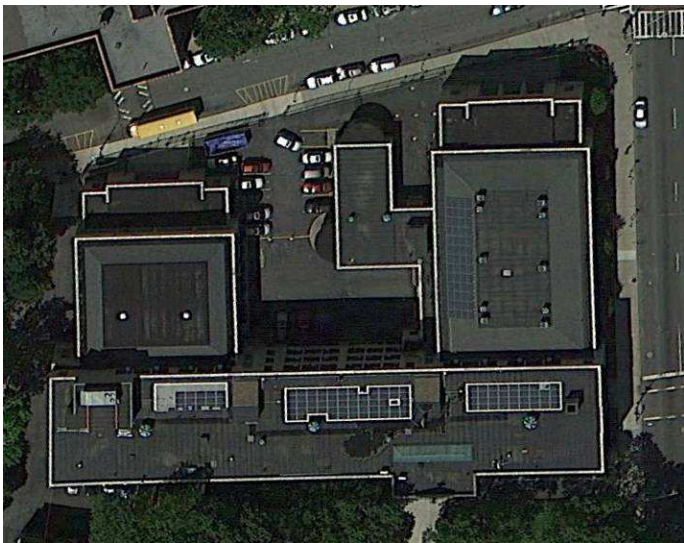


Since then the building has become home to many homeless, who barricade the entrances every night for fear of the Dee-Zee raiding parties.

Primarily built from stone, the building is structurally sound for the most part, but is covered in graffiti, the floors are rotting, all the windows have been broken, including the once beautiful large stained glass window overlooking the pulpit, and years of neglect and abuse have simply furthered the urban decay of the site.

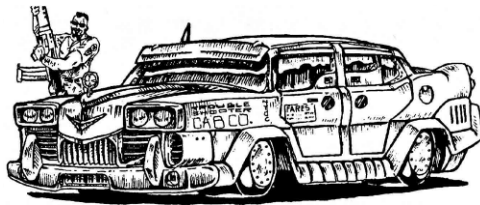
Father Mallory of Saint Helena's has long been trying to raise money to restore the building, and James Yeager has long sought to demolish the building to reclaim the stone and useable wood that remains. The close proximity of the Dee-Zees makes both tasks entirely too risky however.

Word on the street is that somewhere in the Cathedral on the grounds, lies a treasure, the gold and silver that lied within the church, hidden just before Carnival. Though many have searched, no one has ever found this supposed treasure.



21. COMBAT CABB

Taking up the north side of Camden Court, Combat Cabb is the most well known feature of the Zone. With a successful television show, and loads of tourists hiring the cabs so they can go "slumming" through the Zone in a veneer of safety, this business is known far and wide.



for Zone dwellers who lack any means of transport on their own, or who have to travel through dangerous territories. And of course the other side is as the tourist vehicle. The Tourist runs are managed through a local travel agency, and are what provide the income for Combat Cabb to continue operating.

When calling for a Combat Cabb for the first time you will be directed to one of two options. If you are calling for a tour of the Combat Zone, you will be transferred to the travel agency. If you are calling to be picked up from or taken to a specific location in the Zone you will be transferred directly to the Combat Cabb dispatcher.



safest routes, as well as the ones to be avoided at all

The tourist routes are designed on a weekly basis, and are coordinated with a member of the Digital Renegades named Ditto, who keeps them apprized of the

costs. The deal gets the Renegades free rides. The tour route usually begins in the Northwest corner of the Zone, in Bushido Territory, then around the North and South edges of the Gauntlet down to Kings Cross. West from there to the edge of Slaughterhouse territory, then north to the wall and East skirting the edge of Stomp territory to exit back at the Northwest corner. Objects are constantly hurled at the bus, and the vehicle is often fired upon. However everyone knows that if the Bus is seriously damaged, or the driver killed, then Combat Cabb will no longer send their cabs into that territory. Since Combat Cabb is often the only safe means of travel through the Zone, most people don't push it to far. It also doesn't hurt that the bus driver and tour guide are both heavily armed.



The buses used are heavily armored, with flip down steel plates for the windows that can be dropped at the flick of a switch by the driver in the event of serious threats. Solid rubber tires and a reinforced chassis complete the vehicles protection. As added insurance, Combat

Cabb has an arrangement with the Walking Dead in the event something goes seriously wrong... the ETA after the distress call is sent, either manually by the driver, or if the buses GPS stops giving a signal, is between 5 and 10 minutes, depending where in the Zone they are. In fact, many members of the Walking Dead hire on themselves as drivers.



The cabs that service the Zone itself are used sedans, with makeshift armor applied. The company is always looking for new vehicles, and will pay a pretty decent price for any 4 door sedan with at least a V6 engine. Some of the cabs are



armed, but this is done at the drivers expense. Most of the drivers for Combat Cabb never leave the Zone, so a license is not required, and getting a job with the company is actually one of the few, and definitely higher paying, legitimate jobs in the Zone. Drivers who do have a license and no warrants can pick up and deliver outside the Zone, though the cabs must go through the same checkpoints as the rest of the vehicles, so passengers trying to leave the Zone should have their ID's in order. Combat experience is definitely a bonus, but what really counts for potential drivers is how well they know their way around the Zone, how to navigate around the most dangerous areas where possible, and how to drive under fire. Drivers are responsible for their own cabs, and may choose to arm them if they wish out of their own pocket. Most don't, at least not externally, as it has been seen as antagonistic, but most of the cabs are rigged with rear facing shotguns built into the seats to deal with unruly guests. Combat Cabb cars are tuned for torque and acceleration, as top speed is sacrificed for armor and the ability to maneuver quickly.



Combat Cabb is owned by Mike "Chooch" Manveh. Chooch was serving the area well before the walls went up. Marsten was still called the Combat Zone back then, but its borders were very ill defined. When the walls went up, it offered the company a monopoly on the Zone. A chance meeting with a TV exec who had been stranded and left in the Zone led to the formation of the TV deal, which made Chooch fairly wealthy. He reinvested a lot of the money into the few local businesses, and sets the rest aside for emergencies. At one point

Troubleshooter Cabs tried to move in which led to what is referred to in the Zone as the "Taxi War". Initially it was cab drivers from the two companies undercutting each other and stealing fares ... but quickly escalated into running fights between cabbies, often with fares in the back. After a Troubleshooter cab cut a corner to hard trying to chase one of the Combat Cabs down, and ran into a group of Maelstrom, Chooch was able to buy them out for pennies so they could get out before the gang took their revenge. There are, at any given time, around 15-20 cab drivers. 2 bus drivers, 3 dispatchers, 5 repairmen, and 4 medics on staff. Of the many drivers for Combat Cabb, one man has been working for Chooch longer than any other.

Rashnu Antar has been with Combat Cabb from the beginning, and has earned the implicit trust of Chooch and the rest of the staff. He drives a cab 4 nights a week, and drives a bus twice. He also picks up extra shifts whenever possible. In his off time he has been known to enter



underground fighting tournaments, particularly ones thrown by the Voodoo Boyz. Rashnu often talks about his wife and children, whose numbers very depending on how much sympathy or good will he is trying to garner for a tip or other consideration. Those close to him know the truth however, in that while he is married, it is to a woman he does not care for, and they have no children. Hoever he has never cheated on his wife, and has a very very soft spot for children. He often volunteers to drive the bus in the mornings for the Elder run School that sits adjacent to Combat Cabb. The average stats for a Combat Cabb taxi are:



Top Speed: 100 mph	Acc/Decc: 15/30
Crew: 1	Range: 275mi
Passengers: 4	Cargo: 500KG
Maneuver: 0	SDP: 40
SP: 15	Type: Car
Mass: 1.1tons	Cost: 900EB



22. Martin Luther King High

Martin Luther King High School is the only school still operating in the Combat Zone, and serves any student who wants to learn, of any age. There are no assigned grades, and the diploma earned is nothing but ceremonial. Instead the school teaches based on the students needs, classes consist of beginning, intermediate, and advanced levels, with the student staying in the class until they either pass the aptitude exam, or until they drop out.



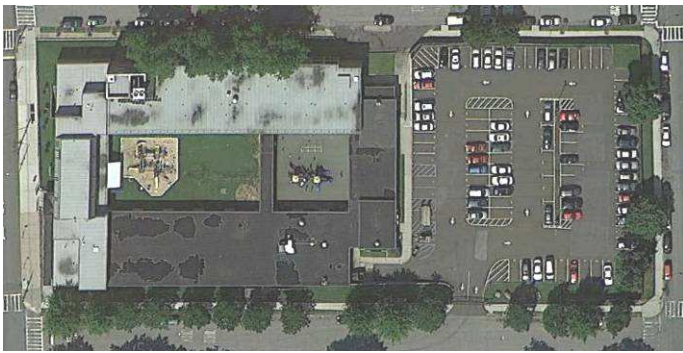
The school is run by a group known on the streets as the Elders, mostly educators who either stayed after Carnival, or came in afterwards, as well as support and clerical staff. The school is one of the favorite causes in the Zone, not least of which because their curriculum works, in fact students who do end up sticking to it and attaining a high school equivalency here end up being comparatively better educated than their better funded legitimate counterparts.



The school is able to function because it has a near zero tolerance policy towards violence or gang activity. It also has the conditional support of many of the gangs and groups in the Zone.

After dark, the schools football field is left open as neutral ground for gang leaders to meet and settle disputes, although the grounds are constantly monitored by armed guards.

(For more on the Elders, please see Gangs Of The Combat Zone)



23. CARMICHAEL LIBRARY

The Carmichael Library was built before the collapse, and served the community well for decades. Even as the area around it degenerated it remained a quiet sanctuary for the neighborhoods around it. It had a playground protected by an inner courtyard, a computer center, some conference rooms, and of course books. It was one of the safer places for children to go. So of course it was nearly destroyed during Carnival.



After Carnival, the Elders and the Digital renegades went in to save as many books, computers, and archives as they could,

but when gangs started moving in from the Cauldron, everything was abandoned. Currently the Blood Razors lay claim to the library, but the building changes hands frequently, and is only held so long as any gang can keep it. The most frequent reason a gang loses its hold on the building is attacks from Dee-Zees. The windows have all been broken out, leaving the place virtually indefensible.

Years of neglect and abuse, as well as frequent battles in side and on the grounds, have taken their toll on the building. While most of



the books that weren't taken by the Elders or Renegades have been burned, they still lay scattered across the shelves and floors, and pretty much every surface has been spray painted and tagged. Needles, broken bottles, and other refuse are strewn about the building, and dead bodies are commonly found here by anyone will to risk venturing inside.



24. WHARTON APARTMENT COMPLEX (THE CAULDRON)

The buildings in this apartment complex are home to some of the most disenfranchised and desperate gangs in the Zone. Many of these gangs used to be major players before Carnival, but are now merely remnants of their former selves. The Blood Razors are the most famous of these gangs, but there are many more.

Cheap street Narcotics and hand made weapons are produced in these buildings. There are a few civilians who still live in the buildings, held hostage by the gangs that control them and their never ending rivalries. No one with any sense comes anywhere near this apartment complex.

(For more on the gangs of the Cauldron, see Gangs Of The Combat Zone.)



25. WHARTON BUILDING F (ZONE RATS)

This apartment building is home to the Zone Rats. (Please see Gangs Of the Combat Zone for more details.)



26. ANDREW JAMES BUILDING (DIGITAL RENEGADES)

The Andrew James Building is home to the Digital Renegades in Night City, or at least as close to a realspace home as they will lay claim too.

While the Andrew James building is technically inside the Cauldron, it is a much newer building, constructed just a



few years before the walls went up as part of a failed gentrification project. As such the building was already equipped with a modern security system, something the Digital Renegades have upgraded since. Several Renegades were living here when the walls went up, in fact, it is heavily rumored that the Renegades took over the building in the weeks leading up to Carnival, as if they had knowledge ahead of time as to what was going to happen. As soon as they moved in they began fortifying the place.. While the regular tenants fled the Zone, the Renegades rewired the place completely, reinforced the exterior walls, and began setting elaborate and devastating traps.

They also installed a rudimentary radio broadcasting station, and invited many of the runners and techies in the Zone (a few were excluded because they were deemed unsavory) to hole up in the building during Carnival in exchange for help in their renovations and upgrades. Not a single outsider was able to breach their defenses during Carnival, and even when the power was cut, the Renegades were able to restore it within minutes.

These days the building is the most secure, and tech equipped building in the Zone. In addition to housing several Renegades, it is also the home to 91.1FM "The Signal". The Signal is a pirate radio station run by a Digital Renegade named Replay. She is also the one in charge of the building itself. The Signal is the most popular radio station in the Zone, it provides an unbiased coverage of Zone, including up to date warnings for areas where trouble is brewing. No one navigates the Zone without checking the Signal. They also play a wildly eclectic mix of music, and promote local events, as well as providing weather and news for the greater city and world.

The building also serves as a haven for Nertunners and Techs on the lam, as well as a training ground for new hackers and electronics specialists. People who show

enough aptitude and skill are invited to come live in the building, where experienced members will help teach them the intricacies of the field. Many people refer to the Andrew James building as the MIT of the ghetto. Using scavenged and scratch built electronics, the Digital Renegade have turned the building into the digital age hostel.

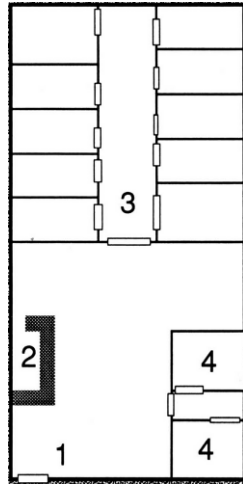
The Zone Rats who occupy the building just north are very closely allied with the Digital Renegades. The Rats, consisting of mostly young kids, get security and support monitored by the Renegades. In exchange the Rats, who have a high aptitude for tech work and an affinity for using the sewers, back alleys, and rooftops, provide the hands on support in hard to reach places the Renegades need to keep the utilities flowing into the Zone, set up surveillance, and keep the broadcast towers operational. The Renegades are also closely supportive of the Elders and their school, some Renegades even offering their services as teachers, others providing salvaged computers.

Because of the services the Renegades ad the Rats provide the rest of the Zone, the other gangs leave them alone for the most part. In fact, the Renegades have insurance policies with Slaughterhouse, Maelstrom, The Walking Dead, Hard 8, and Shrapnel for protection. If one gang makes a serious move against any of the gangs under the Renegades protection will incur the wrath of the gangs they hold policy with, as well as having their electricity and water shut off.

The building itself is one of the more comfortable places to live in the Zone. The first 2 floors are uninhabited, and offer an array of clever booby traps to dissuade anyone who manages to make it into the building. The front doors are reinforced steel, that electronically open and close.. and concealed lights have been built into the floors and wall trim to illuminate the way for first timers in the building, a system which is run from the security office at the center of the building. Every inch of the exterior, and all interior non-private areas are continuously monitored by video, motion detectors, and heat sensors. In these common areas, tiles have been laid, and in the lines of the tiles are bare wires... in the event of a breach, the sprinkler system is turned on, then a current is run through the wires. In some areas, the sprinkler system has a reservoir filled with highly corrosive acid. Computers storing sensitive data are rigged with thermite charges.



(See Gangs of Night city for more information on the Digital Renegades.)



27. THE SHOOTING GALLERY

**The Shooting Gallery is an abandoned building that has been converted to a club of sorts. It is not a very pleasant place; the renovations consisted primarily of gutting the building, spraying the walls and ceiling flat black, and throwing a bunch of old pillows on the floor. There are a few blacklights on the ceiling and lots of awful day-glow graffiti on the walls.*

**There is no live entertainment at the Shooting Gallery. Instead, canned music is played over a set of old speakers. The choice of tunes often leaves much to be desired. The manager of the club, Ace, is usually too high to remember to change the disk, so the same music plays all night long.*



The shooting gallery is a popular hangout for gangs from the Cauldron, as well as the Furies. The place is declared neutral territory, but fights break out often here. The bar is a popular

place to score cheap drugs, usually manufactured by the various gangs of the Cauldron, as such it is a popular hangout for addicts and junkies. It technically sits in Stomp Territory, but they pay it no attention, considering the place beneath them.

*

1. Front Door: there is a very overweight bouncer named Bobb (the clients call him Blob) seated on a bar stool at the door. He usually nods out by 9:00 PM.

2. Bar: The manager, a middle-aged punk named Ace, tends the bar when he's not occupied with more pressing concerns, such as getting high. The drinks are cheap, and taste like it too; alcohol is not the drug of choice for most patrons of this establishment. Scattered around the bar are several dozen pillows, which the patrons lay on while regaling each other with the tales of their drug exploits — or sleeping, as is more often the case.

3. Cubicles: There are ten private cubicles in the back, available for rent at a cost of \$10 per hour. What you do in there is your business. A few drug deals go down here each night, mostly penny ante stuff.

4. Rest Rooms: Surprisingly clean, thanks to Blob, who gets around pretty well during the day. There are usually a few people passed-out in here, sometimes in rather compromising positions.

(*Reprinted from Chasing The Dragon)



28. AMAZONIA (FURIES TERRITORY)

Amazonia is the name given to a two block section of the Zone. It is called that as a tongue in cheek reference to the Furies, and all female gang, that claim it as their turf. It has other, less friendly names, but Amazonia works for most people.

The area consists mostly of homes, and sits on the corner where the Marsten Complex meets the Marsten School, and is surrounded by Stomp claimed territory to the north and east.

Most of the residents in the area are women and children. A few men live here, some husbands, or elderly, but any man who causes a problem is quickly run off by the female gang.



29. 2380 AND 2382 48th (FURIES HANGOUT)

This pair of condos is the main hangout for the Furies. In addition, they also serve as a Woman's Shelter, perhaps the only place in the Zone where women can get away from abusive lovers and husbands.

For more information on the Furies please see Gangs Of The Combat Zone.



30. THE FARM

The Farm is one of several animal breeding sites in the Zone. These sites specialize in prodigiously breeding small animals to be used for food. Rabbits are the most popular choices, but rats, guinea pigs, and gerbils are also quite popular. Many of these places also breed dogs, cats and chickens, but they are more expensive as they take longer to breed and mature.

The Farm itself consists of a two story building that may have once been a Jewish private school. The upper floors consist primarily of holding pens.



The bottom floor of the northern side of the building is for treating the meats and hides of the animals, while the first floor of the southern half of the building has become a restaurant. The fur is generally shipped out of the Zone and sold to high end furriers at inflated prices. The basement of the building is where they slaughter the animals.



The Farm, and places like it are one of the few places to get fresh meat in the Zone. Many denizens of the Zone actually breed their own small animals for food, though in much smaller numbers.

It sounds odd, but because of breeding houses like this, people in the Zone tend to get fresh meat far more than many in the city. Granted it's the meat of rodents and street animals, but it beats kibble and scop.

The Farm is run by the James Trafalger and his family. James and his son Donald take care of the animals, while his wife Connie and daughter Mags handle the restaurant. They also often employ local kids or the neighborhood homeless to help out with the care of the animals, though few last long.



31. DOC MARTINI'S

Trevor Brinks was a well respected surgeon in Night City once, until he showed up for an operation drunk, and the patient died on the table. Disgraced, his medical license revoked, he found himself homeless, and friendless. Now he is just another ripperdoc in the Zone, and one of the more unscrupulous ones. He is a raging alcoholic, and is almost never sober. It is for this reason he is known as Doc Martini. Doc Martini himself is usually disheveled, and the later it gets, the more likely he will be drunk. Of course you don't want to hit him too early, as his hands shake before he gets enough alcohol in him to even out. He sometimes hires on help, if only to run his errands for him and keep the operating room clean.



The building itself is very small, once a small 2 story fourplex, Brinks has knocked down walls and built interior stairs. The only way in is through the

stairs in front or back. These stairs are metal, and can be electrified at the flick of a switch. The upstairs is the waiting room, office, and living area, both of which are filthy and strewn with trash.

The downstairs area contains an exam room, an operating room, a drug closet, a cyber storage room, and 2 recovery rooms, each equipped with a heavy steel door that can only be opened from the outside.



Doc Martini has had people go Cyberpsycho on him before, and no takes measures against it. The rooms sterility varies, and depends greatly on whether he is currently employing anyone or not. If he is living alone, the risk of infection is high.



Doc Martini is without scruples or ethics. He will perform just about any medical procedure he is capable of if the price is right, and he may try it even if its over his head if the price is right enough. He also buys used Cyber, and has been known to work for trade of high quality (or at least high alcohol content) liquor or medical supplies in addition to cash.



32. ROCKWOLF APARTMENTS

This large apartment building sits on the western most edge of Stomp Street turf, overlooking both Furies Territory and the Marsten Complex. Stomp has taken over the building, and uses it as a strategic point to observe the movements of their rivals, and stage attacks against them. Gunfights breaking out between Stomp in the Rockwolf and Slaughterhouse in various Marsten Project buildings are common, and both sides will snipe at any rival gang targets who present themselves. As a result of this, the outer walls of the Rockwolf have become

incredibly damaged on the front facing Marsten. No windows remain, and scorch marks and large bits of wall have been blown off. The Marsten Buildings across the street fair little better, and in some cases worse, being nothing but burnt out shells...



The non gang affiliated tenants have mostly migrated to the eastern side of the building; those few that haven't keep their windows heavily boarded up, and tend to exit from the rear or the north end. These people live in constant terror of Stomp, who look for any opportunity or sign of weakness to exploit.

The Furies also watch the building carefully, as Stomp has been known to snatch members of the women only gang. Any Stomp Street member who crosses into Fury territory usually doesn't make it very far.



33. SHADOW STREET (SARACENS TURF)

For approximately one block heading east from Marsten, 55th Street is known as the Shadow. It is the home territory of the Saracens, the last predominately black gang of note not to be subsumed into Slaughterhouse.

The three large apartment buildings allow the Saracens to have fairly respectable numbers, even though their territory is pretty small.

The street is almost entirely residential, although the corner apartment building houses several small businesses on the first floor.

The name Shadow Street certainly has racist overtones, however it also is in reference to the fact the it is surrounded on all sides, by 4 different gangs, Slaughterhouse, Walking Dead, Shrapnel, and Stomp. As such the inhabitants of the area try to keep a very low profile, hoping their street will be overlooked in the gang warfare surrounding them.

As the hostilities around them increase, the Saracens have blocked off both ends of the street with burnt out cars.



34. SCHNEIDER BUILDING

This apartment building serves as the home base for the Saracens. The Schneider is a heavily fortified 6 story building with easily controlled exits. It is built right up against the Apartment building next to it, and several secret entrances through closets exist allowing the gang to move freely between the buildings.

(For more information on the Saracens, See Gangs Of The Combat Zone.)





35. THE PITSHUNE HOUSING PROJECT (WALKING DEAD)



The Pit is a massive apartment building, easily one of the largest single buildings in the Zone. It is also one of the best maintained and safest places you can find yourself. The reason it is so safe, is that building is the home base for The Walking Dead, a large mercenary force, who are well armed and

keep trouble out of the building and off its grounds.

The building has a large enough arsenal of both small arms and heavy weapons, that they arm nearly every tenant in the building. So while there are usually only around 20 to 50 members of the Walking Dead on site, everyone in the building can be armed to defend themselves if necessary.

The Pit is 21 stories tall, and contains 322 separate apartment units. The rent is reasonable, although a bit high for the Zone, with a rate of 250 per month for a single, and up to 1000 a month for a suite. But the security is more than worth it. And if you get behind, the Walking Dead are usually willing to come up with a compromise providing you have a valuable skill set they can use, or are at the least not opposed to hard work maintaining the building and its property.



The building has a gym, shooting range, bar, day care, a small shop, and storage space for the tenants, though access to the storage space or gun range is only done with a Walking Dead escort. The building is also equipped with state of the art surveillance and security.

(For more information on The Walking Dead, see Gangs of The Combat Zone)



36. RUN DMZ BREWERY AND DISTILLERY

This building was the former Connors Street Community and Senior Center; it was built in conjunction with Rayder Towers, and was at one time full of start of the art learning and health equipment. However, it was hit hard during Carnival and the gang battles that followed.

Many people in the Zone have their own stills, and many people brew their own beers. But Run DMZ is the only one doing it in bulk. When a nomad by the name of Memphis Bill took over the Center and started Run DMZ, he turned the gymnasium into a distillery, where a distinct brand of moonshine is made in large stills. This Moonshine varies slightly in flavor and alcohol content with each batch due to the availability of ingredients and demand, but is distinct in that it tastes something like a mixture of Scotch and Spiced Rum, with a hint of orange. No one outside the distillery knows the exact recipe, but it has become very popular in the Zone, and is even attaining notoriety outside the Zone, showing up in some of the trendier clubs at inflated prices.

Inside the Zone, it's by far the cheapest hard liquor available, as premium brands are hard to get here... even for the places like Bitter Sea and Club Crossroads.



Later a Belgian couple named Phillippe and Lizette Chambert came to him with their beer recipe, and their plans for setting up a brewery. Bill made them partners, and now the three run one of the most profitable legitimate businesses in the Zone, as well as one of the largest employers. The area that used to be an Olympic sized indoor swimming pool now houses the large kettles used to ferment the beer, and the changing rooms now house the processes to filter and bottle it. Run DMZ label beer comes in a variety of flavors.

To finance the initial equipment, Bill sold the computers, other electronics and medical supplies from the center off, or traded them for whatever he could. He hires the Walking Dead as security and Run DMZ employs about 40 men and women, mostly in bottling, and in delivery. Their proximity to the wall allows them to receive bottles and ingredients, although they are not allowed to legally sell their products outside the Zone due to the high alcohol content and the fact that no health inspector will willingly enter the Combat Zone. They have turned the unused portions of the center into a living area for themselves and employees.



37. PARKER BLACK MARKET

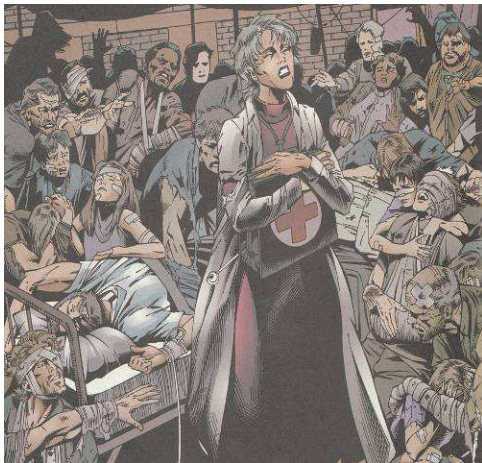
This former middle school is run by Shrapnel, and has been converted into a large black market area. The classrooms have been converted into shops, or rooms of stalls, like a large flea market. The halls themselves are often littered with temporary vendors, selling from blankets.



Even the roof top of the building is used. It has been converted into a large garden growing food. High yield grains are the

most common crops grown, although fruits and vegetables are also grown in smaller supply.

The schools gymnasium has been converted into a clinic that provides cheap medical care. The clinic is actually the longest running establishment operating out of the building, as it



has been in place since the Red Cross set up there after Carnival. This is where most of the medical and health supplies from the Connors Community center went before it was turned into the Run DMZ Brewery and Distillery. This clinic is run by Leslie Randall. Leslie was a doctor working with the Red Cross and Doctors Without Borders. When she saw what was happening in the Combat Zone she decided to stay and help as much as she could. It is in fact because of her that Shrapnel allows the clinic to operate in the building free of charge. Leslie, when not providing medical care, tries to operate an outreach program to stop the violence in the Zone, by reaching the parents and young children. She has met with limited success, but has attracted a group of followers who believe in her cause.



There is also a ripperdoc named Conrad Moser who has taken up long term residence in one of the upstairs classrooms. Moser provides maintenance, upgrades, and repairs to Shrapnel for the cost of parts, as his way of paying rent. Moser is a skilled doctor, and former classmate of Leslie. Many say there is a romantic history with them, and

she is the reason he came here, but a deeper look into his past will reveal that he lost his license after refusing to treat a patient. No one knows the specifics. Now Moser runs his underground cyberclinic, and occasionally assists Doctor Randall. Moser works with Shrapnel to keep close eye on those who start exhibiting signs of cyberpsychosis, and keeps a list of banned patients that he will occasionally share with any other ripperdocs or clinics in the Zone who are interested. Like most ripperdocs in the Zone, Moser will install illegal cyberware, and he works with a

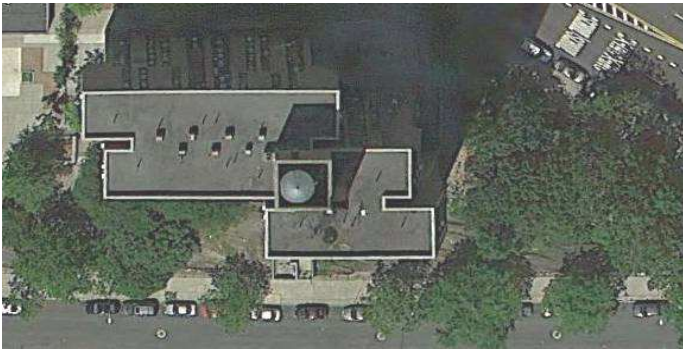
weaponsmith in the mall to create custom cyber.



Charlie Lock runs a weapon repair shop in the school. He buys and sells weapons, especially if they interest him, but his stock is pretty limited. He makes and sells ammo and explosives as well, but never on site. He lives in a small house to the south, where in the basement he has everything he could need to make just about any bullet you want. His prices aren't cheap, but if you supply your own brass he will give you a discount. He is a master smith, and can not only repair the weapons, but upgrade them and improve their quality and accuracy.

A daycare also operates out of the apartment building next to the school, to which the school gives unrestricted access to the old playground during the day. Every Friday night, the playground is used to host a block party.

The black market is open 24 hours a day, though some vendor's rooms get closed off after 6. There is at least one member of Shrapnel on site at all times acting as security and collecting rent from temporary vendors.



38. RAYDER TOWERS (SHRAPNEL)

The Rayder Towers housing complex is the tallest and most advanced building in the Zone. It had been newly constructed just before City Hall had made the decision to wall off the area and put forth the proposed plans for Carnival. The owners of the building, Rayder Investments, apparently overheard city officials talking about "big plans" for the area, and assumed this meant there was to be some sort of gentrification effort. They bought the land cheap and constructed the tower, thinking they would be in on the ground floor of a huge opportunity. When the plans went forth, Rayder Investments fought tooth and nail to try and have the borders for the proposed Zone altered to leave their tower on the right side, but met with no luck. When Carnival was announced, they held out hope that they could somehow salvage the situation, so they hired a crew of mercenaries, all equipped with full body prosthesis, to protect the building, as most of the tenants and employees evacuated.



The borgs did their job well, but during Carnival they discovered the building had been rigged to blow by remote. The corporation had planned to blow the building during Carnival, to collect the insurance. After disarming the explosives, Shrapnel sent the information to Rayders insurance company, and informed Rayder that they would be keeping the building. The company went bankrupt in short time after that.

Now Shrapnel controls the building and surrounding area. They charge 300 for a single and up. The tower complex is fully equipped, with every modern luxury. Like the Pit, and the Marsten Complex, the building has become something of an arcology in itself, food is grown on the rooftops, they even have their own scop tanks, which creates scop efficiently enough that they have surplus to sell to the rest of the Zone. The building also contains a gymnasium, theater, restaurant, bar, nightclub, indoor pool, and a state of the art security system, regularly upgraded.

In addition to non affiliated tenants, Shrapnel has set the building up as a sanctuary for full conversions and heavily cybered individuals learning to come to terms with their augmentation, offering therapy and support to anyone who seeks it out. This being said, they crack down hard on any tenant who commits a violent act against another tenant, or starts trouble in the Zone.

(For more information on Shrapnel, see Gangs Of The Combat Zone.)



39. AZTLAN MOTORS

Aztlan Motors is Stomp Streets auto body and customization shop. They specialize in the wild paint jobs, low rider and hydraulic conversions, and the chopped and chromed look popular among the Latino car and bike enthusiasts. They do engine work as well, but where they really shine is taking an older luxury or performance vehicle, and turning into a heavily modified and eye catching work of art. Every car they turn out is completely unique, and the team does its own fiberglass and metal shaping work.



Stomp, perhaps above all other gangs in the Combat Zone, considers a man's car to be sacred, and any gang member caught stealing or vandalizing

another member's ride is dealt with severely. Great honor is placed on stealing the ride of a rival gang member, the flashier and more unique the ride, the greater the honor. Stomp members stealing cars from civilians within the Zone is tolerated, but if you steal a family's only vehicle, it is cause for dishonor, especially if the vehicle is stolen from a single mother. In such cases, when found out, the offender usually faces a beating, and must return the vehicle in person, and apologize. By the same token, this attitude has spread to other gangs, even outside the Zone, and stealing a Stomp ride given much respect, though the attempt often ends up in getting the rival gang member who tries killed.

Aztlan Motors has become recognized for their artistic quality, and even people from outside the Zone, in a few cases, outside the state, will bring in their cars to have the team work their magic. In fact, one of the higher honors bestowed on Stomp members who prove themselves is having custom work done for free. For non-Stomp members, having a car customized by Aztlan will act as a free pass in Stomp territory, as long as you don't cause trouble, no one will mess with your car, or you while you are in it, as you are perceived as someone who has paid into the community. As Stomp is closely allied with the 2-3 Set, members of that gang get their cars done for the same deal as Stomp.

The expense of having your car worked on by Aztlan is greatly dependent on who you are.

Stomp members will have their vehicles worked on for the price of parts. Zone residents can have their cars customized for negligible labor fee over the price of parts depending on what they want done, but for people from outside the Zone, the price is jacked up prodigiously. It's worth it too, as Aztlan Motors cars have won many best in show competitions at car shows across Norcal.





40. VERMIN BROTHERS PEST CONTROL



This small building on the corner is the home of the Vermin Brothers, Ray, Otto, and Charlie Beemin. The Vermin Brothers is the

best pest control outfit in the Zone, and a much needed service. With all the decay, trash, and poorly maintained properties, vermin has become a ridiculous problem in the Zone. Rats, mice, roaches, beetles, slugs, ants... without city funds to keep them in check, most places have become overrun. Feral cats and dogs are also a problem. The Vermin Brothers are so good at their jobs that even the gangs tolerate them, even though its common knowledge that they will sell any info they think someone wants to hear, and have been known to be light fingered as well. So while gangs do use them, they rarely go anywhere unescorted when on gang property.

The brothers will use poison to eliminate insects, but prefer live capture for anything rat size or larger, so they can sell the animals for food.



The biggest danger facing the Vermin Brothers is people trying to break in and steal their bug poisons, to get high on. They use a custom mix, and apparently it's very potent and causes intense hallucinations. Users under the effects of what they term "Crunch" are generally in a waking dream. They do not perceive stimuli directly, instead its interpreted and woven into the hallucination they are having. It also causes sterility and the user to try to digest whatever they can get their hands on, wood, plaster, glass, in somecases themselves or others...



41. FLOGGERS REPO SERVICE

Floggers is one of the few places brave enough and skilled enough to perform repossession services inside the Zone. They have contracts with several banks and finance corporations in the city, who pay them top dollar to get back property. Mostly vehicles, whose owners obtained a loan using a fake address (no company will loan money to anyone whose address is listed as inside the Zone). But they have also been known to retrieve high end cyber and even full conversion packages from clients who fled to the Zone after defaulting on their loan. Of course the job is high risk, and most of their retrievals are targets of opportunity.



They chose their location strategically, as it is right next to an Entry Point in the Zone, and they pay a hefty bribe to the Checkpoint guards in case they need to exit the Zone swiftly. It also allows them to easily turn over the vehicles and properties they manage to reclaim to the property holders. In addition to the bribes allowing Flogger Repo crews to enter and exit swiftly, they also provide the security gate police sentries with lists of vehicles they currently looking for. If the vehicles are spotted, they can call Floggers for a "bonus" if they stall the vehicle long enough for a Repo man to tail the vehicle, or if the occupants of the vehicle are wanted or attempting to smuggle contraband out of the Zone, they will stow the vehicle for the Repo man rather than having it impounded.

Every member of the Repo team is heavily armed, carrying at least a heavy handgun at all times. They are also usually wearing at least a vest, and depending on the target, possibly metal gear (although the metal gear is heavily used and battered, slightly degrading its protection).



If the money is high enough, occasionally Floggers will take a bounty, to bring someone out of the Zone. They don't go after gang members, as that would be near suicidal if they planned to continue living in the Zone afterwards. But if a criminal escapes into the Zone, they will track them down and bring them out, alive or dead.



42. STOMPANATO STREET



Stompanato runs diagonally from the north side exit on Marsten Street all the way down to the Eastern most exit on the south wall. Stomp controls the entirety of Stompanato street all the way down to the

Crossroads, just above where the street intersects with Martin Luther Kind Boulevard. The businesses and residences along the portion of the street controlled by Stomp are overwhelmingly Latino, and they tend to push anyone not of Hispanic blood out of the remaining businesses.

Stomp would very much like to push out the gangs controlling the last few blocks of Stompanato, but the Kingsmen who control the crossroads have to much support from all the other gangs who have a vested interest in keeping the Crossroads neutral territory. And further south they would have to deal with Maelstrom. While the Stomp outnumbers the booster gang 4 to 1, it's a fight that would cost them dearly.



Stompanato is the main thoroughfare through the Zone, and during the day the street is fairly safe to travel on, unless you are wearing the colors of a rival gang. But the street is by no means neutral, and occasionally

Stomp Streeters will stop a vehicle or pedestrian and demand tribute, especially if the vehicle or person seems suspicious to them. It is wise to pay, an acceptable tribute is between 50 and 100 bucks, more if you seem particularly well off to them, and in fact you should have some extra cash on you when in the Zone and traveling through any gang territory. If you don't have money, then food, drugs, guns, and ammunition, will all make reasonable second choices. Or you can offer your vehicle, either outright, or put it up for stakes in a race. The latter will actually gain you respect with the gang, especially if you win.

Drag Races are held on Stompanato every Saturday night. The races begin at the Stompanato/Moreno Intersection and run a quarter mile to end at the 6 way intersection at 57th Street. The roads are closed off and neither cheating nor outside interference are tolerated during these races,



as they are one of the few things Stompanato attaches true honor too, owing mostly due to their car culture. Races are usually for cash or the vehicles themselves, though Stomp has used these races to settle disputes within the gang as well as with certain other gangs.



The street is home to several businesses, including bars, restaurants, beauty salons, and clothing stores, all operating as best they can in the Zone. Throughout their territory, Stomp taxes these shops heavily.



Stomp territory is the true heart of the Combat Zone, most of the buildings here are decaying to abuse, neglect, and numerous gunfights. Prostitution is endemic in this area, and

drugs are distributed openly without the fear of reprisal. While Stomp leadership frowns on the gang perpetrating violence on people in its own territory, its still rampant. Stomp is fighting a war with Slaughterhouse, and is on less than friendly terms with the other gangs that surround them... gunfights on the streets are not uncommon, as the boundaries of turf are becoming ever more erratic.



(For more on Stomp Street, see gangs of the Combat Zone.)





43. STOMPANATO APARTMENTS



This large apartment building is the base of operations for the Stomp Street, and home to its leader, a man known only as Carnicero. The building is six stories tall and houses 93

apartments, about half of which are taken up by Stomp Street members and their families. The building is divided into 3 sections. The top 3 floors of the southern and northern sections are sealed off from the center section.

The south sections top floors are taken up by 88.3 FM La Raza, Stomps own pirate radio station. Like Slaughterhouses station, La Raza is primarily used to play music appealing to Stomp Street, Salsa and Mexican hip-hop primarily, especially narcocorridos, written and performed by local groups, who glorify the members of Stomp, both as a whole and individually, in song. La Raza has become popular outside the Zone in the Latino communities of Night City, and several fans broadcast the signal over the internet, allowing the station to gain quite a following. Carnicero has built a stage on the roof of the building and throws large parties regularly where local musicians often play. The roof of the building is also an excellent place to watch the Friday night races along Stompanato, as from its corner virtually the entire race is visible.



The Northern sections top few floors are reserved for the families of Carniceros Generals and top Soldados. The families of Stomps generals are required to live here, even if the Generals themselves must live in other buildings in the areas they have control over. This gives Carnicero a massive amount of leverage against them. On one hand, these families are protected from the gangs enemies, on the other, the families act as hostages

to prevent his men from betraying him or screwing up too badly.

The top floor of the Central section is taken up in its entirety by Carnicero. The 2 floors below it are taken up by his most trusted men. It is from here Carnicero rules over his territory, the largest in the Zone.

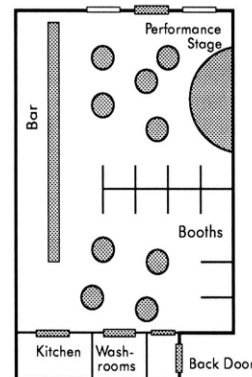


While most of the building is a bit nicer but otherwise typical of lodgings in the Zone, these areas are lush and opulent with the latest in modern electronics and a high tech security system that monitors not only the building, but most of Stomp territory as well.



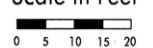
44. NEON JOE'S

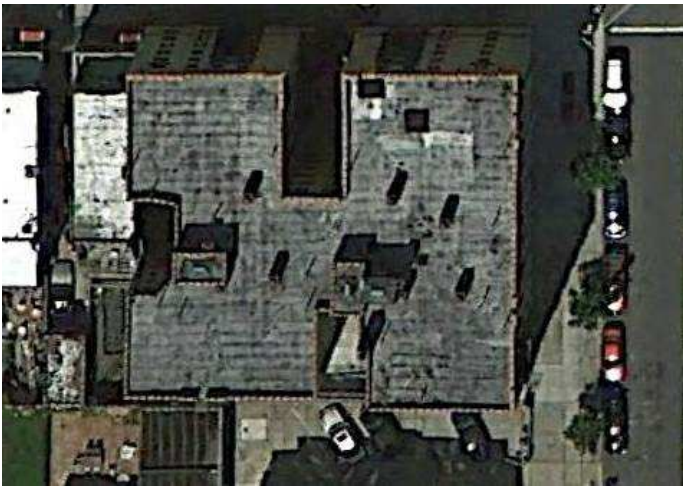
Neon Joes is a typical Zone bar, cramped, claustrophobic, blaring music through half blown speakers from either whatever amateur band they can book, or old metal playing from an obsolete jukebox. Some freelance Solo's and Fixers have claimed the bar, and their presence is enough to keep Stomp Street out even though the Bar sits smack dab in the middle of their territory. The bar was a country and western juke joint back when the city was first going up, and some of that décor remains. Next to Joe's, sharing the same walls, is the looted remains of a tiny one garage auto repair shop, and a still operating hair and nail salon. A Car Wash makes up most of the rest of the building, and shares the rear parking with Joes. (Neon Joes originally appeared in Streetfighting, by Ianus Games)



Neon Joe's

Scale in Feet





45. ROYALE APARTMENTS



The Royale Apartments was once a relatively nice place to live and work, with several offices taking up the first floor, and the upper floors residential. Now the building is a little more than a burnt out shell. It is now home only

to junkies and squatters. Popular rumor is that there used to be a small dorpher gang that claimed the area, and Stomp trapped them in the building and burned the place down... now it stands as a lesson to anyone else who stands in Stomps way.

(The Royale Apartments originally appear in Tales From The Forlorn Hope)



46. THE MEDITERRANEAN LODGE

This building sits across the street from the remains of the Royale, and next to another apartment complex that still stands. The Mediterranean was originally built as a hotel to serve visiting contractors and corporate coming in to check up on construction projects in Night City. It was once a fairly decent place, but years of neglect and abuse have taken its toll. The building still serves as a hotel and boarding house, but the luxury is just a faded memory. Peeling wallpaper, holes in the wall, furniture held together with duct tape, urine stained carpets, and blood stained mattresses are the norm now. Still it's better than sleeping in the street, and rooms only run 20 bucks a night.

(The Mediterranean Lodge originally appeared in Tales From The Forlorn Hope)



47. BROWN SUGAR

Brown Sugar is the name of the largest brothel in the Zone. Run by a vicious and misogynistic pimp, L'il Miggy Javasco, the self proclaimed Pimp General of Stomp Street, this apartment building has been taken over completely, and is Javasco's base of operations. This is the sleaziest place in the Zone. Security in the building isn't that high, though camera's run throughout the building, including most rooms, which Javasco will use to record and sell as amateur porn on the black market. Javasco uses drugs, intimidation, and abuse, to keep his women in line and operating. When a woman becomes too sick or used up to turn a profit, she is discarded of. Usually they are simply turned out on the street, but sometimes they are sold off to depraved individuals. Particularly troublesome women are simply killed.

Brown Sugar has as many as 50 women operating at any given time. The women are often captured members of other gangs, or kidnapped off the streets. Javasco pays well for young women, and they are often taken and smuggled into the Zone by contacts of his throughout the city, particularly in 2-3 Set. If he thinks its worth while, he will ransom the women back to their families, but more often than not he just puts them to work. Carnicero and most of Stomp hate Javasco, and while not hating prostitution per se, they despise the way he operates. If Miggy wasn't one of the most profitable earners in Stomp, they would long ago have eliminated him. Even as it is, many in Stomp want him out, and the other gangs, especially the Furies, have sworn to kill him. As it is, Javasco is forbidden to take women from Stomp territory, though one of Canicero's standing threats is that if a member betrays him, he will turn their wives, sisters, and daughters over to Javasco. Javasco may in fact be the single most hated person in the Zone. The only thing that really keeps him alive is that he is constantly surrounded by his crew, well paid, well armed, and very loyal thugs, and that the money he brings in to Stomp is too important.



Brown Sugar is not Javasco's only brothel, women who prove loyalty and obedience are allowed to work in one of his smaller places, and the women he trusts the most are allowed to walk the streets, for as long as they can earn.

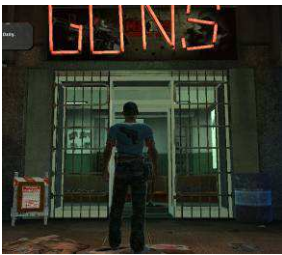


48. JOE DEVIL'S PAWN SHOP



Joe Devil's Pawn has been around for 15 years. It was originally a furniture store that went out of business and was quickly bought by Joe "Devil" Duvall. Joe is an elderly black man, who has lived in the area most of his life. His sons originally worked here with him, but all but one has died, and his last son has moved on, apparently a lawyer in Portland now. Now at 72, Joe has carved out his own

place in the Zone, and his Pawn Shop is one of the most respected and longest lasting establishments in the Zone. Joe himself is a cantankerous old curmudgeon with a foul mouth and a quick temper. But his hard weathered and rough façade, he has a soft spot for women and children, and has been known to give children toys, and women free products they might need to survive. He also sees himself as something of a ladies man, and has several "girlfriends" around the Zone.



The shop itself is one of the best places to buy and sell goods if you don't have the time or inclination to try and set up one of the black markets in the Zone. Joe will buy anything he thinks he can sell, though he may not offer much. In addition the shop

buys vehicles, some they sell, others they rent out for a small fee. Each rental vehicle is marked profusely with the Joe Devil logo. No respected gang in the Zone will steal or vandalize a Joe Devil marked vehicle, as doing so will violate the Neutrality truce in place in the shop and make the store and its goods off limits to the offending gang. This may not sound like a big deal, but Joe Devil's has yet another side, as the largest arms dealer in the Zone. They supply anyone with the cash to afford their guns, getting the latest Chinese military hardware from a Triad source.



Eddie Guerrero
AGE: 28
ROLE(s):
Savage/Solo/Fixer
CHARACTER POINTS: 128
INT:7 REF:9 TECH:9
COOL:9 ATTR:9 LUCK:8
MA:9 BODY:10 EMP:4

For the last several years Joe Devil has taken a young Brazillian named Eddie Guerrero under his wing. Eddie was a former pro-wrestler in Mexico, but after numerous affairs with female fans, his wife left him and took their son Perro with her. He had heard she was in Night City, so he came here looking for her. While looking in the Zone

for her, he came across Dead Zoners attacking woman. He was able to drive them off, but was severely wounded in the process. Joe had seen the entire thing, and brought Eddie back to his shop to help heal his wounds. Eddie has been a fixture ever since. Eddie is very much a lost man... when not working he spends most of his time playing his guitar and drinking beer. He still holds out hope he might find his wife and son, and has enlisted Ditto from the Digital Renegades to help him... but so far nothing at all has turned up. Her trail just vanished here in Night City. Eddie is now a full partner in the business. He handles most of the customers, as well as repossessing rental vehicles that have gone overdue. Joe has Eddie to thank for the stores continued status as neutral ground. A deal he secured from Stomp in a race, the stakes of which were that if he lost, Eddie would have to join Stomp. Winning did not make him any friends, but the gang stayed true to their word. Eddie is a huge man, prone to somber reflection, and lingering on the edge of alcoholism. A man capable of extreme violence, Joe keeps him around because the younger man reminds him of his own misspent youth, and because Joe Thinks he can help Eddie to soothe his demons. With Customers Eddie is very straightforward and all business. Often Joe will go behind his back and help a customer out who can't afford an item, or to get an item out of hock, by offering them odd jobs and letting them work off the debt.

The shop itself takes up the entirety of the ground floor, and the basement is where they keep their surplus. The upper floors are residential, with the second floor shared by Joe and Eddie, and the other rooms rented out to people who Joe has taken a liking to. A young mother named Maria and her daughter Selena, Maria cooks. A plumber named Tito, and an Electrician named Big Pam and her 15 year old daughter Louisa. Ditto keeps a room here as well.





49. JULIO'S GAS N' GUZZLE
 Julio's gas and guzzle is the number one place to get fuel in the Zone. The sell Gasoline, Diesel, and Choooh2. The store itself is much like any other gas station, though most of the goods are stolen. The fuel is paid for by Stomp Street who sells it at jacked up prices. Fuel tankers are escorted into and out of the Zone by Stomp soldiers. The gas station also

contains a small diner, the tacos and burritos here are the best in the Zone. The place is open 24/7.



The station itself is surrounded by rusted 8 foot tall fences, topped with old barbed wire, and patched up in several places with sheet metal. Heavily armed Stomp guards are on duty 24 hours a day and the stations central location on Stomapanato Street, plainly visible from Stompanato Apartments, means back up is moments away if anything serious goes down.



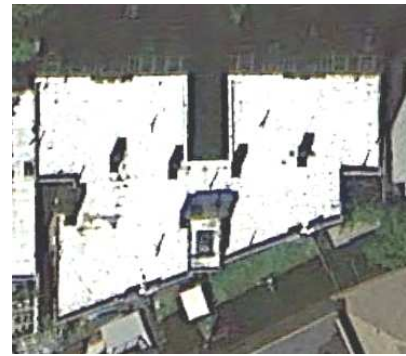
50. THE PLAZA CONCORD

The Plaza Concord is a derelict area on the south side of the Combat Zone. In 2012 this four square block area was reZoned for gentrification. The area was redubbed the Plaza Concord and the plans were to refurbish the buildings, but the growing gang problem was too much, and the funding quickly ground to a halt.

For some reason the western blocks of the Plaza Concord, although claimed by Stomp, are almost desolate. Though there are plenty of undamaged buildings, but only the most desperate squat here, with very few long term residents. Those that have made this area their home are strange, unbalanced, and in some cases downright crazy. Many in the Zone believe the area to be haunted. The north eastern block of Plaza Concord is claimed by the Kingsmen, and considered neutral territory. The south eastern block is disputed between Stomp and Slaughterhouse. It is functionally neutral, but conflict can break out between the two gangs at any moment.



(Plaza Concorde originally appeared in Night City Stories from Ianus Games)



51. OLD CHEMICAL WAREHOUSE

This warehouse has had several purposes over the years, but it was originally a warehouse to temporarily store chemicals and other toxic substances during construction of



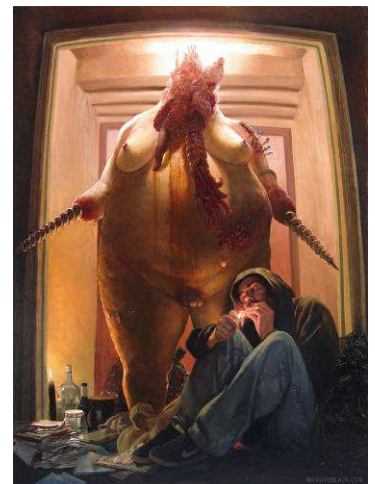
the city. During an earthquake, several containers were damaged, and began slowly leaking into cracks into the foundation floor. Over a year passed before the leaks were discovered. There was even talk of the possibility of a subterranean pool of chemicals under the buildings



foundation. The incident was hushed up by the company that owned the building. The chemicals were removed, and the floor of the warehouse was repaired, no warnings were issued, in fact no government agencies were even notified.

The building was sold and used as storage and business space for several years. No one stayed for very long, and the businesses that did operate from hear failed, or the owners ended up getting sick. Once they tried renting the warehouse out as living space to a small commune of artists... this ended in tragedy when one of the tenants apparently lost his mind and killed everyone else in the building. Since then the building has sat empty. And the buildings surrounding it have had their own share of hard luck.

(GM's Only: No one knows it, but the chemical spills in this building so many years ago are the real reason so many people believe the area to be unsettling, even haunted. Fumes from the chemical soup under the building apparently seep out through the soil in trace amounts. The area doesn't smell right. Animals avoid the place, although there are insects in abundance and dead birds can be found all over the area. If a pocket of the fumes are encountered, a person will feel disoriented, light headed, even hallucinations.)





52. THE FOUNTAIN



Between the buildings and beneath the canopy of overgrown trees and in the small triangle just southwest of the old chemical warehouse,

bordered by MLK, Ellis and 52nd Street, is a small forgotten park. In this park lies a crumbling fountain with a statue of a nude woman reading as its centerpiece. Even people who have lived in the Zone for years are unaware of its existence. Those who are stay well away from it.

People talk of seeing a man in the park, a man covered in dead birds. The man will attack anyone who gets too close, and the smell of him is unbearable. The Stomp Streeters who claim this as their territory won't go anywhere near the place or the man, believing them both to be cursed. It is said that tragedy will befall any who see him. Parents warn their children that if they are disobedient he will steal them in the night and devour them.



The man is known only as The Coo-cooey. It is said the man is the ghost of the woman depicted in the statue in the park, that he was cursed to roam the earth after he killed her. Still others say she was murdered by another, and that he uses the birds as his eyes, and he seeks the ones who murdered his beloved... unable to rest until he finds them.

There have been a few groups who have tried to hunt the man down, but he eludes them every time. People who go after him alone are usually never seen again.

(The Statue appears in Night City Stories from Ianus Games)



53. ABANDONED POLICE PRECINCT

Just as the walls were being finished, right before Carnival was announced, the Night City Police were in a hurry to get this small police precinct station cleared out. It had

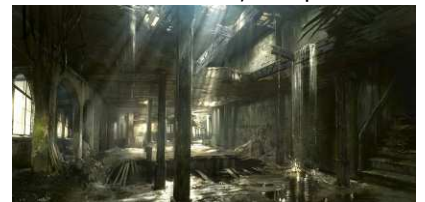


been the target of gang violence for the last few years, and in 2020 alone 12 officers from this station had been wounded or killed. The officers that remained were looking forward to clearing out for good.



They began clearing the building out in stages, moving as much as they could in panel vans,

while fellow officers gave escort in and out of the area. However due to numerous delays, the officers were late in getting every thing out. With only an hour before the Zone was sealed, and Carnival was announced, most of the officers remaining merely fled the scene. They knew once it went public what was about to go down, that their little station would face the angry retribution of the streets. When word got out that the police were leaving, a riot broke out, most of the officers were able to escape, but they were not able to completely clear the station. As local boosters and irate citizens chased the last of the officers out of the Zone, Arthur Trent and his hired guns swiftly moved to station to salvage what they could. What they found was more than they expected, and ended up being the key not only to Club Crossroads survival, but of the Kingsmen being a force to be respected in the Zone. In their haste, the police left behind the stations newly issued Metal Gear armor. Enough for every officer assigned there at the time, 32 suits in all were recovered.



Now the station sits empty, a heavily vandalized and decaying building. The Jail Cells are still functional however, and the outer walls are well armored.

Occasionally someone squats here, but no one has taken over the building yet.



54. CLUB CROSSROADS



Club Crossroads is the largest and most popular nightclub in the Zone. The building was originally a drug store, but has been extensively remodeled. Before the walls went up, Club Crossroads was a fairly

popular nightclub, and one of the few successful businesses in the Marsten area. During Carnival the bars owner, Arthur "King" Trent, hired muscle to protect the club, after the shooting was all over, he kept them on, and gave them well paying jobs as the clubs security team.

Even locked inside the Zone, the club is still well known and enjoys an image of patrons partying on the edge. People come from outside the Zone to dance, drink, and mingle with the locals here. In fact, after Combat Cab, it may be the most recognizable legitimate business operating in the Combat Zone.

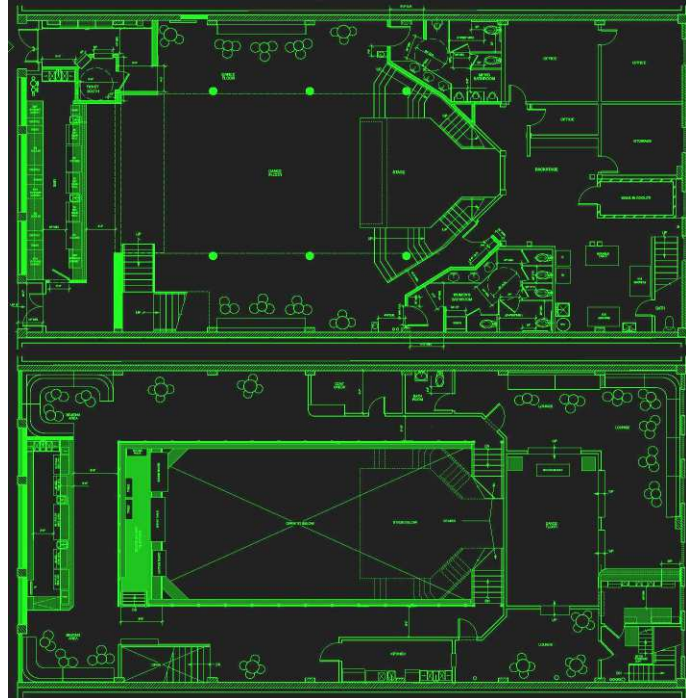
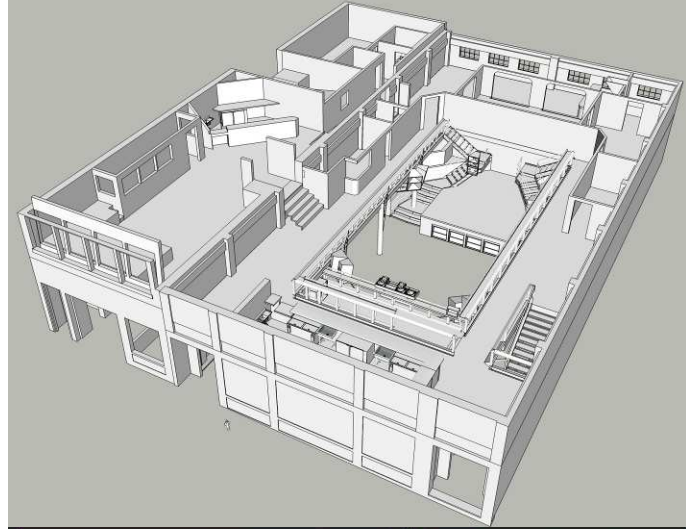
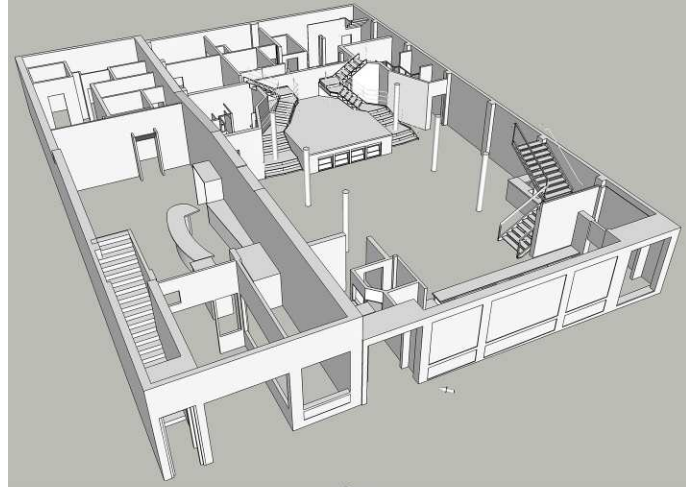


The two level nightclub has had major renovations over the years, and it remains,

surprisingly enough, a well maintained and styled establishment. The clientele features a large mix of locals, from every neighborhood in the Zone. And it is not uncommon to see rival gang members dancing or drinking in close proximity. The place also attracts a large number of people from the city, and occasionally celebrities can even be spotted here. While the Kingsmen, Trents security group, keep everything in the bar and the surrounding area peaceful, (Including constant surveillance of the area from a sniper hut on the roof), violence does break out occasionally. Usually a fist fight, occasionally a stabbing... but everyone knows that if someone pulls a gun in the club the Kingsmen will react with lethal force. That doesn't stop deals from being made, or targets from being identified.

The northern portion of the building has its own front and rear exits, and serves as Arthur Trents residence. It only has one known entrance into the club, on its second floor, and he occasionally uses it as a VIP area for the most special of guests.

(For more information on the Kingsmen see Gangs Of The Combat Zone.)





55. TACKLE AUTOMOTIVE

Tackle Automotive is a different kind of auto repair shop. This small garage is owned and run by an old Nomad mechanic named Dallas Henry Tackle. Tackle can get just about anything on wheels moving again, but his specialty is what he calls his "Wasteland Custom". Especially popular with Maelstrom, Tackle will armor and equip the car according to his nomad sensibilities... usually this means welding on scrap metal to every surface he can, reinforcing the chassis, overhauling the engine for torque and acceleration...



Before moving to the city, Tackle worked as a Aldecaldos mechanic at Wandering Joe's out at the Night City Nomad Market. Apparently they had a falling out, neither of them is saying what it was about, nor is anyone sure why a nomad like Tackle would shut himself away in the Combat Zone in the heart of Night City. What is apparent however, is that even though the vehicles he customizes tend to end up looking like something chewed on them and spit them out, they will run hard and fast, and are near impossible to kill.

Tackle has a special affinity for vintage American vehicles, especially old muscle cars. He is not a fan of Asian vehicles, and thinks European rides are for sissies. He is quite outspoken and opinionated on a number of issues, but his work with an engine has earned him a reputation in the Zone, and even Stomp and Slaughterhouse will bring their older vehicles to him for engine work, but by far Maelstrom are his most loyal customers. He sits directly across from Club Crossroads, in the Territory patrolled by the Kingsmen. He lives in the shop, and the place definitely has taken on his personality. Tackle has a friend outside the Zone, another nomad named Spokes, who sells him cars to old or beat up to be worth much except in the Zone, where vehicles of any kind are at a premium.



(Tackle Automotive created by Joe Klemann)



56. BANGERS

This small office building is home to a small pornography production crew. The owner, Chester Smalls, was making his dream come true, he was making an epic action film... but he was cutting corners every step of the way, doing a lot of rogue filming without permits, he never acquired insurance, and he was using uncertified stunt men and pyro-technics guys. He also had been in a lucky position and had managed to court a young but rising star, Luke Swanson, who had already achieved national notice for his performance on a television cop show. Unfortunately, his cost cutting included safety measures, and the young actor along with 3 crew members were killed in an explosion that went horribly wrong.



Chester's face was badly burned in the accident, but he was able to grab the footage that had been filmed and as much equipment as he could, and fled to the Combat Zone. However with his face plastered all over the news, he was soon recognized. Stomp Street approached him, offering him protection, but in return he would have to make the movies Stomp wanted him to make, pornography. Stomp promised that one day they would fund him the money to finish his film, and even help with his legal fees... but this quickly turned out to be a pipe dream, as they have more or less kept him captive in the Zone, churning out skin flicks. Chester has however, been making headway in meetings with Carnicero and has been given the go ahead to finish his action film as a porno, provided he does not leave the Zone.



Bangers Studios knocks out about 2 films a week. Most tend to have a heavy gang influence, and feature a majority of Hispanic actors and actresses. They are small quick films, but a few of them have been a bit edgier or more artistic in nature. He is also fond of using cyber-enhanced men and women, and even pairing full conversions with unaugmented partners. Stomp's main pimp, L'il Miggy despises Chester, and vice versa, as Chester refuses to allow Miggy to use his girls, or to get in on the action... Though Miggy has started making his own, much more abusive and exploitive films, which Chester is forced to edit and produce.





57. THE HOLE

The walls separating the basements of this cluster of buildings have been knocked out. The rest of the buildings are home to their prospective business, a Mexican restaurant, a beauty salon at either end, and the 3 in the

middle which currently sit empty. But the basement is known collectively as the Hole. The hole is where all manner of blood sports take place. On any given day you find cock fights, dog fights, snakes versus mongoose, word is they even had two chimps once. Every day of the week, something is fighting and dying here to frothing at the mouth crowds of onlookers betting on the outcome.



Friday nights is where the real action is. On Friday nights they stage underground bare knuckle pit fighting here. Most of the time the fights go till someone is knocked out or gives up... but deaths occur, and serious, even lifelong injuries are not uncommon. Occasionally, two opponents who have a serious beef with each other will even agree to fight to the death.

While the Hole is run by Stomp, the fights are open to anyone, of either gender, and a good fighter can make a lot of money here. However its best to remember that this is the Combat Zone, and medical care can be hard to come by reliably and quickly. Once the fight begins there are no rules; however fighters are agreed to meet each other, and be given the opportunity to size each other up before the fight starts, only when both fighters agree after this, will the fight commence. Normally the fights don't pay the fighters directly, instead the fighters bet on themselves. But sometimes, for very large sums of money... specialty fights will be arranged... for instance a heavily cybered opponent may be paired with several opponents at once, or someone may have to fight an animal, usually one of the more vicious dogs. Really anything goes, and occasionally Stomp members who have beef will be forced to settle their dispute here.



These types of places are all over the Zone, Slaughterhouse has their own equivalent, so does Maelstrom. There are times when disputes between gangs are settled in this manner. This usually happens at the Martin Luther King football field at night.



58. ORPHANS WAREHOUSE



This large, run down, and heavily vandalized warehouse is located right against the wall, and is the hangout of the Orphans. The entire block that surrounds it is full of similarly

rotting and decayed buildings, all of which are swarming with the Orphans, who try desperately to maintain their turf while being little more than a nuisance to Stomp who surrounds them to the west and South, and Bushido, who thinks of them as little more than a loud annoying buffer for Stomp.



The warehouse itself is a mess, broken bottles, syringes, beer cans, other garbage, and whatever scavenged furniture the Orphans can put in here until it is destroyed or simply rots away, litter the floor of the

building amidst stagnant puddles of water. The entire gang parties here virtually every night, the loud metal can be heard for blocks.

While the Orphans are a large enough gang to keep their territory, however tenuously, they have no friends and garner little respect. Their adherence to their skinhead racist roots keeps even relatively benevolent gangs like Bushido from allying with them. Up until recently it was only a matter of time it seemed before Stomp grew tired of them and wiped them from the map, but lately they have been getting guns, ammo and cheap drugs from an outside group of white supremacists.



Regardless of their reputation as a joke among the other gangs, trespassing on their territory is extremely dangerous, as they will ambush anyone wearing gang colors, anyone of color, or anyone who is seen as having something they want.

(For more on the Orphans please see Gangs Of Night City.)



59. FUNKY TOWN (BUSHIDO TERRITORY)

Funky Town takes up the Northwest corner of the Combat Zone, and is claimed by Bushido. It is probably the safest area in the Zone, as well as one of the strangest. This is mostly due to Bushido's influence. Even before the walls went up, Bushido claimed the streets here. Bushido is something of a guardian gang centered around martial arts whose style can best be described as "kung-fu-funk nightmare!" The leader of the gang, who goes only by the name Shogun, has wiped most of the violent crime from his area with his gang. While the gang prefers to settle things with martial arts, preferably in a non-lethal fashion, they are also heavily armed and well equipped, and not afraid to deal with any threat to the community.



The gang's style and jive talking demeanor is strange enough, but as part of their deal with the locals, it is suggested, that anyone who wants their protection to let them hook up speakers outside their businesses and homes, through which they will pump funk music 24 hours a day. Its not required by any means, but most of the businesses in the area comply, because it will mean Bushido members will hang around longer, and their presence will keep trouble away. It has also led to a



spider web of speaker cables strung across rooftops and alleyways. Unlike most gangs, who charge their fees to stores to protect them from themselves, Bushido actually does protect the neighborhood, and acts benevolently in the community.



This is also one of the most diverse areas in the Combat Zone, and the only place outside of rice town where you will see a significant Asian population, in addition to blacks, whites, and even hispanics, many of whom come to escape Stomp and in turn have introduced Bushido to Tijuana brass jazz, which seems to fit in well with their funk sensibilities and its not uncommon to hear some Herb Alpert plying through the speakers.

Bushido's odd mix of retro style has actually started rubbing off on the civilians here as well, and has become something of a fashion trend here, although few take it as far as the actual gang members.



Funky Town is the only area in the Zone to have a functioning movie theater, it plays whatever old movies it can acquire, but every Friday night there is a kung-fu double feature, and every saturday night a blaxploitation double feature. It also has a rather strange bar/arcade, both are owned by the Bushido leader. Because Funky Town is the safest place in

the Combat Zone (this does not mean it is actually safe), there are several successful businesses here, and residential rent is higher on average here than anywhere in the Zone save for in the towers controlled by Shrapnel and the Walking Dead. There are also a lot of street performers here, including musicians and breakdancers.



(For more Information on Bushido please see Gangs Of The Combat Zone.)



60. TOKYO ROSE'S



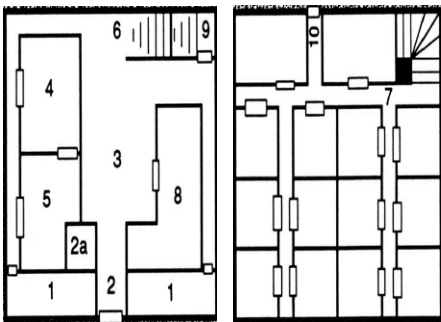
Tokyo Rose's is the most well known and respected brothel in the Combat Zone. It is named for its owner, a Japanese Madame, formerly associated with the Yakuza, who was forced out of J-Town after one of the organizations bosses was killed in her establishment.

The lower level front widows are used by the prostitutes she employs to display themselves. Rose employs men, women, and everything in between. The interior of the brothel is decorated in an odd mix of Japanese and South Pacific motifs, with bamboo furnishings, glass beaded curtains in doorways, lanterns, and sliding doors. The building itself was once a duplex, but has been extensively remodeled. Rose's is in the NW corner of Bushido territory, and enjoys a good relationship with the Gang.



Unlike most of the brothels in the Zone, Rose's place is known for not abusing its whores, and they work on a volunteer basis with the right to refuse any customer or service. The brothel is open 24 hours a day and usually employs between 12 and 15 prostitutes, predominantly female. Tokyo

Rose lives here along with her body guard/bouncer, Kato, an ex Sumo Wrestler. The building's basement is used primarily for storage, however there are is a small medical room and two bedrooms here, and one is taken up by a well equipped Ripperdoc who is employed by Rose to keep his women clean and healthy. There is also a fourth, concealed room here, usually used to hide contraband, but there is a bed in the room.



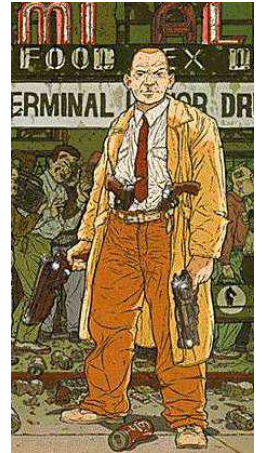
1. Display Windows
2. Entrance
3. Main Foyer/Receiving room
4. Rose's Office
5. Rose's Bedroom
6. Stairway to Heaven
7. Bedrooms
8. Security office/Kato's bedroom
9. Stairs Leading to basement
10. Rear Door

(Tokyo Rose's originally appeared in Chasing The Dragon from Atlas Games, and appears here slightly modified.)



61. CHANDLER INVESTIGATIONS

Barnaby Chandler was a good cop, a loving husband, and a doting father. That all changed when he and his wife Elizabeth were driving to see their children graduate from the Police academy. Barnaby was nearing retirement and was proud to see that his offspring would carry on the family traditions. Then the explosion went off. Elizabeth was killed and Barnaby's body was so damaged it had to be replaced with a full conversion package. The family wasn't wealthy, but his son and daughter used their mothers insurance money to purchase a Gemini package for Barnaby, paid in full, rather than let the police equip him with their standard package and indebt him for life. The only lead police disappeared into the Combat Zone, and the brass would not give him the backup or resources to go in after him. Chandler went in anyway, he found the perp, and dragged him out of the Zone. Then Chandler turned in his badge.



His children followed after him, and together they founded Chandler Investigations, and private detective agency in the Combat Zone. They specialize in finding and retrieving people, be they criminal or otherwise, from the Zone. Barnaby's children, Laurel and Marlow, are twins. Both have extensive police training with their father keeps them up to

date on, even having them train with members of the Walking Dead to stay sharp. Laurel had originally hoped to get into Net-Sec, and is a fairly skilled Netrunner. Marlow is an expert marksman who was being groomed to be a police sharpshooter. Barnaby, with his full conversion body, tends to rush headlong into the enemy, often unnecessarily, and often ends up taking multiple gunshot wounds. The entire family still has their citizenship, which allows them to travel freely to and from the Zone, and have the proper permits for most of the hardware they use.



Chandler Investigations sits in the corner office just above a small liquor store facing the wall. Laurel and Marlow have apartments in the city, as does Barnabas, but he spends nearly every night at the office.



62. BUSHIDO DOJO

The Bushido Dojo is the main hangout for the somewhat odd guardian gang. It is owned by Shogun, who was at one point a national champion in Karate and Tiger Claw Kung-Fu, before he retired to open his own school.



Most of the Dojo's instructors are members of Bushido, many of them former students of

Shogun, or his Fu Chiao Pai sifu, Master Wong. Shogun and his girlfriend Caramel live in the Dojo along with his right hand Fox and Master Wong. The building itself is a former boxing gym that has been extensively renovated into a two story dojo, The dojo itself takes up most of the building... an open flat area taking up 2 thirds of the ground floor. The back wall is adorned with a

multitude of weapons, both real and training versions. Gymnastic Equipment, wooden man, and other equipment are stored in a room at the north end of the building, next to the locker room. The ground floor also has a weight room, a small kitchen, a dining/meeting area, a small clinic, and an office.

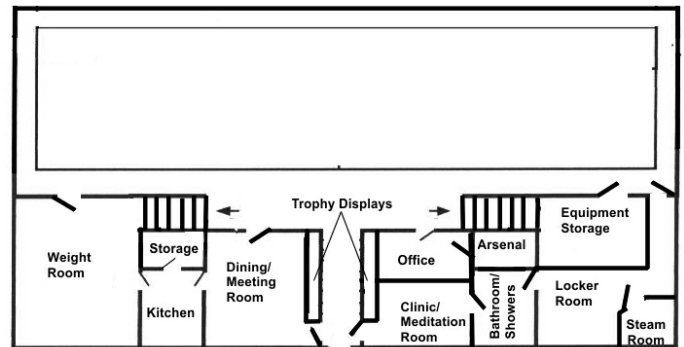


The Locker room, bathroom and showers are all co-ed, and the locker room has a steam room built in. In the office, hidden behind wall panels, is a large armory room, where Bushido keeps a large variety of firearms, and even some explosives. The building has an odd décor, with walls and sliding doors made too looks like traditional bamboo and rice paper, but are actually quite sturdy. However there are also neon lights and signs lining the place, underneath the dojo mats are plexiglass disco floors, and a mirrored ball hangs over the center of the room. Outside a high fence protects the western side of the building, and the exterior western wall has been converted into a climbing wall.

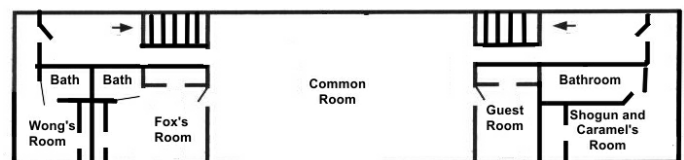
The Second floor of the building overlooks the dojo, and has 4 bedrooms, the largest shared by Shogun and Caramel, one for Fox, one for Wong, and a small guest room. There is also a large central common area with a stereo wired to the whole building, and a large screen television. When Wong is not teaching class during the week, he can often be found up here watching Soap Operas.

The School is open to anyone, provided they are willing to learn. Students are not allowed to bring weapons into the Dojo unless they are members of Bushido or have been given permission by Shogun in advance. Tuition fees for the school is determined by Shogun, and often varies greatly depending on what the student can afford, and how much Shogun likes the student. Students can also work off their tuition, doing odd jobs at the Dojo, Solid Soul Pizza and Tacos, or Theater Dynamite. Once enrolled, a student can take as many classes as they like and can use the weight room and climbing wall anytime during business hours.

A Bushido member who wishes to be an instructor must have mastered a Martial Art know one else in the school is teaching, although if they do not have that knowledge, they may serve as a teachers assistant. Caramel teaches Pao Pat Mei, and Fox teaches Jeet Kun Do. Sifu Wong is a master of several Chinese Kung Fu Styles, but only teaches a handpicked few students.



Lower Level



Upper Level





63. THEATER DYNAMITE



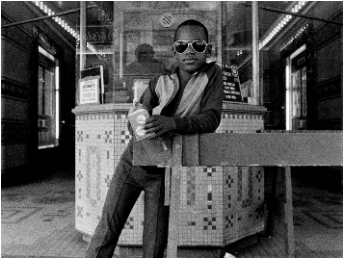
Theater Dymomite sits in the ground floor of an apartment building. The theater mostly shows whatever old films it can get its hands on, and has a

pretty good collection of old movies. On Friday nights, at the insistence of its owner, Shogun, the theater plays a double feature of old Kung Fu or samurai flicks from his personal collection, and on Saturday night they play a double feature of old blaxploitation flicks.

The charge to see a movie here is a dollar per person, or 5 bullets, a can of food will pay for up to 4 people. Popcorn is made fresh, and the theater sells pizza as well. In



addition to soda, beer is also available. Seating in the balcony on a Friday or Saturday night is an invitation only affair, as it is reserved for Shogun and the rest of Bushido.



The theater itself is a pretty simple affair, and except for the posters in the lobby it lacks the style of the rest of Shogun's businesses; however it is an extremely profitable business for Shogun, as it

is one of the few places that provide entertainment that doesn't involve putting someone's life at risk. On Sunday mornings, Shogun will often set up an encore presentation of the movies shown on Friday and Saturday night in the Dojo, as there are no classes held that day.

The theater is run By Disco Dave, and usually staffed by Shogun's students looking to make a quick buck or to pay their tuition.



64. SOLID SOUL PIZZA, TACOS, AND SUSHI

Solid Soul has taken over the two southernmost buildings of this small complex. Opens have been made in the walls allowing access



between them. The southernmost section is an arcade, full of old video games, pinball games, skeeball and various other coin operated games. The games are all free to play, and attract a lot of kids as well as adults. They don't have anything new or fancy, no brandance, just some of the best video games of the 70's, 80's and 90's and a variety of pinball games.



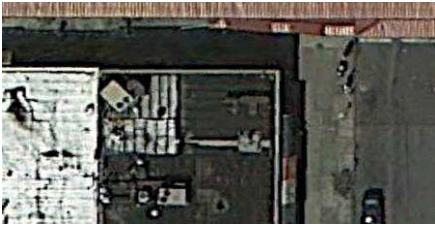
The other half of the building is a restaurant with a pretty eclectic menu. A Japanese Chef named Ricky-Roll runs the palce, and makes sushi and runs the teppanyaki grill. His food is generally considered to be delicious;

although he has to make due with ingredients he can obtain within the Zone... which means the meat is often rabbit or rat. Big Slim works the kitchen, and cooking pizzas and keeping the taco bar stocked. There are usually a few students at Bushido working here as well.



The décor of the place is truly bizarre. Katanas hang on the wall under sombreros. The tables all glow but are surrounded by egg chairs or simple wooden benches. The bar is well stocked, but the glasses don't match. Neon and disco lighting adorn the place, as well as posters of Bruce Lee and Dolemite. The ceiling fans have been covered in mirrored squares like a disco ball. Funk music alternatives between traditional asian ballads.

But it gets the weirdest on Karaoke night...



65. THE LO-LIFE



The Lo-Life is the northeastern most business in the Zone. It sits right next to the NE entrance, and it takes advantage of that. The owner is an uptown fixer named Sketch. Sketch is a respected talent broker who paid a song for the bar after the walls went up. Then, after the trouble died down, he opened the place as a convenient hassle free place where any deal could be struck, anything could be bought or sold, without the law interfering. As a bonus he never has to worry

about health inspectors, permits, or taxes. On top of that, due to its location of being technically inside the Zone, but within steps of the exit, the bar has become a popular place for corporates and rich kids to go "slumming" in the Zone so they can tell their friends how hardcore they are. But it also gets the best booze in the Zone, and the eatery next door, also owned by Sketch, gets fresh food. So the places have also become popular with the locals who can afford it... which usually means pros laying low and hard men and women who can get the job done. This creates a perfect melting pot for the kinds of deals made here.

But it comes at a cost... the beaver brats and suits that come tend to give the place a low reputation with the rest of the Zone. It's not a solo bar, as the place is too clean, sterile, and too full of tourists for any respectable pro to become a regular, and its too seedy for the outsiders to come on a regular basis as well. But there is enough overlap that deals are made and contracts are brokered here often.



Too keep things copacetic, Sketch has deals with several bars and restaurants in the Zone to bring in food, booze, and other hard to get needs. They pay Bushido their protection fee, and they pay the cops guarding the Zone entrance regular bribes so that their dealings and shipments go off smoothly.

There have been incidents however. Back in 2020 a group of Exotics in feline packages from Little Odessa who called themselves the Aristocats started hanging around the place. After one of them said something smarmy to visiting member of Maelstrom, none of them were ever seen again.

(The Lo-Life originally appeared in Night City Stories from Atlas Games.)



66. MISSUS JACKSON'S APARTMENT BUILDING.

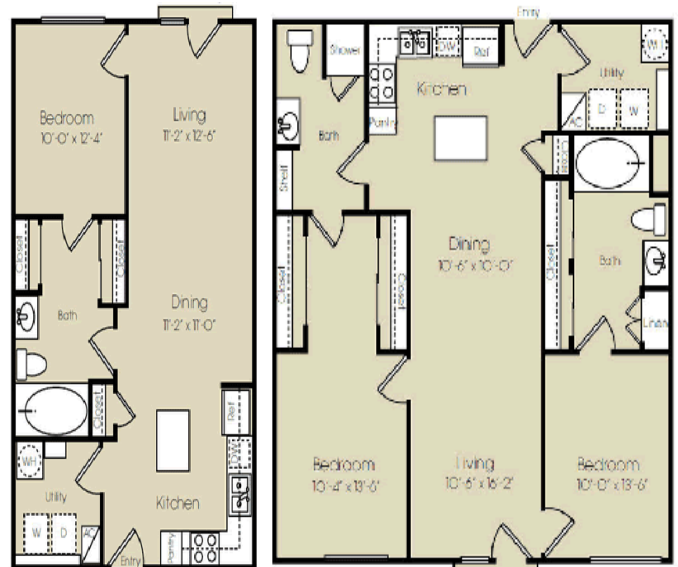


Missus Jackson is a pleasant older woman. This building represented not only her life savings, but also the last connection to her husband. They had bought the building just before the walls went, and when Carnival was announced, Missus Jacksons husband Sammy sent her into the city while he stayed behind to protect the building. When she came back, the building was untouched, but her husband was found dead in their bed from a single gunshot wound to the abdomen. She never found out why her husband died, or who killed him... but she hasn't left the Zone since.

The apartments in the building are pretty humble, nothing fancy, but the come with heat and electricity, and Missus Jackson keeps the place clean and well maintained. She doesn't suffer fools, and is picky in who she allows to stay here. But the rent is reasonable at only 150 a month for a single, and 200 for a double



For the last year, Jackson has been seeing Master Wong from the Bushido Dojo, and on his recommendation several students and Bushido members have rooms in her building, they pay make sure the building stays safe. She offers small discounts on rent to tenants willing to help with maintenance and repairs. She is known to take special interest in tenants she likes, and often makes food for them.





67. HALL OF JUSTICE



This dingy store is the only comic and games store in the Zone, and one of the only book stores at all. It was around long before the walls went up and by an older collector, Jerry Baldwin. The store wasn't much but it

remained well stocked, and even managed to get new books in after the walls went up. 2 years ago, Baldwin was killed and the store was taken over by two men. Loathsome individuals, one was a member of the Star Trek Poser gang, the other was a friend from their rivals, the Star Warriors. They killed Baldwin and made it look like another gang had done it. It would have worked to, if they hadn't tried pinning the crime on Maelstrom. Fox, from Bushido, who was a regular at the store was suspicious right off the bat. And had Bushido watch the store. Fox confronted Razorfist at Maelstrom, and learned that the booster leader was also a regular customer at the store, and was as upset as he was that Baldwin had died, and somehow these two greasy punks had taken over the store. Fox went looking for D-Roc, Baldwin's best customer, and found him in a hospital just outside the Zone, recovering from a gunshot wound he got while trying to help Baldwin. 24 hours later, the 2 greasy punks had vanished, and a will had turned up leaving the store to D-Roc.



D-Roc hired Fox's nephew Double Dip, and the two have been running the store ever since. Unfortunately, the most valuable items in the store had been looted by the punks, but there are still a lot of back issues, and D-roc has even managed to start getting new stock in. For their help, the store is very friendly with Bushido and Maelstrom, and offers them steep discounts.



The store itself sits in the middle of a shopping center, just across from the eastern wall. It is a dirty and dark little place, but it sells a wide variety of comics, used RPG's and board games, records, and toys. It also has a large collection of used paperback books.

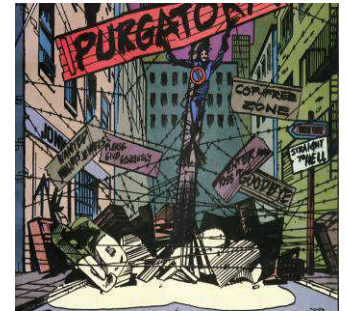


68. THE GAUNTLET



The Gauntlet... six square blocks of the Zone where gangs fight like dogs in the street for scraps of turf. At any given time there are 6-10 gangs here, as one is wiped out, another emerges from the ashes. The area is mostly

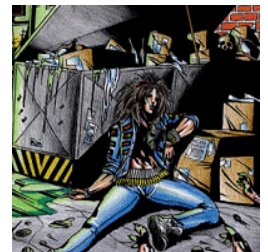
residential, which makes for a high population, and most newcomers to the Zone, particularly refugees and criminals on the run, end up here. The Gauntlet is violent and unpredictable, filled with heavily damaged buildings and burnt out wrecks. The gangs and their territories are nearly impossible to keep track of since they seem to change almost every week. This is what people picture whenever the Combat Zone is discussed, a wild lawless ghetto filled with the destitute, desperate, and deranged.



The most dangerous area of the Gauntlet is known as the Devils Spine, where Martin Luther King Boulevard takes on a twisting serpentine pattern. Large apartment buildings line this area, and the gangs that

dominate it are murderously paranoid of strangers and each other. This section of the street is so chaotic; Maelstrom uses it as an imitation. Prospects to the gang must "Run the Gauntlet", on foot, from the edge of Maelstrom territory on 49th up MLK to 46th at the edge of Bushido turf, one block east, then Back down Cadigan to get home. Stomp does something similar but with a twist... Stomp will force outsiders who have offended them or captured rivals to Run the Gauntlet.

There have been reports that criminal suspects have been left by police from the city, handcuffed to a light pole in the Gauntlet, with signs hung around their necks detailing their crimes. This is a particularly gruesome end, as the horrors inflicted on these individuals are imaginative.





69. THE DOCTORS OFFICE

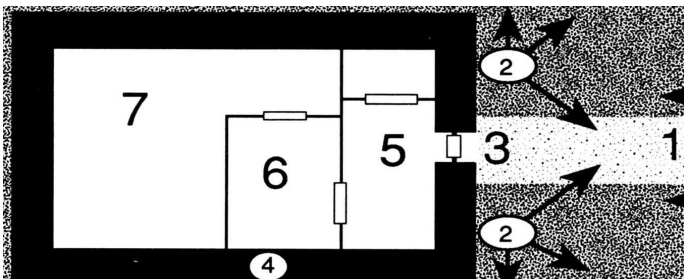


Every neighborhood, even in the Zone, has the creepy house everyone avoids, and the creepy neighbor they that causes people to say a prayer if they see him. The Doctor is that man for the Gauntlet, and his Office is that house. The Doctor is an aged man pushing 80's now. Addicted to opiates and embalming fluid. His body shakes but as long as he has had his fix his hands are steady. He talks in a low, hoarse whisper.

His office is actually an old bunker, built after the Colorado Strike, when fear of all out war between the US and the EU was at an all time high. On top of the bunker

sits an abandoned brownstone, virtually no one goes there, even the most desperate of homeless... at least no one who has ever been seen again. The entrance to the bunker is down the long narrow alleyway on the western side of the building, down a small flight of stairs. The stairs lead to a door, which opens into a narrow corridor about 20 feet long. Hidden surveillance cameras are placed in the alley, inside the building, and in the corridor. He charges 100 EB, cash, per person, just to be allowed in the clinic. Once inside they will be greeted to a virtual arsenal of firearms, both carried by the doctor, and hanging from pegs on the walls. Bullet casings litter the area behind the door, which has a small gunport where he can deal with those who waste his time. His prices for surgery and recuperative drugs are low, but so is the quality. No one dares risk coming to the doctor with anything less than a mortal wound or infection.

A hidden door in the floor of the office leads to his secret lab. It is here that the Doctor stores limbs and organs, and cyber, selling the ones he can on the black market. The doctor pays well for fresh undamaged organs, and many seedier gangs and individuals in the Zone take advantage of this.



1. Corridor 2. Cameras 3. Door 4. Lead lined concrete walls 5. Waiting Room 6. Office 7. Operating Room

(The Doctor and his Office originally appeared in Chasing the Dragon from Atlas Games.)



70. THE VET

This is the home of a man named Dr. Oscar Crouch, referred to by locals as "The Grouch", and his son Melvin. The Grouch was formerly a Veterinary researcher with Militech, looking at the effects of Cybernetics on animals, and how to best utilize them for military applications. He was fired after three of his test subjects were set free by a sympathetic assistant, and they went on a killing spree. Crouch himself was mauled in the incident, leaving him horribly scarred. His son takes care of feeding and training the animals.



Here in the Gauntlet, on this property, he continues those experiments with dogs, cats, and other assorted street animals. He pays a small fee for any animals brought to him. To fund his operation he sells his successful animals to gangs

and others as watch dogs and sentry animals. Less successful animals are sold for dog fights. He also offers his veterinary service to pick up extra cash, though only the most desperate go to him.



The Kennel consists of a two story house and a walled yard full of cages and small runs. Usually only about half the cages have animals in them. The animals there have undergone varying degrees of

Cybernetic Augmentation. Most are half mad. Three augmented animals patrol the grounds at all, these animals are extremely dangerous. Crouch and son reside in the upper floor; the ground floor is research, with full lab and operating room. Kept in the basement are Crouch's greatest successes, a tiger and a baboon.



(The Vet suggested by Companero from VFTE)



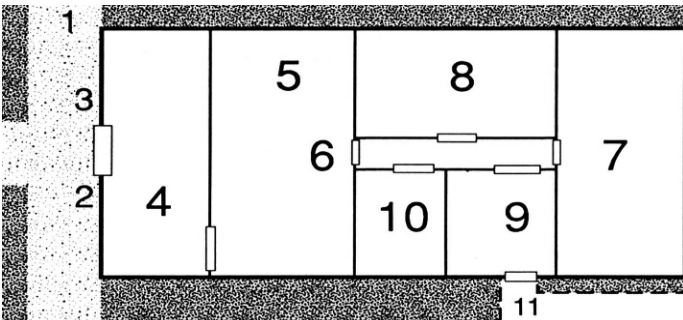
71. LE FEZ



Le Fez is a well connected fixer in the black market. For the right price he can smuggle just about anything into the Zone. Money, Weapons, Cyber, software, equipment, medicine... but he does not deal in bulk, and he charges outrageous prices. He is also not a popular man due to some less than savory dealings in the past, and is extremely paranoid but very cheap. Fez is a short, stubby, somewhat greasy man of unscrupulous nature who always wears a red fez with a yellow tassel and stinks of cheap cologne. He speaks with a thick accent. He employs a full conversion named Montalvo to act as his bodyguard. Montalvo is huge, and his Full Conversion body is a heap of mismatched parts. He wears a real skin over his face and neck, the last remnants of identity, as well as his original Gemini body.



Fez's shop is located in the basement of a crumbling and abandoned brownstone. The entrance to the building is from a small stairway in the rear, at the juncture of three alleys.



1. Alleyways (dirty, rubble strewn, homeless people are usually lingering about). 2. Door (2-inch steel, a call box sits next to it) 3. Security Camera (watches just in front of door, from 6 feet above, sits in electrified cage to discourage tampering) 4. Customer Room (This is as far as customers are allowed. The far wall is made from thick polymer transparent but bulletproof material, a sliding portion allows goods and cash to be transferred, a computer screen sits behind the wall, with a keyboard and mouse on the customer side, allowing customers to browse Le Fez's entire inventory) 5. Le Fez's office/Showroom. (Select goods are on display here. Le Fez has a small desk with a computer, and there is another chair for Montalvo. Beside Montalvos chair is a button to unlock the door and a monitor for the security camera) 6. Steel Door 7. Storeroom 8. Le Fez's Room 9. Kitchen 10. Montalvo's Room 11. Secret Tunnel (Hidden behind a sliding false wall of cabinets is a secret tunnel that leads to the basement of a small abandoned house just on the other side of the wall outside the Zone. This is how he smuggles goods in and out of the Zone)

Le Fez is connected to a notoriously crime lord recently arrived in Night City from Cairo known only as the Egyptian.

(Le Fez originally appeared in Chasing the Dragon from Atlas Games)



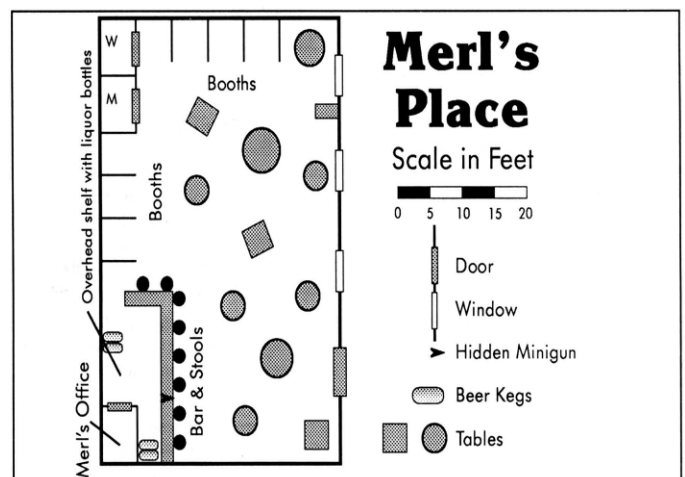
72. MERL'S

Merl is a former soldier, a veteran of the first and second South Am conflicts. After that he served with Militech before retiring to Night City to open up his bar. He still



has a lot of friends from his old days, and a large web of contacts. He opened this bar as a refuge for vets and other professionals as a sanctuary before the walls went up. When the walls did go up, it was like the Long Walk all over again, the government abandoning its people. This time he decided to hold his ground, and with the help of his regular patrons, they managed to hold out. Now Merl's is an establishment in the Zone, a true Solo bar, akin to the Forlorn Hope or the Bitter Sea, and often sharing clientele with them.

The building itself is rather nondescript, but Merl has installed heavy security, and uses his regulars as a network to keep trouble from starting and to do the jobs that Merl is simply no longer up to the task for. Many of his regulars are survivors from his old unit who have seen more than their fair share of combat and are quick to quell any trouble that pops up. In addition, there are several "Militech special security measures" that Merl has "appropriated" and set up inside the bar, such as a pup up 9mm minigun concealed in the bar, normal loaded with rubber bullets, but can be switched to standard ammo at the press of a button. He has also rigged tear gas canisters in the air vents in case, and keeps a number of flashbang grenades behind the bar.



(Merl's originally appears in Streetfighting from Atlas Games)

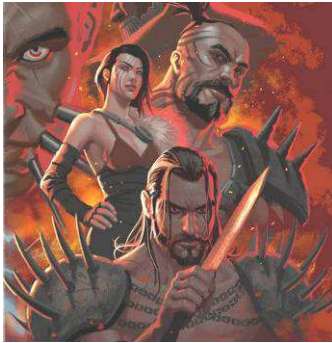


73. DIRTY SOUTH (MAELSTROM TERRITORY)



The 6 blocks of the southeast corner of the Combat Zone are known simply as the Dirty South. These streets and one block of Plaza Concord south of Kings Cross to the west are claimed

by the most vicious booster gang in the Zone, Maelstrom. They don't have anywhere near the numbers of Stomp or Slaughterhouse, nor do they have an exceedingly large territory, but they make up for that in pure fury and aggressiveness. Even the Dead Zoners stay out of Slaughterhouse turf.



Where other gangs sell drugs, guns, and other contraband, Maelstrom was formed to party and to fight, even amongst themselves. They have mellowed some since Razorfist took over the gang, and are more interested in dealing combat drugs and extorting local businesses for protection than turf expansion, but they are still heavily augmented and very skilled warriors, most of whom are addicted to dangerous stimulants and riding the edge of Cyberpsychosis. There is however still a growing number of members within the gang who feel they are losing their roots, and wish to return to their former glory and expanding their turf.



The area itself is heavily tagged, the homes and buildings often show heavy damage, mostly along the northern edge of the territory where Maelstrom frequently clashes with gangs from the Cauldron who either try and expand into Maelstrom turf, or are pushed down by other gangs. It is not uncommon to see streets blockaded off, or fires burning from smoldering wrecks.



Due to Maelstrom's presence, Dirty South may be the most neglected and crumbling area of the Zone. Though the Cauldron is more chaotic, the gangs there usually try and repair their places after a firefight. In the Dirty South buildings damaged by fire, gunfights, and lack of maintenance are everywhere, and people stay off the streets as much as possible. The gang seems to prefer the burnt out buildings, rubble and trash as it appeals to their anarchist beliefs.



However it's not all bad, business and home owners who do pay their rent get the protection from other gangs, like those of the Cauldron and Stomp, and for the most part Maelstrom leaves the normal

people alone... if someone can't, or isn't willing to put up a fight, they have little interest to Maelstrom. And if by some miracle you happen to get on their good side, or earn their respect, they will fight tooth and nail for you, just ask the Stomp Streeters who tried muscling in on Tackle Automotive, which isn't even in their territory.



(For more on Maelstrom, see Gangs Of Night City)



74. WAYLON'S WEAPONS

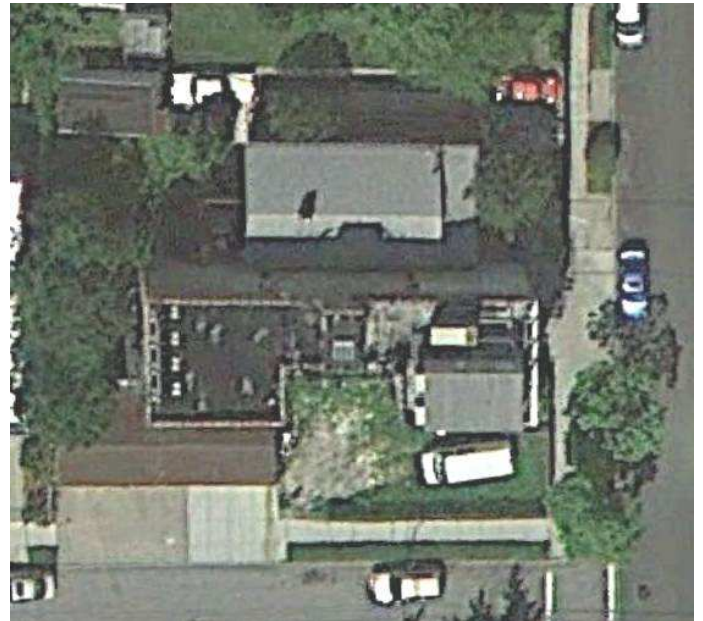
This small house sits close to the border of Maelstrom territory and the Cauldron. Mike Waylon lives and does business out of this building. It is a modest, almost romantic little



two story house, and it is relatively unscathed.

Here weapons of all varieties, from firearms to swords, heavy weapons to stun guns, are bought and sold. Two things can be assured, if it was designed to hurt or kill, Waylon will make a deal on it, and 2, if you buy it here, it most assuredly stolen or has been used to commit a crime. Waylon lives in the house with his wife Carlotta, and partner Cracker. In addition to buying and selling weapons, they also repair them and make ammunition. They provide a discount on ammo if you supply your own brass.

Waylon is about 40 years old and something of a cowboy, Carlotta is pretty but dangerous, and Cracker is a former Voodoo Boy. They keep the weapons and equipment in the basement, and pay Maelstrom for protection. Access to the basement is only possible by coming into the house and the hatch to the area only unlocks with one of the housemates internal RFID. They only allow 1 person into the vault at a time, 2 if all three are there.



75. THE BEEKEEPER'S

Honey has a wide variety of uses beyond that of just foodstuff. Honey is anti-microbial and antibacterial. It can be used to treat wounds and burns to prevent infection. It has shown to be effective in killing drug resistant bio-films, and it also makes a near perfect preservative.



The Beekeeper, entomologist Yurgey Smojelik, is the only resident of this small apartment building on the Maelstrom edge of Plaza Concord. He keeps several hive boxes on the roof of the building, which he harvests regularly. He has a lab on the top floor, where he has done some genetic work to increase the honey flow and cut down aggression in the bees. His ultimate goal is to make a hybrid of the Brazilian Stingless Bee, known for its honeys wider array of medicinal properties, with a species more suited to the northern California climate.



In addition to the honey, these bees provide pollination to rooftops and backyard gardens across the Zone, making the Beekeeper and his hives an invaluable

benefit to the area.

Yurgey charges 5eb or the equivalent in trade for a jar of honey. He could probably charge more, however he has never raised his prices, even during the winter months when the supply drops. When asked about this, he responds simply with "Just trying to make up for my past by doing a little good!" and refuses to say more. He has however, been spotted closer deeper in the Plaza Concord, in his beekeeper getup, near an area where particularly large and aggressive wasps have been seen.



76. APOCALYPSE



This small hard core thrash bar is the favorite watering hole of Maelstrom, and its evident right from the start why it appeals to them. The décor consists of broken windows, barbed wire trim, what looks like scorch and burn marks all over. Illumination consists of Search lights pointed at the ceiling, neon beer signs, and police lights.



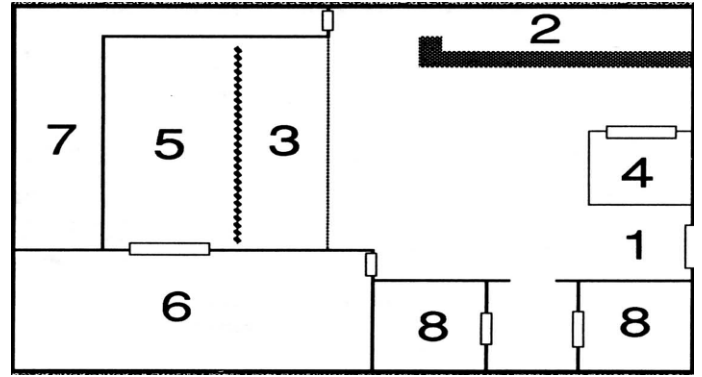
The clientele is rough, the majority being Maelstrom, the others being either hangers on, or people brave enough to enter a bar full of jacked up,

heavily augmented boosters and raging on the ear splittingly loud thrash metal that's being played. Several bands have regular bookings here, mostly small underground groups, or locals. But occasionally someone with a following comes in, as among the Thrash scene in Night City you aren't anyone till you have played Apocalypse.

The owner of the bar is a woman named Terrible Nell. Nell is a large woman, but don't let her size fool you, the woman chews iron and spits nails. She doesn't take shit, even from Maelstrom. Terrible Nell is old school punk and speed metal, and she respects Maelstroms



attitude, the preference for a good old dust up rather than just whipping a gun out right away. Plus they have the same taste in music. But she doesn't let the gang push the bars employees, or the patrons around. She employs to Maelstrom's bouncers, but she makes it well known that if they disrespect her, her crew, or her customers, they will be out on their ass. Razorfist greatly respects her attitude and guts, and keeps his people in line... well as much as anyone can.



1. Front Door (2 large and heavily augmented Maelstrom members named Frak and K-Rom act as Bouncers. They charge 10eb per head, Maelstrom always gets in free. They are armed with high voltage stun batons.)



2. Bar (Apocalypse employs two bartenders, a man named Fumbler and a woman named Six). The bartenders have cattle prods for more unruly customers, as well as each carrying a handgun, and a loaded 10 gauge shotgun sits within easy access under the bar. Fumbler used to tend bar at the Totentanz, and brought the recipe for the Armageddon here.)

3. Stage (The stage is enclosed in a chain link fence. The acts booked here are generally punk, thrash, and speed metal, however occasionally they get in some of the harder Industrial, Ska, and Rap/Rock groups as well.)



4. Sound booth (Two techs are full time employees here; Bitz works the sound while his girlfriend Rings works lights.)

5. Backstage 6. Dressing room

7. Storage room and access to the Nell's basement living quarters.

8. Rest rooms



(Apocalypse originally appears in Chasing The Dragon from Atlas Games.)



77. SHAMAN'S CHURCH



Shaman is the mental health counselor and spiritual advisor to

Maelstrom... he is also just a bit crazy. As a counselor, he is brilliant, through his therapy; he has counseled many to regain a semblance of humanity, to come back from the brink of Cyberpsychosis. This much alone has gained him some respect and even referrals from Shrapnel and Walking Dead. However his successes, even in spite of his exile from legitimate practice and his own experience with augmentation, have given him something of a God complex. His sermons preach about the positive aspects of augmentation, of transhumanism, and of maintaining a benevolent outward appearance. But underneath that message is a hidden subtext of self-fulfillment, superiority, both physically and morally, of augmented individuals, and in secret sermons he talks of punishing those who would oppose what he calls the Homo-Mechanis Movement. A movement still in its infancy, but one which talks of the Homo-Mechanis (his terms for trans or post human beings, those who have undergone significant cybernetic augmentation or replacement) rise to power to rule over the chattel still clinging to their flesh. He feeds the fire of these select few, usually those riding the edge of cyberpsychosis who are susceptible, with emphasis on the mistrust and prejudice shown them by non-or lightly augmented humans, feeding into the persecution complex.



While there are members of Maelstrom and Shrapnel in his secret congregation, no one in the gangs who is not a member including their leadership is aware of the true nature of Shaman. He is however manipulating members behind the scene for a possible coup of both gangs...



The church itself was an abandoned outreach church, it has seen years of neglect, and most of the inner walls, and the second story floors have fallen in. While this would present an extremely dangerous situation for most people, the members of his congregation are so highly augmented that the risk is negligible.



78. NOVA MOTEL

This old motel sits next to Shaman's Church on 52nd street between Stompanato and Cadigan. The owners abandoned it during Carnival and when they returned found Maelstrom had taken the place over. The motel now serves as their current home.



The motel itself is in shambles as Maelstrom cares little for maintenance or housekeeping. Most of the windows have been broken out, and many of the doors barely hang off their hinges. Gang leader Razorfist and his lover

Sable occupy the office and managers quarters along with Razorfists kid sister Dawn. The other rooms are pretty much left to whatever Maelstrom leaders and members decide to squat in them at any given time. The rooms and parking lot are covered in trash, broken furniture, broken bottles, cans, and drug paraphernalia. The pool has been drained, and now serves as a makeshift mosh/fight pit. Maelstrom parties hard every night in a drunken orgy of loud music, sex, and violence. They have set up access to the roof and something of a stage where live music, usually favorite performers from Apocalypse, can play. Maelstrom members who don't make it to a room can usually be found passed out in vehicles or on the ground in the morning. Initiates must prove themselves in the pit, and most disputes or challenges for position are settled there as well.



In the basement under the lobby, is a place called the Nursery. Here is where Maelstrom keeps its members they call Psychos. These dangerous men and women have crossed the line into full blown Cyberpsychosis, and are kept in the room, strapped down, and kept calm with drugs and braindance. They are both honored, and used as a secret weapon against Maelstrom enemies. When the need arises, they will select one of the Psychos, pump him full of stimulants, painkillers, and hallucinogens, and unleash him on their enemy on a berserk rampaging suicide mission. The threat alone is enough to keep both Slaughterhouse and Stomp from starting any serious altercations with Maelstrom.



INTERESTING PEOPLE IN THE COMBAT ZONE



ESME SOLEDAD is a 17 year old Thelas nomad from Columbia. She is in the Combat Zone looking for her older sister Luba. Luba was a drug mule for a

Cartel, delivering Synth Coke to Stomp in Night City. Esme had been trying to convince her sister to get out and join her on her boat, but her older sister had one last job to do, something that would earn her enough to start fresh. Something went wrong, and Luba disappeared. Esme originally thought she was dead, but found out that her sister was sold to L'il Miggy by Carnicero after her plans to quit were discovered. That was 6 months ago, now Luba is here in the Combat Zone, desperate to find her sister and get her out. She is squatting in a rathole shed in an ally deep in Stomp territory, and has been casing the brothels looking for any sign of her sister, but she has to be very careful to avoid anyone discovering what she is up to. She has taken a job at a local restaurant to make money to survive on while she is in the Zone, but has her boat and crew on standby, doing a bit of local smuggling, for a quick escape. She has also been in contact with Maelstrom through their Nomad branch, and has paid them to escort her and her sister out of the Zone when she finds her.



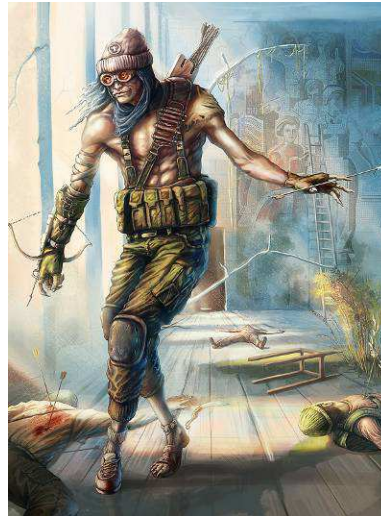
GHOUL haunts the Zone. Some say he is looking for something or someone, most say he is just Psycho. He is universally avoided. When he enters a market place, all eyes, and several weapons, turn towards him, and even after he leaves there is a sense of nervousness. He wears filthy rags, but it is obvious he has had extensive cybernetic replacement and augmentation. He is also always armed. He speaks very rarely, and when he does it is in a harsh electronic whisper. He survives by

trading weapons, ammo, and goods for food, water, and sometimes electronic parts, as if he is building or repairing something. Ghoul never stays in one place, or if he does no one has been able to find his crash pad. He has been spotted in every area of the Zone. There are rumors that he was a Dee-Zee who was kicked out, or possibly that he was one of Maelstroms Psychos who managed to escape, but the booster gang denies this. He has however been seen leaving small packages of food, toys, or other small items, at places where children inhabit. The Zone Rats have tried to approach him, but he flees whenever he spots them, or any other child.



NO-JOE woke up wounded in an alley next to a burning building in the Combat Zone 2 years ago with no knowledge of who he was or even what his name is. He was found by members of Hard 8 wandering the streets, who took him to Doc martins, but while the ripperdoc was able to treat the wounds, he could do nothing to restore Joe's memory. Hard 8, feeling some measure of

sympathy for the man, tried using their own web of contacts to determine his identity but nothing came up. No-Joe has been working odd jobs around the Zone, trying to earn enough money to have the Digital Renegades run a hack on police databases to see if they can find out who he is. For some reason, police make him extremely uneasy, and while he has attempted to leave the zone several times, the police presence has always made him turn back. He cannot give a reason for it, but when he sees police, his gut tells him to run. Perhaps this is why he has procrastinated for so long to determine what his real identity is, the fear that whoever he was, must have done something horrible to be on the run from police. To add to this, is the fact that he was found with a half empty gun. He has attempted to get rid of the gun several times, but has always retrieved it, for some reason he simply feels safer with it on him. Also disconcerting, he was attacked by Dee-Zee's two months ago, and was able to fight off 6 of them effectively, hand to hand, before they fled...



TIP-TOE is a freelance assassin working in the Zone. He has never failed to eliminate a target. Tip-Toe first showed up in the zone 3 years ago. No one knows where he comes from, or how he got stuck in the Zone, but word on the street is he used to be a big deal, but after a corporate hit went south his employers turned on him. Now like so many who can't, or

won't escape the Zone, he does what he has always done. He takes jobs in and out of the Zone, though no one is sure how he gets in or out. He is very expensive, and has used his reputation to extort protection fees from even the largest and most dangerous gang leaders in the Zone, preventing them from hiring him to take each other out... though he has been used to take out lieutenants, family members, and other high ranking members of the gangs. He lives somewhere in the Gauntlet, but no one has been able to run up the actual location. Tip Toe prefers to use a wrist mounted crossbow and knives, though he is apparently proficient with a wide variety of weapons.



PROPHET is the Zone equivalent of street preacher and philosopher. He mostly hangs out at the North West end of the Zone at the small half circle park of off Martin Road, but he has been spotted proselytizing across the Zone. He has even managed to acquire a small cadre of followers. He spouts an odd mixture of Southern Baptist Christianity, Zen Buddhism, Shintoism and some stuff that just seems made up on the spot. Most of the people think he is just a harmless lunatic, but Prophet has shown the ability to defend himself rather ably. He calls himself a warrior poet, a

Ghetto Samurai, and a Spiritual Pimp. Oddly, he avoids Bushido territory.



HALF-SHELL is a former nomad affiliated with the Snake Nation. He had few skills, though he was a fair hand in a fight. Unfortunately he was greedy, and this led to his one specialty. He would sign on with caravans then sell them out to a group of Raffan Shiv. He would arrange the ambush spot, disable the radio, and if he could, even weaken the group by slipping drugs in their

food or water supply. The plan came crashing to a halt however when the Raffan Shiv attacked the wrong target and was decimated, several members were taken prisoner. The convoy Half-Shell was on was running late, and hadn't left the market yet, and the crew that got attacked radioed back that they had captured Raffan Shiv raiders, and they had revealed that there was a traitor in the nomad community selling out caravans. Half-Shell overheard, and fled. Knowing he would be hunted throughout the nomad community, on every road and trail, he had only one option. He went straight for the Combat Zone. He has been hiding out here ever since. Half-Shell rents a room in the Cauldron and leaves only when he has too. However his money is running low and he is getting desperate. He is hunted not only by nomad bounty hunters, but also by the survivors of the Raffan-Shiv group, who think he betrayed them as well.



ROSALIE MILLER was burned horrifically during Carnival. On the third day, she and her family were trying to reach the car to escape, but gunmen who were hiding inside the garage, shot her and her husband as the door raised, apparently with thermite rounds. Her husband was killed instantly, but the shot hit her in the leg, burning right through, and igniting her clothes. Somehow she survived, barely. She was found and extracted to Night City

Generals burn ward during the recovery effort after Carnival, they were able to keep her alive, and successfully implant skin grafts and cyber-optics, there was no funding to do much to fix the terrible scars she was left with. She was released from the hospital, and with no where else to go she returned to the Zone in hopes of finding her son and daughter, they were 12 and 8 at the time, and they were not at any of the relief centers, nor were their bodies recovered. She believes them to still be alive and searches for them tirelessly. Because of this, she volunteers at the Elders School, escorting the children. She also trains heavily to defend herself, learning from Bushido and Shrapnel instructors who teach at the school. She always carries a shotgun with her, rumored to be loaded with the same type of thermite rounds that ruined her life. She still believes her children to be alive, but thinks they might have fled the Zone. She drives the streets of Night City looking for them, but has been stopped by police several times for loitering in front of playgrounds and schools.



LARGE MARGE is a fixer loosely affiliated with the Furies. She is a thoroughly unpleasant and unhygienic woman, who somehow knows every move being made in the Zone and who is

making it. She deals primarily with setting up jobs, easy heists within the Zone to score the Furies supplies, drugs, guns... She holds no real loyalty to the Orphans, and will deal with anyone who seeks her out provided she can pay her fee in cash or trade. She has a fondness for junk food, old recordings of soap operas and black and white romance films. She is also a woman of mean sexual appetite, and has been known to trade her information for sexual favors from attractive members of the opposite sex. In addition, she also has an in with the Digital Renegade Ditto, who for some reason owes her deeply. Marge acts as a middle man in setting up fake ID's and new identities for people. Marge has 9 children, all from different fathers, and 8 grandchildren, who act as her bodyguards and gophers.

GANGS of THE COMBAT ZONE

MAP OF GANG TERRITORIES IN THE COMBAT ZONE



With the exception of the small block around Combat Cabb, virtually every inch of the Night City Combat Zone is claimed by one gang or another, though some are able to enforce their territories better than others. Slaughterhouse and Stomp Street are by far the two largest gangs, and are almost continuously at war. Other gangs are avoided more out of terror than by numbers, like Maelstrom or the Dead-Zoners. Some of the gangs in the zone actively try to make their small turf a better palce, like Bushido, the Elders, and the Digital Renegades.

While still other gongs just want to be left alone. In areas like the Cauldron and the Gauntlet, numerous small gangs run rampant, and the only real boundaries are imposed by the larger gangs surrounding them. The following is a guide to the various gangs of the Night City Combat Zone and their place in the scheme of things.



BUSHIDO



Claiming the northwest corner of the Combat Zone is Bushido, a gang made up of, and centered on, martial artists. Bushido is run by a man named Shogun, a former world champion MMA fighter and master of Kyokushinkai, Judo, and Tiger Claw Kung Fu. In addition to the gang, Shogun owns and runs a dojo open to both gang members and civilians alike, as well as a Pizza parlor named Solid Soul Pizzeria which sits just across the street.

Bushido is a true Guardian Gang, and exists solely as a means of protecting the streets of their corner of the Zone. They do not engage in protection scams, however most businesses in the area donate fees or services to them anyway.



As a result of Bushido's presence, drug use and violent crime in their turf is minimal, in fact their neighborhood is safer than some of the areas of Night City outside the Zone. It is one of the few areas in the Zone where outsiders can enter safely, and as a result, the police guards at the Bushido exits are much more lax... something other gangs have taken notice of and exploit.

The first thing you will notice about the Bushido is the gang members' outlandish costumes, a mix of traditional martial arts costumes with a heavy dash of Afrocentric funk added as flair. Gang members speak in 70's slang, and the gang locations have a heavy mix of 70's and 80's film styles, particularly in their use of neon, and a mix of new wave and Asian décor.





While they rely heavily on martial arts and melee weapons, Bushido on patrol will always be carrying at least a handgun. Scattered throughout Bushido territory are several weapons caches of guns, in the event of trouble.

Shogun formed the gang after the walls went up around the Zone. Following the events of Carnival, even as AID services poured in the streets were in chaos. New gangs were popping up left and right to replace the ones that were decimated during the weeklong event, and the stronger gangs were cementing territories as quickly as they could. Shogun found an abandoned gym, and originally set it up as an aid station. When other smaller gangs began trying to push up on the gym, Shogun recruited several of his friends from the martial arts world to push back.

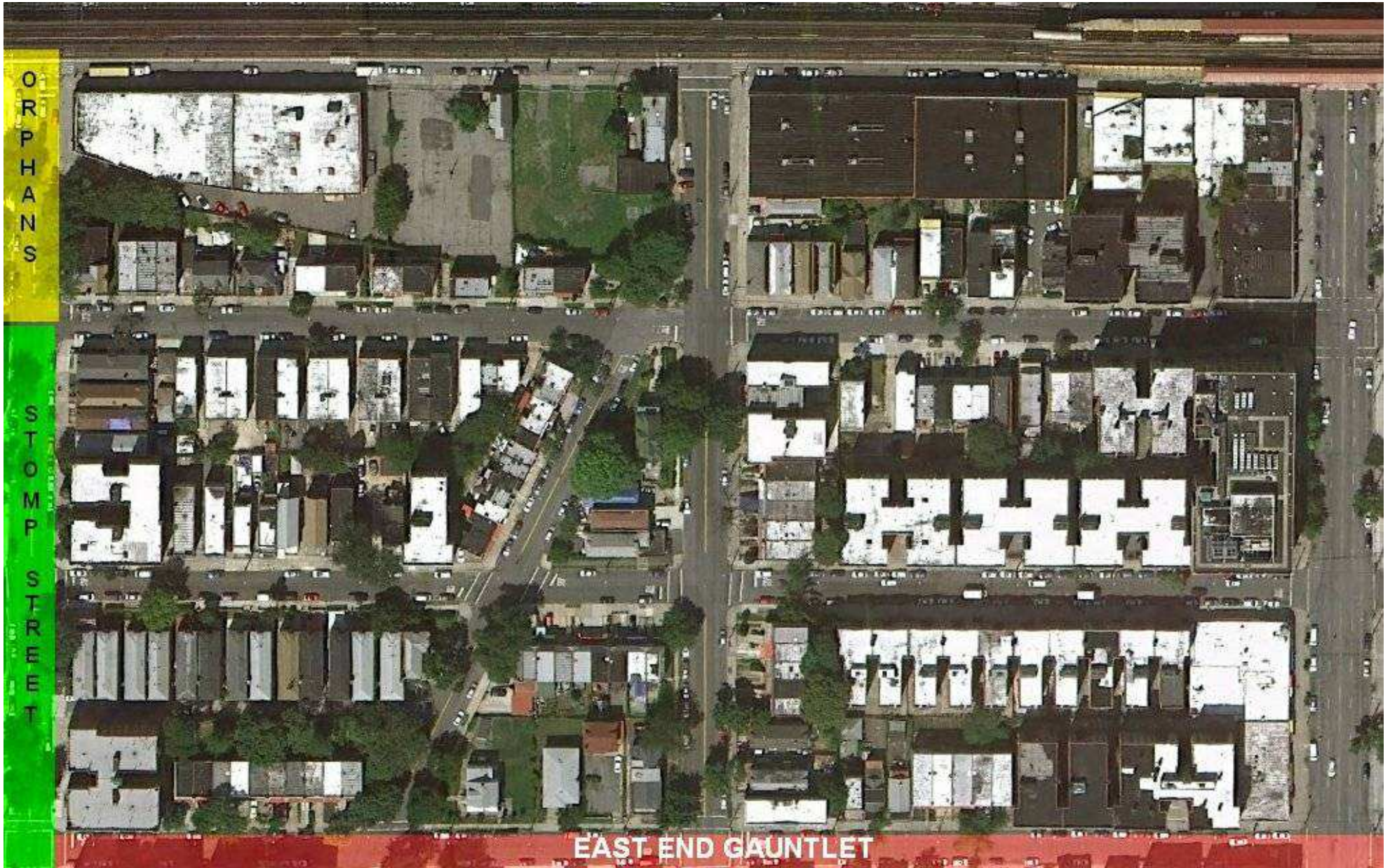


As things in the Combat Zone normalized, Shogun and his friends began teaching martial arts out of the Gym in effort to give focus and discipline to the teens and youths in the Zone. In order to protect their new investment, Shogun and his friends, along with some hand picked students, began patrolling the surrounding neighborhood. As their group grew, they eventually staked out their own territory.

While the colorful style and manner of speaking may seem slightly absurd at first, Shogun and Bushido are widely respected throughout the city as highly competent martial artists. Their prowess and courage have earned them the respect of Maelstrom, and while claiming they have an alliance would be overstating things, they do have a mutual admiration for each others skills, and respect each others borders. Even outside the Zone, their reputation has spread, and many of the Asian gangs, particularly the Electric Dragons, the Neon Samurai, the Ronin, and the Snakeheads, all respect their skills.



BUSHIDO TERRITORY



BUSHIDO STRUCTURE



Bushido territory runs east from Burroughs to the wall, and from the wall south to 46th Street. They are bordered by The Orphans and Stomp to the West, but the territories South are in constant dispute by smaller gangs.



Bushido has 2 main hangouts, the first is Bushido Dojo, a reclaimed boxing gymnasium that Shogun renovated. It is a modest two story structure with a kitchen, men and women's showers, a large yard out back, and apartments for Shogun, Whispering Blade, Master Wong, and Marcus Fox, as well as a spare room upstairs. Shogun retained his vast and growing collections of martial arts films and exploitation movies, and hosts a free showing every Sunday Afternoon at the dojo for the community.



The second Bushido hangout is just across the street at Shoguns restaurant and bar, Solid Soul Pizzeria. The pizzeria boasts a large arcade, and has some of the oddest décor you will ever come across. Katanas hang on the wall under sombreros, neon lights next to Chinese and Japanese wall scrolls, antique furniture around glowing glass tables. They serve Pizza, Tacos, and Sushi. The video displays and sound system constantly bolt out a mismatch of Japanese drums, Chinese ballads, and late 70's and early 80's funk depending on the mood of the place.



Bushido patrols its borders constantly, as well as roving groups that keep an eye on the streets inside their territory. They are on friendly and open terms with most of the civilians and businesses in the area, who will call them and report if anything.

The gang itself is very loosely organized, with the Masters of the school acting as the leaders of the gang, and Shogun at the top. Bushido accepts anyone, no matter race, sex, age, or creed, so long as they have an open mind, a sense of honor, and are willing to abide by the tenets of both the gang, and the school: "Fight only when you have to, give your opponent a sporting chance, guns are always the last resort, and only to be used when the enemy does so first, style is everything!"



As a gang, Bushido doesn't favor any one type of vehicle. Shogun drives a customized 72 Caddy, while Marcus fox drives a Porsche. The gang does have 2 large vans and a panel truck.



TYPICAL BUSHIDO



Many Bushido members venture outside the Zone to take part in both professional tournaments as well as underground fighting circuits, particularly those put on by the Voodoo Boyz.



To be a member of Bushido a person must be 16 years or older, and must be proficient in a martial art. Students at the school need not be members, even have any desire to become members. In fact Bushido has been known, on rare occasions, to teach members of other gangs. Bushido has about 30 active members, and 50+ students.

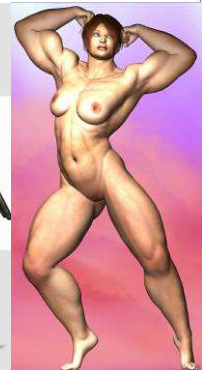
Most men and women of Bushido are legal citizens and can come and go from the combat zone as they please, though some are wanted for assault charges. This has made them valuable contacts for many inside the Zone who rely on Bushido for supplies and medicine they cannot leave the Zone to get themselves.

Most Bushido members are proficient with at least one type of melee weapon, and prefer to rely on them when armed combat is required, but members on patrol are almost always armed with at least a handgun, and have quick access to a variety of heavier armaments.



Every member of Bushido is expected to create their own costume, and wear it whenever on patrol or otherwise representing the gang.

The costumes make them a highly visible presence in the their territory which both deters crime, and makes it easier for citizens in the area to reach out to them if they are in need of help.



NOTABLE BUSHIDO MEMBERS

TYRONE "SHOGUN" WALLACE



Shogun was born in Harlem during the late 70's and grew up taking martial arts classes at a friend of the families dojo. His father was a DJ for a local radio station, but died when he was young. Shogun had hours of his fathers radio show recorded, and listened to them often. His father was very into the Jive and funk cultures of the late 70's, and the films, music, and way of speaking imprinted themselves heavily on Shogun.

As he grew up, so to did his skill in the martial arts grow. By 16 he was winning state championships, by 20 he was competing nationally, and by 25 he was competing internationally. Originally a practitioner of Karate, he soon expanded his repertoire into judo and kung fu, and entering the fledging MMA tournaments, as well as underground tournaments held in Asia.



He was undefeated in his professional career, and decided to end it on a high note. He retired to California, hoping to use his martial arts prowess to break into

Hollywood. It was looking like that would happen, until he got into an altercation with his producer over changes to the script, and when the producer threw a punch, Shogun returned it... and that was the end of his Hollywood career.

Shogun retired to Night City and opened up his own small arthouse theater, where he would play old martial arts movies and exploitation films. He remained active in the community, putting on charity events and organizing outreach programs.

When Carnival was going on, he watched wide eyed in helpless rage as people too weak to fight for themselves were caught in the crossfire of Civic Centers misguided attempt to bring law from chaos. When it was over Shogun immediately went into action, setting up shop in a run down abandoned gymnasium, and bringing in food, water, and clothing to aid with the relief efforts. His efforts did not go unnoticed, and several times gangs and looters tried to take the facility and the goods for themselves. Shogun fought them off, but knowing it would just get worse, he reached out to his friends in the local martial arts community, enlisting their help in defending the gym.



As relative order was restored, the groups efforts to keep the gym safe had expanded to the neighboring streets. So to did his group of followers expand. Now 4 years later, Shoguns gang, Bushido, is the largest and most successful guardian gang in the Combat Zone.

Shogun is easy going but projects a very hard exterior, and the 70's Jive slang he uses and his wild costumes form the basis for the gangs personality. A tall and imposing figure of incredible skill and prowess, he promotes fair play, discipline, and taking no shit. Over the years Shogun has received several cybernetic implants and augmentations, including Enhanced Strength, Reflexes, and Skinweave.



MARCUS FOX



Marcus Fox is Shogun's oldest friend. The two grew up together although Marcus opted for Chinese rather than Japanese focused martial arts. He was the first person Shogun called when starting Bushido, and he serves as second in command of the gang, running most of the day to day operations while Shogun focuses on the school.

Marcus is very charismatic and soft spoken. He often serves as an emissary when dealing with local businesses and gangs, as Shogun can be just a bit too intimidating. He is also more business savvy than his friend, and while Shogun's ventures are successful, a lot of the success can be attributed to Fox's accounting skills.

Make no mistake, while Fox is skilled in many areas, he is first and foremost a martial artist of dazzling skill.

Fox is usually the most conservatively dressed member of Bushido, but he is heart and soul Bushido.



Lately he has found himself suppressing feelings for Caramel, his best friend's woman, and as such he often avoids her, not wishing to create static for his friend. He would never act on these feelings, but they are enough to make him uncomfortable around them. To compensate he tends to be something of a ladies man, engaging numerous women in meaningless affairs.

Fox spends more time outside the Zone than most, and while he has an apartment at the dojo, he spends most of his evenings in an upscale apartment in the corporate zone.

WHISPERING BLADE



Another long time friend of Shogun's, Blade is a master of the sword arts. He was in fact a sensei at a Japanese Dojo when he was called by Shogun.

While Blade teaches at the Dojo, and is an original member of Bushido, he spends much of his time travelling back and forth from Japan where he continues his own training with masters there. He has devoted himself to the ways of the sword.

When in Night City, Blade usually resides in the spare bedroom at the Dojo, out of convenience, but prefers Spartan accommodations, A tatami mat, and a place to bathe are really all he requires or wants. Blade is fluent in Japanese.

While his time is divided between the gang and personal pursuits, he will usually drop everything for the gang out of a sense of obligation. Rumor has it Shogun saved his life, and Blade feels indebted to him, but the truth is they are fast friends, nothing more.

Blade moves slowly and quietly until it is time to strike, then moves with terrifying speed and accuracy, he tries to extend this to every aspect of his life. He is a very deliberate individual, soft spoken, and powerful.

It was Blade who introduced Shogun to Caramel, one of his students from the Night City School he taught at before joining Bushido. She often seeks out his wisdom for advice.

SAMANTHA "CAMEL" DIXON



29 year old Caramel has been trained in the sword for 8 years by Blade, and her skill in martial arts is equal to anyone else in Bushido. She fell in love with Bushido's sense of style and identity before she fell in love with Shogun himself.

She is friendly and outgoing, and enjoys working with the public to garner support, as well as working with some of the younger students.

She admires the gang for their community

service, and though she chides them on their retro affectations, she embraces them fully and revels in the act.

Caramel has very few cybernetics, a neural processor and light skinweave. A former model, she has stated that when her looks start to fade or if she gets heavily scarred in her fights, that she will opt for cosmetic surgery to keep her young and beautiful.



TAKI "SHINOBI" SHAW



Blade met Shinobi during one of his many training excursions to Japan. As the two were talking Blade described Bushido and what they were about. When Blade came back to Night City, Shinobi was with him.

Shinobi was a half African-American, half Japanese kid growing up in Japan. He was an otaku from an early age, and his father raised him on American comic books and movies. None of these things made him very popular at the Japanese schools, and he was a frequent target for bullies, so he began taking martial arts and found he had a talent for it. He dedicated himself to learning as much as he could, travelling the country to seek out lessons from any master who would teach him. But he never forgot the tales of heroics and the wild costumes of American comic books. When he heard about Bushido, he figured it would as close as he could get to being a real live super hero.

Shinobi claims to be a true Ninja, whether that's true or not, Blade will not say, but Shinobi does possess a wide range of skill in Japanese martial arts, much more so than his attitude and hobbies would suggest.

Shinobi speaks somewhat broken English, and has purchased a cheap "Jive Speak" skillchip, which makes his English comical at best.

BEAST



Beast was a typical kid growing up in the combat zone, little to look forward to in life, no prospects for a better future, and constantly scrounging just for his next meal. His mother had been killed by street gangs early on, and his father was a heroin junkie who had little time or inclination to care for the boy.

Carnival hit and Beasts father was killed by the blast from a stray grenade. Beast wandered the back alleys until he was finally found by Shogun. Beast was one of Shoguns first students at the school and took to Judo and Karate well. Now 4 years later, Beast is 19 years old.

Beast is still full of rage, and his fighting style is highly indicative of that. He shows little measure of self preservation when fighting, and instead seems to be pure rage and the desire to overpower his enemy. This worries Shogun and the other masters of the school, who have tried to provide the boy with focus and discipline in effort to calm him.

When not fighting Beast is quiet and reserved, shy even. Except with the children that come to the school, with them he is very protective and nurturing, hoping for a better life and future for them then the one he was left with.

Beast is also extremely protective of Bushido and Shogun, and known to explode into action at any threat to them. Unfortunately, while he is a skilled somewhat skilled fighter, his lack of discipline is easily taken advantage of, even by fighters with less training.

DAYVON CRANSTON



A former carpenter and student of Blade, Dayvon joined Bushido after Carnival, impressed with what they were doing for the community.

Dayvon is the oldest active member of Bushido at 51 and is still somewhat of a novice martial artist, but he is tough and resourceful, and years of swinging a hammer have served him well. In addition to the civic aspect, he also gets a kick out of the costumes and style.

SUSAN "NINJA-BITCH" O'CONNOR



No one is quite sure where Susan comes from, and many think she may be part Arabic or Israeli. She talks very rarely, and never reveals anything about her past, but her skill is uncanny. She joined 2 years ago and has since become a trusted member of the group.

On Sundays, She teaches Kaliopé to a small group of students, all women, and often volunteers for extra patrol shifts.

Recently she has become quiet apprehensive, since The Egyptian showed up in Night City, perhaps there is some connection there to her past.

WILL "DISCO" CARSON



Disco can be described as a man with more bravado than brains. He is very skilled with the Bo-staff, and a long time practitioner of Karate who grew up in the suburbs south of Night City. He sought Bushido out once he heard that there was a martial arts based gang open to all comers. The style of Bushido was just an added bonus for him, though he seems to have little interest in the civic programs of the gang.

ISAIHAH "STICKS" JACKSON



Sticks is of American and Filipino descent, and joined Bushido last year. The lifestyle appealed to him, as did the chance to escape what he considered the bullshit of competition, without losing his edge in his martial arts training. Sticks is a master of Escrima, and teaches it on Tuesdays at the Dojo. He enjoys patrol duties, and relishes any chance he gets to put his skills to the test in actual combat.

ALAN "NORTHSTAR" LEUNG



Northstar is a practitioner of Jeet Kun Do and teaches classes at the dojo on Thursday evenings. He joined Bushido 3 years ago after getting in a dispute in Chinatown with the Electric Dragons.

Northstar is a highly skilled martial artist and is partial to nunchaku. He often speaks in cryptic messages, as if he were creating his own proverbs. Sometimes the things he says are wise and make sense, other times they sound like complete gibberish... and he is chided by the rest of the gang over this. Regardless he is well respected and liked in Bushido.

JAMAHL "SHADY" MESSNER



Shady is a streetfighter who joined the dojo just so he could study under Shogun and Fox. At first he cared little for the community activism, or the gang itself, and just wanted to increase his skill. But when he saw the desperate situation of the people in the Combat Zone, the gangs running rampant and unchecked, he came to realize Bushido was making a difference, that they were more than just skilled fighters.

He realized if he wasn't part of the solution he was part of the problem, and Joined Bushido the next day. In addition to being a highly skilled fighter, Shady is also an avid motorcycle enthusiast, and tears up the road on his custom Kundalini Rochin.

JAMES "WHITESNAKE" and DEBORAH "DALLAS" WHITNEY



Whitesnake and Dallas are twins who have studied Pao Pat Mei and Wai Wing Chun their whole lives. They were promising young stars in the martial arts world whom many said were destined for the Olympics, when their parents were killed in a car jacking on the way to pick them up from practice. The killers were never found, but they did learn that the entire scene was watched, and at least one witness used his phone to video the incident. In the video it became clear that no one helped, and everyone was too afraid to do anything.

That was 6 months ago, since then the Whitney twins have dropped out of their former lives and joined Bushido, dedicating themselves to helping out those in trouble and fighting against the street gangs who have overrun the combat zone.

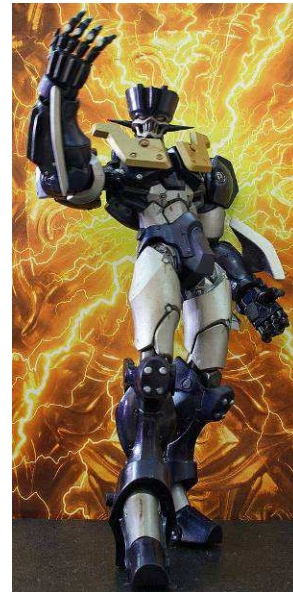
ANDREW "PANDA MAN" BARNES



Panda Man is a Kendo and Aikido expert who teaches classes at the Dojo on Monday and Wednesday evenings. He originally came to Bushido just looking for a job, but has joined the gangs activities because, according to him, he has nothing better to do.

Panda Man is loud, boisterous, and will offer any excuse as a cause for drinking and celebration. As a teacher he is patient but very motivational, and as a fighter he is strong and intimidating.

DOCTOR BOOGIE



No one knows what Doctor Boogies real name is or where he comes from, but he is the only Full Conversion Cyborg currently a member of Bushido. He arrived at the Dojo 6moths ago, put on a goofy display of awkward martial arts, and asked to join. Despite his skill, Shogun agreed and Doctor Boogie has been a member ever since.

Doctor Boogie has a custom body of indeterminate model, and speaks with a synthesized robotic voice. He also appears to be independently wealthy, or at least has access to wealth, as he has personally paid for upgrades to the Dojo and equipment for Bushido. He is friendly and loud, and he and Panda are fast friends.

MASTER WONG



Master Wong has been with Bushido from the beginning. He simply appeared one day when Shogun was first using the gym as a relief center, stowed his belongings in a room upstairs, and began cooking to feed the needy.

He is not an active member of the gang, instead he teaches Tai Chi, and Chinese herbalism, and he cooks for the Dojo. Occasionally, if a student shows heart but has problems with discipline, he takes them under his wing and teaches them Pakua. He is romantically involved with Bertha Jackson, an elderly woman who runs an apartment building close by. He also seems to have some type of rivalry with Old Man Po, a noodle merchant from Yellow Moon.

DEAD ZONERS



The Dead Zoners are the wildest, and possibly the most dangerous gang in the Combat Zone. They don't directly control much territory, but even gangs like Stomp, Slaughterhouse and Maelstrom are wary of them and avoid their territories. The Dead Zoners are the monsters that roam the zone, they

are the evil that hides under your bed and in your closet... they are what you fear when the sun goes down.

The Dead Zoners are made up people who were kicked out of other gangs, to crazy and unpredictable to ever join them in first place, or anyone who simply has no respect for anything or anyone save themselves. If they could muster up any level of real organization they would be a serious threat, but as it is most of



them are too smashed on drugs or just plain crazy to care. Oddly enough, despite being utterly reviled and feared by nearly everyone in the Zone, their numbers are growing. There are some who say they torture their captives past the brink of insanity and that's one of the ways they boost their numbers... some say they even kidnap children for these purposes. It is also rumored they may be cannibals.



What is known is that every last man, woman, and child in the Dead Zoners is a threat. They almost never attack unless they outnumber their target at least 2 to one, and they strike

from the shadows and disappear just as quickly back into them. The Marsten area has been home

to some form of gang almost since just was built, and as the city grew, the area just became the center of the violence. The several things happened in a short amount of time. First, all the worst gangs in the city were pushed into a relatively small area. Then the walls went up, locking them all inside. As the new gangs battled for dominance with the gangs that were already there, City Hall unleashed Carnival, and everything inside the walls went straight to hell.



In that short span, people lost their homes, families with no where else to go were gunned down in the street. Entire gangs were slaughtered, and other gangs rose and fell like the tides. By the time it was all over and the rebuilding began, the gangs that survived and their territories were pretty much set. The minor gangs either scrambled to the outlying like the Cauldron and East Hell where they still fight for turf like dogs on a piece of bone, or they were subsumed into

larger gangs. The only exceptions were the gangs and individuals no one else wanted anything to do with... they became the Dead Zoners, also known as the Dee-Zees, or just simply the Disease...

Perhaps the most frightening thing about the Dee-Zees is that unlike most gangs, they regularly move through other gang territories at night, respecting no boundaries. 2-3 Set and Slaughterhouse share their boundaries, and even there no civilian leaves their home at



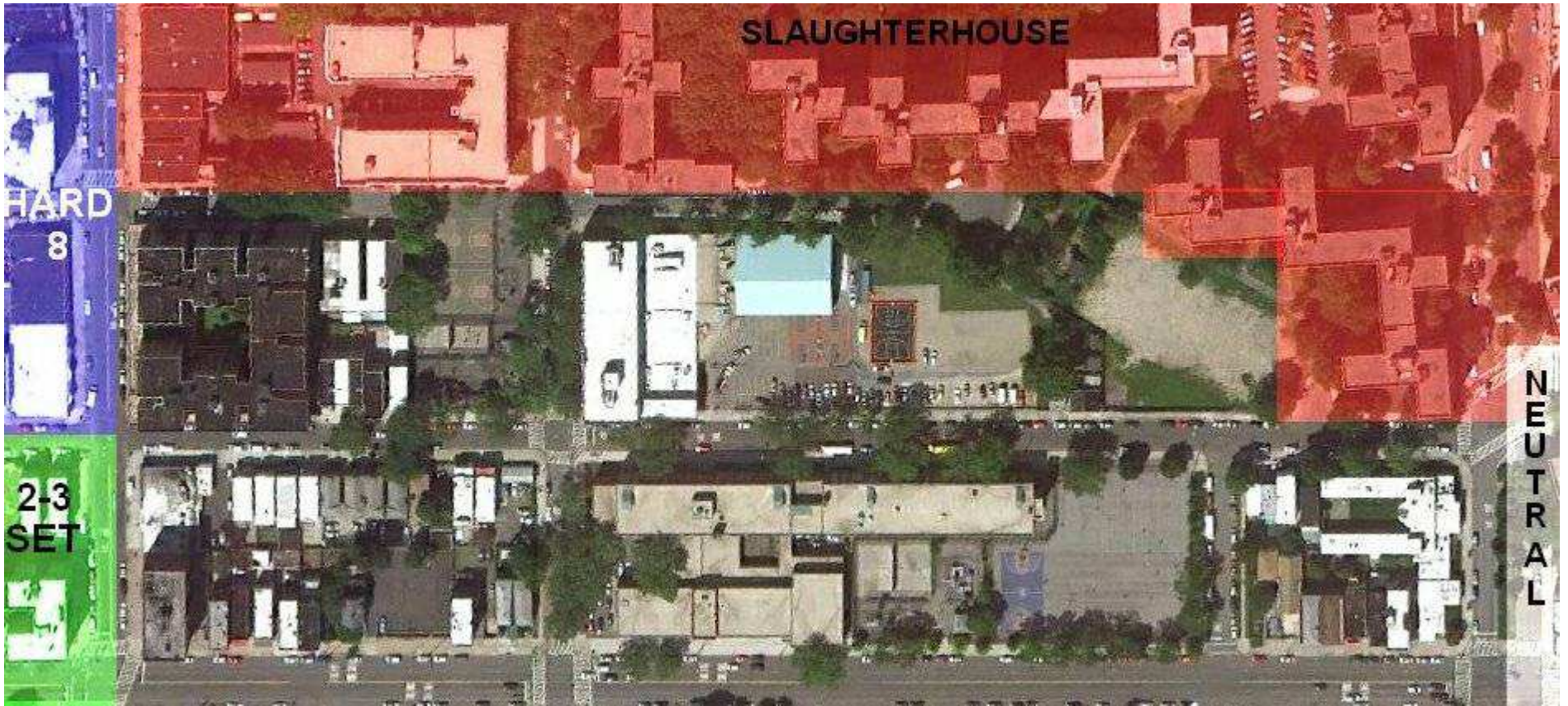
night. Even gang members on the fringe have been attacked if found alone. Dead Zoners have struck as far as Bushido Territory, though such things are rare. Regardless of their incursions into other gang territories, NO ONE goes into Dead Zoner territory at night. There are even rumors that they share the sewers and storm drains with the Zone Rats... and that's how they move undetected through other gang territories...



The Dee-Zees leader is a man named Mongrel. Rumors abound that he used to be a mental patient, or even a prison psychiatrist. Others claim he was a teacher, or a cop. No one is quite sure. What they are sure is that he is utterly insane, and has somehow managed to gather a veritable army of bloodthirsty whack jobs around him. Every punk rocker who ever screamed anarchy, every hippy who ever said that society would be better off without rules... well this is what you get when all pretense of discipline and order is stripped away... this is what you get from people who respect nothing, not even life, not even their own.



DEAD ZONER TERRITORY



DEAD ZONER STRUCTURE



The Dead Zoner territory lies directly below and on the edge of Slaughterhouse turf. The elementary school

that lies between 61st and 62nd is the center of their territory, which extends East of Ferris Avenue to West of Carmen Square. They have also taken over the old middle school that sits just above the elementary on the NE Corner of 61st and Ferris. Travel through this territory is avoided if possible, and even in a vehicle most people avoid those streets completely after dark.

Other than their supposed leader, Mongrel, there really is no structure to the Dee-Zees. If anything, the stronger members dominate the weak, but apparently that can change from day to day. Their behavior seems more akin to a pack of rabid animals than anything resembling a social unit, and it is not uncommon to see Dead Zoners fighting or even killing each other.



Not much is known about daily life for the typical Dee-Zee. Their numbers seem to be made up of homeless people,

people who have been kicked out of other gangs, people with severe mental problems or handicaps,

and anyone who just really gets off on being a sadist. They are also fond of grabbing unattended children, or women, who are subjected to god only knows what.

Drug use, particularly hallucinogens and amphetamines, is universal among the Dead Zoners, and they are at their most dangerous when their supplies start running low. Slaughterhouse has actually started leaving offerings of drugs for the Dead Zoners, which has slowed, but not halted their attacks into the Marsten Complex grounds. To the East of their territory lies Carmen Court, the home of Combat Cab. Combat Cab leaves their own offerings of food and other supplies, to ensure that not only do the Dee-Zees stay out of Carmen Square, but that their cabs remain unmolested when traveling down their streets. Combat Cab seems to be the only ones that have this free pass, and only so long as they do not stop in Dee-Zee territory.



There is no rhyme or reason to Dee-Zee membership, though oddly enough they are predominantly white. Children as young as 10 have been witnessed taking active parts in Dee-Zee raids, as have elderly men and women. In fact, the women and children in the area are particularly dangerous, and common advice in the area is no matter what, never approach anyone, especially women and children, that you do not personally know in any area near Dead Zoner turf. One of the Dee-Zee's favorite tricks is to use children, or young women acting injured, to lure the unwary into a trap.



The Dee-Zees also like to harass individual targets. If for some reason they choose to "like" someone, they will follow them from the shadows, at first they will act as a minor nuisance, yelling and making strange noises. Stalking their prey from the shadows. Then they escalate into more dangerous aggression, throwing bricks from rooftops, vandalizing the targets home... until eventually they find the target alone and undefended, when they attack. If you have been targeted, often the only way to escape is to leave the Combat Zone completely.



The Dead Zoners have no specific tags, they leave totems, usually made up of blood stained clothes or small dead animals (usually someone's pet they have taken). However the citizens of the Zone have put up warning signs at the outskirts of Dead Zoner territory giving ample warning.

There is no way to estimate the Dee-Zee numbers, they have been seen in groups of up to 50 estimated, but it is believed that there are many more. Their weapons are mostly hand made or scavenged from their victims, the Dead Zoners have a LOT of weapons. In addition their turf is littered throughout with booby traps, and they are fond of leaving more traps when they make incursions into other territories.



NOTABLE DEAD ZONERS

DOC MONGREL



Doc Mongrel doesn't so much lead the Dead Zoners as much as he points them in a direction he wants them to run. Many rumors abound about Mongrel, the truth is that he was a behavioral therapist at a Night City Psychiatric facility specializing in a revolutionary new drug therapy. When a riot broke out, he was trapped inside the

facility for 3 days, with the patients forcing him to take his own drugs as well as all committing all manner of horror to and around him. When he was finally freed he was taken to a hospital for medical care, but disappeared soon after.

He fled to the Zone, and set up a pharmaceutical lab in a room in the basement of the elementary school, where he churns out powerful psychoactive drugs. The drugs are highly addictive and bring on hallucinations, inhibit impulse control, quicken the heart rate, and create a heightened sense of aggression. He uses these drugs and his skill at manipulation and persuasion to keep the Dead Zoners in line.



GENERAL JUICE



General Juice is one of two men who might be called a field leader in the Dee-Zees. Since Mongrel almost never leaves his lab (likely because at this point its entirely possible the Dee-Zees would kill him just to get at

his latest batch of drugs) he must rely on the Dead Zoners to bring him food and anything else he needs. Juice has taken on something of a leadership role, and is Mongrel's favored Dee-Zee... the closest thing he can get to a trusted right hand.

General Juice leads many of the raids personally. He used to be a soldier in another lifetime, but now he is utterly savage as they come.

WEEZIL



If General Juice is Mongrel's trusted right hand, Weezil is his insane left hand, psychotic even by Dee-Zee standards. Weezil was a nomad, a Raffen-Shiv, who betrayed his own pack.

He fled to Night City and ended up in the Zone. He is extremely addicted to Mongrel's drug, but always has a large stash with him, stealing it from lesser members... often offering it up to other gang members in return for support and loyalty. Weezil is utterly ruthless and extremely manipulative and violent. He fits in very well among the Dee-Zees, though he has no room for long term planning. As long as he is kept sated with women, booze, and opportunities for violence, he is satisfied. He has a tendency to torment even members of his own gang, occasionally killing them. He and Juice get along only so long as there is enough to go around.



RECYCLER



Juice and Weezil are feared, but Recycler is truly terrifying. He is avoided even by the most depraved of the Dee-Zee's. No one is quite sure of where he comes from or how he devolved into such a state, and he is too far gone over the edge to provide any answers himself, but what is known, the reason he is avoided, is that he is in the habit of removing limbs and organs from any body he comes across. He sometimes trades these parts to a ripperdoc in the Zone in exchange for money and drugs, and sometimes he eats them. His only companion is a dog he has trained to sniff out the dead and dying. The animal is as addicted to drugs as its master.

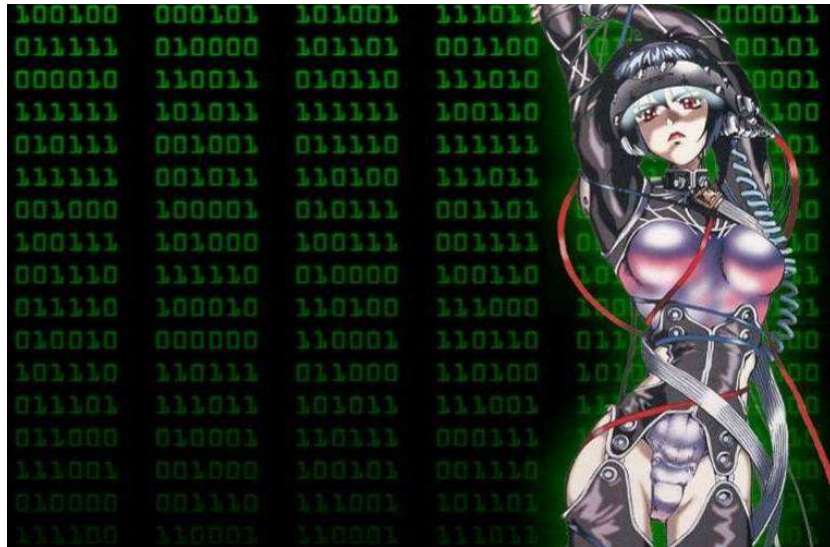


GOOLY



Years of drug abuse have reverted Gooly to barely a shadow of a man. He is little more than animal cunning and ferocity. He speaks in single words sentences, and even then only rarely. He avoids light, and tries to avoid any target he does not feel capable of defeating easily. He is dangerous in any situation, but if this nearly feral man is cornered he will lash out in a savage rage in order to escape. He will do literally anything to acquire drugs.

DIGITAL RENEGADES



The Digital Renegades are a loosely knit conglomeration of netrunners, programmers, data analysts, and other information specialists in Night City with ties to larger hacker groups around the world. The Digital Renegades themselves keep an air of neutrality when it comes to the other

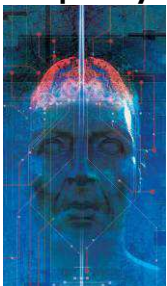
several internet forums, as well as displaying some of the more juicy bits live on video billboards in the Corporate Center. After that the city gave up trying to stop power and water from flowing into the Zone. Rumor has it, the Mayors office even set up a contract with the Digital Renegades, but no one knows what the terms are supposed to be, at least no one who is talking.



gangs, especially in the Combat Zone, and many members of the Renegades are also members of other gangs.



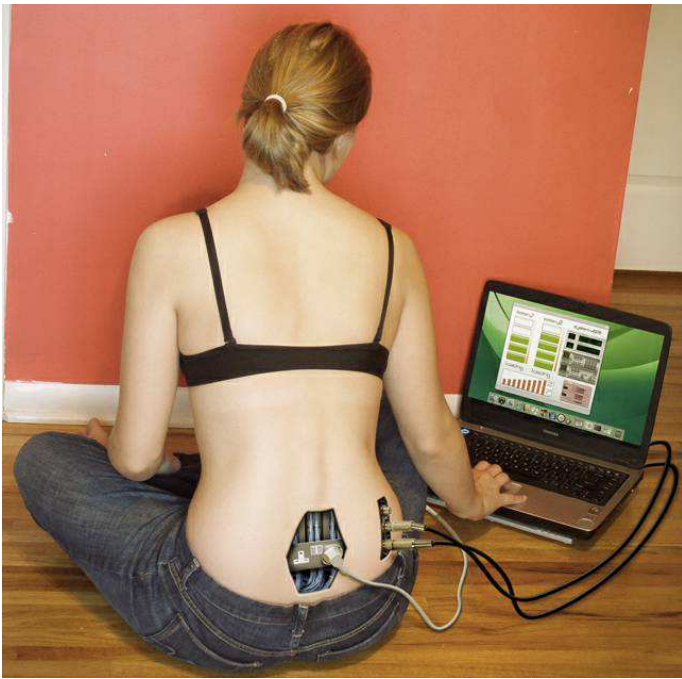
All the basic utilities, gas, water, electricity, that run into the Zone, do so because of the Digital Renegades. City Hall has tried several times to completely shut down city utilities to the area, but



each time the services have been restored almost immediately. Once they even physically cut the power lines leading into the city, that one managed to last 3 days before everything was restored, and in retaliation the Renegades hacked into the personal computers of every senior member of city hall, posting their private records to



The Digital renegades offer their services to anyone, for a price, and their reach seems infinite. Many hackers who were hiding in the Zone were given 5 -star bounty ratings during Carnival, and continue to be among Night Cities Most Wanted, on local and federal levels. Because of this they exchange utility services and information with the rest of the gangs in the Combat Zone for protection.



They have rigged up their own network of surveillance across the Zone, above ground and below, and know at all times what is happening. Most of the time this information is kept to themselves and ignored, but in some circumstances, such as earlier this year when a terrorist cell was hiding in the zone, making explosives with plans to detonate them at a school, the Digital Renegades will have them removed, by local gangs, or by the police if necessary. In addition to the static surveillance



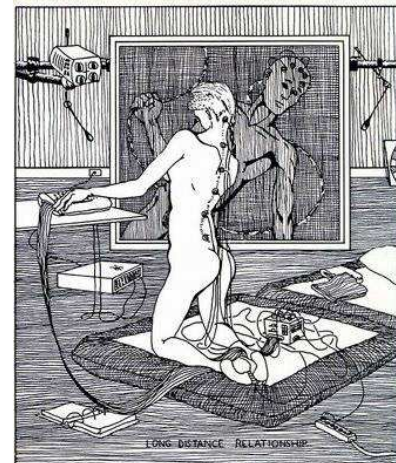
cameras and microphones, the Renegades have an extensive assortment of remote controlled drones at their disposal for surveillance, defense, and offense. They have hacked several of the Police automated defense systems around the borders of the Zone to allow them to turn the systems on or off, or even take direct control over them if need be.

Of course information comes at a price, and while they will provide information on one gang to another for a much higher fee than normal, and any attempts to cross the Digital Renegades often end in disaster. Even among the gangs who pay the price, information is distributed at the Renegades discretion, and past activity in the zone is always considered. For this Reason the gang no longer deals in information with Stomp or Slaughterhouse. It continues to provide them with electricity, but only for monetary fees, as they have proven themselves untrustworthy with information and unwilling to seek out a peaceful solution to their problems.



In addition to their other activities, the Digital Renegades also broadcast a pirate radio signal throughout the zone as well as online at 91.1fm The Signal. Most of the time the station plays whatever music whoever is manning it feels like playing, and it has numerous DJ's, but it is also used to relay information across the zone, including constantly broadcasting the whereabouts of direct threats to the inhabitants of the Zone, or to update people on the movements of police or corporate squadrons on the rare occasions they Venture into the area.

There is one gang with whom the Digital Renegades have a strong alliance with, The Zone Rats, a techie based gang, who operate out of the apartment complex in the Cauldron immediately North of Digital Renegades building in the Zone. The Rats handle much of the hands on work for the Renegades, especially in the sewers and storm drains below the Zone.



The tag for the Digital Renegades is the universal Power Button symbol found on every computer, it is usually painted in UV reactive paints, and the tag is also used on buttons, stickers, and tattoos among the gang.

DIGITAL RENEGADES TERRITORY



DIGITAL RENEGADES STRUCTURE



pirate radio station. It is headquarters and hangout in the very loosest definition of the term, since many members of the Digital Renegades have never been within a mile of the location. But by locating it there, it makes it relatively safe from government intervention, and adds to their notoriety by being classified as a Combat Zone gang.

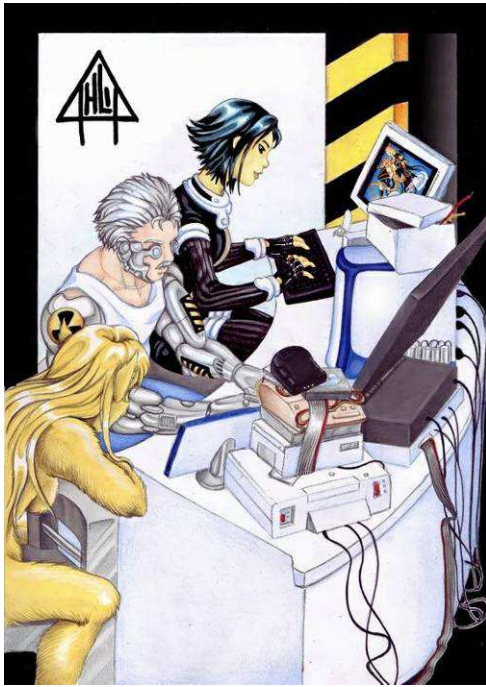


Physically, the only territory publicly claimed by the Digital Renegades in the Combat Zone is the odd apartment building facing Moreno Street at the Southeast corner of The Cauldron right next to the southern wall of the Zone. But the Renegades do not

measure turf by physical barriers. They are a gang of netrunners, masters of the digital realm, and their territory is infinite. Still the location helps, it allows people to physically make contact, and gives them a place to store their equipment, house some of their people, and broadcast their



There is no real hierarchy in the Renegades, skill and reputation will of course make some members more respected and recognized than others within the gang, but in most situations, the initiator of a project will retain command of the project, and either recruit others to their aid, or pass it off to more capable and willing hands if they are not up to the task.



There are no set weapon or vehicle types, nor any remotely uniform set of dress codes. The same can be said for cybernetics, though by necessity virtually all members are possessed of at least a Neural Processor and Interface jacks. Offline a Digital Renegade is virtually faceless and impossible to spot, unless they choose to display their tag, usually as a pin somewhere easily concealable on their clothes.

At any given moment there are between 20 and 30 members of the Renegades living in the building, with the rest of the apartments sitting empty or being taken up by civilians. Most of the Renegades who do live on site are younger beginner level Netrunners, and the operators of the radio station. These people all have minimal Police records and are usually simply too poor to leave the zone or lacking legal registration. While



there are many Renegades wanted by police who flee to the Zone, no one who is actively wanted by the Police is allowed to set foot in the building, they are required to find their own lodging elsewhere in the zone.

There are estimated to only be about 20-30 members of the Digital Renegades living in the Combat zone with around another 100-150 living in Night City proper, and at least 20 members outside the city, perhaps scattered across the

country or the world. However they have lots of friends, and the amount of support they can receive from each of the various individuals contacts is nigh endless.



TYPICAL DIGITAL RENEGADES



There really is no such thing as a typical Renegade. They come from all walks of life, from across the spectrum of humanity present in the city. The only unifying factor is that they are all skilled Netrunners, computer techs, and digital information specialists, and that they all have a deep distrust of the system.

Members come from every social caste, from the wealthy to the homeless, from criminals and activists, even a couple of police officers.

To become a member of the Digital Renegades a netrunner first must be able to demonstrate their prowess, hacking video game servers or playing elaborate but harmless pranks via digital means is a sure fire way to get noticed. The netrunner must also be able to prove they can cover their own tracks, the less the other netrunners are able to discover about you, the more you will impress them. Be careful though, they can spot the tell tale deadends of a



forged identity fairly easily. It is rumored there are even NET-SEC operators on board with the Renegades. Finally, you have to be willing to be on call 24 hours a day, at least for newer members who have yet to prove themselves in the field. It helps to have connections with sympathetic ears in high places, but it's not necessary. There is no age limit, and rumors circulate of members as young as 10 and as old as 90.



The Renegades are a paranoid bunch, and protect their true identities fiercely. Those who have computer day jobs will often buy entire

secondary rigs for their Renegade activities, sometimes multiple decks, and have several back up connection spots and data back up facilities around the city just for the additional difficulty in tracing them.

Netrunners often tend to be fairly odd people, but among the renegades there seems to be something almost fetishistic about they way they operate. Many of them claim to do their best running in the nude, and members are often engaged in the production and distribution of erotic Braindance and Porn. These members often claim to get a feeling similar to sexual satisfaction for their runs, and some have even tweaked their decks to stimulate areas of the brain connected to sexual stimulation and orgasm. This trend among Renegades

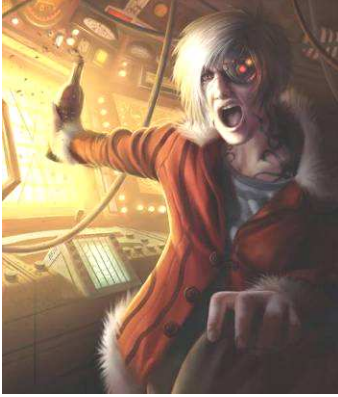


is not universal, but it does appear to common in a large number... and several members of the Renegades make contacts and conduct business via VR sec chat rooms online.



NOTABLE DIGITAL RENEGADES

CARMEN "5y5T3R 54LV4T10N" HOPE

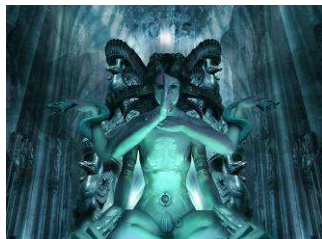


Carmen Hope is one of the founding members of the Digital Renegades. She was a hacker as a teen. Unfortunately, at age 19, she was caught after breaking in to DEA databases. She was put to work as an information specialist in the Army, and shipped off to serve in the Second South American Conflict. She was one of the first military personnel to receive a neural processor. It was her duty to monitor enemy movements and infiltrate their systems. When the country pulled out, she was being evacuated. Tragically for her and her team, the AWACS that was carrying her went down on a remote mountainside. The crash killed everyone else on board; miraculously Carmen escaped with just a few bruises. Throwing caution to the wind, she went back into the wreckage to retrieve the hard drives and the 6 brand new, state of the art, military cybermodems. She hid the small, but extremely powerful for the time, devices in her personal pack, and escaped just as the plane exploded.

She hiked down through the Guatemalan jungle and managed to hook up with a group of Long Walkers, eventually making it back into the States

Now back in Night City, and hiding out in the Combat Zone, she uses her skills for profit and fun, and takes personal delight in any job targeting the government and corporations. She trains younger netrunners, though they often complain of having to listen to her drunk tales of the old days.

Her skills have only increased over the years, and while most of those early cybermodems were sold to finance her own equipment, which she has kept on the cutting edge. She has also kept the AWACS hard drive, insurance if the government ever tries banging down her door again. Sister Salvation is a middle aged bitter woman, prone to hard drinking and bouts of sullen melancholy interspersed with angry outbursts. But she has a soft spot for those who attempt to fight back against the system. Her avatar is a highly stylized representation of the Goddess Kali.



DEREK "WyRMMy44" EDWARDS



In 2018 Derek Edwards, a then 17 year old suburban kid, managed to hack into the NCPD and expunge the records of 20 hackers who had just been arrested for attempting to break in to Arasaka's Research and Development database. Unfortunately for Edwards, he was detected by NET-SEC and his location traced. Derek barely managed to escape as the police burst into his parents home, confiscating every thing in sight. Derek fled to the Combat Zone, where he successfully was able to elude police. However he, like many hackers hiding in the Zone at the time, was given a 5-Star wanted bounty.

Trapped in the Zone, Edwards had little choice but to hide and wait for things to blow over, and pray the Bounty Hunters wouldn't be able to find him. His prayers were for naught, but luckily he was able to persuade the team that found him to let him live, in exchange for his services. Calling himself Wormy44, he used his hacking skills to cover their trail and locate targets, the team, who call themselves the Night Crew, has become one of the premiere hit squads in the United States.



A few years ago the team disappeared, now Wormy44 is a member of the Digital Renegades and often works as a freelancer, specializing in high end infiltration and datawipes. He has a partner named 3LS13 with him he has set up a business harvesting and distributing interesting footage taken from security cameras, street surveillance, and police dashboard cameras. Usually these videos are of impressive crimes, but just as often they are videos that expose police, government, and corporate corruption, or at least stupidity. Wormy44's avatar is a cartoonish caterpillar.



KIMBERLY "NONNY MOU53" MOUSE



Nonny Mouse lives in the top floor attic space high rise just east of the Combat Zone. She has set up a tight beam laser link to the servers and main frames she keeps stored on the roof of an apartment building in the Zone visible from her apartment. The servers sit in a weatherproof and climate controlled room on the top floor that once served as a storage room but is now only accessible by secret door. The room is specially insulated with fire proof materials capable of withstanding the thermite failsafe measure she has in place should anyone other than her attempt to enter the room... she can activate these measures by remote. Her apartment itself has 2 computers, one is a safe computer she has that she uses for general stuff, surfing the web, playing video games, etc... the other is built into the walls, and projects holographic touchscreens anywhere in her bed and bathrooms.

Nonny is a highly skilled decryption specialist and can crack nearly any code given enough time. Her specialized set up also allows her to store large amounts of data safely and securely.

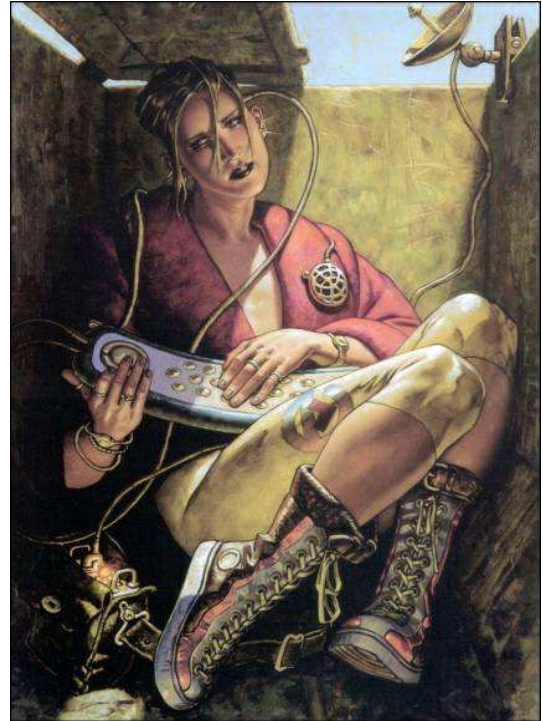
Nonny is somewhat of a recluse, she rarely leaves her apartment, though she does have several safehouses set up across the city. She also owns property in Arkansas, Arizona, Hawaii and Brazil.

If the Renegades need a code cracked, or can't get into a file, Nonny is the one they turn too. She offers her services freelance to those in the know, and is well known in the hacker community.

Nonny has a soft spot for nomads, particularly of the Snake and Aldecaldo nations, and has several contacts among them. While she almost never leaves her apartment, when she does have to travel, she does so with nomads acting as escort. To her nomads represent the exact opposite of life of the technologically dependent life of a shut in she has fallen into. In exchange for her services, nomads provide her with protection, with at least 4 Snake or Aldecaldo nomads living on premises at all times. Nonny's avatar is a young nude woman, surrounded by code.



MARJORIE "D1770" TOMBS



Marjorie has been going by the name Ditto since she was a young girl. Ditto has eidetic memory and can recall anything she has read or seen with near perfect clarity. She has used this gift to become a master of pattern recognition. She is also a master at forgery and creating false ID's.

Ditto is somewhat obsessed with maps, and she is personally responsible for the ever updated maps of the combat zone, the the gang territories in the city and keeps a ledger of their major movements. She keeps similar tabs on corporations and police forces in the city. Because of this, Ditto is seen as something of an oracle in the netrunner community. She has successfully predicted major gang pushes, police sting operations, corporate takeovers, and though no one would believe her warnings, she predicted Carnival.

Ditto is also an accomplished netrunner herself, using her talent for patterns to break in to corporate and government sites.

Ditto attacks any project she is working on obsessively, often forgetting to eat or sleep until her body is on the verge of shutting down.

Ditto is paranoid, and with good reasons, she has been hunted by police, corporations, and organized crime figures. She tends to move around a lot, and the only time she stays anywhere for any length of time is if she is surrounded by people she trusts implicitly, people she knows can protect her, or at least provide a distraction for the people looking for her long enough for her to escape again. Ditto's avatar is a silhouette of a woman, surrounded by ever swirling lights.



DAVID "HOUD1N1808" HUDNALL



For the right price, Houdini808 will break in and infiltrate any building, facility, or site, and hack in directly to their systems.

David Hudnall was a former Delta Force operative, who was retasked to the CIA and trained to infiltrate facilities with closed systems. At the close of the last century, it became apparent that the digital frontier was not only going to unite the world, it was also going to divide as potentially the most vast battlefield would be attempting to conquer next. The net was vast and necessary for the flow of data, but it was also fragile and prolifically dangerous from a security standpoint. The dangers only increased with the advent of neural interface and cybermodems, allowing anyone with the skill and resources to hack even the most secure databases at the speed of thought, all they needed was an internet connection. Because of this, many corporations and militaries keep their most important information stored in isolated databases, unconnected to the net. Thus a new breed of infiltration specialists arose, ones with the skill to break into the most secure complexes undetected, access the inaccessible information, and get out again undetected. David did this for several years, until he accidentally stumbled across information he shouldn't have. He has never shared the information he found, or even its nature, but he knew merely possessing the knowledge would make him a target of his own government, so he faked his death in an explosion, and went underground. Now armed with a wealth of aliases and fake identities, he is known in hacker circles only by the name Houdini808.

As a freelancer, Houdini808 now works regularly with the Digital Renegades as their infiltration specialist. A master of disguise, he speaks 9 languages, and with his training and equipment is able to infiltrate virtually anywhere if the price is right.



CLARISSA "R3PL4Y" ABERNATHY



Replay is the main DJ and operator for The Signal, the pirate radio broadcast set up by the Digital Renegades. The station is broadcast on 91.1 FM as is located in the only building officially claimed by the Renegades. The building itself is a 5 story apartment building, and the radio station takes up the top floor. Replay lives here, and usually has between 4 and 5 newer members of the Digital Renegades helping her run the station. While a pirate radio station, Replay runs it fairly legitimately, and in addition to a wide and eclectic playlist she gives weather forecasts, local and national news feeds, and local traffic updates in the Combat Zone. They also report on instances of violent gang activities, and they rely on listeners to call in anonymously, as well as their own contacts, to inform them of gang movements or buildups so that they can warn the people if they suspect violence is about to erupt somewhere. While this does not make the radio station popular with gangs, Replay has managed to keep things smooth by offering technical support to both Stomp and Slaughterhouse in maintaining their own pirate radio stations.

Replay also manages to maintain her alliances with the gangs by instantly reporting anytime there is a police presence in the Zone, airing their locations, movements and likely destinations. These reports are made in code, but the police have started to catch on. Replay and the Signal don't always work against the Police, if someone particularly vile, especially rapists, child molesters, or terrorists, go to ground in the Zone, Replay and her network will often ferret them out, and turn them over to police, or at least their remains.



Replay herself is only an amateur Netrunner, though she is considered an extremely important asset, and the public voice of the Digital Renegades. On air she is bold, and takes no prisoners, but without the power of The Signal behind her she is rather shy and somewhat awkward.

DANIELLE "PUPP37_RC" TIMMONS



Puppet RC is the Digital Renegades surveillance specialist, she is also a master at remote piloting virtually anything. In addition to her vast array of RPV's, Cyberforms, retasked RC toys, and other assorted remote surveillance and attack tools, she often builds her own.

Puppet RC employs a large array of small remotes, many of which are stashed across the Combat Zone and the surrounding blocks. She also has rigged up several vehicles for remote operation. These vehicles appear for all intents and purposes to be abandoned, and many of them often have homeless Zoners sleeping in them. But when activated, they become heavy metal weapons she will use to drive over her enemies. Some are even loaded with explosives. Rumor has it she has a remote operated FBC body.

As a netrunner, Puppet RC specializes in hacking vehicle operating and security systems. She writes the programs and builds the devices that allow her to hack and operate virtually any vehicle with a smartlink.

She is an angry young woman, and known to carry a grudge. She is wanted by police and several corporations for her actions against anyone who has offended her rather warped sensibilities. Her most high profile crime to date was hacking the demolition crane at a construction site, and using it to heavily damage the FoxCast Media building in Night City after they ran a report comparing Netrunners to Sex offenders.



MARTIN "1N73RRUP7" WHITECHAPEL



Interrupt is an old school hacker and code junkie. He was hacking video game servers as a kid and breaking local police datawalls to get his friends out of trouble as a teen. By the time neural interface became common, he was already a veteran code slinger, making a name for himself as a digital cowboy. He is one of the founding members of the Digital Renegades.

Interrupt likes the good life, but never stays in one place for very long. He prefers Night City, but is also known to log in from Portland, Seattle, Miami, Nashville, and Mexico City. He prefers expensive hotels or rental homes, usually for about a week at a time.

Interrupt has no specialty, while he is a highly respected programmer, he keeps his interface skills evenly balanced, allowing him to operate with a fair amount of independence within the Digital Renegades.

In his freelance work outside the Renegades, Interrupt's services don't come cheap, but he has been known to work for favors, and has been known to monitor younger runners who catch his eye, providing guidance and even assistance if they impress him enough.

In his late 40's, Interrupt is still an idealist, and believes the most important thing he can do is use his skills to fight the rampant corruption in the world around him. He is not naïve however, and doesn't tend to expend his energy on futile and foolish gestures of rebellion anymore. Instead he bides his time, waiting for opportunities to gum up the works, and hoping for a big enough opportunity to effect real change.



ALINE "M3RM41D" EMMERSON



The Mermaid made her fortune writing sex sims for Braindance. She also is renowned as an expert programmer for VR environments, and her programs are the fully immersible online storefronts, showrooms, chat hubs, and service auditoriums of many corporations including Coca-Cola, Marvel Entertainment, WePorn, and others.

Now, independently wealthy, she leaves the day to day business of her company up to her subordinates and employees, made up mostly of apprentices hoping to learn from the diva herself. She monitors the output of her company Emsoft, but spends most of her time on her private yacht cruising up and down the west coast.

The Mermaid works with the Digital Renegades more as a hobby than anything else. She specializes in exploiting the VR environments, setting up the chat hubs for DR conferences and collaborations. She sets up back doors and gives access to private unmonitored space in legitimate company online forums.

In return for her expertise and efforts, the Digital Renegades also distribute her latest underground, illegal, and highly addictive braindance routines.



Mermaid is something of asexual deviant, by far the majority of her wealth comes from the more fringe sims she has created, which cater to every perversion, every secret desire. She finds nothing distasteful, and the subject matter of her illegal sims is determined by the desires and requests of whoever donates the most money to her Development fund, set up through the back door of the online storefront of a bakery in Kentucky.



DARREN "DW33Z1L" CORNING



Dweezil is your typical shut-in netrunner. He is a bit neurotic, a bit hyperactive, and prone to sticking his nose in anywhere he can fit it, but particularly where it doesn't belong.

He has been a member of the Renegades for 3 years now. He had been following the exploits of individual members, particularly Ditto and Interrupt, and then began actively following them online, it seemed whenever they would pop on he would immediately be there, following them around, asking questions and just geeking out. After a while, he began putting the pieces together, contacting Replay and giving her coded messages letting them know he knew what was going on. He would pop into their private chats, he would figure out what they were trying to with individual projects and provide them with necessary code, just left for them to find. It was becoming a problem, and the Renegades were actually considering taking him out.

In the end, it was decided he was too obvious to be a cop, and that he wasn't going to stop. So they let him in, thinking it would just be less trouble all around that way. After a while, his enthusiasm and determination earned their respect, and he has been a fixture ever since.

Dweezil lives in the University District, where he makes most of his money by providing test answers, or even grade hacking. He has contacts with the Voodoo Boyz, and pays them for physical protection in exchange for his hacking services. He almost never sleeps, instead staying awake through massive doses of caffeine and low level stimulants. Occasionally he hires himself out to a crew, though his habits and hyperactive personality don't tend to make for long relationships. He changes his avatar often, but its always something bizarre.



CL30P47R4



Cleopatra is outfitted with a custom Wiseman's Full conversion package. No one knows Cleopatra's real name, she claims not to even know it herself, that whoever she was before she underwent conversion is no longer important. What is known is that she appeared 2 years ago, and has become one of the core members of the Renegades.

With the upgrades to her body, Cleopatra is a walking database. She runs faster and harder than any other Digital Renegade, and has become the forward vanguard for any of their major operations. She lives in a custom RV, the interior loaded to the gills with computer equipment, the exterior disguised to look trashed and worn.

The only thing anyone knows for certain about Cleo is that she is highly skilled, and she absolutely hates agricultural corporations, particularly Kraft, Biotechnica, and Monsanto. She volunteers for any operations targeting them, and becomes almost obsessive in her efforts. She has never given a concrete reason for this disposition, but many in the Renegades feel it has something to do with how she became a full conversion. She seems to have a similar hatred towards lawyers.



THE ELDERS



The Elders are not really a gang, though they are well armed and they definitely claim territory. If anything they could be said to be a guardian gang, but even that isn't all that accurate.

Even before the walls went up, education in Marsten was something of a joke. The schools were overrun by gangs and the few kids who did want to learn were lost in a sea of

people who simply did not care. After carnival, the Martin Luther King High School was under the complete control of a local gang, the Skullcrushers. However the Skullcrushers made a mistake in trying to take on Maelstrom to boost their reputation, and got nearly wiped out in the process. A group of men and women, led by Marcus "Principal" Welby, saw this as their opportunity. They assaulted the school and drove what was left of the gang out.



Over the next few weeks, the group, now calling themselves the Elders, began fortifying the school. Windows on the first floor were boarded up, the entrances were manned by armed guard, and the school was restored to livable conditions. The elders began reaching out to the community, looking for teachers and instructors.

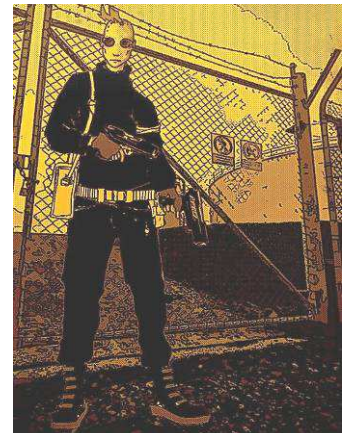
The school would be opened back up, they would get no funding and no official recognition from the state, but that meant that the school didn't have to play by the states rules either. During the first year of operation, things went slowly and poorly. There were just a handful of students, and when teachers weren't active they were actively patrolling the grounds. Clashes with gangs and hooligans were rampant, but the Elders persevered. They had proven that the school was truly a neutral zone, and as safe a place for the kids as could possibly be found in the Zone.



Support for the school started trickling in. The Digital Renegades began donating old computers. The Furies organized a watch, children on their way to the school through their territories would find their passage held safe by armed gang members. A member of Bushido took a job at the school as a fitness instructor. Individuals in the zone began donating whatever books they could find. Slaughterhouse, as a show of good faith, donated a truckload of new textbooks. Combat Cab donated a bus, and one of its drivers volunteers to drive the bus Monday through Friday, and occasionally on weekends if needed. The ranks of the Elders grew as people in the zone joined to serve as teachers and staff, mostly so their own children or grandchildren could enjoy the benefits of an education, but some joined just because it was the first real sign of hope in the Zone since the walls went up.



From the beginning, there have been problems with the gangs. The Cauldron and its wild assortment of gangs sit right next door to the school. The Dead Zoners also present a constant danger. The conflict between Stomp and Slaughterhouse constantly threatens to spill over onto the school grounds. Through it all the school has remained a safe haven. The entire campus is considered neutral ground, and this is respected by most of the gangs in the Zone. By day this means no gang member will set foot on school property.





At night the school leaves its football field open, with the lights on. It allows the gangs to use it as meeting point, much like Kings Cross. Negotiations, alliances, and peace talks are frequently made here.

Some gangs have even begun using the field to settle their differences in non-violent manner, or at the very least by trial by combat involving one on one combatants. It also leaves the gymnasium open after school is out of session, but only students are allowed to use it, and armed guards are always present.

The teachers and staff of the school are almost always armed and ready to defend the property. During the day, armed men and women patrol the borders of the territory, and lookout marksmen equipped with rifles are stationed on the roof. At night the doors of the building are closed and locked. Armed lookouts remain on the building rooftops, and a few of the Elders patrol the building interior. Most of the staff live on property in their classrooms or offices.



The school is open to anyone, of any age, who wants to learn. In addition to the basic subjects, the school teaches a variety of subjects, from auto repair to martial arts, depending on who is able to volunteer to

teach them. Volunteers are not paid, but are given food and water, and if need be a place to sleep.

Conflict inside the school is absolutely forbidden, children who start a physical altercation in the school are usually permanently expelled, especially if there are any gang connections involved. Drug use results in the same. Students who skip class or goof off are not expelled, but if their studies suffer they are usually demoted a grade. The school makes it plain to every parent and every child that they are not here to baby sit, they are here to educate, and any child who does not



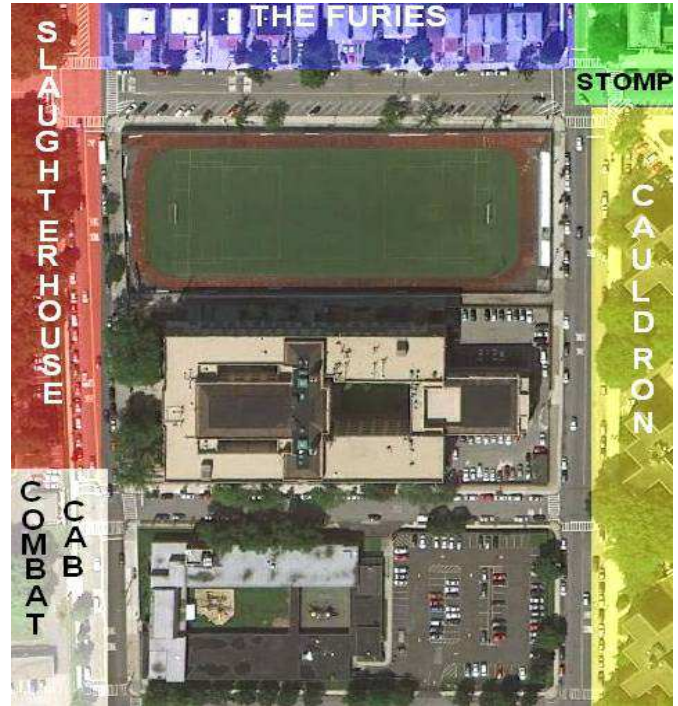
wish to learn is encouraged not to bother showing up. They will work with the student so long as the student can prove he is there to learn, and can leave the streets outside the walls.

Teachers and staff are much more scrutinized. While members of gangs can volunteer, at the very first hint of gang bias or activity in the school they will be removed forcibly and forbidden from returning.

Marcus "Principal" Wellby still leads the Elders, he is aging man, a former instructor at a youth rehabilitation center. Under his leadership the Elders now have 26 full time teachers, another 13 staff members (cooks, secretary, medic, maintenance, and 7 full time ex-military guards) and about 20 volunteers on any given day. The Elders have no tag or colors, they have no dress code. They are armed mostly with handguns and semi-automatic rifles.



THE ELDERS TERRITORY



THE FURIES



The Furies are an all female gang who were originally formed as a group of women who had been wronged and gathered together for revenge, but has since become a response to the male dominated gangs and they danger they represent to women in the Combat Zone, a response they take a bit too far perhaps.

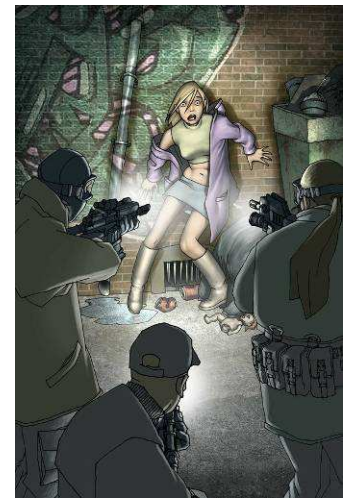
In the months leading up to Carnival, as the violent gangs were being pushed out of their territories and herded into the Marsten area that would become the Combat zone, the gangs were going berserk. Gangs were scrambling to claim territories, the outsider gangs coming to conflict with the established gangs of the area. Small gangs were subsumed or wiped out by larger gangs, other gangs content to merely take out a corner and call it there own, at least until another gang cast their gaze on the lot.



One of the local gangs, a small group known as the Piranha's, was desperately trying to lay claim to new turf after being pushed out of their old haunt by

Stomp Street. They were hold up in a small apartment building at the edge of the Marsten complex when gang called Arzin Tynon decided to strike. The Piranhas were wiped out completely. Briana "Bright Eyes" Ricardo was the girlfriend of one of the members, and had been holed up with the gang. When Arzin was finished with the gang, they gang raped her as well as some of the other girls present and left them for dead in the alley. Of the 8 girls present, only 3, including Bright

Eyes, survived. They managed to make it to a local ripperdoc who had been seeing Bright Eyes' mother who nursed them back to health. While gangs kept being pushed in to the area, events such as this were becoming common, and every she looked, Bright Eyes was seeing women and children suffering more than anyone by the increased conflict. She began gathering women, most who had been victimized themselves, but foremost she sought out women who were capable of fighting back, who refused to be a casualty. Originally, it was something like a makeshift support group and refuge set up in her mothers apartment building, but Bright Eyes had an agenda.



She watched as the walls went up, locking Marsten away from the rest of the city in the area that has since come to be known universally as the Combat Zone. When the warnings came for all non-felons to evacuate the Zone, Bright Eyes and her group escorted her mother, little brother, and everyone else from the building who could safely leave the Zone out, then they returned to the building, and waited.

When Carnival began, they continued to wait, for three days, as chaos erupted on the streets. They had gathered enough weapons and ammo to defend their building, and fortified the first three floors to keep out intruders. On the 4th day, Bright Eyes gathered the toughest women she had, and put her plan in motion.





They moved quickly and quietly through the streets, till they found the building where Arzin Tynon was holed up. They surrounded the building, covering the exits, and firebombed it. Killing anyone who tried to leave as the building burnt to the ground around them. Spray Painted on the street in front of the building, surrounded by the dead of Arzin, were the words "Furies Never Forget, Never forgive!" In one fell swoop Arzin Tynon was wiped out completely, and the women had sent a clear and powerful message. They returned to their own building, and over the next few weeks after Carnival recruited more women, and staked out their territory. The Furies were here to stay and were not to be trifled with.

Since then, many other gangs have underestimated the Furies, every time a harsh lesson has been learned. Women of the zone tired of being victims have flocked to the Furies. In the often heavily misogynistic atmosphere of gang life in the Zone, the Furies represent a powerful alternative. This has drawn animosity from several gangs especially Stomp, as women have

left to join the Furies. Li'l Miggy, the main pimp for Stomp, has openly declared that he will turn the entire gang out on the street, similar sentiment has been expressed by members of other gangs. The Furies responded with an open quote broadcast over the airwaves of the Signal "If that little boy so much as comes near our territory, we will serve his midget dick to our dogs, then turn his ass out on the street ourselves... I am sure there are plenty of women who would pay good money to strap one on, or just use a broken broom stick, to get up in that kids ass."



Outside the Zone the Furies are becoming known thanks to a powerful and moving report by Gen-Lee Yool of Net 54. The gang gets funding and support from several militant feminist organizations, and word on the street has it that there are talks with Bright Eyes to make a movie based on her life.

Regardless of their bravado, the Furies find themselves in the middle of the Zone. They have a loose affiliation with the Elders, mostly to provide safe passage through their territory for the kids who want to attend school, and being they are the closest sympathetic gang to the School have agreed to provide support should trouble start. Stomp is by far their biggest enemy. They remain neutral to Slaughterhouse, and actually have started talks with Bricks sister Sugah-T to perhaps form an alliance against Stomp. They are also, for the most part, on friendly terms with Maelstrom, the Walking Dead, and the Saracens, mostly out of mutual respect and as protection against Stomp. They are actively supportive of the Digital Renegades, and will come to their rescue if called. It is rumored that Replay of the Digital Renegades is the one who set up the media interview and possibly set the ball rolling in regards to the possible movie deal, and that a high ranking member is involved romantically with Replay.

While a very feminist group, the Furies are not above using seduction and charm to get what they want, but they are equally willing to go the hard way when confronting a problem, taking what they want by force, though usually even then they are more devious in their tactics than their male counterparts.



FURIES TERRITORY



FURIES STRUCTURE



The Furies control a two block section of the Combat Zone between Marsten Street to the West and Connors to the East and between 57th to the North and 59th to the South. Stomp borders then to the North and East, Slaughterhouse to the West, and The Elders to the South.

The Furies aren't a very large gang, with about 40 members total, and another 30 hanging on. With the exception of Stomp they seem to be tolerated more than feared, as they do their part to keep the street in front of the Elders School neutral and safe for the kids, and haven't tried to push for more territory, though several members of the gang want to push north and cut off their access to Slaughterhouse as the crossfire between the two larger gangs often spills over into their turf. Slaughterhouse, on occasion, has even backed up the ladies from across the street from Stomp attacks, Brick, the leader of Slaughterhouse, has commented that the ladies amuse him.



The Furies main hangout is a pair of small 3 story condos with a courtyard parking lot between them and a surrounding lot around the westerly building. It sits in the heart of their territory, and affords lookouts on the roof ample view of the surrounding streets.



The Furies have no distinctive colors, but most members wear a distinctive piece of jewelry somewhere on their person at all times. The jewelry is varied but shares the same motif, a woman with bird wings, usually in flight, wielding a weapon, or in mournful pose. This theme can also be seen on t-shirts and the back of jackets, and many of the women go on to get similar tattoos or tattoos of wings on their shoulder blades. The gang tag is a woman face, shrieking in anger... taken from the mythical Furies of Greece.

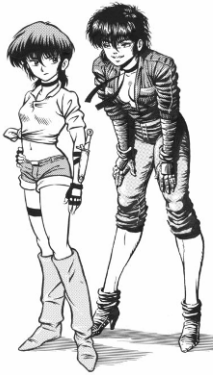


The Furies have a wide variety of weapons, mostly melee weapons and handguns, but they are quick to take advantage of any larger weapons they can come across, and are known to loot the bodies of fallen Stomp and Slaughterhouse, even while battles are raging.

The Furies have a very simple gang structure, Bright-Eyes is the Leader, her top women are known as Hillary's. Her enforcers are known as Bobbits, and the soldiers are known as Amazons. The gang is mostly focused on self preservation and protecting women and children, but they also run their own protection racket and can be contracted as bodyguards and assassins if the money is right. They have also been known to act as independent prostitutes, though it is frowned on by Bright-Eyes.



TYPICAL FURIES



Most Furies are between 14 and 30 years old, though any woman is welcome to join. Children are not allowed to join the gang until they are at least 14, but they will protect any child they see in trouble, too the point of taking the kids in themselves if they have no one else. While these kids are not allowed in the gang proper, they are often put to work doing gopher work and menial jobs.

While in the beginning the gang was just a few women who had been abused and were looking to fight back, the gang has grown ten fold since then, and its members range from abused housewives to ex-military. Women with combat experience are given a place of honor in the gang, especially if they are willing to teach the other members.



The Furies are also known for their wild block parties. During which time they often invite members of gangs they are friendly with. These parties are done to renew alliances, and often, behind the scenes, members will seduce men and women from the other gangs in order to garner secrets or elicit favors. Regardless, a Furies party is usually an event not to be missed.



Contrary to popular belief, the Furies are not a gang of lesbians, though there are certainly some among them. Nor do they universally hate men, what they do claim, is that they do not need or rely on men. Many of these women are in relationships, some play

it fast and loose, and a few however are too traumatized to desire intimate contact. What is universal is that men who rape or abuse women or children in their territory are often dealt with in horribly brutal manner... note the enforcer nicknames.



Allegiance to other gangs is strictly forbidden among the members. They can associate with members of other gangs, and even be involved romantically, but such pairings must be fully disclosed and approved by the gang leadership, and Stomp is off limits. These measures are in place for good reason, as several gangs have tried to send women

in to infiltrate the gang, usually looking for a gang bangers girlfriend who escaped and joined the Furies. Stomp Street has tried to infiltrate the gang with their own women in order to isolate and target women in the gang or gang safehouses. The times its been successful, the women targets have been captured and abused, often murdered. For this reason any member of the gang seen associating with Stomp is thrown out. Any member suspected of actively working with Stomp is rarely seen again. The Furies treat traitors in much the same way Stomp would treat one of the Furies, unforgiving and mercilessly.



NOTABLE FURIES

LEADER: BRIANA "BRIGHT-EYES" RICARDO



Bright-Eyes was a 20 year old girl living with her mom in Marsten when the city began herding its most violent and problematic gangs into the area. Her boyfriend was a member of the Piranha's, a low level gang not even on the radar who had been pushed out of one territory to the next. She acquired her name from her boyfriend due to her unflinching optimism.

After her gang was wiped out, and she and the other girls in the gang had been brutalized, she decided she was never going to be a victim again. While recovering from her injuries and abuse, she began training, hard. She learned how to handle a gun from an uncle who had served in Nam. The uncle also taught her guerilla tactics and some basic hand to hand. By the time it came to strike back, Bright-Eyes was a changed woman. The naiveté had been stripped from her, replaced by determination, will, and conviction.

She watched as Arzin Tynon burned, she coldly and methodically put bullets into anyone who tried to escape the conflagration. She used the reputation she earned from her vengeance to form a small army of women behind her. She rallied them under the cry "They won't take anything else from us, from this point on, we do the taking, we decide for ourselves, and we protect our own... and anyone who gets in our way will end up in the grave."

Under Bright-Eyes leadership, the Furies have gone from something of a novelty, to a respected gang in the Zone. She will use any means necessary to achieve her goals and keep the women and children under her protection safe. She forms alliances where it will make her gang stronger, and destroys those who dare oppose her in her territory. She has long term plans to expand her territory, but for now seems unwilling to take the risk, even though most of her Hillaries are pushing to push north and close the gap between Slaughterhouse and Stomp territories to take the gang out of the crossfire. For now she knows Stomp is too strong, but she is actively working on alliances with Slaughterhouse and the Saracens to further that agenda, and waiting for Stomp to weaken enough to make it a reality.

BOBBIT: CLARA "PRINCESS" WALES



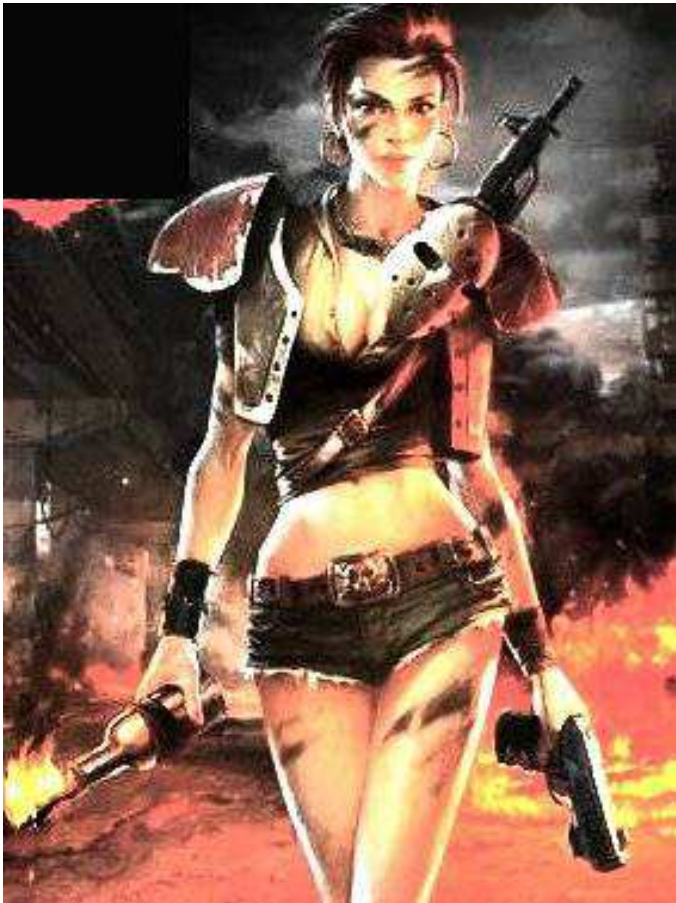
Princess is Bright-Eyes best friend, body guard, and most trusted advisor. She grew up in a small town in Kansas, where she would have fit in nicely if she weren't a lesbian and feminist. Her parents were supportive, but the town was not. She was ostracized and bullied constantly. She was the frequent target of the son of the town Sheriff who thought he had the cure for her "problem". She learned how to fight quickly, lessons from her father who had been a boxer in college. She learned how to watch her back, be on alert at all times for potential threats. These traits would serve her well when she finally decided to ditch the ignorant hillbillies in the hopes of a bright future in California.

Unfortunately, she was as unprepared for life in Night City as she was in Kansas. The city was unforgiving to unskilled homely country girls with attitude problems. She soon found herself homeless. She was squatting in the Zone when Bright-Eyes found her and took her in. It was the first act of true kindness she had gotten since leaving her parents.

Princess is fierce and loyal. She is an able and dirty fighter, her skills honed from surviving on the streets. Still, as much as her life has improved, she remains angry, at the world, at women who put up with any form of degradation, and especially at men in general. This last trait has caused Bright-Eyes to rethink Princess's role as bodyguard, as it has created tension when negotiating with other gangs.

Princess is in a relationship with Replay from the Digital Renegades.

HILLARY: TASHA "CINDER" DEREK



Cinder was a nomad with a small family affiliated with the Snake Nation. Her family was smuggling medical supplies into the Zone when they were hit by the Dead Zoners. The entire family was wiped out, only Cinder managed to escape. Wounded, running through the alleys, and hopelessly lost and alone.

It was by sheer luck that she managed to make it to Furies territory. He cries in the night were answered as a hail of gunfire erupted from two sentries patrolling their turf. They brought Cinder in and treated her wounds. She has been a member ever since.

Cinders contacts with the nomads have proven useful to the Furies, and while she and her family were caught off guard, she has had more than enough experience fighting to be one of Bright-Eyes top Hillary's. She often leads patrols, and her tracking abilities have often come in handy when trying to find missing members or track down enemies through the zone.

Cinder is generally friendly and well liked among the Furies. She parties as hard as she fights, which has made her very popular among the gang. Her easy going demeanor and ability to sense danger have made her invaluable.

HILLARY: LOIS "STORMY" DREDNER



Stormy was a cop, a good one, 4 years she walked the beat, then she was transferred to vice. She was undercover, investigating the Petrillo family, when it was discovered she was a cop. She was shot 8 times, including in the face, and her body was dumped in the bay. Miraculously she survived, but it cost her left arm, her kidneys, her heart, her right eye and most of the bone surrounding it. Because she suffered memory loss and could not identify exactly the man who shot her, there was no case to be made... after her recovery, furious, she dove back into the case... and it was there she began putting pieces together. She had been sold out, by cops on her own squad. She held her tongue, and waited.

In the early days of the Combat Zone, cops used to enter it when chasing a suspect... She responded to a call for backup from the cop who betrayed her. He was in the combat zone, trying to apprehend a murder suspect accused of killing her pimp. Stormy was the first to arrive, and she found the Detective beating the young girl suspect, trying to get the location of the pimps stash. Stormy kicked him off the girl, then beat him to death with a piece of rebar that had been lying in the alley. The Furies had been watching from above... they continued to watch as she handed the young girl all the cash in the detectives wallet and told her to run for it.

Stormy radioed that she found the detective dead, and quit the force 3 days later. Bright-Eyes contacted Stormy, who was near suicidal, and offered her a place in the Furies.

From her time working the beat and with Vice, Stormy knows how the cop and the streets work, she uses this knowledge and experience to further the Furies goals.

DIANA "DEE-DEE" FRANCO



Dee-Dee was just another girl in Little Odessa when she developed scoliosis. In order to pay for a prosthetic body, her parents borrowed money from a loan shark affiliated with the Russian mob. Unfortunately her family had no way to pay off those debts, and though they tried making payments the interest alone was killing them. Eventually the loan-shark got tired of waiting and called in the marker. They snatched her mother on the way home from the store, and gave Dee-Dee's father an ultimatum. He had 24 hours to come up with the money, or his wife was dead. Desperate, her father tried robbing a bank, but was killed in the process. The loan shark killed his mother to eliminate any connection to the crime. The loan shark then tried to eliminate Dee-Dee, things went... poorly for him.

Alone and destitute, Dee-Dee wandered the streets... she was trying to make her way to Shrapnel, but found herself lost in Furies territory. Stormy found her and brought her in to the gang.

Dee-Dee has since upgraded her body, and become one of the most versatile fighters in the gang. She is generally somewhat shy, self-conscious about her body, and reserved. Only among her closest friends does she ever seem to let go.

ANITA "SAD GIRL" LYONS



Sad Girl was one of the original members of the Furies. Her brother was killed by the Arzin Tynon and she stood next to Bright-Eyes when they took their revenge. She would be higher up in the game if it weren't for her alcoholism. As it stands she is an able fighter, and fully supportive of the Furies, but her judgment can no longer be trusted, so she has been demoted to Amazon.

Sad-Girl and her brother were extremely close, and his murder sent her into a spiral of depression, which in turn has sent her chasing ghosts at the bottom of a bottle. While drunk she alternates from extreme melancholy to aggression, and the anger has reared its head at several inopportune moments. The worst instance was when she started a fight with a Saracen during a negotiation that it was hoped would ally the two smaller gangs and allow them to take over territory from Stomp. While attempts have been made to re-establish that line of discussion, the damage was done.

When not on patrol, Sad-Girl can usually be found in her duplex apartment, drinking while staring at pictures of her brother. Cinder has tried to offer support, but it seems all anyone in the gang can do is wait and hope she pulls her shit together before she gets herself, or another of the Furies, killed.

HARD 8



On the far western side of the Combat zone there is a bar called the Bitter Sea. This bar has been a popular hangout for people living on the edge since before Marsten was walled off. Netrunners, techs, combat medics, nomads solo's all came here, as did Fixers and Corporate headhunters in

need of the type of people who would hang out here. The bar is owned by an old Marine veteran named David Ranch. His son and two granddaughters help him run the place, and they have made it a home away from home for people who don't have homes.

When the walls went up, David and his family could have fled the Zone, but it was really all he had, and he decided to hold on to it with all he had. Luckily he had help, as 7 of his regular patrons realized the value of the place, and the service it provided... and none of them liked the music at the Forlorn Hope. So they stayed and helped defend the place. When Carnival was over, David and his customers set to work in the surrounding neighborhoods, putting out fires, getting people food and medical care, and keeping things in their small slice of the Zone from going completely to shit.



Since Carnival, the bar continues in much the

same way as it always has. Pros on the edge still come here looking for work or hang out here in between jobs, and while Corporate headhunters don't come around as often, several fixers with varying specialties still make this place their office space.



The only difference is that now the patrons actively keep the bar, and the streets surrounding, free from gang activity. Originally it was just the street the bar was on, but as bar patrons began living in the area they were able to push the major gangs out to the south almost entirely. Their territory now extends from the borders of the Yellow Moon Societies turf, all the way down to 61st street. The used to control all the way down to the wall, but they have been pushed back by 2-3 Set as the gang has moved in an attempt support Stomp and catch Slaughterhouse in a crossfire. While so far Hard 8's patrols have been able to keep 2-3 intrusion contained, 2-3 is pushing hard, and Hard 8 may not have the resources to push back for much longer.

Collectively, while protecting the neighborhood, the patrons simply refer to themselves as Hard 8, in tribute to Ranch and the original 7 regulars. And while they keep the larger gang presence out of the area, the streets are still awash with crime. Individual criminals and small groups of thugs flourish here, and the neighborhood is by no means safe. And as much as they have tried to prevent it, the Dead Zoners occasionally make raids into the territory.





Every person who signs up for the Hard 8 is an experienced pro and knows how to handle themselves. They are also very well armed and often armored. In exchange for their services in keeping the major gangs out, Ranch gives them a choice between one of the 8 spare rooms above the bar whenever they are available (he and his family take up the 4 rooms on the top floor of the four story building) or help in finding suitable digs somewhere in the controlled area. It's also the only way to

open a tab at the bar. The actual members of Hard 8 fluctuate rapidly, as they are only able to do anything for the bar between duties. Still the regulars of the bar who make up Hard 8 are incredibly loyal to Ranch and the bar.

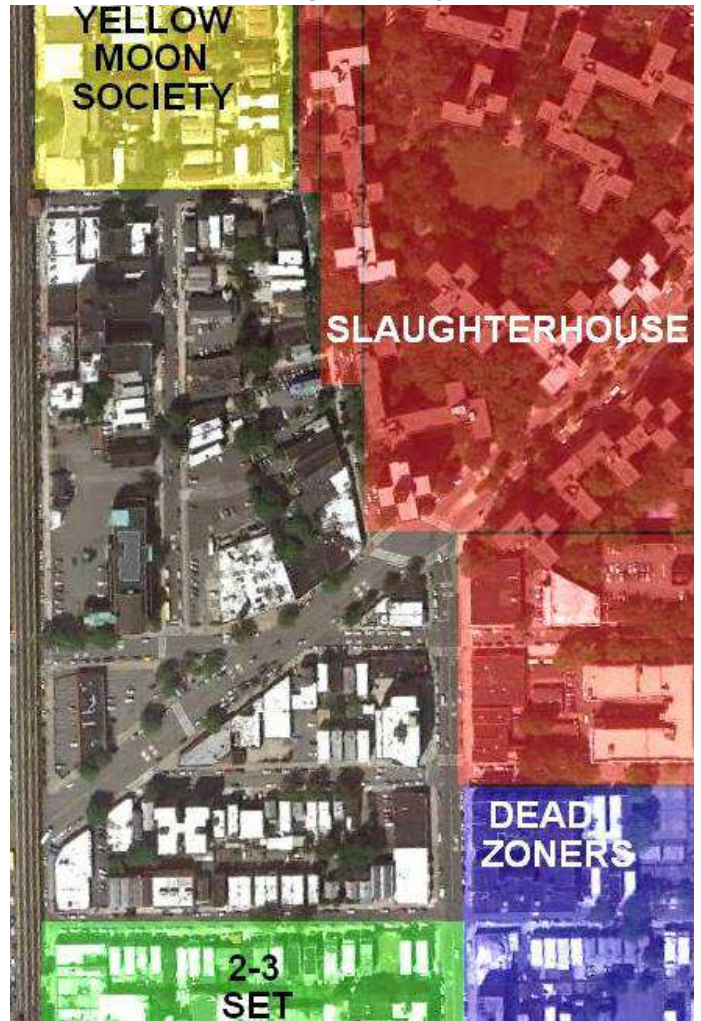
It's not all altruistic on Hard 8's part. They collect protection fees from the businesses in the area. Hotels and apartment buildings in the area that want Hard 8's protection are also required to set aside 20% of their living space free to Hard 8 members. They are also known to shake down individuals and families who have run afoul of the gangs or local criminals for protection fees. There are rumors that some of these incidents have been staged just to get money out of people.



Hard 8 has no colors, but they use wind chimes made of bullet shell casings as their tag to mark their territories and protected buildings. At any given time there are between 15 and 25 active members of Hard 8 in the zone, with another 25-50 who can be called in within 3 days if things start going bad.



HARD 8 TERRITORY



THE KINGSMEN



The Kingsmen aren't so much a gang, as they are a private security force operating in the Combat Zone. Their one and only job is to provide security for Club Crossroads and Kings Cross. They keep the area neutral and safe.

The Kingsmen are well armed, well equipped, and well trained, and under the employ of Arthur "King" Trent. Trent owns and operates the Club Crossroads, a nightclub near the heart of the Zone on the western side of the crossroads of Martin Luther King and Stompanato. They control two blocks beginning with the corner of 49th and Ellis and extending



diagonally to the corner of 51st and Burroughs. Rules in their turf are simple, the Kings Guard are the only ones allowed to openly carry firearms there. Anyone who violates this rule will be asked to leave at gunpoint. Anyone who commits an act of violence or theft in their territory is dealt with harshly, especially if it is inside the club. While they will be somewhat forgiving of minor incidents like the occasional fistfight, they are under orders to deal with anyone bringing gang hostility into the territory swiftly, and with finality. Very few gangs break this rule. Having neutral ground is too valuable to all involved, and even Stomp, Maelstrom and Slaughterhouse abide by the neutrality.

Kingsmen are easy to spot, as they all wear Metal Gear armor, though in various states of abuse. It's unknown how the Kingsmen acquired the armor, but rumors abound that either King discovered a cache of police equipment from before the war, or that a truck containing the armor was hijacked. Either way, King isn't saying. In addition, they are well armed with high end weaponry and communications gear. Kingsmen patrols can be frequently seen riding motorcycles or on foot, always in pairs. And there are always at least 5 on duty at the club. Overall they number around 30 men and women at any given time. Senior members are allowed to customize their armor, though most suits show the scars of battle.



KINGSMEN TERRITORY:



MAELSTROM



Maelstrom is one of the most violent and dangerous gangs in Night City, and is the very definition of Booster Gang. Unlike most street gangs whose bottom line is money, a Booster gangs primary focus is on combat often just for the sake of combat, like a giant game of King Of The Hill. Maelstrom is definitely king of the Combat Zone when it comes down to violent reputation. Joining the

gang requires that the applicant be able to start and win a fistfight unaided with an enemy of the gangs. Gaining ranks in the gang is done by challenging for position, and any member who refuses a challenge automatically abdicates his position to the challenger, the only exception being if the member is currently recuperating from wounds taken in combat. Maelstrom has no specific colors, however most members wear leather, spikes, and/or have wild hairstyles. Cybernetics are common, and displayed openly as a sign of pride and survival. The Maelstrom Tag is a clenched blood red fist.



gangs members were veterans of the Second South American War who had come home augmented. Many of these enhanced vets had returned home, to blank stares and apathy, if not being downright ostracized due to their prosthetics and the VA's near bankruptcy turning away countless former soldiers suffering both from post traumatic stress disorder as well as the original cases of Cyberpsychosis. These vets would band together, some by neighborhood, some by former unit. Fed on drugs and the addiction to the superiority cybernetic enhancement bestowed, these already damaged vets became increasingly violent and their behavior erratic. They gathered together, both for protection and company, and soon found themselves roaming the streets, staking claim and setting up turf. As these gangs grew in size their crimes and violent behavior spread. The first known violent incidents from the Inquisitors were against the Steel Warriors, whom they nearly wiped out.



Originally Maelstrom was formed from 3 smaller booster gangs, The Red Chrome Legion, the Steel Warriors and the Ironsights (See night City Sourcebook). The majority of the





Faced with retaliation from street gangs whose turf they were encroaching on, police surveillance, and growing Inquisitor attacks, the three

groups banded together to form Maelstrom.

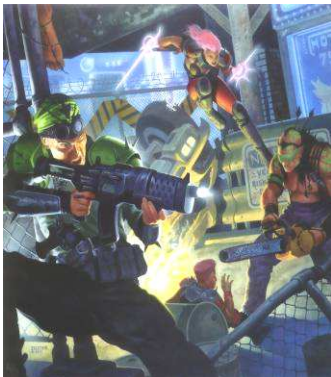
Leadership was decided through trial by combat, and a former Sergeant named Hammer who was dangerously close to full blown cyberpsychosis was victorious.

Originally Maelstrom territory was up against that of Slaughterhouse, and the two gangs were bitter rivals. At the time, the gang had no focus other than perpetrating violence as far and wide as they could, with anyone who so much as glanced at them.

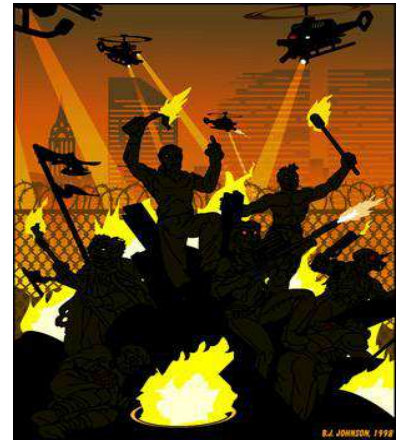
Hammer was a heavy drug addict, favoring anything that kept him pumped and over the edge. Angel Dust and Meth were his preferred drugs, then Black Lace hit the market and Hammers mental state took a drastic turn for the



worse. He was fighting with everyone, even targets that Maelstrom was grossly unprepared for. He was taking over territories in the combat zone and ruthlessly destroying any gangs that opposed him, expanding so quickly, and so violently, that at the same time he was spreading his ranks thin trying to maintain his



grip he was making enemies at an exponential rate. No one was safe and Maelstrom was targeting women, children, and the elderly, for every scrap they could get to feed their addictions. Then Hammer made unforgivable mistakes.



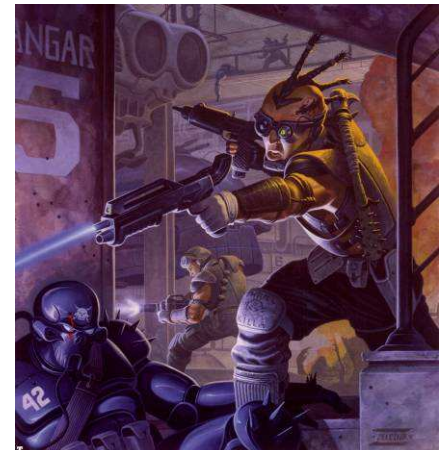
First he tried to push past the boundaries of the Combat Zone culminating in a widely publicized gun battle with police in Little Odessa. This event led directly to the walling off of the Combat Zone, and the disastrous event known as Carnival.



During the Carnival, Hammer made his second and third mistakes. First, in the opening days of Carnival, he sent groups of his gang out, to try and take over other gangs whose positions had been weakened and to try and take out as many bounty hunters as possible. However the

members he sent out were mostly younger, and more inexperienced. One group was slaughtered almost to a man, trying to take down a couple of bounty hunters who had holed up and hardened their position. Another group was killed when they were caught in an ambush. His third mistake

was that when Slaughterhouse offered a truce, and possible alliance for the duration of Carnival, Hammer killed the envoy that was sent and displayed his body on the front of his armored bus. By this point Hammer was



taking enormous amounts of stimulants and had passed deep into Cyberpsychosis. He made one final mistake, when in a rage over being told how weakened the gang was, he decided to take the Punknaught the gang had been building over the course of the last two years, and try to break through the barricade. The Punknaught did get through the checkpoint, but



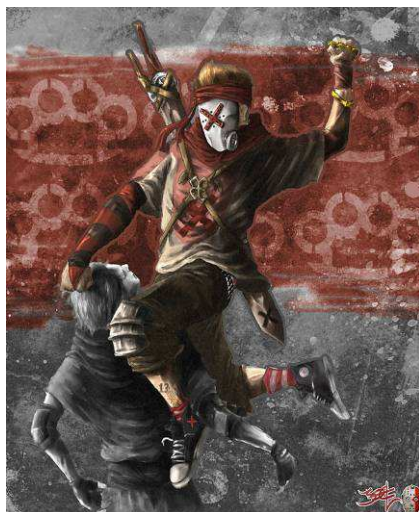
only made it about a block before the ACPA and National Guard on scene brought it to a halt. In the ensuing chaos, Hammer was able to get back across to the Combat Zone, but the damage had been done.



Surrounded by enemies on all sides, with most of the gang dead, their overwhelming loss of resources, and with a leader who was certifiably mad and in a near constant rage induced frenzy, the gang appeared to be breathing its last. Hammers second in command, a younger

Maelstrom named Razorfist, challenged him for leadership. The ensuing fight was absolutely brutal, but Razorfist came away victorious. He gathered the remaining members, and in the confusion of the final hours of Carnival moved them to an old motel along the eastern wall of the Combat Zone.

After Carnival the gang kept a low profile for a while. Under Razorfists leadership Maelstrom took on a new focus. The gang now defends their own turf and is growing in size again. In 2020, just before Carnival there were over 300 members of Maelstrom, immediately after there were less than 75



members. Today, three years later, the numbers are back up to about half of their former glory, mostly by taking over or taking in most of the smaller booster gang survivors in the Combat Zone after Carnival, like the Givers Of Pain (Interface 1) and the Warriors (Streetfighting).

Skill in hand to hand combat is still the primary method gaining respect and establishing your place in the gang, but the rampant territorial expansion has minimized. No longer focused on violence for violence sake the gang deals in combat drugs and extortion for any businesses in the area they stake as their turf. They also rent themselves out as guides and escorts for outsiders in the know who have to operate in the Combat Zone, and as bodyguards in or outside of the Combat Zone.

Maelstrom maintains good relationships with the Voodoo Boyz due to their control of the underground Fight Clubs set up across the city, an activity which Maelstrom members frequently enter as combatants to prove and maintain their abilities. In addition they keep close ties with the nomad community, and have even formed their own Tribe who operates along the west coast. The nomad Maelstrom are viewed as a charter to the Nice City founders. The nomad Maelstrom are a Snake Nation family, who most often provide escort and guide duties to other Snake and Aldelcaldo families in exchange for money, weapons, drugs and favors. As for the extortion,



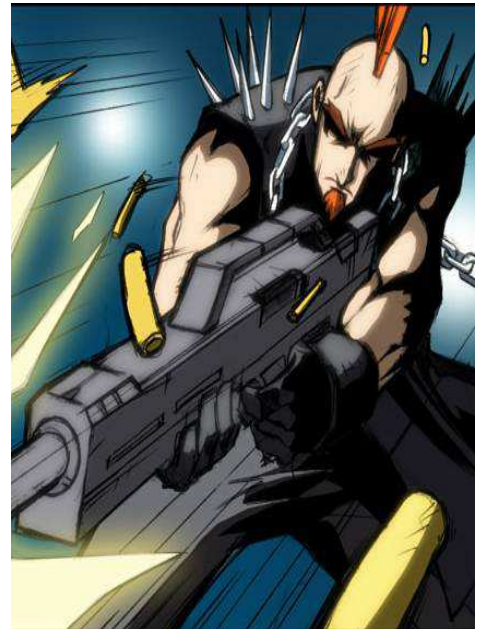
most businesses in the area pay it gladly, as regardless of its smaller size and diminished territory, Maelstrom is still regarded as the most violent and dangerous gang in the city. While Maelstrom prefers to deal with things hand to hand, or with melee weapons, especially inside their own borders, they have been stockpiling an enormous arsenal, and when dealing with other gangs and intruders they are going to respond



heavily armed, often with military grade weapons, including RPG's and grenade launchers.

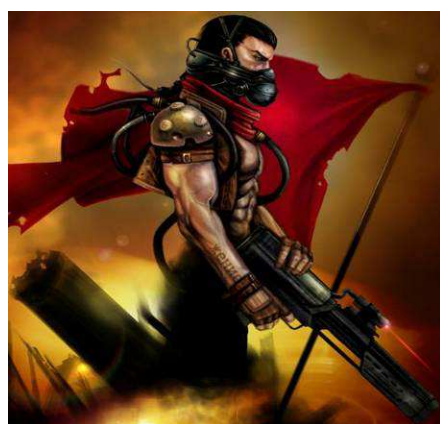
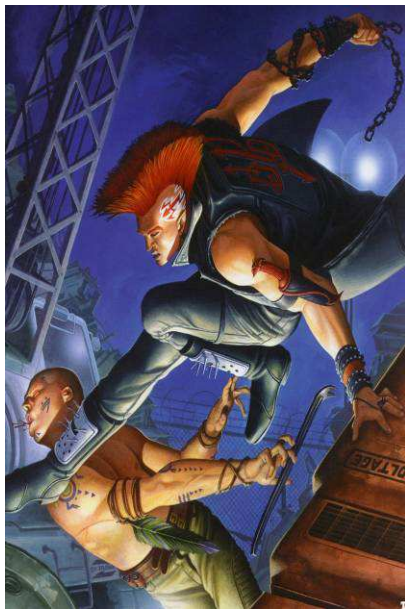


Due to Razorfists and Sables influence Maelstrom has actually gained a reputation as something of a guardian gang. While they charge everyone in their turf protection fees, Razorfist and Sable will punish any members whom are discovered to be harming children, women, or the elderly. They



take the protection game seriously and provide a legitimate service, unlike most extortion rackets of this nature. In fact, they do not demand protection payments, but by not paying them you are opening yourself as a victim to the other gangs and criminals in the area. Everyone in Maelstroms direct turf pays, as do several people and shop owners outside their turf.

Outside of major criminal activities, they are known for their raves, which while fun are often as dangerous as any other Maelstrom activity. Women are allowed to be full members, and in fact the second in command is Razorfists lover, a woman named Sable. The rules are the same for women as for men, you earn your place by how well you can fight. Women who can't fight are not allowed to be members of the gang, but the gang will offer them protection in exchange for other services, usually prostitution, but if the woman has other valuable skills she can bank on those. The former leader, Hammer, is still alive, and still part of the gang, but is so far gone that he has



been relegated to a special group known only as the Psychos, who are reserved only for the dirtiest, most dangerous jobs. The rest of the time they are kept sedated and compliant in the hotels basement.



MAELSTROM TERRITORY



MAELSTROM STRUCTURE



Maelstrom controls the South-eastern most portion of the Combat Zone from the wall North to 49th street, and west to Burroughs. The area south of Kings Cross between Ellis and Burroughs is contested territory between Maelstrom and Stomp street. The Stomp Street gang usually tries to avoid conflict with Maelstrom or at least avoid the businesses that pay Maelstrom protection, but conflicts have occurred. While Stomp is their biggest direct threat, they hate Slaughterhouse with near equal intensity. This is probably for the best, because if Maelstrom were to take a side in the current conflict between Slaughterhouse and Stomp, things would get very messy very quickly.

To the north are minor gangs, who mostly live in fear of Maelstrom. While a few have gotten brave enough to try and stand up to Maelstrom, or more foolishly try to expand their territory into Maelstroms turf, they are put down hard and brutally. Such occurrences are rare however. To the far north of the Combat Zone is Bushido, one of very few gangs whom Maelstrom actively respects and has a loose alliance with, mostly due to a mutual respect and love for fair melee and hand to hand combat.

Maelstroms main base of operations is an old motel on 52nd Street between the Stompanato and Cadigan. Razorfist and most of the higher ranked members live at the hotel, and the Psychos nursery is located in the basement. The pool has been drained and usually serves as an arena for fights and mosh pits at the parties thrown almost nightly by Maelstrom. The rest of the leaders, as well as most of the lower ranking members have their own places scattered throughout the territory, but often end up sleeping in the parking lot, in vehicles, or passing out somewhere on the property.



The gang actively patrols its territory, both on foot and in several makeshift armored vehicles provided by their Nomad branch.

The gang has about 100 hardcore fulltime members and another 50 in the Nomad chapter with about 30 more still claiming hard core allegiance in prison. There are also usually about 50 non-members hanging on for protection or fun.



TYPICAL MAELSTROM



The typical Maelstrom member can be identified by the spikes, leathers, scars and heavy cyber they are so very fond of. Weapons run the gamut from handmade melee weapons to high end assault rifles. The average Maelstrom is a skilled hand to hand fighter, usually with some level of cybernetic augmentation. Members with prosthetic limbs are to be considered especially dangerous, having been assumed to have lost the limb in battle. Hand to hand combat is a personal favorite of the Maelstrom, and scars are not only common, but worn as badges of honor. While brawling amongst themselves is common, these fights are usually restrained. Fights among



outsiders however are usually to the death. Personal honor is held in high regard to the Maelstrom, and any member who is challenged by an outsider will be expected to face him one on one in unarmed or melee combat. No matter how the fight goes, no other member will join in, and

asking for help against a single opponent will result in the member being stricken of his rank and they will have to start over again as a new member doing the scut work. Jumping in to help a comrade in a one on one fight is seen as an eve greater dishonor, and anyone who does so is banished from the gang and left to fend for themselves. Since the only way to rise in ranks is to either replace a fallen member or to challenge for rank, all members should be treated as skilled martial artists or brawlers.



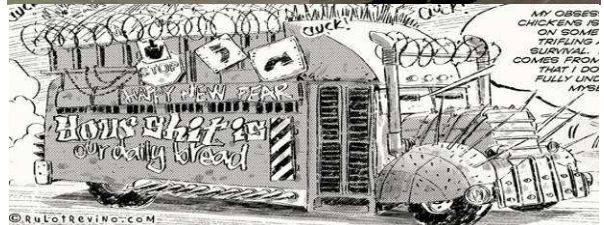
Maelstrom is a very violent gang, with no real agenda other than being recognized as the toughest around. The earn most of their money by providing protection to businesses and homes in their territories, and even some outside of it. Most shopkeepers and families pay the fee gladly, and display the Clenched Fist tag prominently. Ones who don't are left to the mercy of other gangs, though Maelstrom itself is usually above intimidation and strong arm tactics. This recent change in tactics has earned Maelstrom the reputation for a somewhat bizarre guardian gang, though the reputation is misplaced as they do not prey on they weaker not out of any sense of nobility, but because they see civilians as beneath their notice.



In addition to their protection fees, the Maelstrom dabble in arms and combat drug dealing and prostitution. They also frequently enter the underground fighting matches put on by the Voodoo Boyz.



Maelstrom has no definitive style in vehicles either, and most of their vehicles are taken as trophies from rival gangs. However they are known for their "Party Busses", stolen school busses with armor plates, spikes and weapons welded and bolted on, they use to patrol their turf or make war.



THE BITCHES



The women of Maelstrom have some distinct advantages. Women can get into many places men can't. They are often underestimated, and they have learned to use this to their advantage. Where the men rely on strength, most of the women rely on agility and ferociousness.

They command utter respect within the gang, to the point that a man losing to a woman within the gang is not seen as a loss of face. As far as benefits from the gang, they enjoy utter equality, and all the perks, and the dangers, that it brings.



The Bitches are a cadre or elite female warriors under the direct leadership of Marina. These women have bonded together as a sisterhood within the gang, offering mutual protection and support apart from the rest of the gang. While any woman in their ranks is more than capable of taking care of herself, a lone

woman in the ranks of some of the less disciplined members of the gang is still in extreme danger, especially during parties and wilding sessions.

Life in the Bitches is no tea and manicure session. These women have had to work twice as hard as the men in the gang to prove themselves as capable warriors. They are often more vicious, more bloodthirsty, and twice as quick to leap into violence... violence they carry out with reckless and often disturbing efficiency.





mixed feelings. Some of the other gangs still do not even allow women as full members. It is members of these gangs who often make the mistake of disrespecting of underestimating members of the Bitches. A mistake they often make only once.

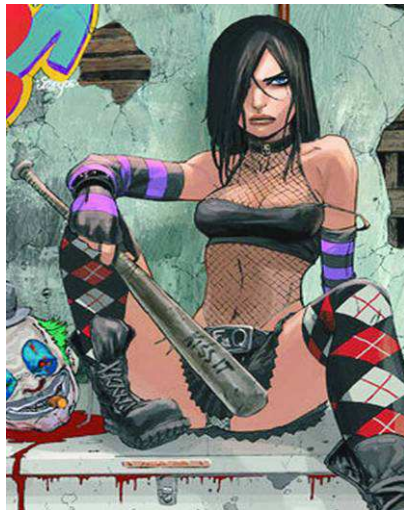
The Bitches are every bit as well equipped and combat effective as their male counterparts. More often than not they wear lighter armor however, specifically to remain more agile.



The only real difference in how the Bitches are treated and how the rest of the gang is treated due to their gender, is that if a Bitch becomes pregnant and decides to keep the child, as soon as her condition is known she is immediately pulled from active duty and placed in a support role. While not treated by anyone else as a dishonor, it is often seen by the women themselves as such. They go from being full members of the gang, expected to fight, to

being protected non-combatants, with little separating them from the women who don't fight and have chosen to offer their services for gang protection. It is for this reason many of the women in The Bitches often decide not to have the child, or to hide the pregnancy for as long as they can.

These Women have gone to extreme measures to be treated as equals within possibly the most violent combat focused gang in night city, and any threat to that status as equals is avoided at all costs.



Among the other gangs the Bitches are met with

THE EXILES



The Maelstrom refer to their Nomad chapter as the Exiles due to the fact that the majority of members either are on the run from other gangs or have extensive police records and have officially had their citizenship revoked. Regardless for most members of the Exiles, Night City is no longer a safe place to be, even in the Combat Zone. However not all the Exiles suffer from this unfortunate status, and they have been known to recruit from the nomad community, even among the Raffin Shiv. Because of this, and the nature of Maelstrom as a whole, even though they claim Snake Nation ties, many people see them as little more than Raffin Shiv themselves.

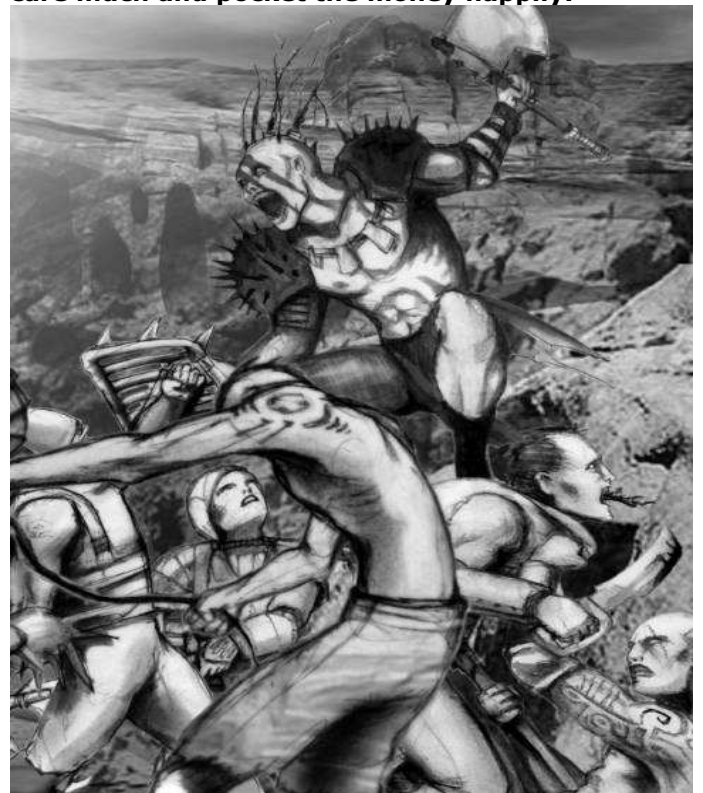


Exiles generally have fewer cybernetics than the rest of Maelstrom, but more than your typical nomad. They do runs up and down the west coast, usually providing outrider services to smugglers, but try to hit Night City at least once a month on supply runs. When this happens, they bring in weapons, ammunition, and vehicles in exchange for drugs, tech, and money.



Like the other Maelstrom, the Exiles live to fight, and they will purposefully hire on with convoys moving through high risk areas. Rumor has it that some groups who have refused to hire them and fallen prey to Raffin Shiv have actually been set up, or even attacked, by the Exiles themselves.

When bringing supplies in to the Maelstrom in the Night City Combat Zone they use box trucks they keep stored in a secret location, free of graffiti or markings, with secret storage spaces. Armed members on cycles escort them to the city limits, where they wait for them to return. The guards near the lower eastern wall exit are heavily bribed to let the trucks go through. Since whatever is being smuggled in usually stays in the zone, and whatever is smuggled out goes to the nomad community, the police at the gates tend not to care much and pocket the money happily.



THE PSYCHOS



Maelstrom live on the edge. Cybernetics are commonplace, and one a member starts adding metal to the meat, the snowball just keeps getting bigger. The cocktails of combat drugs and heavy amounts of alcohol they take don't help anything either. When a member pushes the envelope too far and falls victim to

Cyberpsychosis, they can no longer be trusted, even among the ultraviolent ranks of the Maelstrom. However, unlike regular society, where police and medical professionals are called in to help, or in other gangs where the afflicted are abandoned to their own devices or killed, the Maelstrom continues to care for, and occasionally utilize these violent individuals.

Once it becomes obvious that a member is suffering from Cyberpsychosis, the member is restrained and sedated. They are then brought to the Nursery, to join their brothers and sisters who also have gone beyond the edge. He has joined the Psychos.



The Nursery is a room in the basement of the motel the Maelstrom have taken over. The psychos are kept here, intravenously sedated and jacked in to a VR simulation to keep them calm. Here they remain until they are needed. They are only brought out in the most extreme



circumstances, as unleashing them is often as dangerous to Maelstrom as it is for their enemies. When they are let loose, their weapons are loaded and armed, they are pumped full of combat drugs and stimulants, pointed as best they can be at their target, and set free. The carnage and destruction they create is apocalyptic. The last time the Psychos were unleashed was during Carnival, where the Police resorted to AV's and ACPA equipped with heavy weapons, Gatling guns and anti-personnel rockets, to bring down 6 of them after they had torn through and massacred 38 civilians and 12 police officers.

The former leader of Maelstrom, Hammer, is one of the current Psychos kept in the nursery. The Psychos are viewed with high respect and even higher fear. Their maintenance and medical needs are taken care of by a couple of local ripperdoc under Maelstrom protection. Their daily care is handled by low ranking members of Maelstrom, or by higher members who are assigned the duty as punishment.



The Psychos are one of the big reasons that even the larger, better organized, gangs of the Combat Zone tend not to directly attack Maelstrom. Fighting a normal Maelstrom, if such a thing can be claimed, is suicidal enough, fighting a Psycho is seen as certain death. There are usually between 6 and 12 Psychos kept in the Nursery at any time. Occasionally one or two will be brought out at a time, but they are used sparingly.



NOTABLE MAELSTROM MEMBERS

GANG LEADER: Brian "Razorfist" Kirkpatrick



Razorfist was born to fight. His mother was an Irish American, part of the Kirkpatrick mob family in Chicago. His father was a low level family member. In truth his father was an undercover FBI agent named Shawn White investigating the Families criminal activities. Shawn's seduction of Brian's mother was able to get him close, and when the dust settled, almost the entirety of the adult male population on Brian's mothers side of the family was incarcerated or dead. When it was discovered that Brian's father was responsible for all this, his mother was ostracized from the family, and his cousins and other schoolmates would torment him mercilessly. Due to the constant fighting with the other boys, by age 12 he had already put 4 boys, all older than him by at least 2 years, in the hospital. When the wasting plague hit, his mother was an early victim. Brian had no family to turn to for help, and he watched his mother die alone. When they began quarantining the city, Brian was able to fight his way past a police sentry point with his sister and hooked up with a nomad group heading west. He travelled with an Aldecaldo family for a while, but his violent nature was too much for them, and after a fight with the headman's son he was left on the side of the road. From there he hooked up with a Raffan Shiv gang in Northern Cali, but grew to consider the group cowards and bullies, 2 things he had little patience for. He travelled to Night City, hoping to find work as a bodyguard,

but when things got tight he found himself living in the Combat Zone. Calling himself Razorfist, he joined the Red Chrome Legion, and was one of the few original surviving members when they became Maelstrom.

Razorfist had been getting more and more disillusioned with the way the gang had been working. Originally he joined because he wanted to be the baddest of the bad. But under Hammers leadership he increasingly saw the actions of the gangs as deranged and foolish, and the bullying of smaller gangs and civilians he viewed as cowardly. When Hammer completely lost it, got the gang pushed out of their original turf and nearly destroyed the gang during Carnival, Razorfist had finally had enough, and he challenged Hammer. The brutality of both combatants is still talked about in hushed whispers today. Hammer had far more combat experience, was so heavily cyber enhanced that he was completely Cyberpsychotic, and was on massive amounts of Black Lace. Ironically, that was what led to his downfall. Hammer raged out, while Razorfist moved in and out, picking his shots carefully, fist blinding the larger, stronger and faster opponent, then systematically disabling his senses and his movement, before finally finishing off Hammer. Razorfist did not kill his mentor, instead he slapped inhibitor collars on him, and used him as a basis for a new unit of the gang. The Psychos. While cybernetic use is rampant in Maelstrom, and most senior members skate the edge of cyberpsychosis, anyone who goes over the edge is relegated to the Psychos. Kept sedated and inhibited in the basement of the hotel, and only let loose in the most extreme of circumstances. Some people claim this is mercy, others claim it is cruelty... but it is an effective weapon, and an even more effective example to keep the gang disciplined and sharp.

Razorfist lost his limbs on separate occasions, all in battle. Their replacements are enhanced with thickened myomar, and covered in armor and spikes, with a blue chrome finish. His right eye is cybernetic (LL, TH, Speedball, AD), and he has had several internal organs replaced as well. In addition his strength and reflexes have been enhanced tremendously, and has undergone Skinweave Nanite enhancement. (BOD: 15 REF:13/14 SP:16, Decentralized Heart)

Razorfist is grim and determined, but if you prove your loyalty and friendship to him his own loyalty is unswerving, matched only by his need for vengeance when betrayed. He is devoted to his lover and second in command, Sable, and he has little tolerance for bullies or cowards. These views are seen as weaknesses by some members of his gang, and have led to a hostile undercurrent towards him, but so far no one has challenged him, though several have challenged Sable and lost.

Second In Command: Valerie "Sable" Desmond



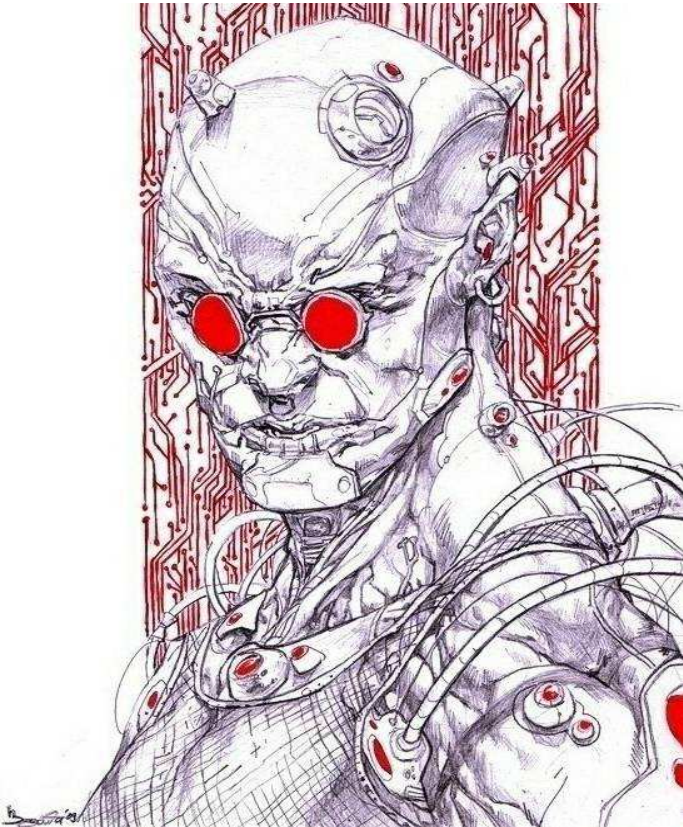
Unbeknownst to even Razorfist, her lover and leader, Sable was born to an upscale family in San Francisco, her father is a senator with higher aspirations, her mother is a socialite, and her grandfather on her father's side is the former chief of police in Los Angeles. This would make for a childhood filled with the best of everything. Troubles began early on though, between her promiscuous behavior and constant fighting, she was expelled from every private school on the west coast. No one was able to determine the cause of this behavior, but then again no one was really trying to hard. The truth of the matter is that her mother was an alcoholic, her father was too busy with his rising political position to pay any attention to her, and her grandfather molested her from age 7 to age 16 when she killed the old man, and set fire to their house while her parents were away in Washington. She disappeared into the night, and the police investigation that followed declared that she had been kidnapped. She fled to Night City, and lived on the streets for two years, becoming a stick up artist and occasionally prostituting herself for a meal or a warm place to sleep, though rarely did

she actually sleep with her johns, usually as soon as they brought her into their home she would beat them half to death, rob them, and leave. She was trying pull this scam in the Combat Zone when a group of prostitutes attached to the now forgotten Zip Mob gang tried to force her from their corner. Sable took on all four and brutally beat them. The incident was witnessed by a few members of Slaughterhouse, and they invited her to join. Then Carnival hit, and her initiation was put on a back burner. She witnessed the fight between Razorfist and Hammer, and fell instantly in love with Razorfist. When things died down, as the gang was re-organizing, she made her move to gain his attention by challenging his second in command. It was almost a fatal mistake on her part. At the Time Razorfists second in command was a man named Cow Killa. The man had two cyberarms equipped with wicked 3 inch long rippers, and was addicted to angel dust. Still loyal to Hammer and not happy with Razorfist usurping leadership, he decided to take out his rage on this slip of a girl who dared challenge him, and make an example of her. In the ensuing battle he came out strong, battering her like a ragdoll. She got in some well placed kicks and punches, but this only infuriated him. He grabbed her arms, digging his talons deep into her flesh, and quite literally ripped the muscle and flesh from her bones... in effect de-gloving her. Somehow she was able to stay conscious, and thinking the fight over, Killa leaned into her ear to whisper a taunt, but she bit into his neck, ripping out his jugular with her teeth. As he flailed around in his death throws, she passed out. Razorfist, completely taken by surprise by the determination, courage, and resolve of this girl, grabbed her and rushed her to a trusted ripperdoc where he paid for her treatment, as well as the cybernetic replacements for her arms. He never left her side until she had recovered. The two have been an item ever since.

Sable has been forced to defend her status several times, always against men. Every time she has been victorious, though she bears wicked scars across her back from a challenger equipped with wolvers that resulted in her having to have her spine replaced. She has procured false ID's for herself and Razorfist, for times when medical treatments beyond the capabilities of a ripperdoc are necessary.

Sable has since undergone further augmentation, boosting her reflexes and speed, as well as skinweave and enhancing her limbs. She despises authority, especially police. She also has a very soft spot for children, and the defenseless. Her loyalty to Razorfist is unquestionable, though she is growing resentful towards the gang and its customs. This situation was only made worse when she had to defend her position yet again earlier this year. She was pregnant at the time, and the fight not only caused a miscarriage, but left her so damaged she has been told she will never be able to have children.

LIEUTENANT: SPAIN



Spain is the oldest member of Maelstrom, and third in command. He is the last surviving member of the original Iron Sights and a veteran of the last South American War. During the war, Spain was badly wounded and burned, requiring several skin grafts and the replacement of several organs, both his arms, his eyes, and his jaw. His cybernetics are antiquated by current standards, but his distrust of doctors after the botched skin grafts and his fear of delving deeper into Cyberpsychosis prevent him from getting them upgraded or replaced.

While he is still more than capable of finishing any fight started with him, his real role in the gang is that of strategist and advisor. In fact, it was with his tutoring, that Razorfist was able to defeat Hammer. Hammer and Spain were best friends, having served together and shared similar experiences. But as Hammers mental state deteriorated, Spain knew he could no longer support his friends decisions, or trust his judgement. The guilt of the situation still eats at him heavily, and Spain has made it his personal responsibility to see that Hammer and the rest of the Psycho's are kept sedated and comfortable when they are not needed. In fact, he spends most of his free time in the basement with Hammer, talking to his old friend, just for the barest glimmer of recognition in his eyes.

Hi is very loyal to Razorfist, and approves of the direction he has taken the gang, as almost a guardian group, much closer to what the gangs who made up the original Maelstrom were formed for.

ENFORCER: FERAL



At 28, Feral is one of Razorfist's most trusted enforcers, and has been with Maelstrom since he was 16 years old. From the beginning, Feral lived to fight. It was how he survived on the streets before joining up with the gang, and its how he has survived and risen in its ranks to one of the top positions. He has no interest in leading the gang, and has no interest in any of its activities that don't involve violence. Like many top ranking members of Maelstrom, Feral has lost most of his limbs in one combat or another, and had them replaced with enhanced cybernetics. He also has implanted drug injectors he can activate to pump various cocktails into his system. His fingers are all on quick change mounts, and before combat he attaches custom ripper digits with are little more than somewhat jointed knives. What little flesh does remain on Feral is heavily scarred.

Feral rarely speaks, and when he does it is short and to the point. He does not typically engage in the gangs festivities, though he is always present.

Feral has always been extremely protective of Razorfist's little sister Dawn, knowing her since she was a small child. While she dotes on him and sees him as her favorite uncle, this tendency has begun to put a strain on their relationship, as she grows increasingly frustrated at his intimidation of any would be lovers who catch her fancy. Feral is Spains Second, and he protects him fiercely.

LIEUTENANT: UBER



Uber earned his place in the upper ranks of Maelstrom through a combination of cunning, skill, and deceit. It is heavily rumored that in all his combat trials he has chosen opponents he knew he could beat, bribe or, in the case of at least one opponent, used poison so ensure victory.

Uber is former leader of the Givers Of Pain, with ties to the Norse Lords Raffin Shiv group out of Idaho. He joined the Maelstrom out of a need for protection from Stomp Street after his mouth bit off more than it could chew one day in a bar while drunkenly spouting off hate speech.

He is smart enough to keep his racism to himself, or at least among the small crew of like minded individuals he has gathered.

Uber seeks leadership of the gang, and is only waiting for the proper time before making his move. Right now the gang is far to loyal to Razorfist and Sable for his usual tactics to work and go unquestioned, but Razorfists disinterest in expanding the gangs territory is slowly gaining Uber more allies. Uber is heavily cybered, but his favorite weapons are his poison injected Rippers.

ENFORCER: CHAOS



Chaos is the second to Uber, and craves the power Uber has promised him if he stays loyal.

Chaos has always been short, and growing up in a publicly (under)funded orphanage he was picked on mercilessly by the older kids, until he learned to fight dirty, pitting children against each other, ambushing others, and basically gaining a reputation among the other children as one to be feared. As he grew older, he eventually began asserting more influence over the other children, prostituting them out, arranging for them to steal and commit other crimes, usually for his benefit, but just as often merely for his amusement. When the management finally kicked him out, he escaped police custody only to return and burn the orphanage to the ground.

Chaos is a textbook sociopath. Highly charismatic, but possessing no true empathy for anyone and caring only about himself. He is extremely unpredictable, and will go from calm and cool as ice, to a violent berserker rage without warning. While these traits are useful to Uber now, they do not go unnoticed.

Chaos is one of the most dangerous members of Maelstrom. In a straight up fight he is little threat, but his charisma has allowed him to gather a group of followers, which only serves to bolster the ranks of those under Ubers control.

Chaos is only loyal to Uber for so long as it serves his own goals, and Uber is careful not to push him to hard lest he end up making an enemy of him. More often than not this means Uber will simply let Chaos run with free reign on any given task, and pick up the pieces afterwards, or claim them to his own advantage.

LIEUTENANT: MARINA



Inspired by Sables rise to the top, other women began pushing up the ranks in Maelstrom, chief among these women was Marina. Marina is 30, and is extensively cyber enhanced. She has risen to become one of Razorfists Lieutenants, fighting tooth and nail for the status losing half of her face in the process.

Marina is the most regularly challenged Lieutenant in Maelstrom, and her presence in the top circle has stirred controversy among the gang. Still she has managed to hold on, and has made herself a valuable advisor and leader. She is smart and agile, her strength and speed have been boosted, and she has implanted herself with subdermal armor. While her enforcer is a male, she commands a crew called the Bitches, made up of mostly women who do her bidding without question. Marina and her crew have had to work twice as hard to get where they are, and they command respect. They have little regard for other women in the gang, whom they don't view as fighters, and have utter disdain for the women who have chosen to offer services for protection instead of becoming fighters. This extends even to Dawn, Razorfists sister, whom he has forbidden from becoming a fighter. So far Marina's dislike of the girl she considers a "spoiled princess" has been kept to biting remarks, but the lack of love between the women is obvious.

ENFORCER: HARPY



Harpy is Marina's second, and edging closer every day to Cyberpsychosis. Bets are running high that she will be the first female member of gang to be consigned to the Psychos.

Harpy is extremely violent and quick tempered, and has only a tenuous grasp on her sanity. While this has made her absolutely useless in delicate situations, it makes her the perfect enforcer for the Bitches. Her bloodthirst is feared even among the Maelstrom. She is extremely quiet and stealthy when she moves only to erupt in a shrieking frenzy amplified by her audiovox, a terrifying spectacle, as the shrieks are mixed in with a cacophony of disturbing high pitched animal squeals...

When not fighting, and in calm spirits, Harpy is crude but friendly to her gang, particularly the other members of the Bitches. She has no aspirations for leadership, though does tend to complain if a plan of action isn't aggressive enough for her tastes. While none of her limbs or organs have been replaced, she has a host of internal cybernetic implants, and is addicted to Black Lace and other combat drugs.

Harpies lips and part of her nose were ripped off while trying to subdue a fellow gang member who had gone berserk due to cyberpsychosis. She had her teeth replaced by a local ripperdoc and chose to leave her face the way it was, as a badge of honor, and a means to terrify her enemies, and everyone else. Harpy is in love with Marinas brother Beef, but due to her appearance tends to confine any show of affection to overt sexual come-ons and derision.

BEEF

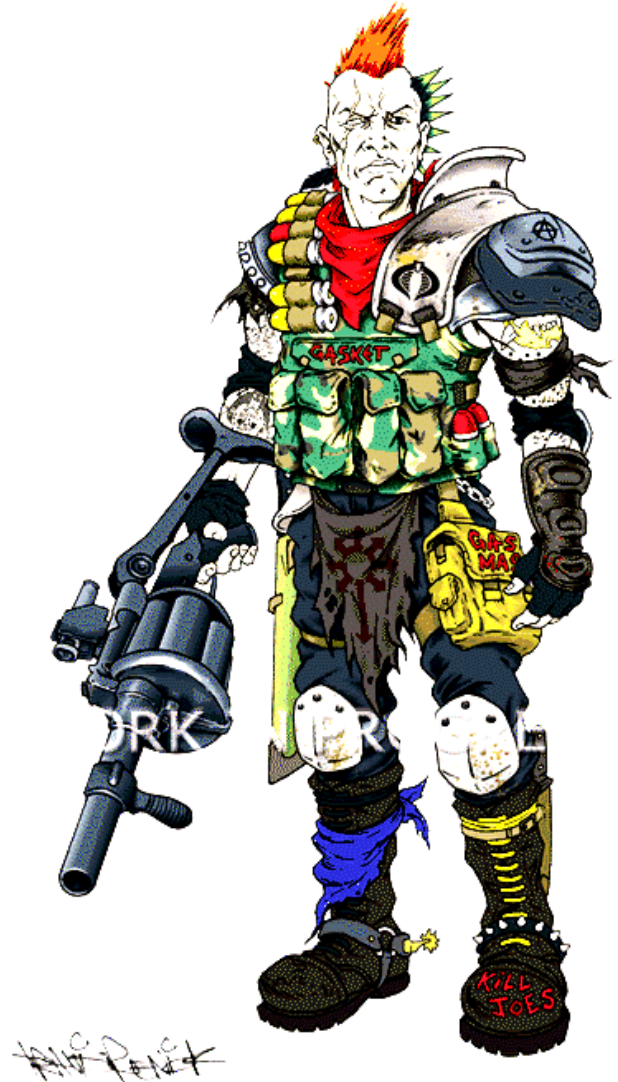


Beef is Marina's stepbrother. Beef raised her when their parents were killed, though she quickly grew to be stronger and smarter than him. He still thinks of her as his kid sister though, and acts with unquestioning loyalty to her, and is quick to spring into action against any threat he perceives against her.

Regardless of his name, and his size, Beef is not a stupid man. He is however quiet, only speaking briefly and only when necessary. He is a hulk of a man, and his mere size alone is enough to intimidate most threats into submission. He is very slow to anger unless his sister is threatened, but when he does explode he leaves a wake of destruction in his path. He was incredibly strong even before he lost his arms and had them replaced, now he is a behemoth, capable of tossing small cars around and tipping peoples limbs completely from their bodies.

Fortunately most of the time his demeanor is calm, even gentle. Due to his sisters leadership of the Bitches, Beef will often be found hanging out with them, thought he takes grief over it from the other men in the gang. Harpy's overt flirtation with him has caused him some discomfort.

GASKET



Gasket is the armorer of Maelstrom, he keeps the weapons in working order and personally inspects any shipment of guns or munitions the gang buys. He is a former marine and served during the Second South American conflict. Like many soldiers who served, he was left behind and became one of the Longwalkers. When he finally made it back to he U.S. he brought back with him a absolute loathing for authority, especially for the government. He was part of a group of anarchists who were hiding out in the Combat Zone. He is wanted by the FBI in connection with the murder of two police officers and a raid on a National Guard armory. When Carnival hit, the group he was with was taken down, but he was able to escape. He joined the Maelstrom after watching their attempt at breaking out of the Zone at the tail end of Carnival, and the destruction to the police and National Guard forces they were able to inflict.

While not as heavily cybernetically enhanced as many Maelstrom members, Gasket nonetheless fits right in. He has extensive knowledge of weapons and explosives, is quick tempered, and loves to fight.

WALTER "SHAMAN" CRANSTON



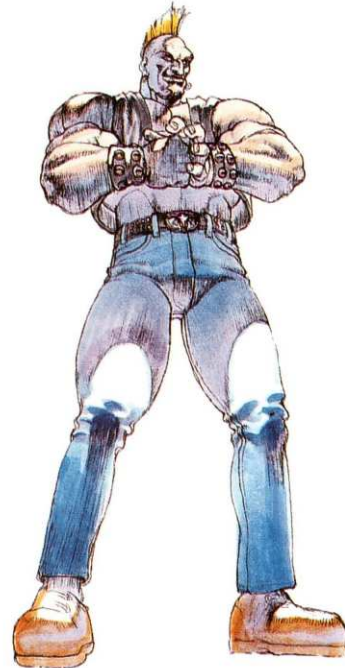
Shaman is the closest thing Maelstrom have to religion. While he garbs himself in vestments, he actually professes to be more philosopher than spiritual advisor. The man has a network of contacts that are of great importance to the group. Most prominently, he knows several trusted ripperdocs and it would appear a few contacts who are able to provide top end cybertech.

Shaman was a well paid and highly regarded psychologist specializing in the treatment of Cyberpsychosis. In 2012 he was brought in to try and calm down a rampaging cyberpsycho who had taken several women hostage. He made the mistake of getting to close, and was attacked. His injuries were severe and required extensive organ replacement, as well as his right arm and left forearm, his spine, an eye, and an ear. He tried to return to his practice, refusing therapy himself, thinking his new cybernetics would make him both easier to relate to as well as give him new insight into the condition. This proved to be somewhat disastrous. When a colleague challenged his judgment after one of his patients went on a rampage, Shaman snapped, attacking the man before fleeing.

Shaman took over a small abandoned church in Maelstrom territory before they were pushed to the Combat Zone. There he began preaching about the acceptance of metal and offering free counseling to those suffering the beginning stages of cyberpsychosis. Maelstrom officially adopted him, using his skills to help alleviate their afflicted members, and to help diagnose members on the edge.

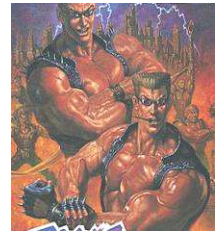
In addition to his counsel and contacts, he is also in charge of maintaining the braindance and life support systems of the Psychos. Shaman is always attended by his bodyguard Sister Slice.

THUMPER



Thumper is one of the newest members of Maelstrom. He has minimal cyber, really just Muscle/Bone lace, Subdermal plating, and Speedware. He is one of the few members of Maelstrom with a relatively clean police record and no outstanding warrants. As such he is able to come and go from the Combat Zone as he pleases, which makes him of great use to the gang.

Thumper has only been a member of Maelstrom for 6 months, however his role is important, and he is being groomed for greater things if he can keep his record clean. Even though he is so new, he has already been given a small group of his own to lead. This has given him something of a swelled ego, a dangerous thing in this gang, as he uses his position to push the boundaries with senior members of the gang. The group he leads is known as the Head Stompers, and its membership is entirely made up of people who are not wanted by the police so that they can conduct Maelstrom business outside the zone. It is because of this, that Thumper and his crew are watched closely. Any cybernetics they have implanted must be approved by Spain to avoid making them suspicious to police outside the zone.



While Thumper and his crew are important to the gang, most of the members, including leadership, see them as posers who have yet to earn with blood their placement in the gang. They are thought of as a necessary weakness at best.

DAHLIA



Dahlia is a member of the Bitches, one of the more feared members. Little is known about her past, though she does appear to be some mix of Latino and Caucasian, and speaks Spanish and Russian fluently. She is an accomplished martial artist, with very little cyber, mostly consisting of speedware and neural implants. She has been implanted with Vampires, and considers them sexy. She has tattooed her body

she is known for her signature weapon, a long sword, split down the middle lie an enormous tuning fork, and hooked into a stolen battery from a hardsuit. At the switch of a button the blades become electrified, after about 30 seconds, the blades heat up, like elements on a toaster...

GHASTLY



Ghastly is a Psycho, he is in all respects, a full conversion, though he does not have any package body. Instead his pieces were replaced and augmented one at a time until the only human tissue that remains is his brain and a few internal organs. His Cyberpsychosis is so severe that even fully interfaced with Braindance he is known to lash out violently at anyone who gets too close.

Ghastly's left arm has been replaced with a giant custom made diamond tipped drill and he has had a linear frame augmentation implanted beneath his exoskeleton. Perhaps the most chilling cyber enhancements are his multiple cybersnakes, implanted all over his body, which he uses to entangle and eviscerate his enemies.

Ghastly is terrifying, even to the Maelstrom, but he is the most deployed of the Psycho's due to his extreme resilience and destructive power.

To keep him under control, he has been implanted with a remote kill switch that shuts down everything but life support.



REBEL



Rebel is the leader of the Exiles. An old friend of Razorfist's from back when he was a Nomad himself. Rebel was a freelance outrider for the Snake Nation with a violent streak and a bad temper. They met again just after Carnival, when Rebel was riding escort for Nomads who were bringing food and medicine into the Combat Zone as part of the relief effort. Razorfist and Rebel struck a bargain. If Rebel would join the gang, and help smuggle some of the crew outside the city, and occasionally smuggle weapons and vehicles back in, Razorfist would make him leader of the nomad chapter and provide him with all the combat drugs, city tech, and money he could want.

This worked out better than both men could have hoped and they have been working together ever since. Rebel is one of the few Exiles with a valid SIN, and is able to come and go from the city as he pleases.

NICODEMUS



Rebels second in command, Nicodemus, wanted for 7 counts of murder (including that of 2 police officers), 14 counts of assault, 2 counts of arson and a long list of other crimes. The incident that pushed it over the edge was his personal retaliation for Carnival, an out of control rampage against the police 6 months after the event. During the rampage he was cut off, unable to make it back to the Zone. He was able however to make it out of the city.

Entering the city, or really getting anywhere near a metropolitan area, presents too great a risk for not only Nicodemus due to the warrants out for him, but the rest of the group as well. Due to this he is in charge when Rebel is in the city or otherwise occupied. He is vicious in a fight, and has had pain editors, speedware, and grafted muscle implanted. His hatred of the police continues, and it is rumored that while in command he led the Exiles to attack and kill a lone Hi-Way patrol officer who had stopped to question them last year. While unproven, these rumors has only provided fuel for the fire that is the Exiles reputation as Raffin Shiv



DAWN

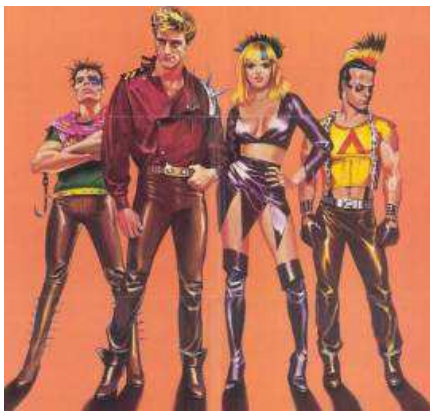


Dawn is Razorfists sister, he has protected her and taken care of her since their mother died of the Wasting Plague in Chicago. He has taken great pains to keep her out of the gangs activities while using the gang to keep her safe. She was only 6 years old when their mother died, now in 2023, at the age of 17, she is pushing the boundaries her brother has placed around her to keep her safe.

Dawn is kind, adventurous, and for a girl who has spent the last 5 years in the combat zone, and the open road before that, she is remarkably naïve and trusting. She is also a bit spoiled by the protection her brother has provided for her, thinking she can roam anywhere in her brothers territory and the neutral areas without fear. She has been frequenting Joe Devil's Pawn Shop, and is rumored to be sleeping with Eddie, one of the men who runs it. She can frequently be seen roller blading alone between the Pawn shop and Maelstrom territory, a fact that has not gone unnoticed among Maelstroms rivals.



THE ORPHANS



The Orphans are a smaller gang sitting along the northern wall of the Combat Zone in an area that is considered run down even for the Zone. They are surrounded by Stomp to the west and south, and by Bushido to the east. At

the heart of their territory, amongst several burned out or decrepit buildings next to the wall, is a large warehouse that serves as the gangs home base. Snipers with scoped hunting rifles constantly adorn its roof tops, and are in communication with the gang members at the edges of the territory and the ones patrolling the alleys.



Most people in the Zone believe that the only reason Stomp hasn't moved in and utterly destroyed them, is because it doesn't seem worth the effort. The Orphans

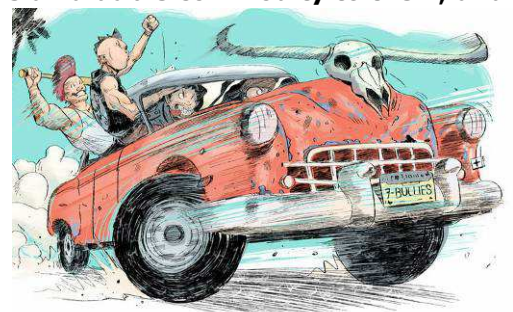
pose no real threat to the other gangs, nor do they get any real respect from them. However they do defend their territory vigorously. If other gangs move through their territory showing colors, they will wait until the group is deep within the Orphans turf, and then unload with everything they have from the windows, alleys, and rooftops.

The Orphans mostly seem made up of outcasts from other gangs, or survivors from gangs eliminated during the City Center push of violent gangs into the Marsten area. Their membership is almost exclusively Caucasian, this is done as a means of solidarity and survival, as Caucasians are a definite minority in the Zone, but a racist undertone has definitely taken effect, which has kept them from making alliances with Bushido.



The Orphans are led by Dove, who used to run a gang here in the Zone called the Black Doves until C-SWAT all but wiped them out. Dove went into hiding, until he had managed to gather enough of the gang rejects and disenfranchised and angry youths to start again. As the larger gangs began making their pushes, Dove offered those who wouldn't fall in line a safe haven.

The Orphans attempt a look that is a cross between 50's greaser and punk, with a skinhead flare. The average age of an Orphan is between 12 and 25. They are typically armed with cheap handguns, shotguns, and hunting rifles, but they have managed to squirrel away a few assault rifles taken from other gangs who have tried to move through their territory. However ammunition is a valuable commodity to them, and they are more likely to rely on melee weapons and Molotov cocktails if they can get away with it.





There are about 65-80 members of the Orphans, and membership is open to both men and women. These numbers are starting to get too big for Stomp

to ignore. In addition, there territory would put Stomp just one step closer to total domination of the Zone, but with so many resources tied up in their conflict with Slaughterhouse, Stomp has yet to make a move beyond retaliatory attacks on Stomp members who found themselves in Orphans turf. Bushido has tried reaching out to the Orphans, offering to bring give them weapons, ammo and supplies, possibly even physical backup. Not out of concern or respect, but because Bushido sees the Orphans as a valuable buffer between them and Stomp. Unfortunately this fell through when one of the Orphans made a racist comment towards Shogun.



The Orphans are truly alone in the Zone, its possible they have tried reaching out to some of the gangs in the Gauntlet, but few have answered their call. They have also tried

reaching out to some of the gangs in the Cauldron, but they are two far away to offer much assistance. However outside the Zone, they have begun receiving backing in the form of guns and cheap drugs from local White Supremacist groups.

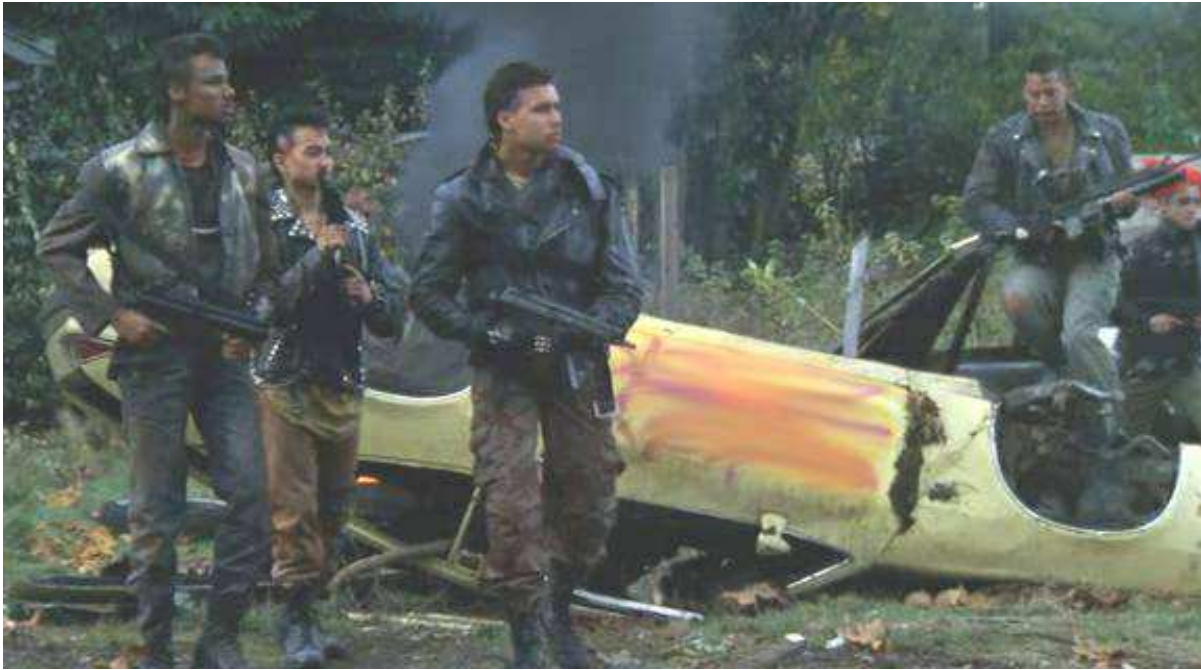
In addition to their greaserpunk/skinhead outfits, Orphan territory is clearly marked with their tag, which is usually nothing more than the words Orphans spray painted on to a wall. These tags adorn every exterior wall of every building in the territory they claim.



ORPHANS TERRITORY



THE SARACENS



The Saracens are a predominantly black gang, one of the last in the Zone who haven't joined up with Slaughterhouse.

They control a small territory that sits between the Walking Dead and the Furies to the North and South, and Slaughterhouse and Shrapnel to the west and east.

The Saracens originally held territory along the southern edge of what is now the Combat Zone, but have been pushed west by Stomp Street, and hemmed in. They were once Stomp Streets biggest rivals, but conflicts with the Latin gang has dwindled their numbers severely.



Just after Carnival, Brick extended his hand, offering the Saracens a place within Slaughterhouse, but the leader of the Saracens, Mack-Money, was insulted when the Slaughterhouse gang leader refused to offer him a high enough position within his organization. Things between

the two gang leaders quickly deteriorated and relations between the gangs was on the verge of escalated into all out war. However Slaughterhouse had its hands full trying to



take over the Marsten Complex and their own problems with Stomp and the other surrounding gangs. Now as the Saracen territory has been pushed up against that of Slaughterhouse turf tensions between the two gangs is again rising. Saner heads have prevailed so far, as Rope on the Slaughterhouse side has been trying to convince Brick to again extend invitation of alliance to the Saracens, but neither gang leader is one to let go of past slights.

The Saracens were originally led by Kareem Karim, a militant extremist with ties to the Black Panther Party. The group was involved in gun running and extortion in Marsten before the walls went up. Karim was killed by his lieutenants who wanted to expand their business into drugs and prostitution. After Carnival and their clashes with the other gangs, the Saracens have lost most of



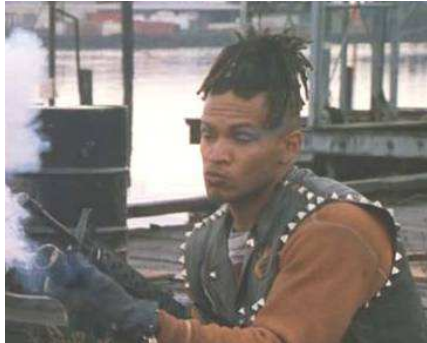


their gun running and narcotics contacts. The Saracens still charge protection fees to the handful of business in their territory, but most of their income comes from low level street chems and designer drugs.

Mack-Money still tries to ride the coat-tails of the gangs past reputation as a political activist group, and every so often manages to use that cred to arrange for protective

details to serve prominent African-American and other black community leaders who wish to visit the Zone.

The numbers of the gang have dwindled from a once strong 200+ down to around 50 members. They still maintain tenuous ties to some of the prominent African-



American activist groups outside the city, but to most they are nearly forgotten. Kareem Karim was at one time a powerful figure, but Mack-Money doesn't have the charisma or moral code of the former leader, and most groups have little stomach or respect for him, though they occasionally will use him and his crew as scapegoats or for undesirable purpose.

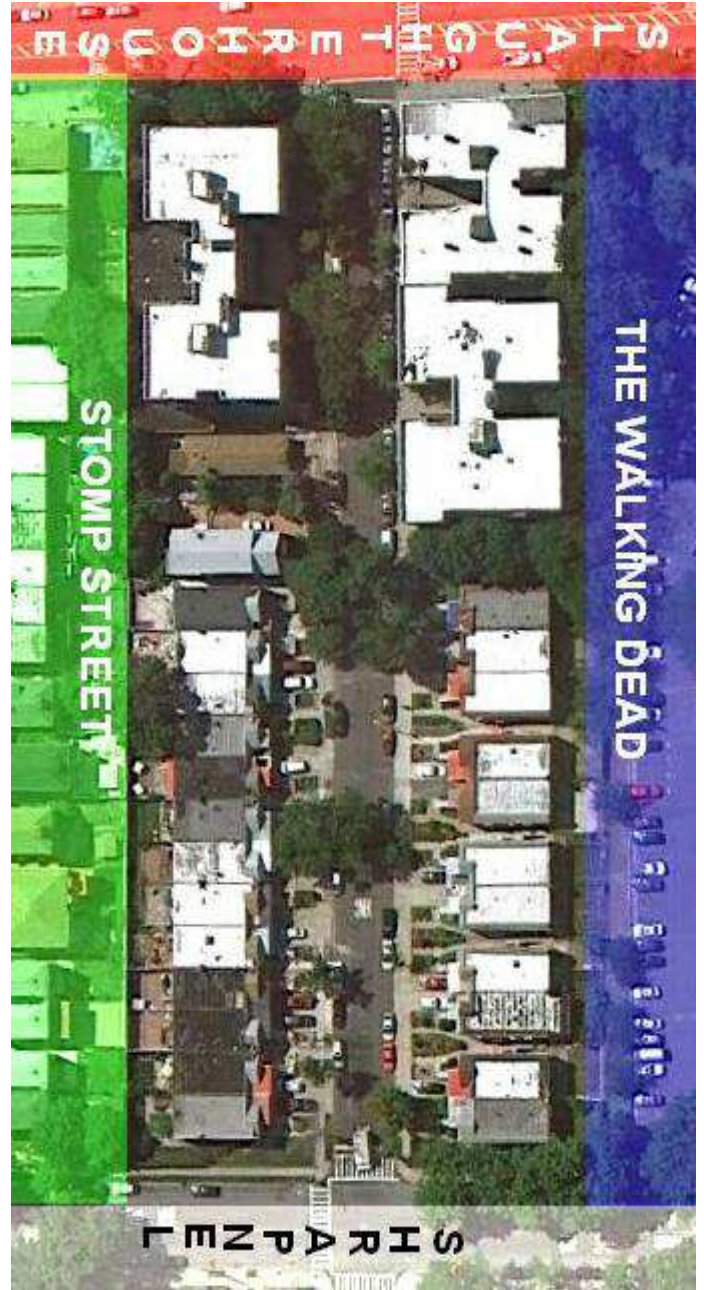


Members of the Saracens are always armed with at least a heavy handgun, no member carries anything less than a .45 cal. Their weapons reserves are mostly old military surplus, especially their rifles which mostly consist of old AK's, M-16s, shotguns, and hunting rifles. They have a surplus of ballistic vests, which nearly every member wears under their clothing. The gangs colors consist of black leather

jackets or vests, and their tag is a black scimitar.



SARACEN TERRITORY:



SHRAPNEL



Made up entirely of Full Conversions, Shrapnel is perhaps the most dangerous gang in the Combat Zone, or they would be if they showed any interest in expanding their territory. Instead, Shrapnel acts more as a group counseling home for borgs in the Zone.

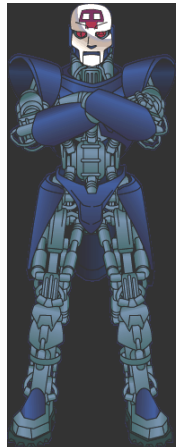
They remain neutral so long as the other gangs keep their violence out of their territory. Shrapnel operates primarily out of one large apartment building, the vast majority of tenants here are non members who stay for the security and safety.

The leader of the gang is named Lazarus, He formed Shrapnel just before Carnival, when he was hired by a group called Rayder investments to protect their new building, which they had foolishly built inside Marsten just before the walls went up, in hopes of being on the ground floor of a gentrification project.



Lazarus and his crew of fellow full conversions were able to protect the building, but they

discovered Rayder had left explosives in the building, and were planning on detonating them in effort to claim insurance money from their lost investment. Lazarus and his crew disarmed the bombs, and after Carnival ended set to work repairing and reinforcing the building. Renting its room out as well as setting it up as a refuge, a sanctuary for Full Conversions across Night City, a place where they could come without fear of being judged, ostracized, or persecuted by the police. It was something he had been planning in the background a while, and the Rayder building was the ideal solution. A gathering of Full Conversions any where else would be under constant police scrutiny. In short order, many borgs already living in the Zone flocked to the site.

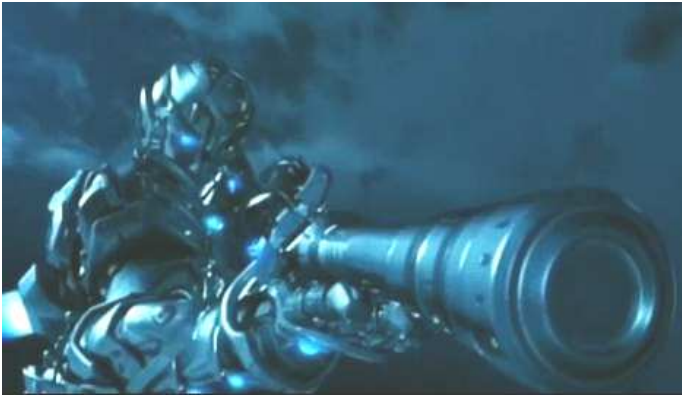


For full conversions in the Zone, the options were usually geared in violence. While many borgs chose to join or lead gangs, the ones who did quickly found themselves the prime targets of all the gangs rivals, who would go to extreme lengths to take them out in order to balance the scales. Outside of being muscle for gangs, full conversions were usually treated with mistrust,



fear, and scorn. This wasn't out of pure bigotry, most of the borgs in the Zone were wanted criminals, or on the run because they strayed too close to the edge of Cyberpsychosis. Cyberpsychosis induced berserker

rages are still very common in the Zone, particularly among full conversions. The disconnect from humanity here, exaggerated by being shunned out of fear, is simply too great, and there are no real options for therapy.

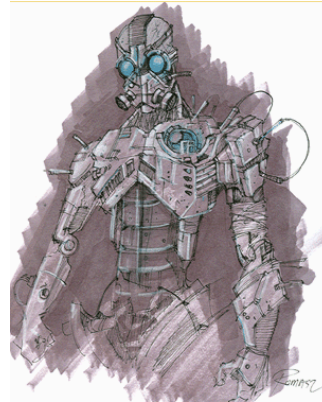


Shrapnel first and foremost provides a sense of community to the full conversion who join. Lazarus is a former military combat medic, and has a degree in psychology, specializing in Cybertherapy. This is not to say that Shrapnel is a metallic hippy community. Most of the members have police or military backgrounds. Many members, despite counseling, are still on the edge of Cyberpsychosis.



Originally, Shrapnel was treated with fear and mistrust almost universally in the zone. But as the gang grew, they began to take an interest in the surrounding community. As stated before, the territory they claim is officially neutral. They allow any gang to pass

through, on the caveat that they do not allow violence. If violence does break out, Shrapnel responds to it quickly and violently, with devastatingly final results. Shrapnel has also taken it upon themselves to deal with any borgs in the zone who do lapse into Cyberpsychosis induced rages, provided the gangs in control of those areas ask for their help. The other gangs in the Zone treat Shrapnel with respect and fear, but they do recognize them as a valuable resource as well. The Digital Renegades have a direct line to Lazarus, and will apprise him of any rogue Borgs or Cyberpsychos who have gone over the edge.



Of all the gangs, Shrapnel is closest to the Walking Dead, a gang sharing a border to the Northwest. The walking Dead are a mercenary gang, primarily made up of ex-military, who offer some amount of sympathy for Shrapnel, a large portion of them being heavily augmented themselves. They also are on fairly

good terms with Maelstrom, as Lazarus will occasionally enlist Shamans help in providing therapy, and Shrapnel has twice been called in to help restrain members of the Psychos who have escaped.

At Lazarus's insistence, Shrapnel tends to at least attempt to handle any violence that comes up unarmed, and non-lethal. However if things escalate then they have the armaments to respond to just about any threat overwhelmingly.

While Shrapnel was able to remain unknown outside the Zone for a while, their presence has been noted by the police, and a special unit of C-Swat has been established in Little Odessa just to monitor Shrapnel's actions. Word of this has gotten back to Shrapnel,



rumor has it by sympathetic full conversions in the department, and Shrapnel takes great pains not to attract too much attention.

SHRAPNEL TERRITORY



SHRAPNEL STRUCTURE



Shrapnel territory consists of a block and half along the north western end of Stompanato Street. Shrapnel's apartment building actually sits directly across from the Stompanato Apartment complex that houses the Stomp leadership.

The middle school that shares a block with their building has been converted to a black market, where anyone with anything to sell can rent space. The rooms themselves are taken up by various long term rentals that have contracts. Rent is paid to Shrapnel, who keep the area violence free, and there is always at least one member of the group on premises to deal with any problems that occur. The gymnasium in the building has been converted into a clinic that provides cheap medical care, and at least one of the long term rooms is used by a local ripperdoc who provides his services at a discount to Shrapnel.



Shrapnel has a store of weapons, all military grade and well maintained. From large caliber handguns to squad support and anti-tank weapons, the Shrapnel arms supply can be quickly distributed if need arises. However these weapons are almost always kept under lock and key, and 90% of the time even members on patrol are urged to remain unarmed save for any implanted weapons they may have.



The gangs tag is a metal mask. Not in spray paint, but actually sculptures made of scrap metal, usually nailed into brick or welded to metal streetlight poles, signs, or whatever else. The faces are created by each member of Shrapnel, and they vary widely, but they are part of a ritual signifying the mark each member leaves on the group and the community



as a whole. These masks have become somewhat sought after art pieces, and a stolen mask will fetch a moderate amount outside the Zone. Inside the Zone, stealing one of these masks is seen as a test of courage among the other gangs. Shrapnel sees the masks as something sacred, and anyone they catch trying to steal one will learn the error of his ways in a most painful manner. To date only 12 masks have ever been stolen. Some enterprising and talented members of Shrapnel have been known to sell their own masks along with other sculptures.



The half block that makes up the rest of Shrapnel Territory contains a high rise apartment building, one of the tallest buildings in the Zone. It is rumored that the families of several Shrapnel members reside here, including the ex-wife and children of Lazarus. The building is in surprisingly good shape for its age, and maintained regularly. It is one of the nicest, safest, and most expensive places to live in the combat zone, with Shrapnel charging an average rent of 300 a month for a single bedroom apartment. Beside the apartment sits an old community center.

Shrapnel itself is very loosely organized. Lazarus is the Chief, and he has a select group of men and women who serve as his Council. The rest of Shrapnel remain in the group at their own discretion, some have been there for years, other are just passing through while they come to terms with their cybernetic bodies. Shrapnel assumes that a single member can handle most threats in their territories, or at the very least hold off the threat long enough to for backup to arrive.



There are only about 20-35 active members of Shrapnel at any given time. Since the main goal of Shrapnel is to provide stability and support to Full Conversions while helping them adjust and become members of the community, they have a revolving door policy. While most members move on to re-integrate with society, some go for the money and violent release of mercenary or corporate combat service.



TYPICAL SHRAPNEL



Obviously the most common shared quality of a Shrapnel is that they are all either full conversion cyborgs, or at the very least extremely heavily augmented. However they come from a wide variety of background and professions.

While it's true that most of Shrapnel's members were at some point employed in a high risk profession, such as construction, police, or military work, and that is where they received their bodies, there have also been corporate executives, mechanics, even a schoolteacher.

Strong feelings of alienation and a desire to come to grips with their new body are another unifying cause of the group. While most wish to re-integrate into society and return to a semblance of normalcy, some members merely wish to get a handle on their strained mental health before returning to whatever field brought them here. Still others join Shrapnel because they are trapped in the zone, wanted and hunted outside, and Shrapnel offers sanctuary.



While some join Shrapnel for the long haul, most members are temporary, staying for about a year to 6 months. The apartment building they claim has a total of 100 rooms, the most that have ever been filled by members at once was half that, with a usual population of about 20 to 25..

Being made up entirely of full conversion cyborgs, most of the time Shrapnel has little use for firearms, and typically do not carry them. However every member is trained in at least basic firearm safety and use.



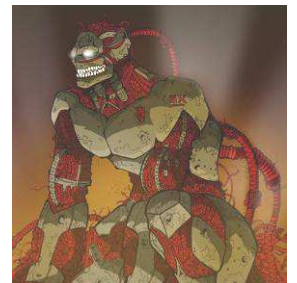
It may seem odd, but a large portion of Shrapnel activity is dedicated to the surrounding community at large. Not just in terms of security, although Shrapnel territory is considered one of the safest in the Zone, perhaps even surpassing Bushido, but also

in public works. Members of Shrapnel are often seen helping community members repair their homes and businesses, giving aid to the homeless and sick, and even acting as emergency service responders. If there is a fire that breaks out, or traffic accident, Shrapnel is often on the scene doing what they can. They also work with clean up crews after gang altercations, though with the exception of keeping violence off the streets in their own small territory they opt to stay completely out of the affairs of other gangs.



Maintaining a sense of neutrality is important to Shrapnel, and while they accept any Full conversion to ask for their help, they require that anyone who joins Shrapnel cut all gang affiliations while a member.

The police not being fools, do not enter the Zone with anything less than a full Swat Unit, and even then it's a rare occurrence. Whenever a cyberpsycho goes on a rampage in the Zone, which occurs more often there than any other area of the city due to ripperdocs and the criminal element, the police do not respond. In these instances, Shrapnel is one of the few groups in the zone capable of handling the threat. This is the main reason every member undergoes weapons training.

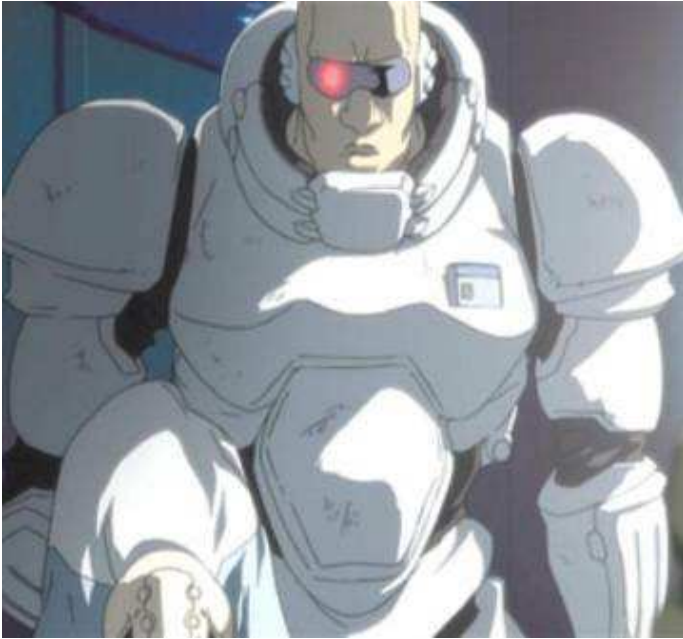


Neither the group themselves nor the community view Shrapnel as a guardian gang, despite the good they do for the community. They care little for petty crimes or drugs, and they let gangs move without challenge through their territory. Instead Shrapnel only concerns itself with violence as if it erupts in their area they will garner the attention of City Center, who are already nervous at their mere existence. The public works and services they provide are merely to maintain peace and provide stability, as opposed to having every gun in the Combat Zone, gang related and civilian alike, turned in their direction.



NOTABLE SHRAPNEL

JAMES "LAZARUS" MANSON: CHIEF



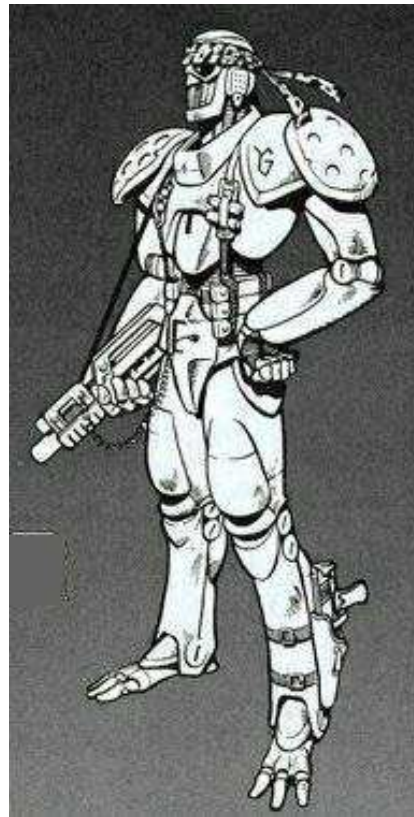
Lazarus is the founder and leader of Shrapnel. Lazarus is a former marine Combat Medic, and received his body due to injuries in the line of duty. Before he received his body, he viewed those suffering from Cyberpsychosis with contempt, seeing them as weak willed and predisposed to violence. It wasn't until he had to undergo full conversion himself that he began to fully understand the issue. After the Second South Am Conflict, he opted to spend his life savings to pay off the contract with the military for his body, then went back to school to study Psychology, with an emphasis on Cyberpsychosis.

After attaining the necessary degrees, Lazarus devoted his life to providing therapy and counseling to those afflicted with the disorder. Originally he had an office in Saints Row, and was making a decent living, but when he became aware of how wide spread the problem was, especially in the newly formed Combat Zone, he liquidated everything and set up shop in an old apartment building as a sanctuary for full conversions, who were being stigmatized, ostracized, and shunned.

As the operation grew, it became necessary to basically form a gang presence, to keep the operation running, Shrapnel staked out territory, and began patrolling, keeping the violence off the streets, affording Lazarus the opportunity to continue his work.

While Lazarus does not care for violence, and finds guns distasteful, he is a very experienced combatant, and his military training is evident in the way he runs Shrapnel. He is also highly skilled at combat medicine and a very sympathetic therapist. He has no direct family, but is quite fond of the people in the community, among which he has made a fairly positive impression, one he works hard to maintain.

LESLEY "SMILER" GIRARD: WAR COUNCIL



Smiler is former SAS, a veteran of several hostile engagements. Like most ex-military full conversions he received his body after injury in combat. Unfortunately he received his body in the early days, before Cyberpsychosis was as understood and received little in the way of mental health therapy. Still it should have been obvious he was on the edge. However the problems he was having largely went ignored and

he was shipped back to active duty. His first mission was to secure a village in the DRC for possible use as a forward outpost. Sometime after arriving in the village, Smiler blacked out. When he came too, he found himself among the smoking ruins of the village. Everyone around him was dead, all the villagers and his entire squad, and he was covered in blood.

Overcome by the horror of it all, Smiler fled into the jungle. Now on the run from his own government, he somehow made his way to America, smuggling himself in through Lost Angeles before making his way to the Night City Combat Zone. He hoped that with the higher concentration of full conversions in the city that he would be able to hide, to disappear. It was here that Lazarus found him. Smiler was the first to join Lazarus's cause in the Zone, and he is fiercely loyal.

While Smiler has made great strides in therapy, he is still haunted by the atrocity he believes he committed. (Unbeknownst to Smiler, he had no choice in perpetrating the slaughter, his body has been equipped with a neural spike, when activated causes him to fly into a violent rage. During the slaughter the remote unit as well as the homing beacon implanted within his body was damaged. The group behind this is still actively looking for him.)

For all the strides he has made, Smiler is still born and bred SAS, and he serves as the tactical arm for Lazarus and Shrapnel, training the members and leading them in any combat situation.

ANDREA "WILDCAT" ALBA: PEACETIME COUNCIL

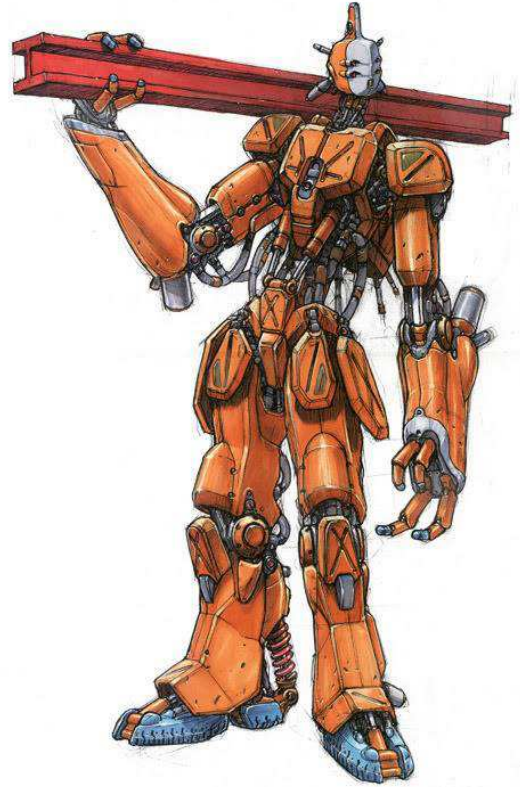


Andrea suffered a severe spinal injury as a child, leaving her a quadriplegic. Because of her age at the time, she was ineligible for cybernetics. She spent her childhood confined to a bed, unable to do anything but speak. She would watch her brothers and sisters through the window. This led to severe depression and a bitter resentment towards the world.

At the age of 16 she was finally eligible for Cerulean Full Conversion Replacement for her body, though like many she chose to keep her human head. The new found freedom, the ability to walk, run, and dance, was overwhelming to her, and she went wild. She neglected her therapy sessions; she partied long into the night taking ridiculous risks. She very quickly became too much for her family to handle, and when they threatened to have the doctor impose limiters on her body, she went over the edge. While no one was injured in her rage, she destroyed the family home, and when C-SWAT responded, she suffered and injury to the face that required the replacement of her lower jaw. She was one of Lazarus's first patients when he still operated out of Saints Row. She is also arguably his greatest success. Through intensive counseling they have managed to bring her back from the edge, and now she is a stable minded though retains something of a wild and capricious personality.

She followed Lazarus into the Zone, helping him set up Shrapnel, and remains intensely loyal to him, secretly in love with him though she would never admit it. She now acts as the voice of compassion within the Shrapnel, and alongside Smiler is Lazarus most trusted advisor.

WILLY "SCRAPPY BILL" DUGGAN



Bill is a construction worker with an extremely heavily modified Dynalar Basic-B body. The body has been maximized for strength in as small a package as possible.

He has gravitated to Shrapnel for the sense of community and belonging. Outside of Shrapnel activities he has a high paying job with a legitimate firm company and donates half his income to keeping Shrapnel afloat.

Outwardly, Bill is also one of the most stable minded members of Shrapnel. He received proper therapy immediately after his conversion, and despite his inhuman and almost cartoonishly robotic appearance, he maintains his mental health with weekly meetings with Lazarus. However, Lazarus has begun to suspect that Bills mental stability may be more fragile than he believes. His ongoing customization and his decidedly inhuman appearance have got to be taking a toll, regardless of whether he shows outward symptoms or not. As such Lazarus keeps a wary eye on Bill, but is careful not to let on about his suspicions.

Bill is outgoing, friendly, and boisterous. He is also quick to volunteer his services in the community on weekends for local citizens and shop owners in the process of repairing or renovating their homes and shops. A veteran construction worker for almost 56 years, Bill can be considered a master craftsman for virtually every aspect of the field.

CRAIG "ANUBIS" LEANDERS



Anubis was probably a bit off even before he underwent full conversion. He was a lawyer and an animal rights activist on his way to a protest when he was involved in an accident that mangled his body beyond repair. While adjusting to his new body, his behavior became erratic. He began taking in every stray he could find, and while his partners begged him to at least get a real skin covered human face, he instead opted to have a dog head faceplate. He very quickly found himself out of work, and he was shortly kicked out of his home, the damage the animals had done left him severely in debt.

Homeless and unemployed, Anubis wandered into the Combat Zone. He was able to find an abandoned house in Stomp territory, and immediately resumed taking in every stray animal he could find. He avoided people as best he could, leaving his house only at night, sticking to the shadows, only speaking to others when buying food and supplies. As his isolation grew, so did his erratic behavior. He started stealing pets and guard dogs. Stomp was planning to eliminate him when word of this finally reached Lazarus.

Lazarus found him, and spoke to Stomp on his behalf. The stolen animals were returned and Lazarus began an intensive counseling process. Two years later Anubis has made great improvement. He seems to have regained a measure of his humanity, though he has a long way to go still. He has put legal skill to use in Shrapnel and the community.

Anubis is very protective both of Shrapnel, which he calls his pack, and of any animals he finds. He reacts aggressively to any sign of animal abuse.

OSCAR "HAWK" DEARBORN



Once a highly decorated officer of C-SWAT, Oscar Dearborn quit the force after the Carnival fiasco. Seeing the injustice perpetrated in the name of the government he served, he turned in his badge and went to work in the Zone as part of the relief effort. When things normalized, he simply stayed, getting a job at Combat Cab.

He initially started hanging out with Shrapnel out of curiosity, and found he liked the sense of community and brotherhood. He was also impressed in their practices of civic duty. That was a year ago, he has been a member ever since.

Hawk was his call sign from his days in C-SWAT, he tried to ditch it as it sounded to melodramatic for him, but once the members of Shrapnel found out about it the name once again stuck.

Hawk is equipped with an old Robocop partial body conversion. His head is still 100% human, other than a neural processor implant, and his digestive system, kidneys, liver, spine, reproductive organs and spleen are all still original meat. His body is obsolete in comparison to Full Conversions, but is the result of a piecemeal process of replacing damaged limbs and organs one part at a time. He has had his cyber upgraded several times, including new outer shells.

While Hawk definitely has the body and the training to handle any problem, he is far more comfortable promoting harmony within the community, and often sides with Alba on the council.

SEIKO MIYAZAWA



Seiko Miyazawa is a mercenary, and actually a member of the Walking Dead. However due to his extensive cybernetic enhancements and upgrades, when not actually on assignment he spends most of his time with Shrapnel, both participating in their activities, as well as receiving Lazarus's counseling and therapy to try and distance himself from the razor edge of cyberpsychosis he has been riding since his body was originally replaced.

Seiko was a top Arasaka operative for years, it was while working for them that he received his prosthetic body. After his contract expired he went freelance for a while before hooking up with The Walking Dead during an operation in Rhodesia. He had undergone extensive therapy while working for Arasaka, but he continued to upgrade and his behavior was becoming erratic, prone to violent resolution. Finally the team intervened, and during the downtime he was introduced to Lazarus.

While on duty, Seiko is the consummate professional, but off duty he rarely spends much time with his company in the Walking Dead, instead spending more and more time with Shrapnel. As a result he has been made part of the group, and he is often of great help, especially when dealing with other Borgs with extensive combat experience.

Seiko and Smiler have something of a rivalry going, which to a casual observer may seem to be animosity, but the truth is, the two men could not be closer friends.

Seiko has made great progress in restoring his humanity, and most of the time he is a bit withdrawn but friendly, polite, and amiable.

FRED "BOOMER" TACONI



Boomer was a family man, hardworking and loyal. He was working late one night when a construction crane next door suffered a malfunction and its arm swung wildly. The load of girders it was raising crashed through the window, destroying most of Boomer's body. He underwent emergency full body replacement. He chose the BU-22 model body from Arasaka, thinking its higher strength and durability would allow him to work harder and make more money to bring home to his wife and two children.

Things did not turn out well, he wife was appalled by his new body, and his children were frightened of it. He tried getting a new face plate, but the damage had been done. Soon after he was released from the hospital, his wife left him, moving his children out of state with her.

Dejected, depressed and suicidal, he wandered the streets until he found himself in the Combat Zone. He began taunting the gangs he could find, daring someone to try and take him out... luckily Lazarus found him first.

With the help of Shrapnel, Boomer has been able to re-evaluate his life, and start clean, coming to think of Shrapnel itself as his new family, one he is devoted to and will do anything to protect. He has become one of Shrapnel's most trusted and loyal members. He is also one of the most well adjusted individuals in the group with a genuinely positive outlook.



SLAUGHTERHOUSE



Slaughterhouse started simple enough, dealing drugs and hookers to the construction crews of during the erection of Night City. In fact they are one of the oldest, if not the first, street gang to form in the city. They are certainly the longest lasting. Their history is a rollercoaster of rises and falls to power.

Originally the gang was located in the NorthSide district. They were able to leverage power and protection from dealings with the local Costa Nostra families. As their operations grew, they became more bold, even setting



up shop right next to a major Police Station. But still their focus remained simple. They dealt in drugs, everything from heroin to crack, and they operated numerous brothels and even a few porn studios. While their leader, Solomon Christ maintained an air of legitimacy, the lower ranks of the gang defended their turf through fear and intimidation. The biggest, hardest, most fierce men Solomon could find were put out on the street, enforcing territory and settling grudges. Solomon had a thing for knives, and every member of the gang was required to carry one. The bigger and nastier looking the better. This theme became so prevalent that it became the gang's tag, a bloody knife in red.



In 2019, There was a major upheaval in the gang's leadership. Embroiled in a power struggle over territory with the Mafia who had, until then, been supporting the Slaughterhouse, their protection from police began to crumble. As violent confrontations



began erupting between mob enforcers and the gang, things were reaching a boiling point. Then the Police raided Solomon Christ's apartment, nabbing him with 6 kilo's of synthcoke. From there the police moved in force on his lieutenants, capturing several and killing several more. Rumors still fly that this was possible due to a betrayal within Christ's core leadership. What is known is that only 3 of the lieutenants escaped unscathed.



One of those who escaped was Brick, Solomon's protégé and second in command. He was in the hospital at the time, recovering from an explosion in his apartment. Within a week of his release, the remaining lieutenants, who Brick proclaimed had betrayed Christ and planted the drugs, disappeared.



It was not enough to save Christ, who was sentenced to 30 years in prison.

With Christ in prison, Brick stepped into the leadership role. Under

his command, the gang took on a more sinister and violent nature. The drugs flooded the streets. The crimes escalated into home invasion, murderous car jacking and muggings, assaults. They would kidnap girls as young as 15 and put them to work in the brothels.





When the police began the Purge, Slaughterhouse was their prime target. Systematic raids and high profile seizures (it is rumored that the Mafia worked directly with the police in feeding them information) pushed them out of the North Side altogether, with the law chasing them all the way to the Marsten Projects. It was here that Slaughterhouse dug in. After numerous attempts to get them out of the buildings, including the disastrous raid that cost 21 SWAT members their lives, the police gave up trying to extricate them. It seemed a victory to Slaughterhouse, until the area, which had already been designated the worst ghetto in the city, was officially declared a Combat Zone. The gang was still celebrating as the walls went up.



When Carnival hit the Combat Zone, Slaughterhouse was surprisingly well prepared. The confusing maze and fortified positions the Marsten Complex offered them meant any attempts to move in for bounties was near suicidal, and minor criminals in the area swarmed to join the Slaughterhouse for protection. If anything, where Carnival decimated many of the other gangs, Slaughterhouse ranks swelled.



Now they have complete control of the Marsten Projects. They are involved in a turf war with Stomp Street as they try to expand their control of the Zone, but Stomp has allied itself with both the 2-3 Set and the Russian mob, and has kept the Slaughterhouse at bay.

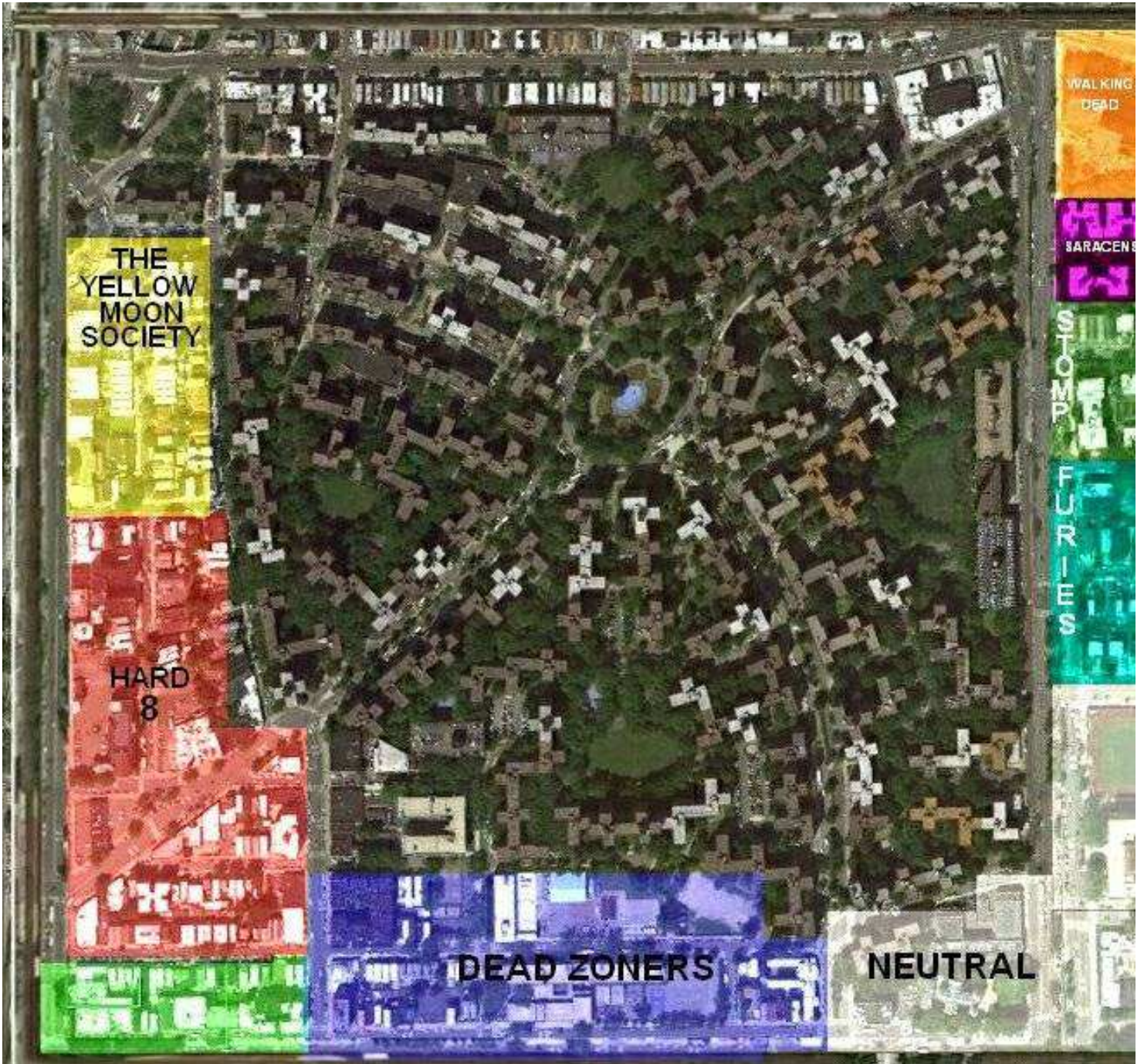
Slaughterhouse now completely rules the western side of the Combat Zone. They control the drugs, the girls and the guns. Slaughterhouse gets their guns from the Triads, and gets their drugs from the

Voodoo Boyz, with whom they have form an alliance (The Voodoo Boyz need the help with their ongoing feud over drug control with 2-3 Set). Outside the Zone Slaughterhouse still has influence, but is most prostitution and illegal pornography.

Slaughterhouse is partial to black with different sets and crews within the gang sporting different colors. The Slaughterhouse is the largest and most fortified street gang in the Combat Zone, and possibly the most feared gang in Night City period.



SLAUGHTERHOUSE TERRITORY

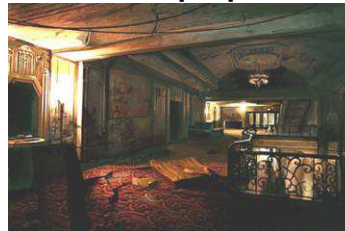


SLAUGHTERHOUSE STRUCTURE



Slaughterhouse keeps a tight grip on the entirety of the Marsten Complex, and they claim everything west of Marsten Street as theirs. However, 2-3 set has been making a push into the South West corner of the Combat Zone, in alliance with Stomp Street pushing across their eastern border on the other side of Marsten. With Slaughterhouse and their rivals attention focused squarely on the ongoing war for territory, several small gangs have popped up along the western and southern fringes. They claim territories as small as their blocks, but they are quick to take advantage of the confusion and chaos. These gangs include the Asian gang the Yellow Moon Society and the Hard 8's along the western wall, and the Dead Zoners just south of the Marsten complex along the wall.

Each building in the Marsten complex contains a Head, most of the Heads are just there to keep an eye on things in the building, keep shit from getting to out of control. But the Heads along the strategic outer edged buildings and in the buildings at the very center are all high ranking Slaughterhouse, tasked with keeping the perimeter safe and keeping the day to day operations running smoothly. While there are hundreds of people in each building, only about 10 percent of the people who live in most buildings, in some cases even fewer, are actual Slaughterhouse members. The rest are civilians, though part of the privilege of living in the buildings means that any able bodied man or woman is expected to defend their building alongside the gang if its necessary



Slaughterhouse counts at least 350 hardcore members in the Marsten Projects alone, with another estimated 50 to 100 members outside the Zone. The Slaughterhouse that live outside the zone are mostly lower level new recruits who have thus far avoided serious run-ins with the police. Slaughterhouse uses them to watch their operations in the city, keep tabs on rival gangs, run errands and make deliveries, and occasionally to perpetrate violence on the gangs behalf in areas the gang usually cannot reach.



Each of the apartment buildings in the Marsten complex is a veritable fortress, and Slaughterhouse leadership has locked down a large central building overlooking the fountain to serve as their headquarters.

THE KREW



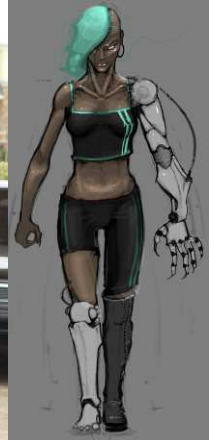
The Krew are the elite muscle of Slaughterhouse, hand picked by Malik. Many have formal military training but all are street war veterans who have survived battles with rival crews and have at least 2 kills to their name. While Malik leads them, their day to day operations are conducted by his right hand man Mix.



The Krew train rigorously, taking over an entire building in the Marsten complex to serve as both training grounds and quarters. They are given first pick of weapons and equipment in the

gang, and being a member is considered high honor in Slaughterhouse.

The Krew serve as the advance guard and special forces of Slaughterhouse, and tend to do most of the fighting, though as tensions with Stomp Street and 2-3 escalate, practically no one in the gang is safe from violence.



Brick does not use the Krew lightly, as assigning them a target or task means high visibility, high conflict, and certainly high collateral damage. But when they are given orders,

they follow them out with cold blooded efficiency. During the entirety of Carnival only 3 members of the Krew were lost, and they racked up an astounding total of over 75 kills defending the complex.



TYPICAL SLAUGHTERHOUSE

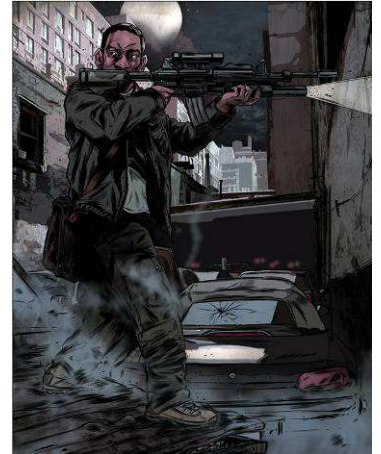


characteristic of Slaughterhouse since Brick took over is more focus on physical fitness and muscle mass... typically the bigger more physically imposing a member is, the more respect he will receive and the higher in the gang he will rise.

The gang looks down on any kind of softness, and violence is almost always the first response.

Fortunately for the rest of the city Slaughterhouse was for the most part confined to the Combat Zone but they still exert measurable influence outside the zone, and recruit from the areas surrounding beyond the walls. These members who live outside the walls

act as scouts, envoys, and low level representation. If they become wanted or targeted by other gangs, they can move into the zone and join the gang proper where they will be given protection. However having their runners outside the zone is of utmost importance, and Slaughterhouse has taken created several underground passages to move goods and men back and forth under the walls undetected.



Slaughterhouse is predominantly African American, and while they have a few white or Hispanic members, none of them ever rise to prominence in the gang. The original street level Slaughterhouse were easily identified by their black and red leathers, but as the gang grew and took over smaller gangs, any sense of unity in fashion was quickly lost and forgotten. While they are still typically seen wearing either Black leather or military surplus, sections of the gang are in itself divided by separate colors. To outsiders this can be quite confusing, as to the untrained eye the only distinguishing feature of a slaughterhouse gang member is the tag, usually tattooed or worn as pin decorating the clothes of a member. The tag varies but it always focuses on a blood red knife.

The majority of the gang these days are young adults who have only known the Ghetto, and specifically the Combat Zone for their adult lives. They are career gangsters, coming from a culture where poverty is a step up and the only way to get ahead through violence and crime. Unlike in Solomon Christ's day when the gang was moving towards becoming more oriented towards organized criminal endeavors, the current gang under Brick stays true to its street roots, reveling and celebrating in them. The only other identifying



While women are among the gangs ranks, very few are in positions of power or leadership.

The gang typically prefers armored SUV's and luxury cars, though among the majority of the gang members they will drive whatever they can acquire.



NOTABLE SLAUGHTERHOUSE

GANG LEADER: SOLOMON CHRIST



Solomon Christ is the original leader of the Slaughterhouse. Back in the day, Before Richard Night began his project, Solomon was old school Blood, slinging dope and running game in Los Angeles. When the quake hit, it devastated his set, so he fled to Coronado City. While the city was under construction he ran drugs and prostitutes out of an old cattleyard in the North side of the city. It was close enough to the construction at to provide easy access, but far enough away and deserted enough to keep out unwanted attention. It was here Slaughterhouse got its name, and Christ quickly brought up the surviving members of his old crew.

As time passed, construction of the new city caught up with the crew, and their base of operations was seized and torn down. Rather than put up a fight, Christ simply moved his base of operations to an apartment complex in North Side, situated right across the street from a police station. However it wasn't a smooth operation. The Italian crime families were firmly in place with the unions and supply companies, and didn't look kindly on the street gang muscling in on its action. After a few minor incidents, a meeting was held and a truce was put in place. No one is quite sure what went on during the meeting, but a week later, Richard Night was dead and the Slaughterhouse was operating with the support of the Mafia. As slaughterhouse grew, Solomon stayed above it all. He went to great pains to keep a legitimate

appearance, making contributions to the community events, donating to charity, and purchasing several small businesses, mostly bars and restaurants, but also a small recording studio.

It was during this time that Solomon's attention fell on Brick. Brick was young, fearless, and utterly ruthless in getting the job done. Solomon took the younger gang member under his wing, making him his protégé and second in command and chief enforcer. With Solomon's smooth business savvy and Bricks ferocity, Slaughterhouse began expanding their territories and swiftly putting down any resistance met on the streets.

As Slaughterhouses influence grew, they began to once again make waves in the bigger pond. Solomon was pushing his boundaries hard with the mob, and eventually, they started pushing back. The final straw came when during a confrontation at one of his bars, Solomon and Brick killed a made member of the Petrillo family.

Christ was too well protected for direct retaliation, but the mafia began feeding information to the police leading to several busts and high profile arrests. Christ turned to the Russian Mob, who was just beginning to get a foothold in the city. As things threatened to escalate further, the police raided Solomon's penthouse, catching him by surprise and finding 6 Kilo's of uncut Synthcoke in his penthouse suite. The arrest led to a 30 year conviction of Christ.

In prison, Christ continued relaying orders to Brick, the only surviving member of his inner circle. He was constantly in danger, as he had been placed on a hit list by the Italians. Plenty of his own boys were in prison alongside him, all loyal but his real break came when he saved the life of a Russian gangster from a hit by a latin prison gang. This ingratiated him further to Russian mob leader Dimitri Pestroy, who placed Christ under his protection.

During this time Christ began to become suspicious of Brick, his orders weren't being carried out and the visitations slowed then ceased.

Recently, the arresting officers who busted Christ were all found guilty of long standing corruption in service to the Italian Mafia. Solomons lawyer has used this to overturn the conviction, and Christ in will be released from prison. He is well connected to the Black Kings and already making plans to retake the gang he formed, by any means necessary. Solomon is an intelligent and stylish man, he has spent a great deal of time and money on educational braindance, and prefers to present an air of legitimacy and finesse. But don't let his flair fool you, he is no stranger to violence, and he is not to be underestimated.

GANG LEADER: KYLE "BRICK" NOLAN



Brick grew up on the mean streets of East LA, his mother was a junkie who didn't even know who his father was, or who the fathers were to his 6 brothers and sisters. There was never any real hope for Brick to become a decent person, and he fell into gang life at the early age of 9, first working as a delivery boy, then slinging drugs himself by age 10. He committed his first murder at the age of 12. By the age of 16 he had been in and out of Juvie several times, and had managed to become a known personality within the gang culture of the area. After committing a high profile assault on a police officer on his 21'st birthday, Brick was forced to flee Los Angeles and headed to Coronado.

It was here he fell in with Slaughterhouse. His ferocity and penchant for violence, as well as his intimidating size, ensured him a prominence in the gang. He rose quickly through their ranks, eventually catching the eye of the leader, Solomon Christ.

Christ took Brick under his wing, and within a few short years he had become Christ's right hand and most trusted lieutenant.

It wasn't enough for Brick, who was possessed of far more cunning and ambition than Solomon had realized. While maintaining a front of loyalty, Brick began undermining Christ's efforts. When Christ would order retaliation against a rival, Brick would carefully ensure it went wrong. When Solomon called for the gang to keep a low

profile, Brick would instigate a high profile incident. Through it all, Brick was somehow able to remain above suspicion mostly by killing anyone who could point the finger at him. Finally he decided the time was right to make his move. When the Italians tried to take him out, Brick used being in the hospital to his advantage. Unbeknownst to anyone, he had one of the women Christ was keeping plant the Synthcoke in his apartment, and called in an anonymous tip that led the police to arrest Christ. With Christ off the streets he systematically hunted down and killed anyone who suspected him or who he felt would oppose his taking over the gang... all while still convincing Solomon of his loyalty.

With Christ sentenced to 30 years, and all obstacles removed, Brick was now in complete control of Slaughterhouse. But it would be easy. Brick was many things, but he was not subtle. The ongoing feud with the Italian families escalated, and under Bricks leadership the gang took on a much more violent and menacing nature.

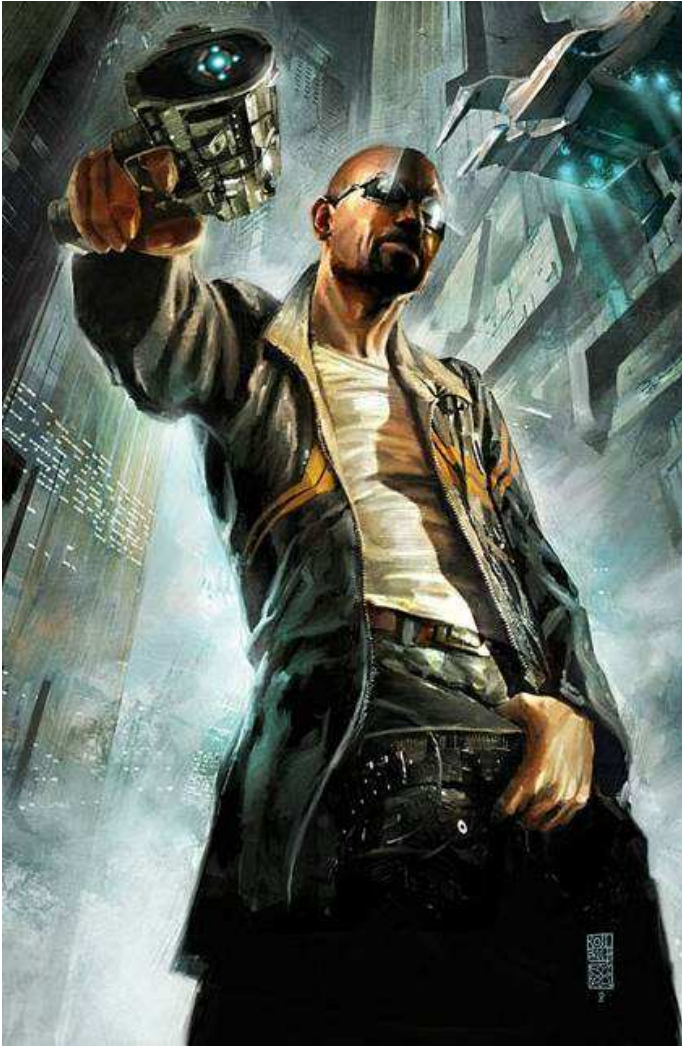
Perhaps he took it too far, as the police and city hall, exasperated, targeted Slaughterhouse as enemy number one during the purge. As the police cracked down on the gangs, forcing them out, over the course of several weeks Slaughterhouse engaged in a running battle of territories with the police until finally they holed up in the Marsten Projects. When they could not be removed, the city simply walled up the area they and the other gangs had been pushed into and declared it a Combat Zone.

The first thing Brick did was systematically take over the entirety of the Marsten Complex. The choice he gave to the gangs already inhabiting the buildings was simple: Join, get out, or be destroyed. Most gangs joined up or fled, the few that fought were wiped out to a man. The unaffiliated tenants were given similar choice. Get out, join, or stay out of the way, to similar result.

Now Brick rules the western side of the Combat zone with an iron fist and brutal efficiency. He has managed to retain some influence outside of the zone, and has held on to legitimate businesses outside the Zone as well. His most high profile venture is a music studio, and its one of the few places he leaves the zone for.

Brick is huge, and he definitely believes in surrounding himself with intimidating men, going so far as to help pay for Cyber, Bioware, and Nanite enhancements to body and strength for his Lieutenants. He is a man for whom strength overwhelming response mean everything. Rope, oddly enough, is his own top Lt., but even though the younger man is brilliant with tactics and just as ruthless as Brick, Brick still derides him as "one of them weak bodied but slick and pretty educated niggas!"

SECOND IN COMMAND: OLIVER "ROPE" ROPETTI



Rope was raised in Detroit. His father was a community leader and his mother was a literary critic. Regardless of the families money and influence, they chose to remain in the poorer neighborhood where Ropes father was raised in order to teach the boy the importance of knowing his roots, of imprinting on him the cultural, economic, and political landscapes of his community. Because of this, and because of natural rebellion, Rope would involve himself with bad influences. While he never needed for anything, Rope wanted power and influence of his own, and he wanted adventure. Still he managed to stay out of serious trouble , though not for a lack of trying, and did well in school until he went off to college. It was at the UCLA that Rope met Dollah, Bricks little brother who was there on a football Scholarship. Dollah was failing out of school, but Rope was able to tutor his friend into passing grades. In exchange Dollah introduced Rope to the wild side. After a scandal involving a co-ed and some other members of the football team, Dollah was expelled in disgrace. Rope had graduated the year before, but had stayed rather than go home to the life his parents were trying to build for him. When Dollah decided to go to work for his brother Brick, Rope joined up as well.

Rope, due to his friendship with Dollah, was already in a high position within the gang. But

things changed one night when a rival gang attempted a drive-by on Brick and his Brother. Brick saw Rope dive in front of his brother. While both of them were hit, One of the shots that hit Rope in the back would certainly have hit Dollah in the face had he not jumped on the way.

Rope was seriously wounded, as was Brick, but thanks to Ropes intervention, Dollah's wounds were minor, and he was released after only 1 night in the hospital. Unfortunately, he was gunned down on the hospitals steps.

While recuperating, Brick, at first impressed with Ropes show of loyalty and sacrifice, and then with Ropes display of grief matching his own over Dollah's death, became close friends with Rope. Though Rope was nothing like the other men in Bricks crew, being of slight build and classically educated, he soon became Bricks most trusted associate.

When Christ went to prison and Brick took over Rope was placed as his second in command. However its Rope who handles most of the day to day business. He is also the gangs strategist, and if it weren't for him the gang likely would have imploded under Bricks leadership. While Rope is the real power behind the throne, he has gone to great pains to keep this fact concealed, even from Brick itself. However Bricks carelessness in dealing with the Stomp Street and 2-3 Set problems has had Rope quietly grooming others to take Bricks place. And Rope's increasing condescension and questioning of Bricks decision has had the effect of Brick becoming suspicious and mistrustful of Rope. It seems friendship and loyalty in Slaughterhouse is measured in usefulness and threat levels.

Rope speaks eloquently and purposefully, in 4 languages, French, Swahili, Spanish and English. He uses slang only on rare occasions and then only for comedic or dramatic effect. He affects a much more professional style than most of his gang, and many among the game see this as a sign of weakness, of selling out.

While Brick may leave the Zone to visit the Slaughterhouse owned studio, Ghetto Nightmares, he does it merely to hang out with the acts and throw his weight around. Rope actually acts as producer, and is more often than not at the Studio, surrounded by hand picked bodyguards. While none of the acts he has signed have made it big, he does have several acts rising in popularity in the West Coast underground music scene. Rope has also funded a local radio station that he has used to send out coded messages to the gang members operating inside the zone where cell phones can't always get a signal.

ENFORCER: MALIK CORBIN



Like Rope, Malik has a definite sense of identity. He is a bit more street, but every bit as well groomed and stylish. Malik wasn't always this way. He grew up poor and uneducated on the streets of Night City. But he lucked out in finding a mentor, a former radical professor of ethnic studies who took a liking to the young boy, teaching him some of the history of his culture and took look at the bigger picture. To recognize that he could make a change, instead of waiting for other people to make it for him. His mentor was on his way to help him prepare for college entrance exams when he was pulled over by police and shot for resisting arrest. His mentor had no criminal record, and did not carry a weapon, but police claim he assaulted them and they were forced to open fire. There were no witnesses, and regardless of the community outcry to open an investigation, the officers were cleared almost immediately and returned to active duty unscathed.

At the man's funeral, a widely attended public ceremony, the 2 police officers who killed the man were spotted and a riot broke out when they made racist slurs about the dead man to the crowd. Malik moved through the surging crowd like a panther, and killed the two police officers. He went on the run, going underground. It was here he met Brick. Maliks size and discipline impressed him, and as Brick rose through the ranks so did Malik.

ENFORCER: RUEBEN "RUBY" WILLIAMS



Ruby is young, and somewhat naïve. He comes from a poor family and spent most of his youth in and out of foster care or juvenile hall, with an impressive array of petty crimes... It should be noted however that before his involvement with Brick that Ruby was never involved in anything violent and his crimes mostly consisted of trespass, muggings, vandalism, minor possession. He got into bodybuilding while serving in juvenile detention as a means of staying out of trouble, but due to an unerringly poor judgment in associates, Ruby always found himself on the wrong side of the law.

Brick met Ruby at the gym, and the two began working out together. It was during this time that Ruby's mother was involved in an accident which landed her in hospice care, and left Ruby homeless and penniless. Brick took him into the gang and even began helping to pay for his mothers bills. Ruby swore his loyalty, knowing that if he displeased Brick, the help his mother was getting, and all hopes of recovery could be lost.

Ruby's size and utter loyalty to Brick make up for his lack of cunning and intelligence. Ruby isn't trusted to make his own decisions, but he carries out orders to the letter. He has been seen to have some misgivings about some of the things he is asked to do, and his natural compassion seem to conflict with his orders, but his sense of duty always overwhelms any objections he would otherwise pose... at least so far. Due to his genial nature, Brick tends to assign Ruby to oversee collection and protection duties, and seems reluctant to assign Ruby to the more brutal or ruthless tasks.

ENFORCER: SMOKE



No one is really sure where Smoke came from originally. A year ago Smoke infiltrated the Marsten Projects to kill a low level Lieutenant after being hired to do so by a woman's husband whom the gang member had raped. He almost escaped, but the rappelling gear he had used was discovered, and Brick and his men were waiting at the bottom. Impressed with his abilities, Brick offered Smoke a job as his chief hitter. Smoke accepted, and has been Bricks go to man for "difficult" targets ever since.

While his background is a mystery, Smoke has obviously had advanced military training. He is a very very dangerous man, and one who follows orders without question. He speaks with a raspy voice, the apparent result of a neck injury. Smoke is heavily scarred, with the neck wound being the worst, he tends to cover these injuries at all times, except the scars to his face. It is unclear what cybernetics he possesses, although it is heavily rumored that behind the shades he always wears are cyberoptics and that he has subdermal armor plating on his torso in addition to skinweave and possibly cyberlegs... he has been seen to take numerous gunshots without so much as a flinch. He moves with silence and determination, and is widely considered one of the most dangerous individuals in the Combat Zone.

LEIUTENANT: LESLIE "SWEETS" HUGHES



Sweets is the loose cannon of Slaughterhouse. He lives for violence and relishes in causing pain. Sweets was heavily abused by his father as a child. For his 12th birthday party his father bought him a dress and made him wear it... two days later police came to the house to find his father severely mutilated and the boy still wearing the dress, covered in blood. Sweets was sent to a work farm, where at first the other boys teased him relentlessly. After being involved in a few extremely violent incidents and the mysterious disappearance of one of the guards, the teasing stopped, and Sweets began gathering his own crew who ruled the work farm ruthlessly.

When he was released he started his own gang in one of the Marsten Project buildings, running drugs and prostitutes, both male and female. His gang was wide feared, but not very strong. When Slaughterhouse moved in he chose to join rather than be trampled beneath their overpowering numbers. Since then Brick has had little use for Sweets, letting him continue to pimp out of one of the outlying Complex buildings. The only real use Brick has for Sweets is when he needs to create chaos.

Sweets is bisexual and extremely sadistic, and effects very feminine mannerisms. If these mannerisms or his sexuality are mocked or questioned he tends to deal with it in the most violent manner necessary. He also has a disposition towards subjugating his enemies, going as far as to rape and dominate them. He is universally feared and reviled in the Combat Zone, and he is barely tolerated even by Slaughterhouse.

LEIUTENENT: WAYNE "LI'L DUKE" NOLAN



Li'l Duke is Bricks younger brother, the closest surviving male sibling in age to Brick. When Brick fled to Night City (then Coronado), it was left to Li'l Duke to protect and care for the family. Unfortunately, a fire broke out in the apartment complex where they lived that took the lives of his mother, one of his sisters, and his youngest brother, still an infant. Duke was badly burned across his back trying to reach them, when a burning support beam fell on him...

With nothing left in Night City for them, Duke and the rest of Bricks siblings moved to Coronado. Duke immediately jumped in, and now acts as one of Bricks top men. While Duke pushes for more responsibility, and resents Rope being second in command, Brick keeps him tightly reined in... While Brick would never say it, Duke believes he blames him for their mother and younger brothers death and constantly tries to prove and redeem himself to Brick, often taking risks he shouldn't. While Duke has the motivation and drive, and definitely the loyalty to the gang required, he does not have the cunning or resources to move up further. He is rash, headstrong, and flashy. He also tends to bite off more than he chew, safe in the belief that his brother and his gang can take care of any problems that arise.



LEIUTENENT: THELMA "SUGAH-T" NOLAN



Sugah-T is Bricks older sister. She has been married 4 times, and had 5 children, she also stayed in Los Angeles longer than anyone else. However when her husband was arrested last year for drug trafficking, the state took away her children. Distraught she moved to Night City and took up with her brother and his gang.

Sugah-T is the only female in a major position of power in the gang. She has taken on a somewhat matriarchal role in the gang, but do not mistake her for being soft, she is almost as ruthless as brick. She dotes on Duke, Brick, Riley and Sondra, but thinks Keisha has abandoned her family and her roots. She is especially fond of Riley, the youngest member of the family, and does what she can to spoil him.

Sugah-T's prime role in the gang is that of advisor and peacekeeper. She is often the coolest head in the room and when tempers begin flaring, especially with Brick, she is often the only one who can calm him back down. She is also the only one who Sweet's seems genuinely intimidated by.

Sugah-T and Brick are very close, after her husbands carelessness and his arrest led to the loss of her children, Brick arranged for him to be "removed" while inside.

RILEY NOLAN



Riley is Bricks youngest brother, and the family dotes on him. Brick keeps him protected and isolated from gang activities, safe in the center building in the heart of the building. Brick has gone to great expense to hire a tutor from outside the zone whom he has escorted in daily to attend to Riley's education. Sugah-T has been pushing to enroll the boy in private school so that he might socialize with other kids his age, but so far Brick has been adamant about keeping him close where he can personally ensure his safety. Instead he has the children of other gang members brought in to play with Riley. The only freedom allowed Riley is that lately, and only with Bricks approval he is allowed to roam the complex, but never step foot the protection of Slaughterhouse home territory without Brick or Sugah-T with him.

Riley has begun to grow resentful of his limited freedom, and has begun practicing giving his bodyguard Mo the slip for short periods. He very much wants to attend school and has no real idea what Brick is or why he is in danger.

MAURICE "MO BETTA" CLARK



Mo is Riley's bodyguard, he stands 6'7" and weighs over 400 lbs of solid muscle. His strict regimen of exercise and steroids has given him superhuman strength (12) and his only cybernetic implants are a pain editor and his right cyberoptic. He is a hulk of a man, and his only job is to keep Riley safe. Sugah-T flirts with him constantly and it is rumored they are intimate.



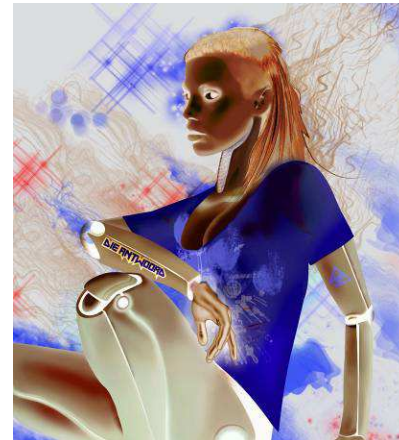
SONDRA "SASSY" NOLAN



Sondra is the second youngest member of Bricks family. At 19 she often rejects the protection and runs the streets. She lives outside the zone in an apartment with her sister Keisha, but often visits and has tried to gain entrance into gang activities. Brick keeps her well out of any criminal doings, and seems to dote on her, but her constant flirtation and wild lifestyle have put her brother on edge several times now. It doesn't help that Sugah-T seems to encourage this, and has even tried to convince Brick to let her move into the Marsten Complex and away from her "uppity sister Keisha". But brick wants Keisha to influence Sondra, no matter how much Sondra fights it.

Sondra has been secretly sleeping with Rope since she turned 18. While Sugah is aware of it and approves, if Brick found out it would be disastrous.

KEISHA NOLAN



Keisha lost both arms and a leg to a drive by shooting when she was 13. It is mainly due to this that she has rejected her families gangster lifestyle and moved out on her own, graduating high school, then college, and embarking on a career as a model and vocalist. Brick and Duke respect this and encourage it, secretly opening doors for her without her knowledge. However Sugah-T resents her, and thinks she has turned her back on the people who lover her. Sondra lives with her in an attempt by Brick to keep Sondra out of harms way and out of the lifestyle, but Sondra and Keishas relationship is touchy at best, and Sondra openly defies her sister with her wild lifestyle and disrespect.

STOMP STREET

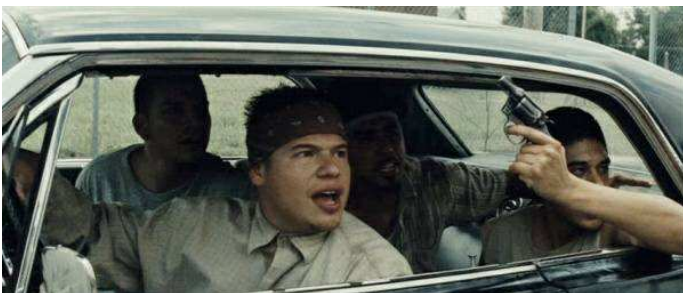


Stomp is one of the oldest, and largest street gangs in the Night City. Their control of Stompanato Street began 14 years ago after the Marsten Projects and the surrounding area were abandoned as the central hub for the Construction workers brought in to build the city were turned over to low income housing. The original construction workers were heavily supported by an immigrant Latino population displaced after the 1995 Mexico City quake. As the construction of the city began its massive push, immigrants and indigents from all over began centering on one of the few places in the North American Hemisphere where jobs could be found during the collapse. The majority of Mexican refugees and immigrants converging on the city was massive, and many people were working just to have a roof over their heads. When the '98 quake turned Los Angeles into a watery grave, again refugees flooded into the infant metropolis. Most were hard working honest people, but with the massive influx came the gangs.

and clawed for territory and control. To make matter worse, the community found itself surrounded by other gangs, including the new phenomenon of booster gangs, who didn't seem to be into it for profit or protection, but for violence as its own reward. Hemmed in, and fighting amongst themselves, things were getting out of hand.



The constant chaos was bringing heat down on all sides. The police were cracking down on anyone who even looked like they were in a gang, the drug connections were all drying up, unwilling to risk exposure due to the police presence and unwilling to invest in anyone due to the gangs falling like dominoes only to spring back up with new leaders every week, like a ghetto hydra. The streets were running red with blood.



Soon the displaced Latin gangs found themselves stuffed together in the newly re-tasked low income housing areas of Night City beginning with and extending eastward from the Marsten Projects. In these volatile and claustrophobic conditions, the slightest provocation would lead to all out war between the gangs, as they shuffled





David Lopez, known on the streets as "Carnicero" had a plan. He was a former Mexican soldier with strong ties to a Colombian cartel. After gathering a small army of his own, he called for a meeting between the major Hispanic gang leaders. The meeting was set up under the auspice of creating a cease fire, working out territories and ending the rampant violence, but it was a ruse. Carnicero had rigged bombs under the floorboards of the meeting room, and when everyone was assembled, he detonated them. "Miraculously surviving" he laid the blame on another gang, The Las Viejos Muchachos. The LVM was the most dominant gang in the area, and did not attend. Carnicero united the now leaderless gangs under his flag, inciting their bloodshed and need for revenge, and wiped out the LVM. In just a few weeks, Carnicero had complete domination over the Latino gangs surrounding Stompanato Street.



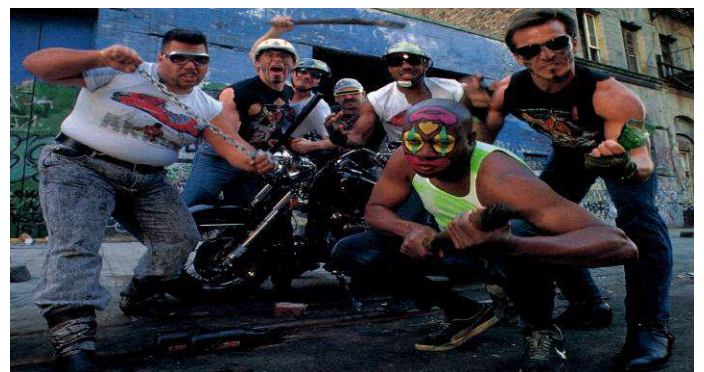
Since then Stomp has become the dominant gang in the Combat Zone, claiming the largest territory and boasting the most members second only to Slaughterhouse, their biggest rivals, who claim the entirety of the Marsten Complex. While Slaughterhouses Territory is slightly smaller, it is much more defensible. Stomp, backed up by their alliance with the 2-3 Set, have besieged Slaughterhouse, confining their activities in the zone to the limits of the Marsten Complex, but have ultimate goals of eliminating them entirely. They tolerate Bushido to the Northeast, mostly due to their resources being so focused on Slaughterhouse, and the overwhelming support of the community Bushido has garnered. Border Skirmishes with Maelstrom to the Southeast have occurred, and boundaries between Stomp and Bushido territories below Kings Cross are an ongoing point of contention between the two gangs. For the most part however even Stomp gives Maelstrom wide berth since Maelstrom seems to have no designs on expanding their territory, and they are so violent that all out war with them would be costly.



Now one of the largest and most violent street gangs in the city, Stomp ruled their territory with brutal efficiency. They were so well dug in, and so integrated into their community, that when it came time to create a walled off DMZ in the city to push the most violent gangs into and seal up, Stompanato Street was chosen as the center of what would become the Combat Zone.



Stomp makes most of its money through drugs and arms. They have significant stakes in prostitution, gambling and strong arm protection rackets as well. Unlike Bushido and Maelstrom, the only protection Stomp offers is from themselves, and even that is not assured, but those who don't pay soon learn to regret it.



STOMP STREET TERRITORIES



STOMP STREET STRUCTURE



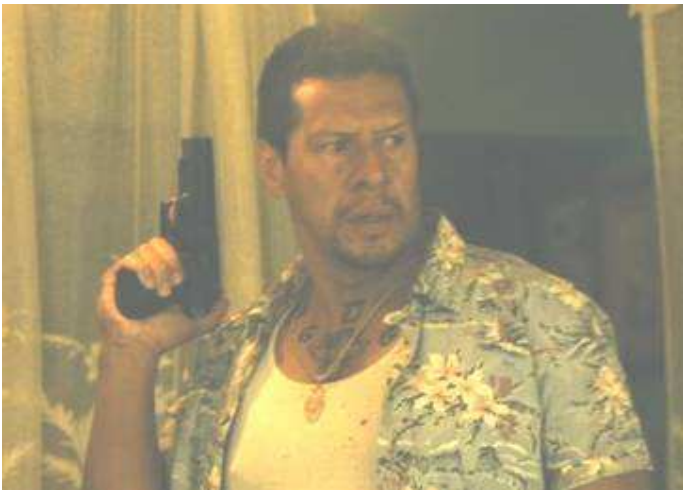
Stompanato Street runs diagonally across the Zone, from the northern tip of Marsten Street all the way down to Burroughs and Stomp controls most of the territory along the way. The Walking Dead and Shrapnel claim the northern most portion of the street, however they, like the Elders are considered neutral in relation to gang activities, specifically members of any gang

are allowed to travel through their territories, so long as they cause no damage to the residents or property.

Stomp street claims territory all the way from Marsten Street all the way to Burroughs, but holds complete domination of everything between Lee and Moreno. The bulk of their territory forms a lop sided cross 46th and 48th, stretched between Dillon to the West and Burroughs to the east. Though the eastern side of their territory has been expanded north to 44th street, and they officially claim the small sliver of real estate north of Stompanato and West of Moreno. They have also managed to invade territory along Marsten, pushing the Furies and the Saracens south and north respectively. This move has not made them many friends. They have also tried moving into the block West of the Elders at the Southeast corner below Slaughterhouse. Both these moves have been to facilitate their ongoing war with Slaughterhouse, and have everyone in the zone on edge, particularly the Elders who try and keep the School and surrounding streets safe.



While Stomp members live scattered throughout the Zone, their leader Carnicero, bases the gang out of the Stompanato Street Apartment Complex. Stomp is organized like a military force, Carnicero is referred to as El Presidente, and the highest ranking members of the gang are known as his Generals, who each control a section of territory, usually ranging from between 1 to 3 blocks. His Generals each have their own Captains, who monitor their separate units of between 10 and 20 Soldados.



Soldados make up the bulk of the gang, and are the fighting men and women among the ranks. Those in non-combatant roles, regardless of their importance, are looked down upon by most of the gang, and referred to as Sabihondo's (smartasses). These usually include netrunners, techs, and medics. Some of those who are particularly talented techs, musicians, or artists, particularly skilled graffiti artists or car customizers are highly respected, and known as Artista's. Carnicero actively seeks these people out, to use their talents to inspire his men and boost morale.



While Stomp controls a slightly larger territory of the Zone than Slaughterhouse, and by far more than any other gang, its numbers, while massive, are spread thin. The smaller gangs surrounding Stomp, especially to the east, often push past their boundaries, knowing Stomp is usually to occupied with their war with Slaughterhouse to do much about it at the moment. Every now and then some units within Stomp claim independence and try to claim a hood for themselves, though this rarely lasts long and usually ends brutally for leadership involved. Altogether Stomp claims to have about 300 hard core members, and another 50 who live outside the zone (though the latter number is seen as highly skeptical).



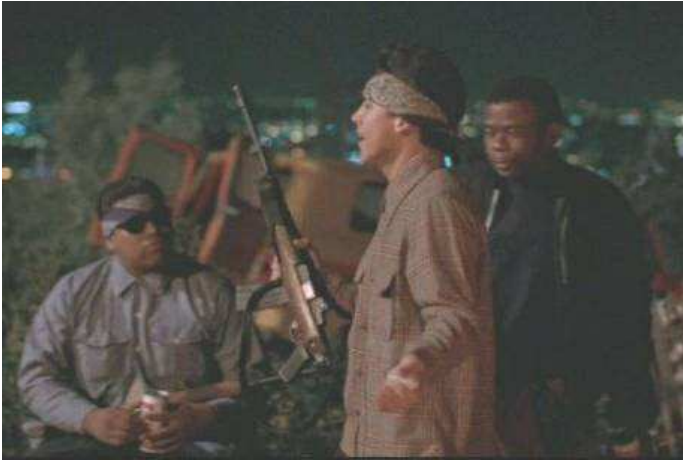
While there are some women Soldados, most are relegated to background and support roles if they are allowed in the gang at all. Prostitution serves as a major source of income in the gang, and they have been known to kidnap women from other gangs territories to force into drug addiction and be put to work in their brothels.



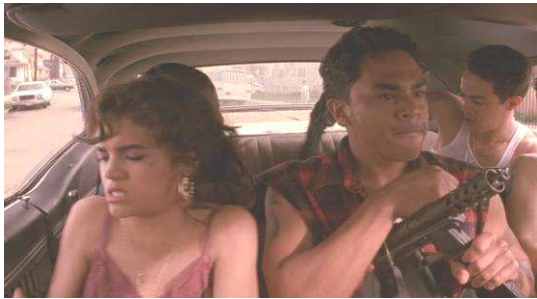
None of the Latino gangs outside the zone ally themselves with Stomp, and in fact, their only real ally is 2-3 set who supply them with guns and drugs in exchange for their support against Slaughterhouse. Carnicero is starting to suspect the truth about 2-3, but at the moment he is too entrenched and has made too many enemies to do anything about it, unwilling to jeopardize the flow of guns and drugs provided by the 2-3.



TYPICAL STOMP STREET



The majority of Stomp Street is Latino, as are all its leaders. However among the Soldiers there are a wider variety of ethnicities. Most soldiers are male, between the ages of 15 and 30. Stomp aggressively tries to recruit any male between the ages of 15 and 25 into their gang, refusal, particularly if you are Latino, often is more dangerous than joining. They have been known to try and recruit Latino's from other gang territories, and those who refused are usually targeted for their insult if they dare enter Stomp territory again.



New members usually face a rough initiation where they are beat in, unless they were part of a gang that had been taken over by Stomp. Other ways to get into the gang include undertaking dangerous missions, failure of which usually ends in death or disfigurement, or female members can get fucked in, though those who choose this route are rarely treated with respect. Members of the gang are required to be at least conversant in Spanish, even if its via language chip.



The gang makes heavy use of hand signals and graffiti. Graffiti is used to not only mark territories, but as a means of chronicling activities and events. The highest honor a Stomp member can receive is to be immortalized in one of the many murals that decorate the walls of buildings in

their territory. The gang symbol is a stylized skull, always painted with Red, White, and Green, the colors of the Mexican Flag.

In addition, music is a large part of Stomp culture, particularly a bizarre mix of narcocorridos mixed with hip hop. These songs detail in depth the exploits of the gang, it's leaders, and act as chronicles of the gang activities. They also tend to take jabs of the gangs



enemies alive or dead, causing great animosity among their foes, especially family members of one the dead targets. The writers and performers (almost always the same people) are frequent targets of rival gangs, though the music has been becoming quite popular outside the zone, even though it has been the cause of at least 4 civilian deaths from gangs hearing it. These groups frequently play at stomp parties, and Carnicero has built a stage on top of his apartment building just so they can perform regularly there. In Addition Stomp broadcasts this music from their own pirate radio station, La Raza, on 88.3 FM.

Every member of Stomp is carries at least a handgun, though often they are cheap wonder-nines, polymer one-shots and even homemade guns. And since their alliance with 2-3 most have access to submachine guns and assault rifles and even grenades. RPG's and heavy machine guns are not unheard of either.



Due to their aggressive recruiting and expansion, subsuming or destroying lesser gangs who oppose them, estimates of stomp numbers are around 300 hard core members in the Zone, with at least another 100 members who live outside the zone. In addition there are a large percentage in prison, at least 200 estimated. They are partial to low-riders and pickup trucks, but like most gangs in the zone they will drive whatever they can acquire.



NOTABLE STOMP STREET MEMBERS

DAVID "PRESIDENTE CARNICERO" LOPEZ



David "Carnicero" Lopez was born in Mexico City in 1984. His parents had little money growing up, but his needs were met and they were good people who tried to instill in him a sense of honor and decency. They made sure he went to school every day, stayed out of gangs, and kept out of trouble. When he became of age, he joined the Mexican Army, the discipline his parents had instilled upon him served him well and he rose in ranks, eventually joining a Special Forces unit attached to the Drug Enforcement division of the federal police. Eventually he took command of his own unit.

He was successful in numerous high profile busts and distinguished himself in the line of duty. Then the quake hit Mexico City and everything changed. His parents, whom he still visited regularly and dutifully, were still inside Mexico City but his superiors forbid him from personally going to check on them, instead he told the regular army would make sure they got out. David was assigned to extract and escort a select group of citizens out of the city. Amidst the chaos and carnage, David and his Unit fought off looters to reach the target, and at great risk was able to safely extract the target, taking a knife wound while saving the targets son.

It was two days before he could get out of the hospital unit and back into the city, but it was too late. His parents had been trapped in their building, after the initial quake, but had been crushed the night before when a gas leak nearby exploded, bringing the rest of the building down upon them.

It was afterwards, hoping to find a sense of comfort in his own sense of duty, that he inquired about the family he had rescued. All his inquiries were met with silence and blank stares... confused and frustrated; he began digging into the family.

The target had been a Colombian Cartel leader exiled to Mexico, living under government protection under the auspices of providing

information against the Cartels, but was suspected to still be working with them, using his cover and connections to funnel drugs through Mexico and up into the United States.

David's faith in his government was completely destroyed. In a state of confusion he wandered the streets, it was here that he was found by his Unit, who were under orders to retrieve him.

Impressed with his performance, and grateful for the life of his son, the target, Manuel Zolo, had requested the unit to once again serve as special escort as his family was moved to Guadalajara.

During the trip, David met with Zolo. He told him what had happened to his parents, and that his whole life had been spent obeying the law, living for his country, doing the right thing... and none of these things allowed him to protect his family... But Zolo, who was a drug dealer, a criminal, was able to protect his. David wanted no more of the life that failed him, he asked Zolo to hire him. Zolo agreed, but only if he was able to convince his men to join as well, and the ones who wouldn't join had to be eliminated. When David asked his men to join him, of 16, 4 agreed, the rest refused. Right then and there, without a moment of hesitation, David pulled out his knife. He killed two of them before anyone had a chance to react, in the cramped quarters of the train car he managed to kill the rest, taking 4 gunshots himself. It was here he when he was given the nickname "Carnicero", the Butcher, by Zolo.

Zolo spared no expense in treating David's wounds, and to escape the government that was now going to be hunting him, he had Lopez and his unit smuggled into the states. They would work with the gangs there, and receiving the drugs smuggled through Mexico, and distributing them in Night City.

It didn't take him long, his military background and ferociousness allowed him to take control of Stomp, and then he took control of the rest of the Hispanic gangs in the area. Unfortunately he was trapped in the Combat Zone when the walls went up, and no longer was able to distribute the drugs as widely.

When Zolo cut him off, Lopez turned to the 2-3 set, distributing their drugs throughout the Zone and helping them in their war on Slaughterhouse.

David is a hands on leader, though as he gets older he is definitely slowing down. He is heavily scarred, the survivor of numerous gunshots and stab wounds. He is a survivor, and a very skilled and dangerous man with a fondness for knives. Most of his organs have been replaced, and he has numerous implants including a Desegregated Heart



**CARLOS "BIG BULL" RIVERA:
GENERAL**



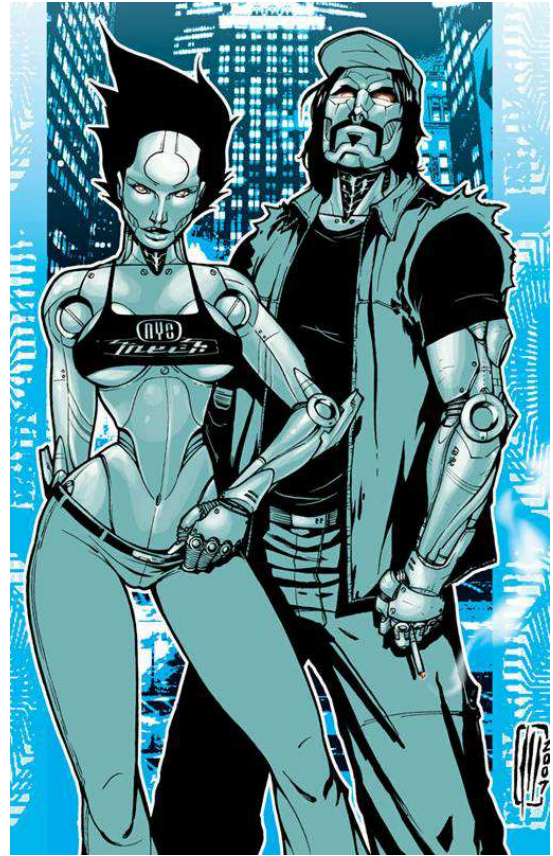
Carlos Rivera is the only remaining member of Lopez's original Army unit. The rest were killed during Stomps rise to power. Given the name Big Bull due to his size, he serves as David's right hand and bodyguard.

Carlos is fiercely loyal to Lopez, and follows his orders without question, accompanying him everywhere. He and Lopez personally trained and organized not only the other Generals, but also all the gang soldiers who reside in the Stompanato Apartment Complex. He is in charge of Lopez's security, and when he is in the building no one enters or leaves without him knowing about it.

Standing at 6'3" but weighing 240 pounds of solid muscle, his strength boosted with cybernetics, Carlos is every bit the intimidating monster his nickname makes him out to be. His tattoos cover numerous scars from previous fights, including a stylized counter on his abdomen detailing how many fights he has survived.

Carlos is slow tempered, like a pot of water on the boil, but when it finally peaks he explodes into violence, going after his targets with an all consuming focus.

**MANNY "MAGIC" AND DOLORES "DOTI" CHAMPA:
GENERALS - WESTERN FRONT**



Manny and Dolores Champa are the full conversion husband and wife team who are in charge of the small block Stomp claims as their western most territory. The block itself is tenuously held, and borders the territories of The Furies, The Saracens, and most importantly Shrapnel. Because the block is in the most danger of being cut off from the rest of Stomp if Shrapnel or The Furies decide to take the territory, and its strategic importance in their war on Slaughterhouse, Lopez entrusted the leadership of this block to his most able men. Both used to serve as his enforcers, and were incredibly efficient at their jobs, but as the conflict escalates he has moved them into a leadership position. The theory is that their full borg status makes them incredibly hard to kill, and makes them the perfect envoys to keep the peace with the surrounding gangs, particularly Shrapnel, who are all full conversions themselves.

Both Magic and Doti possess Basic Alpha Packages, though highly customized and augmented. They pay a high price for any compatible high end cyber they can use to upgrade themselves. They were both former US Military, Marines and Army specifically, who suffered damage to their original bodies in service during the second South American Conflict. They met at a support group while stationed in San Francisco. They fell in love, and got married, but they were both indebted to the military. They decided to opt out, then disappeared, into the night City Combat Zone. They were among the first recruited by Lopez in his bid to take control and unify the Latino gangs in Night City.

**CODY "CO-CO PUFF" COLORAS:
GENERAL - EASTERN FRONT**



Cody Coloras holds leadership over the Western Front of Stomp territory. He is an original Stomp Streeter, and has been with Lopez from the start of his campaign in Night City. He is a cunning tactician, and keeps a careful eye out for invasion of his turf from the smaller gangs to the east, while always keeping a watch out for weaknesses in the other gangs perimeters in the hopes of exploiting them to expand Stomp Territory even further.

Colores is not happy that the western front was given to Magic and Doti, while he respects their abilities, he feels that even with their military histories, they lack the tactical knowledge to bring slaughterhouse down. There is precedent for this, as under Co-Co's leadership, the Eastern Front has expanded more than any other generals territory. At the moment however he is content to advise Lopez on tactics relayed by the Champas during the gangs weekly War Council meetings.

The current dispute over territory with Maelstrom to the south makes him uneasy, and has put him at odds with the Southern Front General, who he sees as a young upstart playing a dangerous game that threatens the gang as a whole.

**CHRISTATO "YOUNGBLOOD" ORTEGA:
GENERAL - SOUTHERN FRONT**



At 32 years old, Christato is the youngest General to lead a Stomp territorial front. After proving himself a capable leader, and skilled and lucky fighter, he was given the Southern Front, in the hopes he would use his charisma and charm to bring the various gangs of the Cauldron into alliance with Stomp. While he has as of yet made little headway with this task, he has managed to get himself in the beginnings of a turf war with Maelstrom over a block south of the Kingsmen Territory. Hoping to prove himself by expanding the territory, he is playing a very dangerous game by provoking Maelstrom. While Maelstrom is outnumbered almost 3 to one by Stomp, their skill and ferociousness, especially during their war with Slaughterhouse is not a battle most of the leadership of Stomp is wanting to fight. Lopez however admires the young mans audacity, and seems willing to let him play the scenario out for the time being, but has warned him if he lets things get out of control, the responsibility will fall on his shoulders...

Christato is arrogant and headstrong, but extremely charismatic. He is also vain, and very concerned with appearance. He has a few implants, mostly boosterware and light skinweave.

**MIKLO "MILKY" RIVAS:
GENERAL – SOUTHERN FRONT**



Miklo was making a living and a name for himself as a back alley brawler when Lopez recruited him. Since then he has risen in ranks and been given leadership of the Northern Front. The front has little need of protection, as neither the Walking Dead nor Shrapnel to the west have shown any indication of wanting to expand their territories, and the Orphans, though fairly numerous, are considered beneath concern.

Actually the fact that Miklo has not yet tried to take over the Orphans territory has been brought to attention at War Council meetings, but Miklo seems hesitant in committing to a turf war. Beyond the Orphans block lies Bushido, a gang Miklo openly shows respect to, admiring their honor and eccentric ways.

No one doubts Miklos ability to fight, his loyalty, or his courage, but sentiment is growing that perhaps he is too soft to be a General, and there are some within the gang who seek to exploit this and usurp his position.

Miklo is one of the few men of honor within Stomp, and fair play seems to mean a great deal to him. His only cybernetics are skin weave, nano surgeons, and a cybernetic left eye to replace one he lost in a fight.

**JAVIER "PIGGY" GUARO:
GENERAL – CENTRAL TERRITORY**



The former leader of the 17th Street Locos, Javier was the first rival gang to step up and willingly submit to joining Stomp when Lopez help his gang summit. He has since more than earned his position of trust and respect, controlling many of the day to day operations of the gang.

While he has never been much of a fighter, he is a ruthless leader and efficient business man. He also knows the importance of morale and judging the community. It was his idea to set up the pirate radio station, La Raza, and he is usually the organizer behind any parties or Stomp community events. While Stomp cares little for the greater community, Javier understands that is important that you have some measure of support, and so uses his influence to give something back to the community. This usually takes place in the form of distributing heaters, food, and medicine.... Of course all this really does is put friendly icing on a cake made of exploiting their own people, but the façade has some measure of success.

Regardless of all that, Javier is also in charge of drug distribution in Stomp Territory. He runs this with peak efficiency, and keeps detailed records. Anyone he finds skimming from the top, or stealing product, is made an example of, executed in front of other gang members so they know better than to try it themselves. Javier has ambition, and is quietly moving into position to succeed Lopez. Right now he seems content to wait for natural succession, but if the opportunity for a coup presents itself he will take it.

**PATRICK "PAC-MAN" VASQUEZ:
ENFORCER GENERAL**



Patrick Vasquez took over the role as lead Enforcer for Stomp Street when Magic and Doti were promoted to head the Western Front. He had previously distinguished himself when he managed to single handedly take down 2 full conversion cyborgs hired by a rival gang to take out Lopez, a task made more impressive since he was completely human, not even a neural processor, at the time. He kept the 'Borgs heads as souvenirs, fashioning them into helmets.

Heavily wounded in the attack, Lopez paid for not only his medical costs, but also for a host of cybernetic implants and therapy. He was duly impressed and made an investment, an investment that has paid off tenfold for him as Pac-Man enforces the gang leaders will with unerring success.

Pac-Man is strongly loyal, and though he has numerous implants, he has no limbs or obvious cyber, giving him a slight edge as most people underestimate him. He is vocal in his distaste for Piggy and Lolo, and often makes biting remarks about them to their face, knowing neither would dare to move against him directly.

**MIGUEL "LI'L MIGGY" JAVASCO:
PIMP GENERAL**



Small and unassuming, Miguel Javasco is known as the Pimp General in the Stomp Street Army. He is in control of the gangs prostitution, and he runs it cold hearted and unforgiving.

Miguel's own father was a pimp, his mothers. As he grew up he grew to see women as weak, little more than cattle. He also so that men would do anything to get at what was between their legs.

Javasco was running the largest stable of girls in the Latino community even before Lopez took over, and to Lopez it just made sense to let the young man do what he does best.

The majority of his stable of women were kidnapped from other territories or former rival gang members who were captured. He has sworn to make the Furies his personal bitches before turning them out on the street. This has made him a high priority target for the Furies.

Standing only 5'6", Miguel personifies the "little guy complex" stereotype. He is quick to temper, violent, and often feels persecuted, even among his own gang, due to his size and age. Anyone, especially a non gang member, who dares to mock him due to his size will often suffer violent and immediate consequences. He has been known to kill his own gang members, and the women in his stable who have made that mistake were usually beaten near death. Regardless, he is known universally as L'il Miggy. He is forced to accept this nickname, as even Lopez calls him this.

Miguel's personal crew is the smallest of all the Generals in Stomp Street, but is also one of the most profitable, and his brothels are one of the frequent destinations for non-zone citizens to enter the area.

Miguel is despised by every female gang member in Stomp, the feeling is mutual.

**LUIS "LOLO" TOCHE:
COLLECTIONS GENERAL**



Lolo is in charge of collecting protection fees from businesses in the zone. Even though he has a large number of soldiers to enforce the protection scam, Lolo is an unrepentant bully, who likes to take matters in his own hands, but only when surrounded by his personal crew.

Lolo has been pushing to extend the protection rackets to homes and individuals, calling his plan a "Breathing Stomp Air" tax, but Lopez has thus far vetoed the idea under advisement from Piggy, but more so because Lopez doesn't care for Lolo.

Lolo has used his position to garner a large amount of wealth and influence beneath him, In addition the protection rackets he uses his network to keep tabs on other members of the gang, using their secrets as maneuvering chips to further cement his power. He knows Lopez considers him a worm, but with his wealth and knowledge Lopez is forced to allow his continued existence.

TOMMY "POPEYE" ASAVADA



Popeye is a typical Soldier for Stomp Street. His parents were illegal's, who came to Night City during its construction looking for work. He was born and raised in Marsten. He ran with the earliest street gangs, and by the time Lopez took over he was already a hard core banger.

When the walls went up during Carnival he had no where else to go. During the long week, gangs and bounty hunters rolled down his streets, no where was safe. As bullets flew in every direction, only his gang offered any sanctuary to him. Now at 24, he is a loyal member of Stomp, willing to fight and die for them. He runs his own small crew of 8 loyal friends and fellow soldiers, and reports to Pac-Man as one of his lieutenants.

Popeye is cavalier with the members of his crew, but when it comes time for business he carries it out quickly, brutally, and in a way that sends a clear message... that message being "You don't fuck with Popeye, and you don't fuck with Stomp!"

ELIZABETH "DIZZY LIZZIE" SANTOS



Elizabeth Torres is a member of Popeye's crew. Like him she was born in Marsten, and has lived here all her life. Life was never easy for her growing up on these streets/ The struggle of a young girl, especially a pretty one, on the streets of the Combat Zone was a harrowing experience, but one she managed to come through with her held high. She never compromised herself, though she has done many things she is not proud of in the name of survival.

All her life it was taught to her that keeping what's hers, her hood, her familia, her set, by any means necessary, was the most important thing in life. Now, in her mid 20's, with her so many of her friends and family dead, she is starting to wonder if there isn't more to life, if life should be more than just banging over a piece of street, or a tag on a wall.

She has kept quiet, even to the members of her own crew. She and Popeye have been friends since they were children, and he has never tried to overstep the boundaries of their friendship. As she looks around at the way many of the women in the gang are treated, she knows that means something. But she has been looking at the fliers the military and the police drop every now and then, the enlistment fliers, promising a SIN, an education, a job, and a life with a purpose...

Dizzy is tough, every bit the equivalent of any male soldier in Stomp. She is a highly skilled fighter, and a good driver. She is also very intelligent, and though she hides it, she is an avid reader.

CONCHITA "SCHOOL" CASTILLO



David Lopez found Conchita when he first came to Night City. She was a child, a orphan running around the streets, and Lopez took her under his wing and began training her.

She is 19 now, and serves as one of Lopez's most effective assassins, particularly with a rifle. As a woman, a somewhat frumpy and plain looking woman, she is able to move unnoticed into enemy territories. She speaks Spanish, and English, without accent, and can get by in Chinese.

Conchita Castillo is not her real name, she doesn't know her real name other than her first name is Connie. Conchita isn't even Hispanic, she is Caucasian. She sees and treats Lopez as her father, though she keeps a locket with her parent's pictures safely hidden.

Loyal and highly trained, she will obey any order given without question. She reports only to Lopez, and is given a wide berth by the rest of the gang. L'il Miggy tried to order her around once, she beating was gave him was severe. When Miggy was brought to Lopez he said "I should kill you little ese for fucking with my girl, but she took you to school herself, and I hope you learned your lesson!" This was where she acquired her nickname.

While she sees Lopez as a father, he sees her as a tool. Though he will often call her his daughter, and play on her feelings, at the end of the day she is no less expendable than any of his top soldiers. She is beginning to suspect this, especially as she has seen him taking similar interest in other children.

CRUZ ARCELLA



Arcella is a artist incredibly popular with Stomp. He murals are seen on all the major holdings inside Stomp Territory, including the Stompanato Street Apartments that serve as the gangs headquarters. When he isn't painting one a wall, he works at Aztlan Motors, a Stomp owned auto repair and customization shop painting the cars, trucks and motorcycles for the gang.

Cruz is incredibly laid back, and while he enjoys the prominence afforded him by the gang due to his talent, the gang itself means little more than security and a paycheck to him. He is unusually philosophical and political, and talks at length about restoring Chicano pride through culture and art, and pushes for a move to get away from the drugs and violence. Lopez and the rest of Stomp tolerate this, mostly due to Arcella's popularity within the community, though Lopez sees him as a naïve dreamer.

Lopez has been secretly meeting with an agent, who has been trying to convince Lopez to leave the Zone, offering to pay for his SIN number, and set him up in his own studio outside the zone. The offer is very tempting to Cruz, but so far he has turned it down due to fear of Lopez's reaction.

Cruz is thin, with no cybernetics and almost zero fighting skill. He does however like to push his luck by tagging buildings on the edge of Stomp territory. This has nearly gotten him killed one more than one occasion. He is very outgoing and friendly, and is quick to make allies of everyone he meets.

MARIAH JUEVOS



Mariah is a Tejano singer at the Club Tijuana. David Lopez is a fan, and has been showering her with gifts, but thus far she has rebuked his advances. She has been seeing Christato Ortega in secret, a move which puts both of them at risk if discovered.

While she has been rejecting Lopez's advances, she has taken advantage of his protection from the rest of the gang, especially L'il Miggy, who had been quite vocal about his wanting to add her to his stable.

Onstage Mariah is the epitome of innocence and tends to sing songs of overcoming obstacles, survival, love, and heartbreak. And her voice has been known to make even the most cold hearted Soldado weep. Off stage the persona is held up, but she is a bit more cold and calculating, reaising the danger she is in.

She has been trying to get a record contract, but so far Lopez has used his influence to scare off any potential agents or scouts. Desperate, she has begun flirting with Omar in the hopes he will introduce her to Kingsnake, but Omar is terrified of Lopez's wrath. She is also close friends with Elizabeth Torres, and she has shared her dream of escaping the Combat Zone with her.

Getting out of the Zone is Mariah's number one priority, but Mariah is S.I.N.less and too well known to try to escape on her own.

OMAR

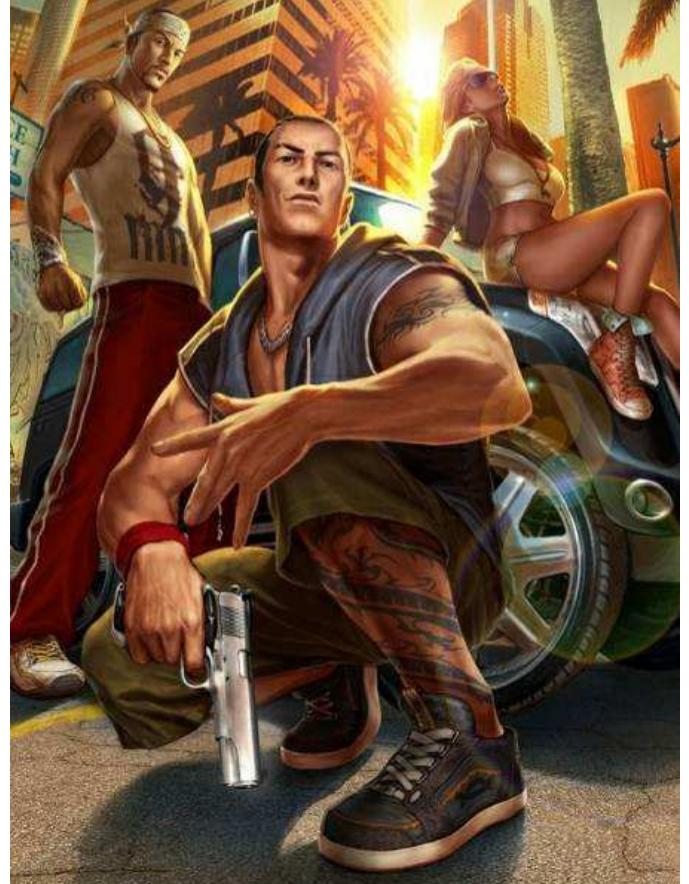


Omar is one of the most popular Narcocorridos performers in the Zone. His songs are factual, if embellished, accounts of the gangs activities and he has written several musical biographies on the top leaders of Stomp, as well as several proven Soldados.

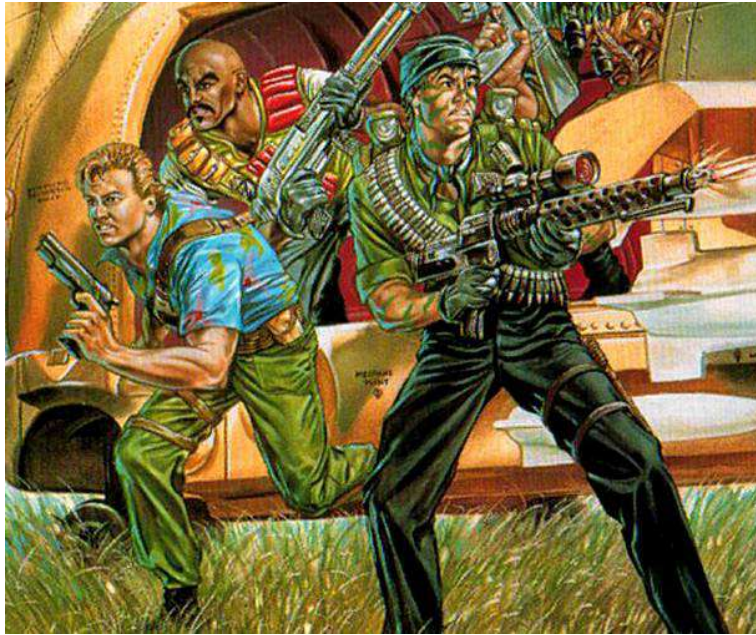
Omar eschews some of the narcocorridos traditions, infusing his music heavily with funk and rap. This new style, that he calls The Chicano Blend, is a large part of the reason for his success, and he has recently landed a record deal with Wake Up Records under the guidance of his manager Kingsnake.

Omar is very young, and while he enjoys the celebrity, as limited as it is so far, and the protection afforded by Stomp, he has found that outside the zone life is far more dangerous, as his songs which have blasted rival gangs, in particular Slaughterhouse have made him a target. Slaughterhouse has already made an attempt on his life, crashing his release party and would have killed him and his manager Kingsnake has it not been for the intervention of some party goers who did not appreciate the interruption of the party. Since then he prefers to remain in Stomp territory, unless escorted by armed bodyguards, and even then he is nervous.

Omar is young and naïve and perhaps overly trusting. His songs have made him a celebrity among Stomp, and have begun catching on outside the zone, especially among the latin population and the younger crowd always looking for a new sound.



THE WALKING DEAD



The Walking Dead are a large freelance group of mercenaries who have taken up residence in the Combat Zone. The group was originally just a small group of ex-military veterans of the South American Wars who had gone to work for Militech. But after an Op went sideways and they



barely survived after being left for dead by the company, they decided to go freelance.

The group remained small, under the leadership of former Marine Captain Ned Morgan. They selected their own missions, handled by a former Marine General turned fixer named Ezekiel "Pappy" Boddicker.



The group chose Night City to call home during the down time, mostly due to Pappy owning an old apartment building in the Marsten District.



When Carnival hit, the group got some amount of press when they successfully defended their building and its residents from a group of bounty hunters and the roving gangs who were going berserk in the Zone. When the dust settled Pappy put out the call to replace several members of the team who had been badly wounded or killed. The response was massive.

Freelance mercs from all over arrived anxious to be part of such a well organized group free from the corporate and political bullshit. As new people signed up with the Walking Dead, renovations began on



Boddickers building. It was always the largest buildings in the Zone, but years of misuse and neglect had been taking its toll. With former military engineers signing on, the building was repaired, fortified, and reinforced. It now serves as the base of operations and the down time hub for the entire group.

The building itself is about 20 percent active members, with the rest of the occupants being civilians who are willing to pay a higher rent for the security and safety the Walking Dead provide the building. They chose not to relocate after the area they were in was walled off. The no mans land status of the Combat Zone means no one asks questions,





no one complains about their gun range in the basement, and no police come to investigate their stockpile of weapons. A closely guarded secret in the group are secret tunnels they have arranged adjacent to the sewers and storm drains that allow them to smuggle weapons in and out of the Zone through a storefront located north of the Zone.

The group has made great strides to make the group self sufficient. There is a day care for the young children in the building on the second floor. A bar has been built just off the lobby on the ground floor. The gun range, weapon, and equipment storage are in the basement, as well as a large common room that has been stocked with food and supplies in case of siege. The basement has been fortified to serve as a bomb shelter, which was one of the reasons it was such an attractive location in the first place. In addition both interior and exterior cameras have been installed throughout the building, and are monitored at all times from the security room on the third floor.



The Walking Dead maintain close ties to Shrapnel, mostly out of mutual respect, but also due to the therapy that Shrapnel offers for Cyberpsychosis, an ever present threat in the mercenary field.

The Walking Dead actively patrol around their building, position several snipers at strategic locations around the roof, and every exit has a minimum of one guard at all times.

Sometimes members of group are sent along with civilians when it is necessary for them to leave the building, such as to buy food or medicine. And they maintain their own armored school bus to take any child whose parents wish them to attend to the school maintained by The Elders.



while they have not sought to expand their territory, they are growing increasingly intolerant of the war between Stomp and Slaughterhouse, and any sign of either gang starting trouble near their building is usually dealt with overwhelmingly harshly. Both gangs have tried to hire the Walking Dead to supplement their own forces, but as of yet the gang has remained neutral. But in their precarious position sandwiched between the two gangs territories, it is only a matter of time before they will have to choose a side or be swept up in the crossfire. As it stands they have already been dragged into minor skirmishes between the gangs, during which time they have eliminated both sides, winning themselves friends among neither.

It is standard policy for the Walking Dead not to accept any jobs that take place in Night City, and really try to avoid anything in Northern California altogether, preferring to work out of Country if they can. But if the price is right, they will listen to any offer.



WALKING DEAD TERRITORY



WALKING DEAD STRUCTURE



The Walking Dead control a single but massive apartment complex known as the Pit. It is the northern building just west of the center of the Combat Zone on the corner of Marsten

and Stompanato. Slaughterhouse controls everything the eye can see to the west; Stomp controls nearly everything east of them, with The Saracens directly to the south and Shrapnel on the other side of Connors Street to the southeast.

The group has abandoned the official military rank structure, instead opting for the more casual slang for ranks to refer to leadership positions. Members at the highest levels, are just referred to by their last names or personal nicknames. The leader of the Walking Dead is Ned Morgan, commonly referred to as Morgue. Pappy is his equal in the venture, but almost never leaves the country any more due to health conditions. Unit leaders are referred to as Birds, while individual unit leaders are called Tops. If there are multiple units deployed on one mission, one Top will have the additional designation of TOP KICK. Everyone serving under them refers to themselves as Bottoms.



Military service with combat experience is required for all members of Walking Dead. Rarely exceptions are made to this rule, and only after a potential member are observed in combat, and vouched for by at least 3 members. It is also required that members cut all affiliation to any other gangs or any group that could be at odds or create conflict within the group. The only exception to this in are the gangs Shrapnel and The Elders in the Combat Zone, working with either is considered honorable and a civic duty, though ties with Shrapnel are sometimes strained.



While the majority of the Walking Dead are usually actively deployed, or on leave elsewhere, Morgan and Pappy insure that there are always at least 20 members on premises. All total there are nearly 100 members of the Walking Dead. They are men and women with a wide range of specialties and skills. At least 2 netrunners are always on duty at the Pit to help coordinate deployed units and relay information, and there is always a combat medic on premises as well.



TYPICAL WALKING DEAD



Being primarily a freelance Mercenary guild, every member of Walking Dead has extensive combat experience and military training. While most members of the group are active, and spend more of their time on assignment than at home, the Pit also serves as a home to retired or recuperating members, offering them a sense of community and purpose by employing them as

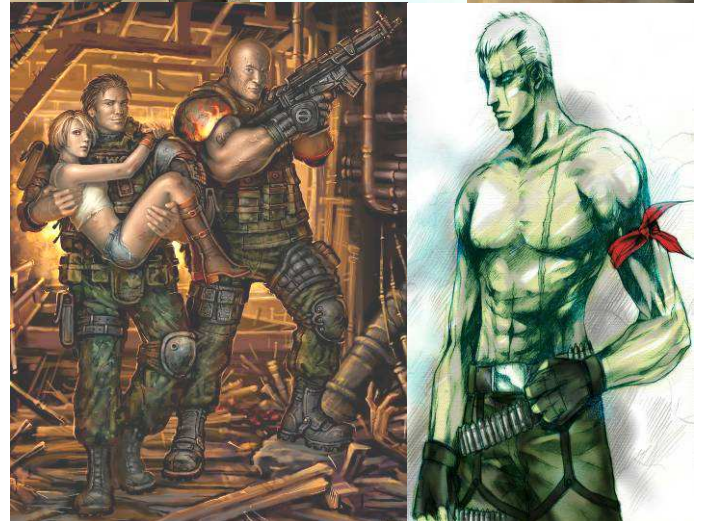
advisers and trainers. The pit also houses members families if they have wish, though most prefer to set their families up in safer more accessible neighborhoods.

The civilians who live in the building are offered the opportunity to take classes in firearm safety and shooting, as well as survival training. These classes are offered free as part of the rent agreement. The teaching of these classes is usually relegated to newer members, both as a service to the building, and so the senior members of the group can judge their abilities.



While the group requires at least some amount of combat experience and military service, there are many roles in the group which do not necessitate further combat exposure. Communications, intelligence, medical, and engineering specialists, mechanics, pilots, and all manner of support personnel are valued. Granted, the combat specialists get to take home a bigger cut, usually 60% of the contract fee for any given deployment, as opposed to the 20% for non combat roles. The rest of the money goes into the group funds to maintain equipment and other costs. While the dichotomy may seem strange, all deployment is on a voluntary basis, and this arrangement has made Walking Dead operatives some of the highest paid and most secure freelance mercs in the business.

The insignia, or colors, for the Walking Dead is a patch of a skeleton holding a drink complete with umbrella and fruit wedge. The patch comes in an assortment of sizes, and stickers are available as well, both for personal use, as well as a calling card to leave behind when necessary.



NOTABLE WALKING DEAD

**COMMANDER:
NED "MORGUE" MORGAN**



Ned Morgan was career Marine. He enlisted at 17 with his parent's permission. In the marines he saw action on every continent. He fought in both South American conflicts, reaching the rank of Captain. But after being ordered to abandon civilian contractors during the end of the Second South American Conflict he disobeyed orders to provide cover for a group moving out. He furthered disobeyed, on threat of treason, to stay with the main group, providing support for the duration of the Long Walk. He would have been sent to Leavenworth had it not been for the intervention of the press who hailed him a hero. Instead he was quietly discharged, dishonorably.

Knowing nothing but fighting, with no family to return to, Morgan returned to the field as a mercenary. His actions had earned him the loyalty and respect of many of his former men who joined him as freelancers for hire. Now at age 51 he leads the ever expanding Walking Dead with his lifelong friend and mentor Pappy.

Ned is a consummate professional, but abhors cowardice and bullying, and maintains the Marine dogma that you never leave a man behind. He is as loyal to his men as they are to him, and makes a point to fully disclose all information about a contract to the men who choose to accept it. He is a leader who commands the respect and admiration of his team, and while he serves a leadership role, if necessary he will strap guns on and take the field himself.

He spends most of his time at the Pit, and it is at his insistence that the such pains are taken to keep the area directly surrounding the building safe and secure, imparting the citizens of the Zone to treat them as one of the gangs. A more benevolent gang, but a gang nonetheless.

**SECOND IN COMMAND:
EZEKIEL "PAPPY" BODDICKER**



Pappy Boddicker was a major General in the Marines who began his service in Vietnam. He rose quickly through the ranks and believed himself to be a lifer. He was Morgans Commanding officer during the first Central American Conflict, and took the younger officer under his wing. Halfway through the second South American Conflict he was stricken with a tropical disease that necessitated his being shipped back to the states for treatment. He lived, but the damage done to his body, particularly his heart, was already done. He was discharged from active duty, and had to watch from his hospital bed as the US military abandoned the civilian contractors.

He pulled every string he could, burning quite a few bridges with his own superiors, to keep Morgan from facing prison time. Then he tried to settle into a quiet life of retirement. His wife's family were property investors in Northern California, and when his wife died, the building now known as the Pit was left to him, her way of ensuring he would be well taken care of via the rent such a large property generated. Unfortunately, the building was located in Marsten, and its value was declining daily as the neighborhood deteriorated and was eventually walled off to become the Combat Zone.

He offered the property as a home base to Morgan and his men, and now using his extensive list of contacts across the world, serves as the groups fixer. He presents the jobs to Morgan, and together they decide whether to offer them to the team. He also arranges transportation, equipment transfers, safe houses, and back-up contacts.

**TOP KICK:
TREVOR "TWO-STEP" CARSON**



Two-Step has been serving with Morgan since the Second South Am conflict. He comes from along legacy of fighting men, every male member of his family on his fathers side has fought in an armed conflict going all the way back to the revolutionary war.

When Morgan disobeyed the order to pull out and leave the civilians behind, Two-Step was the first to volunteer to stay behind with him.

Born and raised in Texas, Two-Step is mean and anatural born fighter. He is Morgans most trusted field commander, and is trusted with the most sensitive and dangerous missions. The bottoms under him consider it an honor to serve with him, even though he is harsh and demands the highest levels of discipline.

Two-Step is 48, and while his relationship with he son is strained, he dotes on his grandson, and half of every paycheck goes into a trust fund he has set up for the child. The belt buckle he wears was a gift from his grandchild, an 8 year old fond of superheroes. He claims it helps remind him to do the right thing.

While the people who serve under him often refer to him as a mean old cuss, he is highly respected and has a habit of taking younger members of the Walking Dead who show promise under his wing, perhaps as a means of compensating for his own strained relationship with his son caused by years of absence. His son and grandson live in Night City, and when he is on leave he tries to spend as much time with them as he can.

**TOP KICK:
MAYNARD "GRIZZ" GIMBLE**



Maynard hails from the back woods of Kentucky originally. He signed up in the army immediately after high school for the chance to get out of the backwoods hell he was born into, and quickly gained a reputation for his toughness and his ability to survive. After a stint in the Rangers he signed up with Arasaka and served in their elite Cobra unit before getting tired of the red tape and corporate structure.

He hopped around for a while, at one point even joining up with a group of nomad smugglers as an outrider bringing drugs up from Mexico. It was between jobs in Tijuana that he met up with Two-Step in a dive bar. As the two spent the evening drinking they became friends, and Maynard left the nomads the next day and signed up with the Walking Dead. From there he quickly proved himself and surpassed expectations due to his unnatural toughness. He now serves as a Top Kick with the group, and specializes in long deployments in harsh conditions.

Maynard is something of a wild man, and when he is not on assignment he gets bored easily and is prone to partying long into the night. He is fond of hitting biker bars for the express purpose of starting a fight. His behavior is also slightly racist, not out of malice or real bigotry, but out of a desire to stir up trouble. This behavior has led to him having a reputation as something of a wild card among the men who serve with him, and while they respect him, few will socialize with him outside of mission parameters.

His behavior has also been causing morgan to rethink the responsibilities he ahs given Maynard, and lately he has been keeping him at the Pit until he ecides what course of action to take... putting further strain on their relationship.

**TOP:
FORREST WALKER**



Forrest is a younger unit leader in the Walking Dead. He is a Northern California native, and was a star quarterback in high school. He joined the Army for the adventure, and eventually went on to become a member of Delta Force. He served two tours in Africa before coming to the conclusion that he didn't believe in the causes he was fighting for, and decided if he was going to fight, he might as well be paid what he felt he was worth. After his discharge papers came through he actively sought out the Walking Dead, that was 2 years ago.

Since then Forrest has become a capable Top, and maintains an air of professionalism. He prefers short hit and run style excursions to extended time in the field, claiming that too much time in any one place gets boring.

While in town between jobs, he stays at the Pit, but usually has one or two women around the city at any given time who he actually spends most of his evenings with.

Forrest is a bit impetuous and headstrong, and has come close to disobeying directives from his Top Kick, which have definitely been noticed by Morgan and Pappy. However as he is the first step up for the most dangerous contracts, they haven't held off intervening.

**TOP:
LINDA JONAS**



Linda Jonas grew up with her father, a police officer in Night City. She joined the Marines to follow in his footsteps. He was severely injured during Carnival 4 years ago when a small group of men tried to break out of the Combat Zone. She left the military as soon as her tour was up, and returned to Night City to take care of her father. It was during this time she began wandering the Zone, trying to find the men who hurt her father and escaped. What she found instead, were the Walking Dead, who had set up right next to the Zone entrance her father was injured at.

She spoke with some of the officers who were there that day, and discovered that it was Morgan and Pappy who intervened, saving her father's life.

Linda has been serving with the Walking Dead ever since. Her father resides in the Pit, and while she has plenty of combat experience, she acts as the local security chief. Occasionally she takes contracts, but usually only for brief body guard stints or other jobs that will not keep her away for long.

Though she hides it well, she is in love with Morgan. He is unaware of this, but it has not escaped Pappy's notice, or her Father's.

Linda is utterly loyal to Morgan and the Dead, and takes her position carefully. All matter relating to security of the building and the surrounding area are her responsibility, and she has many times expressed a desire for the Walking Dead to expand their territory into areas held by Stomp.

SAM "HOUND" "NICKOLS / DENNY "FOX" TRASK



Known as the Fox and the Hound, these two men always work as a team, and have been partners since they first met in S.E.A.L. training. Their tour with the navy, though eventful, came to a crashing halt when they were discharged for disorderly conduct, mainly Hound starting a fight in the officers mess after an op went south and the rest of their team were killed.

After their military career ended, they joined the NCPD, going straight to C-SWAT. That only lasted about two years, when Fox was fired for using excessive force.

They had heard about The Walking Dead from a friend on the force, and gave it a try. That was a year ago, and so far it suits them.

Because they only operate as a team, as stipulated in their contract, and have a reputation for being somewhat hotheaded and reckless, the number of contracts they are able to take on is somewhat limited, and they spend as much time at the Pit as they do on assignment.

Hound is the more deliberate of the two, his actions are calculated and his personality is somewhat reserved, but he does not take a slight lightly, and his personal code of honor has been known to override his orders. Fox is the hothead, arrogant and prone to quick response. When in the field they are consummate professionals, but during downtime they are known to bicker constantly.

CRAIG "SQUIRREL" SHIRLEY



Squirrel was a communications specialist on an Air Force Search and Rescue team who made a name for himself due to his ingenuity and quick thinking. Always an RC hobbyist, he once hacked an enemy's Drone, and turned their own air support against them.

The details of his discharge are classified, however most believe it has something to do with an Air Force URV being used to take some rather incriminating photos of a Senator and an Indonesian human trafficker.

Squirrel was the first Netrunner brought on board by the Walking Dead, and is in charge of their communications, as well as intelligence. While he has certainly seen his share of combat, his role now keeps him in the Pit almost entirely.

In his downtime he is still an RC enthusiast, and has amassed a frightening collection of RC cars, planes, helicopters, and boats, all retasked for surveillance or attack.

Squirrel is an easygoing man, quick to laugh, and he gets an almost childlike glee out of particularly dangerous hacks or when creating his toys. While it is forbidden to be affiliated with any other gang while serving with the Walking Dead, Squirrel has been known to secretly work with the Digital Renegades using the handle "Ru6y_R3d_Ryd3r". His girlfriend is a full-fledged member of the Renegades, and they met while shopping in a flea market for old RC toys.



KISA "KABUKI" ATSU



Kisa is another former Arasaka operative. Her ethnicity is either Japanese or Korean, or perhaps a mix. She was abandoned at a very early age, given over to an Arasaka controlled orphanage in Kyoto. Arasaka provided her with the basic needs and education, until she showed a propensity for violence and tactical thinking. At 12 she was transferred to an Arasaka Security training center. Her education there was intensive consisting of rigorous combat training mixed with social education and languages. At 14 her studies became more diverse, she was taught the arts, specifically to play violin and piano, calligraphy and painting, dance, and etiquette. She was also trained in the arts of seduction, stealth, and picking locks and pockets. Even in her sleep she was subjected to braindrance training.

By the age of 19, Kisa was a dangerous woman, proficient in all nato and warsaw pact weapons, and was an expert in 3 martial arts. She could speak 5 languages fluently and was conversant in another 6. She could pilot all manner of aircraft, and could disappear into a population at a moments notice. She soon found herself as one of Arasaka's topperatives.

She obeyed orders without question until she was ordered to kill the young son of an executive who was suspected to selling sensitive information to a rival company. Rather than kill the boy, she went on the run. She fled across the world, with Arasaka, and the Executive who ordered the boys death, hunting her at every turn. She was in Jamaica when she met Fox and Hound, who convinced her to join the Walking Dead.

She is now perhaps the most dangerous individual in the organization, but the number of contracts she can fulfill is limited without putting her in danger of discovery by her former employers. As such she spends much of her time in the Pit, training anyone who wishes to learn, while trying to formulate a plan to take the fight to Arasaka or stop them from hunting her.



DWAYNE "D-DAY" MORRIS



D-Day was a suburban kid growing up in Minnesota. For him life revolved around football and women. He was set to go to college on a full scholarship when he lost it all after the team was investigated for steroid abuse. Though D-Day had never used steroids, the reputation by association was enough to make the college revoke his scholarship. So he joined the Army.

He distinguished himself in combat while serving in the Democratic Republic of Congo, but was confused, as were most of the soldiers, about what he was even doing there.

He opted out and went back to the states, finding a job with the NCPD as a SWAT member. He liked the action and the discipline, but felt that he could be doing something else. He was recruited by Morgan 3 years ago.

D-Day is a large and intimidating man, he often serves as the support gunner when on assignment, and when back home he takes care of his girlfriend Nina and their young son Turner. To focus on his family he has lately only been taking on quick jobs, particularly high risk jobs with a big payout, in the hopes of providing his son with more than he had. While he and Nina talk of marriage, he has been looking at a home in the suburbs, to provide a safer life for his son than the Combat Zone.



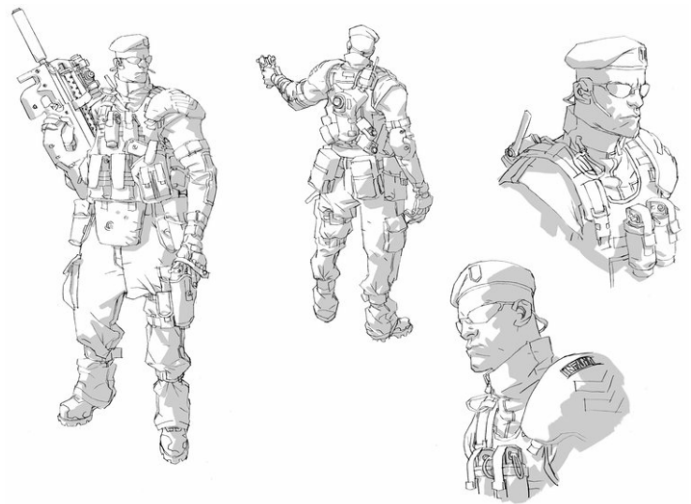
VICTOR "ALBATROSS" PORENO



Albatross is a former Mexican Military pilot. He saw plenty of action flying attack helicopters against narco cartels in Mexico but quit when he realized how little he was being paid. He went freelance for a while before hooking up with the Walking Dead. Now he serves as their main transport pilot, flying the groups Russian B-12 amphibious cargo plane he has nicknamed "Baby Huey".

Albatross gets his name not from an inability to land, but rather from the ability to seemingly limp any plane, no matter how badly damaged, in or a landing you can walk away from, even if its not pretty.

Albatross is friendly outgoing, and something of a braggart. He also believes he can sing, and has a tendency to treat the intercom, and occasionally the radio, as his own open mic. On leave he can usually be found in the lounge of the Pit, hogging the Karaoke machine.



YELLOW MOON SOCIETY



As in many places, the Asians in the Combat Zone tend to stick together in a small community known almost universally as Rice Town. The Yellow Moon Society holds sway over

everything that happens in this community. The gang, as well as the Asian Combat Zone community itself, is made up of ethnicities from across Asia, but while there are Japanese, Koreans and Chinese, the majority are Thai, Vietnamese, and Filipino.

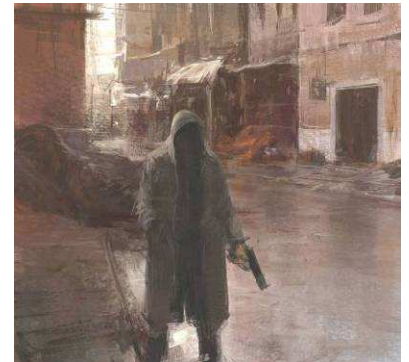
Nothing happens in Rice Town that the Yellow Moon Society does not have their hand in, and virtually ever resident there is considered in one way or another to be a member. The inhabitants of Rice Town are made up mostly of unregistered and undocumented immigrants, exiles from the various Asian communities in the city, or criminals who are on the run but lack the support or opportunity to flee the city.

Rice Town, is one of the newer communities in the Zone. While there were some Asians living in the area before the wall went up, the vast majority of the community has arrived in the four years since.



They have renovated the old buildings in their area, turf they negotiated for with Slaughterhouse in exchange for setting up Slaughterhouse with their Triad gun connections.

The Triads and the Yellow Moon Society would have preferred to take over the drug and gun rackets in the Zone themselves, but they knew they were no match for Slaughterhouse and Stomp, especially once the 2-3 Set and their Russian



connections began backing Stomp Street. For now the Yellow Moon Society bides their time and waits for Stomp and Slaughterhouse to kill each other off, and hope that by that time their numbers have increased enough to take out whoever is left standing. They are walking a Razors edge but they see it as using Slaughterhouse to further their own goals, and while Yellow Moon may not be getting as much out of it as they want, it's where the profit is for the triads. Their tag is the Chinese Zodiac, and their colors are red and yellow, but they only wear them for ceremonies.



The Yellow Moon society offers the Zone the Rice Town markets, where smuggled goods, especially electronics, can be easily purchased for the right price, usually at around a 50% markup. The gang also deals in bootleg media and has the best selection in the Zone.

While Stomp and Slaughterhouse fight over the Synthcoke and derivative drugs being distributed in the zone, Yellow Moon controls the opiate trade, and they do so almost exclusively. Inside the community they also deal in exotic "medicine" often made from endangered animals and plants.



The Yellow Moon Brothel is an excellent source of revenue for the gang, but is something akin to hell. The girls and boys working there mostly come from the brothels of other Asian communities, and are seen by them as a way to dispose of girls who have

been to ill used, gotten sick, or who are seen as troublemakers. The Yellow Moon prostitutes are beaten, abused and forcibly addicted to drugs to keep them compliant. The survival rate among these men and women is very short, as they are used up and discarded, or take their own lives.

The gang is led by Uncle Fish, a Vietnamese man some claim to be 123 years old. Grandfather Fish led a smuggling operation out of Lost Angeles for years, before things got too hairy in the sunken city. He fled to Night City after Carnival and began setting up shop.



The man has no morals whatsoever, but he places a very high importance on honor and that the measure of a man is his ability to make good on his word. What he lacks in morals he more than makes up for in sons. At last count Uncle Fish claimed 24 living sons and daughters and 62 living grandchildren.



The soldiers of Yellow Moon are generally between the ages of 14 and 30, and its members are required to undergo a ceremony whereupon they devote themselves completely to the organization. Life itself of a member of Yellow Moon now belongs to Uncle Fish and his headmen, to be used or even sacrificed at their whim. And death is a common punishment for failure, or even displeasure. The soldiers are practicing martial artists, and are always armed with at least a melee weapon, but handguns and assault weapon are common among higher ranking members.

YELLOW MOON SOCIETY TERRITORY



The Yellow Moon Society territory lies on the western edge of the Combat Zone and is bordered by Slaughterhouse and Hard 8.



Zone Rats



The Zone Rats are technically a Cauldron gang, but unlike the other gangs in the cauldron, their activities are not limited to their building. Instead, the zone rats control possibly more territory than any other gang in the Zone... the underground

labyrinth of sewers, storm drains, and service tunnels that litter the ground beneath the Combat Zone.

The streets of the Zone aren't safe, and between dodging gunfire, trying to keep out of the hands of predators, and trying to avoid the near endless pressures to join one of the many violent gangs in the Zone is a very difficult thing to accomplish.



The tunnels beneath the Zone aren't much safer, the air is stale and foul, god knows what is in that water, and there are things in the shadows, dangerous things. But it beats getting shot and bleeding to death in an alley, or worse. So the Zone Rats tend to attract a lot of kids, especially homeless kids or kids who just really aren't down with the violence of the surface gangs. Not to say that the Rats can't perpetrate violence of their own, but that's not what they are about.

What the Zone Rats are about, primarily, is acting as the technical arm in the zone for the Digital Renegades. In fact, it could very easily be said that the Rats are actually part of the Renegades, as its certainly where they get most of their equipment, food, and money. The Rats use their underground labyrinth to move from place to place across the Zone, repairing Renegade transmitters and signal boosters, running cable, and doing the physical work in maintaining the utilities the Renegades keep going in the Zone despite the cities best efforts to shut them down.



The Zone Rats also act as a smuggling ring, moving people and goods through the tunnels across the zone, and even out of it. Most of the sewers, drains, and tunnels into the zone are gated shut, with sensors and automated guns to keep the criminals in the zone from getting out.



With the Renegades help, certain key tunnels have been hacked and are operable, by Rats equipped with special RFID tags. The tags are identical to the cookie cutter badges worn by police, and the automated guns will not fire upon anyone wearing them, nor will the sensors (heat and movement) be triggered. Because of this, the Zone Rats are the only gang in the city who can more in and out of the zone at their leisure.



The Zone Rats were originally a group of kids based out of one of the Cauldron buildings. Before things became too bad, the residents of

the building would give them pretty much the run of the entire building while they were at work, or just to get them out of the house. There was a maintenance man in the building, Old Joe, who

took a shine to them, and began teaching them all the ins and outs of the building, and teaching them how to perform the maintenance on the buildings old pipes, boilers, and electrical systems. When



Carnival came, most of the people who lived in the building had moved out, but a few of the kids had families who had either died or who were wanted criminals. Old Joe barricaded the kids in the building into the basement when Carnival

Started, and he and the other few adult residents tried to barricade the first couple of floors.

Unfortunately, a group of headhunters made it into the building; the residents put up a fight but



were either killed or taken. Old Joe died defending the entrance to the basement, his last words of instruction were to tell the kids to use the sewer access hatch in the basement to escape.

When the smoke cleared and Carnival Ended, the kids, with the help of Replay and other Renegades, repaired and resealed the first 3 floors of the building, as the other buildings in the cauldron quickly devolved into shooting galleries of gangs fighting for control. Since then the Zone Rats and the Renegades have shared a strong reliance on each other in the Zone. The rats now have complete control over their building, and they and a select few Renegades are the only ones who know the secret, and mostly underground, entrances to the building. While helping them set the place up, Renegade set up secret cameras in the building to



make sure the kids weren't doing anything too crazy, and the Renegades personally interview anyone over the age of 15 who joins up with the Rats, occasionally planting their own people inside just to make sure everything is safe and the kids are killing each other.

The average age of a Rat is between 10 and 20, and while they have a handful of older members they mostly act as teachers, or are there for the more dangerous jobs. As stated some of these adults are plants by the Renegades, and are there to act more as den surrogate parents and teachers than anything else. Many of the kids choose to go to the



Elders controlled school, but most do not. There are about 60 Zone Rats total, but the numbers fluctuate often as kids come and go. Membership is open to any kid, and the only requirements are that you have to be able to share and you have to be able to get along. There are even a few families who claim membership.

The Zone Rats have access to a very small number of firearms, mostly cheap handguns they have found or traded for, but the majority of their weapons are melee weapons, as some of the gases below the streets make for explosive environments if a gunshot were to go off. They also prefer melee weapons and bows, crossbows, slings and thrown weapons because they are silent, and remaining undetected is how the Rats are able to move around. The rats are also extremely adept at leaving behind booby traps, some relatively harmless, others



wickedly lethal. The Dee-Zees have begun moving about in these tunnels as well, possibly due to them capturing and turning a Rat. The Rats have become extremely cautious lately, especially when moving through Dead Zoner territory.



The Zone Rats typically look to the Renegades for overall leadership and direction, but during expeditions and when running smaller groups generally tends to fall to either the eldest

member present or the most experienced. While many members of the group have personal tags, which they use to mark tunnels they have explored or discovered, the only universal gang tag is a crudely painted image of a rat, or sometimes a real dead rat is hung, if a point really has to be made. They have no uniform clothes, although all members tend to smell something fierce.

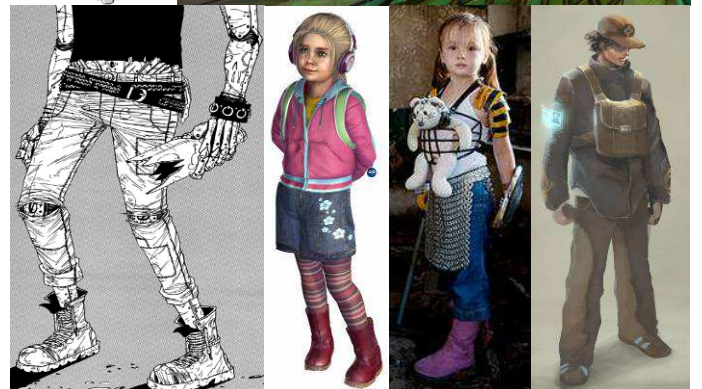


Above ground, as stated, Zone Rat territory consists of little more than their own building, just north of the Rengades building in the Cauldron. Below ground their territory extends far beyond the walls of the Zone. Some

Rats claim they have used the tunnels to travel as far north as the Marina, and as far south as the suburbs. Other Rats tell of strange and horrible things going on in the sewers. Even the ones who do venture outside the zone will not go anywhere near the tunnels around the university district. They say there are monsters there, and sometimes, singing or chanting can be heard. Other times, they hear screams.



ZONE RAT TERRITORY



THE GAUNTLET



The Gauntlet is a 6 block square of turf along the eastern wall of the Zone and it's the home to several minor

gangs who constantly fight over territory. Turf boundaries change from one block to the next, and just as one gang is wiped out a new one takes its place.

The gangs of the Gauntlet are so tightly condensed that keeping track of them and their movements is next to impossible. What might be a safe street one week can turn into a war zone at a moments notice. Few gangs in the Gauntlet rely on ethnic or cultural lines to define them and most are just small groups scrambling for scraps. It doesn't help that the area is sandwiched between Stomp to the east and Maelstrom to the South, two of the largest and most violent gangs in the Zone. To the north lies Bushido, who don't directly threaten them, but have a very low tolerance for anyone intruding on their territory.



The Gauntlet is the most chaotic place in the zone. Non-gang affiliated citizens who live here do their best to keep their heads low and rarely venture outside once the sun goes down.



While most of the gangs in the area disappear almost as quickly as they form, the last remnants of some of the older more powerful gangs can still be found squatting in the Cauldron. Blood and Tears (see Night City) is one of the oldest gangs in the Zone, and while their numbers have dwindled to an estimated 30, they have survived by remaining adaptable and by moving constantly. Warrior Hearts (see CP 2020) still have about a dozen members and currently claim the southwest corner of the Gauntlet as their own. The Steel Slaughter Slammers (see CP 2020), or what's left of them, about 18 members, can be found here as well, trying desperately to avoid Maelstrom. Other gangs come and go, some join forces, some just dissolve, most get wiped out. The Cauldron is unforgiving.



Thins are so desperate for most gangs in the Gauntlet, that firearms are almost unheard of, instead they rely on hand to hand and vicious melee weapons to fight most of their battles, saving their guns for when larger outside gangs try and move in. As unlikely as it sounds that any of these gangs would work together, if outside gangs, or police, try to move in on the cauldron, they will stop their animosities to combat the larger threat... the end result of the gangs of the Gauntlet being pushed as far as they are willing to go.



THE CAULDRON



Like The Gauntlet, the Cauldron is a no mans land of minor gangs and utter chaos. Consisting of a large block containing 7 large tenement buildings left over from the original city construction, these buildings are rat's nests of depravity, violence, and desperation. The rest of the buildings have been taken over by individual gangs, sometimes several per building. These days only junkies and the most desperate of homeless cohabit with the gangs in these buildings. The courtyards surrounding the buildings are shadowed filled places of death, even during the day... avoid the Cauldron at all costs.

into one gang, but instead they continue to wear separate colors and inhabit different floors, with Wire taking up the top floors, and Death laying claim to the first floors and the basement. A dorpher gang called The Bonedaddy's runs the middle floors, keeping the two gangs and much of the surrounding area supplied with cheap horrible quality street chems.



The building on the Northwest corner has been taken over by the Blood Razors (see CP 2020), whose numbers are but a fraction of what they were 4 years ago before their clashes with the police pushed them into the Zone and Carnival whittled them

down to around 75 members. They are the largest, most violent gang in the Cauldron, but they have become all but shut in to the confines of the complex, as none of the gangs outside the Cauldron will tolerate their presence.

The central building has been taken over by the Leatherneck Legion (see Streetfighting) a bunch of whacked out Vets with a fetish for heavy weapons and a serious jones for combat drugs. The have sniper positions set up all over the building and like to take potshots at the other buildings for fun.



The building in the center west houses a group of junk chemists and junkies known as the Juicers (see Streetfighting). The other gangs tolerate them because they make black lace and blue ice, but if the supply gets short it's a race to see which gang raids them first.

The cohabit with Klash and The Sisters (see streetfighting). After beating their longtime rivals the Razor Boyz, Klash's numbers were decimated when they tried to stand up to Slaughterhouse. The Sisters are the only real threat in the building, and they tolerate the juicers for the drugs, and Klash over nostalgia and sentiment. The sisters have been actively trying to get away from the building and join the Furies, but the Furies want little to do with a gang who trades their loyalties so freely. There are about 60 members between the three gangs, with the Juicers numbers making up at least half that number.

The Northeast corner building has been taken over by the Black Doves (see Protect and Serve). Never a big gang, their numbers are around 50



now and somehow holding steady. The Doves still have civilians living in the middle floors of their building, mostly elderly and addicts, with no place else to go, even in the Zone. They extort these people for passage in and out of the building.



The building in the northern center is the smallest, and holds 2 nihilist gangs, Death In The Afternoon (see Night City) and the Wire Cult (see Forlorn Hope). The groups holed up together during Carnival and just never left. You would think that after all this time they would simply have joined

The lowest building in the Cauldron is home to the truly deranged. No less than seven gangs hole up in here, each barely tolerating the other, each made of up small crews who get by on theft and murder to acquire whatever drugs they can.



Written By Deric Bernier, (with gangs and locations created by R. Talsorian Games, Atlas Games, Interface Magazine, and Ianus Games). Images from Deric Bernier, R. Talsorian Games, Interface, Mad Max, The Road Warrior, Mad Max Beyond Thunderdome, Warriors of the 21st Century, Transmetropolitan, Afro Samurai, Mazinger, The Last Dragon, Black Belt Jones, Black Samurai, Double Dragon, Capcom, Virtua Fighter, Streetfighter, Tekken, King Of Fighters, Fatal Fury, Fist Of The North Star, Red Alert, Dead End Drive-In, Shadowrun, Reclamation, Cyborg OEDO, Metro, Borderlands, Clockwork Orange, The Hills Have Eyes, Below Zero, Fallen Earth, Deadlands: Hell On Earth, Rifts, Gurps, The Barbarians, Rage, Fallout, Weird Science, Netrunner, Cyberpunk CCG, Marvel Comics, Ultimates, Tron, Cowboy Bebop, Android, Mafia Wars, Deus Ex, DC Comics, Shazam, Cowboy Bebop, Ghost In The Shell, Appleaseed, Breaker, Breaker: New Waves, Parasite Dolls, AD Police, Circuitry Man, Purge, Crimecraft, Saints Row, Grand Theft Auto, Star Wars, Crude buster, Two Crude Dudes, Road Avenger, Renegade, All Points Bulletin, C.O.P.S., Bionic Commando, Negative Burn, Wildcats, Superman, Neon Cyber, Darkminds, Megazone 23, Wolverine, X-men, The Warriors, Streets Of Fire, Class Of 1984, Class of 1999, Karate Warrior, Metal Gear, 2020 Visions, Bubblegum Crisis, Bubblegum Crash, Mortal Kombat, Crime Life, Fast And The Furious, GI Joe, Earthrise, The Club, The Suffering, Machete, Desperado, Blood In Blood Out, Mi Vida Loca, Brazil, City Of God, Crank, Falling Down, Gang City, Akira, Army Of One, NYC Mech, Brink, Set It Off, Assault On Precinct 13, Glen and Randal, Brawling Bouncers, Bitch Slap, Nemesis, Suckerpunch, Batman, Wasteland Empires, What If, Terminator, Resident Evil, Warlands, Exterminators 3000, Burning Man, Weapon Brown, Urban Warriors, Hard Boiled, Arachnophobia, Fallen Skies, Land Of The Dead, Empty Zone, Training Day, Big Trouble In Little China, Tank Girl, The New Barbarians, Gangs Of new York, Back To The Future 2, Savage Tales, Appleaseed, Ride To Hell, Solar Babies, Spy Hunter, Metro 2033, Cyberspace, Road Warrior Weekend, Road War, D20 Future, D20 Apocalypse, Dethkillers, Massive Black, Twilight 2000, Adam Warren, Raben AAS, Wry1, Dmitrys, Adam Hughes, Quellion, Bordon, Timur Mutsaev, Cellfaces, Aleks, Francis001, Gasket, Shiramune, Endo 74, Aaron Beck, Mohzart, Livingrope, Dingo107, Nanavuut, Jani Hamalainen, Clement_Suave, Kishin007, Roboto_Kun, Quiros, JesserZZZ, NekoxxxNightmare, Josuhemaiz, AkaiSoul, Xadhoom, Carlos Cavalcante, Matt Bradbury, Akuma_Motarasutsumi, Bristow Bailey, Moongrape, N_Mel, Kieron Gillen, Angeleri, Likodemus, Dead Dreamer, ShelestovV, LostSoulsArt, Riq, Dave Allsop, OmeN2501, Techtonic, Raven1303, Kazroth, Unhappy_Girl, Rosien_HoH, DOQ_666, The_A_Factory, den89, ichtakaseto-d3fwrw4, SC4V3NG3R, Ricochet188, Viviane, KFoster, Superhawkins, Jager375, Shed2602, Vinicius Menezes, Juhoham, Rubin Cubiles, Bstart, Raultrevino, Johnjackman, Chiara Pasquini, Dweller, RodoxDesign, Lethorgius, Ilog, Grusborg, Chow120, Tom Baxa, Pushpinder Singh, The Elysian, Misterho, Adonihs, Jasson, AKnox, Obeythekiwi, Andree Wallin, Fuchsiart, Garang76, Spiral Dance Studio, Dingo107, Nick Egberts, Acidlullaby, Orellana, Photoport, Wyldekarde, Knightwatch, Zalas, Mothbot, Horrified Survivor, WarmGunMod, Salemburn, Avonius, Avalonfilth, Wildlifehoodoo, Raetjor, Cellar, Skam4, Grinch_7, Patc_14, Echo_x, Bqw-d4822kt, Nickykcin, Scruffyronin, Poibuts, Archipelo, Maria William, Adonhis, A. Baldasseroni, Britnerfmogul, Udoncrew, Artbytheo, Luis Royo, Richard Daborn, atomhawk, Jaime Jones, Jan Ditlev, El Pinoy, Chonastock, Other Unicorn, Joe Clucher, Jacobcharlesdietz, Tim Okamura, Ghostronix, Psychofish, Polaris Pirate, Storm X, Januszwyzykowski, Brokenhill, Bokuman, The Vigil, Tariq12, Lazeedog, Idomuchris, Remichan, Timur Mutsaev, Joe Leder, Johan Bergstrom, madmaxmovies.com, Humvee driver, Laurent, Barry Harker, and various other unknown films, anime, comics, artists, and car customizers.

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