

# Atlanta in 2020

## INTRODUCTION

- Atlanta is the city where: The Eurocorps do as they wish, while the city police that they fund have to stand by. It takes the media and the Robin Hood gang to expose the Corps to the public.
- Atlanta is the city where: The strip club cartels draw in pretty youth as “employees,” slowed down only by the Mob and the Zenas, a city wide guardian gang out to protect young women.
- Atlanta is the city where: All the shipping from Europe passes through, and plenty of black market goods come through as well. Anything can be bought here, whether in the great mallplexes that stretch for miles or from the backalley black market dealers.
- Atlanta is the city where: The highways are always packed, the restaurants are never empty, the offices never close, the stores are always open, and the party never stops from Buckhead to Midtown to Downtown, except when the Booster gangs rampage through.
- Atlanta is the city where: The Mafia and the Tong and the street gangs are stopped in their protection rackets by the Citizen’s Defense Groups and the Guardian Gangs.
- Atlanta is the city where: The African, Tejano, Jewish, gay, Chinese, Korean, Japanese, and even American cultures and music and food and languages all mix, except in the walled bigoted districts and in the closed minds of the hate gangs.
- Atlanta is the city where: The roads are so packed and cars so expensive that bike couriers and traffic police are never at a loss for work, and where you might as well ride a motorcycle, take the bus or a pedicab, or ride your own bike if you don’t mind dodging the bosozuko.
- Atlanta is the city where you can: Party all night in a Buckhead club, have excellent Mexican food in Smyrna, and break into a Eurocorp facility downtown after scoping some culture at a museum or play or at the symphony.
- Atlanta is the city where you can: See bloodsports in one of Atlanta’s many sports facilities, outrun a hate or booster or chromer gang on the streets, and then watch the gang turn some other hapless victims into pulp, until you can snipe at the gangers from safety.
- Atlanta is the city where you can: Sit in traffic on the perimeter highway, or downtown highway, or any road that the nihilists have locked up until the riot police give them their wish.

Atlanta is the richest city in the United States. Surrounded by dirt poor Dixie, Atlanta was pulled through the Collapse with money from the Eurocorps. Now the city has to contend with the political pull of the Dixiecrats, the demands of the Eurocorps, 2 million zeroes, gangs and organized crime, urban decay and a collapsing infrastructure, pollution, and all else that technology has wrought.

# Contents

[Atlanta History](#)

[Life in Atlanta in 2020](#)

[Cultures in the City](#)

[The Eurocorps](#)

[Roadways/Getting Around](#)

[Law & Order: Cops & Corporate Security](#)

[Citizen's Defense Groups & Guardian Gangs](#)

[Crime & Gangs](#)

## Atlanta History to 2020

By 2020, Atlanta is probably the richest of the U.S. cities. It's populace is one of the most heavily armed, best educated, and technically minded in the U.S. Now, how did such a place come to be in the middle of dirt poor Dixie, a land controlled by cronysts and populated with poor farmers and industrial workers?

Well, as the old joke goes, if you drive 20 minutes outside of Atlanta, why, you're in Georgia! This has been true since at least the last half of the twentieth century. While most of the southeastern states had weak economies, kept that way by a lack of industry, that was changing by the 1980's. Research Triangle and a new international airport had helped North Carolina. Tennessee cities were starting to gain strength from all the trucking going through their state, as well as a little tourism. Alabama, Kentucky, and Mississippi still remained poor, rural backwaters, though.

Perhaps surprisingly, Georgia had a strong economy. Although Georgia was like the other Southern states — rural, with a poorly educated populace — it had two things that the other states didn't: increasingly diversified manufacturing and industry, and the transit hub to move the goods, it's capital city Atlanta.

Atlanta started as the rail hub of the southeast in the nineteenth century. In the twentieth century it became the trucking hub of the southeast as well, aided by its inordinate number of interstate highways. I-20 crossed east to west, connecting Alabama and South Carolina. I-75 went from the northwest corner to the southeast corner, touching both Tennessee and Florida. I-85 linked from northeast to southwest, connecting Florida and North Carolina.

Ships came to the Carolinas and Florida and their goods were transported through Georgia to the rest of the nation. Raw materials were brought in, manufactured to finished products, and shipped back out. Georgia's many agricultural products, including its famous peaches and peanuts, were shipped nationally and worldwide.

In the 1970's, Atlanta's mayor Maynard Jackson brought in an international airport. Hartsfield International Airport brought in much international and high tech business. That in turn brought people moving from all over the country to fill the new jobs these businesses created. The recessions of the 1980's and 1990's affected Atlanta only slightly; its economy was too diversified to be hit hard like the other major U.S. cities were.

Atlanta was awarded the 1996 Olympics, which would have been the crowning touch to finally show the nation that it was no longer the land of Gone with the Wind, but a successful, high tech city.

But in 1994 the U.S. economy collapsed. Although much business fled the rest of the Southeast, including Georgia, Atlanta was such an economic powerhouse that its corporations stayed. Although the destruction of the U.S. economy effectively ended much national business, Atlanta was able to survive by building up its international business.

Already an established center of agriculture, shipping, manufacturing, industrial processing, research, technical support, and international tourism, Atlanta was able to sidestep the European embargo by processing only European products for a few years. With the U.S. economy in a shambles, there weren't many American products to process anyway.

Led by Bill Campbell, a strong, empathic, and effective mayor, one in a line that featured such capable individuals as Maynard Jackson & Andrew Young, Atlanta was able to counter much of its lost revenue with money from the ever escalating food prices, while still managing to feed it's own people.

Campbell, had the foresight to push hard to insure that the 1996 Olympics did indeed come to Atlanta. This not only provided a bright spot for Americans during the collapse, it told the world that Atlanta was still vital, and was still a place for international and national business. Mayor Campbell, wisely used as much American labor as possible during the Olympics. Security was a total nightmare, as the population of the city had more than doubled to 6 million, and there many people who felt that Atlanta had sold out to the Euros. Atlanta's already greatly expanded police and National Guard were assisted by several European security groups and a newcomer to the field from Japan — Arasaka.

Starting with the collapse, all available National Guard were activated into full time service. Aggressive hiring swelled the ranks of the police to double their number. Private security companies sprang up, moved in from elsewhere in the states, or were provided by Europe. European companies paid much of the salaries of these police and security people; they were in not just for a Europenny, but the whole Eurodollar.

Despite the embargo and the actions of the Gang of Four, many Eurocorps wanted the U.S. to remain open to them as a market. If not today, then in a few years when the Gang of Four was gone and the U.S. had bounced back. In the meantime, they were keeping open old facilities and securing new ones in the U.S., and not just in Atlanta. With the U.S. economy resembling blackened toast, many cities were happy to take European money to try to survive.

With thousands of people a day trying to emigrate to a city that still had a functioning economy, the police, the National Guard, and the security companies were not enough. The biggest aid to security was the general populace, who had armed themselves as never before. Gun manufacturers, gun runners, and firing range operators all became rich. All kinds of ammunition could be bought at any

convenience store. Even years later, in 2020, Atlanta is still a very heavily armed city. Despite the best efforts of everyone officially providing security, death by violence became common as people took the ultimate means to hold on to their food and belongings. The police standard kit was no longer a pistol and flak jacket, but full armor and autorifles. All official security personnel traveled in groups no smaller than four.

Just after the glorious Olympics, the hopes of the American populace were dashed again. In August of 1996, martial law was declared nationwide.

Over the next few years, the densely packed millions of homeless that emigrated to the outskirts of Atlanta, and those that had actually been permitted to move into the city or its large suburbs, were decimated by the Wasting Plague. This was despite the best efforts of the Centers for Disease Control (CDC), which are located in Atlanta.

If you were an official resident of Atlanta or its official suburbs, forgetting your ID no longer just meant you couldn't buy alcohol; now it meant you were thrown in a holding tank where you had 24 hours to prove you were a citizen before being deported to the city's borders. And a citizen in a holding tank with homeless could well be in big trouble.

While King Gardener and the other Dixiecrats were picking up steam at the turn of the century, he had very little influence on Atlanta itself. There were millions of rural Georgians, barely clinging on, that he did manage to rouse, but Atlanta had been largely a separate entity for 30 years. Since the bulk of the state's revenue, especially in the 2000's, was derived from Atlanta businesses and industry, he could only demonize the city so far.

Atlanta's association with the Eurocorps prevented it from having political power nationally. And although the population of Atlanta were multi-cultural, educated, and technologically savvy, they were surrounded by poorly educated rednecks with a mob mentality fanned by King Gardener.

By 2020, many more people had come to replace the millions that had died from the wasting plague. Eight million people now live in the city. In the past, the

boundary between the city and its suburbs had been thought of as I-285, the highway that circled the city. Now, the city is thought of as including all of Cobb County to the northwest of I-285, Gwinnett County to northeast, and Decatur to the east.

Huge highways connect all parts of the city. Outside the city, the highways are surprisingly well maintained. Shipping is still a going concern both to and from Europe, and shipping still provides revenue for Florida and South Carolina. Trucking is once again important to Tennessee and other points north and west. And the national monorail stops in Atlanta for goods and people.

## **Life in Atlanta in 2020**

### **An armed city**

People in Atlanta are very polite. They say please and thank you. This is partly due to Atlanta's history of Southern hospitality, and partly due to the armed populace. During the collapse Atlantans took up arms, and have not put them back down.

So how do gangers have success at the old megaviolence in a city where an estimated 50% of the populace is armed? Enlightened self interest. Not all of the 50% are carrying guns. Almost all of this 50%, with the exception of guardian gangers, carry weapons only to protect themselves. The average citizen is not trained in combat, and has had only minimal training, and probably no experience, in using their weapons. A mixed group of people on the street faced with an oncoming horde of gangers would not act as a team. Some of them might try to snipe at the gangers, but most will run away.

Now, if one mugger tries to rob or beat somebody, then the populace at large will whip out their weapons, because one person is not very threatening. A gang 25 or 100, wearing the same clothes, acting together, are.

Most people who carry a weapon carry one of the following: mace, a paint pistol with sleep rounds, or a light or medium handgun. Any one of these is sufficient to handle or intimidate a mugger or burglar.

Citizen's Defense Groups are another story entirely. They have trained in tactics to deal with gangers, and they also tote heavier guns, frequently light rifles or shotguns. (see [Citizen's Defense Groups](#))

## **There's a lot of people**

Approximately 8 million people live in and around Atlanta. 2 million of these are zeros; they have no legal identity. The zeros include all the nomads who work in the city, but nomads account for only about 1 to 2 hundred thousand zeros. The rest are permanent residents of the city. Something is always being torn down and something else is always being built; nomads handle much of the construction.

The city has almost triple the population of 1994. Up until 2010, there weren't that many skyscrapers or 10 story or taller buildings in Atlanta, compared to other large cities. But the dramatic increase in population has added quite a few tall apartment buildings.

Traffic is always heavy, although it moves.

The city is awake 24 hours a day. There are always clubs and restaurants to go to, and jobs and biz to do.

## **The Eurocorps rule**

Certainly the Eurocorps needed, and still need, Atlanta as their shipping hub into the U.S., but they pumped big money into Atlanta to keep it afloat during the Collapse, and they won't let anyone in Atlanta forget that. Anything that is Eurocorp property and anyone who is Eurocorp personnel or their families are protected by Eurocorp security forces. Although not officially police, the security forces do not yield their jurisdiction to the Atlanta police, who can even be asked to leave corporate property! And the Eurocorps own all kinds of things, including

their office and apartment buildings downtown, their warehouses in Gwinnett and on the Southside, Hartsfield International Airport, factories, industrial plants, and numerous small offices everywhere throughout the city. District presidents can and do “suggest” courses of action to the mayor or other political and city officials. These can include “requests” to allow dumping, zoning “suggestions,” “cooperative warrants” for the arrest of someone who (allegedly) committed a crime on corporate property but isn’t there anymore, providing building permits, or memos advising of a “required” change in the city infrastructure.

## **Education**

Although there are public schools, you only send your kids there if you can’t afford anything else. Corporations provide schooling for their employee’s children. Such schools, while very good, include lots of corporate propaganda into the curriculum. Most neighborhoods participate in a contribution scheme to help parents pay for private school. The schemes are not voluntary; when you move in, you contribute. Nomads frequently provide the teachers for these schools, as they have the largest pool of teachers, and work cheap.

## **The Big Commute**

Atlanta is a geographically spread out city. It is approximately a 20 mile diameter circle, ringed by the perimeter highway, I-285. It extends for about another 10 miles north of the perimeter, and about 2 to 5 miles east, west, and south of the perimeter. Highways criss cross it every imaginable way. People are always crossing the city, to do biz, to party, to move goods, to shop (shopping exists only in certain areas now), and to go to work.

Many commuters take public transportation and have most of an hour to kill one way each day, and they watch TV through their pocket computers. Rush hours have become a mini prime time, filled with talk shows, news, sitcoms, soaps, and other dramas.



## **A shipping hub**

The highways are filled with trucks, and the air with cargo zeppelins. Gwinnett is where the zeppelins take on and drop off their loads. This broad, open county is now full of warehouse parks with zeppelin parking areas. Trucks come here to hand off their loads to the zeppelins.

The Southside of the city is where all the trucks go; that's where their warehouses are. Besides, this is close to the airport.

Just south of I-285 is Hartsfield International Airport. The Collapse facilitated it taking over the surrounding area; Hartsfield is now three miles square. It has eight hubs for jets, sub-orbitals, and passenger zeppelins. A small city unto itself, Hartsfield has innumerable restaurants and hotels, bus and train stations, warehousing and trucking. Hartsfield gradually blends into the surrounding Southside.

## **Where to eat**

There are about a bajillion restaurants of every description here: Italian, Mexican, Indian, Thai, Spanish, Russian, Continental, Cuban, Jamaican, fast food, and a Waffle House on every corner and off every exit from I-75.

## **Where to shop**

The Collapse killed much of the shopping in Atlanta; there are about half as many stores as there were before the Collapse, and three times the population. Most shopping now is concentrated in the gigantic Mallplexes. Almost all store buildings from the twentieth century have either been converted into housing or razed and an apartment building built in its place.

## **Cumberland Mallplex**

Just off Highway 41, where Highways 41, I-75, & I-285 come together, is Cumberland Mall, the Galleria Mall and Conference Center, Akers Mill Shopping Center, and several other major shopping locations. Also located here is Trans-Galactic Screens, "The 3D movie complex big enough to fill the galaxy!" featuring 50 screens; enough screens to show pretty much everything released worldwide at once. These separate shopping areas used to be separated by 41 and other roads here. To facilitate foot traffic and ease parking problems, they are now connected by a clearly marked series of enclosed moving walkways. Supported by 15 hotels, 2 convention centers, several food courts, 20 restaurants, and 20 apartment complexes (most also connected), a visitor could walk the malls for days, never leaving the air conditioned comfort. An entire mall subculture has sprung up, and it is particularly evident in this giant mall. Yogangs of skaters, thrashers (skateboarders), mall brats, tunnel crawlers, and more all thrive here. Fixers do plenty of biz here, specializing in reselling, gray market, and black market items.

**Perimeter Mallplex** Located just off the intersection of 400 and I-285, Perimeter Mall has grown into a mallplex. The section of Ashford-Dunwoody that passes in front of the mall is now a tunnel, covered by a vast 10 story apartment complex. The mall itself has grown to 6 stories. There are 4 stories of parking for the mall, and another 4 for the apartments. The apartment parking is a maze of covered roads that can be reached from designated ramps in the mall parking.

There is no direct access from the roads around (and through) the mall to apartment parking. Instead, the card-entry access ramps are scattered all around and, in a few cases, throughout the mall parking. This prevents traffic from backing up on the through streets. Several through lanes have been added around and through the mall parking to facilitate the apartment parking and upper level mall parking access ramps.

There is a separate entrance from the apartment plex to the MARTA station. It is security monitored, in addition to the standard MARTA station security force.

There are covered tube walkways to the hotels and little shopping malls around Perimeter Mallplex. These typically end in an escalator to ground level. The little malls, like Park Place, surround themselves with many tall trees to compensate for the vast visual bulk of the mallplex.

### **Lenox/Phipps**

Another mallplex, this one is in Buckhead.

### **Little 5 Points & Virginia-Highlands**

The home of funkiness in Atlanta, these conglomerations of cutting edge stores are for the hipper than thou. You can't shop there properly without a Fashion Sense of +2 or greater. There are some clubs in these locations as well, also incredibly hip.

### **What to buy**

Atlanta is a rich city and a shipping and smuggling hub. It is coated in organized crime. Anything can be purchased here. Although you might expect prices to be higher than other places, the surfeit of goods going through the city removes that problem. What follows are just a few examples of goods for purchase. Expect that anything your GM is willing to have available can be bought here. Black market items are trickier and more expensive to come by, unless they are of the "second hand" variety, in which case they are cheaper.

### **Ammo**

All common kinds are available from any convenience store. Atlanta is a very heavily armed city, and thus a very polite city. You check your guns at the door of any bar, and they don't give them back if you still look too drunk when you leave. You can come back the next day.

## **Chemically bonded textiles**

These are fabrics that have had other chemicals bonded at the molecular level, granting them special properties. They are not cheap, but fairly common. Such fabrics can variously be completely resistant to disease, waterproof (waterproof cotton denim being very common), ionically charged for use as water and air filters, etc.

## **Computers**

Processing power, memory storage, miniaturization, and battery technology are all vastly improved from the 1990's. The average pocket computer is more often a multi-media and communications powerhouse than a data processing system. At the size of a walkman, it is so small that input capability consists of a touch screen and voice command. It includes as standard features several slots for data chips, a cell phone/ modem/ fax, two small high-quality stereo speakers, folding headphones, TV reception, teleconferencing, and radio reception. Other options include a roll out screen, garage door opener, car security/lock system electronic key, electronic key for the apartment or house, garage door opener, answering machine, VCR substitute (since now you use chips instead of tapes for recording), music dubbing — recording anything actually, and a credit/ debit card replacement (holding the account access information that would otherwise be on a card or a chip).

Security lockouts are obviously very important. Most features require the use of a PIN or password. To access a different feature would require the entry of a PIN or password. For example, you are sitting on the bus, busily typing away into your wordprocessing program. A gang member puts a gun to your head and takes your pocket computer. However, he can't use anything else on your computer besides the word processor or your other utilities unless he has your PIN or password. He can't access your credit accounts without plugging your computer into a transacting computer, having your pin, and being you as only

you have the correct fingerprint or retinal scan, which is indexed with the rest of your account information.

But hey, you think, what's to stop this gonk from threatening me with that pistol again and getting the pin that unlocks my electronic house key feature? Simple. Since society has reached the point where all of your electronic goodies are now this one device, if that device is stolen, you're screwed. However, there is a very simple security measure that defeats that.

This is a second, security PIN. This pin will open your electronic doors, or access your accounts, but it will also activate a 911 code built into your electronic house or ATM and tell the police who you are, where you are now, and that you are in trouble. And gonkhead knows that if he puts a gun to your head, you will type in this 911 PIN. And either the cops or a private security firm will show up to shoot him if he hangs around. Or worse, in tightly knit communities, the whole block will go on alert. Also, your security PIN will shut down your pocket computer. Now gonkhead can't access it at all without your regular PIN.

This won't stop crime, because gonkhead can manage to rob you too fast for help to arrive. But, if he shoots you, he doesn't get your PIN, and can't use your pocket computer except for the one thing it was already doing. If he threatens your life to get your PIN, he is likely to get the security PIN, which will either shut off your computer, summon help, or both. He can still shoot you, but now he has to contend with people trying to shoot him unless he runs like heck. And if he shoots you and gets caught, he will definitely be shot until he is dead. You may live. If he just grabs your computer, he doesn't have the PIN. See above. (Of course, there are crime rings that specialize in cracking PIN's from computers.) And what with violent crime so prevalent, and this being a society where people have taken to arming themselves to fight back against that violent crime (with more violence, of course), if you shout for help, some concerned macho citizen may just plug the gonk for being a violent criminal (as opposed to a violent citizen).

Gonkhead will not grab your computer on a city bus, because if he does he will be shot half the time.

Hey, what if, like most people, I don't want to enter a PIN every time I use a new function? Then a thief can access all of your stuff, except for money functions, which require additional identification and the PIN automatically.

A simple trick for the electronic key functions: You have to type a really simple code or PIN, of 2 or 3 digits to activate it (which can be done from the middle of another function, of course). For example, when you step out of your car, you type 1 and 5 to lock your car, then you do it again to unlock your apartment door. Your pocket computer is handy for playing books, music, audio-books, movies, and with a plug in joystick, video games. The teleconferencing miniature camera and microphone obviously make this a video camera as well (with a lens enhancement, which most people don't bother to buy), since it can input that information to data chip. Most forms of media, such as books, musical albums, and movies are now usually on chip.

If you want low-tech input that is faster than the touch screen, buy a keyboard. Modern keyboards can break open into two pieces for better ergonomics. The two halves fold together to form a plastic case about the size of a paperback book.

For high-tech input, buy the direct neural interface option, and then just plug in. Of course, this makes security very easy, since if it's not your brainwaves, the computer will know because it will have to readjust itself, and it will lock all functions. And activate the 911 feature. "Hello, police. This is Ernst's pocket computer, dialing you using my built-in cellular phone, and I have been stolen. Please locate the perpetrators with your computer placement system, tied into the cellular network, and kill them."

Of course, no one steals a pocket computer to have a computer. They only cost about \$150, plus optional features and the monthly phone bill. Duuh.

## **Fashion**

The big news for women's fashions this year: Big purses and hippacks are all the rage, because they can hold a sidearm. Now, whether one is actually there is just a chance a potential mugger will have to take...With its preeminence as a wealthy city, Atlanta designers are, more and more frequently, setting the styles. Another influence on fashion in Atlanta is the temperature: global warming caused by industrialism has raised the average temperature, and the summers are sweltering, ranging up to 105 degrees from May through August. Everyone, male and female, go as bare as they dare, and wear very light fabrics besides. Waterproof suntan lotions with SPF's of 50, 75, and 100 are common, as are water bottles.

Office fashion is split into summerwear and winterwear. Summerwear is made from very light fabric with a light weave. Men's suits are in light shades (navy and black are right out for summer unless you are a serious mover) and ties have almost completely disappeared. Women's officewear is in very bright colors and a huge number of cuts are available to accommodate any figure.

Winterwear uses darker colors and medium to heavy fabrics. Temperatures in winter still drop to freezing, but not often, and rarely below.

The biggest rage in street fashion now is the armored baseball hat. At SP12 and 25 E\$ this Generic style hat with the equivalent of Reacti-mesh for comfort, everybody on the street wears one of these, brim backward down over the back of their head. Keeps the sun off and your head intact.

So what do Atlanta & Georgia look like in 2020? Atlanta is a very spread out city. It never needed to build upwards until the twenty-first century, and even now there aren't more than two dozen skyscrapers over 50 stories tall. There are many, many 20 and 30 story apartment buildings, office buildings, and hotels, though.

Most of the buildings in Atlanta are one and two story houses, stores, and office buildings, or houses converted from stores.

There is no dominant or even common style of architecture or design. The only exception is that neighborhoods usually have the same style houses.

Although overall the city looks much like it did 25 years ago, the names have all changed. All the stores and corporations and restaurants and clubs and bars are different.

Outside of Atlanta are the gradually decaying empty ruins of many small towns scattered along the highways and roads. Sometimes small nomad groups stay in these, but there isn't any work, so they don't stay for long.

The only people who live outside of Atlanta are poor agricorp employees or poorer independent farmers.

### **Places to go in Atlanta in 2020 Midtown**

The northeast part of the city. Where funkiness resides in the city. Lots of clubs, lots of sleaze, lots of fun. Where the most interesting clubs and funkiest shops lurk. Also where the strip clubs and their ilk have settled. Theaters for plays.

Drama troupes, the Atlanta Symphony, the Atlanta Ballet, museums, the arts.

Although the arts were largely crushed during the Collapse, the arts in Atlanta have been making a comeback with the patronage of the Eurocorps. Buckhead

North of Midtown. The party strip in Atlanta. Littered with clubs and bars of all descriptions. The farther you move from the center of Buckhead, the fewer and more specialized clubs you will find.

Downtown The middle of the city. Where the Eurocorps and other big corps are. Lots of big office buildings. Fancy restaurants.

Smyrna The northwest side of the city. Lurking on the outskirts of Cobb County, this section hosts the gigantic Cumberland Mallplex, the Mexican/Tejano community, and lots of good Mexican food.

Stone Mountain/Gwinnett The east side of the city. Where the zeppelins go.

Home of Stone Mountain Park, the largest piece of granite in the world. The park has been taken over by homeless people, nomads, and gangers. Northpoint Mallplex.

Southside/combat zone The farther out from the airport, or the farther south from downtown you move, the more decrepit the area becomes, until it becomes full-



fledged urban decay. This area, both inside and outside the perimeter (driving the southernmost portion of the loop is no fun) is now a wasteland for gangs, nomads, zeros, and the homeless. Black market biz, strip clubs, sex clubs, slave auctions, all the worst moments of humanity are to be found here.

Sandy Springs The northwest part of the city. Housing and small businesses of every description.

## **The Different Cultures in Atlanta**

Atlanta is 45% African American, 5% Chinese and Korean, 5% Mexican/Tejano, 1% European (including French, German, & British), and the remaining 44% is everybody else. People of all races and cultures mix, date, make friendships, make enemies, work, and play with each other. Multi-racial friendships and marriages are common.

### **African-Americans**

African-Americans are the largest cultural group in Atlanta. Although largely mixed with the other cultural groups, there are still many almost exclusively black clubs, bars, restaurants, neighborhoods and stores. African-American culture has a heavy influence on art, clothing, music, politics, and pop culture. The civil rights movement has deep roots in Atlanta, and many of the leaders of the movement went on to positions of political power, so African-Americans have a solid political power base in Atlanta.

### **Chinese and Koreans**

Probably the most socially isolated of the many cultural groups (which is still not very isolated by 20th century standards), the Chinese and Koreans tend to have businesses in the same neighborhoods, and live in the same areas. The "Chinatown" in Atlanta is at least equally Korean, although Chinese and Korean cultures are very different. Chinese have more power at the street level than the

Koreans: more politicians, more business owners, and more criminals are Chinese than Korean, but this balance may be shifting.

## **Mexican & Tejano**

Perhaps surprisingly for an East coast city, Atlanta has a large Mexican population. They came in search of jobs, like everybody else, starting in the 1990's, and brought with them their music, food, and language, all of which are popular in Atlanta in 2020. The one thing that distinguishes them from everybody else in Atlanta is that Spanish is still their primary language. Tejano music (Spanish language pop with Spanish musical influence) and its descendants (like Tejano honky tonk) are club favorites as they are extremely danceable.

## **Europeans**

Many Eurocorps moved major operations to Atlanta. The execs and skilled workers brought their families. Europeans aren't citizens of Atlanta or the U.S., and they aren't very numerous, but they do have a lot of pull, and harming one brings harsh repercussions. Eurocorporates and their family members are considered to be corporate citizens, and thus their police are the security forces of the appropriate corporation. For crimes involving a Eurocitizen outside of the corp zones, the Musketeers or other corporate security specialists work with the Atlanta police. Jurisdiction is fuzzy in such cases, but usually falls in the favor of the Euros.

## **Everybody else**

This last group includes Caucasians and any cultural group not mentioned above. Example of these would be people of Scottish, Irish, Jewish, or Indian heritage. Most of the cultures in Atlanta are fairly well mixed, but there are still areas, neighborhoods, restaurants, clubs, bars, etc. that are primarily frequented by one type, race, religion, etc. Atlanta popular culture is primarily a mixture of

black and white music, art, dance, theatre, fashion, and the net (including 3D TV, 3V). The international cross-influencing of ideas is part of everyday life now. Every country takes some piece of another country's pop culture, and redoes in their own way. U.S. pop music has been redone in slightly changed local styles by almost every country from Japan to Spain. And vice versa.

## **Cultural Diversity and Prejudice**

Prejudice has had another two generations of social change. Although still present, particularly amongst certain radical elements, it is much weaker than in the 1990's. People are generally aware of cultural diversity, having grown up with it both locally and from using the world connecting net. Most people are aware that if somebody comes from a different section of town, another state, another country, or are of a different race, that there is going to be some difference in culture, and to keep that in mind when trying to communicate. This is not prejudice, but rather an acceptance of cultural diversity. Racism and homophobia, however, are still an unfortunate reality. The vast majority of Atlantans grew up in an environment of diverse cultures and races, and don't suffer from this form of ignorance. However, enclaves of racism or other forms of bigotry not only still exist, but some have been formed in a conservative backlash to all the diversity. Some enclaves produce racial hate motivated products, like Anglo-Krispies, The cereal made by white people! It's not very good, anyway.

Prejudice towards homosexuals, bisexuals, certain religions, or anyone for that matter, is not as prevalent as it was in the 1990's. However, where prejudice exists, it is often of the hardcore mentality. (See [Gangs](#), [Hate Gangs](#)).

Probably the ugliest example of an area where hatred is sanctioned is the Cobb County Conservative District. This place was the first nationally known of the bigoted walled cities or suburbs. In the early 2000's Cobb County's conservatism and declared hatred of homosexuals reached new and ugly boundaries as this section of east Cobb County announced in the national media that they would no longer allow "unacceptables" in. It walled itself off and put roadblocks at the

highways exit ramps and other entrance points. Residents must have a pass to enter and proper identification. Only the most conservative live there now. All gays, Hispanics, African-Americans, and other non-whites moved out. A few conservative Jews belong, much to the chagrin of other Jews. The District even funds a hate gang to violently harass gays!

## **The Eurocorps**

Although few companies have major offices under their own name in Atlanta, almost all U.S. and European companies have subsidiaries in the city. Most of these subsidiaries are involved in industrial production, manufacturing, shipping (truck, zeppelin, train, plane, or orbital), warehousing, research and development, training, retail sales, restaurants, and agriculture (actually done outside of Atlanta). IEC (International Electric Corporation), EBM (Euro Business Machines), Zetatech, Datatel, Trittech, Microtech, Techtronica, Raven Microcyb, Network News 54, WNS (World News Services), Trauma Team, REO Meatwagon, Militech, Lazarus, Orbital Air, and many others all have offices and some sort of major presence in Atlanta.

### **Arasaka**

Arasaka provides security for the small number of Japanese corps and neighborhoods in town. Their facilities are all incorporated into the facilities of whatever company they are contracted to.

### **IEC (International Electric Corporation)**

IEC has the largest presence in Atlanta of any of the corps. It's major subsidiaries all have an executive presence here, enough to oversee the many minor subsidiaries. There are 43 manufacturing companies, 4 industrial companies running a total of 20 industrial plants, 5 truck shipping lines, 3 zeppelin shipping lines, 1 plane shipping line, 6 warehousing firms (of differing

security and quality levels), 4 major R&D operations that are attached under the major subsidiaries (they perform research for all of IEC's companies), 2 subsidiary R&D companies, 1 agricorp, 45 retail outlets (including the popular Music King, Streetslam Cyberdecks, Pretty Lady jewelry stores, and more), 15 industrial parts suppliers, 3 industrial parts distributors, 1 electronics distributor, Seward Media corp, 1 moving company (Pitbull Movers), PowerSun Management (manages the apartment buildings and hotels IEC owns), PowerSun Real Estate (owns IEC's apartment buildings and hotels), and 6 restaurants that serve European food.

## **Lazarus**

Lazarus has recruiting stations and an urban combat training unit here. They also have liaisons with the rest of the business community.

## **Militech**

Militech maintains parts manufacturing and assembly plants in Atlanta, as well as conducting urban training missions in the combat zone. Militech's divisions here include distribution and corporate sales. In a city as heavily armed as Atlanta, there are many Militech stores.

## **Network News 54**

Network News 54 has a major regional office here, having eaten Turner Broadcasting. The Atlanta regional office handles programming and news, including gathering, purchasing, licensing, and selling programming and news. There are good links on all kinds of news and entertainment in Atlanta: shipping, sports, smuggling, dirty corporate dealings, riots, fashion, and cutting edge tech.

## **Orbital Air**

Orbital Air controls orbital plane passenger flight and shipping from the Hartsfield International Airport. To feed their orbital business, they own 2 shipping companies, 1 passenger shuttle service, 2 cab companies, 7 hotels. Orbital Air also owns 4 manufacturing companies, a logistics firm, stock brokers, a capital company, and 3 retail outlets selling space paraphenalia.

## **REO Meatwagon**

REO Meatwagon maintains trauma response operations in Atlanta; they run well behind Trauma team in number of contracts. They also own a body bank and a dog food company. So I guess if somebody is beyond help they still have a use for the parts...

## **Sternmeyer**

IEC uses Sternmeyer weaponry, and Sternmeyer uses IEC manufacturing and shipping. Sternmeyer maintains a small office for coordination operations with IEC.

## **Trauma Team**

Trauma Team maintains accounting and training offices here, as well as running regular trauma response operations. As usual, Trauma Team is the major player in the trauma response business. Since they train people here, the joke in Atlanta goes, "Gee, I sure hope I don't get shot. I would hate to have a Trauma Team trainee doctor!"

## **WNS (World News Services)**

WNS is in Atlanta for all the same reasons Network News 54 is. WNS has a smaller office, and focuses exclusively on news, not entertainment programming.

## **Cyberdeck, computer, and computer peripherals manufacturers**

EBM, Zetatech, Datatel, Trittech, Microtech, Techtronica, Raven Microcyb, and others all maintain offices and subsidiaries in Atlanta for manufacturing, R&D, and sales. They all use IEC parts, so it's cheaper for them to have their manufacturing where IEC does. Atlanta was and is a hot city for high tech.

## **Why the Eurocorps and other Corporations are in Atlanta**

Shipping - Atlanta is the shipping connection for Europe to reach the rest of the U.S. New York is radioactive. Boat transported goods have to go through Atlanta, which is the only city with major trucking, rail, zeppelin, air, and orbital transport on the east coast. Manufacturing and industrial production - After the Collapse, Atlanta was littered with facilities whose owning corporations needed to sell. Raw materials or semi-manufactured goods can be shipped in, finished, and shipped out, without having to cross-ship across the country.

Research and Development - Atlanta already had the CDC and several excellent technical, medical, business, and liberal arts universities, all of which focused heavily on research.

Skilled workers - There was a huge pool of technically skilled and educated workers who were happy just to eat and feed their families after the Collapse.

Technological infrastructure - By the time the Olympics were over in 1996, the city was wired. It was the first city with digital cellular communications, the ancestor of current cellular systems. It had several cellular systems, cable systems, and fiber optic systems in place.

## **Getting around town: Highways, Public Transportation, and Bikes**

As a shipping hub, Atlanta is coated in highways and major roads. Although the population is now 8 million up from well under 3 million in 1995, the number of cars has not increased very much since 1995. Most people can't afford cars, even the two seater super compact kind.

Public transportation has grown dramatically. The bus fleet has swollen from 200 to over 2500. In addition to the Atlanta city public transportation company, there are several private bus companies that provide hourly intercity or intercounty service. Atlanta has two, Gwinnett has one. Cobb only uses its CCT.

Cab companies have also grown dramatically, and there are several in the city, plus gypsy cabs. Pedicabs are common for grocery shopping trips, or shoppers take rolling carts with them on the bus. Those who can afford it have their groceries delivered.

Many people bike to work now. There are bike paths and bike lanes all through the city. "Pedalheads" can take their bikes on the buses with a special ticket (a little more expensive than the usual commuter fare) and bike partway. Almost all major roads (not highways) have a commuter bicycle lane, which is the outside lane; some roads downtown have two. The bicycle lanes are mostly used by pedicabs. Motorcycles are not permitted in these lanes, but this does not stop some gangers.

Mopeds are also popular, and have their own paths in some areas. Usually they are permitted on bike paths and lanes if the driver keeps their speed down. Driving over 20mph is to invite gunplay.

The most common kind of car is the supercompact two seater. Motorcycles, especially the recumbent covered kind, are also popular due to the low cost when compared to a car.

Larger cars are restricted to those with economic muscle, those who have been able to maintain their (CHOOH2 converted) cars from the twentieth century, or anyone given a car as part of the pay for their job. Paying part of an employee's wages with a car is a very common practice in Atlanta. The city is so large that a car is extremely helpful, and giving a car is a good way to insure loyalty.

All major highways now have at least one HOV (high occupancy vehicle) lane. HOV lanes are not just for any vehicle with two or more people aboard, but also for buses, cabs (with or without passengers), motorcycles (even single riders), and police and emergency vehicles. Pregnant women can use the highways as a



courtesy even if driving alone. If they aren't very obviously showing yet, a pregnancy test result is required to avoid being ticketed.

## Traffic

Atlanta's traffic flow is controlled by a big AI named Bob. He runs the stoplights; judges construction times; watches traffic flow through cameras and other sensors at traffic nexi throughout the city; and directs and reroutes traffic flow with electronic signs, radio reports, and computer map reports. Bob is a tremendous help to the city, keeping traffic flowing well despite slowdowns and accidents. Bob is well taken care of; he is a dedicated function AI. It sits in the middle of a large datafortress protected by low level AI's and sysops with lots of supernasty programs and ice. Breaking into traffic control and messing up traffic would totally shut down the city, and is a level 1 crime, and the sysops do what the big signs on the outside of the fortress say they will, "ANYONE ATTEMPTING TO ENTER TRAFFIC CONTROL DATA CENTRAL ILLEGALLY WILL BE KILLED."; no one has succeeded in messing up traffic yet; many have died trying. So, you ask, has this AI controlled traffic system, combined with a dramatic increase in public transportation and unusual transportation like bikes, actually prevented traffic gridlock? Well, somewhat. Traffic usually moves, although not over 50mph at most times, and not over 20mph during rush hour. This is because there are so many vehicles on the roads. Traffic almost never stops or crawls at 5mph due to an accident. It keeps moving, which is a pretty amazing feat for such a dense infrastructure.

But traffic police still use motorcycle so they can go around sitting or slow cars. Many people take public transportation and spend the one hour and more one-way ride time reading, watching TV, listening to radio, or surfing the net on their pocket computers. Since crime is very rare on the subways anymore (See: [MARTA](#)), and it's not worth it to steal a pocket computer (See: [Computers](#)), this is no big deal.

To get anywhere in Atlanta is probably at least a 30 minute trip.

## **Atlanta Highways**

Atlanta is surrounded by a perimeter highway, which is strangely ranked as an interstate, I-285. I-285 is frequently called the perimeter or just 285. Atlantans drop the “I” when talking about any interstate highway. Atlantans still speak of places being “inside the perimeter,” although the phrase “outside the perimeter” is pretty much meaningless now, due to Atlanta’s expansion. I-75 crosses Atlanta from northwest to southeast. (To the northwest it enters Tennessee and immediately Chattanooga; to the southeast it enters Florida.) I-85 crosses Atlanta along the other diagonal, from northeast to southwest. (I-85 runs from North Carolina to Alabama.) 75 and 85 join in the middle of Atlanta, south (inside) of the perimeter, and split again north (inside) of the perimeter.

I-20 crosses Atlanta and the state from west to east, from Alabama to Augusta, South Carolina. It touches 285 on both the western and eastern portions of the circle, and it crosses 75/85 where they are joined.

State Highway 400 (400/19) starts at 85, north of where 85 and 75 join. 400 crosses north under the perimeter, and reaches Roswell and Alpharetta.

41: In the mid 20th century, before I-75 was built, State Highway 41 was the route to travel down to Florida. 75 parallels it for long stretches, and at many points along 75 you will see exit signs to Highway 41. 41 is still inordinately coated in those businesses that interstate road drivers need: restaurants, fast food, hotels, motels, gas stations, and strip clubs. It also has all the kinds of businesses that people from the more rural towns and smaller cities would drive to a mid 20th century urban center for, like auto dealerships and big shopping malls.

## **Georgia Highway Patrol**

Security on the highways outside the city is good — if the Georgia Highway Patrol is around. Their manpower is spread thin trying to keep the highways safe against the predations of nomad and redneck highwaymen. Although the locals

are supposed to be limited to .22 rifles, this is not the case. They have all kinds of firepower, and consider the Highway Patrol to be there to help Atlanta and not them. Keeping the Highway Patrol manned is a constant problem because they are constantly being killed by the locals. A new program is employing Militech full conversion cyborg Patrol Officers. So far, these officers are Gemini conversions, so its impossible for a local bandit to tell whether he's bitten off more than he can chew until its too late.

## **Bikes**

### **Bikes and traffic laws**

Bicycles are not subject to most of the same traffic rules as cars. They don't have to come to a complete stop at a red light when making a right-hand turn. Also, at T intersections where there is a bike lane, if the bike is on the top part of the T, it doesn't have to stop at a red light. Bikes cross streets like pedestrians do — no waiting on red lights if there is no cross traffic. If you screw it up, you're road pizza.

### **Pedicabs**

Pedicabs are moped cabs, or rarely, bicycle cabs. They are considerably cheaper than regular cabs, but pricier than public transportation. Pedicabs can seat one driver and either two passengers, or one passenger with stuff, like groceries. Pedicabs have three seats. A folding cargo basket can be folded down over the rear seat. Pedicabs are constructed from advanced polymers and composite materials; these are extremely light, durable, and strong (SDP 8). The motors are high-output electric motors, powered by super-capacitance batteries. Each moped pedicab has four batteries; each battery is good for about 2 hours of heavy (2 passenger) use. The batteries will last longer when pushing lighter loads. The bikes are equipped with pedals as a back up. The motor and battery pack sit over and around the rear wheel. Pedicabs can reach 40 mph, but in the

confines of the city they rarely exceed 20 mph. As bike lanes do not have the same number of stoplights (see: [above](#)), this is not as bad as it sounds, and certainly no slower than city driving for cars.

The “fare box,” a shockproof casing, sits on the steering bar. It contains the output controls, a two-way radio for talking to dispatch, a small screen for displaying electronic maps and special instructions and traffic reports, and the fare meter. Also on the steering bar are the brakes, rear view mirrors, a headlamp, and usually a walkman radio/ chip player with a set of tiny speakers. One or more theft alarms are hidden in and on various parts of the bike, and the motors and pedals are locked by both mechanical key and an electronic code that must be input into the fare box.

The pedals have a gearing that looks like a 10 speed bike gearing, but the chain feeds into the motor casing, not to the rear wheel. The motor has a mechanical neutral setting, which can be actuated from the steering bar, on a finger control near the right hand brake. Pedaling will recharge a battery, although too slowly to really make a difference. Usually the pedals are locked with them both forward to serve as a foot rest for the pedicabbie.

Sitting inside the bike frame near the front is a bike repair kit with two spare tires, an air pump, a can of sealant for simple punctures, a wrench, and one set of variable locking pliers. Also inside the frame are two bike locks: the bar kind and a heavy duty chain.

Pedicabs have double-width heavy duty tires (SDP 4). Traction is excellent, as are the brakes. No pedicabby will ride on bad brakes.

Pedicabbies always wear a bicycle helmet, and a small backpack for their wallet, rain gear, medkit, walkman when they leave the bike, spare can of mace, and other personal stuff. They sometimes wear some kind of light kevlar torso armor. They are always armed to defend themselves. The most popular way is a special glove; a small can of mace sits across the back of the hand. Press your thumb to your pinkie, depressing the button, and a simple fluid compression action squeezes the button on the can of mace. Pedicabbies have a reputation for

taking no trash, and for macing troublemakers with little provocation. This at least gives them the few seconds necessary to draw some other implement for inducing pain; shivs, extending batons, and maglights are popular.

### **Bike couriers and delivery people**

Bike couriers first appeared in Atlanta during the 1996 Collapse. Package services started using them because nothing else could get through the traffic from all the immigrants come looking for work. As traffic in Atlanta continued to worsen during the 21st century, some bright wag started the first of the bike courier companies. Whereas pedicabbies pretty much stick to downtown and the bike lanes, bike couriers go everywhere, and that includes plenty of places that have no bike lanes. If pedicabbies have a reputation for being tough (see: [Pedicabs](#)), then bike couriers have the reputation for aggressiveness and take-no-shit. When you're riding a non-motorized bike in traffic, you have to have that kind of reputation and the attitude to back it up. Bike couriers are always armed with the same special gloves as pedicabbies, but they usually pack more potent sprays than basic mace. Although puke sprays are technically gray market — that is, you can't buy them, but you can use them — most bike couriers would rather be alive and worry about the legalities later. This is also why they always wear light armor weave torso armor (SP12), a bike helmet (ditto), and carry a sidearm in a shoulder holster (can't wear it on the leg!). The sidearm has a second holster on the steering bar. The most popular pistol now is the Glock Thirty Machine Pistol, a semi-auto with burst capability, loaded with dual purpose rounds. P +2 P (J with the 30 round mag) 2d6+3 (10mm) 20 (30) 1/3 VR 50m. Standard gear for a bike courier includes a two-way radio in the helmet, so that it goes with them when they make a delivery. The radio includes an external pick-up mike so that if a courier is in trouble, the home office will know. A locked backpack (SP14) carries the package in one pocket, and personal stuff in the other, as well as a medkit. Bike couriers are always becoming scratched up, bruised, and cut. Medkits are frequently restocked. Bike pants and sneakers are

standard. The helmet has pull down shades, which has a heads up display with map information, traffic reports, and special instructions. The shades go into a slot inside the helmet. Trauma team coverage is standard for bike couriers.

Riding in traffic is risky, and also, because they are pedaling hard all day long, they can't wear any but the most minimal armor.

The standard bike has double-width, high-traction, high durability tires (SDP 4). The frame is constructed from advanced polymers and composite materials, making the bike extremely light (the frame is only 2lbs), durable, and strong (SDP 8). Bike couriers will sometimes carry their bike with them into a building when making a delivery. Inside the frame is a repair kit with two spare tires, wrenches, and an air pump. There are also two bike locks: the bar kind and a heavy duty chain. There is an alarm, of course, which sends a signal to the bike helmet. Finally, there is a water bottle.

Besides the pistol holster, the steering bar holds two more water bottles and rear-view mirrors.

Obviously bike couriers are in fantastic physical shape, and have incredible calves.

Common cyberware is a pair of cybereyes with lowlight & anti-glare on both, and sometimes adding teleoptics and image enhancement (for picking spots through traffic). Cyberaudio with Level Damper, Enhanced Hearing, and Sound Editors is another good option. And many couriers have a Mediaware Cellular Phone (Chromebook 3) so they can talk while riding.

## **Public Transportation**

### **MARTA**

MARTA (Metro Atlanta Rapid Transit Authority) runs networks of buses and trains through downtown Atlanta, and to certain areas outside of the perimeter. Certain MARTA lines link up with lines outside of the city, such as CCT (Cobb

County Transportation), or Gwinnett Transit. Many, many buses now travel all through the morass of roads within the perimeter.

The original MARTA train lines ran north-south and east-west only. Now there are numerous branching lines. Looking at a MARTA train map is very much like looking at a London tube map; the style is almost identical. MARTA trains terminate south of the city at Hartsfield International Airport.

Atlanta was unique in that they intentionally built certain facilities, such as the 1993 stadium, to prevent the use of cars to reach the facility. The idea was to encourage people to use MARTA to reach the facility. Also unique was that certain train stations were built specifically to reach major shopping malls. In these ways MARTA picked up a lot of revenue that they otherwise would not have.

MARTA stations employ armed security, who are publicly and loudly encouraged to use non-lethal force to put down disturbances. The security people are also armed with rifles that spit big, soft rubber chunks to stun perpetrators with. The chunks bounce, can knock somebody over, or bruise somebody badly, but are very unlikely to kill anyone, even a child. Chunk gun: RIF 0 (+1 with standard laser sight) N P 3d6 stun & knockdown 6 1 ST 50m 400E\$. Treat like a bean bag/gel round from a shotgun. At least half damage goes through soft armor (not hard armor) but only as concussion damage, i.e. only for purposes of making a stun save. Roll Ref v 10 to avoid being knocked over regardless of damage.

Multiple shots will stack the concussion damage total for purposes of making a save, so it is a frequent tactic to have as many security people shooting at a single perp as possible. The magazines are quite large as the chunks are about 1" diameter spheres. Only 1 extra magazine is carried, attached to the side of the rifle. The full auto version of the Chunk Gun is called the Mega-Chunker. It is the size of a heavy machinegun and can only be fired while tripod mounted unless the firer has a Body Type of 15+. It uses ammo drums about the size of an oil drum, which have to be scooted into place, taking 3 combat rounds (10 if not skilled). HVY +1 (+2 with standard laser sight) N P 3d6 stun & knockdown 100 10

50m 2000E\$. Mega-Chunkers are often mounted on security carts; the tripods have wheels that can be locked down so it can be rolled. Pulling the trigger automatically yanks the wheels up; this counts as a snapshot (-3 to hit). They can also carry full-auto sleep drug needlers. Constitution Arms Deluge Crowd Control Weapon: HVY 9 N P 1-2pts+drug 400 35 ST 60m 800E\$ + 135E\$ per magazine. MARTA prefers not to use these, as they are likely to hit passengers (as opposed to “security risks”). These are dandy against a small number of gangers, but create a liability risk (see [below](#)).

Security can also dump knockout gas into a train car, putting everybody to sleep. They hate to do this because of liability; MARTA tends to get sued over lost wages, causing medical risk, etc. when they gas people and therefore make them late for work. Also, perps nowadays know that this can be done, and threaten to shoot people if they see gas or think gas is being used. Security wear armored jumpsuits (SP 16, EV 0), gloves, and helmets (SP 25, includes a clear armored face plate) in a friendly, bright red. You may say, doesn't this make them easy targets? Yes it does. That is the idea. MARTA wants perps to be targeting its security people, not its passengers. This has the added effect that people give MARTA security officers a wide berth — in case of stray shots, nobody wants to get hit.

### **CCT: Cobb County Transportation.**

East Cobb County, the affluent and conservative part of the county, refused to have MARTA when MARTA first started; the residents didn't want “undesirables” bussing in to their affluent area to burgle them. 10 years later, at the end of the 1980's, when the need for public transportation into the city grew too large to ignore, Cobb County created it's own bus system — which links directly to MARTA. When the Cobb County Conservative District walled itself off from the rest of the county, they instituted searches on any public transportation coming into the District. “Public Safety Officers,” who are not police, but who are frequently members of the The Family Values Coalition gang (see [Gangs](#)),



perform these searches. Anyone not appearing to belong and who can't present a Conservative District ID are expelled at the border.

## **Gwinnett Transit**

There are two private bus lines in Gwinnett, Arlo Transit and Guthrie Speed-o Line. A divorced couple each owns one line, and they compete fiercely. Buses are often late due to sabotage.

## **Law & Order**

The police have all the typical divisions: detectives, patrol, traffic, netpatrol, special investigations, & C-SWAT.

### **Patrol Police**

Cops in Atlanta typically patrol by car; the city is too spread out to patrol on foot. Cops responding to a call have priority on the use of the HOV lanes. As each highway usually has two of these per level, other drivers in the HOV lanes can swing out of their way and the cops can really move. Response time is good for such a large city with heavy traffic. Fast response air patrols are run by Atlanta's C-Swat, [CUE](#). Corporate taxes provide for all kinds of excellent equipment for the city police.

Patrol Police ride in BMW 2020's (Maximum Metal, p.33) Top speed: 100mph, crew 2, passengers: 4, maneuver: -1, SP 20 (Armor 1), mass: 3 tons, a cc/dec: 15/40mph, range: 300 miles, cargo 2 spaces, 1000kg, SDP 75 (Body 4), type: car, cost: 90,000 E\$. Either 2 or 4 cops will ride on patrol, depending on how dangerous the area they're patrolling is. If 4, 2 load in the back, and they can open the rear door with either a helmet radio command or a special key if the electronics are down (the lock is difficulty 30 to pick). There are crash control systems for everybody, and 4 sets of heavy restraints in back, including ion cuffs for all 4 limbs. This allows booster gangers to be secured. The unit includes light

amp, radar, military radio, infra red, a fire extinguisher, civilian climate control, an armored searchlight, a loudspeaker, and is off-road capable (half speed).

For hazardous area patrols, a 5.56mm minigun is mounted. This has a dual feed magazine; half are rubber/gel rounds, and half are live ammo. HVY 0 N P 5d6 500\*2 100 ST 450m. The police force has a few 75mm recoilless rifles they can mount in place of the minigun for dealing with heavy armor. These massive bang bangs are: HVY 0 N R 8d10 AP (75mm HEAT, Penetration 8) 1 1 VR. At 15,000 E\$, they don't have many. When they mount these, they store 6 extra shells into the rear (they're big) and load them manually.

Patrol police usually wear special issue Metal Gear (SP 25, EV -2, 800 E\$) with a Comfort Layer (TM) coverall underneath. The metal gear has vents for cooling; the vents can be snapped shut with a single button press in case of gas. The helmet includes a 10 minute air supply, as well as anti-dazzle, low light vision, high power spotlight (the low light vision cuts off automatically when this the spotlight is switched on, and it can be switched into 1/10 candlepower mode for use with low light vision), two-way multi-channel radio (650 E\$).

The coverall is one piece with memory seals at the fly and behind for necessities. It is made of a clingy material that has padding in important places so that the armor sits better on its wearer, keeping the armor from chafing and to make the officer comfortable sitting down. It also provides temperature control with a dense network of tiny tubes (thread sized) that hold non-toxic liquids that are either cooled or heated by tiny units under the padding. The material does not provide any armor value, but if punctured doesn't lose much liquid and thus is still effective at temperature control. IEC makes and repairs these on special computer controlled sewing units; the cost of one new is 1000 E\$. They can be overnited for repair at 30 E\$.

The standard weapon for the cops is a Militech Ronin Light Assault rifle. They are easy to acquire, cheap (450 E\$), reliable, many techs were already familiar with their repair and maintenance, and the ammo is also cheap and common. It can be easily fitted with gun cameras, scopes, and underbarrel grenade launchers or

microwavers. Typical ammo used is AP or low velocity rubber gel rounds (damage is stun only). Cops carry 4 extra clips, for a total of 3 AP and 2 stun, plus double of each per cop in the car. RIF +1 N C 5d6 (5.56mm) 35 3/30 VR 400m. The Ronin gives the police far more firepower than the average citizen, and allows them to tackle just about any sort of criminal, even those with big guns.

The usual underbarrel mount is to attach an Arasaka Restraint Caster pistol, and when they have to shoot, they use that instead. The Restraint pistol can also be detached and used as a pistol. 4 reloads are usually carried. P -1 J P Tangle (15mm) 4 1 ST 25m. This fires a mass of polymer threads that hold the target in place for 20 minutes (+ or - 10 minutes) unless they beat a 25 Body Type roll. Another popular sidearm is the Constitution Arms Multi-Ammunition Pistol (See Protect & Serve or Blackhand's Street Weapons 2020) due to its variety of rounds: sleep capsule or dart, taser, acid, explosive, or even bullets. P 0 J P 4d6+1 (12mm or special round) 5 1 VR 50m. When cops have to get physical, they use the Excalibur Nightstick with taser tip. MEL 0 J P 2d6+3 (+taser) VR (taser is ST).

Cops also carry the ever popular mace, striptape binders, one set of ion cuffs (disrupt arm cyberware so it can't be used while the cuffs are on, but unlike the Protect & Serve version, the Atlanta kind has keys), 2 sets handcuffs, pocket computer with fscanners and cellular link (see [below](#)), drink bottle, spray bottle with solvent for restraint pistol, utility webbing. The utility webbing lets a cop carry gear all over, and it also has a couple extra gear clips; most cops stick another drink bottle or soda can holder there.

The cop pocket computer is crammed with compumods and a multi-use scanner for reading retina patterns, fingerprints, cyberware (thermograph), and micro-video with audio (like the cyberoptic, used to record things). It also has a card slot for reading ID; a dedicated memory section for the latest updates on criminals, alerts, etc.; and a cellular link to talk to the computers at headquarters. It can also be tied in to the suit radio. It has an SP15 shell.

To use the pocket computer, a cop pulls it off his webbing, runs it over the target (eyes, hands, whatever) or slides an ID through the card slot. Max range is about 2 feet.

Skills: Tactics, Rifle, Pistol, Melee, Athletics, Streetwise, Human perception, Endurance. Tactics training includes mob and riot management, and handling hostage situations. Authority averages 4.

Cops can have any kind of cyberware, with optics being the most common, followed closely by neuralware with smartgun and vehicle links, and Reflex boosts. The department will pay for it and therapy if approved. Because of the Eurocorp influence, therapy for cybernetics is viewed as necessary.

## **Riot Police**

When riots occur, which is often, or when an area needs to be secured, the riot police are brought in, riding in Arasaka Riot 8's with a built in Arasaka Nauseator in the front. Riot police also frequently serve as on-site guards at police or government facilities. Riot police wear military grade hardshell and carry autoshotguns. This is SP28, comes with a 1 hour air supply and extra cooling unit built into the armor, otherwise as above. The helmet also includes a thermograph for walking through smoke and a noise reduction option intended to counter the nauseator.

A riot shield is slung on the back for another SP15 & EV -1. When they wade into a crowd, they unslung the shield and their taser nightsticks. The shield is also equipped with a taser and a wide angle mace sprayer (2 shots, area affect 1m wide).

Usually they do not wade into a crowd, instead firing on it from a distance (often extreme range, which doesn't matter with area affect rounds) with various non-lethal rounds with their Military M-12 Close Assault Weapons, or CAWS. These are produced by Militech, and have a selectable rotary magazine (choose your ammo and drop ROF to 1). These "Dial-A-Guns" have a wide selection of ammo. SHT 0 N P Varies (12Ga Mag) 20 1/3/10 VR 50m.

The usual magazine loaded is a magazine type 1, crowd dispersal; it contains 8 flash bang, 8 tear gas, and 4 gel rounds. Magazine type 2, the meat grinder, is for when lethal force has been authorized, which is not often; all buckshot. Magazine type 3, the borg smacker, is for use against heavily armored targets or durable objects; all solid slug.

Riot "dally gunners" are expected to fire on rapid semi-auto (picking targets) or full auto ("mowing the grass"). Riot police carry 2 extra of the large mags attached to the front of their legs and 2 on the sides. Otherwise their gear is the same as patrol cops.

Between the nauseators, flash/bangs, tear gas, gel rounds, water cannon, and tactics, most crowds are broken up fairly quickly.

Riot division has 8 AV-6 Combat Aerodynes for rapid deployment. Riot cops can rappel down or jump out from a dustoff.

There is also at least one powered armor platoon with 20 (+4 more in for repair at any time per squad) Arasaka Type 17 Guardian ACPA (see Chromebook 3 for stats) on duty at any time. This squad is brought out against booster gang riots, and as a preventative measure against booster gang attacks. The armor is weak for ACPA, but the weapons are usually sufficient against gangers. Stun rounds can be loaded instead of live ammo; this only happens on the rare occasions when a truly huge demonstration goes through town.

Common cyberware for riot cops include all of what is usual for patrol cops, and Muscle & Bone Lace (particularly the improved version) is almost ubiquitous.

Although many riot cops are into bodybuilding, Grafted Muscle is rarely approved. Recovery from the surgery puts the cop out of action for a while, and then they may need special armor to fit over the added bulk.

Skills: Emphasis on securing the area. Tactics, Intimidation, Melee, Rifle, Awareness, Endurance. Authority averages 5.

## **Detectives**

Because detectives have to deal with people to investigate crimes, they use more subtlety than standard cops. Instead of hardshell, they wear SP14 suits, and their traditional detective bowler hats (SP12). They wear the comfort layer thin coverall underneath, so they wear the suits in the summer. Ties are de rigueur, but for safety are always modified with a breakaway clip; this leaves those jokers who try to grab them by the tie holding said tie and a sheepish expression. Detectives also go under cover, sometimes into deep cover. When undercover, they wear and use whatever is appropriate.

Detective teams usually specialize in a given type of crime: homicide, serial killings, vice, embezzlement, etc. Teams dedicated to tracking down serial killers usually have cops with psychology backgrounds.

Skills: Emphasizing finding and searching through information. Detectives could be considered dual role cops/private detectives, and thus be able to use the Research special ability. Expert: Forensic investigation (this is not forensic medicine, instead, it is knowing how to examine a crime scene for clues), General Knowledge, Human perception, Streetwise, Interview, Interrogation, Shadow/track, and Library Search. Undercover cops will have Perform (for acting), high Streetwise, and tend to have high Int. Authority averages 7.

Cyberware: Cyberware aims for subtlety. Cyberoptics, particularly Image Enhancement, Times Square Plus, MicroVideo, Digital Cameras, and Thermographs are common. Digital recorders are very useful for extending the recording time of cyber options. The Cyberaudio Voice Stress Analyzer is popular. Any cyber acquired as a Detective is installed hardened.

Equipment: Detectives carry a lighter load than patrol cops: mace, one set of ion cuffs (disrupt arm cyberware so it can't be used while the cuffs are on, but unlike the Protect & Serve version, the Atlanta kind has keys), 1 set regular handcuffs, pocket computer with scanners and cellular link. Detectives usually have extra mods on their computers, like voice stress analyzers.

Weapons: Sternmeyer P-35: P 0 J C 3d6 (11mm) 8 2 VR 50m. Typically loaded with dual purpose ammo, and they aim for unarmored portions if they can.

Sometimes an Uzi Miniauto 9 is carried. It is very small, and easily concealed under the suit's jacket. SMG +1 J E 2d6+1 30 35 VR 150m, always loaded with dual purpose ammo to give them a fighting chance against armor. A clip of stun rounds is also carried for either weapon. A riot shotgun is kept in the front and a couple of Arasaka Restraint Caster pistols are kept on the dashboard (along with a couple of spray bottles of solvent for the restraint pistols).

Detectives frequently carry a backup pistol. The most common choices are the IMI Gamad: P +1 (laser sight) P E 2d6+3 (10mm) 7 2 VR 50m; or the 454 Magnum Disposable: P -2 P R 4d6+3 2 1 VR 40m.

## **Traffic cops**

Although traffic cops still pull over speeders, drunk drivers, hazardous drivers, and just in general keep the flow of traffic as smooth as possible, they are also the fast response and chase arm of the police, and are responsible for stopping smugglers. Their primary mission is to keep the roads safe, and if a criminal is on the road, it isn't safe. To this end, traffic cops are equipped with cyberbikes and specialized weaponry to stop a perp's vehicle. They have to do this with minimum risk to other drivers, so just blasting away with HE is not acceptable. Traffic cops wear lighter armor than the hardshell that patrol cops do. Fast reaction time is more critical than all the armor in the world for what traffic cops handle. Traffic cops wear the standard comfort layer coveralls, but instead of hardshell, they wear SP 18, EV 0 soft armor that resembles black leathers. Their hardshell helmets (SP25) are stuffed with features, including a 10 minute air supply, anti-dazzle, low light vision, high power spotlight (the low light vision cuts off automatically when this the spotlight is switched on, and it can be switched into 1/10 candlepower mode for use with low light vision), teleoptics, image enhancement, thermograph, and two-way multi-channel radio (1,100 E\$). The optics are used to spot and track perps. They are placed in the helmet in case the officer has to leave the vehicle. Targeting is tied in to the vehicle weapons.

The standard vehicle is the Kundalini Torpedo Police Interceptor Cycle (Chromebook 3).

Top Speed: 144 mph, crew: 1, passengers: none, maneuverability: +1/+3, SP: 15 (armor 1), Mass: 120kg, acc/dec: 18/30 mph, range: 270 miles, SDP: 30 (Body 1), type: motorcycle, cost 36,000 E\$ (50,400 E\$ smarted, but the police buy these at a volume discount). Standard armament is one Militech Urban Missile Launcher on the left side, and one Constitution Arms Cyclone Squad Support Weapon on the right hand side.

Militech Urban Missile Launcher HVY +2 L P 4d6 (missile) 12 2 ST 200m Missiles, although extremely expensive, are the most effective means to stop a perp's vehicle. A missile can be targeted at a vehicle's hood (engine) or axles without having direct line of sight.

A triple feed magazine is employed, each holding 8 rounds. The first magazine holds special ECM rounds. These have an effect equal to the ECM hand grenade, but within a 2 meter radius only (to avoid affecting other vehicles). This disrupts a cars electronics for 4 minutes, effectively killing the engine and all systems, especially cybercontrol, forcing the driver to pull over. The second magazine holds a material like that used in the Arasaka Restraint Caster, only heavier. Reactive polymer threads wrap around an axle with a gluey mass, then harden, stopping the axle or at least slowing it down significantly. The third magazine holds HEP, for punching through armor without inflicting frag damage on nearby innocent drivers.

Constitution Arms Cyclone Squad Support Weapon HVY +1 N P 6d6+2 100 35 VR 500m. Loaded with AP ammo. This is used to take down heavy vehicles or perps, or for the intimidation value.

The other common patrol vehicle is the Bell F-152 Autogyro. Top speed: 195 mph, crew: 1, passengers: none, Maneuver +1, SP: 0, Mass: 1,500kg, acc/dec: 15/15 mph, range 67 miles, cargo: none, SDP: 40 (Body 2), type: light helicopter, cost: 145,000 E\$ less bulk discount. This version trades 0.4 (10%) of a space for a 33% increase in range. This means it can only mount a 1/2 space weapon, so



the Militech Urban Missile Launcher is used, stats and magazine setup as above. It's range is shorter than would be preferred, so most pilots hang way back at extreme range to avoid incoming fire.

The autogyro is equipped with both a crash control system and a safety chute system; if the copter is so damaged it is going to crash, the pilot or damage control systems (including an altitude sensor) can trigger these. The rotors should autorotate, providing some lift, but a heavy chute is fired by mini rocket from a packet above the rotor. Note: This is a real system in use in 1996. The crash control system is a series of strategically placed airbags to cushion the pilot.

Autogyros are fast, but have limited range, so there are refueling landing pads all over the city. Autogyro pilots typically operate in tandem with motorcycle cops. Unlike the AD Police in the Bubble Gum Crisis anime, they do not ram themselves into support pylons with amazing frequency.

For roadblocks and other times when smugglers need to be stopped, the Anti-smuggling arm of Traffic division uses an enhanced wheeled version of the Mitsubishi Musashi SWAT Mini-Tank (see Solo of Fortune 2); these have extra powerful engines. They sacrifice 2 spaces of cargo/ 2 passenger spaces for improved speed; the new top speed is 180mph. Acceleration, braking, and handling are all boosted. Top speed: 180mph, crew: 2, passengers: up to 3 or cargo, Maneuver +3, SP: 100 (Armor 5), Mass: 8 tons, acc/dec: 26/100 mph, range: 200 miles, cargo: up to 3 spaces at about 4500kg, SDP: 200 (Body 10), type: IFV, cost: about 2 million E\$! But you can't beat their effectiveness. Plus, throw three riot or CUE police in the back and you have a party! Traffic division has at least 15 of these.

Skills: Motorcycle, Driving, Heavy Weapons, Pilot Gyro, Operate Heavy Machinery, Intimidate (for when they leave their vehicles). Authority averages 3. Traffic cops might be dual role Cop/Vehicle Runners, or Cop/Specialized solo as described in Home of the Brave.

Cyberware: Reflex boosts are common, and a vehicle link is a must.

Weapons & equipment: Same as patrol cops. If a traffic cop pulls someone over, they pop the hatch on the Torpedo, which opens forward, providing him with cover. Then they lean forward, clip on the gear belt, sling the rifle and stand up. They are trained not to leave their vehicle until they are geared up.

### **Cyborg Enforcement Unit (CUE, informally, the CUE ball unit)**

CUE is the heavy enforcement arm of the police. The CUE unit has heavy gear, heavy weapons, heavy vehicles, heavy cybernetics, heavy funding, heavy pull, and heavy attitudes. They also have an all cyborg unit. When the regular police can't handle something, they bring in the CUE unit — "To put the bad guys behind the cue ball!" CUE officers are usually dual role cop/solos. Authority averages 8 (these guys have obvious pull!). ACPA pilots are usually dual role cops/troopers.

CUE has a special Cyborg only division: the Robocoppers. Robocoppers consists of no more than two dozen full conversion cyborg cops; all have had extensive therapy and all have hardened shielding. There are several types of cyborgs employed (all from Chromebook 2). Enforcers are used for anything that an enhanced cop could do; Enforcers have Body Type boosted to 15 so they can handle really big guns. Wingman conversions are used to fly the copters or AV's. Eclipse conversions are used in anti-terrorist actions. There are no Dragoons and Spiders; the humanity loss is too catastrophic.

Vehicles: Arasaka Combat 10's, 2 Bell Evil-Eye 19 light attack copters, 8 AV-6 Combat Aerodynes, 20 AV-3 Aerocops, 2 AV-9 Multi-Purpose Aerodynes (used to carry weapons or lift things, etc.), 4 Arasaka Daikani Cyberwalks (Solo of Fortune 2), 2 Bell UH-10 PAPC (a helicopter that serves as an ACPA carrier; in Chromebook 3), 5 heavy armored trucks as ACPA transport, several Brennan Ares Combat Bikes (also in Chromebook 3), several dozen support vehicles including prisoner transport vehicles, and a lot of really big, bad motorcycles. The other vehicles listed above appear in Maximum Metal.

ACPA: 20 Dynalar/Zetatech Grasshoppers (these have been used for a long time and have no original parts left) with thrusters added for flight. 60 seconds of fuel add 24kg of extra weight. There a couple of Flyer units for true flight; these are not often pulled out. 30 Arasaka Standard B's.

Cybernetics: As is typical for Cyborg Swat, cybernetics are used heavily. Therapy is mandatory. When you have new cyber installed the cyberpsychologist is there with you before the operation and after (treat as Inpatient therapy minimum). All cyberware is hardened. Upon upping to CUE, any non-hardened cybernetics are replaced. When this happens, any "unofficial" cyberware tends to go.

Equipment: Everything Patrol cops carry and more. CUE cops can requisition almost anything depending on the job.

Weapons: Almost anything, as long as it packs a serious punch. The usual sidearm is the Royal Enfield Ordnance Spitfire 12mm Battle Pistol, SAS version, smarted. P +1 (+3 smarted) J R 4d6+1 12 2 VR 50m 700E\$. Commonly carried CUE weapons: Militech Mini-Grenade Launcher HVY 0 N P varies (25mm/10ga) 16 2 ST 150m loaded with HEP at 5d6 (damage is 1/2 real & 1/2 stun, armor has no effect). Militech Urban Missile Launcher HVY +2 L P 4d6 (missile) 12 2 ST 200m loaded with anything, usually HEP. Militech Ronin Light Assault rifle with AP ammo. You get the idea.

## **Wildcard teams**

Sometimes a group of detectives aren't quite the right mix to investigate a case. Sometimes it requires other modes of thinking, observing, and doing. Sometimes the Police Chief will just want to have a group around that comes at crime from a totally different angle than cops normally do. For situations like these, Wildcard teams, sometimes known as Special Investigations, are formed. These teams almost always contain a detective and someone from CUE, frequently someone from Net Division, someone with a particularly good ear for street, and anyone else who would form a certain chemistry. The idea of a Wildcard team is to make

a certain chemistry; the particular synergy of different kinds of cops and different kinds of people can make a very effective team.

Wildcard team members have skills and equipment appropriate to their original assignments, and usually skills and equipment that are off the beaten path.

Divergent thinking in an individual tends to encourage the same thing within the chemistry of the team.

Assignment to a Wildcard team usually carries with it an increase in Authority. If so, and how much, is up to the GM.

## **Other divisions**

### **Net division**

Has good netrunners and excellent access to software. They protect police systems and investigate net crimes. Netwatch frequently muscled in on their investigations. Authority average is 3.

### **Med evac.**

Equipped with 5 ambulance AV-4's. Riot police serve in place of solos, and frequently secure areas where a cop was shot by dropping in from their AV-6's. Average authority is 5; med evac has excellent access to resources.

### **Administrative**

Lieutenants, Captains, Division Chiefs, the Chief of Police and their support people. Authority average for support staff is 6; for the high ups its 9 minimum.

### **Technical maintenance**

Or Tech, maintains the vehicles, weapons, and equipment of the police force. Average Authority is 2.

### **Forensics**

Handling ballistics, medical forensics, and psychological assessments. Obviously the province of techs, medtechs, and psychologists. Sometimes dual role characters.

## **IA**

Internal Affairs keeps the cops clean. Disliked at best and usually hated by other cops. These are the guys who take down other cops when they go bad. Average Authority is 6, enough to make you cooperate.

## **W&I**

Warehousing & Inventory. W&I handles all of the contraband seized from criminals, including smugglers. They handle a lot of material of all kinds, including weapons seized from boosters, solos, and crime organizations. Riot cops serve as security at the many large warehouses W&I manages. W&I makes a lot of money for the police by reselling contraband. Weaponry is typically cleaned up by Tech and handed over to CUE. Authority average is 4. There are some dual role cop/fixers here.

## **Corporate Security**

Joining the city cops in policing are the various corporate security groups. These have authority only on company property, and their authority is only as security, not as police. They do not have the power to arrest people, although for corporate security needs they are allowed to restrain, render harmless (i.e., shoot), or detain people. In theory, corporate security have to explain their actions to either the city government or the state government or both. However, the city government is largely dependent on the corporations for its financial survival, and the state government is in the corporations' pockets, so the need for these explanations is often overlooked by both governments. There is a constant need for Medias who are willing to go to wall to bring incidents of corporate

abuse to the people. Corporate security equipment varies depending on the corporation. Most wear SP14 coveralls (EV 0), SP20 helmets, and carry medium SMG's and FN Browning 3-Spot pistols.

## **The Musketeers**

When the Eurocorps moved in during the Collapse, their security forces quickly earned a bad reputation as being anti-American. This was not their fault as this attitude was a sign of the times; Americans were not happy about the embargo and collapse of their economy, and many blamed the Europeans. To counter this, the Eurocorps created a joint elite security force as a public relations move. This force had to be public-friendly. Dubbed the Musketeers, they were dressed in armor and gear that resembled the legendary heroes, and they were put through their media paces taking out terrorists, patrolling crime ridden neighborhoods, and smashing crime syndicate facilities. Assigned media specialists as part of their units, they were turned into darlings of the public. To complete this view, all Musketeer troops were counseled by psychological experts to feel as if they were doing heroic deeds for the good of the people, and following firmly in the footsteps of their fictional namesakes.

As elite corporate security, they were to turn public opinion in favor of the regular European security forces, and then to start taking over functions of the elite city police operations. Then a takeover of more routine police functions was planned for the rest of the Eurocorp security forces. This was part of a long term plan to eventually displace the police and other city services, eventually allowing the Eurocorps to totally take over Atlanta.

The Musketeers did indeed bring a favorable image to Eurocorp security. But then a funny thing happened. The people in charge of the Musketeers started refusing orders to take over security functions currently held by the city police. They would assist, but they would not push in on the city police. Their relationship with the city police was flawless. The media hounds continued to be led down the daisy path, but now they were seeing a privately run security force

working hand in hand to assist the city police, riding in to save the day when needed, whether for the city or for the corporations. But the Musketeers would not perform “questionable” ops. Their leaders refused grey ops, laughed at black ops orders, arrested anyone who tried to bribe them, and in general only worked for the betterment of the populace. The Musketeers were indeed heroes to the public, and would not be otherwise. Perhaps the psychological counseling had worked too well, or perhaps they were filling society’s desperate need for heroes during the collapse.

As an elite force, the Musketeers are dual role characters: Cop/Solos, Cop/Netrunners, Cop/Techs, Cop/Medtechs or Psychologists, and Medias.

On three occasions, other people wore Musketeer uniforms in the commission of acts that the Musketeers did not approve of (once was a crime, the other two times were raids against American corporations). The bodies of the individuals who did these acts, and their bosses, were left in front of their respective operations centers’ buildings.

Skills: They are elite. A mixed smattering of pickup skills in the +2 range. Combat or other professional skills in +6 and higher range, with 1 to 4 skills in the +8 or higher range. They don’t use their rapiers very often, and are only usually +2. Combat sense or other professional skill is +7 minimum, usually +8 or higher. Combat sense, Rifle, Handgun, SMG, Heavy weapons, Intimidation, Tactics, Awareness, Martial Arts, Languages, Stealth, Hide/evade. Stats also tend to range higher than average. Musketeers in armor have a citywide Reputation of 5 as heroic heavy-duty police.

Standard equipment: Armor: SP16 soft armor, with hardshell torso protection and helmet SP25, EV -1; this is done in the style of the original Musketeers, complete with surcoat and big, feathered hat (SP12). All helmets have enhanced optics, including targeting scope, antidazzle, low light, telescopic, and thermograph. The helmets also have detachable faceplates for their public relations work. For heavier missions they wear military grade hardshell (SP 28, EV -2).

Weapons: A rapier, of course. This is machined of the finest metals and ceramics. 2d6+2 blade AP. They tend to use their “muskets” instead, though. For “muskets” they carry smarted Barret-Arasaka Light-20’s with at least two extra clips. Hvy 0 N R 4d10 (20/9mm APFSDS) 10 1 VR 450m. Frequently, and always on heavy ops, they mount a 25mm or 40mm grenade launcher under the barrel of the Light-20, and carry anything from tear gas to HEP.

When they expect to deal with large numbers of opponents, they carry Heckler & Koch MPK-2020 SMG’s with 5 extra clips. SMG +2 (12mm) 60 30 ST 200m.

Sidearm is the Royal Enfield Ordnance Spitfire 12mm Battle Pistol, SAS version, smarted. P +1 (+3 smarted) J R 4d6+1 12 2 VR 50m 700E\$.

Other equipment: handcuffs, striptape binders, 4 ninja smoke pellets, 1 flash/bang hand grenade, and a Black Book police hand computer (interface version) with various additional mods.

Cyberware: Almost all musketeers have a neural processor with interface plugs, chipware socket, and Kerenznikov or Sandisvestan boost, Smartgun Link, Dataterm link, Vehicle link, and various chips for languages, needed skills, and unique information for the op (like maps). Almost all also have Nanosurgeons, Enhanced Antibodies, and Toxin Binders. Most have Skinweave SP10 and Improved Muscle and Bone Lace. Musketeers must have at least some (outpatient) therapy, and they can have as much as they want. Their psychologists, like the rest of the musketeers, are incorruptible and totally loyal to the force.

## **Citizen’s Defense Groups & Guardian Gangs**

Citizens’ defense groups consist of a group of people who live or work in the same neighborhood and have banded together to defend it. A “citizens’ ” defense group as likely as not contains a mixture of citizens and zeroes who live in a part of town that is not well policed, or that a crime organization has a good hold on.

The farther out from the city center one goes, the more likely it is that a neighborhood won’t have proper police protection. The defense group members



watch from their windows, and phone or radio others in the group. They wear light body armor and are armed with pistols, shotguns, and occasionally hunting rifles. They usually call the cops as well, but don't expect help, or don't expect it in time. Against criminals, they snipe from their windows and doorways, with an eye towards not hitting people in the neighborhood. They have plans on how to drive criminals into a fire zone, how to talk to them, how to evade them, how to fight them. Because criminal organizations have to use less obvious strong arming for fear of being shot by Joe and Joann Average, they use more subtlety in retaliating against those who resist them. Criminal gang's netrunners dig up dirt on people, who are then blackmailed. Resisters are poisoned, have "accidents," find loved ones kidnapped, are hooked on drugs, and more. Although citizen's defense groups are excellent for suppressing street crime, robbery, burglary, muggings, and assaults, they are pretty much at a loss to fight tactics like these.

## **Guardian Gangs**

The only other groups that can resist the heavy duty strong arming of the criminal gangs are guardian gangs. Formed by those who have nothing to lose, and frequently leaving their old identities behind, the members of these gangs can be an effective deterrent to crime. A surprisingly common phenomenon are the poser guardian gangs. Those who join leave behind their old identities, instead taking on those of heroic characters who defend the downtrodden.

## **The Zenas**

One of the most well known poser guardian gangs are commonly called the Zenas, although their members emulate many 1990's pop culture media characters. Their warriors are so blazingly obvious that most people don't realize there are other characters. Janeways are the leaders, Keses are medtechs or botanists (running the gang's hydroponic gardens and other food sources), B'Elanna's are techs, Ivanovas handle just about anything, Gabrielles are the

storytellers and recruiters, and of course, Zenas are the warriors. The Zena warriors are very heavily trained in everything from athletics to tactics to swordplay. They are particularly effective because they don't just whip out a gun and start blazing away, they think tactically. A squad of Zenas are frightening. And no they don't use guns, and yes, they do use chakrams (bladed throwing rings), and yes, they are deadly with them. A typical Zena warrior has +6 in Combat Sense, Awareness, Athletics, Intimidation, Chakram, & Fencing, and +4 or higher in Tactics and Streetwise. Body, Int, & Ref tend to be high, and Ref boosters and Improved Muscle & Bone Lace and Skinweave is common.

The Zenas were formed by a young woman who had grown up on reruns of an old flatscreen show about a heroic warrior. When her family was killed in the Collapse, she had nowhere to turn. Seeing the fates that happened to so many young women then (rape, assault, death, no skills for survival or self advancement), she took up the role of her idol and escaped these fates, while recruiting and protecting other young women. The founder is hard to miss; she is 6'5" tall, and has a city wide reputation (7) as a combat goddess. On the rare occasions when she has appeared publicly, even large corporations back down. She has killed slavers, corporates who use child labor, and their cyborg bodyguards. (Assume her stats and skills are mostly 10.)

The purpose of the Zenas is to protect young women and girls who are lost on the streets, and for those who want it, a chance to do something positive with their lives. Leaving their own identities behind is not something many want to do, and the gang only accepts into its ranks those who do. They will not refuse help to any young woman or girl though. In cases where a young woman or girl are accompanied by a male, they will help the male if they can, but males are not permitted to join the gang.

There is no way to contact the Zenas, even if you are a girl or young woman in need; they will find you. The Zenas have lookouts in the areas that runaways tend to go; street ragamuffins, shopkeepers, and just people who live there. A quick phone call from anyone one of these people, and a Gabrielle is quickly on

her way, backed up by Keses for medical treatment and Zenas lurking in the shadows to take care of any trouble.

The gang is well enough known that any member who reveals herself can be considered to have a Reputation of 4 as a Zena gang member; that is to say, out to help young women exclusively and capable of doing it.

Cyber chakram: At an estimated cost of 1500 E\$, it features onboard computer chips that control course correction gyroscopically and direct the firing of miniature rockets. In thrown only mode, it is +4, does 1d6+3 blade AP at up to 30' long range (50' extreme range), but the Zenas are skilled with them and tend to throw at unarmored areas, particularly throats. In rocket mode, it does 2d6+6 standard AP at up to 100' (treated as medium range). It can be ricocheted, each ricochet counting as an additional action, but at only -1 per ricochet in rocket mode. It can be used in rocket mode once before the fuel is gone, but the belt clip automatically refuels it in 15 seconds (so it could be used in rocket mode every third combat round). Treat as ST reliability, and it takes 18 SDP all at once to damage it beyond usability.

Although all members wear the traditional outfits of their idols, they usually do so under other clothes to remain inconspicuous (in any season but summer, because its too hot then).

The founder of the Zenas intentionally misspelled the name to provide for the use of a recognizable tag; a big X just doesn't register as a graffiti territorial tag, so she used a big Z instead. The Zenas have protected safe houses all over the city. Their membership is estimated at two to three hundred members.

## **The Zorros**

Another poser guardian gang that uses the Z tag (obviously) are the Zorros. A group of young men protecting anyone who lives in the Tejano/Mexican cultural areas, the Zorros run around in black outfits and hats and capes, use rapiers, and most maintain an everyday "secret identity" they use to gather information. Sometimes they even go undercover in criminal organizations!Zorros prefer to

use subterfuge and sabotage to indirectly and directly harm the criminals and corporations who are harming the populace. But if they see a crime being committed, they act like traditional superheroes, dashing into costume and confronting the criminals. Although they prefer to close and use their rapiers in combat, they are not adverse to guns or thrown knives. The Zorros take great pains to prevent innocents from being harmed by the actions of others or themselves.

A typical Zorro has his career skills and +4 or higher in Fencing, Tactics, Driving or Motorcycle, Expert: Traffic (for quick getaways), Intimidation, and Streetwise; and usually +3 in a gun skill.

Overall the Zorros are well known enough to have a Reputation of 4. Noone is really sure how many of them there are. Once, about 80 were seen at the same time, but it has to be assumed that there are more.

### **Robin Hood's Band**

Also variously called the Robin Hoods, Robin Hood's Merry Men, or the Merry Men by the general populace, and the Robbing Hoods or "Those damn guys in green!" by corrupt corps. Not really a geographically located guardian gang, the Robin Hoods take after their historical antecedents; they are a gang dedicated to exposing and opposing corporate and government corruption. Definitely ranked as outlaws, the Merry Men do dress in green (when not in disguise) and do use bows.

A favorite tactic of the Robin Hoods is to kidnap a media and bring them along on one of their crusades. This way, the reporter can't be blamed for their choice of subject, and who will refuse a story with excellent ratings potential?

The gang has many techs, netrunners, fixers, and prowlers. They acquire their information through their reputation for helping the common person, bribery, blackmail, and netrunning. There are an estimated 100 members.

Skills: Awareness, Athletics, Pick locks, Electronic security, Archery, Stealth, Hide/evade, Shadow/track, Library search, Disguise, Streetwise and Weapons

tech. B&E and archery skills are usually high. Archery specialists (skill 8+) will sometimes ricochet their shots around corners, much to the chagrin of corporate security (-5 to hit, but with an area affect warhead, so what?). Citywide Reputation is 5; to the person on the street they are helpful outlaws who fight the system for them, but to the corporations they are an extremely unpleasant annoyance, always making the corporations look bad.

Equipment: Breaking and entering tools of all kinds. Experts at shimmying handcuffs and locks of all kinds. Ninja smoke pellets, the IR proof kind. Smoke and paint grenades. Quick change disguises. Radio headsets that look like walkmans. The good will of the common people.

Weapons: Custom made collapsing compound bows equivalent to Eagletech Tigercat Compound Bow. EX +1 N P 6d6 12 1 VR 150m. Computerized sights and gyro-stabilization (negates running & turning penalties). Usually smarted, which increases base accuracy to +2.

The quiver (what the arrows are held in) have special spring mechanical grabbers in the bottom to hold any arrow in place, even through falls and hanging upside down. Robin Hoods carry a mix of arrows. Usual mix is 8 target, 8 broadhead, 2 stun, and 2 warhead.

Target arrows treat all armor as 1/2 SP but do full penetrating damage (narrow head with a lot of mass and kinetic energy behind it). Broadhead arrows are blade AP (AP v soft armor only) but do double penetrating damage. Stun has a blunt head, stun damage only, and leave a nasty bruise. Warhead is a 25mm grenade as warhead, -2 to hit; HEP is the usual load, although sometimes flash/bang or chemical loads are used, like smoke, teargas, glue, slick liquids, paint, or acid.

The typical archery specialist is a prowler, and carries a second quiver and a lot more warhead arrows. Merry Men techs make the bows and arrows and warheads themselves. Frequently warhead arrows have to be armed by squeezing the arrow base with a usual grip; if not they go off on the second impact (this lets archery specialists use a just slightly different grip and ricochet a

warhead around a corner). A common tactic is to fire an acid load to remove a window and follow it immediately with tear gas, sleep gas, frag, or a message. This way the second arrow is in flight as the first arrow's load removes the glass. When several archers do this, they can really mess up a board meeting or the inside of a car.

## Crime & Gangs

### The Urban Klingons (TM)

Atlanta was always home to the largest science fiction conventions in the southeast, and always had a large number of fans who would dress up in full Klingon regalia and makeup. In the 21st century, a small number of them decided that with all the problems humans were facing during the Collapse, they might as well be Klingons. Taking up the Klingon Way (TM), and later body sculpting, and adding bioware & cyberware, they forged themselves into beings who every inch resembled their fictional counterparts. The proud warrior ethic, strong ability to survive, and the chance to leave behind a painful past attracted many to this Klingon posegang. To join, an entrant must prove that they have the fierce heart, love of (the Klingon version of ) honor, and love of battle. Those who prove their worthiness are accepted into the gang, and receive much modification and training to become full-blown high tech savvy Urban Klingon warriors.

The Atlanta gang admits to 500 members. Other chapters exist in other cities, but Atlanta's is probably the largest.

All Urban Klingon gang members receive the following modifications to better resemble their namesakes, who have big ridges on their heads and backups for every major bodily system: Major facial modification (as per exotics) 1d6 HL, 2000 E\$; Muscle and Bone Lace (+2 to body) 1d6/2 HL, 1500 E\$; Replitech TuffBone Skeletal Enhancement, Alpha Level, +1 Body type for lift/carry, Strength Feat, & BTM v Melee/HTH damage, 1d6/2 HL, 1300E\$ (Chromebook 4); Nanosurgeons (doubles healing rate), 1d6/2 HL, 6000E\$; Lifesaver

Skinweave, functions as Enhanced Antibody Treatment giving +1 to healing rate, plus seals blood vessels and counters shock, so Death Level only advances 1 every 4 minutes, and Critical wound level does not advance to Mortal if rough treatment can be avoided, 1d6/2+1 HL, 4500 E\$ (Chromebook 1); Anti-Plague Nanotech, gives +3 Body type rolls v contracting disease or biowar agents, 0.5 HL, 1750 E\$; Biomonitor, 1HL, 100E\$; Bodyweight Autoinjector (linked to the biomonitor) with 2 doses of Stim (negates wound mods to stats for 1d6+1 minutes, then take 1-2 more points damage), 1 dose of Surge (ignore need for food & sleep, +1 to Stun saves for 1d6+1 hours), and 2 doses of Trauma2 (a better version of Trauma1, +3 Death Save for 1d6+1 minutes), these are all in Chromebook 4, and the autoinjector is linked to the Biomonitor. All cyberware is hardened.

All together, this adds +2 to Body (+3 for most things), boosts healing rate to 3 boxes per day, boosts stun save by +1, and boosts Death Saves by +3, which are only made every 4 minutes, making Klingon warriors harder to knock down. It also hits for an average HL of 14.5 or 1 point of Empathy. Many upgrade their Muscle & Bone Lace to +3 (adding 2HL), add a neural processor (3HL), Interface plugs (4HL), Smartgun Link (2HL), — package 11HL, and even Grafted Muscle (7HL) or a Cybermodem link (1HL) for netrunners.

So how does the gang afford such expensive mods for all of its members? First, they provide their own labor and medical facilities. The Atlanta Urban Klingons have been in business for 20 years. They have at least 30 medtechs. 5 minor surgical facilities are scattered throughout the city, and 1 major, full capability, surgical facility is at their main base. Second, they make lots of money, which is also how they can afford a couple of AV4s ("shuttles").

This Klingon gang field beta & gamma tests high tech weaponry and equipment for many of the R&D companies and subsidiaries in town. They insist on the equipment at least being mostly safe for them to use. Klingons deliver a lot of physical punishment to their gear, so they are perfect for durability tests. They also have 10 labs around town that would rival Consumer Reports'. Their fierce

sense of honor means they do not sell companies' secrets, and Klingons are notoriously hard to bribe or torture. Seduction has been known to work, but then the warrior in question loses his honor, and it is a hard path to recover it.

Also, they serve as bouncers, security and techs at many clubs around town. Having a Klingon bouncer is always fashionable and serviceable. It's the black leather, the blacker sneer, and the efficient fierceness with which they perform their jobs. Average rep of the gang is 5.

And the Urban Klingons have distribution of all science fiction games, movies, books, and braindances sewn up tight. They get a piece of any action from those items — and they insure that the shipments are safe, riding shotgun, and providing security services at the theatre or braindance club (putting in time in the public's face) whenever a new science fiction movie or braindance is released.

The Urban Klingons own, manage, and run most of the gaming & science fiction stores in town. (Yes, there are Klingon accountants — they are very fast, not into overbearing accuracy because that is not the Klingon way [except in the sciences], and never, ever, question their numbers!)

Urban Klingon security tend to be of gangers or dual role ganger/solos. They often add some cyberware (as above) to become meaner. The Klingon Marines are an elite strike team of ganger/solos used for enforcement. They are totally bad, with high skills and lots of cyber and high tech equipment and weapons, especially the experimental or milspec versions.

Since the "real" Klingons are a high tech culture, the gang emulates this by having lots of techs and even research scientists! (although they perform research in the Klingon way.) Many gangers are dual role ganger/techs.

They will typically have the following skills at a level at least half of their rank: Expert: Klingon culture, Language: Klingon, Martial Arts: Sambo, Melee, Fencing (Klingon sword, the battleth), Basic tech or Weapon tech, and Intimidation. Also, they will have their special ability and other skills appropriate to their role.

Klingon gangers are efficient, violent, and coated in high tech. Expect other cyberware than listed here, and current or improved versions of equipment from



all the Chromebooks. They are frequently toting something as part of a corporate test, whether it is a new fabric, new plastic, or new weapon.

A pocket computer with scanner mods is standard, sculpted to look like a tricorder (TM).

The standard sidearm is the Techtronica Model 010 Volt Pistol, P +1 J R 3d6 6 1 ST 25m, fires an electrical charge that ignores armor. Any cyberlimb hit will be shorted out for  $1d6+3*10$  seconds (if a critical hit, this is permanent), if shielded there is still a 20% chance of shorting out. If hit in an area without a cyberlimb or in a meat limb, any adjacent cyberware rolls on the microwaver table at +2.

Grounded armor (has to be specially made that way) negates the effect. The pistol is sculpted to look like a disruptor. 2 extra magazines are carried. Klingons prefer to close and use their melee weapons, but they are not tactically stupid. They also love lasers, but so far those have been mostly unsatisfactory in performance.

Other more common guns are often used, as well, particularly heavy SMG's and microwavers. Experimental or milspec weapons are sometimes seen, but only when necessary — Klingons never tote railguns just to walk down the street, but if they needed to take out a competitor they might use one.

The gangers usually tote a combat knife (1d6, but can pop two extra small blades for an extra +2) or the Klingon sword, a battleth. A battleth is two inward pointing curves of metals, one set inside the other, each curve ending in a point, and the inner curve has a blade edge. At 3d6 (blade AP), this is a big, heavy weapon, easily weighing 5 kilos. Another popular blade weapon (a "worf special") resembles a tonfa (a club with a perpendicular handle close to one end), except that instead of a club, there is a slightly curved blade. The long end rests against the forearm, and the blade is used for slashing or chopping. 3d6 blade AP.

Urban Klingons wear a comfort underliner like the cops, and over it heavy leather boots (SP18), cloth pants and sleeves (SP16), and heavy leather torso armor (SP 20, EV -1). Mastoid comms are a standard part of the uniform, and

frequently a longer range com unit is added (made to look like a communicator from the movie/tv/braindance/book series).

They have a large, fortified base complex in the Combat Zone consisting of several buildings. These look like decrepit apartment buildings on the outside but inside resemble a starbase, complete with electric eye swishing doors, and lots of large, clunky, heavy metal features for that late-Klateth period Klingon feel. Plenty of sensor lights, computers, etc.

### **The Urban Romulans (TM)**

Where there are Klingons, there are Romulans. The Urban Romulans gang is much smaller, having only about 80 members. Their cyber and equipment is similar to the Klingon gang, similarly made to look like items from the various entertainment productions.

The gang makes its money running several AV garages. They do really excellent work and have a good reputation for it. Their goal is to make enough money to buy enough parts and eventually build a fleet of heavily armed "shuttles" with which to sufficiently squash their rivals, the Urban Klingons. As the gang is five years old, this goal is underway, and rumor has it the gang has a couple of unique AV's with heavy firepower hidden somewhere.

The Urban Romulans also occasionally make money and earn favors by supplying the "special needs" of the people who fly the shuttles they work on. Many is the time when an executive finds his repaired AV flown back to them with their favorite drug or a prostitute or a computer chip with valuable information on the back seat.

The UR's have a network of fixers & techs that provide for these "special needs." They can also help fence goods (but won't if the Mafia already has a certain territory covered, because they are on good terms with the Mob), smuggle goods, help someone disappear in a hurry, or perform industrial sabotage. Cyberware is as above for the Urban Klingons, but only Minor Facial Modification (1d6/2, 1000 E\$) instead of major, and drop the biomonitor and autoinjector.

Guns are identical; blades are not usually carried. Equipment is also pretty much the same, but the Urban Romulans do not have the same access to high tech equipment or weapons.

Many Urban Romulans are dual role gangers/fixers or gangers/techs. Typical skills include AV Tech and Basic tech. Many gangers can also fly AV's or zeppelins, and all have some kind of drive vehicle skill and a good level of streetwise. Drive and streetwise skills facilitate their smuggling and goods transportation. Average rep on the street is a paltry 2 or 3, and goes like this: those pointy eared guys, they work on AV's. Not a very notorious gang.

The gang owns and maintains many vehicles of all kinds, and although they own a couple of auto garages their main business is their six AV hangars, scattered throughout the city. Each one can handle 2 AV's at a time. Security is excellent, using advanced sensors, including thermograph, radar, motion detectors, and thugs. There is another hidden hangar outside the perimeter within which sit two super nasty Urban Romulan shuttles with very advanced propulsion systems, hardened electronics, lots of computers for targeting and everything else, big EM weaponry, and big "plasma torpedoes" aboard. Each seats 4 or 6. These were built with lots of money. Sometimes the gang takes them out for test flights, which also causes a rash of UFO sightings. (See the X Files episode Deep Throat for a take on this idea.)

Obviously, the Urban Romulans are not really interested in emulating their fictional namesakes, except superficially. Loyalty to the gang, as with any poser gang, is very high.

## **The Trekkies**

There are at least a dozen poser gangs that emulate their Star Fleet (TM) idols. They are small time gangs and typically have no more than 25 members. Most of these are weak; the worst is led by a very bad Kirk impersonator who is constantly performing the big hand motions and dramatically paused speech of William Shatner. The best of the Trekkie gangs are a small gang in midtown.

They seem to be a guardian gang, in that they stop crime, but they also seem totally out of touch with reality...

Biosculpts and behavior chips are standard.

## **The Uberborg**

An extremely sick and twisted gang, the Uberborg verge on being a cult. Their sole motivation is to acquire as much cyberware as possible. They don't go for subtle cyberware either, they want the big, ugly, obvious stuff. Gang members will rob stores in broad daylight, kill people and sell them for parts, take any street job, do anything for money. New members are converted forcibly as often as not, by grabbing them and implanting a neural processor, chipware socket, chiplock, and behavior chip. The leadership of the gang is in question, as the leaders must have gone cyberpsycho, and they obviously don't make any money, since they convert any money they make into cyber immediately. Very common bioware are Nanosurgeons and Enhanced Antibodies, as these allow for rapid healing after adding cyberware.

This gang is a threat because they are very cybered out and inflict ultraviolence as part of acquiring money. The anti-cyborg [CUE](#) unit hates the Uberborg.