

BY STORN A. COOK



NIGHT CITY GANG GUIDE

A QUICK REFERENCE TO NIGHT CITY'S GANGS

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V1.0

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NIGHT CITY GANG GUIDE

"Damn, this is a mess." Trace Santiago said as he leaned back, rubbing his eyes. He'd been staring at his data term screen for an hour now, trying to bang the words in some semblance of logical order.

A woman came up behind him, carrying a glass of filtered water. She set it down next to Trace's keyboard.

"What's the matter?" she asked. Her face looked younger than her years but still carried the hard, cold weight of battles fought and ground lost. Most in Night City knew her as a legend – the Queen of the Afterlife.

To Trace, she was Tia Rogue, and he was one of the few people she softened for.

"I'm trying to work out these gang listings for the *Outsider's Guide to Night City*," he said before taking a long sip of water, then another. He'd been working for hours and hadn't realized how hydrated he was.

"A gang's a gang. What's the big deal?" Rogue asked.

"In your day, they usually broke down into neat categories," Trace explained, "Booster. Dorpher. Guardian. Poser. Prankster. Party. Now, though, they tick multiple boxes and some don't act like gangs at all! Is 6th Street a gang or a PMC? Is Maelstrom a gang or an organized crime syndicate? Hell, Tia Rogue, what about your Willows? Are they even a gang at all?"

Rogue smirked – a common defence mechanism for her when a topic grew uncomfortable. "I wouldn't call them my gang," Rogue mumbled, "I just go to meetings, sometimes ..."

Trace wisely didn't pursue the issue. He wasn't going to embarrass his honorary aunt by suggesting it was a good thing, actually, that she was attending a support group. Rogue came from a time when needing therapy

was admitting weakness. Even today, that level of vulnerability was dangerous – you never know who might take advantage.

"You see my problem, though?" Trace asked.

Rogue shrugged and punched him lightly in the shoulder. "As usual, you're overthinking it," she said before taking the now empty glass from him, "Go with your gut. This is your book. If you think something is a gang, put it in the gang section. What did we teach you?"

"Make a decision. Stick with it. Hesitation gets you killed," Trace answered, "Thanks, Tia Rogue."

USING THIS GUIDE

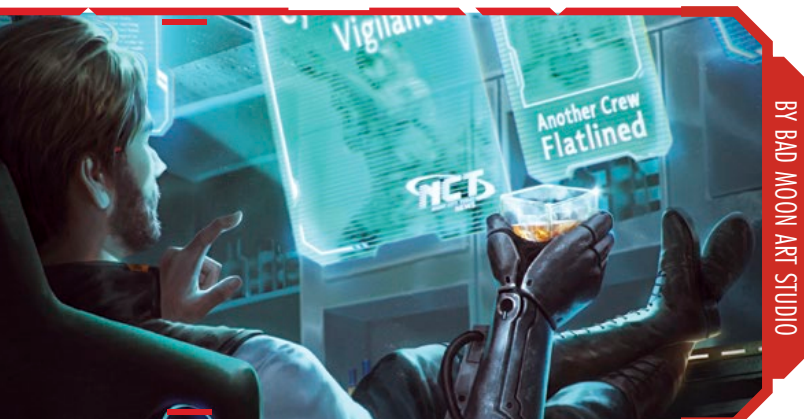
Welcome to Night City, choomba, where the human instinct to belong mixes with lack of opportunity and mobility to create gangs – groups living and operating on The Street, bound together by a common purpose, goal, or theme. Could be protection. Could be murder. Could be love of a specific movie.

Whatever the case, every gang in Night City is unique. Assuming you know how to deal with the Iron Sights because you've survived an encounter with Maelstrom is a deadly mistake. Hopefully after peeping this guide, that's a mistake you won't make.

The Night City Gang Guide covers the gangs of Night City, providing you with details about who leads, common activities and themes, where you can encounter them, and how to identify them. You'll also see a logo for each gang and a stat block for a base-level member.

Just a note: this guide only covers gangs. More traditional criminal organizations like the Skiv Family and Weng Fang Tong aren't included. Neither are most security providers, no matter how much they act like just another gang – but with a badge.

The Night City Gang Guide will be useful to Players hoping to learn more about the factions roaming The Street and to GMs planning encounters, but it has limits. If you want to learn more about the gangs, their members, and the places they hang out, we recommend checking out **Danger Gal Dossier** and **Night City 2045**, two exceptional sourcebooks containing more data on the gangs of **Cyberpunk**.



BY BAD MOON ART STUDIO

6TH STREET



Leader: Solomon "X" Wright

Activities & Themes: Security, mercenary work, smuggling, extortion

Most Commonly Encountered in: Little Europe, the Glen, North Heywood, Rancho Coronado

Identifiers: Gang logo on military style patches

Formed by veterans of the 4th Corporate War, 6th Street tries to earn money through security contracts but has been forced to move into extortion and smuggling to pay the bills.

ALBINO ALLIGATORS



Leader: Big Bruno

Activities & Themes: Partying, extortion, random violence

Most Commonly Encountered in: Rancho Coronado

Identifiers: Popped shirt collars. White alligator mascot

A party gang with surprisingly significant influence. Famous for their white alligator cartoon mascot and popped shirt collars. More through luck than skill, they control the only reliable water source in Rancho Coronado.

6TH STREET GUARD	HP 40(9)
SOLO: COMBAT AWARENESS 2	
STATS	REPUTATION: 1
COM # 12 INIT 5 COOL 4 MOVE 4	
IMPORTANT SKILL BASES Athletics 10 • Concentration 5 • Conversation 5 • Criminology 8 • Education 8 Evasion 10 • First Aid 8 • Human Perception 5 • Interrogation 8 • Local Expert (GM's Choice) 8 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 8 • Stealth 8 • Streetwise 10	
ATTACKS	
HEAVY MELEE (ROF2)	3D6
ASSAULT RIFLE (ROF1)	5D6
ARMOR (HEAD/BODY)	
KEVLAR®/KEVLAR®	7/7
IMPORTANT GEAR & CYBERWARE	
Grafted Muscle & Bone Lace • PQ Agent • Disposable Cell Phone Drug (GM's Choice) x1 • Cash: 20eb	

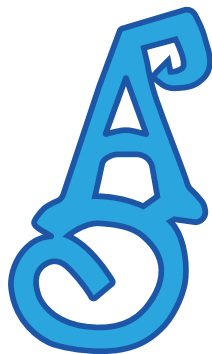
Hardened Mook

ALBINO ALLIGATORS MOOK	HP 25(4)
SOLO: COMBAT AWARENESS 2	
STATS	REPUTATION: 1
COM # 10 INIT 6 COOL 4 MOVE 4	
IMPORTANT SKILL BASES Athletics 10 • Basic Tech 8 • Concentration 4 • Conversation 5 • Cybertech 6 Dance 8 • Drive Land Vehicle 8 • Evasion 10 • First Aid 6 • Human Perception 6 • Local Expert (Rancho Coronado) 6 • Perception 6 Persuasion 6 • Resist Torture/Drugs 6 • Streetwise 10 • Stealth 8	
ATTACKS	
RIPPERS (ROF2)	2D6
PQ HEAVY PISTOL (ROF2)	3D6
ARMOR (HEAD/BODY)	
LEATHERS/LEATHERS	4/4
IMPORTANT GEAR & CYBERWARE	
EMP Threading • Rippers • PQ Agent • Drug (GM's Choice) x2 Glow Paint x2 • Cash: 10eb	

Mook

NIGHT CITY GANG GUIDE

THE ANDERSONS



Leader: Molly Anderson

Activities & Themes: Scavving, petty theft, mugging

Most Commonly Encountered in: Old Combat Zone, Playland by the Sea

Identifiers: Denim. ANDERSON tattoo across the knuckles of both hands

An aging yogang with a family theme. In danger of being swallowed up by the Piranhas. Their leader, Molly Anderson, is a rising Fixer who regularly runs Night Markets in the Old Combat Zone.

ARZIN TYNON



Leader: Jimmy “Dequiallo” Miles

Activities & Themes: Smuggling, drugs, racing, extortion, random violence

Most Commonly Encountered in: New Westbrook, Watson Development

Identifiers: Armorjack with gang logo embroidered on the back

An older boostergang operating on the northern edges of Night City. Heavily invested in 20th century biker culture.

ANDERSONS MOOK

HP (DS) 35(5)

—

STATS

REPUTATION: 0

COM # 6

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Athletics 8 • Basic Tech 10 • Concentration 5 • Conversation 6 • Contortionist 8
Education 6 • Evasion 10 • First Aid 6 • Forgery 8 • Human Perception 10
Library Search 6 • Local Expert (Old Combat Zone) 8 • Perception 10
Persuasion 6 • Resist Torture/Drugs 6 • Stealth 10 • Streetwise 10

ATTACKS

BRAWLING (ROF2)

2D6

PQ HEAVY PISTOL (ROF2)

3D6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS

4/4

IMPORTANT GEAR & CYBERWARE

EMP Threading • PQ Agent • Carryall • Flashlight
Drug (GM's Choice) x2 • Glow Paint x5 • Techtool • **Cash:** 10eb

4

Mook

4

ARZIN TYNON MOOK

HP (DS) 50(9)

SOLO: COMBAT AWARENESS 2

STATS

REPUTATION: 1

COM # 12

INIT 5

COOL 4

MOVE 5

IMPORTANT SKILL BASES

Athletics 8 • Bribery 8 • Concentration 5 • Conversation 4 • Drive Land
Vehicle 12 • Evasion 12 • First Aid 8 • Gamble 10 • Human Perception 8
Interrogation 10 • Land Vehicle Tech 8 • Local Expert (GM's Choice) 8
Perception 8 • Persuasion 8 • Resist Torture/Drugs 12 • Streetwise 8

ATTACKS

VERY HEAVY PISTOL (ROF1)

4D6

SHOTGUN (ROF1)

5D6

ARMOR (HEAD/BODY)

SKINWEAVE/SKINWEAVE

7/7

IMPORTANT GEAR & CYBERWARE

Light Tattoo x2 • Grafted Muscle & Bone Lace • Skinweave • Agent
Disposable Cell Phone x2 • Roadbike • **Cash:** 20eb

Hardened Mook

4

THE BOZOS



Leader: Multiple

Activities & Themes: Terrorism, torture, random violence, targeted violence

Most Commonly Encountered in: Night City

Identifiers: They look like clowns, choomba!

A Night City tradition. The Bozos are a prankster gang (for a certain deadly definition of prankster) with a clown theme. Currently divided into multiple factions (known as circuses) and engaged in a civil war of pranks and mayhem.

CULPER RING



Leader: Unknown

Activities & Themes: Espionage

Most Commonly Encountered in: NorCal Military Base, possibly South Night City

Identifiers: Logo etched into jewelry or tattooed on the skin

A secret sect within the Estero Bay Military COG dedicated to reuniting NorCal with the United States. All members are combat trained and most are active duty in one of the COG's units.

BOZO MOOK	HP (DS) 30(4)
—	
STATS REPUTATION: 0	
COM # 10 INIT 5 COOL 3 MOVE 6	
IMPORTANT SKILL BASES Athletics 8 • Concentration 6 • Conversation 5 • Education 5 • Endurance 5 Evasion 8 • Human Perception 5 • Local Expert (GM's Choice) 5 Perception 5 • Persuasion 5 • Play Instrument (Bike Horn) 4 • Stealth 5 Streetwise 7	
ATTACKS	
BRAWLING (ROF2)	1d6
PQ HEAVY PISTOL (ROF2)	3d6
ARMOR (HEAD/BODY)	
NONE/LEATHERS	0/4
IMPORTANT GEAR & CYBERWARE	
Exotic Bodysculpt • Bike Horn • Disposable Cell Phone • Duct Tape Cash: 10eb	

Mook

CULPER RING OPERATIVE	HP (DS) 40(6)
SOLO: COMBAT AWARENESS 4	
STATS REPUTATION: 1	
COM # 13 INIT 6 COOL 5 MOVE 6	
IMPORTANT SKILL BASES Athletics 8 • Bureaucracy 8 • Concentration 8 • Conversation 8 • Drive Land Vehicle 10 • Education 8 • Evasion 12 • First Aid 6 • Human Perception 6 Local Expert (NorCal Military Base) 8 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Stealth 8 • Tactics 10 • Tracking 10 • Wilderness Survival 8	
ATTACKS	
HEAVY PISTOL (ROF2)	3d6
ASSAULT RIFLE (ROF1)	5d6
ARMOR (HEAD/BODY)	
L ARMORJACK/L ARMORJACK	11/11
IMPORTANT GEAR & CYBERWARE	
Cybereye w/Targeting Scope • Black Lace x1 • Neural Link w/Interface Plugs • Agent • Flashlight • Radio Communicator • Cash: 20eb	

Hardened Lieutenant

NIGHT CITY GANG GUIDE

DEADWOODS



Leader: Isaiah “Gunslinger” Hurston
Activities & Themes: Extortion, gambling, sex work, security
Most Commonly Encountered in: The Glen, South Night City, on trains and in railyards
Identifiers: Cowboy-themed clothing

A cowboy-themed gang. They act as self-appointed protectors of Night City’s railways and can often be found in railyards and aboard cargo trains. The DeadWoods run The Molly May, a casino, in The Glen.

THE DIRTY HIPPIES



Leader: Canary
Activities & Themes: Drugs
Most Commonly Encountered in: Rancho Coronado, University District
Identifiers: Faded tie-dye clothing

A group of guerilla gardeners who specialize in the growing and sale of weeds and herbs laced with various drugs, collectively known as ganga. Despite the name, they don’t really believe in peace and love and travel armed.

DEADWOODS MOOK

HP[ds]45(8)

SOLO: COMBAT AWARENESS 2

STATS

REPUTATION: 1

COM #12

INIT5

COOL4

MOVE5

IMPORTANT SKILL BASES

Athletics 10 • Basic Tech 8 • Concentration 5 • Conversation 6 • Drive Land Vehicle 10 • Education 6 • Evasion 10 • First Aid 8 • Gamble 6 • Human Perception 8 • Land Vehicle Tech 8 • Local Expert (GM’s Choice) 10 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 10 • Wilderness Survival 6

ATTACKS

BRAWLING (ROF2)

3D6

EQ HEAVY PISTOL (ROF2)

3D6

ARMOR (HEAD/BODY)

LEATHERS/KEVLAR®

4/7

IMPORTANT GEAR & CYBERWARE

Cybereye w/Targeting Scope • Neural Link w/ Sandevistan Agent • Flashlight • Handcuffs • Roadbike • Cash: 20eb

Hardened Mook

DIRTY HIPPIES MOOK

HP[ds]30(4)

—

STATS

REPUTATION: 1

COM #10

INIT4

COOL6

MOVE6

IMPORTANT SKILL BASES

Athletics 10 • Basic Tech 10 • Concentration 4 • Conversation 5 • Drive Land Vehicle 10 • Evasion 10 • First Aid 6 • Human Perception 6 • Local Expert (Rancho Coronado) 6 • Perception 6 • Persuasion 6 • Resist Torture/Drugs 10 • Science (Botany) • Streetwise 10 • Stealth 8

ATTACKS

PQ HEAVY PISTOL (ROF2)

3D6

PQ ASSAULT RIFLE (ROF1)

5D6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS

4/4

IMPORTANT GEAR & CYBERWARE

Biomonitor • Light Tattoo x2 • Skinwatch • PQ Agent • Anti-Smog Breathing Mask • Drug (GM’s Choice) x2 • Cash: 20eb

Mook

DRAGULA RACERS



Leader: Frankie Sparks

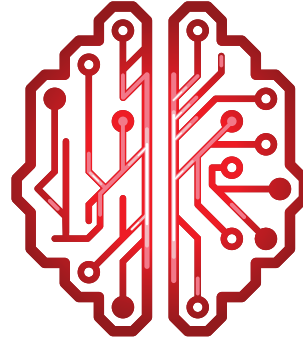
Activities & Themes: Racing

Most Commonly Encountered in: Watson Development

Identifiers: Monster-themed bodysculpting

Largely harmless, the Dragula Racers specialize in two things: monster-themed bodysculpts and hot-rod racing in their souped-up hearses. Currently dominating the Night City street racing scene thanks to the skills of the gang's leader.

THE ENHANCED



Leader: Unknown

Activities & Themes: Promoting megaviolence

Most Commonly Encountered in: Possibly the Heywood Industrial Zone and South Night City

Identifiers: Logo etched into cyberware or branded/tattooed on the skin

A secretive cult, little is known about the Enhanced. Investigation and research has revealed that the gang believes cyberpsychosis represents the next phase of human evolution and is heavily invested in GunMart.

DRAGULA RACERS DRIVER		HP (OS) 35(6)
NOMAD: MOTO 2		
STATS		REPUTATION: 1
COM # 10	INIT 7	COOL 6 MOVE 6
IMPORTANT SKILL BASES		
Athletics 8 • Concentration 10 • Conversation 6 • Drive Land Vehicle 12 Evasion 10 • First Aid 8 • Gamble 10 • Human Perception 6 • Land Vehicle Tech 10 • Local Expert (Watson Development) 8 • Perception 8 • Persuasion 6 Resist Torture/Drugs 10 • Streetwise 8		
ATTACKS		
BRAWLING (ROF2)	2D6	
HEAVY PISTOL (ROF2)	3D6	
ARMOR (HEAD/BODY)		
SKINWEAVE/SKINWEAVE	7/7	
IMPORTANT GEAR & CYBERWARE		
Exotic Bodysculpt • Light Tattoo x2 • Skinweave • PQ Agent Compact Groundcar w/NOS • Cash: 20eb		

Hardened Mook

GUNMART FACTORY GUARD		HP (OS) 35(6)
SOLO: COMBAT AWARENESS 2		
STATS		REPUTATION: 1
COM # 12	INIT 6	COOL 4 MOVE 5
IMPORTANT SKILL BASES		
Athletics 8 • Concentration 6 • Conversation 10 • Cybertech 8 • Education 6 Evasion 12 • First Aid 6 • Human Perception 6 • Local Expert (Heywood Industrial Zone) 10 • Martial Arts (GM's Choice) 10 • Perception 8 Persuasion 8 • Resist Torture/Drugs 10 • Stealth 6 • Streetwise 8		
ATTACKS		
PQ GM'S CHOICE (ROF?)	?D6	
PQ GM'S CHOICE (ROF?)	?D6	
ARMOR (HEAD/BODY)		
GM'S CHOICE/GM'S CHOICE	?/?	
IMPORTANT GEAR & CYBERWARE		
Cyberware (GM's Choice) • PQ Agent • Drug (GM's Choice) x2 Cash: 10eb		

Hardened Mook

NIGHT CITY GANG GUIDE

EUROTRASHERS



Leader: Lys "Refrain" Schärer

Activities & Themes: Partying, mugging, random violence

Most Commonly Encountered in: Little Europe

Identifiers: 1980s fashion, odd accents

A party gang in Little Europe. All members speak with a "European" accent no one can identify. Eurotrashers are more likely to pull a blackjack or a knife than a gun, though they'll break out firearms when scrapping with the Undertow.

FIXIE'S COURIERS



Leader: Fixie

Activities & Themes: Courier services

Most Commonly Encountered in: Heywood Industrial Zone, on the streets and sidewalks of Night City

Identifiers: Reflective caps and arm bands

A collective of bicycle messengers and couriers guided (not led) by a Fixer known as Fixie. The couriers account for at least half of the message and small package deliveries in Night City.

HP 30(4)

EUROTRASHERS MOOK

—

STATS

REPUTATION: 0

COM # 8 INIT 4 COOL 4 MOVE 4

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Conversation 6 • Evasion 8 • First Aid 6
Gamble 6 • Human Perception 6 • Local Expert (Little Europe) 6
Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6
Wardrobe & Style 6

ATTACKS

BRAWLING (ROF2) 1d6

PQ MEDIUM MELEE (ROF2) 2d6

ARMOR (HEAD/BODY)

NONE/LEATHERS 0/4

IMPORTANT GEAR & CYBERWARE

EMP Threading • Techhair • PQ Agent • Smash x2
Cash: 50eb

Mook

HP 25(3)

BICYCLE COURIER

—

STATS

REPUTATION: 1

COM # 8 INIT 4 COOL 3 MOVE 3

IMPORTANT SKILL BASES

Athletics 10 • Concentration 5 • Conversation 7 • Endurance 10
Evasion 6 • First Aid 6 • Human Perception 8 • Local Expert (GM's Choice) 10
Perception 8 • Persuasion 8 • Resist Torture/Drugs 6 • Stealth 10
Streetwise 10

ATTACKS

BRAWLING (ROF2) 1d6

PQ HEAVY PISTOL (ROF2) 3d6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS 4/4

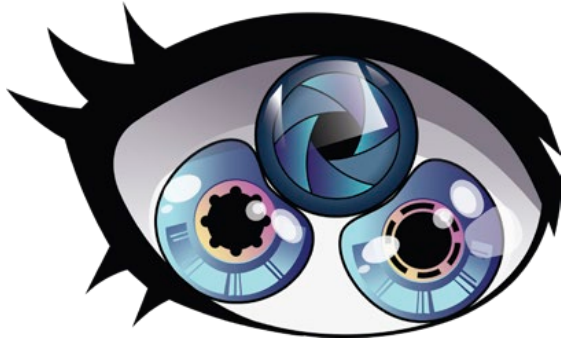
IMPORTANT GEAR & CYBERWARE

EMP Threading • Cyberleg x2 • PQ Agent • Bicycle • Carryall
Package for Delivery • Cash: 10eb

Mook

NIGHT CITY GANG GUIDE

G3



Leader: Hazumi Ihara

Activities & Themes: Sharing anime, talking about anime, pirating anime, random violence

Most Commonly Encountered in: Kabuki, Watson Development

Identifiers: Anime-themed bodysculpting, J-Pop fashion

A disturbingly violent anime-themed poser gang. G3 runs a radio station, 100.0 G3 Gun-Gal, in Kabuki. Many members are skirting the edge of cyberpsychosis.

GENERATION RED



Leader: Apex

Activities & Themes: Hanging out

Most Commonly Encountered in: Old Combat Zone

Identifiers: Gang logo patch somewhere on clothing

A surprisingly resourceful yobang operating out of the Old Combat Zone, Generation Red recently fought off an invasion of their clubhouse by the Kill Krashers. Both ERI (the nominal government of the Old Combat Zone) and Danger Gal have shown an interest in these kids.

G3 MOOK	HP (DS) 30(6)
—	
STATS REPUTATION: 1	
COM # 8	INIT 6 COOL 6 MOVE 4
IMPORTANT SKILL BASES Acting 8 • Athletics 6 • Composition 6 • Concentration 6 • Conversation 8 Dance 8 • Evasion 8 • Human Perception 8 • Local Expert (Kabuki) 8 • Martial Arts (GM's Choice) 8 • Perception 8 • Personal Grooming 10 • Persuasion 6 Resist Torture/Drugs 8 • Science (Pop Media) 8 • Streetwise 6 • Wardrobe & Style 10	
ATTACKS	
MARTIAL ARTS (ROF2)	2d6
VERY HEAVY MELEE (ROF1)	4d6
ARMOR (HEAD/BODY)	
NONE/KEVLAR®	0/7
IMPORTANT GEAR & CYBERWARE	
Bodysculpt • EMP Threading • Techhair • PQ Agent • Glow Paint Memory Chips (Anime) x10 • Cash: 20eb	

Mook

GENERATION RED KID	HP (DS) 25(3)
—	
STATS REPUTATION: 0	
COM # 6	INIT 4 COOL 3 MOVE 3
IMPORTANT SKILL BASES Athletics 8 • Basic Tech 6 • Concentration 5 • Conversation 6 • Education 6 Evasion 10 • First Aid 6 • Forgery 8 • Human Perception 10 • Library Search 6 Local Expert (Old Combat Zone) 8 • Paint/Draw/Sculpt 8 • Perception 10 Persuasion 6 • Resist Torture/Drugs 6 • Stealth 10	
ATTACKS	
BRAWLING (ROF2)	1d6
PQ MEDIUM PISTOL (ROF2)	2d6
ARMOR (HEAD/BODY)	
LEATHERS/LEATHERS	4/4
IMPORTANT GEAR & CYBERWARE	
EMP Threading • PQ Agent • Carryall • Flashlight • Glow Paint x5 Cash: 20eb	

Mook

NIGHT CITY GANG GUIDE

GOLD DRAGONS



Leader: Edwina “Eddy” Sing

Activities & Themes: Security, extortion

Most Commonly Encountered in: Little China

Identifiers: Puffy gold jackets

A gang under the control of Little China City Manager David Ling Po, providing protection for the district. The Gold Dragons follow a simple honor code inspired by Hong Kong action movies with an almost posergang level of obsession. Expect jump boosters and grip feet to simulate wire work stunts.

INQUISITORS



Leader: Unknown

Activities & Themes: Targeted violence against cyberware users

Most Commonly Encountered in: They could be anyone. Anywhere.

Identifiers: Logo etched into jewelry or tattooed on the skin, white hoodies, gas masks

A cult centered on the belief that cyberware is evil. The Inquisitors operate in cells to prevent enemies from torturing information out of them.

GOLD DRAGONS MOOK		HP [DS]	35(5)
SOLO: COMBAT AWARENESS 2			
STATS		REPUTATION: 1	
COM #	10	INIT	4
COOL	4	MOVE	6
IMPORTANT SKILL BASES			
Athletics 12 • Basic Tech 8 • Concentration 7 • Conversation 3 • Evasion 12			
First Aid 8 • Human Perception 3 • Local Expert (Little China) 7			
Perception 9 • Persuasion 4 • Resist Torture/Drugs 10 • Stealth 7			
Streetwise 6			
ATTACKS			
HEAVY MELEE (ROF2)		3D6	
SMG (ROF2)		2D6	
ARMOR (HEAD/BODY)			
KEVLAR®/KEVLAR®		7/7	
IMPORTANT GEAR & CYBERWARE			
Cybereye w/??? • Cyberleg w/Grip Feet & Jump Boosters x2			
Agent • Glow Paint x2 • Synthcoke x1 • Techtool • Cash: 20eb			

Hardened Mook

INQUISITORS MOOK		HP	30(4)
—			
STATS		REPUTATION: 1	
COM #	10	INIT	6
COOL	6	MOVE	6
IMPORTANT SKILL BASES			
Athletics 6 • Concentration 6 • Conversation 8 • Education 8 • Evasion 8 Human Perception 8 • Local Expert (GM's Choice) 8 • Perception 8 • Personal Grooming 8 • Persuasion 8 • Resist Torture/Drugs 8 • Streetwise 6 Wardrobe & Style 8			
ATTACKS			
VERY HEAVY MELEE (ROF1)	4d6		
MICROWAVER (ROF1)	—		
ARMOR (HEAD/BODY)			
KEVLAR®/KEVLAR®	7/7		
IMPORTANT GEAR & CYBERWARE			
Enhanced Antibodies • Agent • Anti-Smog Breathing Mask • Drug (GM's Choice) x1 • EMP Grenade x2 • Inquisitor Hoodie • Cash: 10eb			

Mook

IRON SIGHTS



Leader: BloodGuts

Activities & Themes: Theft, drugs, sex work, extortion

Most Commonly Encountered in: Old Combat Zone, Old Japantown

Identifiers: Scarification on the face. Mohawks and classic punk fashion

An old school gang. Mohawks, punk fashion, and dedication to controlling physical territory. At war with the Red Chrome Legion. Their new sponsor, a Fixer named Horner, has built them into a force to be reckoned with.

JULLIARD GUILD



Leader: Sebastian "Shakespeare" McBride

Activities & Themes: Busking, performances, protection

Most Commonly Encountered in: Downtown, The Glen, street corners and NCART stations

Identifiers: Logo stickers on instrument cases

The Julliard Guild controls busking in Night City with a chrome fist. If someone is playing on a street corner somewhere in the city, they're either a member or will be heavily encouraged to join.

IRON SIGHTS MOOK		HP (DS) 35(5)
—		
STATS		REPUTATION: 1
COM # 10	INIT 4	COOL 2 MOVE 5
IMPORTANT SKILL BASES Athletics 9 • Basic Tech 8 • Concentration 7 • Conversation 3 • Evasion 9 First Aid 4 • Human Perception 3 • Local Expert (GM's Choice) 7 Perception 9 • Persuasion 4 • Resist Torture/Drugs 10 • Stealth 7 Streetwise 8		
ATTACKS		
PQ HEAVY MELEE (ROF2)	3D6	
PQ HEAVY PISTOL (ROF2)	3D6	
ARMOR (HEAD/BODY)		
SKINWEAVE/SKINWEAVE	7/7	
IMPORTANT GEAR & CYBERWARE		
Neural Link w/ Chipware Socket & Pain Editor • Skinweave • Incendiary Grenade x1 • Disposable Cell Phone • Techtool • Cash: 20eb		

Hardened Mook

JULLIARD GUILD BUSKER		HP (DS) 30(4)
ROCKERBOY: CHARISMATIC IMPACT 2		
STATS		REPUTATION: 2
COM # 8	INIT 6	COOL 6 MOVE 4
IMPORTANT SKILL BASES Athletics 6 • Business 6 • Composition 10 • Concentration 6 • Conversation 8 Dance 10 • Evasion 10 • Human Perception 10 • Local Expert (The Glen) 8 Perception 8 • Personal Grooming 8 • Persuasion 10 • Play Instrument (GM's Choice) 10 • Resist Torture/Drugs 8 • Streetwise 6 • Wardrobe & Style 8		
ATTACKS		
PQ LIGHT MELEE (ROF2)	1D6	
PQ HEAVY PISTOL (ROF2)	3D6	
ARMOR (HEAD/BODY)		
NONE/KEVLAR®	0/7	
IMPORTANT GEAR & CYBERWARE		
EMP Threading • Techhair • PQ Agent • Julliard Guild Membership Card • Musical Instrument • Techtool • Cash: 20eb		

Hardened Mook

NIGHT CITY GANG GUIDE

KILL KRASHERS



Leader: Carrion

Activities & Themes: Targeted violence, random violence

Most Commonly Encountered in: Mostly the southern portion of the Island

Identifiers: Black and red painted rippers

A new gang glorifying violence above all else. Growing with surprising speed. They aren't particularly dangerous in small numbers, but they're a ravenous storm of destruction when gathered in large groups.

LIGHTNING CATS



Leader: Bengal Khan

Activities & Themes: Survival, scavving

Most Commonly Encountered in: The Hot Zone

Identifiers: Feline bodysculpting

A gang of cat-themed exotics living in the wreckage of the Old Med Center. Members of the Lightning Cats prefer to "survive in the wild like true felines" instead of living like "domesticated pets subsisting on corporate-created catfood." Often well trained in martial arts and the use of cyberweapons.

KILL KRASHERS MOOK

HP30(4)

—

STATS

REPUTATION: 0

COM # 8

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Athletics 10 • Concentration 6 • Conversation 6 • Demolitions 6 • Drive Land Vehicle 8 • Evasion 8 • First Aid 6 • Gamble 6 • Human Perception 6 • Local Expert (The Glen) 6 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6

ATTACKS

RIPPERS (ROF2)

2D6

PQ VERY HEAVY PISTOL (ROF1)

4D6

ARMOR (HEAD/BODY)

NONE/LEATHERS

0/4

IMPORTANT GEAR & CYBERWARE

EMP Threading • PQ Agent • Armor Piercing Grenade x2
Black Lace x1 • Cash: 20eb

Mook

LIGHTNING CATS MOOK

HP35(6)

SOLO: COMBAT AWARENESS 2

STATS

REPUTATION: 0

COM # 10

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Athletics 10 • Concentration 6 • Conversation 6 • Evasion 8 • First Aid 6 • Human Perception 6 • Local Expert (Hot Zone) 6 • Martial Art (GM's Choice) 10 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6 • Wardrobe & Style 6 • Wilderness Survival 10

ATTACKS

MARTIAL ARTS (ROF2)

2D6

RIPPERS (ROF2)

2D6

ARMOR (HEAD/BODY)

NONE/LEATHERS

0/4

IMPORTANT GEAR & CYBERWARE

Exotic Bodysculpt • Rippers • Disposable Cell Phone
Cash: 20eb

Hardened Mook

MAELSTROM



Leader: Warlock

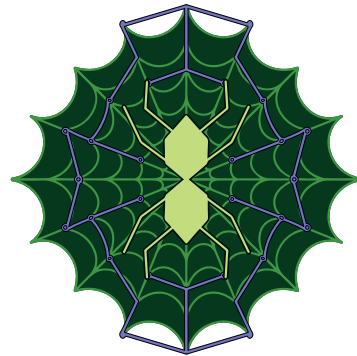
Activities & Themes: Drugs, extortion, smuggling, random violence, targeted violence, mercenary work

Most Commonly Encountered in: The Hot Zone, Little Europe, Old Japantown, Upper Marina

Identifiers: Logo etched into cyberware

A combat gang with a might makes right philosophy. Their leader has transformed Maelstrom into a surprisingly effective criminal enterprise. Some experts classify Maelstrom as a criminal organization instead of a gang.

MUDANG GUMI



Leader: Unknown

Activities & Themes: Theft, espionage, identity theft, CitiNet scams

Most Commonly Encountered in: Pacifica Playground, the CitiNet

Identifiers: Unknown

Little is known about the Mudang Gumi. They seem to be a gang of Netrunners and thieves who specialize in espionage, theft, and data scams. Motivations and goals are unknown, but there is a possible link to Tanson.

MAELSTROM MOOK		HP (55) 35(5)
—		
STATS		REPUTATION: 1
COM # 10	INIT 3	COOL 2 MOVE 5
IMPORTANT SKILL BASES Athletics 9 • Basic Tech 8 • Concentration 7 • Conversation 3 • Cybertech 8 Evasion 9 • First Aid 4 • Human Perception 3 • Local Expert (GM's Choice) 7 Perception 9 • Persuasion 4 • Resist Torture/Drugs 10 • Stealth 7 Streetwise 6		
ATTACKS		
WOLVERS (ROF2)	3D6	
PQ HEAVY PISTOL (ROF2)	3D6	
ARMOR (HEAD/BODY)		
SKINWEAVE/SKINWEAVE	7/7	
IMPORTANT GEAR & CYBERWARE		
Cyberarm w/ Wolvers • Skinweave • Disposable Cell Phone • Glow Paint x1 • Techtool • Cash: 20eb		

Hardened Mook

MUDANG GUMI DATA THIEF		HP (55) 35(5)
NETRUNNER: INTERFACE 4		
STATS		REPUTATION: 1
COM # 11	INIT 6	COOL 5 MOVE 5
IMPORTANT SKILL BASES Athletics 12 • Concentration 10 • Contortionist 12 • Conversation 6 Education 10 • Electronics/Security Tech 12 • Evasion 8 • Forgery 12 • Human Perception 6 • Library Search 10 • Local Expert (GM's Choice) 8 • Perception 8 Persuasion 6 • Pick Lock 12 • Resist Torture/Drugs 10 • Stealth 12		
ATTACKS		
LIGHT MELEE (ROF2)	1D6	
HEAVY PISTOL (ROF2)	3D6	
ARMOR (HEAD/BODY)		
KEVLAR®/KEVLAR®	7/7	
IMPORTANT GEAR & CYBERWARE		
Neural Link w/Interface Plugs • Cyberdeck w/Programs (GM's Choice) Disposable Cell Phone • Grapple Gun • Lock Picking Set • Techtool • Cash: 50eb		

Lieutenant

THE MUSES



Leader: Calliope
Activities & Themes: Partying, roller derby
Most Commonly Encountered in: North Heywood
Identifiers: Togas and disco themes

Based in Woodland Park – a neighborhood in North Heywood – the Muses are not just a posegang that mixes 1980s big-hair style and ancient Grecian fashion sensibilities. They’re also a roller derby squad and part of Night City’s Wonderland League. They also run Xanadu, a derby arena/night club.

PHILHARMONIC VAMPYRES



Leaders: The Master & Acme
Activities & Themes: Theatrical productions, pranking
Most Commonly Encountered in: The University District
Identifiers: Goth fashion, vampyres

A gang with a split personality. The largest faction, led by The Master, leans into its artistict goth side while a smaller faction, led by Acme, wants to return the gang to its prankster roots. The rank and file of each faction gets along surprisingly well.

MUSES JAMMER

HP35(5)

SOLO: COMBAT AWARENESS 4

STATS

REPUTATION: 2

COM #14

INIT 6

COOL 6

MOVE 6

IMPORTANT SKILL BASES

Acting 8 • Athletics 12 • Concentration 9 • Conversation 8 • Dance 8
Endurance 8 • Evasion 12 • First Aid 6 • Human Perception 8 • Local Expert (GM's Choice) 7 • Perception 6 • Personal Grooming 10 • Persuasion 6
Resist Torture/Drugs 10 • Streetwise 12 • Wardrobe & Style 10

ATTACKS

BRAWLING (ROF2)

2D6

HEAVY MELEE (ROF2)

3D6

ARMOR (HEAD/BODY)

KEVLAR®/KEVLAR®

7/7

IMPORTANT GEAR & CYBERWARE

Bodysculpt • Cybereye w/Color Shift x2 • Neural Link w/Chipware
Socket & Pain Editor • Techhair • Roller Skates • **Cash:** 20eb

Hardened Lieutenant

PHILHARMONIC VAMPYRE MOOK

HP30(4)

ROCKERBOY: CHARISMATIC IMPACT 2

STATS

REPUTATION: 2

COM # 8

INIT 6

COOL 6

MOVE 4

IMPORTANT SKILL BASES

Acting 8 • Athletics 6 • Composition 6 • Concentration 6 • Conversation 8
Evasion 8 • Human Perception 8 • Local Expert (University District) 8
Martial Arts (Karate) 8 • Perception 8 • Personal Grooming 8 • Persuasion 6
Resist Torture/Drugs 8 • Streetwise 6 • Wardrobe & Style 8

ATTACKS

MARTIAL ARTS (ROF2)

1D6

VAMPYRES (ROF2)

1D6

ARMOR (HEAD/BODY)

NONE/KEVLAR®

0/7

IMPORTANT GEAR & CYBERWARE

Chemskin • EMP Threading • Techhair • Vampyres
PQ Agent • Grapple Gun • Blue Glass x1 • **Cash:** 20eb

Mook

PIRANHAS



Leader: Corpse Reviver

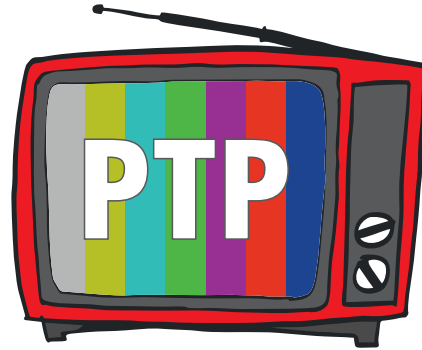
Activities & Themes: Drugs, sex work, partying, gambling, running parties

Most Commonly Encountered in: Pacifica Playground, Playland by the Sea, anywhere there's a party in Night City.

Identifiers: Logo tattooed on skin

Night City's premiere party gang. These days they don't just attend the best parties. They throw them. The gang is divided into cells known as shoals.

THE PRIME-TIME PLAYERS



Leader: Viktor Vang

Activities & Themes: Extortion, sex work, blackmail, random violence

Most Commonly Encountered in: New Westbrook, Upper Marina

Identifiers: Media-inspired bodysculpting and costuming

A poser gang, usually inspired by old sitcoms and television shows. Broken up into a number of different factions based on theme.

PIRANHAS MOOK

—

STATS

REPUTATION: 2

COM # 8

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Acting 8 • Athletics 8 • Concentration 6 • Contortionist 8 • Conversation 6
 Dance 12 • Evasion 8 • First Aid 6 • Gamble 10 • Human Perception 6
 Local Expert (GM's Choice) 8 • Perception 8 • Personal Grooming 12
 Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 8 • Wardrobe & Style 12

ATTACKS

CYBERSNAKE (ROF1)	4D6
PQ SMG (ROF2)	2D6

ARMOR (HEAD/BODY)

NONE/LEATHERS	0/4
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IMPORTANT GEAR & CYBERWARE

Cybersnake • Fashionware (GM's Choice) x4 • PQ Agent
 Drug (GM's Choice) x5 • **Cash:** 20eb

Mook

PRIME-TIME PLAYERS MOOK

—

STATS

REPUTATION: 1

COM # 8

INIT 6

COOL 6

MOVE 4

IMPORTANT SKILL BASES

Acting 8 • Athletics 6 • Composition 6 • Concentration 6 • Conversation 8
 Evasion 8 • Human Perception 8 • Local Expert (GM's Choice) 8
 Perception 8 • Personal Grooming 10 • Persuasion 8 • Resist Torture/Drugs 8
 Science (Pop Media) 8 • Streetwise 6 • Wardrobe & Style 10

ATTACKS

GM's CHOICE (ROF?)	?D6
GM's CHOICE (ROF?)	?D6

ARMOR (HEAD/BODY)

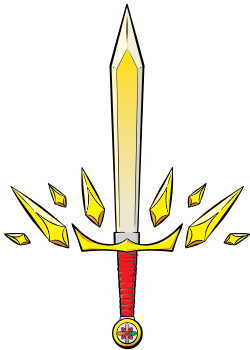
NONE/LEATHERS	0/4
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IMPORTANT GEAR & CYBERWARE

Bodysculpt • AudioVox • Other Cyberware (GM's Choice) • PQ
 Agent • Glow Paint • Memory Chips (Favorite Shows) x5 • **Cash:** 10eb

Mook

PRINCESSES OF JUSTICE



Leader: Adorable

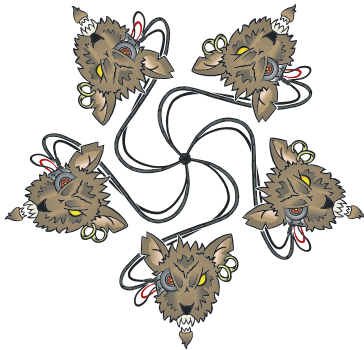
Activities & Themes: Protection, vigilante justice

Most Commonly Encountered in: The University District

Identifiers: Costuming/bodysculpting based on the Princesses of Justice show

A poser gang based on an old animated show. The gang offers protection to victims of domestic abuse, sheltering them in Princessland, an abandoned traveling amusement park.

RAT KINGS



Leader: Mario “Corona” Fernandez

Activities & Themes: Partying, theft, mugging, extortion, random violence

Most Commonly Encountered in: Megabuilding H4 in Santo Domingo

Identifiers: Logo painted onto jacket

A small boostergang operating out of the still-under-construction H4 Megabuilding. The cause chaos with random acts of crime and violence, then vanish into the innards of the giant structure.

PRINCESSES OF JUSTICE MOOK

HP40(6)

—

STATS

REPUTATION: 1

COM #10

INIT5

COOL4

MOVE5

IMPORTANT SKILL BASES

Athletics 8 • Basic Tech 8 • Concentration 6 • Conversation 3 • Evasion 12
First Aid 8 • Human Perception 6 • Local Expert (University District) 8
Perception 9 • Personal Grooming 8 • Persuasion 6 • Resist Torture/Drugs 8
Stealth 7 • Streetwise 6 • Wardrobe & Style 8

ATTACKS

BRAWLING (ROF2)

2d6

VERY HEAVY MELEE (ROF1)

4d6

ARMOR (HEAD/BODY)

KEVLAR® / KEVLAR®

7/7

IMPORTANT GEAR & CYBERWARE

Bodysculpting • Techhair • Disposable Cell Phone • Glow Paint
Memory Chip (Princesses of Justice show) • Techtool • Cash: 20eb

Mook

RAT KINGS MOOK

HP30(4)

—

STATS

REPUTATION: 0

COM #8

INIT4

COOL4

MOVE4

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Contortionist 8 • Conversation 6
Evasion 8 • First Aid 6 • Gamble 6 • Human Perception 6 • Local Expert
(Megabuilding H4) 6 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 8
Streetwise 6

ATTACKS

PQ MEDIUM MELEE (ROF2)

2d6

PQ HEAVY PISTOL (ROF2)

3d6

ARMOR (HEAD/BODY)

NONE / LEATHERS

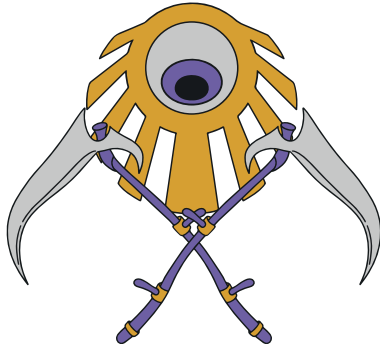
0/4

IMPORTANT GEAR & CYBERWARE

EMP Threading • Light Tattoo x2 • PQ Agent • Smash x2
Cash: 50eb

Mook

RECKONERS



Leader: The Beloved Gaping Maw of the Gibbering Eye

Activities & Themes: Proselytizing, targeted violence

Most Commonly Encountered in: The Hot Zone, The Glen, South Night City

Identifiers: Logo worn as a medallion around the neck

A nihilistic cult preaching about an upcoming Harvest of Souls. Always looking for donations, often from someone's unconscious body. It also sells merch. The Gibbering Eye plushie is surprisingly popular.

RED CHROME LEGION



Leader: Vox and Populi

Activities & Themes: Extortion, mugging, theft, random violence, targeted violence

Most Commonly Encountered in: Little China, Old Japantown

Identifiers: Gas masks with glowing red lenses

A neo-nazi hate group locked in a war of attrition with the Iron Sights. Members of the gang talk a lot about "the Great Caesar," an almost messianic figure who will rise from their ranks to conquer and cleanse Night City.

RECKONERS MOOK

—

STATS

COM # 8 **INIT** 4 **COOL** 4 **MOVE** 4

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Conversation 10 • Evasion 8 • First Aid 6
Human Perception 10 • Local Expert (GM's Choice) 6 • Perception 8
Persuasion 10 • Resist Torture/Drugs 8 • Science (Theology) 6 • Streetwise 6
Wardrobe & Style 6

ATTACKS

STUN BATON (ROF2)	2d6
PQ HEAVY PISTOL (ROF2)	3d6

ARMOR (HEAD/BODY)

NONE/KEVLAR®	0/7
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IMPORTANT GEAR & CYBERWARE

Cyberarm w/Pop Up Stun Baton • Bag of Kibble • Gibbering Eye of the Void Plushie • Tome of the Void • **Cash:** 20eb

Mook

RED CHROME LEGIONNAIRE

—

STATS

COM # 11 **INIT** 5 **COOL** 4 **MOVE** 4

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Conversation 4 • Drive Land Vehicle 8
Evasion 8 • First Aid 6 • Human Perception 6 • Local Expert (GM's Choice) 6
Perception 6 • Persuasion 6 • Resist Torture/Drugs 6 • Stealth 7
Streetwise 6

ATTACKS

MEDIUM MELEE (ROF2)	2d6
PQ HEAVY PISTOL (ROF2)	3d6

ARMOR (HEAD/BODY)

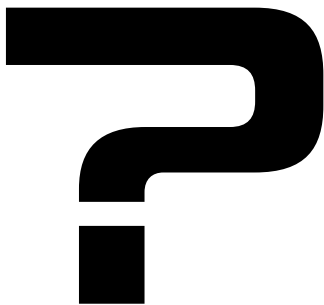
LEATHER/KEVLAR®	4/7
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IMPORTANT GEAR & CYBERWARE

Light Tattoo x2 • Anti-Smog Breathing Mask • Disposable Cell Phone
Cash: 10eb

Mook

SCAUVERS



Leader: Various

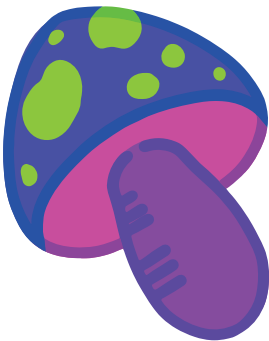
Activities & Themes: Theft, scavving

Most Commonly Encountered in: The Hot Zone, wherever there is scrap and wreckage in Night City

Identifiers: Various

Scavvers aren't so much a gang as a classification. The category encompasses a variety of small crews and groups dedicated to scouring the treacherous debris of junkyards, combat zone wreckage, and the Hot Zone for salable items.

THE SHROOMERS



Leaders: Pa Saddlefoot and May

Activities & Themes: Survival, farming

Most Commonly Encountered in: Beneath the streets of Night City

Identifiers: Specialized cyberoptics, special tokens

Part survivalist group, part guerilla gardener collective. The Shroomers live beneath the streets of the Old Combat Zone, where they grow various fungi. Eighteen-year old members go topside to explore life as part of a tradition known as the Wander Year.

SCAVVER MOOK

HP30(4)

—

STATS

REPUTATION: 0

COM #8

INIT4

COOL2

MOVE4

IMPORTANT SKILL BASES

Athletics 10 • Basic Tech 10 • Concentration 6 • Conversation 6 • Cybertech 6
Evasion 10 • First Aid 6 • Human Perception 6 • Local Expert (GM's Choice) 10
Perception 8 • Persuasion 6 • Resist Torture/Drugs 6 • Stealth 10
Streetwise 10 • Wilderness Survival 8

ATTACKS

BRAWLING (ROF2)

1d6

PQ HEAVY MELEE (ROF2)

3d6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS

4/4

IMPORTANT GEAR & CYBERWARE

Disposable Cell Phone • Techtool • Random Junk
Cash: 10eb

Mook

SHROOMER SCOUT/TRADER

HP30(4)

FIXER: OPERATOR 2

STATS

REPUTATION: 1

COM #11

INIT4

COOL5

MOVE4

IMPORTANT SKILL BASES

Athletics 6 • Basic Tech 10 • Concentration 6 • Conversation 6 • Education 7
Evasion 10 • First Aid 8 • Human Perception 8 • Local Expert (Shroomer
Tunnels) 8 • Perception 12 • Persuasion 10 • Resist Torture/Drugs 12
Stealth 8 • Tracking 10 • Trading 10

ATTACKS

HEAVY MELEE (ROF2)

3d6

SHOTGUN (ROF1)

5d6

ARMOR (HEAD/BODY)

KEVLAR®/KEVLAR®

7/7

IMPORTANT GEAR & CYBERWARE

Cybereye w/Low Light/Infrared/UV x2 • Handcuffs • Radio
Communicator • Shroomer Token • Cash: 20eb

Hardened Mook

THE SINFUL ADAMS



Leaders: Gomez and Ophelia

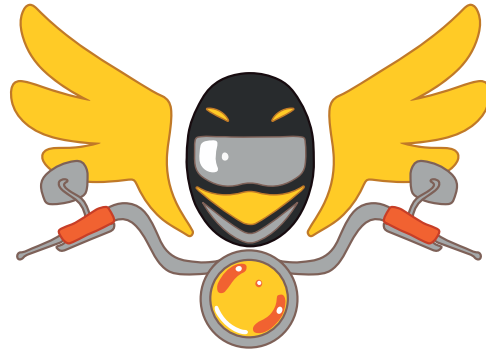
Activities & Themes: Survival, mercenary work, sex work

Most Commonly Encountered in: South Night City

Identifiers: Goth fashion

A goth poser gang living in the South Night City Boneyard, where they lead a community of refugees – sharing food, housing, and even schooling. Gomez runs day to day operations while Ophelia acts as the gang's war leader.

STEEL VAQUEROS



Leader: Ximena Rose

Activities & Themes: Smuggling, survival

Most Commonly Encountered in: New Westbrook, Rancho Coronado

Identifiers: Gang logo embroidered on back of jacket

A nomad pack operating up and down the west coast, but unaffiliated with any major nomad nation. The Vaqueros recruit locals to act as junior members of the pack and "hold down the fort" while they are on the road.

SINFUL ADAMS MOOK

—

STATS

COM # 8 INIT 6 COOL 6 MOVE 4

IMPORTANT SKILL BASES

Acting 8 • Athletics 6 • Composition 6 • Concentration 6 • Conversation 8
Evasion 8 • Human Perception 8 • Local Expert (South Night City) 8
Martial Arts (Judo) 8 • Perception 8 • Personal Grooming 10 • Persuasion 6
Resist Torture/Drugs 8 • Streetwise 6 • Wardrobe & Style 10

ATTACKS

MARTIAL ARTS (ROF2)	1d6
HEAVY MELEE (ROF2)	3d6

ARMOR (HEAD/BODY)

NONE/LEATHERS	0/4
---------------	-----

IMPORTANT GEAR & CYBERWARE

Chemskin • EMP Threading • Techhair • PQ Agent • Glow Paint
Memory Chip (Gothic Media) x2 • **Cash:** 20eb

Mook

HP (OS) 30(4)

REPUTATION: 1

STEEL VAQUEROS DRIVER

NOMAD: MOTO 4

STATS

COM # 14 INIT 6 COOL 4 MOVE 4

IMPORTANT SKILL BASES

Athletics 10 • Concentration 7 • Conversation 7 • Drive Land Vehicle 12 • Education 6
Evasion 14 • First Aid 8 • Human Perception 7 • Land Vehicle Tech 12 • Local Expert (Outskirts) 12 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 10
Stealth 8 • Tracking 10 • Wilderness Survival 10

ATTACKS

HEAVY MELEE (ROF2)	3d6
EQ ASSAULT RIFLE (ROF1)	5d6

ARMOR (HEAD/BODY)

L ARMORJACK/L ARMORJACK	11/11
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IMPORTANT GEAR & CYBERWARE

EMP Threading • Neural Link w/ Interface Plugs • PQ Agent • Roadbike w/Heavy Chassis & NOS • Techtool • **Cash:** 20eb

Hardened Lieutenant

HP (OS) 35(5)

REPUTATION: 1

NIGHT CITY GANG GUIDE

THE STREET QUEENS



Leader: Maxine Raunch

Activities & Themes: Security, sex work, drugs, survival

Most Commonly Encountered in: New Westbrook, Upper Marina

Identifiers: Queer iconography worn as jewelry

A guardian gang dedicated to protecting the queer residents and neighborhoods of Night City. The gang is heavily connected to the underground club scene on the Mainland, and have a hand in drug and sex work in the area.

THE TOECUTTERS



Leader: Unknown

Activities & Themes: Smuggling, random violence, targeted violence

Most Commonly Encountered in: North Heywood, the Outskirts

Identifiers: Nomad leathers splattered with blood patterns

A Raffen Shiv clan operating on the edges of Night City. Rumors suggest they cut off toes and eat them while the victims watch ... or force the victims to partake.

STREET QUEENS MOOK

HP30(4)

—

STATS

REPUTATION: 1

COM #8

INIT6

COOL6

MOVE4

IMPORTANT SKILL BASES

Acting 8 • Athletics 6 • Composition 6 • Concentration 6 • Conversation 8
Dance 8 • Evasion 8 • Human Perception 8 • Local Expert (GM's Choice) 8
Perception 8 • Personal Grooming 10 • Persuasion 6 • Resist Torture/Drugs 10
Streetwise 6 • Wardrobe & Style 10

ATTACKS

RIPPERS (ROF2)

2D6

PQ HEAVY PISTOL (ROF2)

3D6

ARMOR (HEAD/BODY)

NONE/KEVLAR®

0/7

IMPORTANT GEAR & CYBERWARE

Fashionware (GM's Choice) x2 • Rippers • PQ Agent • Drug (GM's Choice) x1 • **Cash:** 20eb

Mook

TOECUTTERS MOOK

HP35(4)

NOMAD: MOTO 2

STATS

REPUTATION: 1

COM #12

INIT4

COOL4

MOVE5

IMPORTANT SKILL BASES

Athletics 8 • Basic Tech 8 • Concentration 6 • Conversation 10 • Drive Land Vehicle 12 • Evasion 12 • Human Perception 6 • Land Vehicle Tech 10
Local Expert (Outskirts) 8 • Perception 6 • Persuasion 6 • Resist Torture/Drugs 12 • Stealth 6 • Wilderness Survival 10

ATTACKS

VERY HEAVY MELEE (ROF1)

4D6

SHOTGUN (ROF1)

5D6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS

4/4

IMPORTANT GEAR & CYBERWARE

Neural Link w/Interface Plugs • PQ Agent • Armor Piercing Grenade x2
Drug (GM's Choice) x2 • Compact Groundcar w/Upgrades • **Cash:** 10eb

Hardened Mook

TOMBSTONE PRESERVERS



Leader: Mister Rieper

Activities & Themes: Security

Most Commonly Encountered in: Anywhere the dead are honored, prepared, or laid to rest

Identifiers: Shaved heads, nice suits

A guardian gang dedicated to protecting the sanctity of the dead. Members of the Tombstone Preservers are easily identified by their bald heads and somber, well-tailored suits. Each is an expert in martial arts and various weapons.

TYGER CLAWS



Leader: Shinobu the Second

Activities & Themes: Security, extortion, theft, mercenary work, gambling, random violence, racing, sex work

Most Commonly Encountered in: Kabuki, Old Japantown, New Westbrook, Watson Development

Identifiers: Logo worn as jewelry, a patch, or a tattoo

A former Araska proxy gang, the Tyger Claws are now a dominant force in Kabuki and Old Japantown where they control both security and the criminal element.

TOMB. PRESERVER GUARD		HP (DS) 45(7)
SOLO: COMBAT AWARENESS 2		
STATS		REPUTATION: 1
COM # 12	INIT 5	COOL 4 MOVE 5
IMPORTANT SKILL BASES Acting 8 • Athletics 8 • Concentration 5 • Conversation 10 • Education 10 Evasion 12 • First Aid 8 • Human Perception 8 • Local Expert (GM's Choice) 8 Perception 6 • Persuasion 6 • Martial Arts (GM's Choice) 12 • Resist Torture/Drugs 10 • Science (Mortology) 10 • Stealth 10 • Wardrobe & Style 8		
ATTACKS		
MARTIAL ARTS (ROF2)	3D6	
VERY HEAVY PISTOL (ROF1)	4D6	
ARMOR (HEAD/BODY)		
KEVLAR®/KEVLAR®	7/7	
IMPORTANT GEAR & CYBERWARE		
Cyberaudio w/Voice Stress Analyzer • Hidden Holster Subdermal Armor • Agent • Artificial Flowers • Techtool • Cash: 20eb		

Hardened Mook

TYGER CLAWS MOOK		HP (DS) 35(6)
—		
STATS		REPUTATION: 1
COM # 11	INIT 5	COOL 3 MOVE 7
IMPORTANT SKILL BASES Athletics 10 • Concentration 4 • Conversation 6 • Evasion 11 • Gamble 8 Human Perception 5 • Local Expert (Kabuki) 6 • Martial Arts (GM's Choice) 11 Perception 6 • Personal Grooming 8 • Persuasion 5 • Resist Torture/Drugs 6 Streetwise 6 • Stealth 10		
ATTACKS		
MARTIAL ARTS (ROF2)	2D6	
HEAVY MELEE (ROF2)	3D6	
ARMOR (HEAD/BODY)		
LEATHERS/LEATHERS	4/4	
IMPORTANT GEAR & CYBERWARE		
EMP Threading • Neural Link w/Sandevistan • PQ Agent • Glow Paint Synthcoke x1 • Cash: 20eb		

Hardened Mook

NIGHT CITY GANG GUIDE

THE UNDERTOW



Leader: Johnny Rydell

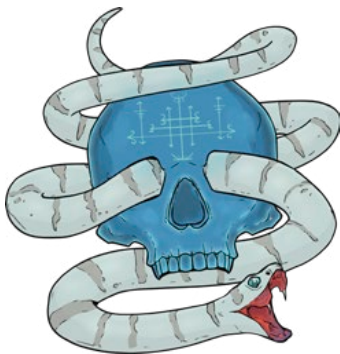
Activities & Themes: Random violence, targeted violence

Most Commonly Encountered in: Downtown

Identifiers: 1950s greaser fashion

The Undertow is a gang of hotheads dedicated to “keeping Downtown real.” In other words, fighting against the Chamber of Commerce’s takeover of the district. Only, they’re terrible at it. Their methods lack strategy, foresight, or tactical thought.

VOODOO BOYS



Leader: Baron D

Activities & Themes: Extortion, drugs, gambling, sex work

Most Commonly Encountered in: Pacifica Playground, Rancho Coronado, wherever they can sell drugs

Identifiers: “Voodoo” fashion

Posers who drape themselves in Hollywood-style “voodoo” trappings. Violent and focused primarily on the drug trade, the Voodoo Boys have been losing ground to the Piranhas over the past few years.

UNDERTOW MOOK

HP (OS) 30(4)

—

STATS

REPUTATION: 0

COM # 8

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Conversation 6 • Evasion 8 • First Aid 6
Gamble 6 • Human Perception 6 • Local Expert (Downtown) 6
Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6
Wardrobe & Style 6

ATTACKS

BRAWLING (ROF2)

1D6

PQ MEDIUM PISTOL (ROF2)

2D6

ARMOR (HEAD/BODY)

NONE/LEATHERS

0/4

IMPORTANT GEAR & CYBERWARE

Techhair • PQ Agent • Smash x2
Cash: 50eb

Mook

VOODOO BOYS MOOK

HP (OS) 30(4)

—

STATS

REPUTATION: 2

COM # 8

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Acting 8 • Athletics 8 • Concentration 6 • Contortionist 8 • Conversation 6
Evasion 8 • First Aid 6 • Gamble 10 • Human Perception 6 • Interrogation 8
Local Expert (GM's Choice) 8 • Perception 8 • Personal Grooming 8
Persuasion 6 • Resist Torture/Drugs 10 • Streetwise 8 • Wardrobe & Style 8

ATTACKS

VERY HEAVY MELEE (ROF1)

4D6

PQ HEAVY PISTOL (ROF2)

3D6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS

4/4

IMPORTANT GEAR & CYBERWARE

Chemskin • Shift Tacts • Techhair • PQ Agent • Drug (GM's Choice) x3
Cash: 10eb

Mook

WILD THINGS



Leader: Jenny Nails

Activities & Themes: Bloodsport, mercenary work, sex work

Most Commonly Encountered in: Watson Development

Identifiers: Gang logo scarred or branded into the chest

A boostergang that channels its violent impulses through gladiatorial combat at the Redline, a blood-spot club located in the Watson Development.

WILLOWS



Leader: Ingénue

Activities & Themes: Therapy, mutual aid

Most Commonly Encountered in: From the Ashes in the Old Combat Zone

Identifiers: A challenge coin bearing the group's logo

Less a gang and more a therapy group made up of female combat veterans. The Willows meet once a month at From the Ashes – a clinic in the Old Combat Zone. Its membership includes some of the most skilled female edgerunners in Night City.

WILD THINGS GLADIATOR		HP 40(8)
SOLO: COMBAT AWARENESS 4		
STATS		REPUTATION: 2
COM # 14	INIT 10	COOL 5 MOVE 6
IMPORTANT SKILL BASES Acting 8 • Athletics 10 • Concentration 7 • Conversation 6 • Evasion 14 Dance 8 • First Aid 8 • Human Perception 8 • Interrogation 10 • Local Expert (Watson Development) 8 • Martial Arts (GM's Choice) 14 • Perception 10 Persuasion 10 • Resist Torture/Drugs 14 • Stealth 8		
ATTACKS		
BRAWLING (ROF2)	3D6	
MARTIAL ARTS (ROF2)	3D6	
ARMOR (HEAD/BODY)		
SUBDERMAL/SUBDERMAL	11/11	
IMPORTANT GEAR & CYBERWARE		
Biomonitor • Neural Link w/Kerenzikov • Subdermal Armor Black Lace x2 • Cash: 20eb		

Hardened Lieutenant

WILLOWS NEWBIE		HP 40(8)
SOLO: COMBAT AWARENESS 4		
STATS		REPUTATION: 2
COM # 14	INIT 10	COOL 5 MOVE 6
IMPORTANT SKILL BASES Acting 8 • Athletics 10 • Concentration 7 • Conversation 6 • Evasion 14 Dance 8 • First Aid 8 • Human Perception 8 • Interrogation 10 • Local Expert (GM's Choice) 8 • Martial Arts (GM's Choice) 14 • Perception 10 Persuasion 10 • Resist Torture/Drugs 14 • Stealth 8		
ATTACKS		
GM'S CHOICE (ROF?)	?D6	
GM'S CHOICE (ROF?)	?D6	
ARMOR (HEAD/BODY)		
GM'S CHOICE/GM'S CHOICE	?/?	
IMPORTANT GEAR & CYBERWARE		
Cyberware (GM's Choice) • Agent • Drug (GM's Choice) x2 Cash: 50eb		

Hardened Lieutenant

NIGHT CITY GANG GUIDE

YELLOW BRICK ROAD GANG



Leader: Dorothy

Activities & Themes: Drugs

Most Commonly Encountered in: No fixed location

Identifiers: Bodysculpting and costuming themed after the *Wizard of Oz*

A poser gang modeled after The Wizard of Oz. Members are usually armed based on their characters. Lions and Totos wield cyberweapons. The Woodsmen prefer axes, and the Scarecrows carry pistols, just like in the movie.

THE ZONERS



Leaders: Tearjerker and FreeFall

Activities & Themes: Community organization, mutual aid

Most Commonly Encountered in: South Night City

Identifiers: No specific identifiers

A movement dedicated to improving the living conditions in South Night City through community organization and protest. Their protests often turn violent, especially when NCPD is called in to “restore order.” Zoners have armed themselves accordingly.

TIN MAN

HP35(6)

—

STATS

REPUTATION: 1

COM #10

INIT 4

COOL 4

MOVE 4

IMPORTANT SKILL BASES

Athletics 9 • Concentration 6 • Conversation 5 • Drive Land Vehicle 8
Endurance 9 • Evasion 7 • First Aid 4 • Human Perception 5 • Interrogation 6
Local Expert (GM's Choice) 5 • Perception 9 • Persuasion 6 • Resist Torture/
Drugs 8 • Stealth 7 • Wardrobe & Style 6

ATTACKS

BRAWLING (ROF2)

2D6

VERY HEAVY MELEE (ROF1)

4D6

ARMOR (HEAD/BODY)

SKINWEAVE/SKINWEAVE

7/7

IMPORTANT GEAR & CYBERWARE

Bodysculpting • Shift Tacts • Skinweave • Techhair • Disposable
Cellphone • Smoke Grenade x1 • **Cash:** 20eb

Mook

ZONERS MOOK

HP30(4)

—

STATS

REPUTATION: 1

COM #10

INIT 3

COOL 4

MOVE 3

IMPORTANT SKILL BASES

Athletics 6 • Composition 6 • Concentration 6 • Conversation 8 • Evasion 10
First Aid 8 • Human Perception 8 • Local Expert (South Night City) 6
Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Stealth 8
Streetwise 8

ATTACKS

PQ HEAVY MELEE (ROF2)

3D6

PQ MEDIUM PISTOL (ROF2)

2D6

ARMOR (HEAD/BODY)

KEVLAR®/KEVLAR®

0/7

IMPORTANT GEAR & CYBERWARE

Enhanced Antibodies • Subdermal Pocket • PQ Agent
Smoke Grenade x2 • **Cash:** 20eb

Mook