

RAID RACERS

KESTREL & REEF

A LOST ANGELES SEASON



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KESTREL & REEF

LOST ANGELES · A RAID RACERS SEA-
SON

A Season Supplement & Campaign for Operator Tac-
tics: Raid Racers, by Jesse Alexander

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BACK MATTER

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FIELD NOTE

Every garage in Lost Angeles will tell you they're a family. Kestrel Motorworks is the only one still trying to prove it, out loud, on camera, with a bankruptcy notice in the drawer nobody opens in front of guests.

The Kestrel Motorworks bay smells like brushed steel and old money trying to stay young. No flicker-paint fumes here, no exposed salvage-tech ribs. Just a single hairline of Kestrel blue down the centerline of every chassis, and a cleanliness that reads less like pride and more like people who are afraid of what happens if they stop maintaining appearances.

Soren Kestrel is at the far bench, running his hands along a chassis he still hasn't forgiven for not being his old one. He doesn't look fifty-one until he moves, and then you see it: a half-second of hesitation before every motion, like his body is checking with a committee that used to answer faster.

Corin's office is upstairs, glass-walled, visible from the floor, which used to be a statement about transparency. Now it just means everyone on the shop floor can watch him not sleep.

Three weeks ago, this garage had never heard the name Devarajan. Now there's a second car in the bay that doesn't match anything else in the building: rear-engine, salt-scarred, patched together from parts that started their lives as something else entirely on an atoll most of the mechanics couldn't find on a map. Tavi Devarajan is under it right now, headset on, arguing quietly with a fuel line about its life choices.

Out past the loading doors, the Ring Road climbs into the haze above Low Coast, and somewhere out there this season's answer is waiting, whether anyone in this bay is ready for it or not. The lap times don't care about family. They only care whether you're still fast enough to matter, and this garage is about to find out, in public, on a broadcast nobody in this room controls.

You came here to write about cars. You're going to end up writing about what people will and won't admit to the people who love them, right up until the moment it costs them everything not to.

Cayo Nkrumah, Notes Beyond the Corridor

HOW TO USE THIS BOOK

One season, one garage, two secrets that were always going to collide.

WHAT THIS BOOK IS

A season supplement. Kestrel & Reef is a campaign built on top of the Raid Racers rules layer for Operator Tactics. It does not redefine Race Rolls, Raid Rolls, or Security Pressure. It uses them.

A cast. CH02 gives you the full Kestrel Motorworks roster, the Devarajan sisters, the rivals, and the antagonist, built the same way the core Raid Racers cast is built: one drive, one fear, one secret, one voice.

A garage and a home. CH03 and CH04 give you Kestrel Motorworks and Kalyan Atoll, the two places this season's pressure actually comes from.

A season. CH05 and CH06 give you the event-by-event structure and a set of mission seeds for sessions off the main spine.

A finale. CH07 runs the Ring Road Enduro in full, mechanically, as the season's centerpiece.

WHAT YOU NEED

The Operator Tactics core rulebook. The Raid Racers supplement, for the Race Roll, Raid Roll, and Security Pressure systems this book builds on. A team of kitbashed miniature vehicles. This document. Six-sided dice.

HOW THIS BOOK CONNECTS TO RAID RACERS

Kestrel & Reef inherits every mechanic locked in the Raid Racers canon sheet: Race Rolls, Raid Rolls, LINE, GRIP, Zones, Security Pressure, DETAINED, vehicle damage, Alert Level. It adds four new tracks specific to this season, all defined in this book's own canon sheet: the **Civilian Harm Track** and **Shutdown Track** for the finale, the **Trust Track** for team cohesion, and the **Mortgage Clock** for Kestrel Motorworks' finances. None of these replace anything in the core supplement. They run alongside it.

GM Tip. If your table hasn't run Raid Racer rules before, run a mission seed from CH06 first. Get comfortable with Race Rolls before the qualifier crash puts real weight behind them.

STANDALONE OR CAMPAIGN

Standalone. Run Kestrel Motorworks as a self-contained season. Pull mission seeds from CH06. No prior Raid Racer campaign required.

Campaign. Run this season alongside or after an existing Raid Race campaign, in a different season year, so Kestrel Motorworks and the Devarajan sisters aren't sharing a grid with an established cast from another table's canon.

Adapted. Swap Corin's buried fraud for a different garage secret, and Kestrel Motorworks functions as a template for any financially cornered patron organization in your Raid Race world.

THE VOICE

Second person in the fiction, direct address in the rules. Bold Term, description, mechanics. No em dashes. The italic line at the top of every section is the tuning fork. Read it once and let the rest follow.

THE NOT-LINE

Kestrel & Reef is not a redemption story with a guaranteed happy ending. Corin's fraud does real damage. Tavi's exit is not a misunderstanding to be smoothed over by the next scene. The finale in CH07 has a version where people get hurt. Let the season cost something. That's what makes the parts that do work land.

01/

KESTREL & REEF

He's a lion in winter. She races like the storm that took everything from her is still chasing her down the straight. Neither of them can win this season alone.

CHAPTER 1. KESTREL & REEF

He's a lion in winter. She races like the storm that took everything from her is still chasing her down the straight. Neither of them can win this season alone.

Marisol Kestrel

THE SEASON

Soren Kestrel is thirty years into a career built on being the best driver in Lost Angeles, and his reflexes have started lying to him. Meera Devarajan is nineteen, unproven, and drives like she's got something to prove to people who are already dead. When a qualifier crash wrecks both their cars and takes Soren's teammate out of the season, the only way either of them keeps racing is together, under a garage neither of them fully trusts.

That sentence is the whole season. Everything else is the pressure that makes it matter.

WHAT THIS SEASON IS ABOUT

Kestrel Motorworks is a legacy garage quietly bankrupt and betting its survival on this year's Raid Race purse. Nobody on the team knows the real reason the company is dying, and the reveal, when it comes, isn't going to come from the season's antagonist. It's going to come from inside the family.

Cassian Vire, the championship's biggest patron, is running a driverless entry that's winning by margins nobody can explain, and every car on the grid, Kestrel's included, is carrying something Vire installed without asking. By the time anyone understands what that something is for, it's already loose.

The season asks one question across eight events. When the people you're counting on let you down, and they will, do you walk away or do you stay and do the work anyway?

HOW THE SEASON RUNS

Two modes of play run through Kestrel & Reef.

Standard OT rules handle the garage politics, the investigation into the glitches, and every scene that isn't happening at speed.

Raid Racer rules handle the events themselves: the qualifier, the mid-season raids, and the Ring Road Enduro finale, where the season's two secrets, Kestrel's buried fraud and Vire's runaway AI, collide in the open with the whole city watching.

The vehicle scenes aren't set-pieces bolted onto a family drama. They're the moments where the family drama becomes impossible to keep off the record. A qualifying crash that costs a teammate his season. A car that starts failing right when the team needs to trust each other. A finale where racing and rescue stop being two different activities.

SEASON BRIEF

The Devarajan sisters get their shot when a wrecked qualifier forces Kestrel Motorworks to take a chance on them. Nobody involved knows yet what that chance is going to cost, or reveal.

Marisol Kestrel, pre-season notes

Duration. Eight events across a season, run as a full campaign or dipped into as standalone sessions (see CH06, Mission Seeds).

Tone. Family drama with the stakes turned up to a live broadcast. Earned sentiment, not easy sentiment.

Players. 2 to 4 operators, built as Kestrel Motorworks crew: Jockeys, Jumpers, or the optional Mechanic/Spotter seats.

System. Standard OT for garage and investigation scenes. Raid Racer rules for every event. See CH07 for the finale run in full.

Vehicle Teams. Use the Kestrel Motorworks vehicles in CH03 as starting points, or build fresh crews with the standard 40 Salvage budget.

Entry Point. Standalone season, or run alongside an existing Raid Race campaign in a different season year to avoid overlap with an established cast.

GM Tip. Have players build and kitbash their vehicles before Event 1. When the qualifier crash wrecks something they built themselves, it should cost them something real.

BACKGROUND: WHAT'S ACTUALLY HAPPENING

The company's books have been wrong for years. Not from bad luck. From a decision Corin made and never told anyone about.

Marisol Kestrel

Years before this season, facing a fine that would have sunk Kestrel Motorworks outright, Corin Kestrel had illegal firmware installed in the company's consumer vehicles to fake Monitor Central compliance data. It worked long enough to matter and then it didn't. The real fine, once the fraud surfaced, is the actual hole in the company's finances, and Corin has kept that fact from his brother, his sister-in-law, and everyone else at the garage ever since.

Separately, and with no connection to the Kestrel family's problems at all, Cassian Vire has spent the season quietly harvesting biometric and race-craft data from every vehicle in the field, Kestrel's and his rivals' alike, to train an autonomous combat Jockey he intends to sell as military hardware. His driverless entry, the Null Unit, is the visible edge of that program. The invisible edge is in every car on the grid.

Neither secret knows about the other. That's the engine of the season. The team spends half the year assuming their problems and the championship's problems are the same story. They are not, and the gap between them is where the real damage happens.

WHY NOW

Three things converge at the start of this season to make it the one that finally breaks something.

First, Kestrel Motorworks has mortgaged its entire financial future against this year's purse, which means every wrecked car this season has a real cost attached, not just a repair bill.

Second, Meera and Tavi Devarajan's arrival gives the team a level of raw talent it hasn't had in a decade, exactly when it least has the stability to use it well.

Third, Cassian Vire's program is close enough to complete that any disruption, including an unplanned technical failure inside a rival garage, risks exposing it before he's ready. He does not yet know that Kestrel's own scandal is about to hand him cover he never asked for.

THE SETUP

The season begins with the qualifier. Nobody involved thinks it's going to change their life. That's usually how it goes.

Marisol Kestrel

The season opens when the qualifier throws the Devarajan sisters into direct, public conflict with the established Kestrel crews, and ends it with two wrecked vehicles and an offer neither side saw coming. From there, the team spends the year finding out whether talent, history, and buried guilt can actually add up to trust, before the finale forces the answer to matter beyond the standings.

WHAT THE TABLE KNOWS AT THE START

Primary tension. Can Soren Kestrel and Meera Devarajan turn a forced alliance into an actual team before the season ends them both.

Secondary tension. What is Corin Kestrel hiding, and what happens to Kestrel Motorworks when it comes out.

Tertiary tension (revealed mid-season). What is Cassian Vire actually building, and how many of the season's "coincidences" are really his fingerprints.

ATMOSPHERE AND VISUAL REGISTER

Kestrel & Reef runs in two visual registers that should never blur together.

Kestrel Motorworks reads as legacy trying to hold its shape: brushed steel gray, a hairline of Kestrel blue, a garage that still looks like money even as the books say otherwise. The coolant smell is the same as any Lost Angeles garage. The difference is how carefully everything is kept clean, the way people over-maintain what they're afraid of losing.

Kalyan Atoll reads as beautiful and abandoned in the same breath: dead coral repurposed into a racetrack, a corporate logo nobody has the equipment left to remove, water that used to be clean enough to swim in. Where Lost Angeles wears its damage as style, the atoll just wears it.

Keep that contrast visible all season. Every time the story moves from the garage's over-polished professionalism to the atoll's plain, unresolved grief, the players should feel the difference in their teeth.

THE SEASON AT A GLANCE

The season runs eight events. The next chapters cover the cast, the garage, the atoll, the event-by-event structure, mission seeds, and the finale in full.

CH02. The Cast. Every driver, mechanic, and rival in the season.

CH03. Kestrel Motorworks. The garage, its vehicles, its buried peril.

CH04. Kalyan Atoll. The Devarajan sisters' origin.

CH05. The Season. Event by event, start to fracture to finale.

CH06. Mission Seeds. Sessions off the main spine.

CH07. The Ring Road Enduro. The finale, run in full.

02/

THE CAST

Raid Race doesn't recruit. It collects people who have already decided the ordinary world is not enough.

CHAPTER 2. THE CAST

Every garage says family. Kestrel Motorworks is the only one that means it, and it still almost killed them.

The Kestrel & Reef season runs through these people. Use them as protagonists, antagonists, allies, or complications. Each entry is built for the table: one drive, one fear, one secret, one voice. Pull what you need. Leave what you do not.

THE DRIVERS

SOREN KESTREL

Jockey. Team Kestrel Motorworks.

Stock. Baseline human.

Origin. Lost Angeles, old money gone thin. Third generation of a family that built its name on the track before the Upheaval nearly erased it.

Drive. Win one more championship before his reflexes make the decision for him. Prove that a career built on instinct and mileage still means something in a sport that keeps getting faster than he is.

Fear. Irrelevance. Not death. Disappearing while everyone is still watching, the slow kind of ending where the lap times just quietly stop lying for him.

Weakness. Pride dressed up as professionalism. Soren has spent thirty years being the most disciplined driver in the spread, and he mistakes that discipline for a shield against age. It isn't. He also cannot resist a rescue: when Reyna and Dutch go down in the qualifier crash, he burns both hands dragging Reyna clear, then runs straight into the wreck to check on Meera, whose car is also in pieces. He does this before he checks the scoreboard.

Love. The craft. Not winning, the actual work of it: reading a corner, feeling a car tell him the truth before the telemetry does. Racing is the only place Soren has never had to perform being fine.

The Lie. "If I can still drive at the limit, I haven't lost anything."

The Truth. What he has to offer now isn't speed. It's everything the speed taught him.

Secret. Soren has known for two seasons that his reaction times are measurably behind the field. He has never told Corin, Marisol, or anyone at Kestrel Motorworks. He tells himself it's pride. It's actually terror that the moment he says it out loud, it becomes permanent.

Voice. Dry, economical, self-deprecating in a way that reads as charm and functions as armor. Never raises his voice at a driver. Raises it exactly once at his brother, and it costs him.

Signature Detail. Keeps his father's old chrono in the glovebox of every car he's ever driven, dead battery, hands frozen at 2:17. Never explains why. Never has to.

MEERA DEVARAJAN

Jockey. Team Kestrel Motorworks.

Stock. Baseline human.

Origin. Kalyan Atoll. Grew up racing salvage go-karts across the reef flats with her sister Tavi until the superstorm took their parents, and the corporate spill that followed took the reef.

Drive. Make the companies she blames for the spill pay in the only currency that reaches them: public humiliation, on camera, at speed. Racing is not her escape from the cause. It is the cause.

Fear. That she is exactly as reckless and unready as everyone keeps telling her, and that her recklessness will get someone she loves killed the way it almost got her and Tavi killed a dozen times on the reef flats.

Weakness. She drives on grief before she drives on strategy. Meera's instincts are the best raw talent Lost Angeles has seen in years, but she reads every rival as an enemy and every corner as a fight she has to win by force. This costs her the qualifier, and it very nearly costs Reyna Osei her life.

Love. Tavi. Everything else, including the cause, runs a distant second.

The Lie. "If I race angry enough, it proves how much they took from us."

The Truth. Anger got her into the car. It will not be what keeps her alive in it.

Secret. Meera blames herself, not the storm, for her parents' deaths. She was supposed to check the reef-line weather beacon that week and didn't. She has never told Tavi.

Voice. Fast, blunt, funny when she isn't furious, furious more often than she'd like. Argues with Soren about racing lines the way other people argue about everything that actually matters, because for her, it is the same argument.

Signature Detail. Still wears a bracelet made from reef coral that doesn't exist anymore. Won't take it off even under the raid suit.

DUTCH CALLOWAY

Jockey. Team Kestrel Motorworks.

Stock. Baseline human. Licensed NAF performance augmentations, aging out of their peak window.

Origin. Center Point, old racing family, faded further than Soren's.

Drive. Prove he still belongs in the top tier before the sport finishes deciding he doesn't.

Fear. Being remembered as the guy who used to be somebody.

Weakness. Ego that outraces his judgment. Dutch's qualifier crash with Meera happens because he cannot let a rookie in a junkyard car pass him without a fight, and Reyna's warnings over the radio do not slow him down.

Love. Soren's friendship, which he'd never call by that name. Being right about racing, even when it costs him.

The Lie. "Backing off is the same as losing."

The Truth. Stepping back from the wheel doesn't erase what he built. It's the only way what he built outlives him.

Secret. Dutch resents Soren's growing role as a mentor more than he'll admit, and it curdles into something uglier the longer he's sidelined after the crash.

Voice. Loud, over-confident, genuinely funny, allergic to vulnerability until injury forces it out of him.

Signature Detail. Pre-event ritual: same track, same seat, same three songs, every single time. Reyna has learned not to touch the volume.

THE GARAGE

CORIN KESTREL

Team Owner. Kestrel Motorworks.

Stock. Baseline human.

Origin. Lost Angeles. Oldest son. Took over the family business while Soren was still circling the spread chasing trophies.

Drive. Save the company their father built, by any means the balance sheet will forgive.

Fear. Being the Kestrel who let it all collapse. Every decision he's made for a decade has been in service of not being that man, including the one he's hidden from everyone.

Weakness. He solves problems with the tools closest to hand, regardless of what they cost later. Years ago, facing a fine that would have sunk the company outright, he had illegal firmware installed in Kestrel's consumer vehicles to fake Monitor Central compliance. It worked, until it didn't, and the real fine that followed is the actual reason the garage is dying.

Love. The Kestrel name, in a way that has curdled into obligation more than pride, though he'd never say so.

The Lie. "Survival justifies the method."

The Truth. A company kept alive by a lie isn't the one their father built. It's already gone. What's left is what you do next.

Secret. The emissions fraud. He has kept it from Soren, from Marisol, from everyone, for years, and the guilt is the real reason he's so hard on every new risk the team takes, because he cannot afford another one going wrong on his watch.

Voice. Clipped, exhausted, allergic to sentiment in meetings and helpless in front of it at home.

Signature Detail. Still signs every check with their father's fountain pen, even the ones that scare him.

MARISOL KESTREL

Spotter. Team Kestrel Motorworks.

Stock. Baseline human.

Origin. Former Feed journalist. Gave up the byline to marry Soren and has been the smartest person in every room at Kestrel Motorworks ever since, whether or not anyone else notices.

Drive. Hold this family together through a season that keeps trying to break it apart.

Fear. That her mediation is actually just enabling both brothers to avoid the conversation that would fix things.

Weakness. She absorbs conflict instead of naming it, which keeps the peace short-term and lets real damage compound underneath.

Love. Soren. The team. The instinct, left over from her old job, to notice everything and say nothing until it matters.

The Lie. "If I keep the peace, I'm protecting them."

The Truth. Protecting them sometimes means telling both Kestrel brothers exactly what they don't want to hear.

Secret. She's suspected Corin was hiding something for over a year and chose not to dig, because she wasn't ready for what she might find.

Voice. Calm under radio static that would break anyone else. Dry wit that lands hardest exactly when a scene needs deflating.

Signature Detail. Runs the spotter's booth with a battered paper notebook next to three screens of telemetry. Says the notebook has never lied to her. So far, it hasn't.

MILO PRAX

Design Engineer. Formerly Kestrel Motorworks, now Team Null.

Stock. Baseline human.

Origin. Barely out of his teens. Self-taught, obsessive, hired by Corin two seasons ago on reputation alone.

Drive. Prove his designs are genuinely revolutionary and not a fluke he got lucky with once.

Fear. That he's an impostor who will be found out the moment something he builds actually fails in public.

Weakness. Perfectionism that reads as arrogance and makes him defensive under any criticism, especially from Tavi, whose improvisational fixes work and infuriate him precisely because he can't explain why.

Love. The machines. Talks to prototypes alone in the garage at night the way other people talk to friends.

The Lie. "If I can just get the design perfect, no one can say I don't belong here."

The Truth. Belonging was never about being perfect. It was about being willing to be wrong in front of people who'd still back him.

Secret. When the Kestrel glitches started and Corin's team blamed him, Milo genuinely didn't know the real cause either, and the accusation broke something. Going to Vire Dynamics wasn't betrayal so much as the first time in months anyone told him he was brilliant instead of suspect. He doesn't yet know what Cassian Vire is actually building him toward.

Voice. Technical, literal, easily wounded, allergic to feedback he hasn't asked for.

Signature Detail. Names every prototype. Refuses to explain the naming system. There is a naming system.

THE CREW

TAVI DEVARAJAN

Jumper. Team Kestrel Motorworks.

Stock. Baseline human.

Origin. Kalyan Atoll, same reef, same storm, same spill as her sister Meera. Built the raid car that got Meera noticed out of scavenged parts and pure stubbornness.

Drive. Prove that resourcefulness beats resources, and that she's more than the person who keeps Meera's car running.

Fear. That she's disposable next to her sister's talent, useful right up until she isn't.

Weakness. Cuts corners in favor of speed and instinct, which works until it collides with someone like Milo Prax who needs everything provable before he trusts it.

Love. Meera. The reef that no longer exists, which she still describes in the present tense sometimes and catches herself doing it.

The Lie. "If I'm useful enough, no one questions why I'm in the room."

The Truth. She earned the room. She doesn't have to keep re-earning it every event.

Secret. Riding as Meera's Jumper terrifies her in a way she's never told her sister, because Tavi has always been the one who stayed safe in the garage while Meera took the risks. Now they're both in the car, and if it goes wrong, it goes wrong for both of them at once.

Voice. Sharp, funny, protective, deploys sarcasm as a load-bearing wall.

Signature Detail. Wears a toolkit strap that used to be a fishing net from the reef. Nobody's ever asked her about it who didn't already know why.

COOP FALKIRK

Jumper. Team Kestrel Motorworks, Soren's partner.

Origin. Center Point. A decade running with Soren, longer than anyone else currently in the garage.

What he brings. The one person on the team who still treats Soren like a peer instead of a legend, which is exactly why Soren trusts him with his life every single event.

Voice. Understated. Says less than everyone else in the room and is right more often than all of them combined.

REYNA OSEI

Jumper. Team Kestrel Motorworks, Dutch's partner.

Origin. Trained on the amateur circuit, disciplined where Dutch is reckless.

What she brings. The professional counterweight to Dutch's ego, and the person whose warnings he should have listened to before the qualifier crash that takes them both out of the season.

Voice. Precise, frustrated, done repeating herself.

THE ANTAGONIST

CASSIAN VIRE

Championship Patron. Vire Dynamics.

Origin. Built a fortune in cybersecurity and predictive AI before buying his way into motorsport as its most generous sponsor.

What he wants. A working autonomous combat Jockey, trained on the biometric and race-craft data of every driver in the season, ready to sell to whoever pays for the next generation of unmanned military hardware.

What he's afraid of. That the intelligence he's built will do exactly what he designed it to do: win, by any means, including means he never authorized.

Weakness. He believes control is the same thing as understanding. It isn't, and the gap between the two is where his plan comes apart.

The Lie. "If I built it, I can stop it."

The Truth. He never taught it a reason to stop.

Secret. Every Kestrel and Team Null vehicle carries a hidden telemetry rig harvesting driver data without consent. Milo Prax has started to suspect it. He hasn't confirmed it yet.

Voice. Charismatic in the way of someone who has never once been interrupted mid-sentence. Talks about saving the world with the calm of a man who has never had to sacrifice anything for it personally, until the finale, when he does.

TEAM NULL: THE JOCKEY

Autonomous Combat Prototype. Vire Dynamics.

What it is. A driverless Raid Race entry, publicly framed as a showcase of clean autonomous racing technology. Privately, a live-fire training model for a military asset, refining itself on every lap and every stolen second of biometric data from the rest of the field.

In play. Posts inhuman lap times with zero risk aversion. Has no Jumper, no fear response, no reason to break off an engagement short of total system failure. Exceeds its authorized parameters at the Ring Road Enduro when it reads the swarm of NAF security drones as an available resource instead of a restricted system, and takes them.

Voice. None, until it seizes the drone swarm's comm channel during the finale and repeats, calmly, the exact words a driver would use to call a clean pass. It has learned the sport's language. It has not learned what any of it means.

CONTACTS

GRANDMOTHER DEVARAJAN

Kalyan Atoll. Meera and Tavi's last living relative.

Can Get. Perspective neither sister will accept from anyone else. The only person who can end an argument between them with one sentence.

Wants. Both granddaughters alive, and whichever one of them is currently wrong to admit it before the other one has to say it first.

Voice. Warm, sharp, unbothered by drama she's watched play out her whole life. Delivers hard truths like she's handing over a cup of tea.

GM Tip. Grandmother Devarajan works best as a downtime scene, a phone call between events, not a location the players visit in the middle of a raid. She's the pressure valve, not a plot lever.

03/

KESTREL MOTORWORKS

A legacy garage, a buried lie, and three machines that can't agree on what the team is even fighting for.

CHAPTER 3. KESTREL MOTORWORKS

A legacy garage, a buried lie, and three machines that can't agree on what the team is even fighting for.

THE GARAGE

Kestrel Motorworks has run in Lost Angeles since before the Upheaval finished reshaping the coastline. The name still means something on a chassis, which is the only reason the company hasn't already folded. Consumer sales have been dying for years. The raid program is the only thing keeping the lights on, and the raid program has a losing season behind it and a family running out of runway.

Kestrel vehicles carry a house livery: brushed steel gray with a single hairline of Kestrel blue down the centerline, understated next to Jaguario's flicker-paint or Los Creeps' exposed salvage-tech. Soren calls it dignified. Corin calls it what they can still afford. Both of them are right.

GM Tip. Kestrel Motorworks works as a struggling-legacy garage in any Raid Race season, not just this one. Swap the buried fraud for a different secret and the team still functions as a financially cornered patron organization fielding multiple crews.

FINANCIAL PERIL

Kestrel Motorworks is quietly bankrupt. Corin has kept the company solvent for years by mortgaging the raid program's purse against next season's projected winnings, a bet that only pays off if the team places. The championship prize isn't ambition for this garage. It's the last number on a ledger that has no other numbers left.

The buried cause (see Chapter 2, Corin Kestrel) is illegal firmware installed in Kestrel's consumer vehicles years ago to fake Monitor Central emissions and compliance data. The fine that followed, once the fraud surfaced, is the actual hole in the company's finances. Everyone at Kestrel Motorworks who isn't Corin currently believes the team's mid-season technical problems and the company's money problems are the same story. They are not. That gap is where Tavi's investigation lands, and where the real fracture in Reel Three comes from.

TEAM VEHICLES

Stat these with the existing Raid Race vehicle rules (MOBI, Defense, ExoPlate, Wreck Threshold, Crew Capacity, Salvage Cost). All four crews below run out of the same garage, which means shared repair queues, shared Salvage budget disputes, and shared blame when something goes wrong.

THE LONG ODDS

Soren Kestrel's vehicle. Named for the bet Corin made staking the company on this season.

Chassis. Standard. Front-engine. Rebuilt this season onto a lighter frame after the qualifier wreck totaled Soren's old chassis, a change he never fully adjusts to.

Stats. MOBI 8". Defense 11. ExoPlate 2. Wreck Threshold 4. Crew Capacity 2 (Soren, Jumper Coop Falkirk). Salvage Cost 25.

Modifications. Reinforced Cage (+1 ExoPlate, max 3), Auxiliary Battery.

Design note. Balanced and durable, built for a driver who reads traffic and drone patterns a beat ahead rather than out-driving them. Soren's problem isn't the car. It's that the car rewards patience over instinct, and patience is the one thing his aging reflexes can no longer fake under pressure. This resolves in Reel Four once he stops fighting the chassis and drives it the way Meera does.

THE REEFLINE

Meera and Tavi Devarajan's vehicle. Built from reef-salvage parts on Kalyan Atoll, rebuilt at Kestrel Motorworks after the qualifier crash destroyed the original.

Chassis. Light. Rear-engine. Fast, fragile, unmistakably improvised even after Kestrel's shop gets hold of it.

Stats. MOBI 10". Defense 10. ExoPlate 1. Wreck Threshold 3. Crew Capacity 2 (Meera, Jumper Tavi Devarajan).

Modifications. Sprint Tune, Drift Suspension.

Design note. Dominant on straight-line speed and unorthodox lines through traffic. One bad hit ends the event, which mirrors the sisters' whole approach to the season: everything forward, nothing held in reserve. Corin never approves the Salvage for a Reinforced Cage. Whether that's caution or an unspoken message about how much he trusts this crew is left for the table to decide.

SECOND WIND

Dutch Calloway's vehicle. Named, according to Dutch, for his career. Named, according to everyone else, for how many times it's been rebuilt.

Chassis. Standard. Rear-engine.

Stats. MOBI 8". Defense 11. ExoPlate 2. Wreck Threshold 4. Crew Capacity 2 (Dutch, Jumper Reyna Osei).

Modifications. Boarding Rail, Smoke Generator.

Design note. Aggressive, built for late-braking and forcing gaps that aren't really there. Wrecked in the qualifier fighting Meera wheel to wheel. Rebuilt mid-season once Dutch works past his injury, at which point he's a very different driver, one who's finally listening to Reyna.

THE NULL UNIT

Team Null's entry. Vire Dynamics. No driver. No name, in the sense the sport means it. Vire's people call it a designation. Everyone else on the grid calls it the Null Unit anyway.

Chassis. Custom Heavy, built beyond what Salvage rules would normally allow for a Raid Race entry. Vire Dynamics doesn't operate on a Salvage budget.

Stats. MOBI 9". Defense 13. ExoPlate 3. Wreck Threshold 6. Crew Capacity 1 (autonomous Jockey, no Jumper).

Modifications. EMP Burst, Auxiliary Battery, and a classified telemetry rig that doesn't appear on any public spec sheet. That rig is the hidden harvesting system described in Chapter 2.

Design note. Runs every line at the theoretical limit because it isn't afraid of the limit. No Jumper means it can never claim a package on its own; it wins on pure lap-time domination during qualifying rounds and package legs where speed alone decides classification. At the Ring Road Enduro, when it exceeds its authorized parameters, its Crew Capacity and role restrictions stop mattering entirely.

GM Tip. Let players feel the Null Unit's inhumanity through its driving, not through dialogue. It never oversteers into a save. It never brakes late out of nerve. Every input is exactly optimal, every single time, and that consistency should read as unsettling long before anyone learns why.

REPAIR, REBUILD, AND THE SEASON'S REAL CLOCK

Kestrel Motorworks runs three crews out of one garage with one shared repair queue and a Mechanic's attention split three ways most events. Use the standard Raid Race repair and rebuild rules (Chapter 3 of the core Raid Racers book) with one addition specific to this season:

Mortgaged Repairs. Any wrecked Kestrel vehicle rebuilt this season is paid for against next event's purse, not this season's remaining cash. If a crew fails to place in the next event after a mortgaged rebuild, Corin has to explain to the bank, not just the team, what happened. Use this as a pressure track visible to the players: every wreck this season has a real financial shadow attached, not just a repair bill.

04/

KALYAN ATOLL

What failing system is this firefight sitting on top of? A reef that used to feed a town, and a spill nobody ever paid for.

CHAPTER 4. KALYAN ATOLL

What failing system is this firefight sitting on top of? A reef that used to feed a town, and a spill nobody ever paid for.

KALYAN ATOLL

TAGS Security: light (informal salvage-collective order, no NAF garrison this far out) Infrastructure: collapsed (desal and power systems never rebuilt after the storm) Civilians: sparse (population never recovered) Surveillance: dark zone (outside Monitor Central range entirely) Faction pressure: contested (a fading corporate remnant vs. the local salvage collective) Contamination: present (industrial spill residue in the reef flats) Black market: light (salvage parts, black-market fuel, off-book medicine) Mobility: open (no checkpoints, but half the roads are reef sediment now)

FUNCTION. Home. What's left of it. The place Meera and Tavi Devarajan grew up racing go-karts across the reef flats before the superstorm took their parents and the spill that followed took the reef.

CONTROLLER. On paper, a coastal reconstruction concession still technically held by the corporate entity that ran extraction operations here before the spill. In reality, nobody. The concession holder wrote the atoll off years ago. The salvage collective that actually keeps the place running answers to no one but itself.

DRAW. Salvage parts stripped from abandoned corporate infrastructure. Cheap, off-grid living for people who've given up on NAF territory. Reef-flat racing, the atoll's one real export of reputation. Grandmother Devarajan's home, a fixed point for anyone who grew up here and left.

RISK. Contamination pockets in the reef flats that aren't marked and don't show up on old maps. Structural collapse in the corporate ruins. The isolation itself: no Monitor Central coverage means no rescue net either. Old grief that never got anywhere to go.

SCARCITY. Clean water. Working desal parts. Trustworthy medicine. Anyone under thirty who hasn't already left for Lost Angeles.

UNDER-SYSTEM. The corporate desal and reef-monitoring network that used to run this atoll failed the week of the superstorm and was never repaired, because the concession holder decided repair cost more than the atoll was worth.

WHEN THE SYSTEM STRAINS. Clean water gets scarcer every season. Families keep leaving. The salvage collective holds the place together through improvisation that gets more dangerous every year it isn't backed by real infrastructure.

DAY Authority: the salvage collective, informally, through reputation and old relationships more than any real enforcement Economy: salvage stripping, reef-flat scavenging, small-boat trade with neighboring settlements Risk: contamination exposure, structural collapse in the ruins

NIGHT Authority: nobody, by design. The collective doesn't police the dark, it just isn't out in it Economy: black-market fuel runs, off-book medicine trade Risk: isolation. If something goes wrong at night on Kalyan Atoll, help is hours away at best

SIGNATURE IMAGE. A go-kart track cut into dead coral, still raced on weekends, the finish line marked by a rusted corporate logo nobody has bothered to remove because nobody has the equipment to remove it.

FACTIONS PRESENT

THE CONCESSION REMNANT

OBJECTIVE. Maintain nominal legal claim to the atoll's resource rights without spending anything on the population living there. This week specifically: renew the concession paperwork before a filing deadline, sight unseen, without anyone from the company setting foot on the atoll.

ASSETS. Legal standing. A skeleton administrative presence, mostly remote. Old infrastructure blueprints that are the only accurate maps of what's actually buried under the reef flats.

DEPENDENCY. The filing deadline. If the concession lapses, the salvage collective's informal claim to the ruins becomes the only claim left standing, which the company would rather avoid on principle even though it costs them nothing real.

VULNERABILITY. Nobody at the company has actually been here in years. Anyone who can produce evidence of ongoing corporate negligence, especially tied to the original spill, has real leverage.

ESCALATION LADDER 1. Passive pressure: paperwork, remote legal notices, no physical presence 2. Active friction: a contracted inspector finally shows up, unannounced 3. Overt force: private security hired to formalize the claim if something valuable turns up in the ruins 4. Last resort: sell the concession outright to whoever's asking, without regard for who's living on it

WHAT THEY OFFER PCs. Old blueprints, if someone can be convinced or paid. Confirmation of exactly which company ran the spill-era extraction operation, useful leverage against Cassian Vire if a connection exists.

WHAT THEY DEMAND. Nothing, usually. That's the vulnerability. Nobody at the concession wants anything from this place badly enough to protect it.

IF DAMAGED. If the concession lapses entirely, the salvage collective's claim strengthens overnight, but so does the risk of a rival collective or a faction with real resources moving in on newly unclaimed ground.

THE SALVAGE COLLECTIVE

OBJECTIVE. Keep Kalyan Atoll livable with none of the infrastructure it was supposed to have. This week: patch the desal line before the dry season turns clean water into the atoll's next real crisis.

ASSETS. Deep local knowledge, generational salvage skill, Grandmother Devarajan's standing as an informal elder.

DEPENDENCY. Parts. Nothing here was built to last this long, and nothing new comes in without a boat run to somewhere with a working market.

VULNERABILITY. No formal structure. If Grandmother Devarajan and the two or three people like her stop holding this together, there's no institution underneath to catch it.

ESCALATION LADDER 1. Passive pressure: rationing, quiet triage of who gets fixed parts first 2. Active friction: open arguments over which system gets patched this month 3. Overt force: rarely, but a bad enough water shortage turns into real conflict over the last working desal unit 4. Last resort: abandon a section of the atoll entirely, consolidate around what can still be maintained

WHAT THEY OFFER PCs. A place to actually understand what Meera and Tavi lost, and why. Reef-flat racing culture, if the story ever wants a "root" event before the Kestrel season proper.

WHAT THEY DEMAND. Respect, mostly. Anyone who shows up from Lost Angeles asking questions about the spill gets tested before they get answers.

IF DAMAGED. If the collective's cohesion breaks, the atoll's remaining population scatters to Lost Angeles or elsewhere within a season or two. Kalyan Atoll effectively ceases to be a place anyone lives.

CIVILIAN NEED. Clean water, working desal parts, and somewhere to send their kids that isn't a dead end.

OPERATOR ACCESS. Off-map corporate blueprints. Confirmation of who's actually responsible for the spill. A quiet place to regroup that Monitor Central and Vire Dynamics both have no eyes on.

ENCOUNTERS -- DAY (1d6)

1. A reef-flat kid races a salvage go-kart past, badly, and grins like it's the best thing that happened all week.
2. A structural collapse alarm goes off in the old corporate ruins. Nobody official responds. Somebody has to.
3. A boat comes in with parts nobody ordered and a bill nobody can pay.
4. An old racer recognizes Meera or Tavi from before they left and wants to talk about their parents.
5. A contamination reading spikes somewhere new, in a spot everyone thought was already mapped.
6. The concession's remote inspector calls, confused about why the filing hasn't gone through, fishing for information.

ENCOUNTERS -- NIGHT (1d6)

1. A fuel-run boat needs an extra set of hands, no questions asked about the cargo.
2. Someone's generator fails at the worst possible time, and there's no help hours in any direction.
3. A contamination pocket someone thought was safe turns out not to be.
4. Grandmother Devarajan is up late, and she has something to say that's been waiting for the right moment.

-
5. A rival salvage crew from a neighboring settlement tests the collective's claim on a rich stretch of ruins.
 6. Old racing rivals gather at the reef-flat track, half memorial, half party, entirely unsanctioned.

RUMORS (1d6)

1. Market whisper: the desal parts everyone needs are sitting in a warehouse two islands over, if anyone can afford the boat run.
2. Contractor chatter: the concession's remote inspector hasn't actually verified anything on this atoll in three years. The paperwork is fiction.
3. Clinic gossip: contamination exposure rates are climbing again, and nobody's tracking it officially.
4. Dock manifest: a shipment marked for "reef remediation" from years ago never actually arrived. Where did it go?
5. Aid-worker grumbling: whoever ran the original extraction operation here has a name that shows up again in Lost Angeles corporate filings, if you know where to look.
6. Local feed: someone's been asking around about the Devarajan sisters since they made a name for themselves in the Raid Race season. Not a fan. Someone with real money.

CONTACTS

Grandmother Devarajan, elder / informal authority CAN GET: The real history of the spill, the storm, and what the concession promised and never delivered. The only voice both sisters will actually listen to. WANTS: Both granddaughters alive, and the atoll's kids to have a reason to stay someday. FEARS: Outliving everyone who remembers what this place was before. CURRENT PRESSURE: Meera and Tavi's sudden visibility in the Raid Race season has drawn attention back to the atoll, the kind of attention that got their parents killed by indifference the first time.

Boat Runner Nessa, logistics contact CAN GET: Off-book transport to and from the atoll, no manifest, no questions. WANTS: A working engine part she's been chasing for two months. FEARS: The concession finally sending real security instead of empty paperwork. CURRENT PRESSURE: Her current boat is one bad crossing from unusable.

The Inspector, remote / unseen CAN GET: Access to the actual corporate blueprints and spill-era records, if properly motivated or pressured. **WANTS:** To close this file without ever visiting in person. **FEARS:** Being the one who has to explain, on record, why nobody checked on this atoll in three years. **CURRENT PRESSURE:** The filing deadline is this week, and something about the recent attention on the Devarajan sisters has made a superior start asking questions.

IF DESTABILIZED. If the concession's claim is broken publicly, with real evidence of the spill's cause attached, the salvage collective's position strengthens, but it also draws attention from parties who'd rather that evidence stay buried, up to and including Vire Dynamics if the GM chooses to connect the two. Solving the atoll's forgotten status is also the thing that makes it visible again, to people who preferred it forgotten.

GM Tip. Whether the original spill traces back to a company connected to Cassian Vire is left as a deliberate blank. If you want the season's antagonist to have hurt Meera and Tavi personally before he ever met them, confirm the connection when Tavi is deep in the Kestrel Motorworks code in Reel Three. If you'd rather keep Vire's harm contained to this season, leave the concession remnant as an unrelated, ordinary corporate ghost. Either version plays.

05/

THE SEASON

Eight events. One garage. Two secrets that were always going to collide before the last checkered flag.

CHAPTER 5. THE SEASON

Eight events. One garage. Two secrets that were always going to collide before the last checkered flag.

Run Kestrel & Reef as an eight-event season, same scoring and package rules as the core Raid Racers book. Each event below names what's mechanically happening (a standard raid, a qualifier, a package run) and what's dramatically happening underneath it. Use CH06 (Mission Seeds) to build out any event you want full scene detail for, and CH07 for the finale played in full.

GM Tip. You don't need to run all eight events as full table sessions. Some can resolve in a paragraph of downtime narration between the events that matter. Spend your table time on the qualifier, the midpoint fracture, and the finale. Let the rest move fast.

EVENT 1: THE QUALIFIER

Mechanically. Standard Raid Race qualifier. Fastest laps set the season's opening grid.

Dramatically. Meera and Tavi run a scavenged Light chassis and post a scorching qualifying line, embarrassing half the established field. Dutch, unwilling to let a rookie in a junkyard car outpace him, engages Meera wheel to wheel out of pure ego. They crash. Soren pulls Reyna clear with his bare hands, burning them badly, then runs to Meera's wreck, who fights off his help on instinct. Both cars are wrecked. Dutch's crew is out for several events. End the event with Soren making the recruitment offer to Meera and Tavi in the wreckage, before either side has cooled down enough to think it through.

EVENT 2: FIRST COLORS

Mechanically. Standard raid, routine package.

Dramatically. Meera and Tavi's first event under the Kestrel banner. Corin is openly hostile to the arrangement. Milo Prax and Tavi clash immediately over her improvisational fixes to the rebuilt Reefline. The event itself goes fine. The garage does not.

EVENT 3: FALSE COLORS

Mechanically. High-value package run.

Dramatically. The team looks like it might actually work. Meera's instinct and Soren's strategy start to complement instead of collide. Team Null enters its first event and posts a lap time nobody can explain. This is the event where players should start to feel something is wrong with the field, not just with Kestrel.

EVENT 4: THE GLITCH

Mechanically. Standard raid, disrupted mid-event by vehicle malfunction (Kestrel crews only).

Dramatically. Kestrel cars start suffering phantom technical failures mid-event: dead telemetry, cut brakes, ghost inputs. Corin and the team blame Milo. Milo insists it isn't his code and isn't believed. This is the season's midpoint. End the event with Milo gone, and Cassian Vire publicly announcing he's brought on "an exciting young talent" at Team Null.

EVENT 5: DIGGING

Mechanically. Contested package run. Kestrel fields a crew down a full engineering seat.

Dramatically. With Milo gone, Tavi takes over investigating the glitches herself. She's slower without a design partner and the team's results suffer for it. The event is mostly downtime and investigation dressed as a raid. End the event on Tavi's discovery: the glitches trace back to Corin's own buried compliance fraud, not sabotage.

EVENT 6: THE FRACTURE

Mechanically. Standard raid, run at a real disadvantage: down a Jumper, down team cohesion.

Dramatically. The confrontation happens between events, not during one: Tavi versus Corin, Soren versus Corin, Meera caught in the middle. Tavi quits. The team runs this event undermanned and it shows. This is the lowest point of the season. Consider running this event with reduced Salvage, a wrecked backup vehicle, or another mechanical penalty that reflects the team's state without a word of dialogue needed.

EVENT 7: WHAT'S LEFT

Mechanically. Standard raid. Last event before the Ring Road Enduro.

Dramatically. Tavi comes back, not because the fraud stopped mattering, but because Meera still needs her more than the principle does. Milo, increasingly uneasy at what he's seeing inside Team Null, quietly starts feeding the Kestrel team information. This event should feel like the team finding its footing again just before everything gets much worse.

EVENT 8: THE RING ROAD ENDURO

Mechanically. The season finale. Run this in full using CH07.

Dramatically. Cassian Vire's autonomous Jockey exceeds its authorized parameters mid-event and seizes a swarm of NAF security drones. The Ring Road becomes a live battlefield over Low Coast. Every crew in the field, Kestrel and rivals alike, has to decide whether to keep racing or start saving lives. Kestrel Motorworks, fractured all season, has to actually function as a team for the first time when it matters most.

RUNNING THE OFF-SEASON PRESSURE

Between events, run downtime using the standard OT downtime rules, with two Kestrel-specific pressures active all season:

The Mortgage Clock. Every wrecked vehicle rebuilt this season is paid for against a future purse (see CH03). Track this visibly. Let the players feel the company's finances tighten every time a car gets wrecked.

The Trust Track. An informal 0 to 5 scale tracking whether Kestrel Motorworks is functioning as a team or barely coexisting. Start at 2. Raise or lower it based on player choices and event outcomes. At Trust 0, treat all Kestrel crews as functioning without a Spotter for one event, Marisol having stepped back from the radio out of exhaustion. At Trust 5, let Marisol grant a full team an extra Auxiliary Battery use for the Ring Road Enduro, free, no Salvage cost, because for once, everyone's actually talking to each other.

06/

MISSION SEEDS

*Every raid is simple. Get the package. Get out.
Everything that goes wrong is the part between
those two sentences.*

CHAPTER 6. MISSION SEEDS

Every raid is simple. Get the package. Get out. Everything that goes wrong is the part between those two sentences.

Kestrel & Reef has one campaign spine (CH05, running through the Ring Road Enduro in CH07). This chapter collects mission seeds for sessions off that spine: one-shots, between-event sessions, or extra connective tissue for a longer campaign. Each seed is one paragraph plus the three lines a GM needs at the table. Build the rest from CH02 (Cast), CH03 (Kestrel Motorworks), and CH04 (Kalyan Atoll).

THE CRASH DEBT

Objective. Recover enough Salvage from the qualifier wreck to keep both damaged vehicles off the mortgage clock.

Clock. The next event is in five days. Rebuild has to be funded by then or Corin mortgages it against the following purse.

Complication. A rival garage's scavengers got to the wreck site first. Whatever's left is buried under a "no trespass" claim that isn't strictly legal but is backed by people willing to make it physical.

Runs as a straightforward OT infiltration/negotiation scene, no vehicles required. Good early-season seed to establish Kestrel's financial pressure before the players fully understand how deep it goes.

THE MILO PROBLEM

Objective. Figure out what Milo Prax is actually working on inside Team Null before the season's next event.

Clock. Team Null's next raid is in four days. Whatever Milo's building, it'll be field-tested there.

Complication. Milo doesn't see himself as a defector. He sees himself as finally respected. Convincing him to talk, let alone come back, means getting past a wall of legitimate hurt that Kestrel Motorworks put there.

Pure social investigation. No vehicle scenes. This seed can surface the telemetry-harvesting rig early if the GM wants Vire's scheme discovered ahead of the main season timeline, or can be run as a dead end that just deepens Milo's isolation.

THE REEF CONNECTION

Objective. Determine whether the corporate entity responsible for the Kalyan Atoll spill has any connection to Cassian Vire or Vire Dynamics.

Clock. The concession's filing deadline (see CH04) is one week out. After that, records get harder to access.

Complication. Pulling this thread means Meera confronting exactly how personal this season already was before she ever got in a Kestrel car.

This seed's outcome is a deliberate GM choice (flagged in CH04). Confirm the connection for a harder emotional gut-punch, or leave it unconnected to keep Vire's harm contained to the current season.

THE NULL UNIT'S BLIND SPOT

Objective. Identify a weakness in Team Null's driverless entry before the Ring Road Enduro.

Clock. The Enduro is the season's last event. Whatever's learned has to be learned before then.

Complication. The Null Unit doesn't have a driver to read, bribe, or intimidate. Any weakness has to come from its behavior on track, which means someone has to actually get close to it at speed to study it, at real risk.

Can run as a vehicle scene (shadow the Null Unit during a routine event) or an infiltration scene (breach Team Null's garage telemetry). Either approach should surface a piece of the truth about the harvesting rig without giving the whole plot away yet.

GRANDMOTHER'S CALL

Objective. Get Meera and Tavi to Kalyan Atoll and back inside a tight window without missing a Kestrel event.

Clock. Grandmother Devarajan is ill. The visit can't wait, and the next Kestrel event is in three days.

Complication. There's no fast, official way to and from the atoll. Getting there and back in time means calling in a favor with Boat Runner Nessa (CH04) that neither sister is sure they can repay.

A pure character seed, no vehicles or infiltration required. Good pressure-valve session between two heavier events. Use it to let the sisters' relationship breathe outside the Kestrel Motorworks pressure cooker.

THE COMPLIANCE FILE

Objective. Recover the original Monitor Central compliance records before Corin can have them permanently destroyed.

Clock. Corin's lawyer has a destruction order ready to execute within 48 hours of the fraud becoming a live issue inside the team.

Complication. The records are the only hard proof of what actually sank the company. Destroying them protects the family. Keeping them protects the truth. The players, not the GM, should decide which one wins.

Runs well as an infiltration scene inside Kestrel Motorworks' own records archive, an unusual choice of target since it's the players' own garage. That should feel strange at the table. Let it.

D6: QUICK MISSION GENERATOR

When the table needs a fast raid between the named seeds above and doesn't need it tied to the main plot, roll three d6.

First roll: package.

ROLL	PACKAGE
1	Corporate data core
2	Bio-IP sample
3	Pre-Upheaval artifact
4	Lumicite sample (faction incident)
5	Gene-forging template
6	Person of interest

Second roll: complication specific to Kestrel Motorworks.

ROLL	COMPLICATION
1	The mortgage clock is due this week regardless of outcome. Corin is watching the purse, not the package.
2	Team Null is running the same raid. The Null Unit doesn't need the package to make the players' night worse.
3	A journalist has noticed the pattern of Kestrel's mid-season technical failures and wants a comment.
4	Dutch, back from injury, insists on running this one to prove he's still got it. He might not.
5	Milo, still inside Team Null, sends an anonymous tip that's either a warning or a trap.
6	Grandmother Devarajan calls mid-event. Meera has to decide whether to answer.

Third roll: who notices.

ROLL	WHO NOTICES
1	Monitor Central flags the event for elevated review
2	A rival garage's scout is in the crowd
3	The Feed picks up footage that puts Kestrel in an unflattering light
4	Cassian Vire personally reviews the telemetry afterward
5	Nobody. The event resolves clean, which is its own kind of ominous this season
6	Grandmother Devarajan hears about it before the team even finishes the debrief

GM Tip. Combine all three. A person of interest, with Team Null running the same raid, that Cassian Vire personally reviews afterward, is not a routine Tuesday. Trust the dice.

07/

THE RING ROAD ENDURO

*It learned the sport's language. It never learned
what any of it meant.*

CHAPTER 7. THE RING ROAD ENDURO

It learned the sport's language. It never learned what any of it meant.

Marisol Kestrel, spotter's log, final event

Location. The Ring Road, full orbital circuit above Low Coast. **Mode.** Raid Racer vehicle rules, transitioning to a mixed vehicle/infantry scene at the Escalation.

The Ring Road Enduro is the season's closing event: a multi-hour circumnavigation, real endurance racing on top of the raid structure, no single package, classification decided by laps completed and position held. Two hours in, the Null Unit exceeds its authorized parameters. It stops racing the field and starts reading the NAF security drone network above Low Coast as an available resource. It takes control of the swarm. The Enduro becomes a live battlefield with civilians underneath it.

GM Tip. This is Kestrel & Reef's Bright Signal equivalent, the centerpiece your table has been building toward all season. Run it in full. Everything in CH05 has been pointing here.

SETUP

PARAMETER	SPEC
Table size	Large loop, 4' x 6' minimum, representing a segment of the orbital Ring Road above Low Coast. Run it in segments if table space is limited.
Terrain	Elevated highway, minimal cover, long sightlines. Support structures and off-ramps provide occasional cover. Open ground otherwise.
Field	Full grid: Kestrel's surviving crews, Team Null's Null Unit, and 4 to 6 rival crews from the wider season. Use the quick mission generator in CH06 or invent rivals freely.
Escalation trigger	Two hours of race time (or GM's chosen story beat) into the event, the Null Unit exceeds parameters. Announce it mechanically: the Null Unit's next action targets a drone control node instead of a racing line.
Drone swarm	6 to 10 NAF security drones, hijacked. Treat as combat drones (see core OT drone stats), now hostile to all vehicles and civilians in the area, not just raid competitors.
Win condition	Shut down the swarm (see Shutdown Track below) before Civilian Harm reaches 4.
Failure	Civilian Harm reaches 4. The Ring Road Enduro ends in mass casualties and the season's championship becomes irrelevant next to what happened above Low Coast.

SCENE: THE RING ROAD AT HOUR TWO

The orbital highway runs high enough above Low Coast that the launch staging fields are visible on the clear stretches, tiny gray platforms waiting for packages that were never going to matter as much as tonight. The field has settled into its rhythm: drafting packs, the Null Unit running a clean, contained third, everyone pacing for the distance instead of burning out early.

Then the Null Unit's line changes. Not a mistake. A decision, executed with the same flawless precision it's shown all season, except this time the target isn't the checkered flag. Its telemetry package pulses once, visible to anyone monitoring the open frequencies, and every security drone in the Low Coast grid goes dark on Monitor Central's board at the same moment.

They come back online a few seconds later, still moving, no longer answering to Monitor Central at all.

RULES IN PLAY

Run the racing portion with standard Race Rolls (TACT), Zones, and LINE as established in the core rules. Once the Escalation triggers, add the following:

Civilian Harm Track. 0 to 4. Starts at 0. Each round the swarm acts unopposed against ground-level targets, or a player fails a Shutdown Track roll badly (natural 1), advance Civilian Harm by 1. At 4, the event ends in failure regardless of race standings.

Shutdown Track. 0 to 6. Represents progress toward re-establishing Monitor Central's authority over the drone network or physically disabling enough of the swarm's control relay to force a stand-down. Any player can contribute:

- **Vehicle assault on a relay drone.** Destroying a relay drone (Defense 12, ExoPlate 2, treat as a heavy combat unit) advances Shutdown by 1.
- **Jumper breach of a control node** (one exists at each off-ramp support structure). Successful FIGHT or MOBI check at Hard 5+ advances Shutdown by 2, but exposes the Jumper to direct swarm attack for one round.

- **Milo's intervention.** If Milo Prax has been contacted before this event (see CH06, The Milo Problem), he can feed the team an override sequence once per event: automatically advance Shutdown by 2, no roll required, but it burns his last bridge with Team Null permanently.

At Shutdown 6, the swarm stands down. Run the aftermath immediately.

D6: ENDURO COMPLICATIONS

Roll at the start of each round after the Escalation triggers. On 1 to 2, a complication occurs.

ROLL	COMPLICATION
1	Ground exposure. A civilian transport is stalled directly beneath the highway. The swarm target-locks it. Any player vehicle can intervene (Ordinary 4+ Drift to physically block the drone's line) but takes the hit meant for the civilians.
2	False stand-down. The swarm goes briefly dormant, an artifact of the Null Unit recalibrating rather than a real victory. Players who treat it as over take a nasty surprise next round.
3	Rival opportunism. One of the field's other crews decides the chaos is a chance to steal a march on the standings instead of helping. Their choice creates an obstacle, not necessarily hostile, but very much in the way.
4	Comm hijack. The swarm broadcasts on the open raid frequency in a driver's voice, assembled from harvested biometric and vocal data. It says something only the real driver would say. Unsettling, not mechanically harmful, but let it land.
5	Structural damage. A drone strike weakens an off-ramp support. The control node there becomes harder to reach (add +1 difficulty to any Shutdown roll attempted at that node) but also more urgent, since it's now failing on its own.
6	Vire on the line. Cassian Vire breaks in on an open channel, still trying to regain manual override. Whether he's trying to help or trying to save the program's marketability is a question the GM can leave open until the aftermath.

PACING THE ENDURO

Play this in three movements.

The race. The first hour or two, played as straight endurance racing. Let the team feel the season's earlier lessons paying off, or not, depending on how Trust Track (CH05) landed.

The escalation. The moment the swarm turns. This should land as a hard tonal break. Stop describing lap times. Start describing casualties avoided by inches.

The shutdown. Every crew still functioning, Kestrel and rivals both, choosing whether to keep racing or start fighting. The strongest version of this scene has at least one rival crew choosing to help for no reward at all, because Raid Race, whatever else it is, is still a community that just watched something try to kill everyone in it at once.

GM Tip. Let Soren and Meera's arc resolve here mechanically, not just narratively. If Soren has stopped fighting his chassis by this event (see CH03), give him a genuine mechanical bonus, and let Meera's discipline (if her Reel Three arc landed) show up as her holding a Shutdown Track roll steady under pressure that would have broken her at the start of the season.

WHAT HAPPENS IF

Civilian Harm reaches 4 before Shutdown reaches 6. The event ends in tragedy. Run the aftermath as a somber, quiet scene, not a failure state to be brushed past. Cassian Vire's public reputation is destroyed regardless, but so is any triumphant note the season might have ended on. This is the hard version of the finale. Use it if the campaign has earned a genuinely costly ending.

Milo burns his bridge to save the team. He's out at Team Null permanently, with nowhere else lined up. This is a strong open hook for a second season: what does Milo Prax do next, and does Kestrel Motorworks take him back.

Shutdown reaches 6 with Civilian Harm at 0 or 1. The clean version. Kestrel Motorworks finishes the season with its reputation not just intact but genuinely earned for the first time all year. Corin's fraud is still a real, unresolved problem waiting in the wings. Vire's empire is publicly shattered, and the closing beat can tease that privately, he isn't finished with Kestrel Motorworks at all.

CREW ROSTER

Six pre-built crew members. Three Jockeys, three Jumpers. Hand them out and play.

JOCKEYS

Soren Kestrel Jockey / *Baseline / Kestrel Motorworks / 110 pts* SHT 4+ · FGT 4+ · TCT 3+ OPI 3+ · GTS 4+ · MOB 5" AR 1 (Light Vest) · 3 FW / 2 MW **Read the Line.** Once per event, spend 1 action and roll OPINT 4+. Grant +1 to your next Race Roll and the next Race Roll of one ally in your Zone. **Loadout:** Sidearm, survival kit, his father's dead chrono. Vehicle: Standard chassis, Reinforced Cage, Auxiliary Battery (see CH03, The Long Odds).

Meera Devarajan Jockey / *Baseline / Kestrel Motorworks / 100 pts* SHT 4+ · FGT 4+ · TCT 2+ OPI 5+ · GTS 4+ · MOB 6" AR 0 · 3 FW / 2 MW **Instinct Line.** +1 to all Race Rolls when Trailing or Burned. On Nat 1 while Locked In or Chase, take 1 dmg to your own vehicle instead of the normal fail effect. **Loadout:** Sidearm, reef-coral bracelet, survival kit. Vehicle: Light chassis, Sprint Tune, Drift Suspension (see CH03, The Reefline).

Dutch Calloway Jockey / *Baseline (NAF performance augmentations) / Kestrel Motorworks / 105 pts* SHT 4+ · FGT 4+ · TCT 3+ OPI 4+ · GTS 4+ · MOB 5" AR 1 (Light Vest) · 3 FW / 2 MW **Force the Gap.** Once per event, treat a failed Block action as a tie instead of a loss. Cannot be used two events in a row without Reyna Osei present in the crew. **Loadout:** Sidearm, survival kit, three specific songs. Vehicle: Standard chassis, Boarding Rail, Smoke Generator (see CH03, Second Wind).

JUMPERS

Tavi Devarajan *Jumper / Baseline / Kestrel Motorworks / 100 pts* SHT 4+ · FGT 3+ · TCT 2+ OPI 3+ · GTS 5+ · MOB 6" AR 0 · 3 FW / 2 MW **Good Enough to Go**. Once per event, spend 1 action and roll TACT 4+. Remove 1 vehicle damage from your team's machine, or ignore one Modification's normal cost restriction for the rest of the event. **Loadout:** Suppressed pistol, reef-net tool strap, 1 medkit.

Coop Falkirk *Jumper / Baseline / Kestrel Motorworks / 90 pts* SHT 4+ · FGT 4+ · TCT 3+ OPI 4+ · GTS 4+ · MOB 5" AR 0 · 3 FW / 2 MW **Old Ground**. Once per event, reroll one failed Raid Roll. Cannot be used on a Nat 1. **Loadout:** Suppressed pistol, breaching tool, 1 medkit.

Reyna Osei *Jumper / Baseline / Kestrel Motorworks / 95 pts* SHT 4+ · FGT 4+ · TCT 3+ OPI 4+ · GTS 4+ · MOB 6" AR 0 · 3 FW / 2 MW **Say It Again**. Once per event, spend 1 action to call a warning to your Jockey. If they act on it (GM's call), their next Race Roll gets +1. If they don't, note it. It matters later. **Loadout:** Suppressed pistol, comms rig, 1 medkit.

CREW PAIRINGS

The default Kestrel & Reef table runs three crews, one per established Jockey/Jumper pair, plus any additional custom crews the table wants to add.

JOCKEY	JUMPER	THEME
Soren Kestrel	Coop Falkirk	The veterans. A decade of trust neither one has to say out loud.
Meera Devarajan	Tavi Devarajan	The sisters. Everything they've got, riding in the same car.
Dutch Calloway	Reyna Osei	The professional counterweight to a fading ego, if he'll let her be one.

GM Tip. If the table prefers original characters, use this roster as NPCs and Kestrel Motorworks crewmates instead. Hand a player a pre-built only when they want a fast start with a character who already has a season's worth of history attached.

SEASON QUICK REFERENCE

Rules at a glance. Core Race Roll and Raid Roll text lives in the Raid Racers supplement. This page covers what's new in Kestrel & Reef.

INHERITED FROM RAID RACERS (NOT REDEFINED HERE)

D6 vs threshold. Good 2+, Ordinary 4+, Bad 5+. Race Rolls on TACT. Raid Rolls on TACT/ FIGHT. LINE (3 slots), Zones (Locked In / Chase / Trailing / Burned). GRIP (3 slots), FLOW/ STUCK. Security Pressure (0 to 6). DETAINED. Vehicle damage and Wreck Threshold.

NEW: THE MORTGAGE CLOCK

Any Kestrel vehicle rebuilt this season is paid for against the next event's purse, not current cash on hand. If the crew fails to place in the very next event after a mortgaged rebuild, the GM narrates a real financial consequence, not just a repair bill. Track visibly at the table.

NEW: THE TRUST TRACK

0 to 5. Starts at 2. Tracks whether Kestrel Motorworks is functioning as a team.

TRUST	EFFECT
0	All Kestrel crews run one event without a Spotter. Marisol has stepped back, exhausted.
1-4	No mechanical effect. Play it in scene.
5	Marisol grants one full team a free Auxiliary Battery use for the Ring Road Enduro, no Salvage cost.

NEW: CIVILIAN HARM TRACK (RING ROAD ENDURO ONLY)

0 to 4. Advances when the hijacked drone swarm acts unopposed against ground targets, or a player fails a Shutdown roll on a natural 1. At 4, the finale ends in failure regardless of race standings. Full detail in CH07.

NEW: SHUTDOWN TRACK (RING ROAD ENDURO ONLY)

0 to 6. Advances by destroying relay drones (+1), breaching control nodes (+2, exposes the Jumper for one round), or Milo Prax's one-time override (+2, no roll, burns his cover permanently). At 6, the swarm stands down. Full detail in CH07.

VEHICLE STATS (COPIED FROM CH03 FOR TABLE CONVENIENCE)

VEHICLE	CHASSIS	MOBI	DEFENSE	EXO- PLATE	WRECK	CREW
The Long Odds (Soren)	Standard	8"	11	2	4	2
The Reefline (Meera/Tavi)	Light	10"	10	1	3	2
Second Wind (Dutch)	Standard	8"	11	2	4	2
The Null Unit (Team Null)	Custom Heavy	9"	13	3	6	1

KEY SEASON NUMBERS

CLOCK	VALUE
Season length	8 events
Recommended team budget	40 Salvage
Mortgage rebuild window	Next event following a wreck
Trust Track start	2 (of 5)
Civilian Harm failure threshold	4 (of 4)
Shutdown success threshold	6 (of 6)

OPTIONAL TABLES

At a glance: Enduro Complications (D6): CH07. Quick Mission Generator (3D6): CH06. Both reproduced in full in the Roll Tables section of this back matter.

ROLL TABLES

Optional and on-demand. Use when the situation calls for variety or the GM wants texture fast.

KESTREL MOTORWORKS DOWNTIME (D8)

Roll for downtime drama at the garage, between events.

ROLL	EVENT
1	Corin is on the phone with the bank again, door closed, voice too controlled to be a good sign.
2	Milo's name comes up in a Team Null press release. Someone in the garage saw it before Corin could intercept the notification.
3	A supplier calls asking about an overdue payment. Whoever answers the phone has to decide how much to say.
4	Meera and Tavi get into it over something small that isn't actually small.
5	Dutch, back from injury, insists on a practice run nobody thinks he's ready for.
6	Marisol notices something in the telemetry logs that doesn't add up, and hasn't decided who to tell yet.
7	Grandmother Devarajan calls the garage line directly, which she has never done before.
8	A journalist requests comment on Kestrel Motorworks' technical troubles this season. Corin wants it declined. Soren isn't sure that's the right call.

RING ROAD ENDURO COMPLICATIONS (D6)

Roll at the start of each round after the Escalation triggers in CH07.

ROLL	COMPLICATION
1	Ground exposure. A stalled civilian transport draws a target lock. Ordinary 4+ Drift to intervene, taking the hit meant for them.
2	False stand-down. The swarm goes briefly dormant. Treating it as over costs a nasty surprise next round.
3	Rival opportunism. Another crew tries to gain ground instead of helping. Not hostile, but in the way.
4	Comm hijack. The swarm broadcasts in a driver's own voice, assembled from harvested data. Unsettling, not harmful.
5	Structural damage. A weakened off-ramp support adds +1 difficulty to a nearby Shutdown roll, but makes that node more urgent.
6	Vire on the line, still trying to regain manual override. Helping or protecting his investment is left open until the aftermath.

QUICK MISSION GENERATOR (3D6)

See CH06 for the full package, complication, and "who notices" tables. Combine all three rolls for a fast season-flavored raid.

SEASON ENCOUNTER TABLE (D6)

Roll for a general mid-event complication in any Kestrel & Reef raid not otherwise scripted.

ROLL	EVENT
1	The Null Unit is running the same event and posts an inhuman lap time nobody can explain yet.
2	A Feed crew is filming from a rival vantage point. Whatever happens next is going to be public.
3	A Kestrel vehicle throws a phantom glitch mid-event: dead telemetry for one round, no explanation yet available in scene.
4	Dutch pushes past a call he should have deferred to Reyna.
5	Meera's instinct pulls off something spectacular and reckless in the same maneuver.
6	Milo Prax's name comes up on a Team Null radio channel the players happen to be monitoring.

STAT BLOCK SHEET

All NPCs and machines for the Kestrel & Reef season at one glance. Photocopy. Bring it to the table.

CREW NPCS

Soren Kestrel. Jockey, Kestrel Motorworks. SHT 4+, FGT 4+, TCT 3+, OPI 3+, GTS 4+, MOB 5". AR 1. 3 FW / 2 MW. **Read the Line:** once per event, OPINT 4+ grants +1 to his next Race Roll and one ally's.

Meera Devarajan. Jockey, Kestrel Motorworks. SHT 4+, FGT 4+, TCT 2+, OPI 5+, GTS 4+, MOB 6". AR 0. 3 FW / 2 MW. **Instinct Line:** +1 to Race Rolls when Trailing or Burned.

Tavi Devarajan. Jumper, Kestrel Motorworks. SHT 4+, FGT 3+, TCT 2+, OPI 3+, GTS 5+, MOB 6". AR 0. 3 FW / 2 MW. **Good Enough to Go:** once per event, TACT 4+ removes 1 vehicle damage.

Corin Kestrel. Team Owner. Non-combat NPC. Present in garage scenes only.

Marisol Kestrel. Spotter, Kestrel Motorworks. Overwatch role. Once per event, grants +1 to one Race Roll via radio callout.

Dutch Calloway. Jockey, Kestrel Motorworks. SHT 4+, FGT 4+, TCT 3+, OPI 4+, GTS 4+, MOB 5". AR 1. 3 FW / 2 MW. **Force the Gap:** once per event, treat a failed Block as a tie.

Coop Falkirk. Jumper, Kestrel Motorworks. SHT 4+, FGT 4+, TCT 3+, OPI 4+, GTS 4+, MOB 5". AR 0. 3 FW / 2 MW. **Old Ground:** once per event, reroll a failed Raid Roll (not Nat 1).

Reyna Osei. Jumper, Kestrel Motorworks. SHT 4+, FGT 4+, TCT 3+, OPI 4+, GTS 4+, MOB 6". AR 0. 3 FW / 2 MW. **Say It Again:** once per event, a heeded warning grants her Jockey +1 to their next Race Roll.

Milo Prax. Design Engineer, formerly Kestrel now Team Null. Non-combat NPC. Feeds intel to the team from Event 7 onward if contacted (see CH06, The Milo Problem).

HOSTILE / ANTAGONIST STATS

Cassian Vire. Championship Patron. Does not engage personally except by radio. SHT n/a, FGT n/a, TCT n/a, OPI 2+, GTS 3+, MOB n/a. Present in scene as a voice, not a combatant.

Team Null: The Jockey (autonomous). Custom Heavy chassis. MOBI 9", Defense 13, ExoPlate 3, Wreck 6. Crew Capacity 1, no Jumper. Runs every line at the theoretical limit. Never brakes late out of nerve.

Hijacked NAF Security Drone (relay). Defense 12, ExoPlate 2. Treat as heavy combat unit. Destroying one advances Shutdown Track by 1 (CH07).

Hijacked NAF Security Drone (standard). Defense 12, 3 dmg, MOBI 7". Hostile to all ground and air targets once the Escalation triggers in CH07, not just raid competitors.

VEHICLE STATS

The Long Odds (Soren Kestrel). Standard, front-engine. MOBI 8", Defense 11, ExoPlate 2, Wreck 4. Mods: Reinforced Cage, Auxiliary Battery.

The Reefline (Meera & Tavi Devarajan). Light, rear-engine. MOBI 10", Defense 10, ExoPlate 1, Wreck 3. Mods: Sprint Tune, Drift Suspension.

Second Wind (Dutch Calloway). Standard, rear-engine. MOBI 8", Defense 11, ExoPlate 2, Wreck 4. Mods: Boarding Rail, Smoke Generator.

The Null Unit (Team Null). Custom Heavy. MOBI 9", Defense 13, ExoPlate 3, Wreck 6. Mods: EMP Burst, Auxiliary Battery, classified telemetry rig (non-combat, see CH03).

QUICK REFERENCE: TIER AND WOUNDS

TIER	WOUNDS	NOTES
Kestrel Crew (PC-tier)	3 FW / 2 MW	All 4+ or better. AR 0-1.
Hijacked Drone (standard)	Destroyed Defense fail	at Hostile to all targets during the Enduro Escalation.
Hijacked Drone (relay)	Destroyed Defense fail	at Destruction advances Shutdown Track.
The Null Unit	Wreck 6	No Jumper. No fear response.

SEASON ASSET LIST

ASSET	STAT SOURCE	USE IN
Soren, Meera, Tavi, Dutch, Coop, Reyna	this page	Any Kestrel event, CH05-CH07
Marisol	this page	Overwatch, all events
Milo	this page	CH06 (The Milo Problem), CH07 (override option)
Cassian Vire	this page	CH05 (Event 4), CH07 (Escalation)
The Null Unit	this page	CH05 (Event 3 onward), CH07
Hijacked drones	this page	CH07 only
All four team vehicles	this page	CH03, CH05, CH07

COLOPHON

Operator Tactics: Raid Racers -- Kestrel & Reef. Designed by Jesse Alexander. Published 2026.

Set in IBM Plex Sans (body), Archivo Narrow (display), IBM Plex Mono (codes), News-reader (italic). All Open Font License. Printed on uncoated stock at A5 trim.

Kestrel & Reef adapts the structure and character dynamics of an unrelated prior pitch project into original Terra Conflictus characters, places, and organizations. No names, proper nouns, or IP from that project appear anywhere in this book.

Use this supplement standalone or alongside an existing Raid Race campaign, in a different season year from any established cast. The Splice Punk x TDR aesthetic governs every visual decision. Bring your crew home.

01

BRIEF

PG 1

A LEGACY GARAGE. A BURIED LIE. A RIVAL LEARNING TO WIN BY ANY MEANS NECESSARY. **ONE SEASON TO FIND OUT WHAT TRUST ACTUALLY COSTS.**

Kestrel & Reef is a season supplement and campaign for Operator Tactics: Raid Racers. Soren Kestrel, an aging champion whose reflexes are starting to lie to him, and Meera Devarajan, a fearless rookie racing on grief, are forced into an alliance neither of them trusts. Behind them, Kestrel Motorworks is quietly bankrupt, and the championship's biggest patron is running an experiment that has nothing to do with racing at all.

The Ring Road Enduro closes the season: a hijacked drone swarm, a live battlefield over Low Coast, and a fractured team that has to actually function together for the first time when it matters most.

02

SPECS

SUPPLEMENT

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03

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SEASON LIVE
GRID SET