

"LISTEN, KID, CALL US **WHATEVER** YOU LIKE. **LAWMEN**, **BADGES**, **PIGS**. WE DON'T CARE. THE **CITY'S** IN **SHAMBLES** AND EVERY DAY WE SEE PEOPLE PUSHING BACK AGAINST THE REBUILDING. **BOOSTERS**, **CYBERPSYCHOS**, **TERROR GROUPS**, THE **WORST** OF THE **WORST**. I'M NOT IN IT FOR THE GLORY AND I'M NOT LOOKING TO **FLASH** MY GUN AND ACT LIKE SOME BIG SHOT **SOLO**. I TOOK AN OATH TO KEEP THIS **CITY** SAFE AND I TAKE THAT OATH SERIOUSLY. **SOMEONE** HAS TO KEEP THE STREETS SAFE SO CIVILIANS LIKE YOU CAN WALK TO THE MARKET WITHOUT TAKING A STRAY BULLET FROM THE LATEST GANG WAR. **AND THAT'S ME.**"

OFFICER SURI "CAVALRY" NAVARRO, NCPD

In the old days before the War, they only used to shoot at cops. Now you're lucky if you just take a slug. The Street is mean these days, filled with new drugs, new gangs, and new weapons that make a Minami-10 look like a kid's toy. But even so, you're out there doing what you can to Protect—and Serve.

There used to be a big City Force, but most of the Old Guard in NCPD have been thrown out on their own to keep what peace they can. The ones who remain still take the Badge seriously; they work to keep people safe and make some kind of stand against chaos. Even if you'd rather just walk a beat, if you're a professional Lawman of any stripe, you're stuck carrying at least four high-caliber weapons, most of them full-auto types, wearing a Kevlar® vest that'll stop 850ft/lbs. per square inch—and often you're still outgunned and outflanked. Half the gangs were cybered up to begin with: super speed, super reflexes, could see in the dark, carried weapons in their arms...and that was before the War and the Fall of the Towers pumped a metric ton of milspec cybertech into the Night Markets. The other half of the guys on The Street are free-lance Corporate mercs who used to have jobs during the War; hired to enforce Corp armies disbanded by the New United States' goon squads. Now *they're* the goon squads and you're trying to keep them under control too. Used to be the Corporate Cops had heavy weapons, full combat armor, Trauma Team backup, AV-4 assault vehicles, and gyrocopters with miniguns. But the nice, clean sectors full of new office buildings and fancy restaurants—where no jacked-up psychopunk is going to ever go on a killing spree with an FN-RAL37—are mostly gone. Now you've got mostly burned-out buildings and abandoned cars, where every night is a new firefight and another great opportunity for a messy death. Or you might draw a Psycho Squad berth and get the job of hunting down heavily armed and armored cyborgs who've flipped out. A cyberpsycho can walk through machine gun fire and not even feel it, so a lot of the Psycho Squad become a bit crazy themselves; they load up with boosted reflexes, get some monstrously huge guns, and go hunt the cyborgs solo. But you're not that crazy. Yet.

► ROLE ABILITY: BACKUP

The Lawman's Role Ability is Backup. With this ability, Lawmen can call upon the help of a group of fellow officers, based on the Lawman's Rank and the conditions under which they make the call. This Backup is armed and armored based on their Rank (**GO TO PG. 158 FOR DETAILS**).



BACKUP IN ACTION

Slack is a Rank 4 Lawman working the midnight shift. He gets pinned down by a boostergang and calls for backup using his Action, rolling a 4 on the d10, which is a success because it is a result of his rank or lower! He rolls 1d6 to see how many Rounds it will take for backup to arrive and rolls a 6! Not only does this mean that, in 6 Rounds, backup will arrive, but also that instead of 4 Local Beat Cops responding, backup from 1 Backup tier higher, 2 heavy-firepower-wielding County Mounties will arrive. He takes cover and prepares to hold out until the cavalry charges to the rescue..

BACKUP (LAWMAN ROLE ABILITY)

The Lawman's Role Ability is Backup. Lawmen can call upon the help of a group of fellow law enforcers, based on the Lawman's Backup Rank and the conditions under which the call is made. The Backup will be armed and armored based on the table below, and will be played by the GM.

As a Lawman increases in Rank, they are likely to be promoted within their current law enforcement organization or to be recruited by law enforcement agencies that they can currently call Backup from.

When in danger, you can call on Backup from a group of your Backup Rank or lower. As an Action, you attempt to roll equal or lower than your Backup Rank on a d10 to get someone to respond to your call. **If you abuse this, your Boss will throw you off the force or fine you as they see fit.**

After someone responds to your call, you roll a d6 to find out in how many Rounds your backup will arrive on the scene. If you roll a 6 on this roll, instead of your typical backup, the backup that arrives will be of the next highest level of backup, unless you are Rank 10, in which case two separate backup groups will arrive. **If nobody responds to your call, you can always try your backup call again next Turn.**

► Backup Ranks ◀

Combat Number: A Skill Base used for both offense and defense. This number combines both STAT and Skill for them. You will add a d10 roll to this value whenever attacking with their carried weapons or equipment or defending. **Backup cannot dodge bullets.**

SP: The stopping power of the armor on both their Body and Head location.

HP: The amount of Hit Points that each member of the backup has.

MOVE & BODY: The backup's MOVE and BODY STAT, important for movement and for some effects that reference the target's MOVE or BODY (like Death Saves).

► BACKUP RANK 1 AND 2

Combat Number: 8 • **SP:** 7 • **HP:** 20 • **MOVE & BODY:** 4

Corporate Security. Four local rent-a-cops on the scene, arriving on foot. They carry Heavy Pistols and wear Kevlar®.

► BACKUP RANK 3 AND 4

Combat Number: 10 • **SP:** 7 • **HP:** 25 • **MOVE & BODY:** 5

Local Beat Cops. Four local cops on the beat. They arrive in two Compact Groundcars. They carry Heavy Pistols and are armored in Kevlar®.

► BACKUP RANK 5 THRU 7

Combat Number: 14 • **SP:** 13 • **HP:** 35 • **MOVE & BODY:** 4

Sheriff's Department. Two local "County Mounties" patrolling the exurbs and the highways around the City. They will arrive in a High Performance Groundcar, armed with Heavy Pistols and Assault Rifles. Armored in Heavy Armorjack.

► BACKUP RANK 8

Combat Number: 16 • **SP:** 15 • **HP:** 50 • **MOVE & BODY:** 6

Recovery Zone Marshal. Like the marshals of the Old West, these are lone Lawmen who patrol the Recovery Zones and new cities. One arrives on a Superbike, carrying a Very Heavy Pistol, Assault Rifle, Grenade Launcher, and wearing Flak Armor.

► BACKUP RANK 9

Combat Number: 15 • **SP:** 18 • **HP:** 35 • **MOVE & BODY:** 4

C-SWAT. Two heavy hitters from the Psycho Squad. They carry assault rifles and rocket launchers, wearing Metalgear®. Will arrive from the air in an AV-4.

► BACKUP RANK 10

Combat Number: 14 • **SP:** 11 • **HP:** 35 • **MOVE & BODY:** 6

National Law Enforcement/Interpol/FBI/Netwatch. These are serious hitters, operating under the control of national governments or international law enforcement groups. They travel in pairs, will arrive in an AV-4, and are outfitted with Very Heavy Pistols, Assault Rifles, in Light Armorjack.

Unlike all other forms of Backup, these serious hitters stick around after the conflict ends and assist in investigating the scene. While they will not travel with the Crew on a day-to-day basis, after the first time they are called the same 2 serious hitters will always respond to calls for backup connected to the initial call until the "case" is closed, or they fall in the line of duty.

Additionally, they can use their Combat Number for these Skills: Accounting, Acting, Conceal/Reveal Object, Criminology, Cryptography, Deduction, Education, Forgery, Interrogation, Paramedic, Perception, Personal Grooming, Resist Torture/Drugs, Stealth, and Tracking.

DATA

There's a tangled web of treaties between public and private law enforcement groups in Night City. That means they'll often help one another out and then send the bill for it to the appropriate department later.

OPERATOR (FIXER ROLE ABILITY)

The Fixer's Role Ability is Operator. Fixers know how to get things on the black market and are adept at navigating the complex social customs of The Street, where hundreds of cultures and economic levels collide. Fixers maintain vast webs of contacts and clients.

Contacts represents who the Fixer can reach out in order to source goods, favors, or information. The Fixer will still have to pay for these, of course.

Reach is the highest price category of items that a Fixer can **always** source, and if they can use their influence to gather other Fixers into creating a Night Market, which makes all price categories of items available to them for a short time. (SEE PG. 338 for rules on setting up Night Markets)

Haggle is the ability of the Fixer to strike a deal. When haggling with a person, you roll **COOL + Trading Skill + Your Operator Rank + 1d10** against their **COOL + Trading Skill + Their Operator Rank (if they are a Fixer) + 1d10**. If you succeed, you can make **1** deal of your Operator Rank or lower. **Only 1 Fixer deal can be made per transaction.**

Grease represents the Fixer's ability to blend into the many cultures on and off The Street; ability to know the language, social codes, and status marks for each group or culture.