



Sector 53 Shrapnel

Here you will find all sorts of bits and bobs relating to the Sector 53 East location for *Drokk City* Pulp Theatre. Most of the material has been accumulated over several years, during the course of a number of Pulp Theatre dramas including *Face the Music*, *Fidelis Ad Mortem*, *Gangland*, *Gangbanged*, *War Without End*, *Magic My Eye*, *Spiderfall* and *Bloodsports*, all available as PDF novellas from www.2000ADonline.com. Other entries are early drafts and revisions of cityblock and perp profiles for a much more extensive Sector 53 guidebook (see below).

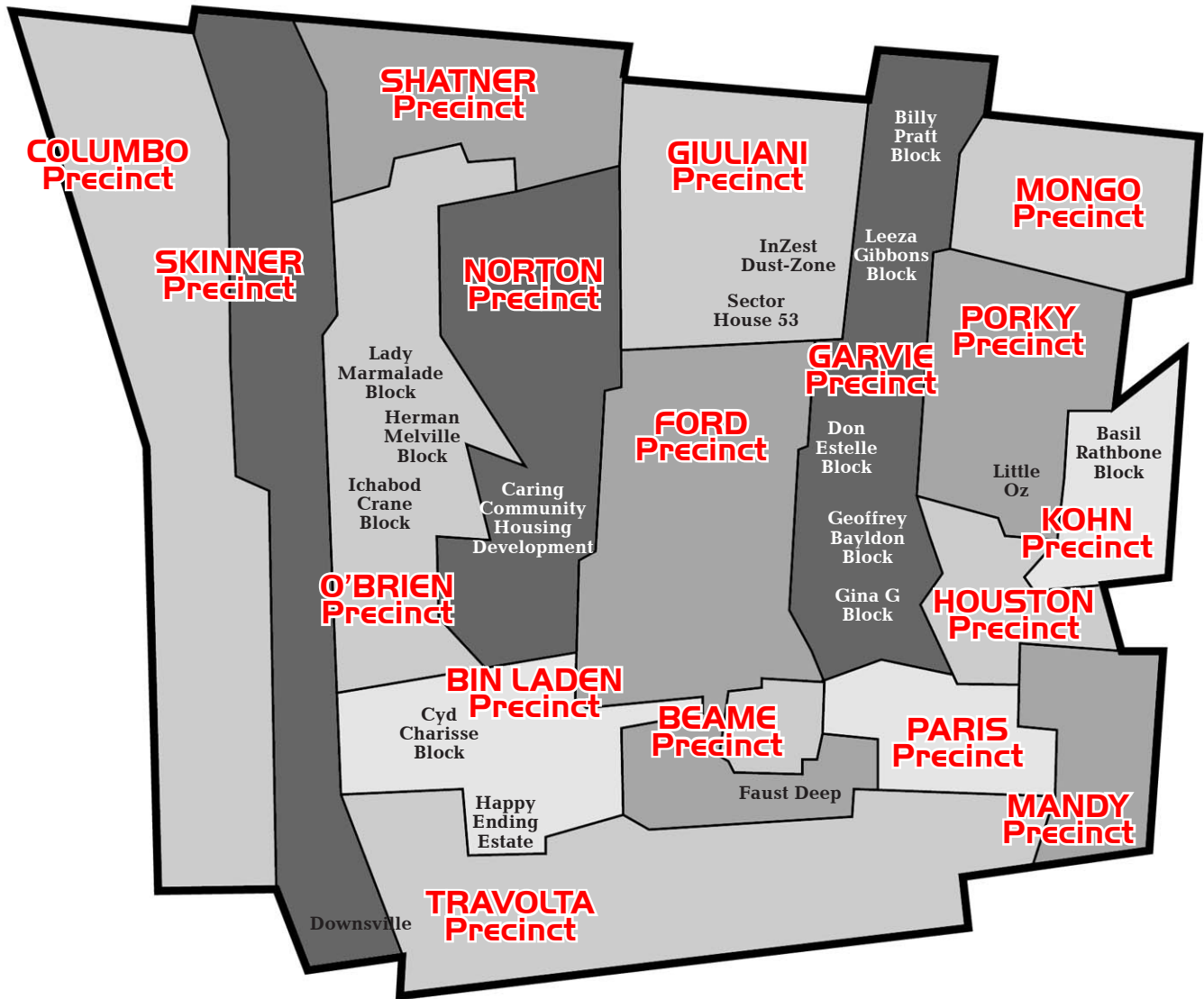
The template this material has been laid out within is intended for a full-length *Drokk City* prog, the sixth in the series (but numbered 5, because *Drokk City* began with Prog 0). For the moment, no further work on this issue is planned, but all files are safely stored away in the event that adequate free time and enthusiasm may once more converge and make a 100+ page volume a reality. New material may be added to this PDF as it comes to light, the result of occasional doodles by the authors and any other member of the *Drokk City* community who wishes to contribute.

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SECTOR 53 EAST (map)

This is an elaboration of a map created in early 2004, when the old campaign setting of Sector 69 was discontinued, and a new location desired. Sector 53 was chosen because it would most resemble Judge Dredd's primary stomping ground of Sector 44 (sharing the same culture and region).

The map below places Sector 53's precincts in their correct geographical context. In the final version of *DC5*, his map will be more detailed, featuring major road systems and all the cityblocks, conapts, luxury-blocks and landmarks. *DC5* would be divided up into at least as many chapters as the sector has precincts, prefaced by a comprehensive map of each precinct, followed by details of prominent citizens, neutrals, criminals, locations and landmarks. The map below points out some of the places to have so far featured in *Drokk City Pulp Theatre*.



Misc. Sector Features

A concise list of locations featured in the *Drokk City* Pulp Theatre archives (available from www.2000ADonline.com). Some are mirrored on the map on p4. The details are as contemporary as possible, extending to cover the 2006 poll experiments *Pilot Scheme* and *Scumsuckers Killed My Sister!* and the opening few encounters of *Bloodsports*, a game played on the Pulp Theatre message board.

Beame Precinct

- Faust Deep (sub-district)

Bin Laden Precinct

- Barney Mayo Plaza ('in shadow' of Cyd Charisse Block)
- Cyd Charisse Block
- Glaxo Street (converges with Lemmon St)
- Haddock Skedway (near Happy Ending Est)
- Happy Ending Estate (borders Travolta Precinct)
- Lemmon Street (converges with Glaxo St)
- Nigel Broly Skedway (near Barney Mayo Plaza)
- Ringway RW/47/5E
- Robert E Mosley Heliport
- Tutti Sounds Muzac Emporium (Lemmon & Glaxo; d. 2128)
- Watching Bay 97

Garvie Precinct

- 74th Street (feat. Overprice Freight building)
- 78th Street
- 80th Street (feat. Mr Fidgett's U-Front Repair Shop)
- Billy Pratt Block (feat. the In-Fight Bar)
- Broadside Walk (connecting with 74th Street; derelict buildings & wasteland)
- Common Street (branching off Road Street)
- Don Estelle Block
- Geoffrey Bayldon Block
- Gina G Block
- OJ's Aggro Dome
- Overprice Freight (abandoned warehouse)
- Road Street (feat. Cusworth's Laundromat)
- The Styx (feat. Kapek Vircade)
- Vark Avenue

Giuliani Precinct

- Cory Kruseman Skedway
- InZest Development (abandoned dust-zone bordering Garvie Precinct)
- Sector House 53

Kohn Precinct

- Basil Rathbone Block
- Donnie Darko Meg-Way

Mandy Precinct

- Devastated by Styrochem explosion in 2123; 70,000 citizens killed).
- Associated Styrochem Industrial Plant (destroyed in arson attack - 2123)

Norton Precinct

- Deb Pfeiffer Block (inside 'Caring Community' Housing Development)
- FnF's Hottie Stand
- Noodle Plaza
- 'Rascally Rascals' Juve Rehab Block (inside 'Caring Community' Housing Development)

Mongo Precinct

- Petal Street

O'Brien Precinct

- Herman Melville Block
- Ichabod Crane Block
- Lady Marmalade Block

Porky Precinct

- Hula's Mopad Garage (closed down 2123)
- Little Oz

Skinner Precinct

- Downsville

Travolta Precinct

- Calico Street
- Entertainment Expressway Building

Sector House 53 Judges

A list of most of the Judges to have played a part in *Drokk City Sector 53 Pulp Theatre*, who remain in active service in 2128:

Command

- **Sector Chief** - Eastwood (f52)
- **Deputy Sector Chief** - Karpman (f43)
- **Security Chief** - Munton (m39)
- **SJS Chief** - Rothbart (f37)
- **Chief Tek Officer** - Deuber (m26)
- **Chief Med Officer** - Brandon (m29)
- **A-Watch Commander** - Maddocks (m39)
- **B-Watch Commander** - Horsley (f44)
- **C-Watch Commander** - White (m34)
- **Chief Accountant** - Stimsky (f41)
- **Chief Personnel Officer** - Davenport (m42)
- **Chief Quartermaster** - Aday (m40)
- **Chief Warden** - Love (f31)

Sector House 53 Personnel

- **Abbot** (cyber-med, m47)
- **Adder** (street, 25)
- **Brisbee** (tek, m32)
- **Bucherri** (traffic, m33)
- **Burton** (wally, m31)
- **Carmichael** (med, f36)
- **Carpenter** (street, m42)
- **Cervantes** (street, m31)
- **Clayton** (street, m22)
- **Coffey** (street, m36)
- **Cosy** (public relations, f22)
- **Cox** (tek, m32)
- **Cruz** (wally, f27)
- **Dangle** (psyke-Judge, m51)
- **DeBrasco** (street, m35)

- **DeForest** (med, m50)
- **Douglas** (st. med, m26)
- **Dunne** (org. crime, m57)
- **Eldridge** (street, m35)
- **Ferrano** (street, m24)
- **Gallows** (traffic, m33)
- **Gere** (psu, m46)
- **Germaine** (street, m44)
- **Greene** (street, m46)
- **Grogan** (street, m34)
- **Hanks** (wally, m24)
- **Hulio** (tek, m30)
- **Jordan** (street, f35)
- **Kildare** (med, f21)
- **Kingard** (street, m20)
- **Liebentiz** (street, m45)
- **Mack** (street, m30)
- **Malone** (org. crime, m46)
- **McKee** (tek, m33)
- **M'beki** (street, m50)
- **M' buto** (pat-leader, m46)
- **Monroe** (tek, f37)
- **Jordan** (street, f31)
- **Mavis** (med, m48)
- **McGiven** (pat-leader, m28)
- **Nez** (street, m28)
- **Perrier** (wally, f20)
- **Pinkerton** (org. crime, m35)
- **Presley** (senior tek, m40)
- **Prix** (tek, garage engineer, m29)
- **Redasco** (med, f40)
- **Rickman** (street, m52)
- **Ryder** (Cyd Charisse block judge, m40)
- **Siddall** (tek, m27)
- **Sozanski** (control, f28)
- **Spears** (tek, m27)
- **Stenner** (street, m51)
- **Streisand** (traffic, f30)
- **Synger** (pat-leader, m29)
- **Trent** (public relations, m54)
- **Two Feathers** (street, m35)
- **Urban** (street, 47)
- **Xian** (street, f35)
- **Wainwright** (street, m21)
- **Wilkins** (accounts, m37)
- **Workman** (traffic, m30)

Melting Pot

Craig Armstrong contributed a few ideas to DC5; because the project has been shelved for the moment, Craig has kindly allowed us to make use of his creations, which have been edited and redrafted by John.

George Dubyuh Block

Records are scarce on the subject, but this pre-atomic cityblock in Columbo District was perhaps christened after a president of Old America, although the surname 'Dubyuh' appears in no historical files; it is suspected the legendary architect-satirist Rowbotham Wiseacre was behind the block's installation, and the block's eccentric design (large wings towering over a slender foundation) a lingering commentary on the man it was named after. Although George Dubyuh Block's inhabitants number less than 20,000, they have always been aggressively proud of their home, and suspicious enough of any attempt by the Housing Department to bolster their numbers with 'aliens' that they have shot at visiting councillors. Dubyuh also has a reputation for instigating block wars and have a demented Citidef featuring disgruntled members of the military, and genetically modified apes. Over the last 20 years, George Dubyuh has been placed under lockdown by the Justice Department for a total of 12 years. It was finally released in 2123, but in 2125 became embroiled in a four-block war with neighbours in Sector 56. The Justice Department immediately re-instituted lockdown and the inhabitants of Dubyuh once more confined inside the cityblock walls. This is only a short-term solution to along-term social crisis, and within the rockcrete walls of George Dubyuh, the blockers' collective hatred intensifies...

Remmy K Sharperton

Drv 4

Fig 4

Hed 5

Nim 5

Psi 0

Spd 4

Str 4

Action Skills - Gun (5).

Academic Skills - Basic Repair & Maintenance, Communications, Demolitions, First Aid, Slab Warfare, Urban Survival.

Weapons - Combat Knife, Handbombs, Stutter Gun.

Equipment - Backpack, Chrono, Citidef Body Armour, Comm, Flashlight, Medipack, Rad-Pills, Rad-Suit, Sucker Gun.

Vehicles - Citidef Gunship, Paraglider.

Soundbite - *'Bring them on - we'll discombobulate 'em!'*

Sharperton began his notorious career in 2115 as the sergeant of the Dubyuh Citidef. When Mayor Beano died, Sharperton played upon the blockers' paranoia of 'invasion' from displaced citizens to get himself elected. Sharperton, by dredging up ancient American statutes, made it legal for every blocker to carry firearms with the block's confines - this achieved the desired effect of increasing the community's sense of cohesion, and defiance towards the outside world. The Judges have arrested many blockers straying from Dubyuh, weapons ready for action, adding them to the swelling iso-cube ranks of those who took part in the block wars. Sharperton has featured among four mass arrests, but has been able to weasel out of lengthy sentences with the assistance of canny criminal defence lawyers. Each time on hi release, he was immediately reinstated as Block Major, and remains in charge while Dubyuh endures its latest term of lockdown. Sharperton is single, with two teenaged sons (Stormy and Goredell) just as perversely patriotic as he.

Pulp Theatre - George Dubyuh's lockdown is scheduled to end in late 2128, and Sharperton is waiting just for that very moment to unleash hell. During his house arrest, he has trained all able-bodied men and women in Citidef combat techniques and tactics, while keeping the enthusiastic but weaker juves held in reserve. When normal block life is resumed, Sharperton will keep a low profile and instruct his army (the 'Dubyuh Freedom Force') to do the same, lulling the Judges into dropping their guard. When the time is right, the army will swarm out into Sector 53 on a bloody rampage, targeting traditional block enemies and Judges. They will not stop until they are exterminated, but if Sharperton should perish, at least a half of the Freedom Army can be expected to lay down their weapons.

Talith and Droog's Shuggy Club

Located in Ford Precinct and one of many Lowtown shuggy halls in Sector 53, the premises of Muggy Talith and Fricky Droog would be indistinguishable from others apart from the fact that it is the scene of a notorious and unsolved crime. In 2119, a crime call was issued from the club, stating that a robbery was in progress. Sector Control dispatched Patrol Group 6, led by Judge Cross. After the Patrol Leader reported the group's arrival at the premises, nothing more was heard from him. A backup Patrol Group discovered the remains of three Judges who had all been shot neatly through the chest with a las-blaster and had their lungs surgically removed. Judge Cross remains missing. In 2128, Judge Heggarty of Cold Case Squad was assigned to the case, but little progress has been made.

The Judge killer is not an ordinary criminal - he's dead for a start. Judge Heggarty has no reason to examine the Justice Department's old shuggy club

records, but if she did she would discover a crime that matches the Judge killings exactly. In 2080, Arty Miggins was the 'Lung Ripper', a serial killer who extracted the lungs of his victims with a las-blaster; he cooked and ate the lungs in his hideout in the sub-basements of Nigella Lawson Block, close by the shuggy hall. Miggins was never caught, but died of liver disease in 2119, a few days before the Judge killings occurred. For whatever reason, Miggins' spirit has not passed into the next life, but become trapped in the shuggy hall, where some dark energy has granted him the power to continue to kill, his psychokinetic energy able to mimic the exact energy signature and damage of a las-blaster. Every year on the same day, Miggins' spirit is 'activated' and enters into a killing spree, but only if the shuggy hall is occupied at the time, otherwise he will fade impotently from the land of the living for another year. From 2120 until early 2128, the shuggy hall has remained vacant, forced to close due to poor business, but a local restoration group has completed restoring the hall to its former glory, and sometime in 2128, they are planning to reopen, expecting a crowded house. As coincidence has it, Arty Miggins' tormented spirit is due to make a comeback around the same time. He will manifest as a humanoid form surrounded by a pale, green mist, holding his custom-built las-blaster. Without warning, Miggins will seek to blast half a dozen patrons before disappearing and then reforming several times that night, killing again (if any citizens are too stupid to stay out of the club, or Judges are on the premises, keeping watch over the crime scene). By the time the sun rises, Miggins will have returned to his place of rest, his old haunt beneath Martha Stewart Block, where unless disturbed, he will remain until the same time next year. Psi-sensitive citizens or Judges will detect a strong, negative aura in the shuggy club when Miggins is about to appear. His ghostly form is sufficiently well-defined for a perp meter to comp-ident him and link him to the 2080 murders. Psi-Judges skilled at tracking spectral emissions will be able to track Miggins back to Martha Stewart Block, and to his sub-basement 'tomb'. The sub-basement is disused. The lungs of Miggins' latest murders are hung from metal beams, and if they are touched, will trigger Miggins' manifestation. The only way to defeat him is for one or more Psi-Judges to direct their telepathic powers at Miggins, confusing him, while other Judges lay on the firepower; only Incendiary rounds will have any effect, and it will take at least six to vanquish Miggins forever. In the meantime, Miggins will attack the Judges with maniacal fury, slicing away with his las-blaster.

The Dean Martin Crooners Club

The Crooners Club (Giuliani Precinct) is an expensive niterie and restaurant showcasing some of the most famous singers to come out of Mega-City One. The club is part of a MegNorth chain called Rat Pack Entertainment, believed (but never proven) owned by mobsters. Justice Department attempts to install bugs in the club have failed and Undercover Judge Hoffa murdered and dumped in the Black Atlantic; despite regular audits by Accounts Division, no prosecutions have been brought against the club. The Club manager is one Dino 'Plucky' Maffatore, a tall, gangly man, 39 years old, with hawkish features and narrow, dark, eyes. He took over the Club in 2121 and is widely rumoured to be a capo for the Mob; he has served time for several offences, including assault and possession of a prohibited weapon. Maffatore has been charged with a variety of offences including attempted murder, but has been cleared of blame by fall guys taking the rap on his behalf, or been bailed out by the MegNorth lawyers Sleesie, Dyme & Cheetum.

The club has a staff of more than twenty workers – barmen, chefs, waitresses and hostesses. Of these only two are notable: Frankie 'Legs' Quasarano (33) is head barman at the club and left in charge when Plucky is away. Legs is a thick-set man with shaved dark hair and a thick moustache. He has twice done time for assault and affray. The other notable employee is Caprice D'Amico (23), a hostess. She is a stunningly beautiful young woman with long red hair and green eyes. D'Amico is also Plucky's partner, and functions as the Club's public persona; she is ambitious, talented and utterly selfish – she desires a career in showbiz and will not hesitate to do anything to achieve this goal. The Crooners Club is housed in Delveccio Plaza, a pedestrian retail and entertainments area reached via a feed leading off Cory Kruseman Skedway. The plaza is located along Sector 53's northern boundary, in Hightown. The club is open 7am-4am, and is advertised by a garish blue neon sign, and entered through a set of blast doors guarded at all times by four doormen and two watchmeks. The club itself is large and spacious, dimly lit, possessing a fully stocked bar and kitchen. The front area consists of booths and tables of varying sizes. The private offices are located behind the bar area. The rear half is occupied by an old-style dance floor and a raised plinth for performers.



Dino 'Plucky' Maffatore

Drv 5
Fig 4
Hed 5
Nim 4
Psi 0
Spd 4
Str 4

Academic Skills - Big Business, Interrogation, Local Rackets, Slabwise.

Weapons - Braceball Bat, Licensed Handgun (in shoulder holster).

Equipment - Biz Suit, Chrono, Comm, Illegal Narcotics (pep and gustodol), Robodog.

Vehicle - *Fireball* Hotrod.

Soundbite - *'Look Judge, I run an honest establishment - we book the top acts and don't allow no trouble; you got a complaint, take it up with my lawyers.'*

Frankie 'Legs' Quasarano

Drv 4
Fig 4
Hed 4
Nim 4
Psi 0
Spd 4
Str 4

Academic Skills - Local Rackets, Slabwise.

Weapons - Spit Pistol (carried in concealed shoulder holster), Stutter Gun (not often carried), Shiv.

Equipment - Comm, Illegal Narcotic (Jumping Beans).

Vehicles - Souped-up *Gemini* Slabster.

Soundbite - *'Da Boss left me in charge, and if you give me any more lip I'm gonna tear your face off an' nail it back on!'*

Caprice D'Amico

Drv 3
Fig 2
Hed 4
Nim 4
Psi 0
Spd 3
Str 3

Academic Skills: Performance, Showbiz.

Weapons: None.

Equipment: Comm, Handcomp, Variety of revealing outfits.

Vehicles: Souped-up *Trendo* Slabster.

Soundbite: *'Sugar, I can dance, I can sing, and you give me my break you'll find I can do a whole lot more for you...'*

Pulp Theatre – The Dean Martin Crooners Club is an expensive establishment, members-only and the domain of powerful Sector 53 Hightowners. Prospective patrons are screened by Plucky using ALC (Alternative Lifestyle Computer), a device sold by the North Side Mob to criminal organisations across Mega-City One (hefty annual subscription, constantly updated). If they pass the test, they can expect a top class service and the full (luxuriously expensive) attention of the host-

esses. The Crooners Club functions as den of extortion, administrated by Maffatore; clients are lulled into a false sense of security by the hostesses using natural charm and spiked food and drink, to reveal secrets that might ruin them socially or financially. This information Maffatore keeps up his sleeve until a time when he may need a patron's services, whereby he plays his devious hand and blackmails them into doing his bidding.

The MacCam Mob

A sizeable criminal organisation and since 2126, the most powerful in Sector 53 Westside. The MacCams advertise their stock as being of Irish descent, and despite this being a lie, have managed to gain support and recruited troops from the genuine Irish immigrant societies of the O'Brien and Skinner Precincts. The MacCam power base is centred in the Herman Melville and Ichabod Crane Blocks, the 'family home' being a suite of penthouses atop Crane; their street gangs have encroached into Skinner Precinct's Downsville and forcibly assumed control over the Lowtown drugs markets. The MacCams are ever restless to expand their criminal empire, and have set their sights on Garvie Precinct, which has been left bereft of any significant underworld presence since Judge Liebenitz' successful 2124 clean up campaign.

Murty MacCam

Drv 3
Fig 4
Hed 5
Nim 3
Psi 0
Spd 2
Str 3

Academic Skills - Big Business, Mega-Rackets, Politics, Slabwise.

Weapons - Handgun (concealed)

Equipment - Chrono, Comm, Comp, Crybaby Ring, Expensive Biz-Suit (with A-Suit underlay), Keycard (security rated to unlock all mob facilities).

Vehicles - Chauffer-driven and armoured Bohemian Hoverlimo.

Soundbite - *'Now look here, we're just simple businessmen, so we are.'*

Murty the MacCam Overboss, a cunning and ruthless criminal who is also a fervent supporter of several Emerald Isle terrorist organisations, to whom he funnels a small percentage of his criminal profits. Murty is a 51-year old bear of a man with dark curly hair and brooding brown eyes. Born in Sector 74, Murty found crime at an early age, but was careful never to get involved in any operation that might see him waste his youth in an iso-cube. He was a self-taught mobster and early into his operations devised the ethnic Irish brand to help distinguish himself from his rivals, and later by establishing

a symbiotic relationship with authentic Irish gangsters, he made certain the smaller mobs remained wary of him. Murty has cultivated illicit 'business' connections elsewhere in Atlantis and Brit-Cit. He is well respected by the other crime bosses for his imaginative but cautious attitude. Murty has groomed his sons Murdo, Colm, Droon and Patty to assume the running of various areas of the organisation.

Murdo MacCam

Drv 3
Fig 4
Hed 5
Nim 3
Psi 0
Spd 2
Str 3

Academic Skills - Interrogation, Local Rackets, Slabwise.
Weapons - Spit Pistol (in shoulder holster), Stump Gun (hidden in secret compartment inside car), Las-Knife.
Equipment - Chrono, Comm, Illegal Narcotic (Stanimene).
Vehicle - Souped-up *Ares* Slabster.
Soundbite - *'Bring old man Tooley in for a bout - I'll squeeze the bugger's money from him.'*

Murdo is the eldest of the MacCam sons and also the least intelligent, charged only with running a small number of extortion rackets in O'Brien Precinct. Murdo is a brawny 31-year old, with his father's looks, and is a keen body-builder. He enjoys violence and often has his goons drag in troublesome 'customers' so he can give them a 'go in the ring'.

Colm MacCam

Drv 4
Fig 3
Hed 5
Nim 3
Psi 0
Spd 3
Str 3

Academic Skills - Big Business, Mega-Rackets, Slabwise.
Weapons - Handgun (concealed)
Equipment - Expensive Biz-Suit (with A-Suit underlay), Comm, Handcomp, Keycard (security rated to unlock most mob facilities).
Vehicle - Chauffer-driven armoured and hover-convertible *Chrysalis* Roadster.
Soundbite - *'I can get us a better deal for Adifax, Chowder, and FX. Let me talk to my people in Meg-North.'*

Colm, the 28-year old MacCam Underboss, is intelligent and the least violent, but he is cunning and ruthless, and lets others do all the dirty work for him. Colm is the least ideologically motivated of the family and disagrees with shovelling profits into Emerald Isle terrorist coffers. He controls the MacCam organlegging and Stookie operations and spends much time selling his wares among the affluent MegNorth and MegSouth markets. Colm is ostensibly business management executive for the MacCam's cover industries; he has no criminal record.

Droon MacCam

Drv 3
Fig 4
Hed 5
Nim 3
Psi 0
Spd 2
Str 3

Academic Skills - Big Business, Mega-Rackets, Slabwise.
Weapons - Handgun (concealed), Sharpened teeth.
Equipment - Chrono, Comm, Handcomp, Expensive Biz-Suit (with A-Suit underlay), Keycard (security rated to unlock most mob facilities).
Vehicle - Chauffer-driven armoured *Destiny* Roadster.
Soundbite - *'So old man Tooley won't pay up eh? Well, accidents happen all the time, so they do. I'll tell you now, I reckon Tooley's about overdue for an accident.'*

Droon, 27 and a MacCam Underboss, is an able biz-cit and a sadistic killer. He thoroughly enjoys his part in the family's vice and extortion rackets, but has only served two short terms in the iso-cubes. Droon is tall and well built with dark red hair and an ugly diagonal scar running from his chin to his brow; his teeth are sharpened, a symptom of his sick obsession with the sport of bitefighting. Droon runs the betting scam surrounding the local bitefighting circuit.

Patty MacCam

Drv 4
Fig 4
Hed 4
Nim 3
Psi 0
Spd 3
Str 3

Academic Skills - Big Business, Mega-Rackets, Politics, Slabwise.
Weapons - Registered Handgun (concealed)
Equipment - Chrono, Comm, Handcomp, Expensive Biz-Suit (with A-Suit underlay), Keycard (security rated to unlock most mob facilities).
Vehicle - Chauffer-driven and armoured Hoverlimo.
Soundbite - *'We offer a service, an' people pay us for it. 'Tis my moral duty to do my best for them, and to see off the competition in any ways that's best.'*

Patty, 25, is the youngest MacCam Underboss, his responsibilities are controlling gambling scams and perp running operations. He manages well, and has only served one term in the juve cubes for a minor offence at age 9. Thin and of medium height, Patty is physically distinctive from his brothers, but has the same ruthless streak of his father.

The Brigands

The Brigands (identified by their blood-red jackets and spiked kneepads) have been in existence for more than six years and has recently made substantial territorial gains in Sector 53. They are composed of ex-soldiers and two former Cadet Judges; the number of active Brigand gangers tallies stands at approximately 50, whilst they can call on at least 20 less committed members. The Brigands are led by former Cadet Judge Piotr Zanowski and former Cursed Earth Ranger Unctio LeBragg. The Brigands are content with deriving their income from traditional gang crimes like gun and drug running and the robbery of small business premises. The chapter members hang out a number of bars spread across Sector 53 and several neighbouring sectors. It is suspected the Brigands were behind the heist of a substantial sum of money from the 2nd Mega Mo-Pad Bank, when two pri-secs guarding the mo-pad were killed and a responding Judge seriously injured – there were no arrests. Like most bike gangs, the Brigands are violent and unpredictable, but unlike many other gangs, the Brigands tend to be in better physical condition, although the taking of recreational drugs is commonplace.

Piotr Zanowski

Drv 5
Fig 4
Hed 4
Nim 4
Psi 0
Spd 4
Str 4

Action Skills - Lawmaster [4], Slab Bike [6].

Academic Skills - Broad Combat, Cursed Earth Survival, Local Rackets, Slabwise, Vehicle Repair & Maintenance.

Weapons - Handbomb, Las-Knife, Stump gun.

Equipment - Mechanic Tool Kit, Slab Armour.

Vehicle - *Blaster* Slab Bike.

Soundbite - *'Forward Brigands - tear this place apart!'*

Piotr Zankowski, aged two, was abandoned by his parents and placed in a Mega-City nursery, where he grew into a cold and brutalised child. Aged five, he was identified as possible Judge material and inducted into the Academy of Law; there, he found a home where physical confrontation was common, nothing new to young Piotr. At first he prospered, but gradually, his wild nature came to the fore, and following the beating of a fellow Cadet, he was expelled from the Academy. Piotr failed to settle into the life of a citizen and became an enforcer for a local block daddy. At the age of 18, he volunteered for duty as a Cursed Earth Ranger where he and served for four years. Returning to the

city, Piotr hooked up with the Brigands and used his Academy skills to rise to the position of gang lieutenant. Piotr is now 23, and remains wild in nature – his temper can explode into extreme violence at the least provocation.

Unctio LeBragg

Drv 4
Fig 5
Hed 5
Nim 3
Psi 0
Spd 3
Str 5

Action Skills - Gun [4], Slab Bike [5].

Academic Skills - Cursed Earth Survival, Iso-Block Gangs, Local Rackets, Slabwise, Tactics, Vehicle Repair & Maintenance.

Weapons - Las-Knife, Spit Pistol or Stutter Gun (depending on the situation).

Equipment - Bag of Stanimene, Mechanic Tool Kit, Slab Armour.

Vehicle - *Blightrider* Slab Bike.

Soundbite - *'Tonio, you and Gritter take up position on the left of the drokker, then Juan places and blows the charges, then it's in and out, quick and hard. Easy money!'*

A bear of a man, 28-year old Unctio LeBragg joined the Cursed Earth Rangers when he was only 17 and served for over ten years, becoming the chief of an auxiliary unit. Further promotion was ultimately ruled impossible because of his increasingly brutal command style. After his dismissal for leading the brutal suppression of a mutant township, Unctio returned to Mega-City One in disgrace. He became involved in a number of minor crimes and served ten years for the serious assault of a Judge. He then became involved with a succession of slab bike chapters before ending up with the Brigands. Unctio's talents for focussed violence combined with low cunning saw him rise rapidly to a position of leadership. He regards Piotr Zanowski as a useful addition to the gang, but would not hesitate to arrange an accident for him if he became too much of a threat to his own authority.

Typical Brigand

Drv 4
Fig 4
Hed 4
Nim 4
Psi 0
Spd 4
Str 3-5

Action Skills - Gun [3], Melee [3].

Academic Skills - Local Rackets, Slabwise, Vehicle Repair & Maintenance.

Weapons - Las-Knife, Spit Pistol or Handgun.

Equipment - Illegal Narcotic of choice, Mechanic Tool Kit,

Slab Armour.

Vehicles - Slab bikes of varying models.

Pulp Theatre – The Brigands roam Sector 53's entirety, and if they are discovered by Judges not to be causing trouble, it's only because the Brigands can't be bothered for the moment. The biker gang creates smokescreens to cover their underhanded criminal acts by decoying the Judges with large numbers of bikers gathering in staged rallies; while the Judges watch intently, elsewhere, contraband is bought and sold. The Brigands' operations are limited in scope by the amount of contraband they can carry on their slab bikes, contraband they store in small amounts in their drinking establishments before transferring to sell on the go. Depending on their mood (and extent of inebriation), Brigands will hail or harass Judges, daring them to pursue the biker into the sector's more convoluted traffic streams where high-speed pursuits are more likely to result in a drivers' messy death.