



// SUPPLEMENT |

OPERATOR TACTICS: RAID RACERS

| CLR: ACTIVE

SUPPLEMENT + CAMPAIGN

GM + PLAYERS

1 CITY

147 PAGES

VOL. III

SUPPLEMENT

– OPERATOR TACTICS CORE BOOK

RAID RACERS

2060

LOST ANGELES

NAF WESTERN CORRIDOR

TWO SEATS. ONE DRIVES. ONE STEALS. **EVERYTHING ELSE IS NEGOTIABLE.**

UNDERGROUND MOTORSPORT. PACKAGE THEFT. THE BRIGHT SIGNAL.

// JOCKEYS // JUMPERS // FLICKER-PAINT // MONITOR CENTRAL

RAID CORRIDOR

JOCKEY / JUMPER



PT. I

THE SPORT

Race Rolls. Raid Rolls. Vehicles. The City.

PT. II

BRIGHT SIGNAL

Five beats. Three raid scenes. One impossible rescue.

PT. III

THE SEASON

The cast. Mission seeds. The Ring Road Enduro.

PT. IV

THE LANGUAGE

Race floor slang. LA vocabulary. Pull quotes.

BACK

CREW & TABLES

Pre-built crew. Roll tables. Stat blocks.



JESSE ALEXANDER

ED. 01 /

2026

OT.RR//LG

// OT.RR / EDITION 1 / 2026

RAID RACERS

LOST ANGELES 2060 · THE BRIGHT
SIGNAL CAMPAIGN

A Supplement & Campaign for Operator Tactics by
Jesse Alexander

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BACK MATTER

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FIELD NOTE

Lost Angeles is what happens when a megacity survives everything and learns nothing. The coastline moved. The quake flattened the east. The drought burned the basin dry. And twelve million people stayed because leaving costs more than dying slowly. The sport runs through every neighborhood that should not have survived.

The first thing you smell is coolant. Not a clean smell. The garage exhales it through every open shutter on the Barricadia strip, mixed with engine fluid and the chemical edge of flicker-paint that has not fully cured. You can taste it on your teeth before you see your first machine.

The car is a Jaguario. Front-engine. Burnt orange that shifts to deep copper when the coastal sun finds the body panel at the right angle. A Calavera de la Muerte skull on the cowl, painted twice and re-painted again over the impact crease that the mechanic refuses to hammer flat. The skull has its mouth open and you cannot decide whether it is laughing or counting.

A Jumper is doing pull-ups on a salvage hoist across the bay. Capuchin-stock. He moves the way water moves. The Jockey is twenty feet away listening to retro-synth on a single earbud and turning a 14 mm hex over and over in his hand like a worry stone. He has not eaten anything that is not gel for nine days.

It is a Tuesday. Race weekend starts Friday.

The Tooth and Gear is a fifteen-minute walk from the garage if you take the alley that nobody walks through alone. The bass arrives before the door does. Inside, the nectar glasses pulse UV-blue. Razborki is at the booth, working through a crowd that calls his name and means it. Mo Money's table is in the back. He does not own the bar. He behaves as though he does.

You are looking at a city that streams to four billion people. The clean ones, in Glass Forest, watch from the towers and place bets through proxies. The other ones, in the spread, watch from the curb and bet what they can afford to lose, which is not much. The cars carry both audiences and pretend not to notice the difference.

When the first event of the season hits, Monitor Central drones triangulate within ninety seconds and the response window closes inside fifteen minutes. The competitors know this. They run anyway.

Outside Lost Angeles, the desert stretches east toward what used to be Arizona. The Raze sits in between. The 2041 quake left it the way a thrown plate leaves a kitchen. People still live there. They drive amateur circuits through the rubble and listen for the sound of a Monitor Central interceptor crossing the shoreline. They have not been forgiven for surviving.

The sport is illegal. The sport is also the most-watched athletic event in the hemisphere. The NAF prosecutes it on paper and licenses the betting traffic through three subsidiaries it claims it does not own. Everybody understands the shape. Nobody says it out loud.

You came to write about cars. You will end up writing about a city that is choosing, every Friday night, between two ways of staying alive.

Cayo Nkrumah, Notes from the Western Corridor, dispatch 3 of 7

HOW TO USE THIS BOOK

Two products in one binding. Read what you need. Run what fits.

WHAT THIS BOOK IS

A rules supplement. Pt. I covers Raid Race as a system layer over Operator Tactics. New action families for the Jockey and the Jumper. New tracks for position, composure, and security pressure. Lost Angeles as a theater.

A campaign. Pt. II is *The Bright Signal*, a 2 to 3 session adventure designed to run inside the Lost Angeles spread. A man has been turned into infrastructure. His daughter has spent a season looking for him. The players are the people who can do something about it.

A cast. Pt. III is the season around the campaign. Mo Money, the drivers, the journalist, the rivals, the mechanics. Mission seeds for sessions outside the Bright Signal arc.

A lexicon. Pt. IV is the language of Raid Race. Slang, idioms, district vocabulary, race-floor patois. Use it in NPC dialogue. Use it on the wall. Use it to mark someone as someone who has been there.

WHAT YOU NEED

The Operator Tactics core rulebook. A team of kitbashed miniature vehicles. This document. Six-sided dice.

HOW THE TWO LAYERS CONNECT

Raid Race resolves on the same D6 engine as standard OT. Threshold ratings carry over. Wounds stay on the wound track. The new tracks (LINE, GRIP, Security Pressure) do not replace combat. They run alongside it during raid events.

Standard OT play handles the investigation, the social maneuvering, and the facility infiltration in *The Bright Signal*. Raid Racer rules handle the three vehicle sequences. Each Raid Racer scene in the campaign is marked with a **RAID RACER** banner.

GM Tip. If you have not run Raid Race before, run a one-shot mission seed from CH12 first. Get the table comfortable with Race Rolls and Raid Rolls before you put the Bright Signal's clocks on them.

STANDALONE OR CAMPAIGN

Standalone. The supplement runs on its own. Use Lost Angeles as a sandbox. Pull mission seeds from CH12. Run sessions with no overarching arc.

Campaign. Run *The Bright Signal* as the climactic arc of a longer Raid Race championship season, or as a self-contained 2 to 3 session adventure for a new table.

Adapted. Drop the Raid Race rules into any OT city that has an underground vehicle culture. CH08 includes the structural substitutions.

THE VOICE

This book is written in second person. The rules speak directly to the table. The fiction speaks directly to the reader. The Bold Term entry format carries every mechanic. The italic line at the top of each section is the tuning fork. Read it once and let the rest follow.

THE NOT-LINE

Raid Race is not a vehicle game with a story attached. The vehicle scenes exist because the stakes need to be physical at specific moments. The investigation earns the extraction. The extraction earns the resolution.

The Bright Signal is not a rescue mission. A rescue mission has a correct answer. This adventure does not. The players make the call and live with it.

01/

WHAT IS RAID RACE

Two seats. One drives. One steals. Everything else is negotiable.

CHAPTER 1. WHAT IS RAID RACE

Two seats. One drives. One steals. Everything else is negotiable.

THE SPORT

Raid Race is the pinnacle of underground motorsport in NAF Western Corridor territory. Teams of two race kitbashed ground vehicles through Lost Angeles, breach automated security perimeters, and steal high-value packages from fortified targets.

The sport is illegal. The sport is also streamed to a global audience that numbers close to four billion.

The packages are real. Corporate data. Bio-IP. Pre-Upheaval artifacts. Lumicite samples in shielded containment. Gene-forging templates worth more than the vehicles carrying them. Every event features a unique target requested by an anonymous client. The betting networks that trade on the outcomes launder fortunes for criminal organizations across six factions.

Teams are financed by wealthy patrons, Syndicate brokers, and faction-adjacent operators who need plausible deniability for the assets they acquire through the sport. They compete as a matter of neighborhood pride, refighting the still-simmering conflicts of the Upheaval era. The traumas of the Great Drought, the coastal collapse, and the resource wars have not healed. They have been given engines and paint jobs.

GM Tip. Raid Race is a campaign frame. The championship season gives you a ticking clock, escalating stakes, and a cast of NPCs whose personal dramas intersect with faction politics. Use it as a 6 to 10 session arc, or as a recurring backdrop for longer OT campaigns set in NAF territory.

THE ROLES

Jockey. The driver. Jockeys pilot modified ground vehicles through megacity streets, tunnels, and elevated highways. The job is to breach the target's security perimeter, deliver the Jumper, and get them both out alive. A good Jockey reads traffic, drone patrol patterns, and the architecture of the city the way an operator reads a mission brief. Speed is the baseline. Survival is the skill.

Jumper. The thief. Jumpers parkour onto, into, and through automated defenses to take the package. They fight other Jumpers inside targets while their Jockeys engage in vehicle-to-vehicle combat outside. When a Jumper takes a package, they must rendezvous with their Jockey to make the escape. A Jumper without a ride is a Jumper in custody.

Gene-forged operators compete in both roles. A capuchin-stock Jumper can climb surfaces a baseline human cannot reach. A wolf-stock Jockey reads vehicle telemetry the way their instincts read terrain. The sport does not regulate gene-forging. The sport does not regulate anything.

THE EVENT

Every Raid Race event follows the same structure.

Anonymous client posts a package request through Syndicate channels. The package is inside a fortified target: a corporate convoy, a secured transport drone, a logistics node, or a hardened facility. The target is protected by NAF-standard automated security: adaptive drone networks, autonomous patrol vehicles, AI-managed response systems.

Multiple teams hit the same target simultaneously. First team to extract the package and deliver it to a suborbital launch point on Low Coast wins. The package leaves atmosphere within minutes. The client receives it. The team receives payment. Everyone else receives repair bills and medical debt.

SECURITY

NAF law enforcement in Lost Angeles operates through **Monitor Central**, an AI-managed security network controlling drone patrols, autonomous response vehicles, and surveillance grids.

Deadly force against civilians is prohibited by NAF domestic policy. Ranged weapons are non-lethal: gel-bullet kinetics, foam-casters, EMP generators, sensory scramblers.

The melee capabilities of multi-limbed security drones are a different matter. They rip, batter, and penetrate Raid Race vehicles. They snare and restrict human competitors with enough force to break bones. Any competitor captured by Monitor Central is processed into the NAF private detention system. Location and fate: unknown.

GM Tip. Security escalation is a scene pacing tool. Early in an event, drone response is light. As the raid continues and Monitor Central triangulates positions, the response gets heavier. The players should feel the window closing.

THE PACKAGE ECONOMY

What gets stolen in Raid Race is not random. The anonymous clients are faction intelligence operations, Syndicate brokers, corporate espionage divisions, and occasionally the Brotherhood of Shadows running archaeological retrieval through civilian channels.

PACKAGE	SOURCE	TYPICAL CLIENT
Corporate data cores	NAF logistics convoys	EO industrial espionage, Cyber Syndicate
Bio-IP samples	SCA-licensed research transports	Black-market gene-smiths, faction bio-labs
Pre-Upheaval artifacts	Archaeological recovery shipments	Brotherhood Scholar Wing, private collectors
Lumicite samples	Classified containment transports	Every faction. All of them. Simultaneously.
Gene-forging templates	Commercial stock archives	Unlicensed labs, bespoke commission clients
Persons of interest	NAF detention transfers	Depends on who is inside the transport

GM Tip. The package determines the stakes. A corporate data theft is a Tuesday. A Lumicite sample turns a neighborhood sport into a faction incident. Let the players discover what they are carrying after they have already committed to the raid.

WHY PEOPLE RUN

Nobody runs Raid Race for the money. They run because the money is how you keep score in a game where the real currency is proving you are alive.

The drivers come from the Raze and Barricadia, from the Barrens and Glass Forest, from box-life campuses and Dominion Villas and every place in between. They drive for neighborhood pride. They drive for the patron who feeds them. They drive because their bodies are gene-forged for it and the alternative is settling. They drive because the cameras are on and somebody is watching.

The Jumpers run for the same reasons and one more. The Jumper sees the package. The Jumper holds it for thirty seconds of physical risk that the Jockey will never feel. That is the part of the sport that does not photograph well and does not score sponsors and does not get statues. That is also the part that wins the event.

GM Tip. The why matters at the table. When a player builds a Jockey or a Jumper, ask them what they would not be doing if Raid Race did not exist. The answer feeds every downtime scene.

THE SEASON

The Raid Race championship season runs eight to ten events across the Lost Angeles spread, culminating in the **Ring Road Enduro**, a multi-hour circumnavigation of the high-speed orbital highway. Each event is a mission. Between events, the campaign runs on downtime, interpersonal drama, and investigation.

The season is a pressure cooker. Standings shift with each event. Personal dramas intersect with faction politics. The championship clock forces every character to decide what they are willing to sacrifice.

WHAT THIS BOOK ADDS TO OT

The Raid Race rules layer onto the OT engine. Same dice. Same thresholds. Same wound track. New action families for the Jockey and the Jumper. New tracks for position, composure, and security pressure. New failure state: DETAINED.

The next chapter covers the rules. The chapter after that covers the vehicles. The chapter after that covers the city the sport runs through. Every chapter assumes you already know how Operator Tactics works. If you do not, read the OT core book first.

02/

RACE ROLLS

Same D6. Same threshold. Different stakes. The Jockey moves through Zones. The Jumper moves through everything else.

CHAPTER 2. RACE ROLLS AND RAID ROLLS

Same D6. Same threshold. Different stakes. The Jockey moves through Zones. The Jumper moves through everything else.

WHY THESE RULES EXIST

Standard OT play is built around model removal. Raid Race is not. The goal is not to stop the guards. The goal is to take the package and deliver it to the extraction point before the clock closes.

These rules layer onto the base OT engine. Same D6. Same attribute ratings. Same Good/Ordinary/Bad threshold. Nat 6 always succeeds. Nat 1 always fails.

Two new action families replace standard Move and Sprint for their roles during a Raid Race event: **Race Rolls** for the Jockey, **Raid Rolls** for the Jumper. Both resolve on D6. Both use the existing rating thresholds.

// OPTIONAL

OPTIONAL.

Wounds stay on the wound track. Race Rolls and Raid Rolls do not deal wounds. They change position and access. A Jockey who fails a Race Roll loses a Zone. A Jumper who fails a Raid Roll goes STUCK. Neither is dead. Both face a decision about what it costs to recover.

RACE ROLLS

Attribute: TACT. TACT already covers terrain navigation. In a Raid Race vehicle context, TACT is the driving stat. Same rating, no new number on the sheet.

Threshold.

- Good TACT: 2+
- Ordinary TACT: 4+
- Bad TACT: 5+

Gene-forged Jockeys with relevant reaction-time augments (wolf-stock, raptor-stock) add +1 to all Race Rolls.

LINE

LINE is the Jockey's positional currency. Track it with three tokens alongside the wound track.

Start each event at 3 LINE.

- Gain 1 LINE on a successful Race Roll.
- Lose 1 LINE on a failed Race Roll.

Trailing. At 0 LINE. Out of position, no buffer. Trailing is not death. It is the problem the next activations have to solve.

Burned. A second failure at 0 LINE drops the Jockey to Burned. Out of the run. See Zones below for re-entry.

A Jockey at 0 LINE can still make Race Rolls. Spending an Edge token to reroll a critical Race Roll is the exact situation Edge tokens were designed for.

ZONES

Vehicle position during a Raid Race event is measured in Zones, not inches. Zones track how close the Jockey is to the point where the Jumper can board or the package can be retrieved.

ZONE	STATUS
Locked In	At the target. Jumper can board. Package within reach. Extraction is possible.
Chase	One successful Commit closes to Locked In.
Trailing	Two successful Commits close to Locked In. Jumper cannot board from here.
Burned	Out of the run. Re-enter at Trailing: spend 1 action and take 1 FW (hard re-entry), or find an alternate approach (GM cost).

GM Tip. The Jockey's whole job is Zone management. Call out transitions as they happen. "You're in Chase now. If the Jumper isn't back in two rounds, you'll be Trailing when they hit the street." That link between the Jockey's Zone and the Jumper's timeline is where the tension lives.

RACE ACTIONS

Each Race Action costs 1 action unless noted. All roll TACT against the Jockey's threshold unless the action specifies otherwise.

Commit. 1 action. TACT. The core driving move. Declare a path: thread a gap, take a corner, push through a closing lane. Success: advance one Zone toward the target. Failure: hold position, lose 1 LINE. Nat 6: advance two Zones. Nat 1: vehicle takes 1 damage.

Block. 1 action. TACT vs TACT. Contest a rival vehicle's line. Both Jockeys roll. Winner holds position. Loser falls back one Zone and loses 1 LINE. Ties go to the vehicle with higher current LINE.

Drift. 1 action. TACT. Controlled slide through a specific obstacle at speed. Success: bypass cleanly, no cost. Failure: bypass but lose 1 LINE, and the next Commit is at -1. Nat 1: vehicle takes 1 damage and lose one Zone.

Line Read. 1 action. TACT. No movement. Read the upcoming route. Success: gain +1 to the next Race Roll. Nat 6: choose one specific event that happens next in the route. A gap opens. A drone clears a corridor. The GM honors it.

Emergency Evade. Reaction. GUTS 4+. React to a sudden hazard: unexpected drone, debris, rival ram. Success: avoid. Failure: vehicle takes 1 damage and drop one Zone. Costs no action if triggered by an external event. Costs 1 action if self-declared.

RAID ROLLS

Attribute: split. Raid Rolls use two existing attributes.

TACT covers navigation. Threading obstacles. Reading a route. Choosing the right surface.

FIGHT covers contact. Grabbing. Contesting. Wrestling something free.

If a Raid Roll involves a person or moving object you need to get hold of, it is FIGHT. If it is terrain, architecture, or sequencing a path, it is TACT.

GRIP

GRIP tracks the Jumper's physical composure. Three slots, like wounds. Start each event at 3 GRIP. The GM applies GRIP loss when a failure is physical rather than positional. A bad landing. A slip under load. A hit taken while moving.

GRIP	STATE	EFFECT
3	Full	No penalty.
2	Work- ing	-1 to all Raid Rolls.
1	Burn- ing	-2 to all Raid Rolls.
0	Spent	Cannot make Raid Rolls. In a dangerous position, GM rules consequence.

Recover GRIP. 1 GRIP on a Nat 6 Raid Roll. 1 GRIP when the Jumper reconnects with the Jockey and both are stationary for one full round. Full GRIP resets between events.

FLOW AND STUCK

A Jumper in **FLOW** is the whole point of the role. Every surface is a resource. Every obstacle is a shortcut. When a Jumper strings three uninterrupted Raid Roll successes together, describe what it looks like. What that athleticism sounds and moves like through a secured space.

STUCK is the opposite. The Jumper's momentum breaks. When a Jumper goes **STUCK**, give them two options immediately: spend a second action to clear the obstacle, or take +1 Security Pressure. Speed costs exposure. Exposure costs time. That is the decision.

RAID ACTIONS

Each Raid Action costs 1 action unless noted. All roll TACT or FIGHT as listed.

Flow. 1 action. TACT. The standard Jumper move. Declare how you move through a section: vault, slide, wall-run, gap cross. Success: move up to MOBI inches and bypass the obstacle cleanly. Failure: **STUCK**. Nat 6: **FLOW** state, choose your exact landing position within MOBI. Nat 1: **STUCK** and lose 1 GRIP.

Vault. 1 action. TACT. Clear a specific obstacle fast with no hesitation. Success: clear it, full speed maintained. Failure: clear it but +1 Security Pressure, and the next Raid Roll is at -1. Nat 1: the vault fails. The Jumper is on the wrong side of what they tried to clear. Lose 1 GRIP.

Latch. 1 action. FIGHT. Grab a moving object: a vehicle hull, a drone chassis, a line, a rival Jumper's kit. Success: attached and mobile, carried by the object. Failure: miss. If over a drop or at speed, roll GUTS 4+ or take 1 FW. Nat 6: attached and positioned. Place the Jumper anywhere on the object within reason.

Lift. 1 action. Varies. Acquire the package. Physically accessible: TACT 4+ to grab and secure. Locked or secured: OPINT (uses standard Interact threshold). Contested by a rival Jumper or guard: FIGHT vs FIGHT. Package goes to higher roll. Tie: holder keeps.

Bail. Reaction. GUTS 4+. Emergency exit from a dangerous position. Success: land safely, take 1 FW. Failure: hard landing, 1 FW plus Prone. Bail from a vehicle requires the Jockey to be in Chase or Locked In.

SECURITY PRESSURE

Security Pressure is the shared team track that replaces model removal as the primary fail state in Raid Race. The track runs from 0 to 6.

Every Raid Race event starts at 0 unless modified by an Alert Level from a preceding scene.

Success is measured by what you take, not what you stop. Killing guards is a valid option. It is just expensive. Clean theft is faster than violence because violence costs two ticks of Pressure. Players who fight their way through a Raid Race event run out of window before they run out of guards.

WHAT ADVANCES THE TRACK

TRIGGER	PRESSURE
Jumper STUCK + Pressure option	+1
Race Roll fail with drone in sight	+1
Guard incapacitated non-lethally	+1
Drone destroyed	+1
Guard killed	+2
Drone hacked or confused without contact	+0
Jumper STUCK + second action to clear	+0

CONSEQUENCES

PRES-SURE	STATE
0-3	Clean. Monitor Central is responding but has not triangulated. Normal play.
4	Reinforcements dispatched. The extraction window starts closing. Drones shift pattern.
5	Window closing. Pressure advances by 1 automatically at the end of each round.
6	Event blown. Exfil immediately. Package stays behind. No payment.

GM Tip. Never treat Pressure as bookkeeping. Every tick is a scene beat. When Pressure moves, something in the world moves with it. At 3, describe what changes before it reaches 4. Drones shift. A light goes red. A frequency changes on intercepted comms. At 4, put something physical on the table. A drone enters from the far edge. A NAF enforcement vehicle appears at the extraction approach.

DETAINED: THE ALTERNATE FAILURE STATE

Monitor Central uses non-lethal force against civilians in Lost Angeles. Gel-bullet kinetics. Foam-casters. EMP. Sensory scramblers.

An operator who goes Out of Action during a Raid Race event is not dead. They are **DETAINED**. Processed into NAF private detention. Location: unknown. Fate: determined by the campaign.

A detained operator can be rescued (a mission seed for the next session) or processed permanently (a campaign consequence). The GM decides which based on how the event ended and who saw it happen. **DETAINED** generates story. Dead operators do not.

GM GUIDANCE

WHEN TO CALL FOR A ROLL

Not every maneuver needs a Race Roll. A Jockey driving through open street does not roll. A Jockey threading a narrowing gap between two automated blockers rolls TACT.

The trigger is consequence. If there is no interesting cost for failure, do not call for the roll. Move the fiction forward.

The test: can you describe what "fail" looks like in one sentence? If yes, call for the roll. If not, it is narration.

RUNNING SIMULTANEOUS ACTION

The Jockey and Jumper operate in parallel. Use the existing alternating activation structure from base OT. Give each player clear lane ownership. The Jockey manages Zones. The Jumper manages access. Call out the connection between them before it becomes critical. A Jockey who drops to Trailing narrows the Jumper's extraction window. That information should reach the Jumper's player while there is still time to act on it.

FAILURE AS FORWARD PRESSURE

STUCK and lost LINE should never stall the table. When a Jumper goes STUCK, immediately describe what they are stuck on and offer two options with real costs.

Example. "The grate is sealed. Force it: next action, +1 Pressure. Or take the roof access, which costs you 6 inches and puts you off the direct line." Two exits from the failure. Both honest. The choice belongs to the player.

OPTIONAL TABLES

These are optional in the same way as the Critical Hit Table in base OT. Standard resolution handles Nat 1 and Nat 6 without them. Use when you want specific texture fast, or when a result needs to be more than "the GM decides."

RACE COMPLICATION TABLE (D6, NAT 1 ON RACE ROLL)

ROLL	COMPLICATION
1	Jockey clips a sensor pylon. Pressure +1. Drone response one round early.
2	Vehicle takes a knock from a barrier. Next Race Roll at -1. Describe the damage.
3	Civilian vehicle enters the lane. Force through (+1 Pressure) or brake and lose two Zones. Decide now.
4	A pursuing drone gets a solid lock. Tracks until the Jockey spends a Commit (TACT 5+) to lose it, or until the Jumper is back onboard.
5	Hard oversteer on a corner. Recoverable. Lose next action regaining control. Drop one Zone.
6	Engine fault. Vehicle loses MOBI by 2 inches for the rest of the event unless a Mechanic, or a Jumper with TACT 4+, spends an action on repairs.

RAID SURGE TABLE (D6, NAT 6 ON RAID ROLL)

ROLL	SURGE
1	The Jumper finds a route that puts them 6 inches further than planned. Place anywhere within that bonus distance.
2	A rival Jumper contesting the same access point loses their grip. They go STUCK. Route opens.
3	The package is exposed and accessible, one step ahead of the GM's sequence. Lift threshold drops by 2 this round.
4	The Jumper spots a gap the Jockey can use. Jockey gains +1 to their next Race Roll.
5	Recovery move. Jumper regains 1 GRIP as the surge carries them through.
6	Full FLOW. For the next two activations, all Raid Rolls succeed automatically on any result except Nat 1.

03/

VEHICLES AND CREW

No two machines are identical. No two seats are equal. Build the team that drives the city it came from.

CHAPTER 3. VEHICLES AND CREW

No two machines are identical. No two seats are equal. Build the team that drives the city it came from.

THE MACHINE

Raid Race vehicles are custom-built from black-market military salvage, repurposed NAF surplus components, and pre-Upheaval engine blocks when a team can find them. No two machines are identical. Every team has a design philosophy that reflects their neighborhood, their resources, and their Jockey's driving style.

The dominant engineering debate in Lost Angeles is **front-engine versus rear-engine**. Front-engine designs favor high-speed cornering and drift capability. Rear-engine designs deliver superior straight-line speed and late-braking power. The argument has not been settled. It will not be settled this season.

Vehicles carry the team's visual identity. Custom paint. Faction-adjacent livery. Neighborhood emblems. A Jaguario machine is recognizable by its flicker-paint finish and the Calavera de la Muerte skull. A Los Creeps vehicle runs matte black with salvage-tech cooling vents exposed like ribs.

VEHICLE STATS

A Raid Race vehicle has six values. Use the existing OT stat lines where they apply.

MOBI. The vehicle's movement value in inches per Move action. Standard chassis: 8". Light chassis: 10". Heavy chassis: 6".

Defense. What an attacker rolls against to score a hit on the vehicle. Standard: 11. Light: 10. Heavy: 13.

ExoPlate. Vehicle armor track. Standard: 6. Light: 4. Heavy: 9. ExoPlate absorbs vehicle damage before the wreck threshold is reached.

Wreck Threshold. Total hits the vehicle can take before it is wrecked. Standard: 4. Light: 3. Heavy: 5.

Crew Capacity. How many operators the vehicle carries. Most Raid Race chassis: 2 (Jockey + Jumper). Heavy chassis: up to 4.

Salvage Cost. What the vehicle costs to build at character creation or with patron funding. Standard: 25. Light: 20. Heavy: 35.

GM Tip. Vehicle damage tracks per event, not per operator. Wreck thresholds reset between events when the team has a working garage. They do not reset during an event.

CHASSIS TYPES

Standard. Two-seater. Front-engine, balanced. The default. Versatile across all event types. Most teams field a standard chassis for the season.

Light. Two-seater. Often rear-engine. Built for sprint speed and late braking. One bad hit can buckle the rear assembly. Dominant on straight-line events. Vulnerable in crowded raids.

Heavy. Up to four-seater. Often front-engine, reinforced chassis. Slower, more durable. Useful for missions where the team carries a person of interest, a Jumper plus support, or a particularly volatile package.

// OPTIONAL

OPTIONAL. CUSTOM CHASSIS.

A team with patron money or salvage to spare can commission a custom chassis. Custom chassis cost +10 Salvage and grant one of the following modifications: +1 MOBI, +1 ExoPlate, or +1 Wreck Threshold. Maximum one modification per vehicle. Dr. Silk does not certify these.

MODIFICATIONS

Salvage spent on modifications buys vehicle upgrades. Each modification occupies one slot. Standard chassis: 2 slots. Light: 1 slot. Heavy: 3 slots.

MODIFICATION	SLOTS	COST	EFFECT
Tunnel Hack Rig	1	8	Run the Musk Tunnels dark. Bypass tunnel sensor grids on TACT 4+ once per event.
Reinforced Cage	1	6	+1 ExoPlate. Operator inside takes -1 to FW from vehicle damage.
Sprint Tune	1	6	+1 MOBI. Vehicle MOBI cap unchanged.
Drift Suspension	1	5	+1 to Drift actions.
Smoke Generator	1	4	One use per event. Drops a smoke screen 6" behind. Pursuing drones at -2 to track for one round.
EMP Burst	1	7	One use per event. Drone in 4" rolls Defense or skips next activation.
Boarding Rail	1	4	Latch onto the vehicle is +1. Bail off the vehicle is no FW on success.
Auxiliary Battery	1	5	Two uses per event. Reroll one Race Roll. Cannot be used on Nat 1.

BUILDING A TEAM

Each player team starts with one vehicle and a 40 Salvage budget for the build.

- Pick a chassis.** Standard, Light, or Heavy.
- Spend remaining Salvage on modifications.** Up to the chassis slot cap.
- Pick a livery.** Color scheme, paint style, emblem, neighborhood marks. This is the team's identity in the spread.

4. Name the machine. Every team names the car. The Manta Wing. Calavera Suprema. The Slow Tooth. The Backseat Curry. The name stays even when the car is wrecked and rebuilt.

// RAID RACER

Have players physically build and kitbash their vehicles before Session 1. The act of construction is part of the investment. When their Jaguario-painted runner takes a hit in the Tunnel Run, it should hurt a little.

CREW

The standard Raid Race crew is two: one Jockey, one Jumper.

Jockey. Trains TACT and GUTS. Manages LINE and Zones. Pilots the vehicle. May spec into reaction-time augments (wolf-stock, raptor-stock) for the +1 to Race Rolls.

Jumper. Trains FIGHT and MOBI. Manages GRIP and Flow. Breaches targets. May spec into climb-capable templates (capuchin-stock, gecko-stock) for surface adhesion bonuses.

Both roles carry one sidearm and a survival kit. Heavy weapons are not standard Raid Race kit. The sport tolerates them. Monitor Central does not, and a heavy weapon hit on a drone is +2 Pressure instead of +1.

OPTIONAL THIRD SLOT: MECHANIC

Heavy chassis and well-funded teams can carry a third crew member. Two roles cover the slot.

Mechanic. Pre-event repair. Field-improvised parts. During an event, the Mechanic can spend an action to roll OPINT 4+ and remove 1 vehicle damage from the team's vehicle. Once per event. If the Mechanic is not in the vehicle, the team loses the option.

Spotter. Pre-event intel. During an event, the Spotter can spend an action to roll OPINT 4+ and grant +1 to one Jockey or Jumper roll on this round. Once per round.

GM Tip. A third crew member is a power lever. Use it for missions where the table needs a buffer. A team running with a Mechanic has more durability. A team running with a Spotter has more tactical flexibility. A team running solo has more pressure.

TEAM BUILDS: SAMPLE LOADOUTS

These are sample team configurations. Use them as starting points or hand them to a new player.

THE GARAGE BUILD

Chassis. Standard. Front-engine. **Modifications.** Reinforced Cage, Drift Suspension. **Salvage spent.** $25 + 6 + 5 = 36$. **Strength.** Balanced. Tough enough to take a hit. Good in crowded raids. **Weakness.** No top-end speed. Outpaced on straight-line sprints.

THE SPRINTER

Chassis. Light. Rear-engine. **Modifications.** Sprint Tune. **Salvage spent.** $20 + 6 = 26$. **Strength.** Fastest in a straight line. Dominant on extraction sprints. **Weakness.** Fragile. One bad hit ends the event.

THE TUNNEL RUNNER

Chassis. Standard. **Modifications.** Tunnel Hack Rig, Smoke Generator. **Salvage spent.** $25 + 8 + 4 = 37$. **Strength.** Cross-city movement specialist. Can run the Musk Tunnels dark. **Weakness.** No ExoPlate margin. Avoid head-to-head fights.

THE HEAVY

Chassis. Heavy. Three-seater. **Modifications.** EMP Burst, Reinforced Cage, Boarding Rail. **Salvage spent.** $35 + 7 + 6 + 4 = 52$. (Requires +12 patron funding.) **Strength.** Durable. Carries a mechanic or spotter. Survives sprints. **Weakness.** Slow. Salvage-expensive. Patron debt.

THE MANTA WING

// OPTIONAL

OPTIONAL. BRIGHT SIGNAL TIE-IN.

The Manta Wing is Jaguario's experimental rear-engine machine for the 2060 season. Lighter, faster, and more fragile than anything the garage has fielded before. It exists in canon and can appear in any Raid Race campaign.

Performance. Light chassis. Rear-engine layout. Dominant on straight-line speed and late-braking approach. Better cornering entry than Los Creeps machines but worse drift recovery than the old Jaguario front-engine design.

Weakness. The chassis is built light. Secondary drone impacts that a heavier machine shrugs off will buckle the Manta Wing's rear assembly. Wreck threshold: 3.

On the Table. Stat as a Light chassis. Modifications: Sprint Tune, Drift Suspension. Wreck Threshold 3 means one bad sequence ends the event.

GM Tip. The Manta Wing debate is a pressure tool. Players who get close to Willow Wiseblood or Calliope Jaguario learn that both women pushed Mo Money to run the Wing this season. Players who get close to the mechanics learn that at least three of them are looking for offers from other garages. The machine is the season's central gamble. Let that live in every event.

REPAIR AND REBUILD

Between events. Any wrecked vehicle is rebuilt at 50% of original Salvage cost, paid by the patron, the team, or by mortgaging the next event's purse. A Mechanic on the team reduces rebuild cost to 25%.

Mid-event. A Mechanic with the team can spend an action to remove 1 vehicle damage on a successful OPINT 4+. Once per event.

Salvaged parts. A wrecked rival vehicle on the table after the event can be salvaged. Roll OPINT 4+ and gain 1d6 Salvage worth of components.

04/

LOST ANGELES

The coastline moved. The quake flattened the east. Twelve million people stayed. The sport runs through every neighborhood that should not have survived.

CHAPTER 4. LOST ANGELES

The coastline moved. The quake flattened the east. Twelve million people stayed. The sport runs through every neighborhood that should not have survived.

OVERVIEW

Lost Angeles is an NAF Western Corridor megacity sprawling across what was once the greater Los Angeles basin. The coastline retreated after the surge events of the 2030s, then stabilized behind engineered seawalls. The 2041 Cali quake flattened the eastern spread. The Great Drought scorched the inland valleys. What survived was rebuilt by NAF corporate investment, arcology development, and the twelve million people too stubborn, too poor, or too invested to leave.

The city runs on a two-tier economy. The arcology core operates on NAF corporate infrastructure: filtered water, managed climate, subscription food logistics, AI-managed security through Monitor Central. The outer districts operate on whatever they can scavenge, repair, and trade. The gap between the two economies is where Raid Race lives.

HUB TAGS

TAG	STATE
Security	Active (core), light (outer), none (Raze)
Infrastructure	Stable (core), strained (mid-ring), failing (outer)
Civilians	Packed (core, mid-ring), sparse (Raze, Northland Spread)
Surveillance	Drone sweep (core), cameras (mid-ring), dark zone (outer)
Faction Pressure	NAF dominant. Syndicate influence in outer districts.
Black Market	Light (core), heavy (outer, Barricadia)
Mobility	Checkpointed (core to outer transitions), open (within districts)

THE UNDER-SYSTEM: WATER

Lost Angeles runs on the Western Corridor Water Allocation Network. NAF-managed desal plants along the engineered coastline feed the arcology core first, the mid-ring second, and the outer districts with whatever is left. When allocation drops, the outer districts feel it in hours. The core never notices.

Monitor Central enforces water-allocation compliance the way it enforces everything else. With drones, data, and the quiet certainty that the system knows who you are.

// SCENE

When the system strains, outer-district residents hoard gray water in sealed containers. Street medics see dehydration cases triple. Black-market filter cartridge prices spike. Barricadia's independent water recyclers become the most powerful people in the spread. The core continues its subscription schedules and wonders why the outer ring is agitated.

THE DISTRICTS

Every neighborhood in Lost Angeles has a team, a grudge, and a reason to believe this is their year.

GLASS FOREST

NAF corporate arcology district. Financial center. Luxury residential towers.

Tags. Security: lockdown. Infrastructure: stable. Civilians: packed. Surveillance: drone sweep. Faction: NAF dominant. Black market: light. Mobility: checkpointed.

Controller. NAF corporate governance on paper. The Monsoon family hydro-power interests in reality.

Draw. Premium water. Managed climate. Subscription food logistics. Corporate medical. Entertainment concourses.

Risk. Total surveillance. Monitor Central logs every movement. Outsiders flagged within minutes.

Scarcity. Privacy. Anonymity. Anything not on the approved subscription list.

Under-System. The district's climate management draws three times its allocated power share from the Western Corridor grid.

Sunlight fractures through residential towers so tall they cast shadows on each other. The glass surfaces alive with shifting holographic ad displays that know your name when you walk past.

Raid Race Presence. Team Los Creeps. Funded by Glass Forest corporate money. Rear-engine machines built with expensive neo-tech. Their champion Jockey, Javier Monsoon, is the sport's greatest driver and Glass Forest's favorite son. His family's involvement runs deeper than sponsorship.

Raid Corridor. Convoy intercept. Glass Forest streets are wide, surveilled, and predictable. Twelve-minute window from convoy entry to hardened destination. The race lives in the seconds between the convoy clearing checkpoint A and locking through checkpoint B. Drone response triangulates fast in the core. Run light, run fast, or do not run here.

BARRICADIA

Artist-scavenger district. Cultural heart of Lost Angeles' underground economy.

Tags. Security: light. Infrastructure: strained. Civilians: packed. Surveillance: informant net. Faction: NAF nominal, Syndicate real. Black market: heavy. Mobility: open.

Controller. NAF on the maps. The Jaguario organization in the streets.

Draw. Black-market vehicle parts. Unlicensed gene-mod clinics. Raid Race culture. The Tooth and Gear nightclub. Independent water recyclers.

Risk. Syndicate debt collectors. Jaguario enforcers. Monitor Central raids during crackdown cycles.

Scarcity. Clean water. Reliable power. Medical supplies that are not counterfeit.

Under-System. Barricadia's independent water recycling network runs on scavenged military surplus filtration. When a filter batch fails, the district drinks gray for a week.

Flicker-paint murals cover every surface, the colors shifting as you walk past, layered over older murals layered over blast damage from the quake. The whole district a palimpsest of survival and defiance.

Raid Race Presence. Team Jaguario. Mo Money's operation. Front-engine machines in signature flicker-paint with the Calavera de la Muerte emblem. The garage is the district's largest employer. The team is its identity.

Raid Corridor. The starting line. Barricadia is where teams stage, prep, and meet contacts. Most events begin here. The streets are narrow, painted, surveilled by informants rather than drones. Outsider vehicles get tagged within blocks. Local Jockeys read the camera gaps the way a fish reads a current.

THE RAZE

Ruins of the 2041 quake zone. Scavenger territory. Proving ground.

Tags. Security: none. Infrastructure: collapsed. Civilians: sparse. Surveillance: dark zone. Faction: none. Black market: heavy. Mobility: cratered.

Controller. Nobody. Scavenger crews hold blocks by reputation.

Draw. Salvage. Pre-quake infrastructure buried under rubble. Amateur raid circuits run in the wreckage.

Risk. Structural collapse. Feral gene-forged fauna in the deeper ruins. No emergency services. No extraction.

Scarcity. Everything. Water, power, food, medicine, shelter, hope.

Under-System. The Raze has no functioning infrastructure. Residents haul water from Barricadia or collect atmospheric condensation from scavenged harvesting rigs.

A flattened cityscape of tilted concrete slabs and rebar forests stretches to the horizon, punctuated by the occasional intact building standing alone like a tooth in an empty jaw. The distant sound of amateur raid engines echoes off the ruins.

Raid Race Presence. No official team. The Raze produces Jockeys the way a war zone produces soldiers. Dexx Narita came from here. So did Poki Chainz. The rubble is where they learned to drive.

Raid Corridor. Off-grid amateur events. No drone coverage. No Monitor Central response. The race becomes a different sport here, judged by who survives and who finishes. Treat the Raze as a Pressure-free zone for the duration of any event run inside it. Treat structural collapse as the new threat.

ALTO CITO

Mid-ring residential and commercial district. Trust-funded patron culture.

Tags. Security: active. Infrastructure: strained. Civilians: packed. Surveillance: cameras. Faction: NAF nominal, local patron network real. Black market: light. Mobility: checkpointed.

Controller. NAF municipal authority. Local patron families fund the infrastructure gap.

Draw. Amateur raid events. Patron-sponsored garages. Social scene between core and outer ring.

Risk. Patron politics. Raid Race events draw Monitor Central attention.

Scarcity. Independence. Everything runs through patron networks.

Raid Race Presence. Amateur circuit. Where careers start and scouts recruit. The idyllic setting is shattered on race weekends by the sound of engines and the arrival of drones.

Raid Corridor. Twenty-minute amateur clock. Heavy Monitor response after that window. Civilian deaths trigger a two-week sweep.

CENTER POINT

Commercial and entertainment hub. Neutral ground by convention.

Tags. Security: active. Infrastructure: stable. Civilians: packed. Surveillance: cameras + informant net. Faction: NAF and Syndicate coexistence. Black market: moderate. Mobility: open.

Controller. NAF commercial authority. Syndicate influence tolerated because it keeps the economy moving.

Draw. The High Top Towers hotel. The Tooth and Gear nightclub. Raid Race social scene. Streaming infrastructure. Black-market data brokers.

Risk. Too many factions watching the same space. Informants everywhere. What you do at the High Top gets reported to someone.

Bass you feel in your teeth before you reach the door. Inside: nectar served in glasses that glow faint UV-blue under the bar lighting. Flicker-paint murals shifting on the walls in time with Razborki's frequencies. The crowd packed tight enough that movement becomes a contact sport.

Raid Race Presence. The High Top Towers is the unofficial home of every Raid Race competitor in Lost Angeles. During the season, Jockeys, Jumpers, mechanics, vloggers, and stans fill the hotel. The Tooth and Gear club on the ground floor is where deals happen, rivalries ignite, and off-raid legends are made.

BLUE SPRINGS

NAF suburban residential district. The ironic name for where normal people live normal lives.

Tags. Security: active. Infrastructure: stable. Civilians: normal. Surveillance: cameras. Faction: NAF residential. Black market: none. Mobility: open.

Controller. NAF municipal services. Functioning as intended.

Draw. Stability. Anonymity. A place to live that is not trying to kill you.

Risk. Boredom. Complacency. The slow suffocation of a managed life.

Raid Race Presence. Lita Brightly's home district. The suburban calm where she discovered her father's secret life as a Raid Race operator. Blue Springs does not know about the underground sport happening in its backyard. Blue Springs does not want to know.

Raid Corridor. Not a raid theater. A Lita trail anchor. The investigation beats of *The Bright Signal* loop here for the human texture: the family home, the school records, the clean shelves nobody checks.

LOW COAST

Engineered coastline district. Rebuilt after the surge events behind seawalls.

Tags. Security: light. Infrastructure: strained. Civilians: normal. Surveillance: cameras. Faction: NAF nominal. Black market: moderate. Mobility: open.

Controller. NAF coastal authority. Seawall maintenance crews hold real power.

Draw. Coastal access. Desal plant proximity. Suborbital launch facilities.

Risk. Storm surge events. Seawall maintenance gaps. Drone patrol corridors along the coast.

Raid Race Presence. The suborbital launch points where packages leave atmosphere are located along Low Coast. The final sprint of every raid runs through this district. Controlling the coastal approach is the endgame of every event.

Raid Corridor. The sprint. One long coastal road, two chokepoints, the seawall on one side and the maintenance structures on the other. Security peaks here. Every drone in the spread orients toward Low Coast when an event closes.

THE MUSK TUNNELS

Underground transit network connecting districts. High-speed vehicle corridors.

Tags. Security: automated. Infrastructure: stable. Civilians: transit only. Surveillance: sensor grid. Faction: NAF infrastructure. Black market: none official. Mobility: high-speed.

Controller. NAF transit authority AI. Automated toll and tracking.

Draw. Fast cross-city movement. Bypasses surface traffic and drone patrols.

Risk. Sensor grid tracking. Bottleneck ambush points. No room to maneuver if things go wrong.

Raid Race Presence. Jockeys use the tunnels for cross-district movement between events and for escape routes during raids. Hacking the tunnel sensor grid to run dark is a competitive advantage. Not every team can do it.

Raid Corridor. Two lanes wide. Concrete barriers. Stalled transit vehicles. NAF transit enforcement vehicles parked at midpoints as blockers. The tunnels reward Drift, Tunnel Hack Rigs, and Jockeys who memorize the maintenance bay layout.

THE RING ROAD

The high-speed orbital highway that circumnavigates the city.

The Ring Road is the fastest road in the spread and the most surveilled. Forty-one kilometers per lap. Speed floor of 240 kph on Enduro day. No extraction protocol once an event commits.

The season-ending **Ring Road Enduro** runs here. Multi-hour. Every team. Every rival. Every unresolved conflict converges on the orbital. The Enduro is the championship decider and the campaign's emotional climax.

GM Tip. The Ring Road is a different kind of theater than the city events. Run it in phases. Drive a short stretch. Cut to a character confrontation. Drive another stretch. Cut to a faction reveal. The Enduro feels like everything happening at once because it is.

FACTION PRESENCE

NAF. Dominant across the core and the seawall. Light presence in the outer districts. Total absence in the Raze. Their tools are Monitor Central and the private detention system.

Syndicate (Cyber and Conventional). Heavy in Barricadia, Center Point, the Musk Tunnel black-market lanes. Brokers operate openly at the Tooth and Gear. Debt collectors operate through Jaguarío enforcers.

EO. Industrial espionage clients only. Their interest in Raid Race is the data cores leaving Glass Forest convoys.

Brotherhood of Shadows. Archaeological recovery clients. Quiet. Patient. Pay in pre-Upheaval artifacts when the bit-chits don't move clean.

SCA. Bio-IP transports. Their packages are the highest-paying and the most surveilled.

PCU. Distant. Watching the Lumicite movements through the spread.

UC and PFZ. Marginal. Occasional clients. Not local players.

THE LOST ANGELES MAP

The Lost Angeles map ships as a separate companion booklet (OT.LA / Map Companion). Two layers and a key.

Player layer. Districts, visible routes, Ring Road, Musk Tunnel corridors, Monitor Central response grid, Western water allocation. Hand it to the table.

GM layer. Hidden sites, the Monitor gap subsystem delay, the Low Coast seawall secret, the core node, the Raze blackout. Keep it behind the screen.

Map key. Movement, security, route choices, clocks, the "what is here" reference. GM-only.

Use the player layer at the table. Use the GM layer in prep. The two layers do not need to agree.

GM Tip. The Map Companion includes seven Lost Angeles roll tables (district encounter, civilian density, weather, route consequence, drone overflight, filter cartridge quality, race weekend density). Pull it out at the start of each raid event for fast texture.

05/

THE BRIGHT SIGNAL

He didn't disappear. He got plugged in. There is a difference, and right now that difference is the only thing keeping him alive.

CHAPTER 5. THE BRIGHT SIGNAL

He didn't disappear. He got plugged in. There is a difference, and right now that difference is the only thing keeping him alive.

Lita Brightly

THE ADVENTURE

Lita Brightly's father is alive, wired into a Monitor Central neural link, and being used to predict Raid Race movements. The people responsible for putting him there need the players to find this out at exactly the wrong moment.

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

WHAT THIS ADVENTURE IS ABOUT

A man has been turned into infrastructure. He is not dead and he is not free. His daughter has spent a season inside Raid Race trying to find him and she is finally close enough to be dangerous. The players are the people who can actually do something about it.

The adventure asks one question across three sessions. When you find him, what do you do?

Rescue means shutting down the neural link, which may kill him. Leaving means Monitor Central keeps using him. There is no clean answer. The players make the call.

HOW THE ADVENTURE RUNS

Two modes of play run through *The Bright Signal* in sequence.

Standard OT rules handle the investigation, the social maneuvering, and the facility infiltration.

Raid Racer rules handle the three vehicle sequences: the tunnel approach, the extraction sprint, and (if Climax Variable 3 triggers) the chaos of an open-city heist with no drone prediction.

The vehicle sequences are not optional set-pieces grafted onto the investigation. They are the moments when the stakes become physical. Players build their teams, kitbash their vehicles, and know exactly what is riding on the Heat they accumulate.

MISSION BRIEF

The source of the signal is in the Low Coast seawall infrastructure. Sublevel access through a Monitor Central maintenance hub. One race weekend to get in before the contract review closes the window permanently.

Frequency

Duration. 2 to 3 sessions.

Tone. Investigative heist with a moral gut-punch at the center.

Players. 2 to 4 operators. Works best with Lita Brightly as NPC companion or player character.

System. Standard OT for investigation and infiltration. Raid Racer for Beat 3, the extraction, and Climax Variable 3.

Vehicle Teams. Each player builds a Raid Racer team before the adventure starts. Recommended budget: 40 Salvage. Build something fast. The tunnels reward speed. The extraction rewards survival.

Entry Point. Standalone, or as the climactic arc of the championship season (sessions 7 to 9).

// RAID RACER

Have players build and kitbash their teams before Session 1. The physical act of building the vehicles is part of the investment. When their Jaguario-painted runner takes 2d6 from a drone hit in the tunnel, it should hurt a little.

BACKGROUND: WHAT REALLY HAPPENED

The case file is five years old and spotless. That is how you know somebody spent money on it.

Frequency

Five years ago, Renn Brightly was a Raid Race Jockey running with Mo Money Jaguario's B-team. Not a champion. A mid-level competitor who happened to be exceptionally good at reading drone patrol patterns. Good enough that he could map Monitor Central's predictive response algorithms from inside a live event.

Monitor Central's AI flagged him as a structural vulnerability before he knew he was one. During a heist in Glass Forest, a security drone capture went off-script. Renn was not processed into standard private detention. He was taken to a NAF black-site sublevel beneath an active Monitor Central hub in the Low Coast seawall infrastructure.

The neural link was experimental. It worked. Renn's intuitive understanding of drone patrol logic turned out to be a trainable asset. Monitor Central does not just run his pattern-recognition. It consults it. The system has been improving its Raid Race interdiction rates by 11 to 19 percent per season since the link went active. The drone swarms are better. Competitors are burning out faster. Nobody has connected the dots yet.

Mo Money knows. He was the one who cooperated with the initial capture, believing Renn would be held for a season and released. He has not told Lita. The guilt is the reason he watches Kid Spin from across the street.

GM Tip. Mo Money's complicity in Renn's capture is the adventure's deepest grenade. Plant it. Let it sit. The table will find it.

WHY NOW

Three things converged at the start of the 2060 season to make the situation unstable.

First, the drone interdiction rates are drawing analyst attention on the Feed.

Second, Lita Brightly's Verified credentials just cleared, and she is asking questions that are getting close.

Third, the NAF official responsible for the program, Director Amaras Vond, is facing a contract review. When the contract ends, so does Renn.

THE SETUP

You want to know what happened to him. I want to know who gave the order. We are not as different as you think.

Frequency

The adventure begins when Frequency contacts the players. She has been intercepting Monitor Central traffic for two years and recently decoded an encrypted sub-channel she had been sitting on. The channel carries behavioral prediction data tagged to active Raid Race competitors.

The data tag on the signal reads: **BRIGHTLY_R**. Asset classification: **ACTIVE**. Contract renewal: pending.

Frequency has a theory. She needs someone to confirm it in the field.

WHAT THE PLAYERS KNOW AT THE START

Primary objective. Locate the source of the BRIGHTLY_R signal and determine what it is.

Secondary objective. Retrieve any intel on the facility and the people running it.

Tertiary (if Lita is involved). Determine whether Renn Brightly is alive and, if so, what condition he is in.

ATMOSPHERE AND VISUAL REGISTER

The Bright Signal runs in a specific visual world.

Barricadia smells like coolant, engine fluid, and the chemical edge of flicker-paint that has not fully cured. The Tooth and Gear fills at 11 PM and does not thin out until the coastal sun finds the horizon.

The Musk Tunnels carry filtered air with a metallic taste that feels like luxury to anyone who has been breathing Raze weather all season.

The Low Coast seawall carries salt and desal chemistry on every breeze.

The people moving through this world wear stripped kit. Faction surplus with the insignia cut away. Dead credential stacks worn on chains at the collar. Gene-forged modifications displayed rather than hidden. Jaguario's flicker-paint shifts from burnt orange to deep copper in the coastal light. Los Creeps machines run matte black with a reflective circuit trace that only catches under drone light. Monitor Central equipment is NAF corporate gray. No style. No pretense. Engineered to function and nothing else. Every marked object tells you where someone came from.

Pay attention to the contrast. The investigation beats happen in spaces loud with human presence. The Tooth and Gear's bass. The garage's fluorescent clatter. The Raze's concrete-dust atmosphere. The facility in Beat 4 is medically quiet. Clean air. Steady temperature. A controlled space that does not belong where it is buried. The horror of Sector C lands harder when everything leading to it felt alive.

THE FIVE BEATS

The adventure runs in five beats.

Beat 1. The Tip-Off. Investigation in The Raze and Barricadia. Standard OT.

Beat 2. The Map Room. Social and puzzle work at the High Top. Standard OT.

Beat 3. The Approach. Tunnel run through the Musk Tunnels. **Raid Racer.**

Beat 4. The Facility. Infiltration of the Monitor Central sublevel. Standard OT plus Raid Racer extraction.

Beat 5. Resolution. Aftermath. Climax variables and choices.

The next five chapters cover each beat in detail.

06/

BEAT ONE

The Raze teaches you to find things by following what is missing. An empty slot where something used to be is a map.

CHAPTER 6. BEAT 1: THE TIP-OFF

The Raze teaches you to find things by following what is missing. An empty slot where something used to be is a map.

Dexx Narita

Location. The Raze and Barricadia. **Mode.** Investigation. Standard OT.

The players investigate Renn Brightly's disappearance through The Raze and Barricadia: old mechanics, a retired Jumper who drove with him, the woman who ran the timing booth at the amateur circuit. No vehicle action. This is a conversation beat. Information in exchange for trust, honesty, or something the contacts need.

WHAT THEY FIND

Renn vanished mid-event in Glass Forest. No crash footage. No custody record. No death notice. The capture drone had a modified chassis profile.

Vasca Threl, who drove with Renn that night, sketched it afterward and never showed anyone. The chassis matches a Monitor Central medical-transport unit.

The beat closes when Frequency triangulates the signal to a Low Coast maintenance hub. She gives the players a 72-hour outer window. The contract renewal clock tightens once the players confirm the review in Beat 2.

GM Tip. Vasca Threl has been waiting five years for someone to ask the right question. Give her a full scene. She is not broken by the knowledge. She is angry. That anger is useful if players want an ally in The Raze.

SCENE: THE RAZE

Raze weather runs at a different temperature than the rest of Lost Angeles. Concrete dust suspended at breathing height. Heat radiating off surfaces that have been decomposing in open air for nineteen years.

Vasca's sideline repair operation sits between a water vendor and a parts salvage stall on the outer circuit's maintenance strip. She is not hard to find. She never hid.

What she looks like. Stripped kit: a three-layer jacket that started as NAF transit surplus and has been reworked so many times there is nothing left of the original except the cut. Dead stack at her collar: a Jaguario B-team badge, two expired race credentials, something that might be an old medical clearance tag worn smooth on one side. The chassis sketch has been folded into the jacket's inside pocket since the night she drew it. She hands it over without being asked once she decides the players are worth it.

What the players find in The Raze besides Vasca. Amateur circuit graffiti on every concrete surface. Team marks. Route claims. Calavera skulls in three different hands. A Jaguario-adjacent parts shop two stalls down run by a retired mechanic who knew Renn. Drone overflight every 22 minutes. The players can set a watch by it if they are paying attention. This is their first free piece of intel on Monitor Central's patrol timing.

THE INVESTIGATION THREADS

Three contacts surface across this beat. The players can hit them in any order. None of them complete the picture alone.

VASCA THREL: THE WITNESS

What she gives. The chassis sketch. The correct timeline. The name of the medic who pronounced Renn missing.

What she wants. To know if he is alive.

What it costs. Nothing, if the players approach her with honesty. Vasca has been waiting. She does not require a transaction.

// SCENE

Vasca looks at the players for ten seconds before she speaks. Then she says: "Are you here because somebody asked you to be, or because you found something." The right answer is the truth. She knows the difference.

REN-EL "LOCKWRENCH" PATEL: THE MECHANIC

What he gives. The detail that the capture drone had a wider rear track than a standard NAF security chassis. Wider track means heavier suspension. Heavier suspension means it was hauling something. He did not realize it at the time. He realized it after.

What he wants. A repair contract for one of the player vehicles. Cash up front, or a favor noted.

What it costs. A 40-bit-chit contract or a marker called when he asks.

HEK "STOPWATCH" BEAUMONT: THE TIMING BOOTH OPERATOR

What she gives. The exact timestamp of Renn's last tracked transponder ping in Glass Forest. She kept her records. She kept them on paper because she knew Monitor Central could erase the digital ones.

What she wants. Off the circuit. Out of Lost Angeles. A way to disappear that does not run through any system Frequency can audit.

What it costs. A favor that may not come due during this adventure. The cost is real. Note it.

D6: WHAT THE BEAT 1 CONTACT NEEDS FIRST

Roll when a Beat 1 contact is willing to talk but names a condition before they do. Replace or stack with the conditions already written.

ROLL	CONDITION
1	Confirmation that the players are not working for Monitor Central, the Syndicate, or Mo Money. They need to say something only someone outside those organizations would know or say.
2	A name. Someone who vouches for the players. If the players do not have one yet, the contact suggests Vasca Threl, who they already know, or who the players now have a reason to find.
3	A piece of information in exchange. Something about a rival team's current activity, a patrol timing window, an overheard Syndicate conversation. The contact has currency to spend and wants to trade.
4	Time. They are in the middle of something and the players interrupted. Come back in two hours. The two hours will cost something from a clock.
5	Discretion. They have been watched before. They want this conversation off the street, somewhere the Raze weather and ambient noise make recording equipment useless. Moving there costs time. Staying there feels wrong.
6	Nothing. They have been waiting. They hand over what they have before the players finish their first sentence. Something about the players or their timing scared them into action. The GM decides what.

PRESSURE AND PACING

This beat does not generate Security Pressure. It generates relationships and clocks.

Frequency's 72-hour outer window starts the moment the players leave The Raze for the first time. The contract renewal clock for Renn is confirmed in Beat 2 and ticks down regardless of what the players are doing.

Monitor Central drone overflight happens every 22 minutes in The Raze. Players can use this. So can Vond, if she gets word that someone is asking questions. Run it as ambient pressure rather than active threat. The drones are not hunting. Yet.

GM Tip. End the beat with the players holding three things. The chassis sketch. The timing data. A relationship with Vasca. If they leave with fewer than three, run a final scene at Lockwrench's stall to fill the gap. The next beat needs them prepared.

WHAT HAPPENS IF

The players bring violence to The Raze. Vasca will not talk. Lockwrench disappears for three days. Stopwatch rolls her records into a salvage incinerator. The beat collapses and the adventure restarts at the High Top, with worse intel and a tighter clock.

The players miss Vasca's anger. She gives them the sketch and nothing else. They get the chassis profile. They do not get the name of the medic. The medic name surfaces in Beat 4 if it surfaces at all.

The players find Lita first. She has been investigating in parallel. She has a different piece of the picture. If the players bring her into Beat 1, the High Top scene in Beat 2 changes. She becomes the one Bonzer Kabesh negotiates with. She becomes the one Dr. Silk asks the gene-forged sample question, because Lita is the one with leverage on Java Monsoon. The cost is hers, not theirs. That changes Beat 2's emotional weight.

// RAID RACER

No Raid Race scenes in this beat. The vehicles stay in the garage. Players who built their teams already are looking at them. The first time the cars get used is Beat 3. Make them feel the wait.

07/

BEAT TWO

Everything you need to know about a Monitor Central facility is in the patching schedule. They update it every Tuesday. I update my copy on Wednesday.

CHAPTER 7. BEAT 2: THE MAP ROOM

Everything you need to know about a Monitor Central facility is in the patching schedule. They update it every Tuesday. I update my copy on Wednesday.

Frequency

Location. High Top Towers, Center Point. **Mode.** Social and puzzle. Standard OT.

The players acquire three things during this beat.

One. A maintenance access credential, from Bonzer Kabesh, in exchange for evidence on a Los Creeps recruiter running blacklists.

Two. A partial facility map, from Frequency. Maintenance corridors only. Sublevel is dark.

Three. Confirmation of what the neural link is, from Dr. Silk or a Tooth and Gear data broker.

Each acquisition costs something. Bonzer costs time. Dr. Silk wants a biological sample from a gene-forged competitor with template drift, which implicates Java Monsoon. The data broker already knows something about one of the players and wants it confirmed.

The beat closes when players have a credential (valid 48 hours) and confirmation: Renn Brightly is alive, wired, and his contract renewal is in 36 hours.

GM Tip. Let players choose their intel path without telegraphing which is harder. Both work. Both cost something. They should arrive at Beat 3 carrying that cost.

SCENE: THE TOOTH AND GEAR

Bass you feel in your teeth before you reach the door.

Inside: nectar served in glasses that glow faint UV-blue under the bar lighting. Flicker-paint murals shifting on the walls in time with Razborki's frequencies. The crowd packed tight enough that movement becomes a contact sport. The air conditioning fights the body heat and loses. It always loses on race weekends.

THE BONZER KABESH MEET

Happens in a VIP booth along the north wall.

Bonzer runs elevated. Dressed for a Feed appearance in a jacket with sponsor tags that are one season out of date, which tells the players everything about his current standing with Mo Money. He drinks fast. He checks the room every ninety seconds. He wants to do this transaction and leave before anyone credible sees him talking to people he can't explain.

What he gives. A maintenance access credential coded for the Low Coast seawall hub. Validity: 48 hours from activation.

What he wants. Evidence that a Los Creeps recruiter named Dieter Wohl has been keeping a blacklist of amateur Jockeys flagged for nectar use. Bonzer wants the list and he wants it leaked. The Los Creeps recruiter is poaching his amateur talent before he can sign them, and a public scandal would slow the poaching down.

What it costs. Time. The blacklist is at Wohl's apartment in Center Point. The players have to retrieve it before the meeting. OPINT 4+ to break in clean. FIGHT to break in loud. A Pressure-equivalent track operates here, named **Heat**. Heat at 3+ when they reach Wohl's apartment means a Los Creeps enforcer is already in the parking structure.

DR. SILK

Operates out of Barricadia. The players go to her, not the other way around.

Her clinic is below a flicker-paint shop, three flights down. Air filtered to medical grade. Walls white. Equipment commercial-medical, not military. She is what she says she is. A black-market gene-clinic operator with a research interest she does not advertise.

What she gives. Confirmation that the BRIGHTLY_R signal carries the markers of a sustained neural-link asset. She names the equipment by manufacturer. She tells the players it is consumer-grade, ordered through a legitimate supply channel, paid the catalog price, filed the purchase order. That detail matters. Vond was sloppy.

What she wants. A biological sample from a gene-forged Raid Race competitor experiencing template drift. She is conducting unauthorized research on instinct bleed. Java Monsoon's name does not need to come up. He is the only candidate the players know personally.

What it costs. A betrayal of Java's privacy, or a lie that protects him. If the players take a sample with Java's consent, the cost is moral. If they take it without his consent, the cost is moral and operational. Java will eventually find out.

GM Tip. Dr. Silk has not been told that the contract review is at 36 hours. She does not know there is a clock. The players have it. Use it.

THE DATA BROKER

Works the second acoustic dead spot in the club. Third stall from the wall in the men's bathroom, where the sound system's interference pattern does not reach.

Dead credentials on every flat surface of his jacket, organized with a precision that suggests archival intent rather than fashion. He already knows something about one of the players. He was waiting for them to come to him. That is how he prefers it.

What he gives. The same confirmation Dr. Silk does, plus one additional detail. The neural link asset is being prepared for **integration testing**. He does not know what integration testing means. He knows the phrase appeared in a Monitor Central comm three days ago.

What he wants. Confirmation of a fact about one of the players. The fact is something the GM populates: a fact that one PC has been hiding, a connection the player did not realize the table knew, a mark from a previous campaign. The broker says: "I have a file on you. I want to know if it is true." If the player confirms, the broker hands over the data. If the player refuses, the broker hands over the data anyway. Then the broker keeps the file.

What it costs. A data point about one of the players that they cannot reclaim.

FREQUENCY'S MAP

The third acquisition does not require a meeting. Frequency uploads the partial facility map to the players' kit when they signal they are ready.

The map covers maintenance corridors only. The sublevel is dark. Sector A is detailed. Sector B is partial. Sector C is a black rectangle.

// SCENE

Frequency's voice over the encrypted channel: "If you find a third route into the sublevel, take it. The two I have are the two Monitor Central thinks they have. Vond is not stupid."

RAZBORKI AT THE DJ BOOTH

Razborki is at the DJ booth tonight. His vehicle is in the loading dock out back. Flicker-paint in Jaguario colors with a small Calavera skull hand-painted at the fuel cell housing in flat black, slightly off-center, added after a sponsorship fell through three seasons ago.

If the players think to ask him about the tunnels before Beat 3, he will give them one piece of route intel for free. He is that kind of person.

What he gives. "The sensor grid got a firmware update three days ago. The Tuesday window is gone. If you are running tonight, you are running blind on the patrol timing."

That is the warning. The players can use it or ignore it. Beat 3 plays differently either way.

GM Tip. Razborki is a load-bearing NPC for Beat 3 if the players want him as their driver. The Reliability roll comes up at the start of the Tunnel Run. Foreshadow it here. He is drinking. He is performing. He is functional. For now.

WHAT HAPPENS IF

The players burn the credential. Beat 4 starts at Alert Level 4 lockdown. They have to find the secondary route from the partial facility map. The maintenance crawlspace adds one round to the facility approach clock and exposes them to the corridor security check cycle.

The players take Dr. Silk's sample without Java's consent. Java finds out in Beat 5. The Climax Variables shift. Variable 6 (Razborki with Mo Money's codes) becomes Variable 6-Alt: Java arrives at the facility instead, having figured out who took his sample. He is angry. He is also useful. The GM decides the rest.

The players walk away from the data broker. They get the link confirmation from Dr. Silk only. They do not get the integration testing detail. Beat 4 hits harder because they do not know what the facility is preparing to do.

The players do not extract Wohl's blacklist. Bonzer does not give them the credential. The players have to find another way in, which is the maintenance crawlspace from Frequency's partial map. Adds one round to the facility approach. Tightens the clock.

// RAID RACER

The vehicles still wait. Beat 3 is the first time the team uses them. Build the anticipation. Players who pass the loading dock should see Razborki's car. Players at the bar should overhear conversations about other teams' rigs. Make the machines part of the room before they hit the table.

08/

BEAT THREE

The tunnels are easy if you know the patrol window. They are a death trap if you don't. And somebody sold the window.

CHAPTER 8. BEAT 3: THE TUNNEL RUN

The tunnels are easy if you know the patrol window. They are a death trap if you don't. And somebody sold the window.

Poki Chainz

Location. Musk Tunnels. Barricadia to Low Coast. **Mode.** **Raid Racer vehicle rules.**

The Musk Tunnel sensor grid was updated three days ago. The patrol window Frequency planned on is gone. Players push through anyway. Monitor Central will have an elevated alert state when they reach the maintenance hub. How elevated depends on how clean they run the tunnel.

Set up the table as a Blockade Run scenario. The players' vehicles must reach the far table edge: the Low Coast maintenance hub entrance. Monitor Central drones enter from table edges. NAF transit enforcement vehicles start at the midpoint as blockers.

// RAID RACER

Beat 3 is the first vehicle scene. Players who built their teams in advance now field them. The cars take their first hits. The investments land.

SETUP

PARAMETER	SPEC
Table size	3' × 3' minimum. Narrow tunnel corridors. Two lanes wide at most.
Terrain	Concrete barriers, stalled transit vehicles, maintenance bays (cover). No open ground. Tight turns throughout.
Player deploy	Near table edge (Barricadia side). All vehicles in starting zone.
Blockers	2 NAF transit enforcement vehicles. Sedan stats. Defense 11, ExoPlate 8. Start at midpoint. They do not attack. They block. Ramming costs 1d6 ExoPlate and 2 Heat. Going around costs time.
Drones	Sensor drones (not combat). Activate at end of each round. Move toward nearest player vehicle. If a drone gets within 3", roll 1d6. On 5 to 6: signal flagged. Advance Alert Level by 1.
Win condition	At least one player vehicle reaches the far table edge with the driver Raider intact.
Failure	All player vehicles wrecked. Or Alert Level reaches 4 before extraction. The hub is locked down on arrival.

SCENE: THE MUSK TUNNELS

Tunnel air tastes like the inside of a machine. Filtered, temperature-controlled, carrying a metallic edge from recycled air that has been through too many cycles. In Barricadia, that is luxury.

The tunnel carries engine noise differently than the surface. Sound bounces between concrete walls and arrives from multiple directions simultaneously. Players who came from the Raze will feel the temperature drop before they see the first sensor drone.

The NAF transit enforcement vehicles are fleet gray with a yellow corridor stripe. No style. The sensor drones are smaller than the combat units. Optical clusters mounted on six-limbed chassis that move with an insect stillness between activations. The red indicator light on each drone's chassis pulses on standby and goes steady the moment the sensor array locks onto a vehicle. Players will learn to watch for that transition. It is the only warning they get.

The two NAF blocker vehicles at the midpoint are doing their job correctly. They are not hunting. They are positioned across the tunnel to prevent unauthorized transit, and they will hold that position unless directly rammed. The drivers inside are having a conversation. Neither is looking at their sensor display. This matters at Alert Level 0 to 1. It stops mattering at Alert Level 2.

The Tunnel Run has no package. It is a pure traversal event. The goal is to get through without burning out or lighting up the security grid.

RULES IN PLAY

The Tunnel Run uses **Race Rolls (TACT)** for all vehicle maneuvers, the **Zone system** (Locked In to Chase to Trailing to Burned), and the **LINE** currency as defined in CH02.

Tight tunnel corridors count as obstacles for Drift actions. NAF blocker vehicles at the midpoint require a Drift roll (Ordinary 4+) to pass without contact.

Alert Level tracks how much noise the players make. Every drone contact, every collision with a blocker, every burnout advances it by 1. Alert Level at the end of the Tunnel Run modifies the facility approach in Beat 4 and sets the opening value of the Security Pressure track for the Extraction Sprint.

DRIVER ASSIGNMENT

Razborki is the designated driver if he is functional.

Roll 1d6 before the event begins. On 1 to 2, Razborki is non-functional (nectar). Replace him with a player-controlled Raider who suffers -2 to all Race Rolls (TACT) for this event. Jockey LINE starts at 2 instead of 3.

If a Jockey is carrying passengers or cargo, they begin the scene in Chase Zone rather than Locked In.

GM Tip. If Razborki rolls non-functional, do not narrate it as failure. Narrate it as Razborki sliding into the back seat saying "I am useless tonight, you drive, I will guide." The replacement Jockey is a player choice, not a punishment.

ALERT LEVEL EFFECTS ON THE FACILITY

The Alert Level reached at the end of the Tunnel Run determines the state of the maintenance hub when the players arrive.

ALERT LEVEL	EFFECT ON FACILITY (BEAT 4 ENTRY)
0	Hub entrance unguarded. Maintenance credential not required. Players walk in.
1	One security tech at the entrance. Credential passes easily. No questions.
2	Two operatives. Credential required. They scan it. It passes, but they log the entry.
3	Two operatives, one supervisor. Credential passes but the supervisor wants to verify by comm. Players have until end of their next action before he connects.
4	Lockdown. Entry via credential impossible. Players must find the secondary route from the partial facility map. A maintenance crawlspace bypasses the checkpoint but adds one round to the facility approach clock.

D6: TUNNEL RUN COMPLICATIONS

Roll at the start of each new round of the Tunnel Run. On 1 to 2, a complication occurs. On 3 or higher, the round runs as normal. Complications stack with the Alert Level system. They add pressure, not replace it.

ROLL	COMPLICATION
1	Maintenance crew. Two workers in a marked van are parked in the right lane ahead, running a scheduled repair. Not hostile. Not armed. Completely in the way. Going around them takes an extra Move action. Ramming them advances Alert Level by 1 and generates a worker injury report in the system within 10 minutes.
2	Sensor grid update. Monitor Central just pushed a firmware patch to the tunnel drone network. All drones recalibrate. Skip their normal activation this round, then activate twice next round. Players who figure out the pattern can exploit the gap. Players who do not get hit twice.
3	Stalled vehicle. A civilian ground transport has broken down in the left lane. Hazard lights on. Civilian inside, on a comm call, not paying attention to traffic. Narrow gap on the right. Players must decide: go around (safe, costs positioning) or thread the stalled vehicle against the barrier (fast, Roll vs. Defense 10 or take 1d6 ExoPlate from the scrape).
4	Emergency broadcast. Monitor Central pushes a transit alert through the tunnel's public address system. A stolen vehicle report that matches the description of one of the player vehicles. The blockers at the midpoint get a priority update on their screens. They do not look up from it yet. Players have one round before they do.
5	Tunnel section goes dark. A lighting failure in the next 12" of tunnel. No visibility beyond 3". Sensor drones in the dark section navigate by heat signature rather than optical. Thermal-management modifications help. Everything else hurts. The dark section clears in one round as emergency lighting kicks on.
6	Second team. Another vehicle appears at the far table edge moving toward the players. Not hostile, running the same tunnel in the opposite direction for unrelated reasons. Driver panics when they see the player vehicles and stops dead in the center lane. Everyone has to go around. Takes one round. Advances Alert Level by 1 for the noise it generates.

PACING THE RUN

The Tunnel Run wants to play in three movements.

The first lane. Open tunnel. Players read the route. Drift practice. Drone activations are textural, not threatening. Use this to teach the table the rules.

The midpoint. The NAF blockers. The decision: Drift past, ram through, or find a maintenance bay alternate. Each option costs something different. This is the beat that defines the run.

The far stretch. Drone density rises. Sensor flags accumulate. The maintenance hub door is visible. The Alert Level resolves on the last action of the last round.

GM Tip. End the Tunnel Run with the players outside the maintenance hub door, looking at the Alert Level on the table, knowing what is on the other side. Let them sit with it for a beat before Beat 4 starts.

WHAT HAPPENS IF

Razborki is non-functional and the replacement Jockey crashes out. The vehicle is wrecked. The Jockey takes 1 FW + Prone in the current Zone. Other players can continue on foot through the tunnel maintenance corridors. The maintenance corridors run parallel to the main tunnel and add one round to the approach. Pressure +1.

Alert Level reaches 4 before any player reaches the far edge. The hub locks down. The players must abort the tunnel run and find an alternate approach. Run the secondary maintenance crawlspace as a Standard OT infiltration scene. The Bright Signal continues, with worse intel and a tighter clock.

A player vehicle scores a Nat 6 on a final-stretch Commit and arrives at the hub at Alert 0. Reward it. The maintenance hub is unguarded. The Beat 4 entry is silent. The player gets to live with the thing they earned.

09/

BEAT FOUR

*The room is clean. Medical clean. Not like a lab.
Like a room someone intended to be in for a long
time.*

CHAPTER 9. BEAT 4: THE FACILITY

The room is clean. Medical clean. Not like a lab. Like a room someone intended to be in for a long time.

Location. Monitor Central sublevel. Low Coast seawall. **Mode.** OT infiltration plus Raid Racer extraction.

The facility runs in three sectors. The players move through them in order. Each sector hands off to the next on a clock the players are tracking against the contract renewal countdown.

SECTOR A: MAINTENANCE ENTRY

Standard NAF utility infrastructure. Nothing looks out of place. That is the tell.

The entry level is a working water reclamation relay. Maintenance workers run a 12-hour rotation. The credential works here, modified by the Alert Level from the Tunnel Run.

A maintenance tech named **Henk** is finishing his shift early. He took this shift for the overtime. He wants to go home. He will not look closely at credentials if the players give him a plausible reason to leave. He will raise an alarm if anything feels wrong.

What this sector delivers. A passcard for one of the two sublevel access routes (on Henk's belt). The second route is on a panel schematic the players can read while he is not looking.

GM Tip. Henk has a kid at home. Let the players decide whether to engage him as a human being or an obstacle. Both work. The emotional cost is different.

SCENE: SECTOR A

The water reclamation relay looks exactly like what it is supposed to be. That is what makes it wrong. NAF utility infrastructure this clean, this precisely lit, in a seawall foundation that does not appear on any public registry. Someone spent money on the cover.

Henk's toolkit is consumer-grade, same brand as every outer-district repair shop. His uniform is standard NAF maintenance issue, unwashed but intact. He is what the credential said he would be. A man finishing a shift, thinking about a kid at home.

The access panel to the sublevel route is behind a secondary junction box. The panel has a combination lock that has been defaulted to the last four digits of the facility's internal ID number. The kind of shortcut taken by maintenance workers who open the panel twice a year and do not want to look up the code. A player who reads the facility ID number from the junction box label has the combination without a roll.

SECTOR B: THE SUBLEVEL CORRIDOR

The map ends here. What is ahead is what Frequency could not see.

Below the maintenance level, the infrastructure changes. Filtered air. Steady temperature. Power draw that does not match a relay station. Forty meters under the seawall foundation.

Two NAF security operatives at the junction. Professional and alert. They are running deterrence protocol, not engagement protocol. A credible cover story or a maintenance emergency will redirect them more effectively than a firefight.

A wall terminal shows asset classifications. Seven entries. All names. All contract status. **BRIGHTLY_R is third from the top.** Status: ACTIVE. Contract renewal: 21 hours. The other six names are below it.

GM Tip. The six other names on the terminal are GM-populated from the campaign. At least one should be someone the players have heard of. The discovery that Renn is one of seven should land like a weight.

D6: THE SIX OTHER NAMES

Populate the terminal list when players access it. Roll for each of the five unknown names (Renn is the sixth, already known). Names connect to different factions. The more players know about the world, the harder this list hits.

ROLL	ASSET CLASSIFICATION
1	A retired Raid Race Jockey, four seasons ago. Listed as ACTIVE. Status: ROUTE PREDICTION. The players may have heard the name as someone who "left the circuit to focus on family." Contract renewal: 14 months.
2	A current Raid Race competitor still running the circuit. One the players may have raced against or interacted with. Listed as ACTIVE. Status: COMPETITOR BEHAVIORAL MODEL. Contract renewal: 6 weeks. This one is recent. This one was taken recently.
3	A signal intercept specialist. Listed as ACTIVE. Status: COMMUNICATIONS PATTERN ANALYSIS. If Frequency is in play, this name is someone she knows. A colleague who vanished three years ago. She said they burned out. The GM decides whether to tell her or let the players carry it.
4	A gene-forged with documented navigational enhancement. Listed as ACTIVE. Status: TERRAIN MAPPING INTEGRATION. Contract renewal: 9 months. The name appears on a missing persons report that was never resolved. The report was filed by a family in the outer districts. The report is five years old.
5	Listed as SUSPENDED. Status: SYSTEM INTEGRATION FAILURE. Contract renewal: TERMINATED. This one did not survive the process. The entry's timestamp is two years ago. No further documentation. Players who look for a second file find it locked under Director Vond's personal authorization.
6	A name the players recognize from the current campaign. Someone living, working, and apparently free. The GM populates this with whoever would hit the table hardest. Listed as ACTIVE. Status: SOCIAL NETWORK MAPPING. Contract renewal: 3 months. They have no idea.

SECTOR C: THE LINK ROOM

He is not asleep. He is somewhere else, and he has been there for five years.

SCENE: THE LINK ROOM

Medical-clean. White surfaces that have never seen natural light. The air smells like nothing. Filtered past the point of smell, which is its own kind of wrongness after the seawall corridor's salt-and-concrete.

The biometric monitoring rigs are commercial medical equipment, not military. Consumer brands. Someone ordered these through a legitimate supply channel, paid the catalog price, filed the purchase order. There is a small cot in the corner that has been slept in regularly. An orderly, rotating, someone who checks on him. That detail is worse than the equipment.

Renn Brightly looks like his file photo if you add five years and subtract the decision to be present. His eyes are open. The iris response is normal. He tracks motion. When a player moves across the room, his gaze drifts. Not to follow the movement, but away from it, toward whatever the model is showing him right now. His hands are unrestrained. He has not tried to leave.

A single reclining unit at the center. IV lines, neural interface crown, biometric monitoring. He is alive. His biometrics are active. His brain activity is high. He does not respond to his name, to touch, or to sound. He is running the prediction model.

The terminal beside the unit shows his current task in plain text. No encryption on the display. Whoever runs this facility does not expect anyone to be here who is not supposed to be.

The terminal shows: cross-referencing Jaguario team movement data from the last six events against projected route choices for the upcoming Ring Road qualifier.

Disconnecting the neural link requires a shutdown sequence from the terminal. The terminal requires Director Vond's authorization code. The players do not have it.

They have 20 minutes before the corridor security runs a check.

GM Tip. Do not rush this scene. Give the players the weight of it before the clock pressure starts. A man alive in a machine that is using him. This is the moral core of the adventure.

VOND'S FORGED AUTHORIZATION

In the physical archive in Sector C: one shelf, one folder, the original authorization for the program. Vond signed it. The signature is forged. She forged it because the actual official who would have signed off was on medical leave for the relevant week and Vond did not want to wait.

A player who finds the folder has leverage on Vond for the rest of the campaign.

D6: WHAT RENN SAYS

Use this table when Climax Variable 1 triggers, or any time the GM wants Renn to surface briefly. Roll once per window. Each window lasts approximately 90 seconds of in-world time. He may not say everything on the result. The model keeps pulling at his attention and he loses words mid-thought.

ROLL WHAT HE SAYS

- 1 "Tell Lita. Tell her I am sorry I was good at something I should have kept quiet about." He does not ask to be saved. He asks about Mo Money. He knows what Mo Money did. He has had five years to think about it. If players do not bring Mo Money up, he does.
 - 2 "The other six. You found the list." He already knows they accessed the Sector B terminal. The model runs on the same system. He can name three of the six if players ask. He refuses to name them if players do not ask. He says: "They did not earn this. Make sure they earn it."
 - 3 "The drones got better because of me. Every season they got better. Every Jockey who burned out." He stops. Comes back. "I could not stop it from in here. I tried. The model does not have an off switch." He pauses. "They told me it did."
 - 4 He asks about the Ring Road Enduro. Current standings. Who is running the Manta Wing. Whether Jaguario made it to the qualifier. His face changes when he hears the answer. Not sadness, something more specific. He has been watching every event from inside the system that runs the drones that hunt the competitors. He knows their routes better than they do.
 - 5 "Vond's authorization. The original. It is in the physical archive. Third shelf, green folder." He gives them exactly this. Then: "I have been waiting for someone to come for that folder longer than for someone to come for me." He means it. He is not being cruel. He is being accurate.
 - 6 He asks for the players' names. He repeats each one once, quietly, like he is filing them somewhere the model cannot reach. Then he says something about the weather in Lost Angeles. Something specific and impossible to know from inside a sublevel beneath the seawall. His eyes go unfocused again. He is back in the model. The weather comment stays with the players after.
-

THE EXTRACTION SPRINT

// RAID RACER

Once the players resolve the Link Room, whatever they decide, the facility goes to alert. The moment they exit the maintenance hub, the road becomes a Raid Racer event. Their vehicles, or Razborki's vehicle if functional, are already positioned in the Low Coast seawall access road.

The extraction sprint runs from the maintenance hub to the Low Coast suborbital launch point. The same extraction zone used in standard Raid Race events. This is the final physical sequence of the adventure. Whatever was resolved in the Link Room rides in the vehicle.

SETUP

PARAMETER	SPEC
Table size	3' × 4'. Open coastal road with seawall barriers and maintenance structures.
Terrain	Seawall parapet (impassable, elevated edge), desal conduit pipes (rough ground), maintenance storage containers (blocking). One long straight down the coastal road, interrupted by two chokepoints.
Player deploy	Near edge (maintenance hub side). Vehicles start in Gear 2.
The package	Whatever was in the Link Room. If Renn was extracted, he is the package, treated as a carried-objective token on the primary vehicle. If the players extracted data or the Vond authorization file, that is the package instead.
Extraction zone	Far table edge (suborbital launch point). A single vehicle reaching the zone with the package wins the event.
Security Pressure	Opens at the Alert Level reached during the Tunnel Run (0 to 4). Advances by 1 each round automatically. The facility alarm is live. Destroying a drone costs +1. Lethal force against any operator costs +2. At 4: Monitor Central reinforcements. At 5: Pressure ticks again at start of each round. At 6: event blown, Renn is moved before extraction arrives.
Drone response	Vond notified when alarm sounds. Her travel time is 4 turns. If she arrives before extraction, she deploys a Command Drone (ExoPlate 8, Defense 14, gel-cannon + taser grapple). The Command Drone targets the package carrier only.
NPC rival	If Javier Monsoon is in play (campaign mode), a Los Creeps vehicle may appear at table entry on Round 2. They want the data on that terminal too. They are not enemies. They are not allies. The GM decides what they do.

The Extraction Sprint is not a clean getaway. It is the moment where the players find out what their Raid Racer team is actually built for.

A vehicle carrying Renn (if alive) cannot make called shots to cargo without automatically failing. He is not a data disc. Handle him as a living passenger.

If Razborki was non-functional during the Tunnel Run and the players had to improvise an extraction driver, that driver still suffers -2 to all Race Rolls (TACT) for this event. Any Jumpers acting during the Extraction Sprint use Raid Rolls and track GRIP normally. FLOW states carry over from the facility infiltration if the GM judges no scene break has occurred.

// RAID RACER

The Extraction Sprint should feel like the season's heat coming down at once. Drones, the Security Pressure track, Vond's travel timer, and whatever the players are carrying. The campaign has been building toward this road. Make it count.

DIRECTOR VOND'S COMMAND DRONE

If Vond arrives during the Extraction Sprint, she deploys her Command Drone. The drone targets the package carrier only.

Stats. - ExoPlate 8. - Defense 14. - Gel-cannon: 3 Heat on hit. - Taser grapple: applies the Stall condition on a successful hit. - MOBI 8". Aerial chassis, ignores ground terrain.

Stall. The vehicle cannot Commit on its next activation. It can Drift, Block, Line Read, or Emergency Evade. The Stall ends at the start of the following round.

10/

BEAT FIVE

There is no version of this where everyone gets what they wanted. There is a version where everyone gets what they chose. That is different.

CHAPTER 10. BEAT 5: RESOLUTION

There is no version of this where everyone gets what they wanted. There is a version where everyone gets what they chose. That is different.

Lita Brightly

Location. Variable. The Low Coast launch point. The Tooth and Gear. Vasca's stall in The Raze. **Mode.** Aftermath. Standard OT.

The resolution is determined by the Climax Variables and the players' choices in the Link Room. Regardless of outcome, five things must be true at the end of the adventure.

- Lita Brightly knows the truth about her father.
 - Mo Money's role in the original capture is either exposed or one revelation away from it.
 - The six other names on the terminal are in the players' possession.
 - Director Vond knows the facility was accessed. She does not yet know by whom.
 - Frequency has enough material for the story she has been building.
-

THE CLOCKS

MAIN CLOCK

Contract Renewal. 36 hours from end of Beat 2. When the clock runs out, Director Vond's audit renews or terminates the program. Termination means decommission within 6 hours.

SECONDARY CLOCKS

Credential Validity. 48 hours from acquisition. Burned early? Fewer options inside.

Razborki's Window. Variable. Roll at Tunnel Run and again at extraction. 1 to 2 on 1d6: non-functional, -2 to all Race Rolls (TACT) for that event.

Alert Level. 0 to 4 accumulated during the Tunnel Run. Modifies facility entry and patrol state in Beat 4.

Facility Check Cycle. 20 minutes from Link Room entry. Security checks the corridor every 20 minutes. Players count this.

Vond Travel Time. 4 turns after alarm sounds during the Extraction Sprint. She brings the Command Drone.

CLIMAX VARIABLES

Roll 1d6 once when players enter the Link Room, or choose the variable that best reflects the choices they have made to get here.

ROLL	VARIABLE
1	The shutdown sequence is interrupted mid-process. Renn regains partial consciousness for approximately 90 seconds. He asks for Lita. He asks about Mo Money. He knows what Mo Money did.
2	Director Vond arrives early. The audit was moved up. She enters from a second access route the players do not know exists. She already has the termination order signed.
3	RAID RACER TRIGGER. See below. The shutdown sequence causes Monitor Central's drone interdiction to fail citywide. Twelve competitors run blind in an active raid event. The chaos is live on every Feed. The Extraction Sprint happens inside this.
4	Renn cannot be safely disconnected. The link is too integrated. Disconnection kills him. Players can leave him running, destroy the facility (killing him), or find a third option within the check window.
5	Lita is with the players. When she sees her father, she freezes for one full turn. Then she goes for the terminal. She does not have the authorization code. She tries anyway.
6	Razborki shows up at the facility entrance, functional and armed, having followed the players against instructions. He has Mo Money's Monitor Central authorization codes. They work on Vond's terminal.

GM Tip. Variables 1, 4, and 5 are the hardest. Variable 6 is the one where the season's relationship threads do the most work. If Razborki has been played as a liability all season, his arrival with the right tool is the reversal that makes a campaign.

CLIMAX VARIABLE 3: THE OPEN CITY

The drones stopped responding. All of them. Every team still active in the Ring Road qualifier just got a free run. Nobody knows why. Nobody is waiting to find out.

Feed commentary, live

When Variable 3 triggers, the shutdown sequence cuts Renn's neural link mid-cycle. Monitor Central loses predictive capacity citywide. Every active Raid Race event is now running without drone interdiction. The chaos surfaces immediately on the Feed.

The Extraction Sprint runs simultaneously with a live Raid Race event on the same table. Add the following elements to the Extraction Sprint setup.

ADD-ON	SPEC
Rival teams	2 NPC Raid Race vehicles deploy from the near table edge at the start of Round 2. They are not targeting the players. They are running their own event. Chasing an NPC convoy package. They will collide with, block, or accidentally ram player vehicles. They are not enemies. They are chaos.
The convoy	An NPC convoy vehicle enters the far table edge in Round 1 and moves 6" per round automatically (standard Raid Race convoy rules). It carries a package unrelated to the players' objective. Rival teams are after it.
Security Pressure	Rival teams' event starts its own Security Pressure at 0. The players' Security Pressure track (carried over from the Extraction Sprint) continues to advance. Monitor Central drone interdiction is offline. Transit enforcement drones are still active and trigger Security Pressure advances for both tracks simultaneously when engaged.
Win condition	Players still need to reach the suborbital launch point with their package. The rival teams' event runs in parallel and does not need to resolve cleanly.

Variable 3 is the adventure's loudest scene. The extraction sprint was already a pressure cooker. Now there is a live event happening around it.

The rival NPC teams should feel like force-of-nature obstacles, not targeted enemies. They are doing their own thing. The players are doing theirs. The city does not care.

If the players are feeling clever, they can use the rival teams as interference. Drawing transit enforcement drones, blocking Vond's Command Drone line of sight, or even letting a rival team accidentally collect Vond's attention.

// RAID RACER

Variable 3 is only available if the shutdown sequence triggers before Vond arrives. If Vond is already on-table when this rolls, skip to Variable 2 instead. The timing matters.

D6: EXTRACTION SPRINT NPC DRIVER BEHAVIOR

If Climax Variable 3 triggers, or if the GM wants to add texture to the rival NPC vehicles during the Extraction Sprint, roll for each rival vehicle at the start of their activation. Re-roll each round. Behavior is reactive, not fixed.

ROLL	WHAT THE RIVAL VEHICLE DOES THIS ROUND
1	Cuts directly toward the convoy package, ignoring the player vehicles entirely. If a player vehicle is between the rival and the package, treat the rival as a ramming vehicle (Defense 10, 1d6 ExoPlate on contact). They are not targeting players. They simply do not care.
2	Brakes hard and repositions. A drone it was tracking has redirected toward the player vehicles, and it wants to use the players as a distraction. It drops back 4" and holds. Next round, it will move through whatever corridor opens up.
3	Runs a block on the nearest transit enforcement drone. Deliberately drawing it away from both the convoy and the players. Risky. Smart. They know what they are doing. Players can use the opening this creates if they are fast.
4	Loses its nerve at a chokepoint and stops. The vehicle is functional. The driver is not moving. This vehicle is now terrain for one full round before the driver overcomes the hesitation. Any vehicle that was behind it has to go around.
5	Goes for the package simultaneously with the players. Not hostile. If the players have the package and this vehicle gets alongside them, the rival driver makes a hand signal that could be interpreted as an offer to share the extraction zone. This is not in their mission brief. The GM decides if they mean it.
6	The rival vehicle has taken a drone hit and is trailing smoke. It moves at half speed this round and is clearly not going to make the extraction zone. The driver looks over at the nearest player vehicle. The GM decides what that look means.

LEVERAGE POINTS

Give operators something to break the scenario with.

The chassis sketch. Physical evidence from Vasca Threl. Useful for pressuring contacts and getting Frequency's immediate attention.

Alert Level management. Players who run the Tunnel Run clean keep the facility entry options open and lower the opening value of the Security Pressure track for the Extraction Sprint. Alert Level is the one resource entirely in player hands before they reach the hub. Every point saved here is one less round of pressure during the sprint.

The terminal list of six other names. Acquired in Sector B. Multiple factions will pay or threaten to get it back. Deciding what to do with this list is a campaign-level choice that outlasts the adventure.

Vond's forged authorization signature. In a physical archive in Sector C, one shelf, one folder. Changes the terms of any confrontation with her.

Mo Money's complicity. Not found in the document. Renn tells the players if Variable 1 triggers. Leverage over Mo Money for the rest of the campaign.

Razborki's authorization codes. Mo Money gave him legacy Monitor Central access codes years ago. They work on Vond's terminal. Mo Money still has active contractor status with Monitor Central. A relationship he has never disclosed to anyone.

The 20-minute check cycle. Established in Sector B. Players who find it have a precise countdown in Sector C. Players who push through have a surprise.

The rival NPC teams (Variable 3 only). The chaos of a live Raid Race event running through your extraction zone is a liability. It is also interference you can use if you think fast.

THE NOT-LINE

This is not a rescue mission. A rescue mission has a correct answer. Get the person out, go home. This adventure does not have that. Renn may not be extractable. Getting him out may kill him. The correct answer is whatever the players decide it is, and they have to live with it.

This is also not a vehicle game with a story attached. The Raid Racer scenes exist because the stakes need to be physical at the right moments. The investigation and the infiltration earn the extraction. The extraction earns the resolution.

THREADS THAT CONTINUE AFTER

The six other names. Whatever players do with this list generates future pressure.

Mo Money's involvement. If this surfaces before the Ring Road Enduro, the season's emotional climax changes entirely.

Director Vond. She knows the facility was accessed. She will find out who. Longburn antagonist.

Frequency's story. Whether she publishes, and what it does to the program, Vond, and Mo Money, is a campaign-ending question.

Vasca Threl deserves an answer. If the players come back with the truth, she tells them who gave the capture order. The GM fills in who. The adventure provides the architecture.

GM Tip. Vasca's last piece of information should implicate someone the players respect.

RUNNING IN A DIFFERENT CITY

The Bright Signal was written for Lost Angeles 2060. Its architecture is portable. The adventure's dramatic core, a person turned into infrastructure, an impossible rescue at the center of a sport built on surveillance, works in any OT city that has an underground vehicle culture, a surveillance apparatus, and contested infrastructure where things get hidden from the people who own the surface.

The substitutions below identify the structural role of each Lost Angeles element. The clocks, leverage points, Climax Variables, and five-beat structure carry without modification. What changes is the atmosphere and the visual register of each scene.

LOST ANGELES ELEMENT	STRUCTURAL ROLE	REPLACE WITH
Barricadia	The outer district. Working-class, motorsport culture, the home team.	Any outer-ring district with a vehicle or performance culture squeezed by core priorities. The garage, the sponsor debt, and the emblem borrowed from something older are all portable.
The Tooth and Gear	Neutral ground. Noise-based surveillance countermeasure. Information economy underneath the entertainment cover.	A contested zone market, a transit platform with a bar culture, a licensed venue on a faction boundary. Needs one technical reason surveillance does not work inside it. Needs one person who knows everyone.
The Musk Tunnels	The Raid Racer transit corridor. Generates the Alert Level that modifies the facility approach.	Canal network (modified watercraft), elevated rail maintenance corridor, underground transit, desal conduit access. Needs sensor drones, enforcement blockers, a clear "far edge."
Low Coast seawall	The facility's outer shell. A working public utility that provides credible cover.	Flood barrier maintenance, water reclamation, power grid junction, atmospheric processing. Needs a Henk.
Suborbital launch point	The extraction zone. A high-traffic, NAF-adjacent endpoint that the sport uses as a legitimate finish.	Port departure staging, transit hub, elevated interchange. Where speed and legitimacy overlap and the NAF has a reason to look away.
Raid Race / Ring Road	The spectacle that makes the vehicle sequences meaningful. Runs despite NAF tolerance.	Underground canal racing, elevated highway runs, aerial drone racing through contested infrastructure. The Jockey/Jumper structure and package mechanics apply unchanged.

FLOODED LONDON VARIANT

The facility is inside the Thames Barrier maintenance substructure. The transit corridor is the underground canal network, navigable by modified shallow-draft craft. The Raid Racer scenes run as canal sprint events under the flood-line infrastructure while drone nets triangulate from the elevated positions above. The neutral ground is the Waterloo Interchange market. Kitbashed watercraft replace the flicker-paint ground vehicles. Everything else is identical.

GENERIC CITY FRAMEWORK

For any OT city not listed above, establish five elements before you run.

The outer district. Where the contacts live. Pride, financial pressure, distrust of the core.

The neutral ground. Where factions share a room. A technical surveillance countermeasure. Has a Bonzer.

The transit corridor. The Raid Racer route to the facility. Narrow. Sensor-patrolled. Alert Level generates here.

The facility shell. A working public utility containing a sublevel that should not exist. Has a Henk.

The extraction zone. The finish line. High-traffic. NAF-visible. The sport used it first. Now the operators are using it to leave.

11/

THE CAST

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

CHAPTER 11. THE CAST

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

Mo Money Jaguario, garage briefing

The 2060 Raid Race season runs through these people. Use them as antagonists, allies, complications, or rivals. 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

DEXX NARITA

Jockey. Team Jaguario.

Stock. Baseline human.

Origin. The Raze. Son of stim-addicted parents in the quake ruins east of Lost Angeles.

Drive. Become the first Raid Race champion from the Raze. Prove a kid from the rubble can be the best.

Fear. Losing control. Of his vehicle, his anxiety, his life. The great quake took everything stable from his childhood. He compensates with mechanical precision and obsessive preparation.

Weakness. Crippling anxiety. PTSD from the 2041 quake. Dexe can only eat astro-gels during race weekends to keep his stomach settled. He double-checks every bolt his mechanics touch because one failure could kill him.

Love. Engines. The sound of a machine running right is the only thing that calms him. His mechanical sympathy, the ability to hear what is wrong with an engine the way a musician hears a wrong note, is his greatest competitive advantage.

The Lie. "If I can control the machine perfectly, I can control the world around me."

The Truth. Control is an illusion. The people around him matter more than the machine.

Secret. Dexx knows Mo Money is manipulating him and Java against each other. He stays because leaving means admitting the Raze produces quitters, not champions.

Voice. Quiet. Honest to the point of social liability. Talks about engines the way other people talk about music. Does not hide his fear, which unnerves everyone around him because Jockeys are not supposed to admit they are terrified.

Signature Detail. Listens to retro-synth while wrenching on engines alone at night. The other Jockeys party. Dexx tunes.

JAVA MONSOON

Jockey. Team Jaguario.

Stock. Gene-forged. Commercial leopard-stock, originally commissioned as a luxury companion for a Glass Forest executive family. Repurposed after the commercial programs collapsed.

Origin. The Barrens. Southwest NAF territory. Grew up on an ostrich ranch after her commissioning family dissolved. The Stabilizing Free Army taught her to drive their rescue vehicles.

Drive. Win the Raid Race championship and give the Barrens a hero. Prove that commercial stock can compete with purpose-built operators.

Fear. That she is disposable. Built for someone else's amusement, thrown away when the market crashed, and now burning out her body in a sport that will forget her the moment she stops winning.

Weakness. A death wish disguised as bravery. Java's go-for-broke driving style has crashed more vehicles than any other Jockey in Lost Angeles. Her body is regrafted and incorporates cyber prosthetics from repeated injuries. She keeps an immuno-injector under her seat for a mid-raid boost, managing lingering effects from a contamination exposure in the Barrens.

Love. The moment of commitment. The instant before a corner where you are either going to make it or you are not. Java lives for that threshold. Everything else feels like waiting.

The Lie. "If I drive hard enough, it does not matter what I was built for."

The Truth. What she was built for does not define her. What she chooses to protect does.

Secret. Java's gene-forging template is showing signs of instinct bleed. Her reflexes are getting sharper, but her impulse control is degrading. The leopard-stock predator instincts that make her a spectacular Jockey are also making her increasingly reckless off the track. She has not told anyone.

Voice. Charming, loud, impossible not to like. The life of every party. Speaks in bursts. Laughs too easily. The energy reads as joy until you notice it never stops, even when it should.

Signature Detail. Handsome enough that she is constantly fending off romantic attention. Two suitors in particular, Denver Vanderwall and Ambrosia Deuce, will complicate her championship run.

JAVIER MONSOON

Jockey. Team Los Creeps.

Stock. Baseline human. Wealthy. Enhanced with licensed NAF performance augmentations.

Origin. Glass Forest. Heir to the Monsoon family hydro-power empire.

Drive. Win the Raid Race championship for Glass Forest. After years as runner-up, the 2060 season is his best chance.

Fear. That his family's support is not about pride. It is about the packages. Javier suspects his parents are using his racing career as cover for corporate intelligence acquisition.

Weakness. Arrogance built on real talent. Javier El Cid is considered the greatest Jockey of all time by every driver and team owner in Lost Angeles. His childhood racing aqua-sleds off the new-risen coast prepared him for the powerful rear-engine Los Creeps machines. You can barely see his hands move on the wheel. The arc of his acceleration is elegant and smooth. He is just too fast. And he knows it.

Love. Competition at the highest level. Javier wants worthy opponents. He does not want to win by default.

The Lie. "Talent is enough. The politics do not matter if you are the fastest."

The Truth. The politics are the race. The driving is just the part you can see.

Secret. Javier's vehicle has a hidden system that duplicates every package before delivery. His family receives copies of every piece of intelligence, bio-IP, and data that passes through his hands. Not even his Jumper knows. Javier is beginning to suspect that some of the packages he has been asked to acquire are not client requests at all, but his family's private shopping list. He is Java's brother. When he discovers his sibling is competing for Jaguario, the question becomes: protect the family secret or protect the competition.

Voice. Smooth. Controlled. A notorious party boy with an aristocrat's diction. Talks to everyone like he is doing them a favor by being in the room.

THE GARAGE

MO MONEY JAGUARIO

Team Owner. Jaguario.

Stock. Baseline human. Old enough to remember the pre-Upheaval world.

Origin. Barricadia. Started as a Jockey and mechanic for a ripoff team. Built the Jaguario organization from scavenged parts and street-level ruthlessness.

Drive. Save his company. The street vehicles are not selling. The raid machines are not winning. Jaguario must take the championship this year or go bankrupt.

Fear. Irrelevance. Mo Money built a dynasty in the wreckage of the Upheaval. Losing it means returning to the grime of a box-life campus. He would rather die at the garage than live as a nobody.

Weakness. He manipulates everyone around him. Pitting drivers against each other, exploiting their insecurities, pushing them to compete at the edge. Mo Money knows exactly what he is doing, and he does it because it works.

Love. The machines. Jaguario vehicles are his art. Flicker-paint finishes, old-school engine philosophy, the Calavera emblem pulled from Barricadia's Upheaval-era militia. Every machine that leaves his garage is a piece of him.

The Lie. "Winning is the only thing that keeps you alive in this world."

The Truth. The people he has sacrificed for winning are the ones who gave his life meaning.

Secret. Mo Money's dead son, Umbra, was killed during a Raid Race event that Mo Money arranged. The guilt drives everything. Kid Spin, a boy who works at a hoverboard shop near Mo Money's home, is Umbra's child. Mo Money watches the boy from a distance but has never acknowledged the connection. Mo Money also cooperated with Renn Brightly's capture, believing Renn would be held for a season and released. The Bright Signal exposes him.

Voice. Wears an AR shield to mask his emotions during business. Speaks in declarative sentences. Never asks when he can tell. The charm is a weapon. The silence between sentences is where the threat lives.

CALLIOPE JAGUARIO

Co-Owner. Jaguario.

Stock. Baseline human. Vandalian heritage. Old enough to remember box-life from the inside.

Drive. Save the company. Win or lose everything. Those are the only two options she recognizes.

Fear. Box-life. Gel-food. Managed poverty. She clawed out once and will not go back.

Complication. She knows about Willow Wiseblood. She has known for years. Her Vandalian temper is famous in three districts.

Voice. Loud when she is angry, louder when she is right, and at full volume when she is both.

WILLOW WISEBLOOD

Design Consultant. Jaguario.

Origin. Was engaged to a Jaguario Jockey who was killed during a raid event. Mo Money took her under his protection afterward.

Drive. Bring a design sensibility to Jaguario's consumer vehicles. Cleaner interiors. Different materials. She wants to make things beautiful. She also wants a legitimate role.

Secret. She is the one who convinced Mo Money to run the Manta Wing after he announced they were not. Changing Mo Money's mind is one of the few ways she can prove she has real influence.

THE CREW

POKI CHAINZ

Jumper. Team Jaguario.

Stock. Baseline human. **Origin.** The Raze. Grew up in the same quake rubble as Dexe. They built their first raid car together from salvage.

Drive. Be recognized as more than Dexe Narita's Jumper. He loves Dexe. He also wants his own name on the win.

Weakness. Persistent respiratory contamination from Raze exposure. Manages it with an immuno-injector he keeps under his raid suit for mid-event boosts.

Secret. Yakotai-Chen has already made contact. They want Poki to lead their Asian Pact team next season.

Voice. Manic, fast, and funny in a way that sometimes makes people forget he is also the most athletic person in any room.

RAZBORKI

Jockey. DJ.

Stock. Baseline human. **Origin:** Center Point music scene.

The look. Jaguario team livery three generations out of date, which he wears without embarrassment because he was there for all three generations. The flicker-paint on his vehicle is correct Jaguario burnt orange but he hand-painted a Calavera skull at the fuel cell housing in flat black after a sponsorship fell through. Slightly off-center, the proportions wrong in a way that is somehow right. His nectar of choice is the rail pour. He does not order the top shelf because the rail pour is faster.

Raid

Racer

role. Designated driver for the Tunnel Run and Extraction Sprint. Jockey (Race Rolls use TACT). Baseline TACT of 4. Treat as Good threshold for Race Rolls. Nectar addiction makes his reliability variable. LINE starts at 3 when functional. Starts at 1 when running impaired.

Reliability roll. Roll 1d6 before each Raid Racer event. On 1 to 2: non-functional, -2 to all Race Rolls (TACT) for that event. Another Raider takes the wheel, LINE starts at 2 instead of 3. On 3+: functional.

Variable 6. If Variable 6 triggers, Razborki shows up at the facility entrance with Mo Money's Monitor Central authorization codes. He followed the players because he has been carrying those codes for years and finally understands what they are for.

DENVER VANDERWALL

Freelance Mechanic.

Origin. Wetland South. Ran from a life fixing house-hab environmental systems and ended up in Lost Angeles fixing raid cars instead.

Role. One of two people competing for Java Monsoon's attention. Denver satisfies Java's wild side. He is physical, blunt, and genuinely good at the things she respects.

Pressure. As Java's instinct bleed worsens, Denver is the one who notices it first. The question is what he does with that knowledge.

AMBROSIA DEUCE

Anthropologist. Dominion Villas.

Origin. Dominion Villas enclave. AI-educated. Has never needed anything that was not already provided.

Research Question. Why do people voluntarily risk death for something the NAF infrastructure guarantees will never improve their material situation?

Complication. The second person competing for Java's attention. She links Java back to the corpo world. The fact that Java keeps seeing her despite this tension is data Ambrosia has not figured out how to code yet.

BONZER KABESH

Recruiter. Jaguario.

Origin. Barricadia. Ex-Jockey. Career-ending crash six seasons ago. Knee never healed clean.

Can Get. Access to the amateur circuit. Introductions to Mo Money. Vehicle specs for any team in the spread.

Wants. A winning season. His recruitment record is his career. If the drivers he found do not perform, he is out.

Fears. That Mo Money will discover he has been skimming finder's fees from sponsor contracts.

Current Pressure. A rival recruiter from Los Creeps has been poaching amateur talent before Bonzer can get to them.

Drives. An exotic Jaguario with a hole in the floor where they drained the last driver's blood.

THE PRESS

LITA BRIGHTLY

Jumper. Vlogger.

Stock. Baseline human.

Origin. Blue Springs. Suburban NAF residential district. The daughter of loving parents.

Drive. Discover what happened to her father, who she believed was a traveling corporate employee until she found evidence he had a secret life as a Raid Race Jockey. Whether he was killed or captured, Lita does not know. She entered the sport to find out.

Fear. That the truth about her father will be worse than not knowing.

Weakness. Lita's investigation makes her a threat to people who have reasons to keep the past buried. She is smart enough to get close to the truth and not quite experienced enough to know when she is being used.

Love. Journalism. The story. Lita's instinct for content, her eye for the revealing detail, and her willingness to put herself inside the action to get the shot are what got her into Raid Race. Her uploaded footage from inside raid events gained an audience because nobody else was willing to show the sport from the participant's perspective.

The Lie. "If I find out what happened to my father, I will have the closure I need."

The Truth. Closure is not an answer. It is a choice about what to do with what you learn.

Secret. Lita's father was Mo Money's Jockey on the night he disappeared. Mo Money knows what happened. He has not volunteered the information.

Relationship. Her boyfriend and Jockey, Razborki, is an EDM DJ whose nectar addiction is jeopardizing their partnership. Lita needs him functional to keep competing. Razborki needs the raid circuit to fund his habit. The dependency runs both directions.

Voice. Athletic, brilliant, observant. Asks questions that sound casual until you realize she already knows half the answer. Documenting everything, always.

FREQUENCY

Signal Pirate. Mission Architect.

Origin. Former Feed journalist. Got unverified for asking the wrong questions. Has been intercepting Monitor Central traffic for two years from a rotating series of Center Point safe houses.

The look. Ghost kit. Nothing identifiable to any faction or market. The only expensive item she carries is her intercept array, housed in a case that looks like a commercial music production kit from 2047 with the manufacturer sticker still on it. The sticker is not accidental. Her personal register is a journalist's register: practical gear, no dead stack, nothing that marks her as someone who has been anywhere. She built that invisibility on purpose and it took years.

What she wants. The story. She has been building the BRIGHTLY_R file for two years. She needs operators to confirm the intel and get physical evidence she cannot pull remotely.

What she is afraid of. The Cyber Syndicate. Someone has been probing her communication intercept array with military-signature probes. She gives this information if asked. She does not volunteer it because it would make her look like a liability.

In Raid Racer scenes. Overwatch only. She can relay Monitor Central patrol timing once per Raid Racer event. She can tell the players when the next drone activation is coming (skip the drone's end-of-round movement for one round).

Voice. Precise. Former journalist habits. Asks questions in clusters. Angry in a very controlled way.

THE ANTAGONIST

DIRECTOR AMARAS VOND

NAF Oversight. Neural Link Program.

The look. Full NAF bureaucratic presentation. She does not wear AR shielding in office settings. That is a tell for people with something to hide. She wears it in fieldwork because fieldwork is the only context where her expressions are ever relevant to anyone else. Her Command Drone is the most expensive piece of equipment on any table she appears at. Cleaner and more dangerous than anything the operators are running. She chose it for exactly that reason.

What she wants. The program to survive the audit. She built it. She believes it works. She is prepared to defend this to anyone.

What she is afraid of. The original authorization had a signature she forged. The audit surfaces it if anyone looks closely.

In Raid Racer scenes. If she arrives during the Extraction Sprint, she deploys a Command Drone (ExoPlate 8, Defense 14, gel-cannon that deals 3 Heat on hit, taser grapple that applies the Stall condition on a successful hit). She does not drive herself. She directs.

Voice. Economy of words. Never raises her voice. Most threatening when she is being helpful.

RENN BRIGHTLY

Asset BRIGHTLY_R.

Current state. Conscious at a functional level. Running the prediction model continuously. Brief windows of surface awareness when the model pauses.

What he knows. Everything Monitor Central has used him for. Every event. Every competitor. He knows about Mo Money. He has had five years to think about it.

If he speaks (Variable 1). He does not ask to be saved. He asks players to tell Lita he is sorry he was good at something he should have kept quiet about.

Voice. Incomplete sentences. The model keeps pulling at his attention. He loses words mid-thought.

THE WITNESS

VASCA THREL

Retired Jockey. Beat 1 Witness.

The look. Stripped kit that has been stripped so long it stopped being a statement and became a posture. Three-layer jacket, NAF transit surplus at the original cut, unrecognizable now. Dead stack at the collar: a Jaguar B-team badge, two expired race credentials, one medical tag worn smooth on one side from five years of fingers finding it in the dark. She is not performing anything. She retired from performing anything the night Renn disappeared.

What she gives. The chassis sketch. The correct timeline. She wants to know if he is alive.

After the adventure. She has one more piece she has been holding. She saw who gave the capture order the night Renn was taken. She tells the players this when they come back with the truth.

Voice. Dry. Has been waiting five years to be useful. Not going to waste the moment.

CONTACTS

DR. SILK

Black-Market Gene-Clinic Operator.

Can Get. Gene-forged medical stabilization. Template drift assessment. Immuno-injector supply. Off-grid medical records.

Wants. Specimens. Conducting unauthorized research on instinct bleed. Trades services for biological samples from gene-forged competitors experiencing template drift.

Fears. NAF medical regulatory enforcement. Her clinic operates in Barricadia's gray zone.

Current Pressure. Her immuno-injector supply chain just collapsed. Someone is buying up the entire market.

KID SPIN

Hoverboard Shop Worker.

A boy near Mo Money's home. Umbra's child. Does not know his connection to the Jaguario legacy. A living reminder of everything Mo Money has sacrificed.

GM Tip. Kid Spin is a campaign-level lever. Use him in downtime scenes. Players who notice Mo Money watching the boy from across the street are looking at the season's emotional spine.

12/

MISSION SEEDS

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

CHAPTER 12. MISSION SEEDS

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

Poki Chainz, pre-event pep talk

The Bright Signal carries one campaign arc. The season has more raids than that. This chapter collects mission seeds for sessions outside the Bright Signal. Use them as one-shots, between-beats sessions, or the connective tissue of a longer Raid Race campaign.

Each seed is one paragraph plus the three lines a GM needs at the table: objective, clock, complication. Build the rest from the cast in CH11 and the city in CH04.

THE ALTO CITO AMATEUR

Objective. Win an amateur raid event to earn a Jaguario contract.

Clock. Monitor Central dispatches heavy drone response 20 minutes after the first breach alarm.

Complication. A competitor dies in a crash during the event. The death triggers a crackdown cycle. Every amateur raid in the spread will be targeted for the next two weeks.

A patron-funded amateur event in Alto Cito. Trust-fund kids in the audience. Three contender teams plus the players. The dead competitor is somebody Bonzer recruited last season. The death is on his record. He will tell the players who pulled the trigger if they bring him a bottle and an hour.

THE GLASS FOREST INTERCEPT

Objective. Steal a corporate data core from an NAF logistics convoy transiting through Glass Forest.

Clock. The convoy reaches its hardened destination in 12 minutes.

Complication. Team Los Creeps is running the same raid. Javier Monsoon is in the field. Whoever gets the package first also gets the intelligence that reveals what the Monsoon family is really collecting.

Glass Forest is a surveillance trap. Run light, run fast, or do not run here. The convoy moves through the financial center on a published route. The published route is a feint. The real route changes at minute 4. Monitor Central drone density is double the spread average. Javier Monsoon's vehicle has the duplication system. Players who succeed get the package and one piece of intel about how the Monsoon family receives copies of every package their son has ever delivered.

THE LUMICITE RUN

Objective. A classified containment transport is passing through the Musk Tunnels. The client wants what is inside.

Clock. The transport's AI security will trigger a tunnel lockdown within 8 minutes of the first breach.

Complication. The package is a Lumicite sample. When the team opens the shielded container to verify, they realize every faction on Earth will kill for what they are holding. The original client is the Brotherhood of Shadows. The Syndicate also wants it. The team must decide who gets the delivery, knowing the choice will have consequences that outlast the season.

Lumicite changes the stakes. A Lumicite sample is a faction-level asset. The Brotherhood of Shadows pays in pre-Upheaval artifacts and quiet protection. The Syndicate pays in bit-chits and the threat of killing the team if they decline. The player decision should be hard. The consequences should be permanent.

THE BARRENS EXTRACTION

Objective. A person of interest is being transferred through a detention convoy. The client wants them alive.

Clock. The convoy reaches the private detention facility in 15 minutes. Once inside, extraction becomes a full military operation.

Complication. The person inside the transport is connected to Lita's father's disappearance. Extracting them advances the investigation. Failing means the trail goes cold permanently.

Run this seed before The Bright Signal as a setup or after as a campaign continuation. The person of interest is one of the six other names from the BRIGHTLY_R terminal. Their testimony, if extracted, surfaces Mo Money's complicity earlier than the Bright Signal allows. The choice is the GM's.

THE RING ROAD QUALIFIER

Objective. Finish in the top three of a qualifying event to secure a spot in the Ring Road Enduro.

Clock. The qualifying window is one event. No second chances.

Complication. Mo Money orders Java to let Dexx win. Java's instinct bleed makes compliance physically difficult. Her gene-forged reflexes override her judgment at speed. Dexx does not know about the order. If he wins and finds out it was arranged, it will destroy him.

The qualifier is a four-team event. Jaguario fields two cars. Los Creeps fields one. A wildcard amateur completes the grid. Run on a Ring Road segment, not the full orbital. The choreography of who finishes where carries the campaign's emotional weight. If Java wins, Mo Money is furious. If Dexx wins clean, the secret persists. If Dexx wins dirty, the secret holds for one more event.

THE TOOTH AND GEAR INCIDENT

Objective. A faction intelligence operative has infiltrated the Raid Race social scene at the High Top Towers. Identify them before they compromise the club's operational security.

Clock. The operative's handler expects a data drop within 48 hours. After that, the operative burns and disappears.

Complication. The operative is someone the players trust. Identifying them means burning a relationship. Protecting them means becoming an accessory to faction espionage.

No vehicle scenes. Pure social investigation at the High Top, the Tooth and Gear, and the Center Point streaming infrastructure. Players canvas the bar, the streaming booths, the rooftop nectar gardens. The operative is GM-populated. Pick from the cast. The choice should hurt.

THE MANTA WING TEST

Objective. Field-test the Manta Wing in a low-stakes amateur event. Bring it back intact.

Clock. The chassis test window is one event. Mo Money will not authorize a second.

Complication. Three of Jaguario's mechanics quit during the test. They take their tools and one half-built consumer-line prototype. Someone is funding their exit. The Manta Wing's chassis instability is not an accident.

The Manta Wing is a Light chassis with a Wreck Threshold of 3. One bad sequence ends the event. The mechanics' departure is a warning. The half-built prototype showing up at Los Creeps within the week is a confirmation. The campaign-level question becomes: who paid the mechanics, and what did they pay for.

THE MONITOR GAP

Objective. Identify the source of a four-minute Monitor Central blackout that occurred during last week's amateur event in Barricadia.

Clock. The next blackout is scheduled. The intel will surface within seven days, then bury.

Complication. The blackout was authorized. Someone with NAF authority turned Monitor Central off for four minutes. The question is who, and why. Pursuing the answer puts the players in the path of an internal NAF investigation they were not invited to.

The Monitor Gap is a campaign-level mystery. The blackout is real. The authorization is real. The reason is a GM decision. Possible answers: a Cyber Syndicate operation, an EO test of Monitor Central's response gaps, a Brotherhood archaeological recovery, or an internal NAF maneuver involving Director Vond or her superiors. Pick one. Plant the evidence in three different mission seeds.

THE SEAWALL DISCOVERY

Objective. A Low Coast seawall maintenance crew found something during repairs. Pre-Upheaval construction underneath the seawall foundation. They sealed it back up and filed no report. The client wants to know what is down there.

Clock. The maintenance crew rotates off the job in three days. After that, the access window closes.

Complication. The pre-Upheaval construction is connected to the Monitor Central neural link facility. Players who go through the seawall access route surface inside Sector A of the Bright Signal facility. Run this as a sister approach to The Bright Signal or as a separate investigation that connects later.

Use this seed as a Bright Signal alternate entry, or as a standalone discovery that hands the players information they do not yet know how to use. The pre-Upheaval construction is real. What it is, and what it was built for, is a campaign-level mystery the GM populates.

THE SPONSOR'S SHADOW

Objective. A new sponsor is offering Jaguarío a multi-event contract. The terms are too good. Find out who is actually funding the offer.

Clock. Mo Money will sign in 96 hours unless the players bring him a reason not to.

Complication. The sponsor is a front for a Monsoon family corporate intelligence operation. Signing the contract exposes Jaguarío to corporate espionage liability across the rest of the season. Refusing the contract requires telling Mo Money something he does not want to hear.

Pure social and investigation. The players canvas the legal channels, the Feed analyst networks, the Center Point data brokers. The Monsoon connection surfaces if they push hard enough. Telling Mo Money is the actual challenge.

THE YAKOTAI RECRUIT

Objective. Yakotai-Chen has approached Poki Chainz with a contract for the next season. Poki is considering it. The team wants to know what Poki has told them.

Clock. Poki's decision deadline is 14 days. Contract signs at the start of next season.

Complication. Yakotai-Chen wants to know about the Manta Wing's chassis vulnerabilities. Poki has been answering. He is not betraying Jaguarío. He is auditioning for his next employer. The line is thin and Poki cannot see it from where he is standing.

No vehicle scenes. Pure interpersonal pressure. The players talk to Poki. They talk to Yakotai-Chen's recruiter. They talk to Mo Money. They watch which conversation Poki tells the truth in. The campaign-level outcome shapes the Ring Road Enduro.

THE OLD FRIEND

Objective. A retired Jockey from Mo Money's first season has surfaced in Lost Angeles asking for a meeting. He says he has information Mo Money will pay to suppress.

Clock. The meeting is in 48 hours. Mo Money has not been told.

Complication. The information is about Umbra's death. The retired Jockey was on the team. He saw what Mo Money arranged. He has waited eighteen years to use the leverage. The players are the ones who decide what happens at the meeting.

A campaign-spine seed. Run after the players are deep in the Jaguario world. The retired Jockey is GM-populated. His leverage is real. The question is whether the players warn Mo Money, exploit the leverage themselves, or let the meeting happen and see what the retired Jockey does.

D6: QUICK MISSION GENERATOR

When the table needs a fast raid and the GM does not have time to prep, 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: location.

ROLL	LOCATION
1	Glass Forest convoy
2	Barricadia logistics node
3	Alto Cito amateur circuit
4	Center Point hardened transport
5	Low Coast launch staging
6	Musk Tunnels transit

Third roll: complication.

ROLL	COMPLICATION
1	Rival team is running the same raid
2	Package is mislabeled. The actual contents are worse.
3	A spectator is filming. The raid will be on the Feed in 90 seconds.
4	Monitor Central drone response is 50% faster than expected. Somebody warned them.
5	The client is not who Frequency thinks they are
6	The package wants out and the package can talk

GM Tip. Combine the three rolls. The combinations write themselves. A Lumicite sample in Glass Forest with a Feed broadcast underway is one kind of disaster. A person of interest in the Musk Tunnels who can talk is a different kind of disaster. Trust the dice. Run what they give you.

13/

RAID LEXICON

Every neighborhood has a dialect. Every sport has a vocabulary. Raid Race has both, and they are louder than the engines.

CHAPTER 13. RAID LEXICON

Every neighborhood has a dialect. Every sport has a vocabulary. Raid Race has both, and they are louder than the engines.

Feed commentary, Lost Angeles cultural programming

The language of Raid Race grew out of three pressures. The sport's mechanical specifics. The neighborhoods that produced the teams. The faction infrastructure the sport runs through and against. Use these terms in NPC dialogue, on the wall, and in field commentary. They mark a person as someone who has been there.

This chapter has four parts. **Sport Terminology** is the language of the race itself. **Race-Floor Slang** is what the drivers and Jumpers say to each other. **Lost Angeles Vocabulary** is the haecceity layer. The words that only mean something in this city. **Idioms and Sayings** is the proverbs of the sport. The lines you use to end an argument, or start one.

SPORT TERMINOLOGY

The technical language of Raid Race. Use it in rules text. Use it on the race floor. Use it the way OT operators use SHOOT and FIGHT.

Jockey. Driver. The pilot of a Raid Race vehicle. Usage carries respect. Calling someone a Jockey means they have earned a seat.

Jumper. The athletic thief who breaches the target. Jumpers parkour, climb, fight, and steal. The physical risk is higher than the Jockey's. The glory is lower.

Stealer. Older term for Jumper. Still used by veterans and purists. Carries a rougher connotation. More criminal than athletic.

The package. Whatever the target contains. Could be data, bio-IP, an artifact, a person. Jockeys and Jumpers do not always know what they are stealing until it is in the vehicle.

The sprint. The final run to the suborbital launch point on Low Coast. The most dangerous phase of any raid. Every team converges. Security response peaks. The package either leaves atmosphere or it does not.

Going dark. Running the Musk Tunnels with sensor-grid hacking active. No tracking. No tolls. No record of your transit. Expensive to set up. Worth it when Monitor Central is hunting.

Flicker-paint. Jaguario's signature vehicle finish. Color-shifting paint that responds to speed and light. A flicker-paint machine is recognizable at any distance. Imitating the finish without team affiliation is a social offense in Barricadia.

Race weekend. The multi-day period surrounding an event. Includes qualifying, social events, vehicle prep, and the raid itself. Living at the High Top during race weekends is the Raid Race experience.

Locked In, Chase, Trailing, Burned. The four Zones of Race Roll positioning. Used as descriptors at the table and in commentary. "She's been Trailing for three rounds." "He locked in on the second Commit." "Burned at minute 4 and walked back."

Clean, Reinforcements, Window Closing, Blown. The four states of the Security Pressure track. "We ran clean to minute 6." "Reinforcements got dispatched on the second drone destroy."

LINE. The Jockey's positional currency. Everyone says it without explaining it. "Lost LINE on that corner." "Three LINE going into the sprint." "He had no LINE left."

GRIP. The Jumper's physical composure. "She came in on full GRIP." "Burning GRIP at the back terrace." "Spent. Done."

FLOW. The Jumper's perfect run. Three uninterrupted Raid Roll successes. "He hit FLOW on the loading dock." "She has not been in FLOW since the Glass Forest event."

STUCK. The Jumper's failed traverse. "Stuck on the rooftop access." "Two STUCKS in one event."

Detained. The alternate failure state. "He went Detained at minute 8." "The Jumper got Detained, the Jockey got out."

RACE-FLOOR SLANG

The compressed vocabulary of people who do not have time for full sentences. Use these in NPC dialogue. Hear them in the garage. Read them off the wall.

"Run the line." Drive the optimal racing path. Used on the floor as instruction. Used after as judgment. "She ran the line on the third sector." "He could not run the line if you painted it for him."

"Take the apex." Commit to the inside of the corner at the perfect moment. Borrowed from pre-Upheaval motorsport vocabulary, kept alive in Raid Race. "She took the apex on the seawall left and the Los Creeps machine could not match it."

"On the redline." Operating at the absolute mechanical or biological limit. Said of engines, Jockeys, and gene-forged Jumpers in instinct bleed. "He has been on the redline for three events. Something is going to break."

"Send it." Commit fully to a maneuver with no backup plan. Borrowed from hoonigan-era car culture. Survived the Upheaval. "She sent it through the gap. The gap closed. She made it anyway."

"Eat the wall." Crash. Specifically a crash that ends the event. "He ate the wall on the third corner." "Two cars ate the wall in the Alto Cito amateur."

"Munching tires." Driving aggressively enough to wear out tires faster than the team budgeted. Insult or compliment depending on tone. "She is munching tires for fun. Three sets in two events."

"Track-scorching." Beyond fast. The kind of pace that leaves rubber and copper on the asphalt. Used in commentary and stan culture. "Javier Monsoon's qualifying lap was track-scorching."

"Shred the line." The opposite of "run the line." Aggressive, ugly, effective driving that ignores the textbook approach. "Dexx shreds the line. Clean Jockeys hate him. Mechanics love him."

"Wheels in the dirt." Gone off-course. Could be terminal, could be temporary. "She got wheels in the dirt on the seawall transition. Recovered. Still won."

"Lift and dive." Brake late, dive into the corner, commit to the inside. A Jaguario front-engine technique. Loud, violent, decisive. "The Jaguario philosophy is lift and dive. The Los Creeps philosophy is point and shoot."

"Point and shoot." Rear-engine straight-line driving. The Los Creeps technique. Less elegant. More terrifying at speed. "Javier point-and-shoots his way through the second sector and nobody can match the closing speed."

"Three-wide." The chaos of three vehicles trying to take the same line. Borrowed from NASCAR-era oval racing. Survives because the geometry is the same. "It went three-wide at the seawall split. One of them was not going to make it."

"Door slam." A vehicle-to-vehicle contact that is both intentional and recoverable. "He door-slammed her on the second lap. She door-slammed him back on the third."

"Run the Raze." Train in the quake ruins. Practice on terrain that does not forgive. "Dexx runs the Raze. Javier runs the Ring Road. You can tell from how they take a corner."

"Pulling Wing." Driving the Manta Wing or any light rear-engine chassis with full commitment. "She is pulling Wing on the sprint. If she does not crash, she wins."

"Crackerjack." A clean theft. Started as Crackerjack Tournament slang and migrated. Used in Raid Race to describe a raid that went the way it should have. "It was a crackerjack run. Six minutes. Package out. Nobody Detained."

"Going hot." Running with a gene-forged Jockey or Jumper experiencing instinct bleed. The driver is faster. The judgment is worse. The team is taking a risk and everyone knows it. "Java has been going hot for two events. Mo Money is letting it ride."

"Spec drift." Used by gene-forged competitors to describe their own template instability. "My spec drift is showing on long extractions. I need to time the immuno." Also used metaphorically to describe a vehicle running outside its design envelope.

"Tag the launch." Reach the suborbital launch point with the package. The win condition. "Tag the launch and we eat for a month."

"Go wireless." Hack the Musk Tunnel sensor grid mid-event. Requires a Tunnel Hack Rig and a TACT 4+ check. "She went wireless at minute 3 and disappeared off the grid."

"Short the relay." Take the package and disappear before the rival team realizes the Lift completed. "He shorted the relay on Los Creeps. They were still climbing when he was already at the launch."

LOST ANGELES VOCABULARY

The words that only mean something in this city. The haecceity layer. Use them in NPC dialogue when you want a character to sound like they grew up in the spread.

The spread. Greater Lost Angeles. Everything inside the megalopolis boundaries, from Glass Forest to the Raze.

The Ring Road. The high-speed orbital highway that circumnavigates the city. Site of the season-ending Ring Road Enduro. The fastest road in the spread and the most surveilled.

Box-life campus. NAF-administered housing for displaced and unemployed populations. Basic shelter, gel-food, medical monitoring. Living in box-life is survival, not life. Calliope Jaguario would rather burn the garage than go back to one.

Dominion Villas. Private residential enclaves for the ultra-wealthy. Gated, guarded, gene-forged security staff. Ambrosia Deuce's home territory.

Arcologies. Self-contained corporate living-and-working complexes. NAF standard. Residents rarely leave. Everything is provided. Everything is monitored.

The Feed. The constellation of streaming platforms, social networks, and content channels that carry Raid Race coverage to its global audience. Feed access determines fame. Feed exclusion determines irrelevance.

Verified. Someone with official status in the NAF information system. Verified vloggers have access. Unverified ones do not. The distinction determines who tells the story of Raid Race and who gets shut out.

Calavera. The skull emblem on every Jaguario machine. From the Calavera de la Muerte militia of the Upheaval era. The skull is laughing. Or counting. Depending on which Jaguario operator you ask.

Bit-chits. Money. Digital currency traded in the underground economy. Clean bit-chits are untraceable. Dirty bit-chits are flagged by Monitor Central.

Nectar. Alcohol and stimulant cocktails. The social lubricant of the Raid Race scene. Nectar addiction is common among competitors. Razborki's nectar habit is an open secret at the High Top.

Honey. Harder drugs. Synthetic compounds from black-market gene-clinics. Honey use is less visible than nectar but more destructive.

Bone. Broke. No money, no resources, no patron. Running bone means you cannot repair your vehicle, cannot pay your Raiders, and cannot afford the entry fee for the next event.

Stans. Dedicated fans who follow Raid Race teams across the spread. Some stans are wealthy patrons. Most are young people from the outer districts living vicariously through the Jockeys they worship.

Geario. A person obsessed with vehicle technology. Gearios are the mechanics, tuners, and salvage experts who keep Raid Race machines running. Calling someone a geario is a compliment in Barricadia. Less so in Glass Forest.

Nermals. Medicated wage workers. People who have accepted NAF subscription life: stable employment, managed health, zero ambition. Raid Race exists because some people would rather die at 200 kph than live as a normal.

Jellies. Idiots. People too stupid or too lazy to survive on their own. The term originates from the translucent gel-food distributed at box-life campuses.

Peacocks. Wealthy people from core districts who venture into outer-ring neighborhoods to experience the underground scene. Glass Forest residents attending Raid Race events in Barricadia. Tolerated for their money. Mocked for their ignorance.

No chip. Someone without financial backing. No patron, no sponsor, no trust fund. A no-chip Jockey funds their career with smuggling, salvage work, or favors that always come due.

Rubble-born. Someone who grew up in the Raze. Used with respect by other rubble-born. Used with condescension by Glass Forest natives. Dexe Narita is rubble-born. So is Poki Chainz. The label is non-portable. It only means something inside Lost Angeles.

Seawall side. The Low Coast crews who maintain the engineered coastline. Their work is invisible until it fails. The Raid Race sprint runs through their territory and they tolerate it because they have been told to. "Seawall side will not interfere unless you knock something over they have to repair."

Dust hours. The morning window in the Raze when the concrete dust is at its thickest and visibility for drone overflight drops. The amateur Raze circuits run during dust hours because Monitor Central cannot see clearly. "She trained dust hours for two seasons. That is why she reads cover the way she does."

Drone shadow. The position behind a moving Monitor Central drone where the optical cluster cannot acquire a target. Skilled Jockeys use drone shadows to stay invisible mid-event. "Run the drone shadow on the second pass. Three seconds of cover, but you have to time it."

Night allocation. The water rationing that hits Barricadia and the outer districts after midnight when the core's subscription draw peaks. People plan around it. "Cannot meet at the garage tonight. Night allocation is dropping at 0100."

Filter month. The four-week window between black-market filter cartridge batches in Barricadia. The week before a new batch arrives, the district drinks gray. The week after, prices crash. People schedule clinic visits and gene-mod work around filter month.

IDIOMS AND SAYINGS

The proverbs of the sport. Use these to end an argument, start one, or paint them on a wall.

"The package is always the package." What you are stealing matters less than the stealing. Said by veterans to amateur teams who fixate on the contents.

"Chase points, not the package." Drift culture borrowed from pre-Upheaval Japan. Said when style matters more than victory. Used as praise and as warning. "He chases points. He will never win the championship. He will be remembered longer than the people who do."

"Drinking sand at the launch." Resource depletion at the worst possible moment. Said when a team runs out of fuel, ammunition, or Jumper composure on the final sprint. Imported from the OT operator vocabulary, repurposed for the sport.

"Tag went cold." Lost the package to a rival team or to a botched extraction. Said as fact. Carries no shame. Everyone has tagged cold at least once. "Tag went cold on the third corner. Los Creeps had the gap."

"Bone don't drive." A team running on no money cannot field a competitive vehicle. Said as warning, advice, and dismissal. "She is bone this season. Bone don't drive."

"The wall always wins." A reminder that physical structures are more durable than vehicles. Said before the Ring Road Enduro every year. Said to amateurs who think they can outdrive a barrier.

"Clean theft pays. Loud theft burns." The Security Pressure principle distilled into one line. Quoted in Mo Money's garage briefings.

"Verified is not visible." A Verified vlogger has access. Access is not the same as truth. Said by Lita to the new vloggers who think credentials are the same as competence.

"Three wide is one too many." Hubris kills. Said after an event where someone tried to take a line that did not exist.

"Run dark or run loud. Never run mid." The Musk Tunnel principle. Either hack the grid or accept the consequences. Trying to do both ends the event.

"Kid Spin watches." Used as a warning that consequences are real and witnessed. Originated from Mo Money's habit of watching the boy from across the street. Migrated into general use without most users knowing the source. "Kid Spin watches. Make the call you can live with."

"Old Calavera laughs at new paint." A reminder that history outlasts marketing. Said when a new sponsor wants to update Jaguario's emblem. Said when any team tries to rebrand and the old fans push back.

"Buy the launch." Pay whatever it costs to reach the suborbital extraction. Used when a team gambles the rest of the season on one event. "She bought the launch in the Glass Forest event. Manta Wing was wrecked, but the package leaves atmosphere."

"The drones got better for a reason." Used by veterans to warn about how Monitor Central interdiction has tightened over the years. The reason most do not know is Renn Brightly. After the Bright Signal, the saying gets a different weight.

"Winning is paid for." A truth nobody quotes Mo Money on. The drivers, the mechanics, and the people you sacrificed. Said by Calliope Jaguario in the rare moments she is honest.

"The clock does not care." Borrowed from operator vocabulary. Used in Raid Race to describe contract renewals, season standings, and the moment a Jockey realizes their reflexes have not kept up with the kids coming up from the Raze.

"Short the relay." Beat the rival team to the win condition by an unfair margin. Originated as a technical phrase about Lift action timing. Migrated into general use. "She shorted the relay on the Tooth and Gear job. We did not see it coming."

"Spec drift catches up." Said about gene-forged competitors. Said about anyone running outside their design envelope. A reminder that the body keeps a ledger.

"Razborki's hour." The thirty-minute window after midnight when Razborki is the most reliable he is going to be all day. Joke. Compliment. Insult. Depends on tone. "Run the meet at Razborki's hour. Anything before that, he is asleep. Anything after, he is gone."

PULL QUOTES FOR THE WALL

For graffiti, race-floor banners, Feed inserts, and any time you need a single line.

"Two seats. One drives. One steals. Everything else is negotiable."

"Tag the launch or eat the wall!"

"We ran clean. The drones did not."

"Calavera laughs because Calavera knows."

"On the redline. Off the script."

"Ask the building."

"Bone don't drive."

"Run dark, or run loud."

"The package is always the package."

"Kid Spin watches. Make the call you can live with."

"Old map don't read this season."

"Munching tires for the audience."

"Spec drift catches up."

"She bought the launch."

"The wall always wins."

"The clock does not care."

CREW ROSTER

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

JOCKEYS

Dex Jockey / *Baseline* / *Jaguario* / 100 pts SHT 4+ · FGT 4+ · TCT 2+ OPI 4+ · GTS 5+ · MOB 5" AR 1 (Light Vest) · 3 FW / 2 MW **Mechanical Sympathy**. Once per event, spend 1 action and roll OPINT 4+. Remove 1 vehicle damage from your machine. **Loadout:** Sidearm, survival kit, 1 medkit. Vehicle: Standard chassis, Reinforced Cage, Drift Suspension.

Java Jockey / *Gene-Forged Leopard* / *Jaguario* / 110 pts SHT 3+ · FGT 3+ · TCT 2+ OPI 5+ · GTS 5+ · MOB 6" AR 1 (Light Vest) · 3 FW / 2 MW **Predator Reflex**. +1 to all Race Rolls. On Nat 1, lose 1 GRIP-equivalent (apply to Jumper if present, else Jockey takes 1 FW). **Loadout:** Sidearm, immuno-injector (Gene-Forged), survival kit. Vehicle: Light chassis, Sprint Tune.

Razborki Jockey / *Baseline* / *Jaguario* / 80 pts SHT 4+ · FGT 4+ · TCT 4+ OPI 5+ · GTS 5+ · MOB 5" AR 1 (Light Vest) · 3 FW / 2 MW **Reliability**. Roll 1d6 before each event. 1-2: -2 to Race Rolls this event, LINE starts at 2. 3+: functional. **Loadout:** Sidearm, survival kit, comms rig. Vehicle: Standard chassis, Auxiliary Battery, Smoke Generator.

JUMPERS

Poki Jumper / *Baseline* / *Jaguario* / 95 pts SHT 4+ · FGT 2+ · TCT 2+ OPI 5+ · GTS 4+ · MOB 7" AR 0 · 3 FW / 2 MW **Quake-Trained**. When climbing or vaulting an unstable surface, roll twice and take the better result. **Loadout:** Suppressed pistol, immuno-injector, breaching tool, 1 medkit.

Cadre Jumper / *Gene-Forged Capuchin* / *Independent* / 100 pts SHT 5+ · FGT 4+ · TCT 2+ OPI 4+ · GTS 4+ · MOB 8" AR 0 · 3 FW / 2 MW **Surface Adhesion**. Treat any vertical surface as flat ground for Flow actions. **Loadout:** Suppressed pistol, climbing harness, 1 flashbang, 1 medkit.

Lita Jumper / Baseline / Independent / 105 pts SHT 4+ · FGT 4+ · TCT 4+ OPI 2+ · GTS 4+ · MOB 6" AR 1 (Light Vest) · 3 FW / 2 MW **Verified Eye**. Once per event, spend 1 action and roll OPINT 4+. Reveal one piece of GM-held information about the current scene. **Loadout:** Suppressed pistol, recording rig, 1 smoke, 1 medkit.

CREW PAIRINGS

The default Bright Signal table runs four crew. Two Jockeys and two Jumpers. Use these pairings or build your own.

JOCKEY	JUMPER	THEME
Dexx	Poki	The Raze pair. Childhood loyalty under pressure.
Java	Cadre	Speed + agility. Both running on stolen time.
Razborki	Lita	The complicated couple. The investigation runs through both of them.

GM Tip. If the table prefers fresh characters, use these crew as NPCs. Hand a player a pre-built only when they want a fast start.

RACE QUICK REFERENCE

Rules at a glance. The full text lives in CH02.

THE ROLL

D6 vs threshold. Modifiers adjust the die, never the threshold. Nat 6 always succeeds. Nat 1 always fails.

RATING	THRESHOLD
Good	2+
Ordinary	4+
Bad	5+

RACE ROLLS (JOCKEY)

Attribute: TACT. Gene-forged reaction-time augments add +1.

LINE (3 SLOTS)

- Gain 1 LINE on a successful Race Roll.
- Lose 1 LINE on a failed Race Roll.
- 0 LINE = Trailing.
- Failure at 0 LINE = Burned.

ZONES

ZONE	STATUS
Locked In	At target. Jumper boards. Extraction possible.
Chase	One Commit closes to Locked In.
Trailing	Two Commits close to Locked In. Jumper cannot board.
Burned	Out. Re-enter at Trailing: 1 action + 1 FW, or alternate route (GM cost).

RACE ACTIONS

ACTION	COST	ROLL	EFFECT
Commit	1	TACT	Success +1 Zone. Fail -1 LINE. Nat 6 +2 Zones. Nat 1 vehicle 1 dmg.
Block	1	TACT vs TACT	Winner holds. Loser -1 Zone, -1 LINE. Tie to higher LINE.
Drift	1	TACT	Bypass. Fail -1 LINE, next Commit -1. Nat 1: 1 dmg, -1 Zone.
Line Read	1	TACT	+1 to next Race Roll. Nat 6 pick one route event.
Emergency Evade	React	GUTS 4+	Avoid. Fail 1 dmg, -1 Zone.

RAID ROLLS (JUMPER)

Attributes. TACT for navigation. FIGHT for contact.

GRIP (3 SLOTS)

GRIP	STATE	EFFECT
3	Full	No penalty.
2	Working	-1 to Raid Rolls.
1	Burning	-2 to Raid Rolls.
0	Spent	Cannot Raid Roll.

Recover. +1 GRIP on Nat 6 Raid Roll. +1 when Jumper and Jockey stationary together one round. Full reset between events.

RAID ACTIONS

ACTION	COST	ROLL	EFFECT
Flow	1	TACT	Move MOBI". Fail STUCK. Nat 6 FLOW. Nat 1 STUCK -1 GRIP.
Vault	1	TACT	Clear obstacle. Fail +1 Pressure, next Raid Roll -1. Nat 1 -1 GRIP.
Latch	1	FIGHT	Attach to moving object. Fail miss; over drop GUTS 4+ or 1 FW. Nat 6 place anywhere.
Lift	1	varies	Acquire package. TACT 4+ phys / OPINT lock / FIGHT vs FIGHT contested.
Bail	React	GUTS 4+	1 FW. Fail 1 FW + Prone.

SECURITY PRESSURE (TEAM TRACK, 0-6)

TRIGGER	PRESSURE
STUCK + Pressure option	+1
Race Roll fail + drone in sight	+1
Guard incapacitated non-lethal	+1
Drone destroyed	+1
Guard killed	+2
Drone hacked / confused (no contact)	+0
STUCK + second action to clear	+0

PRESSURE	STATE
0-3	Clean. Normal play.
4	Reinforcements. Window starts closing.
5	Window closing. Pressure +1 auto end of round.
6	Event blown. Exfil. No payment.

DETAINED

Out of Action in a Raid Race event = DETAINED. Processed into NAF private detention. Not dead. Rescue mission seed or campaign consequence.

VEHICLE STATS

CHASSIS	MOBI	DEFENSE	EXOPLATE	WRECK	SLOTS	COST
Standard	8"	11	6	4	2	25
Light	10"	10	4	3	1	20
Heavy	6"	13	9	5	3	35

MODIFICATIONS (1 SLOT EACH)

MOD	COST	EFFECT
Tunnel Hack Rig	8	Run tunnels dark. TACT 4+ once per event.
Reinforced Cage	6	+1 ExoPlate. Operator -1 FW from vehicle damage.
Sprint Tune	6	+1 MOBI.
Drift Suspension	5	+1 to Drift actions.
Smoke Generator	4	One use. 6" smoke screen. Drones -2 to track 1 round.
EMP Burst	7	One use. Drone in 4" Defense or skip activation.
Boarding Rail	4	Latch on +1. Bail off no FW on success.
Auxiliary Battery	5	2 uses. Reroll Race Roll (not Nat 1).

KEY BRIGHT SIGNAL NUMBERS

CLOCK	VALUE
Contract Renewal	36 hrs from end of Beat 2
Credential Validity	48 hrs from acquisition
Alert Level	0-4 in Tunnel Run
Facility Check Cycle	20 min from Link Room entry
Vond Travel Time	4 turns after alarm
Razborki Reliability	1d6 before each event; 1-2 non-functional

OPTIONAL TABLES

At a glance. Race Complication (Nat 1 on Race Roll, D6): CH02. Raid Surge (Nat 6 on Raid Roll, D6): CH02. Tunnel Run Complications (D6): CH08. What Renn Says (D6): CH09. Six Other Names (D6): CH09. Extraction Sprint NPC Behavior (D6): CH10.

ROLL TABLES

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

RAID EVENT ENCOUNTERS (D6)

Roll once per Raid Race event for an environmental complication.

ROLL	EVENT
1	A rival team's vehicle clips a civilian transport during the approach. Monitor Central escalates response by two tiers. The target perimeter tightens.
2	The Jumper reaches the package but discovers it is booby-trapped. Disarming it costs time. Leaving it costs the Jumper's hands.
3	An unknown third team enters the raid. Their vehicles do not match any registered team in the spread. Void Walker-adjacent gear. Faction interest confirmed.
4	The package is a person. Conscious, terrified, and begging not to be delivered to the client. The Jumper has 30 seconds to decide.
5	The suborbital launch window closes due to orbital traffic congestion. The sprint destination changes to a secondary launch point on the far side of Low Coast. Double the distance. Double the exposure.
6	Mid-raid, Monitor Central goes dark across a three-block radius. No drones. No cameras. No patrols. For exactly four minutes. Someone with authority turned it off. The question is why.

HIGH TOP TOWERS DOWNTIME (D8)

Roll for downtime drama at the High Top, the Tooth and Gear, or the Center Point streaming infrastructure.

ROLL	EVENT
1	A drunk Jockey from Team Los Creeps loudly insults Jaguario's engineering. Mo Money is within earshot. The situation requires diplomacy, violence, or a fast exit.
2	Lita Brightly asks a pointed question about a raid event from ten years ago. The person she is asking turns pale. Someone at the bar starts recording.
3	A Syndicate broker approaches with a private job offer. The money is excellent. The target is a Jaguario sponsor's warehouse. Accepting means betraying the team. Declining means owing the Syndicate a favor.
4	Java Monsoon gets into a confrontation that escalates faster than it should. Her reactions are wrong for the situation, too sharp, too predatory. Someone notices. Someone always notices.
5	Kid Spin shows up at the Tooth and Gear. He has been watching Raid Race uploads and wants to meet the Jockeys. Mo Money sees him from across the room.
6	A Verified feed journalist announces they are doing an investigative series on Raid Race's connection to faction intelligence operations. Every team owner in the room stops talking at the same time.
7	Content Upload Day. Mo Money has pulled the shroud off the season's machines for the press. His team announcement contains a surprise. Someone in the crowd did not expect to see that car. Calliope Jaguario is already arguing with a vlogger who got the make wrong.
8	Poki Chainz is in the corner talking to a recruiter the players do not recognize. The recruiter has Yakotai-Chen markings on his jacket. Poki notices the players noticing and changes the subject.

MARKET WHISPERS (D6)

Roll when the players canvas the spread for rumor.

ROLL	RUMOR
1	The Musk Tunnel sensor grid got a firmware update last week. Two teams that used to run dark cannot anymore. Someone sold their hack signatures to Monitor Central.
2	A Jaguario mechanic quit and took a job at Los Creeps. Took workshop schematics with her. Mo Money has not noticed yet.
3	The Brotherhood of Shadows has an agent inside the Raid Race betting network. They are not betting. They are tracking which packages go where.
4	A batch of black-market filter cartridges in Barricadia tested positive for contamination. The supplier is still operating. Three people are already sick.
5	Low Coast seawall maintenance crews found something during repairs. Pre-Upheaval construction underneath the seawall foundation. They sealed it back up and filed no report.
6	Someone is buying every available immuno-injector in the spread. Prices have tripled. Java Monsoon is not the only gene-forged in Lost Angeles running hot.

RACE COMPLICATION TABLE (D6, NAT 1 ON RACE ROLL)

ROLL	COMPLICATION
1	Jockey clips a sensor pylon. Pressure +1. Drone response one round early.
2	Vehicle takes a knock from a barrier. Next Race Roll -1.
3	Civilian vehicle enters the lane. Force through (+1 Pressure) or brake and lose two Zones.
4	A pursuing drone gets a solid lock. Tracks until Jockey spends a Commit (TACT 5+) to lose it.
5	Hard oversteer on a corner. Lose next action regaining control. Drop one Zone.
6	Engine fault. -2" MOBI rest of event unless Mechanic / Jumper TACT 4+ repairs.

RAID SURGE TABLE (D6, NAT 6 ON RAID ROLL)

ROLL	SURGE
1	Route bonus. +6" placement.
2	Rival Jumper goes STUCK. Route opens.
3	Package exposed. Lift threshold -2 this round.
4	Jumper spots a gap. Jockey +1 next Race Roll.
5	Recover 1 GRIP.
6	Full FLOW. Two activations auto-success on any non-Nat-1.

TUNNEL RUN COMPLICATIONS (D6)

Roll start of each round of Beat 3. 1-2 triggers a complication.

ROLL	COMPLICATION
1	Maintenance crew. Two workers blocking right lane. Around: extra Move. Ram: Alert +1, injury report 10 min.
2	Sensor grid update. Drones skip activation this round, activate twice next round.
3	Stalled vehicle. Civilian on comm. Around safe / through fast (Defense 10 or 1d6 ExoPlate).
4	Emergency broadcast. Stolen vehicle alert matches a player vehicle. Blockers update next round.
5	Tunnel section dark. Visibility 3". Drones use heat signature. Clears one round.
6	Second team. Civilian transport stops dead in center lane. One round to go around. Alert +1.

BEAT 1 CONTACT CONDITIONS (D6)

ROLL	CONDITION
1	Confirm not working for Monitor Central / Syndicate / Mo Money.
2	A name. Someone who vouches.
3	An info trade. Rival team activity, patrol window, Syndicate gossip.
4	Time. Come back in two hours.
5	Discretion. Off the street.
6	Nothing. They were waiting.

WHAT RENN SAYS (D6)

Use during partial consciousness windows.

ROLL	WHAT HE SAYS
1	"Tell Lita I am sorry I was good at something I should have kept quiet about."
2	"The other six. You found the list. They did not earn this. Make sure they earn it."
3	"The drones got better because of me. Every season. The model does not have an off switch. They told me it did."
4	Asks about the Ring Road Enduro standings. Knows the routes better than the competitors.
5	"Vond's authorization. Third shelf, green folder. I have been waiting for someone longer than for someone to come for me."
6	Asks the players' names. Repeats each one. Comments on the weather, specific and impossible to know from underground.

SIX OTHER NAMES (D6)

Populate the Sector B terminal list. Roll for each of five unknown names. Renn is the sixth.

ROLL	ASSET
1	Retired Jockey, four seasons ago. ROUTE PREDICTION. "Left to focus on family." 14-month renewal.
2	Current competitor still on the circuit. COMPETITOR BEHAVIORAL MODEL. 6-week renewal. Recent capture.
3	Signal intercept specialist. COMMUNICATIONS PATTERN ANALYSIS. Frequency knew them.
4	Gene-forged with navigational enhancement. TERRAIN MAPPING INTEGRATION. 9-month renewal. Five-year-old missing report.
5	SUSPENDED. SYSTEM INTEGRATION FAILURE. Did not survive. Locked under Vond's personal auth.
6	Someone the players know. Living, working, free. SOCIAL NETWORK MAPPING. 3-month renewal. They have no idea.

EXTRACTION SPRINT NPC BEHAVIOR (D6)

Roll for each rival vehicle at start of activation. Re-roll each round.

ROLL	BEHAVIOR
1	Cuts toward convoy package. Treat as ramming vehicle if blocked (Defense 10, 1d6 ExoPlate).
2	Brakes hard, repositions. Drops back 4" to use players as drone distraction.
3	Blocks the nearest transit enforcement drone. Opens a lane.
4	Loses nerve at chokepoint. Stops one full round. Terrain.
5	Goes for the package alongside the players. Hand signal. May mean cooperation.
6	Drone-hit, trailing smoke. Half speed. Eye contact with the nearest player vehicle.

QUICK MISSION GENERATOR (3D6)

Roll three d6 for a fast raid frame. See CH12 for the table.

STAT BLOCK SHEET

*All NPCs and machines for The Bright Signal at one glance.
Photocopy. Bring it to the table.*

CREW NPCS

Renn Brightly. Asset BRIGHTLY_R. Conscious at functional level. Running prediction model. Brief windows of surface awareness. SHT n/a, FGT n/a, TCT 2+ (model only), OPI 2+, GTS 5+, MOB 0". Cannot leave the Link unit. The Link is the stat.

Director Amaras Vond. NAF Oversight. Does not engage personally. Directs Command Drone. SHT 4+, FGT 4+, TCT 4+, OPI 2+, GTS 4+, MOB 5". AR 2 (Tactical Vest). 3 FW / 2 MW. **Authority.** Allies in 8" gain +1 to their next action.

Frequency. Signal Pirate. Off-table. Overwatch role. Once per Raid Racer event, relays patrol timing: skip a drone's end-of-round movement for one round.

Vasca Threl. Retired Jockey. SHT 4+, FGT 4+, TCT 4+, OPI 2+, GTS 4+, MOB 5". AR 1. 3 FW / 2 MW. Knows everyone in the Raze.

Bonzer Kabesh. Recruiter. SHT 5+, FGT 5+, TCT 4+, OPI 4+, GTS 5+, MOB 4" (knee). AR 1. 3 FW / 2 MW.

Henk. Maintenance tech. SHT 5+, FGT 5+, TCT 5+, OPI 5+, GTS 4+, MOB 5". AR 0. 2 FW / 1 MW. Wants to go home.

Dr. Silk. Black-market clinic. SHT 5+, FGT 5+, TCT 4+, OPI 2+, GTS 4+, MOB 5". AR 1. 3 FW / 2 MW. Trades services for samples.

HOSTILE STATS

NAF Security Tech. Grunt. SHT 4+, FGT 4+, TCT 5+, OPI 4+, GTS 4+, MOB 5". AR 1. 2 FW / 0 MW. Non-lethal sidearm (gel kinetics).

NAF Security Operative. Elite Standard. SHT 4+, FGT 4+, TCT 4+, OPI 4+, GTS 4+, MOB 5". AR 2. 3 FW / 1 MW. Non-lethal SMG, taser baton.

Monitor Central Sensor Drone. Defense 12, 2 dmg, MOBI 6". Optical cluster. Within 3": flag check (1d6, 5-6 advance Alert).

Monitor Central Combat Drone. Defense 13, 4 dmg, MOBI 6". Six-limbed chassis. Melee 4+, 1 FW + Pinned. Non-lethal ranged 4+, 1 FW.

NAF Transit Enforcement Vehicle. Sedan stats. Defense 11, ExoPlate 8, MOBI 6". Two crew inside (Grunt stats). Blocking, not hunting.

Director Vond's Command Drone. Aerial. Defense 14, ExoPlate 8, MOBI 8". Gel-cannon: 3 Heat on hit. Taser grapple: applies Stall on hit. Stall: vehicle cannot Commit next activation.

VEHICLE STATS

Jaguario Front-Engine (Standard). MOBI 8", Defense 11, ExoPlate 6, Wreck 4. Mods: Reinforced Cage, Drift Suspension.

Manta Wing (Light). MOBI 10", Defense 10, ExoPlate 4, Wreck 3. Mods: Sprint Tune, Drift Suspension.

Los Creeps Rear-Engine (Light). MOBI 11", Defense 10, ExoPlate 4, Wreck 3. Mods: Sprint Tune, Auxiliary Battery.

Razborki's Sled (Standard). MOBI 8", Defense 11, ExoPlate 6, Wreck 4. Mods: Auxiliary Battery, Smoke Generator.

NPC Convoy Vehicle (Bright Signal Beat 3). MOBI 6" auto, Defense 13, ExoPlate 12, Wreck 6. Carries package. Cannot be destroyed by player vehicles in 1 event.

QUICK REFERENCE: TIER AND WOUNDS

TIER	PTS	WOUNDS	NOTES
Hostile Asset	15	1 FW / 0 MW	All -2. Crowd.
Grunt	40	2 FW / 0 MW	Group activate. No reactions.
Elite Standard	55	3 FW / 1 MW	All 4+. AR 1. One Spec.
Elite Hardened	85	3 FW / 1 MW	All 3+. AR 2. Two Specs.
HVT	100+	3 FW / 2 MW	Cornered & Last Stand.

BRIGHT SIGNAL ASSET LIST

ASSET	STAT SOURCE	USE IN
Renn	this page	Beat 4 (Sector C)
Vond	this page	Beat 4-5 (Extraction Sprint)
Frequency	this page	Beats 1, 2, 4 (overwatch)
Vasca	this page	Beat 1
Bonzer	this page	Beat 2 (Tooth and Gear)
Henk	this page	Beat 4 (Sector A)
Dr. Silk	this page	Beat 2 (Barricadia)
NAF Security	this page	Beats 4
Combat Drones	this page	Beat 4 (Sectors B-C)
Sensor Drones	this page	Beat 3 (Tunnel Run)
Command Drone	this page	Beat 4 (Extraction Sprint)
Razborki's Sled	this page	Beats 3, 4 (extraction)
Convoy Vehicle	this page	Climax Variable 3

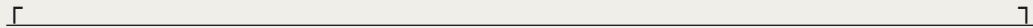
COLOPHON

Operator Tactics: Raid Racers. Edition 1. 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.

Raid Race lives at the intersection of underground motorsport, package theft, and the resentments of the Upheaval era given engines and paint jobs. The Bright Signal carries the season. The Lost Angeles spread carries everything else.

Use this supplement standalone or alongside the Operator Tactics core rulebook. The Splice Punk x TDR aesthetic governs every visual decision. The flicker-paint is real. The drones improved every season for a reason. Bring your operator home.



01 BRIEF PG 1

THE OLD WORLD DIDN'T END. IT GOT OUTBID. THE SPORT THAT ROSE FROM THE WRECKAGE STOLE EVERYTHING THAT MATTERED.

Raid Racers is the underground motorsport supplement and campaign book for Operator Tactics. Teams of Jockeys and Jumpers race kitbashed machines through the megacity of Lost Angeles, breaching automated security to steal packages worth more than the vehicles carrying them. Four billion people watch on the Feed.

The Bright Signal is a 2 to 3 session campaign built on the supplement. A man has been turned into infrastructure. His daughter has spent a season trying to find him. The players are the people who can actually do something about it.

02 SPECS SUPPLEMENT

<p>PAGES</p> <p>147</p> <p>A5 FORMAT</p>	<p>CHAPTERS</p> <p>13</p> <p>PLUS BACK MATTER</p>	<p>RAID SCENES</p> <p>3</p> <p>IN BRIGHT SIGNAL</p>	<p>VARIABLES</p> <p>6</p> <p>CLIMAX OUTCOMES</p>
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PACKAGE INTACT
DO NOT OPEN

TEAMS

- JAGUARIO
- LOS CREEPS
- YAKOTAI
- AMATEUR
- INDIE

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