



// MAP COMPANION |

RAID RACERS: LOST ANGELES

| CLR: ACTIVE 

MAP COMPANION

GM TABLE TOOL

PLAYER + GM

16 PAGES

VOL. III.B

COMPANION

- PAIRS WITH RAID RACERS

# LOST ANGELES

## 2060

NAF WESTERN CORRIDOR

12 MILLION CIVILIANS

THE COASTLINE MOVED. THE QUAKE FLATTENED THE EAST. **TWELVE MILLION PEOPLE STAYED.**

PLAYER MAP. GM MAP. RAID CORRIDOR TABLES.

// EIGHT DISTRICTS // RING ROAD // MUSK TUNNELS // LOW COAST LAUNCH

CITY MAP

PLAYER + GM LAYERS



PG. 01

PLAYER MAP

Districts. Routes. Public surface.

PG. 02

GM MAP

Hidden sites. Pressure layers. Secrets.

PG. 03

MAP KEY

Movement. Security. Clocks.

PG. 04+

ROLL TABLES

District encounters. Route choices. Weather.



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ED. 01 /

2026

OT.LA//MC

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# LOST ANGELES

*The coastline moved. The quake flattened the east. The drought burned the basin dry. Twelve million people stayed because leaving costs more than dying slowly.*

*Cayo Nkrumah, Notes from the Western Corridor*

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## HOW TO USE THIS COMPANION

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This is a slim table tool. Paired with the Raid Racers supplement, it gives the GM and the players two maps and seven roll tables built around the Lost Angeles spread.

**The player map** is page 3. Hand it to the table. It shows the eight districts, the visible routes, the Ring Road, the Musk Tunnel corridors, the Monitor Central response grid, and the western water allocation line. Everything the operators can see from the curb.

**The GM map** is page 4. Keep it behind the screen. Same city, different layer. Hidden sites. The Monitor Gap subsystem delay. The Low Coast seawall secret. The pre-Upheaval construction sealed by maintenance crews. Eight numbered points the GM can pull from at the table.

**The map key** is page 5. Movement, security, route choices, clocks, and the "what is here" reference for when players ask. Rules-facing reference, GM-only.

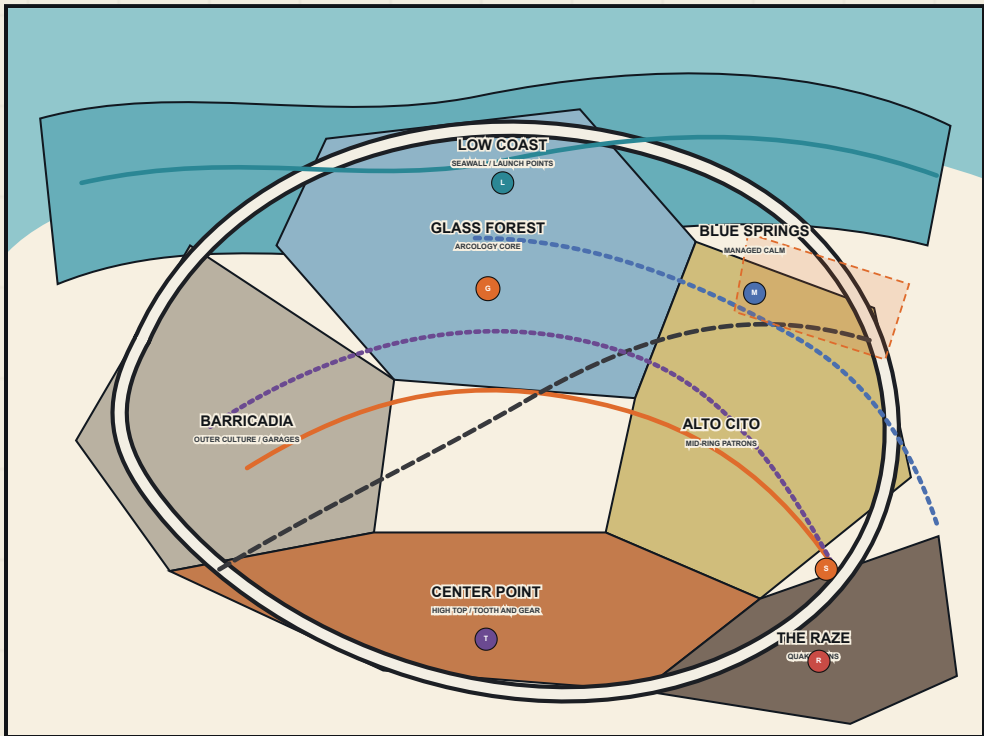
**The roll tables** start on page 6. Seven tables organized by purpose. District encounter. Civilian density. Weather. Route choice consequence. Drone over-flight. Black-market filter quality. Race weekend density.

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# LOST ANGELES

PLAYER OPERATIONAL MAP // RAID RACE / HEIST CLUB THEATER // CITY-WIDE TRAVEL LAYER

PLAYER SAFE



## DISTRICTS

- Arcology core: subscription, climate, Monitor Central.
- Outer districts: repairs, barter, Raid Race economy.
- The Raze: quake ruins, dark zone, no extraction.
- Low Coast: seawall, desal, launch sprint.
- Mid-ring: patron networks and amateur events.

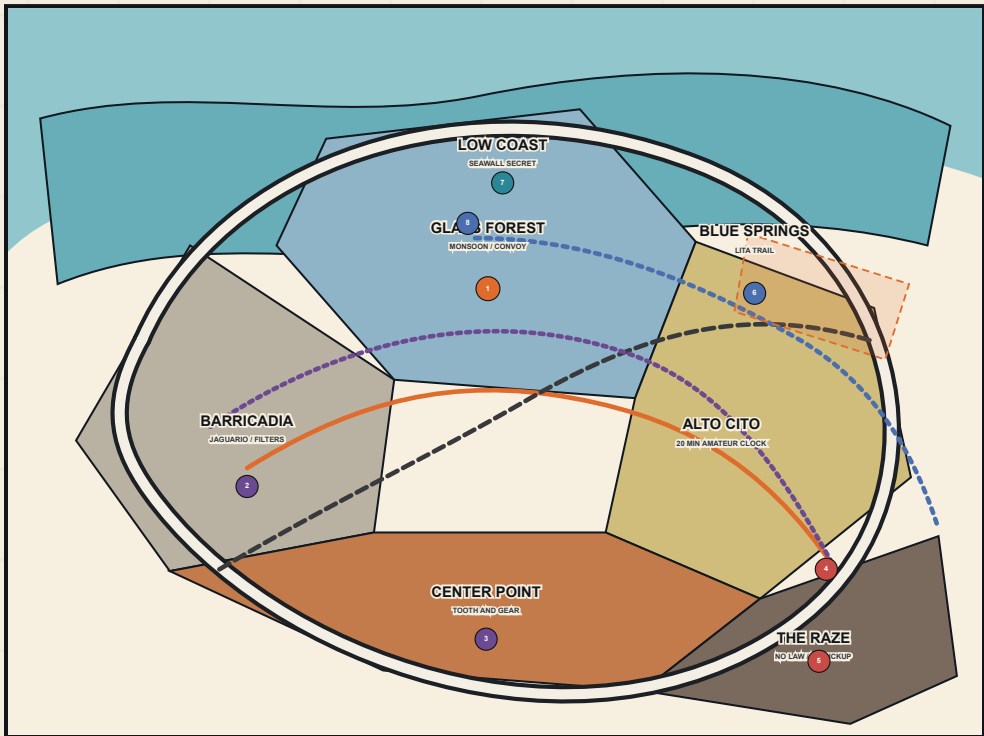
## VISIBLE ROUTES

- Ring Road orbital highway.
- Package sprint line.
- Musk Tunnel vehicle corridors.
- Monitor Central response grid.
- Western water allocation / seawall line.

# LOST ANGELES

GM OPERATIONAL MAP // MONITOR CENTRAL, PACKAGE ROUTES, SECRETS

GM ONLY



## GM KEY

# SITE	RUN IT FOR
1 Glass Forest	12-minute convoy intercept, total surveillance, Monsoon interests.
2 Barricadia	Jaguarido garage, black-market filters, clinic, water recyclers.
3 Tooth and Gear	Neutral club, Syndicate booths, dead spots, Lumicite package talk.
4 Low Coast Sprint	Launch window, seawall drainage secret, package leaves atmosphere.
5 The Raze	Quake ruins, no emergency services, amateur proving ground.
6 Monitor Gap	Four-minute blackout, outer-district delay, relay station vulnerability.
7 Seawall Works	Pre-Upheaval construction sealed by maintenance crews.
8 Core Node	Monitor Central processing node and classified infrastructure data.

## GM PRESSURE

**Monitor Central:** 90-second standard response; outer districts now show a four-minute delay from an unexplained subsystem.

**Package stakes:** corporate data is routine; shielded Lumicite turns the race into a faction incident.

**Water allocation:** core first, mid-ring second, outer districts last. Allocation drops become street pressure within hours.

**Feed hot:** global visibility destroys operational security and creates political protection at the same time.

**Ring Road:** 41 km lap, 240 kph speed floor on Enduro day, no extraction protocol.

# LOST ANGELES MAP KEY

RULES-FACING REFERENCE FOR USING THIS MAP AT THE TABLE

GM AID

## MOVEMENT

**Core transitions:** checkpointed. Credentials, subscriptions, or OPINT/TACT 4+ to avoid immediate flagging.

**Outer districts:** open movement, social surveillance. Locals know camera gaps; outsiders do not.

**Ring Road:** commercial most days; Enduro day is speed-floor play. Failed control should change position, damage, or exposure.

**Musk Tunnels:** high-speed cross-city movement. Running dark requires a grid hack; failure triggers lockdown.

**The Raze:** cratered terrain. No emergency services and no reliable extraction.

## SECURITY

**Monitor Central:** drones, cameras, autonomous response vehicles, nonlethal ranged systems, dangerous close-contact extraction.


**Escalation:** light response early. Heavy drones arrive when positions triangulate or civilians are hit.

**Private detention:** captured competitors disappear into NAF systems. Location and fate unknown.


**Feed exposure:** if an op goes live, stealth is gone but suppression becomes political.


**Core logging:** Glass Forest records every movement and flags outsiders within minutes.


## ROUTE CHOICES

 **Ring Road:** fastest, most watched, season-ending stakes.

 **Sprint:** package to Low Coast launch point; security peaks.

 **Musk Tunnels:** fast escape, tunnel lockdown risk.

 **Monitor grid:** response route; manipulate it or be boxed in.

 **Feed/Syndicate:** social route through Center Point.

## CLOCKS

**Convoy:** Glass Forest data core reaches hardened destination in 12 minutes.

**Tunnel:** Lumicite transport locks down within 8 minutes of breach.

**Detention:** transfer reaches private facility in 15 minutes.

**Amateur crackdown:** heavy Monitor response after 20 minutes; death triggers two-week sweep.

**Tooth and Gear:** infiltrator data drop in 48 hours.

**Launch:** orbital traffic can close the primary window and double the sprint.

## WHEN PLAYERS ASK WHAT IS HERE

**Core:** luxury, water, medical, corporate targets, total surveillance.

**Outer districts:** garages, clinics, filter cartridges, patrons, informants.

**Center Point:** deals, teams, brokers, Feed attention, the Tooth and Gear.

**Low Coast:** seawall crews, desal infrastructure, suborbital launch points.

**Raze:** salvage, rubble circuits, no law, no rescue.

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## PAIRING WITH RAID RACERS

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This companion assumes you are running with the Raid Racers supplement (CH04: Lost Angeles). Every district referenced here is built out at full GM-table density there. The roll tables here add texture without adding rules.

### // RAID RACER

When you run a raid event in Lost Angeles, roll on the relevant table at the start of the event. The result is the texture of that night. Use it. Burn it. Move on.

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# LOST ANGELES ROLL TABLES

*Seven tables for the spread. Roll when the table needs texture and the GM does not have time to invent it.*

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## D8: DISTRICT ENCOUNTER

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Roll once when the players move through a district between scenes.

ROLL	ENCOUNTER
1	A Jaguario stan recognizes one of the players from the Feed. They want a selfie. Refusal becomes a story by morning.
2	A Monitor Central drone overflight. 22-minute schedule. The drone passes without flagging if the players are not running raid colors.
3	A black-market filter cartridge dealer flags the players down. Three credit-units below market. Possibly contaminated.
4	A retired Jockey from a Raze amateur circuit recognizes Dexx Narita's posture and blocks the players' path to talk. They have nothing to say. They want to be remembered.
5	A Syndicate broker's runner is making deliveries on the same street. Eye contact is the only acknowledgement. Both parties keep moving.
6	A civilian is being detained by Monitor Central operatives. Lethal force prohibited. The civilian is bleeding anyway.
7	A Feed journalist is shooting B-roll. They will use any face that walks into frame.
8	A Los Creeps team mechanic is having a public argument with a sponsor about Javier Monsoon's expense reports. The argument is loud enough to be useful.

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## D6: CIVILIAN DENSITY

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Roll at the start of a raid event to set the civilian load on the table.

ROLL	DENSITY	EFFECT
1	Empty (3 AM, off-season)	No civilian terrain. Pressure +1 if a guard is killed.
2	Light	One civilian on every other street. Drone response no modifier.
3	Standard race weekend	Civilians thick along the route. Drone response +1 round delay (avoiding civilian harm).
4	Heavy (Friday 8 PM)	Streets packed. Pressure +1 for any vehicle ram. Drone response +2 round delay.
5	Spectator event	Crowds following the route. Bystander harm guaranteed on Nat 1 vehicle damage.
6	Stan flood	Race-day traffic. Movement -2" through any contested zone. Pressure -1 if the team plays to the cameras.

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## D6: LOST ANGELES WEATHER

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Roll once per session. Weather persists.

ROLL	WEATHER	EFFECT
1	June gloom (marine layer)	Visibility 6". Drones at -1 to track. Filter cartridge demand spikes.
2	Clear, hot, dry	Standard. The default.
3	Heat dome (110+ F)	All operators take 1 FW per scene without water. Black-market water price doubles. Civilian density -1.
4	Santa Ana winds	MOBI -1" for vehicles in open lanes. Drone tracking -2 (turbulence). Fire risk in the Raze.
5	Storm surge warning	Low Coast suborbital launch points are restricted. Sprint destinations reroute to secondary points.
6	Concrete dust (Raze)	Visibility 3" inside the Raze. Civilians wearing breathing rigs. Drone optical clusters degraded.

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## D6: ROUTE CHOICE CONSEQUENCE

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Roll when the team commits to a route between districts. Read the row that matches the route they chose.

ROUTE	CONSEQUENCE
Ring Road	Fastest. Most surveilled. Pressure +1 if the team is being tracked when they merge.
Musk Tunnels (lit)	Standard transit. Sensor grid is active. Tunnel Hack Rig negates.
Musk Tunnels (dark)	Hack required. Failure = lockdown, +1 Pressure. Success = no transit record.
Surface arterials	Slowest. Civilian dense. Drone overflight every 22 minutes in standard zones.
The Raze direct	No drone coverage. No emergency services. Vehicle 1 dmg per scene from cratered terrain.
Coastal road (Low Coast)	Seawall maintenance crews active. They notice. They do not always report.

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## D8: DRONE OVERFLIGHT

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Roll when the GM wants to know what kind of drone the players are looking at.

ROLL	DRONE	NOTES
1	Sensor (light) cluster	Optical only. Within 3", flag check on 5-6 (1d6).
2	Sensor (heavy) cluster	Optical + thermal. Within 4", flag check on 4-6.
3	Combat unit (six-limbed)	Defense 13, 4 dmg, melee 4+ for 1 FW + Pinned.
4	Combat unit (extended)	As combat, plus taser grapple (Stall on hit).
5	Transit enforcement	Vehicle, not aerial. Defense 11, ExoPlate 8. Two crew inside. Blocking, not hunting.
6	Maintenance unit (genuine)	Civilian-rated. Not a threat unless the team draws attention.
7	Command Drone	Vond's signature. ExoPlate 8, Defense 14. Targets the package carrier.
8	Unknown chassis	GM call. Possibly Brotherhood. Possibly Void Walker. Possibly something the campaign has not introduced yet.

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**D6: BLACK-MARKET FILTER CARTRIDGE QUALITY**

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Roll when the players buy filter cartridges in Barricadia or the outer districts.

ROLL	QUALITY	NOTES
1	Counterfeit	Looks correct. Fails after 18 hours. Player health roll: GUTS 4+ or 1 FW from contamination.
2	Reused	Already cycled once. Half service life. No health risk.
3	Functional	What was advertised. No surprises.
4	Functional	Standard. The most common result.
5	Above grade	Military surplus. Twice the service life. Note the supplier.
6	Sealed	Pre-Upheaval, factory-sealed. Curiosity worth more than the cartridge. The Brotherhood may want to know.

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## D8: RACE WEEKEND DENSITY

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Roll on Friday night of a race weekend to set the social pressure at the High Top.

ROLL	DENSITY
1	Quiet. Mo Money is in his office with the door closed. Nobody knows why.
2	Standard. Three teams visible. Razborki at the booth. The crowd is loud but readable.
3	Six teams. The bar is packed. Bonzer is working the room. Lita is recording.
4	Full house. All eight teams. Two Feed cameras. A Syndicate broker has a corner booth and is taking meetings.
5	Full house plus rivals. A Yakotai-Chen recruiter is in town. So is a PCU representative who should not be visible in NAF territory.
6	The Tooth and Gear is at fire-marshall capacity. Someone has hired the entire VIP floor. Nobody knows for whom.
7	A celebrity has shown up. Pop star, vlogger, faction figure. The crowd is performing for them, not each other.
8	Something has just happened that nobody is talking about yet. The room is too quiet. The wrong people are standing too close to each other.

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## CONTACTS AND RUMORS

*Names to call, lines to overhear.*

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### QUICK CONTACTS

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**Bonzer Kabesh.** Jaguario recruiter. Tooth and Gear, north wall booth. Trades access for amateur intel.

**Dr. Silk.** Black-market gene-clinic, Barricadia. Trades stabilization for samples.

**Frequency.** Signal pirate. Center Point, rotating safe houses. Trades intel for confirmation.

**Vasca Threl.** Retired Jockey. The Raze, outer maintenance strip. Trades the truth for the truth.

**Henk.** Maintenance tech, Low Coast seawall hub. Wants to go home. Trades nothing on purpose.

**Razborki.** Jockey and DJ. The Tooth and Gear booth. Trades route intel for nectar.

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## D6: MARKET WHISPERS

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Roll when the players canvas the spread for rumor.

ROLL	RUMOR
1	The Musk Tunnel sensor grid got a firmware update. Two teams that used to run dark cannot anymore.
2	A Jaguario mechanic quit and took a job at Los Creeps with workshop schematics. Mo Money has not noticed.
3	The Brotherhood of Shadows has an agent inside the betting network. They are not betting. They are tracking packages.
4	A batch of black-market filter cartridges in Barricadia tested positive for contamination. The supplier is still operating.
5	Low Coast seawall crews found pre-Upheaval construction during repairs. They sealed it back up and filed no report.
6	Someone is buying every available immuno-injector in the spread. Prices have tripled.

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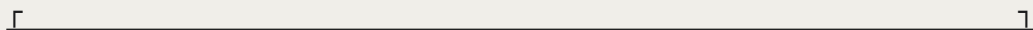
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## BUNKER WALL LINES

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Lines you can paint on a wall, drop into NPC dialogue, or let the players overhear at the Tooth and Gear.

"Tag the launch or eat the wall."  
 "Calavera laughs because Calavera knows."  
 "On the redline. Off the script."  
 "Bone don't drive."  
 "Run dark, or run loud."  
 "The package is always the package."  
 "Old map don't read this season."  
 "Kid Spin watches. Make the call you can live with."



**01** BRIEF PG 1

# LOST ANGELES IS WHAT HAPPENS WHEN A MEGACITY SURVIVES EVERYTHING. **AND LEARNS NOTHING.**

The **Lost Angeles Map Companion** is the table-side reference for raid race events run inside the city. Two map layers, a key, and seven roll tables that turn the spread into a living theater. Use it alongside the **Raid Racers** supplement.

The player map shows what the operators can see. The GM map shows what they cannot. The roll tables generate complications, weather, civilian density, and route consequences without prep.

**02** SPECS COMPANION

PAGES <b>16</b> <small>A5 FORMAT</small>	MAPS <b>2</b> <small>PLAYER + GM LAYERS</small>	DISTRICTS <b>8</b> <small>PLUS RING ROAD</small>	TABLES <b>7</b> <small>D6 / D8 FORMAT</small>
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<b>01</b>	COVER	<b>05</b>	MAP KEY
<b>02</b>	FOREWORD	<b>06</b>	ROLL TABLES
<b>03</b>	PLAYER MAP	<b>07</b>	CONTACTS & RUMORS
<b>04</b>	GM MAP	<b>08</b>	BACK PLATE

**DO NOT REVEAL**  
GM MAP

**DISTRICTS**

- GLASS
- **BARRICADIA**
- RAZE
- LOW COAST
- CENTER