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# ***SPRAWL GANGS & MEGACORPS™***

***An  
Organizations  
Sourcebook  
for***

**CYBER  
SPACE™**



STANLEY BULLISD 1996



# SPRAWLGANGS

## AND

# MEGACORPS™

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**Phone:** (804) 295-4280

**Stock #:** 5101

**Fax:** (804) 977-4811

**ISBN:** 1-55806-086-3

First Printing. Printed in USA.

Produced and distributed by Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA, 22902

# INTRODUCTION

Welcome to the first sourcebook for **Cyberspace™**, ICE's gritty role playing game of earth's dark near future. Herein you will find a wide selection of gangs, corporations, organizations and individuals to aid you in fleshing out your **Cyberspace** campaign.

## THE CYBERSPACE GENRE

The setting for **Cyberspace** is a cruel, cynical rendition of our tortured earth a mere hundred years from today. The year is 2090. It is a time of governmental collapse, rampant drug abuse, corporate repression, and technological marvels. The streets are home to hopeless vagrants, petty criminals, hired assassins, and down-on-their-luck rockers. Lives are bought and sold for the price of a 6oz bottle of whole grain alcohol. It is man's twilight age: the last few desperate years before an abyssal plunge into total oblivion and anarchy.

## THE WORLD OF CYBERSPACE

As detailed in the **Cyberspace** game, earth at the end of the 21st century is a study in contrasts and extremes. More violent and decadent than our world today, the society is mercenary, with the trade measured in terms of money and lives. Profit is king, media is queen, and the pawns include everything (and everyone) else.

Below is a summary of major events from the turn of the century to the year 2090.

## TIMELINE

2000 — Capitalism runs rampant. China remains as the last bastion of communism.

2002 — Interactive video in widespread use.

2004 — USA, Russia & Japan sign the "Three Powers" treaty.

2007 — Psychoactives and surgery used to control criminal behavior.

2010 — Trade in human organs reaches global proportions.

2012 — First true Artificial Intelligence developed.

2014 — Artificial wombs created.

2015 — European Economic Community becomes the fourth superpower.

2017 — Widespread robot development.

2020 — Global satellite/ground communications network (a.k.a. the Net) fully integrated.

2024 — All superpowers are engaged in space industry.

2027 — First versions of Direct Neural Interface developed, allowing mental control of mechanical systems. Bionic prosthetics, known as cyber implants, or "wetware", developed.

2028 — First documented case of CIRS.

2031 — Organ/tissue cloning developed. Global currency, the "World Dollar", instituted.

2032 — Megacorporations begin loaning money to hard-pressed governments.

2035 — First cloning of a human performed.

2039 — First cryogenic deep space colony vessel launched.

2040 — Megacorporations begin buying countries.

2047 — Tensions rise between Japan and the USA.

2048 — Apparent Sensory Perception (ASP) record/playback techniques developed.

2049 — RAM chip implantation techniques in humans developed. Two person neural interface perfected.

2051 — Laser/Hydrogen Triggering rockets developed.

2054 — Practical vehicular laser weaponry developed.

2061 — Japanese troops begin operations on American soil. USA secedes from superpower alliance.

2065 — The Crystal Palace space habitat is operational.

2069 — Japanese mercenary gangs terrorize American residential districts.

2071 — Effects of global climate shift cause catastrophic ecological destruction.

2075 — Synaptic reformatting intelligence drugs marketed.

2076 — The Great California Earthquake; San Francisco and areas northward escape destruction.

2078 — Inception of the Death Valley Free Prison.

2081 — CyberDecks produced. The realm of Cyberspace is born.

2082 — Japanese/American low-intensity war ends.

2085 — Indian Ocean Comet Disaster; world climate degraded further.

2086 — Recombinant DNA techniques performed on humans. Alterant Repliants produced.

2088 — Intercorporate wars become prevalent.

2089 — The Martian Conflict begins; belligerents include Megacorps New Edison and Okira.

2090 — The Present.

As can be gleaned from the timeline above, man has been living with Cyber System implants for over 60 years, which has allowed him ample time to develop a wide range of artificial "enhancements", and the medical technology to implant them quickly and inexpensively. On the other hand, the realm of Cyberspace, wherein the consciousness of man may travel and interact with others, is in its infancy; less than 10 years old at this time. Remote regions of the Net remain largely unexplored, and Cyberspace is recognized as the last earthly frontier to be fully mastered by man.

## USING THIS PRODUCT

*Sprawlgangs & Megacorps* is divided into four major sections: gangs, corporations, organizations and personalities.

Each gang is provided with a section of general information, then a commentary about their origins and/or current operations. If the gang does not originate in San Francisco (*Cyberspace's* primary campaign area at this time), then a section on San Francisco data is given. Each Sprawlgang entry also has the basic stats for a typical (non-leader) gangmember. If several gangmembers are encountered at one time, the GM should feel free to use the stat template provided as a guideline, and generate all the members required by varying the statistics slightly, and giving leaders much enhanced capabilities.

You will notice that for each Sprawlgang, a listing of allied and enemy gangs is provided. These are not intended to be complete listings: many more gangs

exist than those shown here. Also, listings may not be completely consistent from gang to gang; this is particularly true where enemies are concerned. This is the case because listings are given from the particular Sprawlgang's point of view. One gang may consider itself the enemy of another, while that other gang may have a wholly neutral attitude.

The Megacorp information is quite straightforward. Each is provided with general information, a corporate overview, and relevant Cyberspace data.

The organizations are displayed much like the gangs, though two standard stat sets are provided. It should be noted that most of the organizations in this book are given in generic terms so that they can be applied to any appropriate locale or situation that the GM requires.

Finally, the personalities are provided as NPCs for the GM to incorporate into his or her game as necessary.



# TYPES AND TRAITS

Sprawlgangs are small, tightly knit organizations of wayward youths who range through the world's urban jungles. They trade in many commodities: food, drugs, hardware, software, and lives to name a few — anything to keep them going from night to endless night. Their domain is the street, and their turf their only home, for they certainly epitomize society's flotsam. They are the products of an empty legacy, and with a savage determinism they strike back at their bleak and unpromising world with relentless violence.

Each Sprawlgang boasts a set of certain identifying characteristics known as their "colors", and although no two gangs are alike, there are a finite number of Sprawlgang types. These are general categorizations of gang origins, motives and/or operations.

What follows is a listing of the various general types of Sprawlgangs and their characteristic traits.

## BONGS

These Sprawlgangs are composed of drug addicts who have yet to sink to the depths of the Flare Outs. They band together to exploit whomever they can in order to score fixes.

**Common Traits:** Desperate, and often self-degrading.

## CLONES

These types of gangs find a common bond through mimicking personalities, cultures and/or styles of bygone eras.

**Common Traits:** Those of the mimicked person/group, though often harmless.

## CYBERS

Cyber gangs are often loose associations of punks who crave cyber wetware above all other commodities. They will go to any extreme in order to obtain the latest

bio-improvements. Many have The Curse, or are dangerously close. They often sell themselves out as mercenaries or bodyguards in order to gain the resources necessary to implant ever more Cyber Systems.

**Common Traits:** Arrogant and driven.

## DEALERS

Members of these gangs distribute illicit drugs, programs, cyberware, firearms, prostitutes, pornography and stolen goods — including clothing, entertainment components, and, on occasion, slaves. All this while fencing items stolen by other "non-Dealer" gangs or independents. They are invariably very protective of their turf and are given to senselessly violent acts against other Dealer gangs.

**Common Traits:** Ambitious, opportunistic and occasionally business-like. Dangerous and unforgiving.

## FLARE OUTS

These are usually small groups of street people whose minds have been all but destroyed through substance abuse. They band together so that they may pool resources to feed their habits, which often leads to abhorrent activities — whatever they may be.

**Common Traits:** Careless and dangerous. No perception of self-worth.

## FLUNKIES

Flunkies are poorly organized mobs formed by non-gang entities to perform "dirty" streetwork. They are generally well paid, but considered expendable by their inceptors. They garner little respect from other true Sprawlgangs since the ranks of Flunkie groups are rarely filled with natives from the areas they are sent into.

**Common Traits:** Greedy, disillusioned, and often misdirected.

## GUARDIANS

These "gangs" are bands of vigilantes who take it upon themselves to do battle with *bad* gangs. Distinctions between the two, however, inevitably become blurred.

**Common Traits:** Self-righteous and vindictive.

## MERCS

Merc gangs are little more than organized teams who have worked together in the past then attempt to band together to sell their services.

**Common Traits:** Usually self-disciplined and well organized. Proud and deadly. Many have received paramilitary training in their murky pasts.

## MINIMODS

These are groups of young kids who are seeking an identity or purpose through assimilation with gang organizations. They often emulate the latest, most shocking Sprawlgang trends, but in a disorganized and decidedly lighthearted manner.

**Common Traits:** Assimilative.

## PSYCHOS

Psycho gangs are crazed batches of wanton murderers, rapists and thrill seekers. They thrive on the sadistic chaos they spawn, oblivious to the threat of retribution or law.

**Common Traits:** Destructive and reckless.

## THRASHERS

These are gangs of street rockers who rise to the anthems of cult-status musicians. Such gang members are energetic, and given to outbursts of mayhem.

**Common Traits:** Dependant upon the music.

**LEADER:** "Colonel" Lindsay Wright.

**CORE MEMBERSHIP:** 150.

**ASSOCIATED MEMBERSHIP:** ~ 2,000.

**DEMOGRAPHICS:** 100% male, age 17-25.

**HEADQUARTERS:** Kitty Hawk Airport, North Carolina.

**TURF:** N/A

**IDENTIFIERS/COLORS:** White silk scarves, Ray-ban® aviators and brown leather pilot jackets.

**ACTIVITIES:** Industrial espionage, courier operations, smuggling, prostitution.

**GENERAL ATTITUDE:** Smug, vain.

**COMMON EQUIPMENT:** Compact automatic pistols.

**SPRAWLGANG TYPE:** Merc.

**ALLIED GANGS:** Fusers, WASPs.

**ENEMY GANGS:** Chain Gang, Cyberpunks, Models, Road Kills.

### COMMENTARY

Many Airboys are Joystick Jockeys, and they are obsessed with vehicles, be they Supercars (jump-jeeps), light helicopters, or motorcycles; entire gangs in many cities have jet-packs.

Airboys specialize in long-range transport of goods, be they stolen electronics, drugs, or people. Known to be daredevils, they are experts at avoiding aircraft detection systems and reaching remote locations in record time.

Apprentice pilots are drafted into local delivery service, but stay with the gang in order to get flight instruction and to hopefully graduate to pilot status (called *getting your wings*).

Cool and aloof, Airboys are nevertheless enthralled by the 'romance' of their line of work, and sometimes take unnecessary risks to enhance the excitement level. This is rarely appreciated by any client-passengers. They are also vain, always examining themselves in mirrors, preening their hair or uniform — though they go to great lengths to look and act 'butch'.

While they hate to admit it, many branches of the Airboys subsidize their flying operations with another enterprise: 'personal' services. As prostitutes, these young men are in high demand in corporate circles. However, this old profession leads to unwanted comparisons with the Models (ironic, since the Models refuse to prostitute themselves, and the Airboys, as a rule, are homophobes). Because of this, the Airboys especially hate the Models. Some other enemy gangs have picked up on this and deliberately call the Airboys 'Models' as an insult.

### SAN FRANCISCO DATA

**LEADER:** Skye Lindbergh.

**IDENTIFIER VARIATIONS:** None.

**HQ:** Sky-High (an abandoned helicopter base).

**TURF:** Mt Davidson.



### AIRBOY

**Profession:** Jockey

**Level:** 4th

**Hits:** 45

**AT(DB):** NoA(5)

**Fire:** +40 10mm Pistol (H&K 200K)

**Melee:** +50 Brawl

**Skills:** +60 Pilot, +35 Equipment, +30 Drive, +30 Perception



**LEADER:** Jeff "Black Hawk" Jones.

**CORE MEMBERSHIP:** ~ 150.

**ASSOCIATED MEMBERSHIP:** ~ 200 nationwide.

**DEMOGRAPHICS:** 60% male; age 17-30.

**HEADQUARTERS:** Jeff's Slice and Dice Martial Arts Studio, Chicago.

**TURF:** None; they are a transient group.

**IDENTIFIERS/COLORS:** Dark, free-flowing martial arts clothing and face covering. War paint around the eyes. Prominently displayed martial arts weapons.

**ACTIVITIES:** Infiltration and assassination.

**General Attitude:** Serious and self-confident, bordering on arrogance.

**COMMON EQUIPMENT:** Martial arts weapons, low light visual aids, grapples.

**SPRAWLGANG TYPE:** Merc.

**ALLIED GANGS:** Fusers, Mid Knights.

**ENEMY GANGS:** Punk In Heads, Untouchables,

## COMMENTARY

The Black Hawks are a deadly organization, much sought after for their unique talents. All members are highly trained and each possesses a black belt level proficiency in at least one martial arts form. Their paramilitary training is most often focused on infiltration and silent murder techniques. Small groups of Black Hawks roam the country, never staying long in one city or Sprawlzone; taking on work, completing it, then moving on.

The typical Black Hawk is boastful (when not performing a mission), but has a reputation for carefully calculating risk. He is a professional who takes twisted pride in personal body counts and quick kills.

Most members shun firearms, but their use is necessary at times — particularly when they are caught off guard (a rare occurrence) and they find that they are unable to close with adversaries.

As with all mercenary groups, Black Hawk services are sold to the highest bidder.

## SAN FRANCISCO DATA

**LEADER:** Coolidge "Megacool" Brown.

**MEMBERSHIP:** ~ 30.

**IDENTIFIER VARIATIONS:** Megacool runs a small local chapter of Black Hawks who conform to the national standard.

**HQ:** Megacool's Kick Murder Emporium.



## BLACK HAWK

**Profession:** Killer

**Level:** 6th

**Hits:** 60

**AT(DB):** NoA(20)

**Fire:** +80 Submachine Gun (occasionally)

**Melee:** +90 Brawl

**Missile:** +70 Shuriken

**Skills:** +80 Stalk & Hide, +70 Environs, +55 Equipment

**LEADER:** Rodrigo Sanchez.  
**CORE MEMBERSHIP:** ~ 200.  
**ASSOCIATED MEMBERSHIP:** ~2000.  
**DEMOGRAPHICS:** 100% male, age 16-30.  
**HEADQUARTERS:** San Quentin (former penitentiary).  
**TURF:** Wherever you are!  
**IDENTIFIERS/COLORS:** Stylized black and white striped campy 'prison togs'.  
**ACTIVITIES:** Murder, extortion, protection, bodyguard, rape, vandalism.  
**GENERAL ATTITUDE:** Cool, tough.  
**COMMON EQUIPMENT:** A length of heavy chain, a sawed-off shotgun or revolver. No cyberware.  
**SPRAWLGANG TYPE:** Psycho.  
**ALLIED GANGS:** None.  
**ENEMY GANGS:** Cyberpunks, Gang Green, Ginos, Mid Knights, Models, Stalines, Untouchables, WASPs.

### COMMENTARY

The Chain Gang chapter members are almost exclusively of Latin American descent, muscular young men with bodies pumped up from years in prison weight rooms. All of the older members have prison records. They have little regard for life, and especially despise any ethnic groups other than their own. Mindlessly violent, they are the ultimate in casual killers. They love to prey on helpless victims, but also delight in rumbling with other gangs.

Chain Gangmembers invariably possess a peculiar superiority/ inferiority complex, behaving as if they are better than all other gangs but constantly having to prove it to those gangs and themselves. They deliberately incite conflicts with the law; you cannot be a full-fledged member of the Chain Gang without serving at least a month in the cooler.

Of course, many normal penitentiaries are controlled (at least partially) by interned Chain Gang members, meaning that life in the pen would be relatively easy for a member, and particularly rough for someone the Chain Gang didn't like.

Chain Gang members also particularly hate Cyberpunks; there is a long running war between the two gangs in most cities where both exist. The Chain Gang considers the 'Punks to be weaklings, needing machines to prop them up.

### SAN FRANCISCO DATA

**LEADER:** Alfonze Rodrigo.  
**IDENTIFIER VARIATIONS:** None.  
**HQ:** Marin County Jail.  
**TURF:** Adjacent regions.



### CHAIN GANGMEMBER

**Profession:** Killer  
**Level:** 4th  
**Hits:** 50  
**AT(DB):** NoA(O)  
**Fire:** +50 15mm Shotgun  
**Melee:** +80 Brawl  
**Skills:** +40 Drug Tolerance, +40 Urban Foraging, +35 Exploit, +3 r Ambush



**LEADER:** Adam "Iron Man" Kowalski.

**CORE MEMBERSHIP:** ~ 300.

**ASSOCIATED MEMBERSHIP:** Unknown, assumed to be more than 100,000 worldwide.

**DEMOGRAPHICS:** 70% male, age 16-35.

**HEADQUARTERS:** Chip 'n' Dale's Bar & Lube

**TURF:** SE Quadrant ("Circuit District") Boston

**IDENTIFIERS/COLORS:** Brightly colored metallic jackets (often with ablative fabric lining), multicolored and strangely styled hair, visible cyberware.

**ACTIVITIES:** Drug running, fencing, looting, extortion, murder, theft, and random acts of street terrorism.

**GENERAL ATTITUDE:** Antisocial.

**COMMON EQUIPMENT:** All varieties of cyberware: plenty of chrome. Also a vast array of weapons, many of them integrated with cyberlimbs.

**SPRAWLGANG TYPE:** Cyber.

**ALLIED GANGS:** Net Heads.

**ENEMY GANGS:** All gangs — esp. the Chain Gang.

### COMMENTARY

The Cyberpunks are the consummate Sprawlwarriors: powerful, cyber-enhanced, and streetwise. Many of them suffer from various levels of CIRS (The "Curse"), and are less human than most. They kill unenhanced humans without guilt.

While some local Cyberpunk gangs claim to be vigilantes, the 'Punks are often actually some of the worst criminals in the city. They are reknowned for their perpetration of heinous killings and wanton violence.

From their headquarters at the north end of the Eastern Sprawl, the Cybers operate a powerful organized crime network. Cyberpunks engage in a wide variety of underworld operations, though they specialize in the less subtle illegal activities. The Cyberpunks are driven by one overriding factor — the lust for more and more cyber wetware. They instal it, trade in it, barter with it, and more often than not, kill for it. Cyber Systems are their stock in trade; of that there is no mistake.

The more sophisticated 'Punks have their brains wired with several NAC slots for Biosoftware input, plus a variety of Direct Neural Interfaces to operate external devices. The more physically oriented are equipped with chrome-plated, servo-enhanced limbs, luminous multi-function sensory implants, and even the powerful, artificially-intelligent cyberbeasts.

### SAN FRANCISCO DATA

**LEADER:** Tom Jefferson.

**MEMBERSHIP:** ~ 500 (70% male; age 15-25).

**IDENTIFIER VARIATIONS:** The SF chapter favors transparent trenchcoats.

**HQ:** The Chrome Bumper (a bar).

**TURF:** Sunset (south of Golden Gate Park).



### CYBERPUNK

**Profession:** Killer

**Level:** 3rd

**Hits:** 50

**AT(DB):** LBA(O)

**Fire:** +55 Submachine Gun

**Melee:** + 50 Brawl (plus any equipment)

**Skills:** +50 Equipment, +40 Cyber Attunement, +35 Drug Tolerance, +35 Urban Foraging

**LEADER:** Frizz "Laura" Mascowicz.

**CORE MEMBERSHIP:** 100.

**ASSOCIATED MEMBERSHIP:** ~ 200.

**DEMOGRAPHICS:** 100% female; age 14-30.

**HEADQUARTERS:** On Top (bar), San Francisco.

**TURF:** Mission.

**IDENTIFIERS/COLORS:** Black or gray lycra pants with stirrups, day-glow polyester turtlenecks, and bouffant hairdos.

**ACTIVITIES:** Prostitution, drug trafficking, cooking.

**GENERAL ATTITUDE:** Fun-loving and carefree.

**Common Equipment:** Razornails, high powered hold-out pistols, mace gas packed in hairspray canisters.

**SPRAWLGANG TYPE:** Clone.

**ALLIED GANGS:** Models.

**ENEMY GANGS:** Ginos.

## COMMENTARY

Generally low key and beneficent, the Dick Van Dyke Sprawlgang has become a refuge for many wayward women on the streets of the city. Established in San Francisco in 2088, the 'Dykes are a relatively small organization which has not yet spread beyond that city's boundaries. Because they are a clone gang based upon a very old and obscure source, the likelihood that they will have any long-term staying power is slim.

Not given to violence, they do occasionally find cause to fight other gangs who are heavily into prostitution. The majority of Dick Van Dyke-controlled streetwalkers are males (whom they call "Richies") who service both sexes. The few men they associate with on a business level are generally referred to as "Robs" or "Buddies".

Most members do not take their affiliation with this Sprawlgang very seriously. However, the mutual support provided among the 'Dyke girls is a strong incentive for "assimilation."

'Dykes usually travel in groups of 3-5, and therefore are rarely found alone. They like to frequent retro dance clubs in the "better" parts of town, and are very amicable to those they meet — except members of other prostitution-focused gangs, of course.

Members of the Dick Van Dyke Sprawlgang rarely take themselves very seriously, and so may be associated with other organizations.

The 'Dykes are a San Francisco phenomenon, with no chapters in other cities.



## DICK VAN DYKE

**Profession:** Sleaze

**Level:** 2nd

**Hits:** 15

**AT(DB):** NoA(O)

**Fire:** +15 5mm Pistol (occasionally)

**Melee:** +15 Razornails

**Skills:** +50 Streetwise, +40 Exploit, +35 Perception



**LEADER:** Erik Turbo.

**CORE MEMBERSHIP:** ~ 80.

**ASSOCIATED MEMBERSHIP:** None.

**DEMOGRAPHICS:** 90% male, age 10-20.

**HEADQUARTERS:** Under Coit Tower, San Francisco.

**TURF:** Telegraph Hill.

**IDENTIFIERS/COLORS:** The sweatshirt of a prestigious U.S. University is central, often customized. Also bleached hair, lee-vi's, and neon sneakers.

**ACTIVITIES:** Intelligence, cyberrunning, and fence.

**GENERAL ATTITUDE:** Aloof, defensive.

**COMMON EQUIPMENT:** Various low-visibility Cyber Systems, (thermalvision, lowlight, targeting), DNI, and NAC units. Hand weapons: needleguns a favorite. Most have Honda *Revenant* motorcycles.

**SPRAWLGANG TYPE:** Dealer.

**ALLIED GANGS:** Skateboys, Dick Van Dykes.

**ENEMY GANGS:** Chain Gang, Models, NewHitlerYouth, Punk In Heads, Road Kills, Thrashers.

## COMMENTARY

The Fusers are one of the more active gangs in San Francisco, but are less aggressive than some of their fellows. They are also among the most intelligent. Quietly professional, the Fusers are the gang that many corporations will turn to when they want a dirty job done dirt cheap. Interestingly, one of the gang's favorite targets is Intelligence Services, that most powerful of information merchants, IS practically runs San Francisco. The adversaries are akin to a David and Goliath. Somehow, however, the Fusers manage to elude IS agents time and again.

A unique aspect of the Fusers is their 'patron', a computer in the sub-basement of the Coit Tower. It is actually an AI, an artificial intelligence named "Ward." (The AI scanned old TV shows for a fitting persona to lead the boys and discovered the *Leave it to Beaver* show. It chose the father and adopted his voice and even presents an electronically generated image of Ward when dealing with the gang.)

Fusers employ some cybernetics, mostly interface jacks and the less obvious hardware but avoid flagrant cybernetic limbs or extensions.



## FUSER

**Profession:** Net Junkie

**Level:** 4th

**Hits:** 51

**AT(DB):** NoA(5)

**Fire:** +50 Needle Pistol (Steyr NY-5)

**Melee:** +30 Brawl

**Skills:** +50 CDeck Operation, +45 CSpace Intrusion, +35 Streetwise, +25 Electronic Bypass

**LEADER:** Winnie "Fester" Corbit.

**CORE MEMBERSHIP:** ~ 300.

**ASSOCIATED MEMBERSHIP:** - 8000 worldwide.

**DEMOGRAPHICS:** 50% male; age 14-30.

**HEADQUARTERS:** Get Stuffed Dance Club, London, UK.

**TURF:** Piccadilly Circus.

**IDENTIFIERS/COLORS:** Anything goes, though sexually explicit and aggressive clothing is predominant. Often carry musical instruments or F/X machines.

**ACTIVITIES:** Creation of — and trade in — musical recordings. Some political lobbying and protest.

**GENERAL ATTITUDE:** Play hard!

**COMMON EQUIPMENT:** Audio, video and ASP recording devices. Musical instruments.

**SPRAWLGANG TYPE:** Thrasher.

**ALLIED GANGS:** Shades, Skateboys.

**ENEMY GANGS:** Thrashers.

## COMMENTARY

Gang Green is a loose association of street rockers and semi-professional musicians who are primarily involved in self-promotion and the spread of their political ideas. This gang's roots go back many years to the halcyon days of the Greenpeace organization, and Europe's Green political party. As such, their philosophy is an outgrowth of global resource preservation, and socialist dogma — but even these noble goals have been perverted by time, ignorance, and lack of conviction.

Most Greens are just as happy trashing dance halls or scrapping Thrasher gangmembers as spreading the word of ecological preservation through music. Do these seem like somewhat contradictory activities? Perhaps, but most Gang Green members have never been called upon to explain their beliefs to anyone.

Members of this gang have a well deserved reputation for having odd fetishes and engaging in excessively perverse activities. Overt self-deprivation, brutal sadism and random masochistic tendencies are all hallmarks of this queer group.

The Green's long-running hatred of the Thrashers, and other Thrash-type gangs can only be attributed to discrepancies over musical taste. The members of Gang Green take their music very, very seriously.

## SAN FRANCISCO DATA

**LEADER:** Gabe Toxshok.

**MEMBERSHIP:** ~200.

**IDENTIFIER VARIATIONS:** None.

**HQ:** Dance This Mess Around (dance club).

**TURF:** Western Addition.



## GANG GREEN MEMBER

**Profession:** Sleaze

**Level:** 3rd

**Hits:** 25

**AT(DB):** NoA(5)

**Fire:** +15 10mm Medium Pistol (occasionally)

**Melee:** +20 Brawl

**Skills:** +60 Music, +50 Streetwise, +40 Exploit



**LEADER:** Joe 'Gino' Ferruzi.

**CORE MEMBERSHIP:** ~ 1, 000.

**ASSOCIATED MEMBERSHIP:** ~ 4,000.

**DEMOGRAPHICS:** 100% male, age 17-40.

**HEADQUARTERS:** Gino's Pizzeria and Beer Hall, Chicago.

**TURF:** The Gino's neighborhood.

**IDENTIFIERS/COLORS:** Black hair oiled back, white t-shirt (or tank-top), gold chains, tight pants, snakeskin boots.

**ACTIVITIES:** Drug dealing, pizza franchises, weight training.

**GENERAL ATTITUDE:** Obnoxious, overbearingly macho.

**COMMON EQUIPMENT:** Switchblades, automatic pistols.

**SPRAWLGANG TYPE:** Bong.

**ALLIED GANGS:** New Hitler Youth (in some areas).

**ENEMY GANGS:** Black Hawks, Chain Gang, Dick Van Dykes, Mid Knights, Road Kills, WASPs.

## COMMENTARY

Muscular but often with a beer gut, Ginos are the worst stereotype 'Italian stallion' come to life. They exude oily sleaze from their slicked-back hair to their lewdly tight pants to their pointy-toed snakeskin boots. Most are addicted to a variety of drugs, yet still manage to make it to the gym every day. Many are on hypersteroids.

The Ginos are best known for dealing drugs out of their growing pizza-parlor and gym franchises. In most cases they are stupid, Stallone-clone, gum-chewing or cigarette-smoking jock-wanna-bes. Easily baited into a rumble, they are frequently involved in mindless gang violence.

Ginos often travel in groups, and these invariably have a following of youthful, misguided girls who quickly become very irritating — to the Ginos and passers-by.

Their alliance with the New Hitler Youth is completely dumbfounding. Why the 'Youth' would ever hook up with this lot is a stunning mystery. It is thought that in the areas where the two Sprawlgangs are on good terms, something utterly evil is in the works. As to what they may be plotting is anyone's guess.

## SAN FRANCISCO DATA

**LEADER:** Mario 'Gino' Mancini.

**IDENTIFIER VARIATIONS:** Black leather jackets, blow-dried hair and black 'clown shoes' with white socks; less muscular and greasy. Many Gino chapters opt for this variation; these groups are generally less violent.

**HQ:** Gino's Pizzeria.

**TURF:** East Richmond.



## GINO

**Profession:** Sleaze

**Level:** 3rd

**Hits:** 35

**AT(DB):** NoA(O)

**Fire:** +40 10mm Pistol

**Melee:** +55 Knife

**Skills:** +30 Appraisal, +20 Drug Tolerance, +15 Exploit, +15 Gambling

**LEADER:** Ferdinand III.

**CORE MEMBERSHIP:** ~ 100.

**ASSOCIATED MEMBERSHIP:** ~ 3000, mostly in Southern US.

**DEMOGRAPHICS:** 100% male, age 16-35.

**HEADQUARTERS:** The Alamo, San Antonio.

**TURF:** Spanishtown.

**IDENTIFIERS/COLORS:** Many pull together a strange 'Conquistador' like outfit, and sport long, curly hair. Their shiny armor conceals practical armored body-suiting.

**ACTIVITIES:** Protection, vandalism of Anglo property.

**GENERAL ATTITUDE:** Aloof.

**COMMON EQUIPMENT:** Sabre, heavy pistol.

**SPRAWLGANG TYPE:** Guardian.

**ALLIED GANGS:** BlackHawks.

**ENEMY GANGS:** Chain Gang, Cyberpunks, Road Kills, WASPs.

### COMMENTARY

Mostly of Spanish descent, the Mid Knights is one of the most pretentious of gangs. Considering themselves to be guardians of civilization, they dress in costumes from 1600's Spain and act as vigilantes in many of the larger cities.

The Mid Knights are concentrated in southern Texas, New Mexico, and areas of Colorado. Many gang members actually own horses which they ride on their 'patrols'.

Mid Knights travel singly, in pairs, or in groups of 3-5, searching for 'victims of personal crime'. These men are often responsible for rescuing victims of muggings, et cetera, but once they have dispatched the assailant, the gallant 'Knights then attempt to either extort some form of payment, or charm the victim into a sexual favor (depending on the victim and the 'Knight in question's preferences). As a result, being rescued by the Mid Knights can be a mixed blessing.

There is no Mid Knight branch in San Francisco, but larger bands of this gang do travel there on occasion, as with most large American cities. When ranging farther afield than their south-western stomping ground, the 'Knights travel in bands of up to 50 members, and tend to ride in armored buses to protect themselves against highway marauders.



### MID KNIGHT

**Profession:** Killer

**Level:** 4th

**Hits:** 55

**AT(DB):** ABS(-5)

**Fire:** +40 12mm Pistol

**Melee:** +55 Sword

**Skills:** +40 History, +30 Subduing, +30 Exploit, +20 Culture, +15 Drug Tolerance

**LEADER:** Jimmy Idle.

**CORE MEMBERSHIP:** ~ 120.

**ASSOCIATED MEMBERSHIP:** ~ 5,000 worldwide.

**DEMOGRAPHICS:** 100% male, age 16-25.

**HEADQUARTERS:** Decibel Death Club, San Francisco.

**TURF:** Castro Street District.

**IDENTIFIERS/COLORS:** High fashion clothes (currently, Eros Flynn baggy coveralls), styled hair.

**ACTIVITIES:** Assassination, modelling, industrial sabotage and espionage, drugs, shopping.

**GENERAL ATTITUDE:** Aloof.

**COMMON EQUIPMENT:** Sensory Cyber Systems, DNI and razornails (all concealed). Most SF members have Beretta M98's.

**SPRAWLGANGTYPE:** Dealer.

**ALLIED GANGS:** Dick Van Dykes, Shades.

**ENEMY GANGS:** Airboys, Ginos ("greasers"), New Hitler Youth, Road Kills ("filth"), Untouchables, WASPs ("preppies"), Net Heads.

## COMMENTARY

This gang is, interestingly, made up of the most cold-blooded killers in the city. They are without exception beautiful young men (some of them made so with the help of surgery) who model for fashion videocatalogs and shows for their day job. At night, however, they don stealth black coveralls and perform elaborate spy and sabotage missions for the Megacorps. Some are quite intelligent — skilled CyberDeck operators and covert operations experts. Those with skulljacks have the placed so as not to detract from their appearance, of course. Models only employ cyberware which can be fully concealed.

Groups of Models will roam the City at night, randomly attacking people on the street, especially beautiful young women. They deliberately scar their victims, laughing and yelling "Now we're prettier than you!" This is not just a bunch of pretty psychotics, however: the Models have a well-run criminal organization, with an international network devoted to gathering and selling sensitive information.

The Models are often given the derogatory names of *Style Queens* and *Pretty Boys* by their enemies (often the WASPs and New Hitler Youth). While the entire membership is unabashedly homosexual, they will not 'stoop' to prostitution (as a matter of 'pride').

Though an international gang, the Models' HQ is in San Francisco.

Note: Beretta M98's are custom 95R's with integral silencer and laser targeting.



## MODEL

**Profession:** Sneak

**Level:** 5th

**Hits:** 70

**AT(DB):** NoA(10) or LBA(5)

**Fire:** +90 Machine Pistol (Beretta M98 — a custom 95R)

**Melee:** +80 Razornails

**Skills:** +45 Electronic Bypass, +40 Culture, +40 Equipment, +50 Exploit, +30 Stalk & Hide



**LEADER:** Tagg Luxor.

**CORE MEMBERSHIP:** ~ 20.

**ASSOCIATED MEMBERSHIP:** ~ 100.

**DEMOGRAPHICS:** 50% male; age 19-35.

**HEADQUARTERS:** Haight-Ashbury, San Francisco.

**TURF:** Pacific Coast Net.

**IDENTIFIERS/COLORS:** No homogeneous dress. Many carry their CyberDecks. The only common trait among the core members of this gang is a small CPU symbol tattoo worn in the center of the chest.

**ACTIVITIES:** Net Running. CPU intrusion and information dealing.

**GENERAL ATTITUDE:** Aloof.

**COMMON EQUIPMENT:** Good CyberDecks; these are usually Mk 20 or better and have the most advanced Magnebubble processor cores. DNI jacks.

**SPRAWLGANG TYPE:** Dealer.

**ALLIED GANGS:** Cyberpunks.

**ENEMY GANGS:** Models, Fusers.

### COMMENTARY

Net Heads have the distinction of being the first organized group of Pacific Coast net runners who sold their computer system intrusion services; a practice almost ten years old now. Several of the gang's core members were engineering pioneers in the neural interface technology required to bring about the realm of Cyberspace.

Much hated by corporate executives, and hunted by law enforcement agencies, Net Head employ demands a high fee. Because most members have made themselves fugitives, they live in anonymity among the Sprawl's populace; and when travel or face-to-face negotiations are necessary they always use Cyberpunk Sprawl-gang bodyguards. The Cyberpunks are well paid for this service, and the Net Heads are the only Sprawl-gang the 'Punks associate with on friendly terms.

This is a very exclusive and elusive gang. Membership is allowed only to personal, long-time friends of the founders, and the few that have tried to infiltrate the gang for corporate employers have been rooted out and summarily disposed of.

The Fusers, Models and other west coast gangs undertaking Cyberspace activity are hated by the Net Heads: Cyberspace combat between these factions is a commonplace occurrence.



### NET HEAD

**Profession:** Net Junkie

**Level:** 7th

**Hits:** 30

**AT(DB):** NoA(O)

**Fire:** +15 5mm Light Pistol (occasionally)

**Melee:** +10 Brawl

**Skills:** +70 CDeck Operation, +50 CSpace Combat, +50 CSpace Intrusion, +50 CSpace Utility

**LEADER:** Hans "Der Fuhrer" Kleinsdorf.

**CORE MEMBERSHIP:** ~ 300.

**ASSOCIATED MEMBERSHIP:** ~ 2, 000.

**DEMOGRAPHICS:** 70% male; age 14-25.

**HEADQUARTERS:** "The Gestapo".

**TURF:** Parts of Berlin.

**IDENTIFIERS/COLORS:** 1940's Nazi SS uniforms (largely customized); the Swastika.

**ACTIVITIES:** Murder, sabotage, blackmail, 'protection', mercenary strikes.

**GENERAL ATTITUDE:** Brutal, racist.

**COMMON EQUIPMENT:** Uzis (ironically), and antique German weaponry (Lugers). Cybernetic sensory systems. Neural whips designed to look like riding crops.

**SPRAWLGANG TYPE:** Guardian.

**ALLIED GANGS:** WASPs (qualified).

**ENEMY GANGS:** Models, Stalines, all non-anglo gangs.

## COMMENTARY

At times mindlessly violent, the NHY is actually very well organized, holding weekly rallies and attracting a growing following. When not spreading Neo-Nazi racial supremacist propaganda, they are cruising the streets beating up, raping or killing (or worse) anyone they consider to not be of suitable racial stock. NHY groups leave a bloody trail through the alleyways, sometimes going on rampages through the city lasting for days.

It is suspected that Megacorps in some cities pay local chapters to perform terrorist strikes. NHY members are not known for their intelligence or creative thinking, but when united they can be a powerful force.

Completeness of the NHY uniform varies tremendously from city to city, as this is a huge gang, growing faster than the central organization can keep track of. It is not a sophisticated crime network like the Cyberpunks or even the Models, more like a loosely affiliate confederation of independent gangs. Local chapters get most of their inspiration from old Nazi propaganda videos salvaged from World War II archives.

One subgroup is an unpleasant outgrowth of a subculture from the early part of this century, a group called 'skinheads'. While they are frowned-upon as 'black sheep' without uniforms or proper discipline, the NHY uses them for the dirtiest jobs.

**Note:** The Hitler Youth never fight with the WASPs because they admire their racial background.



## SAN FRANCISCO DATA

**LEADER:** Klas Ackegård.

**IDENTIFIER VARIATIONS:** None.

**HQ:** Moscone Convention Center.

**TURF:** Potrero.

## NEW HITLER YOUTH

**Profession:** Killer

**Level:** 3rd

**Hits:** 35

**AT(DB):** LBA(O) Reinforced Flak Vest concealed in leather jacket

**Fire:** +55 SMG (Uzi III) or 10mm Pistol (Luger)

**Melee:** +30 Neural Whip (Melee Wpn., max crit "C")

**Skills:** +30 S & H, +30 Drive, +20 Exploit, +20 Media

**LEADER:** Jack O'lantern

**CORE MEMBERSHIP:** 80.

**ASSOCIATED MEMBERSHIP:** None.

**DEMOGRAPHICS:** 60% male, age 15-25.

**HEADQUARTERS:** Andre's Produce Warehouse, NY.

**TURF:** Sections of the Bronx.

**IDENTIFIERS/COLORS:** Luminous cyber-eyes, green hair, and orange-tinted faces, (many also have implanted fang incisors).

**ACTIVITIES:** Sabotage, Intelligence, birthday parties.

**GENERAL ATTITUDE:** Unpredictable; tendency towards maniacal laughter.

**COMMON EQUIPMENT:** Net Junkies: NACs with multiple biosoft slots, most have CyberDecks. Killers: DNI weapon interfaces, enhanced physical abilities.

**SPRAWLGANG TYPE:** Merc.

**ALLIED GANGS:** Models, Thrashers, Skateboys.

**ENEMY GANGS:** Airboys, Cyberpunks, Dick Van Dykes, Fusers, Mid Knights, New Hitler Youth, Shades, WASPs.

## COMMENTARY

This gang is known as one of the craziest. They consists of closely tied 'pairs' (often lovers): one Net Junkie, one Killer. The Net Junkies all have NACs with biosoftware, and most have CyberDecks. Killers have DNI weapon interfaces and super-enhanced physical skills. These pairs are never separated, and if one dies by violence, the other often goes berserk, fighting until his 'mate' is avenged or he himself is killed.

Originating in Chicago (and still one of the most influential gangs there), the Punk In Heads have recently spread to Boston-New York, LA, and Toronto-Buffalo. Punk In Heads are also music lovers, regulars at the hottest slam/thrash clubs in the major cities.

**Note:** Two archetypes are given here because of the unique 'paired' nature of the Punk In Heads.

## SAN FRANCISCO DATA

**LEADER:** Otto Gourd.

**MEMBERSHIP:** 60.

**IDENTIFIER VARIATIONS:** None.

**HQ:** Danilo's Florist & Greenhouse.

**TURF:** Embarcadero.



## PUNK IN HEAD 1

**Profession:** Net Junkie

**Level:** 3rd

**Hits:** 25

**AT(DB):** NoA(5)

**Fire:** +15 10mm Pistol

**Melee:** +20 Brawl

**Skills:** +45 CDeck Operation, +40 CSpace Combat, +40 CSpace Intrusion, +40 CSpace Utility

## PUNK IN HEAD 2

**Profession:** Killer

**Level:** 3rd

**Hits:** 50

**AT(DB):** LBA(5)

**Fire:** +60 Submachine Gun

**Melee:** +50 Brawl

**Skills:** +45 Subduing, +30 Urban Foraging, +25 Frenzy, +4r Ambush



## LEADER:

CORE MEMBERSHIP: ~ 100.

ASSOCIATED MEMBERSHIP: None.

DEMOGRAPHICS: 60% male; age 19-40.

HEADQUARTERS: Road Kill Encampment, Nevada.

TURF: Sections of south-western Interstate highways.

IDENTIFIERS/COLORS: Well worn biker gear with a "Road Kills" applique. Many are permanently scarred as

part of their initiation rituals. ACTIVITIES: Drug and weapons dealing. Motorcycle

and parts acquisition. Wanton violence.

GENERAL ATTITUDE: Mean...very mean. COMMON EQUIPMENT: Motorcycle or suped-up stock car. Leathers and crash helmet. Heavy chain

melee weapons, crossbow missile weapons, and an

assortment of firearms.

SPRAWLGANG TYPE: Psycho. ALLIED GANGS: None. ENEMY GANGS: All others — they don't discriminate.

ENEMY GANGS: All others — they don't discriminate.

## COMMENTARY

destructive and violent by nature, these gangmembers embody civil anarchy. Fortunately, they only occasion the streets of the Sprawl's core two or three times per month, spending the rest of their time roaming the stretches of Nevada's and New Mexico's old interstate highways.

The battles they have had with righteous Road Cop organizations are legendary, and running feuds continue through many states, many states.

Kills to single out a random tenement or office building for a "little bit of the treatment". This entails a kind of brutal nighttime invasion, where the gangmembers seal the building's escape routes, then go in; killing everyone they find and stealing everything that isn't bolted down. They are similarly ruthless when they happen upon isolated homesteads or arcologies out in the desert.

for altruistic reasons, but just because the 'Kills are always ready for a good scrap. Their tactics are brutal, and they never shy away from a kill when they can get one. Negotiations with this gang are out of the question.



## ROAD KILL

Profession: Jockey

Level: 5th

Hits: 45

AT(DB): LBA(5)

Fire: +50 Shotgun

Melee: +60 Brawl

Missile: +50 Crossbow

Skills: +70 Drive, +50 Equipment, +45 Mech Tech

**LEADER:** Kris "Crystal" Picescu.

**CORE MEMBERSHIP:** ~ 60.

**ASSOCIATED MEMBERSHIP:** \* 200.

**DEMOGRAPHICS:** 80% female; age 15-30.

**HEADQUARTERS:** Pier 33, San Francisco.

**TURF:** Northern Waterfront,

**IDENTIFIERS/COLORS:** Mirrorshades. Often wear provocative clothing.

**ACTIVITIES:** Drug dealing. They often prostitute themselves.

**GENERAL ATTITUDE:** Desperate, but cool.

**COMMON EQUIPMENT:** Vision enhancing mirrorshades. Razornails and hold-out pistols.

**SPRAWLGANG TYPE:** Bong.

**ALLIED GANGS:** Gang Green, Models.

**ENEMY GANGS:** Untouchables, Dick Van Dykes.

## COMMENTARY

people — mostly women — who have banded together to ensure that their bad habits (all of them) are supported. Though they will prostitute themselves, they have also devel-

oped a strong dealership network which brings in a fair amount of money. Their trade is mostly in drugs that they have no use for, however they also dabble in stolen valuables: jewelry, techno-gadgets, and clothing.

gangs, as the Shades have terrible inferiority complexes and hate these gang members. In the predominantly female gangs, as the Shades have terrible inferiority complexes and hate the reputation that they've been t-

for the Shades: these girls sell their wares for ridiculously low prices, taking business away from other street organizations. It is not an uncommon sight in the Sprawl to see drive-by street shootings of Shade transactions. These incidents often escalate into full blown warfare between any number of Sprawl gangs, as collateral damage is inflicted, sides are taken, and plans are made to make bigger and bigger hits against the competition. This is one brutal aspect of Sprawl gang life, and Shade membership has been cut down time and again as they often find themselves in the middle of it.



## SHADE

**Profession:** Sleaze

**Level:** 4th

**Hits:** 25

**AT(DB):** NoA(5)

**Fire:** +30 5mm Light Pistol

**Melee:** +40 Razornails

**Skills:** +60 Streetwise, +50 Exploit, +40 Drug Tolerance

**LEADER:** Skippy Masterson.

**CORE MEMBERSHIP:** ≈ 300.

**ASSOCIATED MEMBERSHIP:** ≈ 10,000.

**DEMOGRAPHICS:** 80% male, age 14-22.

**HEADQUARTERS:** Freestyle Bike & Skate Center.

**TURF:** Century City, Los Angeles.

**IDENTIFIERS/COLORS:** Neon spandex, knee/elbow pads.

**ACTIVITIES:** Drug disbursement, messenger mail, prostitution.

**GENERAL ATTITUDE:** Non-aggressive, carefree.

**COMMON EQUIPMENT:** Motorized skateboards, MAC 10B's, stun batons, Karatands.

**SPRAWLGANG TYPE:** Dealer.

**ALLIED GANGS:** Fusers, Punk In Heads, Gang Green.

**ENEMY GANGS:** Chain Gang, Cyberpunks, New Hitler Youth, Road Kills.

## COMMENTARY

The Skateboys are among the most flamboyant gangs, zooming everywhere on their motorized skateboards to perform their semi-legitimate profession: they carry 'messages' around in larger cities.

While data transmission has become easy with FAX and MODEM, there are still datafiles which are unsafe sent over an electronic net where any five thousand people and their brothers could tap in. Plus, certain merchandise requires physical delivery. Enter the Skateboys and their messenger mail service. Of course, a delivery service is an ideal cover for prostitution and drug running activities.

The rest of their time is spent exercising, repairing their boards, or shopping for new clothes with the brightest possible colors.

Skateboys are always clean, well-groomed and in top physical condition. They are usually handsome boys or rather pretty (if sometimes tomboyish) girls.

While the Skateboys are for the most part non-violent, the New York and London Chapters have led the way along a more sinister route: terrorist bombings have been occurring with increasing frequency in subways and parking towers; the police suspect Skateboys are placing the explosives as part of an operation to broaden the scope of their 'services'.

## SAN FRANCISCO DATA

**LEADER:** Scott ("Scooter") Ridley.

**MEMBERSHIP:** ≈ 200 (80% male; age 14-20).

**IDENTIFIER VARIATIONS:** The San Francisco Skateboys are more harmless than most of their other chapter brothers. They are not involved in bombings or other violence.

**HQ:** Union Square Parking Garage.

**TURF:** Financial District.



## SKATEBOY

**Profession:** Jockey

**Level:** 2nd

**Hits:** 25

**AT(DB):** NoA(15)

**Fire:** +30 Submachine Gun (MAC 10B)

**Melee:** +45 Karatand

**Skills:** +40 Drive (skateboard), +30 Acrobatics, +30 Tricky, +20 Contortions



**LEADER:** Gregori Vasalov.

**CORE MEMBERSHIP:** ~ 300.

**ASSOCIATED MEMBERSHIP:** ~ 5000.

**DEMOGRAPHICS:** 75% male, age 12-25.

**HEADQUARTERS:** The Five Year Plan, a club in Moscow.

**TURF:** The club neighborhood.

**IDENTIFIERS/COLORS:** Customized uniforms reminiscent of circa WWII Russia: khaki jacket and riding pants.

**ACTIVITIES:** Propaganda, bodyguard, smuggling (vodka), some prostitution.

**GENERAL ATTITUDE:** Idealistic, always proclaiming the Communist way; self-righteous.

**COMMON EQUIPMENT:** Use the PPSH-41, a WWII SMG.

**SPRAWLGANG TYPE:** Guardian.

**ALLIED GANGS:** Airboys, Dick Van Dykes, Fusers.

**ENEMY GANGS:** New Hitler Youth is the Stalines' arch-enemy. Also, Chain Gang, Cyberpunks and Mid Knights

## COMMENTARY

with a vaguely slavic look about them. Much like the Mid Knights, they patrol the urban sprawls in search of victims of violence. The main difference is that, after rescuing you, the Mid Knights subject you to oozy Spanish charms (and often a sexual advance) while the Stalines bore you with aggressive communist propaganda, hand you a leaflet or a datacard of one of Stalin's speeches, and invite you home for a shot of vodka.

gangs. While the extent of uniform and its condition varies from city to city and member to member, the Stalines maintain an almost militaristic control over their members' appearance. (Some New Hitler Youth chapters, on the other hand, look only slightly less like the Stalines.) The Stalines are among the most well-groomed of the gangs. While the extent of uniform and its condition varies from city to city and member to member, the Stalines inspections assure compliance, with suspension or even expulsion from the gang being possible punishment. The only rule relaxation is that all may wear their hats cocked back on their heads and many also have a hammer-and-sickle tattoo. In the colder climes they have distinctive Russian-style hats and overcoats.

usually cause for residents there to breathe a little easier. The Stalines are good at what they do, and as long as the propaganda can be overlooked, or tolerated, the rest of their activities are welcomed.

## SAN FRANCISCO DATA

**LEADER:** Pavl Rimsky-Korsakov.

**IDENTIFIER VARIATIONS:** 'Summer' uniforms include

**HQ:** Solid and short-sleeve shirts. **HQ:** Solid and Sons Vodka Distributors. **TURF:** Nearby dock areas (NE Embarcadero).

**TURF:** Nearby dock areas (NE Embarcadero).



## STALINE

**Profession:** Killer **Level:** 4th **Hits:** 50

**Level:** 4th

**Hits:** 50

**AT (DB):** 15 (5) **Fire:** +45 **Submachine Gun:** **Melee:** +50 **Brawl:**

**Melee:** +50 **Brawl:**

**Skills:** +50 History, +50 Exploit, +40 Culture, +30 Media, +20 Subduing  
+20 Subduing

**LEADER:** George "Elvis" Starr.

**CORE MEMBERSHIP:** 500.

**ASSOCIATED MEMBERSHIP:** 5000

**DEMOGRAPHICS:** 50% male, age 15-30.

**HEADQUARTERS:** The Hollywood Palace.

**TURF:** Central Hollywood, LA.

**IDENTIFIERS/COLORS:** Few specifics, though most are dishevelled and wear some article of clothing with the insignia of a group.

**ACTIVITIES:** Drug disbursement, extortion, robbery, random crime.

**GENERAL ATTITUDE:** Mindless.

**COMMON EQUIPMENT:** Either a megabox portable sound system or visible audio implants.

**SPRAWLGANG TYPE:** Thrasher (what else?).

**ALLIED GANGS:** Punk In Heads, Skateboys.

**ENEMY GANGS:** Airboys, Cyberpunks, Ginos, Models ("fags"), New Hitler Youth ("faschies"), Road Kills, Stalines ("commies"), Gang Green, WASPs ("biffs").

## COMMENTARY

Like the Cyberpunks, the Thrashers are more than a single gang, and their specific traits vary from subgroup to subgroup. Normally the type of music dictates the nature of the gang, and many popular music groups have their own thrasher-type network.

All Thrashers are music fiends and cannot get enough of the type of music they love. They fall into three basic categories:

The milder gangs are addicted to *vibe-pop*, a heavy-beat dance music with idiotic lyrics and catchy, "top 200" melody. They dress in high-fashion clothing. But don't be fooled; they may look neat, but their minds are as empty as a hermit's address-book.

More antisocial types like *hyperalloy* (an outgrowth of the various metal and graysonic movements). They have shaved heads and wear vinyl, studs and plastic t-shirts.

Finally, the worst and most dangerous Thrashers will listen to nothing but *deathcore*, an unintelligible, anarchic series of screams layered over deafening chords of ancient electric guitars. They wear anything from filthy polyester to almost nothing at all.

All Thrashers love to dance, whether it be the practiced moves of the vibe-poppers or the violent slam-thrashing of the hyperalloys or the unspeakable blood-rituals of the deathcores.

Note that the allies and enemies listed above will also vary with Thrasher type. As a matter of fact, different Thrasher types will often fight amongst themselves.

## SAN FRANCISCO DATA

**LEADER:** Donny "The Don" Michaelovich.

**IDENTIFIER VARIATIONS:** Dominated by vibe-pop. Thrashers and Models in San Francisco are not enemies.

**HQ:** Sonic Sound Mart.

**TURF:** SE district.



## THRASHER

**Profession:** Tech Rat

**Level:** 2nd

**Hits:** 20

**AT(DB):** NoA(10)

**Fire:** +30 Submachine Gun (occasionally)

**Melee:** +40 Brawl

**Skills:** +40 Drug Tolerance, +40 Music, +30 Equipment, +25 Urban Foraging.

**LEADER:** Anastasia Morgan.

**CORE MEMBERSHIP:** ~ 200.

**ASSOCIATED MEMBERSHIP:** None.

**DEMOGRAPHICS:** 100% female, age 18-30.

**HEADQUARTERS:** An office Suite in Manhattan.

**TURF:** None (as such).

**IDENTIFIERS/COLORS:** Black spike-heeled boots, black lycra pants, then a double-breasted pinstripe blazer with huge shoulders, very small waist. A baggy trenchcoat and a snap-brim fedora top off the sultry look.

**ACTIVITIES:** Assassination, extortion, blackmail.

**GENERAL ATTITUDE:** Cold.

**COMMON EQUIPMENT:** An elegant, compact pistol with elongated barrel, silenced.

**SPRAWLGANG TYPE:** Merc.

**ALLIED GANGS:** WASPs, Skateboys, Fusers, Airboys.

**ENEMY GANGS:** Black Hawks, Chain Gang, Fusers, Mid Knights, Models, Road Kills, Shades, Staircases.

## COMMENTARY

update of a Bogartesque outfit. These women are dangerous; they specialize in flatlines and seek to wipe out anyone who tries to cut in on their lucrative murder-for-hire network. Internally, the Untouchables is a closed, secretive organization, their underworld contacts carefully guarded.

calculating gangs, many of them having comfortable homes and lifestyles. They are closer to a Yakuza than a streetgang. Their distinctive uniform serves as an introduction, striking fear into all but the most powerful executives they are commissioned to 'visit'. While everyone knows what an Untouchable does, none dare interfere with them because of the terrifying tales of retribution against those who 'get in the way'.

These (relatively) wealthy women are regular customers of the Skateboys and Airboys.

## SAN FRANCISCO DATA

**LEADER:** Natasha Fairchild.

**MEMBERSHIP:** 20.

**IDENTIFIER VARIATIONS:** None.

**HQ:** A office suite in the Transplanetary Tower.

**TURF:** None (as such).



## UNTOUCHABLE

**Profession:** Killer **Level:** 6th **Hits:** 65

**Hits:** 65

**AT(DB):** LBA(5)

**Fire:** +80 10mm Pistol (silenced) **Melee:** +60 Karatand

**Melee:** + 60 Karatand

**Skills:** +60 Exploit, +50 Culture, +50 Stalk & Hide, +40 Falsification, +35 E Falsification, +35 Equipment



**LEADER:** "Biff" Preston Maxwell Bennett Eisenhower IV.

**CORE MEMBERSHIP:** ~ 200.

**ASSOCIATED MEMBERSHIP:** ~ 12,000 (USA only).

**DEMOGRAPHICS:** 100% male; age 14-25.

**HEADQUARTERS:** Yacht Club, Long Island, New York.

**TURF:** Hamptons.

**IDENTIFIERS/COLORS:** The classic Preppy College boy: rumpled button-down oxford shirt (shirt-tail out),

**ACTIVITIES:** Vandalism, prostitution, boating, murder, khakis at ankle height, docksiders.

**COMMON EQUIPMENT:** Automatic pistol (usually Glock 17D or Walther PPK when they can get one); also Ingram MAC-10B (Never an Uzi). Wealthier gang

**SPRAWLGANG TYPE:** Psycho.

**ALLIED GANGS:** Airboys.

**ENEMY GANGS:** Stalines, Dick Van Dykes, Shades, Road Kills, Chain Gang.

## COMMENTARY

exclusive: you must be a black sheep from a well-known wealthy family, and you must of course be a White Anglo-Saxon Preppy. Butspart was lost language from the acronym). They are thus self-funded and are not involved in the usual criminal activities other gangs perform to support themselves (some, cut off from the 'rents, are reduced to prostitution; some do it for 'fun').

violence: arson, murder, rape, vandalism are all staples of a WASP gang. What makes WASPs a hazard is their penchant for pointless violence: arson, murder, rape, vandalism are all staples of a WASP gang, performed about once per year while singing school songs, as if this was some harmless male-bonding adventure.

at least of average intelligence (most went to exclusive private schools before being kicked out). Most sport the typical parted-on side haircut (often with bed-head), and are not noticeably muscular but not fat either. The Preppy clothes which are the uniform of the WASPs are the same as they have been for 150 years. These all-cotton clothes (WASPs do not allow artificial fibers to touch their bodies) have become even more anachronistic and expensive to own.

WASPs use no cyberware, but they are sometimes abusers of relatively mild drugs (especially alcohol), and they like high-tech 'toys' — as long as they don't require a surgical interface.

WASP chapters are all named for old college fraternities.

**Note:** While the New Hitler Youth declares itself ally of the WASPs, the WASPs do not associate with NHV, considering them to be 'barbarous'.

## SAN FRANCISCO DATA

**CHAPTER:** Theta Chi.

**LEADERSHIP:** 25% of PRP.

**MEMBERSHIP:** 25 (100% male; age 14-25).

**IDENTIFIER VARIATIONS:** Khaki shorts (boxers protruding), sometimes tanned, sometimes shirtless. HQ: Grace Cathedral.

**TURF:** Nob Hill.



## WASP

**Profession:** Killer

**Level:** 3rd

**Hits:** 22

**AT(DB):** NoA(5)

**Fire:** +45 10 mm Pistol (Glock 17D) or SMG (MAC-10B)

**Melee:** +60 Brawl

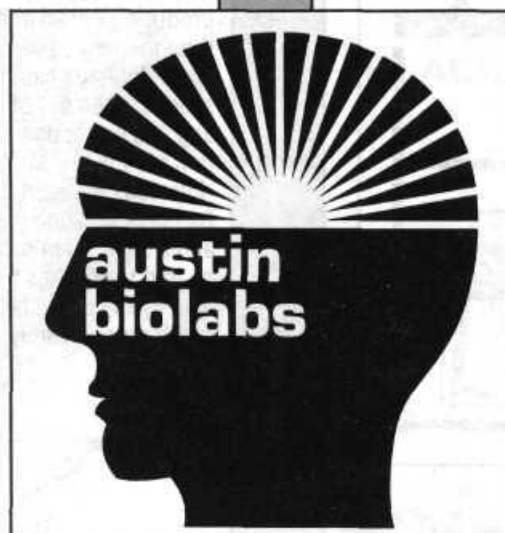
**Skills:** +50 Exploit, +40 Culture, +25 Streetwise

**IDENTIFIER VARIATIONS:** Khaki shorts (boxers protruding)

# MEGACORPS

## CORPORATE HISTORY

Megacorp provides a number of ancillary services: ethics seminars, counselling, home care, home security and so on.





# BAUHAUS

## STRUCTURE SUMMARY

**Primary Operations:** Environmental design,

**Worth (Assets):** \$122.2 billion.

**Total Employees:** 240,000. **Main HQ:** Rome.

**Main HQ:** Rome.

Cairo, Chicago, Helsinki, Hong Kong, London, Los Angeles, Madrid, Milan, Montreal, Moscow, Paris, Rome, Tokyo, Zurich, and many others. **Principle Branches:** Athens, Barcelona, Berlin, Cairo, Chicago, Helsinki, Hong Kong, London, Los Angeles, Madrid, Milan, Montreal, Moscow, Paris, Rome, Tokyo, Zurich, and many others. Most of these locations are home to Bauhaus Hotels.

**Chief Executive:** Lorenzo M. Gropius, President and Chairman of the Board and Chairman of the BoD.

**Major Stockholder(s):** Privately held.

**Owned Corporations of Note:** Bauhaus Hotels (formerly Imperial Hotels), Kraaffwerk Olivetti-Braun, Space and Ergonomics.

## CYBERSPACE DATA

**Net Icon:** An open frame cube made up of 27 cubes (each face a nine-square grid). The framework itself is black. **Defenses:**

**Defenses:**

Com Sat intrusion: Data Screen (Rtg 8/+40). HQ Mainframe intrusion: Data Screen (Rtg 30/+80), Alert

HQ Mainframe intrusion: Data Screen (Rtg 30/+80), Alert (Rtg 50/+90), Bouncer (Rtg 70/+100).

Highest Security Database intrusion: Security Code (Rtg 20/+70), Bouncer (Rtg 70/+100), Scrambler (Rtg 70/+100).

# BAUHAUS



## CORPORATE HISTORY

led by the dynamic Architect-businessman Lorenzo Gropius, Bauhaus has become a global phenomenon in the last five years.

Gropius inherited a collection of five hotel chains from his father in 2080, and, at the age of 20, took complete control of the conglomerate. He sold off the three lower-class chains and inherited a collection of five hotel chains from his father. Architect hired the best and most radical environmental designers fresh out of schools around the world and sent them into the studio to complete a new 'style of life'.

the simplifying influences of Mies van der Rohe, as well as Le Corbusier and Pei, they nevertheless embraced the simplifying influences of the International style of the mid-20th century as the world of design seen such a fresh approach.

Gropius then proceeded to completely refurbish the Imperial chain and turn it into the ultimate 'concept whose time has returned', as Gropius would say). The concept succeeded because electronic communi-

meetings — had become stale and affected. The biggest of the big ones wanted to hold their conferences and meetings and talk over the important deals away from the office. Imperial Hotels filled this niche.

finance his dream: the fabulous *Unité d'Habitation* on the Seine in Paris, on pre-orders alone. This megastructure is a complete community in one tidy package. Completed in 2087, it has served as the model for several others (all inferior to Gropius' original, unfortunately).

designed for wealthy clients, but it should be noted that Bauhaus will not sell individual elements of the 'concept,' maintaining that it would dilute the effect of the conceptual whole. Of course, a number of other companies have begun producing cheap imitations of various Bauhaus products, though many have ended up in World Court. In addition, since Bauhaus has rigidly maintained its policy, any rip-off product seen out of its element is known to be an imitation, and has correspondingly less snob value. The only excep-

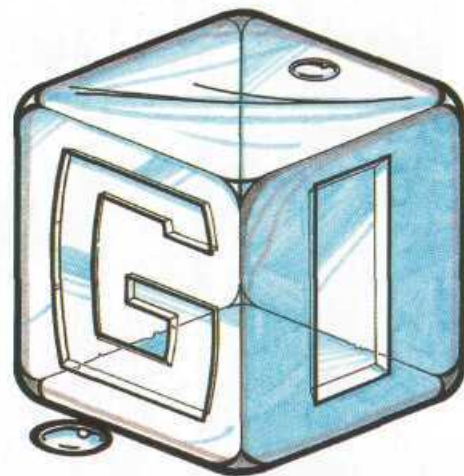
ridiculous price on the black market. For instance, a Bauhaus drinking glass frequently demands at least \$150, and a pair of stolen Bauhaus shoes, which bring a ridiculous price on the black market, can be told from fakes by the distinctive hologrid signature and also by the unmistakable quality touches. All fakes are made much more cheaply, or they wouldn't be cost-effective.

TRANS-ORBITAL



UNIVERSAL PRODUCTS

OSKOVSKA



GLACIERE INTERNACIONALE

SYZESTEMICS



OKIRA MATERIALS





**STALINE**



**BLACK HAWK**





**MID KNIGHT**



**MODEL**





**NEW HITLER YOUTH**



**NET HEAD**





**ROAD KILL**



**DICK VAN DYKE MEMBER**





**SKATEBOY**



**CHAIN GANG MEMBER**



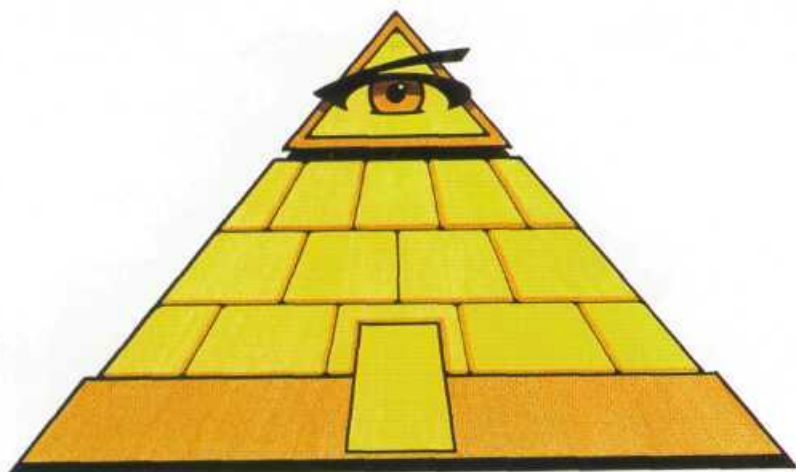


**THRASHER**



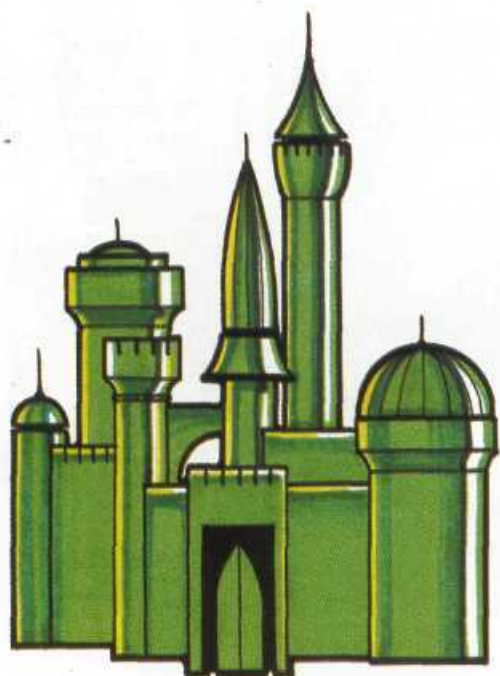
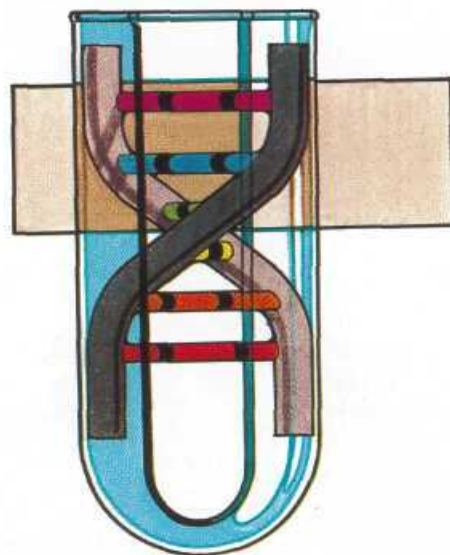
**SHADE**





**INTELLIGENCE SERVICES**

**MIKURA BIOLABS**



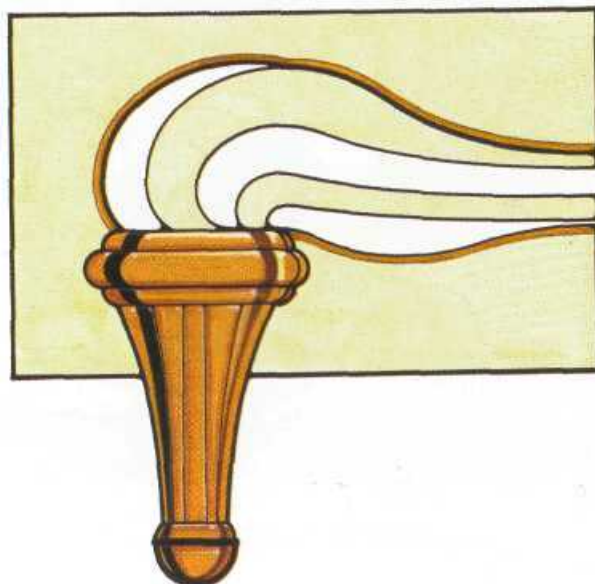
**SERENDIPITY, INC.**

**NEMO CORPORATION**



**NIPPON INDUSTRIAL PRODUCTS**

**NEW EDISON CORPORATION**





# CHURCH CHANNEL

## STRUCTURE SUMMARY

**Primary Operations:** Evangelism, and entertainment.

**Worth (Assets):** \$185.5 billion.

**Total Employees:** 450,000.

**Main HQ:** Norfolk.

Bombay, Brazilia, Chicago, Dallas, Hong Kong, London, Los Angeles, Manila, Melbourne, Mexico City, Munich, New York, Osaka, Paris, Prague, Rome, San Francisco, Stockholm, Sydney, Tokyo, Toronto, Washington.

**Chief Executive:** The Most Reverend Ernest J. Lee.

**Major Stockholder(s):** Privately held.

**Owned Corporations of Note:** *Frock-in-a-Box* (drive-thru confessionals), *Clergy-on-Call*, *Creation Science Inc.*, and *Faith Shopping Network*.

## CYBERSPACE DATA

**Net Icon:** A cross consisting of seven video screens, each showing a Church Channel

**Defenses:**

■ *ComSat intrusion:* Bouncer (Rtg 10/+50). ■ *HQ Mainframe intrusion:* Data Screen (Rtg 20/+70).

■ *Bouncer (Rtg 50/+90).* ■ *Shocker (Rtg 80/+105).* ■ *Highest Security Database intrusion:* Alert (Rtg 30/+80).

■ *Shocker (Rtg 60/+95).* ■ *Mindwiper (Rtg 100/+115).*

### Additional information:

For a religious organization, Church Channel has some rather cruel Interactive Counter Espionage.



## CORPORATE HISTORY

that was spawned in the late 20th century, a religious tool which became known as *televangelism*. In truth the religious television network is only the tip of the Church Channel megacorporation. Church Channel has also become more than a vehicle for religion; it is the religion.

The Church Channel represents the ultimate in a concept that was spawned from a fusion of Scientology, the Mormons, and Christian Fundamentalists. Church Channel soon became a force to be reckoned with. From its headquarters in Norfolk, Virginia, which, despite odd financial associations with the resurgent communications giant AT&T, has maintained its 'religious virtue'.

Church Channel claims five hundred million adherents at present worldwide, a present worldwide, and this total continues to grow.

security police, a sizeable force which the corporation sends out to protect its interests. 'ChristOps' is the slang name for the Church Channel security force, sized with Church Channel doctrine. A few of the m/c Church Channel divisions are discussed below.

### FROCK-IN-A-BOX

The Church Channel's new 'Frock-in-a-Box' franchises have been very popular. have been very popular, offering a drive through confessional service.

FotoMat kiosks), provide the ultimate in confessional convenience. Without the need to get out of the car, or simply off the street, adherents confess into a FotoMat kiosk and after receiving their penance instructions, they go on their way. Church Channel adopted weekly confessions as the religious happenings primarily as a stimulus for tithing.

### CLERGY-ON-CALL

personal religious services for a 'modest fee.' Weddings, funerals, Sunday brunch services, birthday parties are all recommended functions for Church Channel blessings.

### CREATION SCIENCE, INC

Sci-Tech, the technical division of Church Channel, Creation Science maintains the history of the corporation, proceeding to steal technical secrets from other companies.

examples: Adam and Eve were thrown out of Eden after watching a football game instead of the PTL Show; the Angel Mormon brought the Commandments down to earth on a golden video screen; and the Prophet Muhammad was a subversive communist disinformant.

### FAITH SHOPPING NETWORK

which utilizes interactive video bidding on 'auction' items. The Faith Shopping Network is a home shopping system which utilizes interactive video bidding on 'auction' items, ranging from plaster lawn ornaments to badly upholstered plaid recliners), go to Network executives and Church Channel organizers.

# GLACIERE INTERNACIONALE

## STRUCTURE SUMMARY

**Primary Operations:** Refrigeration, climate control, water purification, cryogenics.

**Worth (Assets):** \$153.1 billion.

**Total Employees:** 180,000.

**Main HQ:** Alert Bay, Canada.

Cairo, Hong Kong, Leningrad, London, Los Angeles, Moscow, New York, Paris, Rio de Janeiro, Rome, San Diego, Sydney, Tokyo, Toronto, Washington.

**Principal Branches:** Beijing, Bombay, Calais, Cairo, Hong Kong, Leningrad, London, Los Angeles, Manila, Mexico City, Milan, Moscow, New York, Paris, Rio de Janeiro, Rome, San Diego, Sydney, Tokyo, Toronto, Washington.

**Chief Executive:** Bjorn McNamara, CEO.

**Major Stockholder(s):** Privately held.

**Owned Corporations of Note:** Frigidaire, Iceberg Delivery Service, and Cryotherm Inc. are the three most noteworthy three most noteworthy subcorporations.

## CYBERSPACE DATA

**Net Icon:** A huge, glistening ice cube.

### Defenses:

ComSat intrusion: Bouncer (Rtg6/+30), Data Screen

(Rtg10/+50), I-HQ Mainframe intrusion: Data Screen (Rtg20/+70), Freeze (Rtg100/+115).

Highest Security Database intrusion: Alert (Rtg45/+88), Bouncer (Rtg50/+90), Bouncer (Rtg80/+105), Freeze (Rtg100/+115).

### Additional information:

Internacionale's ICE may not be particularly sophisticated, but it is dangerous. No doubt the humorous nature of the pun of Gl's favorite ICE is lost on most intruders.

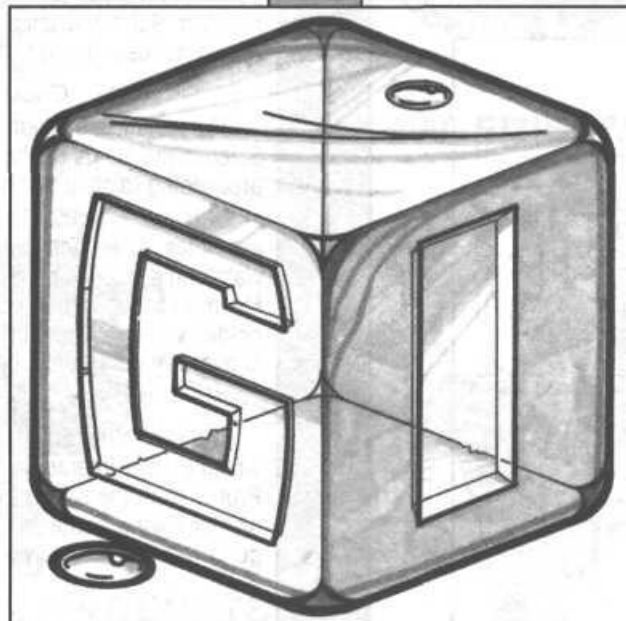
## CORPORATE HISTORY

50's  
when water shortages were acute and desalinization was still an expensive process — Glaciere Internacionale grew into a multinational climate control and water supply magnate. Starting out as an iceberg towing service in the 1950's, when water shortages were acute and desalinization was still an expensive process — Glaciere Internacionale grew into a multinational climate control and water supply magnate. They have since managed the leveraged buyouts of several refrigeration companies, and have virtually cornered the market on iceberg towing. GI has one of the largest nonmilitary fleets in the world, including 25 Nemo submersibles. The call for polar ice has been declining with the increase of desalinization, however, and GI has been fighting it all the way. It is rumored that GI is behind several concerted efforts to accelerate global warming, so as to increase demand for their services.

In addition to their profitable water and refrigeration interests, Glaciere has made considerable sums installing their equipment on interstellar colony ships. They also freeze those dying of incurable ailments for future awakening while cleaning-up on rental fees. Glaciere "Life Vaults" are located in underground catacombs beneath many large cities, and relatives are even allowed listening to endlessly repeating taped messages from the interned.

GI water customers are far-flung, and very demanding. Reserves of potable water are scarce, and in some equatorial areas has disappeared altogether.

Glaciere refrigerator servicemen are easily spotted due to their distinctive penguin-like uniforms.



# INTELLIGENCE SERVICES

## STRUCTURE SUMMARY

**Primary Operations:** Investigation, credit information gathering and disbursement, data security, and satellite surveillance operations. Primarily a service organization.

**Worth (Assets):** \$309.6 billion.

**Total Employees:** 3,230,000.

**Main HQ:** Cerberus Complex (formerly Alcatraz Island), San Francisco.

**Principle Branches:** Athens, Auckland, Barcelona, Beijing, Berlin, Bombay, Brazilia, Cairo, Chicago, Leningrad, London, Los Angeles, Madrid, Manila, Melbourne, Mexico City, Milan, Mon-

reale, Moscow, Munich, New York, Osaka, Paris, Prague, Rome, Seoul, Stockholm, Sydney, Tel Aviv, The Hague, Tokyo, Toronto, Warsaw, Washington, Zurich.

**Chief Executive:** C. Keanu Tynes, Chief Executive Officer and Chairman of the Board.

**Major Stockholder(s):** Wiedlin Foundation (13.1%), Morgan Plantagenet (9.8%), Tynes (8.0%), Morgan Plantagenet (9.8%), C.K. Tynes (8.0%).

**Owned Corporations of Note:** No known subcorporations except the two data services: *WorldComp* and *InterComp*.

## CYBERSPACE DATA

**Net Icon:** A pyramid with the all-seeing eye.

### Defenses:

**WorldComp/InterComp intrusion:** Security Code (Rtg 10/+50), Bouncer (Rtg 45/+88).

**ComSat intrusion:** Security Code (Rtg 15/+60), Data Screen (Rtg 25/+75), Bouncer (Rtg 45/+88).

**IntelSat intrusion:** Security Code (Rtg 40/+85), Data Screen (Rtg 50/+90), Alert (Rtg 50/+90), Bouncer (Rtg 50/+90), Alert (Rtg 50/+90), Bouncer (Rtg 70/+100).

**Cerberus Complex Computer System intrusion:** Data Screen (Rtg 50/+90), Alert (Rtg 50/+90), Bouncer (Rtg 50/+90), Freeze (Rtg 80/+105). Note that some areas will have additional ICE.

**Cerberus Complex Mainframe intrusion:** Data Screen (Rtg 50/+90), Alert (Rtg 50/+90), Bouncer (Rtg 50/+90), Freeze (Rtg 80/+105), Hypo (Rtg 150/+135). Note that corporate Cyberspace Combatants will also be lurking here.

**Highest Security Database intrusion:** Data Screen (Rtg 50/+90), Alert (Rtg 50/+90), Bouncer (Rtg 80/+105), Freeze (Rtg 150/+135), Hypo (Rtg 150/+135 — injects Wiper virus Rtg 100/+115).

### Additional information:

All transmissions are scrambled. Medium to Insane complexity tasks to unscramble depending on data sensitivity. Ultra-secret transmissions are split by satellite and parts are tight-beamed to two or more locations for cable transmission and computer reconstruction.

## CORPORATE HISTORY

credit reporting agencies, an independent news service, a surveillance operation and a privately owned company. *Intelligence Services* arose from a merger of several credit reporting agencies. The corporation quickly gained recognition as a discreet and thorough investigator. IS owns Alcatraz, once an island-prison in the San Francisco bay, and has renamed it *Cerberus*.

IS is now considered the ultimate objective, authoritative, intelligence source, more comprehensive than any government agency. With over fifty surveillance satellites in orbit, no area on earth is free from IS scrutiny.

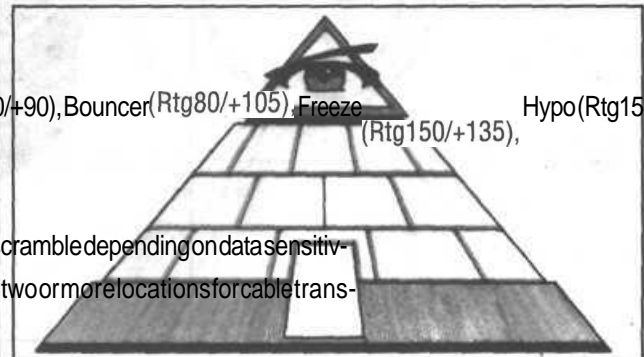
While IS is principally a service corporation, they have a large software research staff. IS employs some fairly unorthodox methods to acquire their highly sought-after data. IS cyberlocks are well paid professionals and recognized as the industry's best.

It is interesting to note that IS has exercised a admirable restraint in utilizing its vast information resources. It would seem as if IS maintains a demeanor of aloof objectivity while the validity of their services be accepted without question.

IS's *WorldComp* allows the user to tap into an ongoing stream of world events headlines, customizing the incoming news via user-selected filters. *InterComp* is an electronic archiving the 'sum total of human knowledge' housed throughout several databases. The user is — of course — charged for this service, either by access and duration, or frequent users can be charged a monthly fee.

### CERBERUS COMPLEX

the mid 20th century. Club Med in 2005, it was converted to a resort island, with boat and helicopter access. The club founded financially, however, and in Alcatraz Island was a penitentiary in San Francisco Bay in the mid 20th century. Renaming it *Cerberus* (after the mythological three-headed dog), IS constructed a complex of structures and a maze of underground facilities. It is now a fortress for the IS Mainframe and corporate





## KUMAR-NEHRU

## STRUCTURE SUMMARY

**Primary Operations:** Foodstuffs.

**Worth (Assets):** \$230.0 billion.

**Total Employees:** 210,000.

**Main HQ:** New Delhi.

**Principal Branches:** Beijing, Berlin, Bombay, Brazilia, Cairo, Dallas, Helsinki, Hong Kong, Leningrad, London, Los Angeles, Madrid, Manila, Melbourne, Mexico City, Minsk, Montreal, Moscow, New York, Osaka, Paris, Rome, San Francisco, Sydney, Tel Aviv, The Hague, Tokyo, Toronto, Washington, Zurich.

**Chief Executive:** Shiiv Troy Nehru, Chairman of the BoD.  
the BoD.

**Major Stockholder(s):** World Nutrition Alliance (7.0%), Total Concept Investors (5.3%).

**Owned Corporations of Note:** Brookside Farm Foods, and Viable Nutrient Cooperative.

## CYBERSPACE DATA

**NetIcon:** A huge, luminous stalk of asparagus. **Defenses:**

**Defenses:**

I ComSat intrusion: Security Code (Rtg5/+25), Data Screen

■ (Rtg5/+25) I W O Mainframe intrusion: Security Code (Rtg30/+80), Alert (Rtg30/+80), (Rtg100/+115).

■ Bouncer Highest Security Database intrusion: Alert (Rtg60/+95), Data Screen (Rtg80/+105), Neural Scrambler (Rtg100/+115).

**Additional information:**

The level of electronic security around Kumar-Nehru might surprise those unfamiliar with the cutting-edge technologies required by the food industry.

## CORPORATE HISTORY

Kumar-Nehru is one of the largest food growers, synthesizers and distributors in the world. They control 8% of all currently producing sea-bed farming.

of Canada, Australia and south western Asia. Recent global Their mostly automated farms stretch across huge tracts of Canada, Australia, and south western Asia. Recent global dimming, mostly of arable land, and Kumar-Nehru have been grabbing-up as much of what remains as possible. This will eventually become a lost cause, so K-N is now heavily concentrating in aquacultures, and the new field of subterranean farming.

one advertisement touts: "Amazingly tasty: I can hardly believe it's only Grade B soy meal." K-N synth-beef, mock poultry and fish-filla are big sellers in middle class neighborhoods.

injunctions, action, K-N's competition has yet to nail this food corp for improper business practices. Allegations include use of untested plant and animal growth stimulants, distribution of bacterially tainted items, unclear packaging procedures, and territorial monopolizations — among other things.

man with a generous nature, but he is a shrewd and even ruthless businessman. The hundreds of tons of grain he gives away every year is all inferior product which was on the verge of spoiling anyway. The fastidious Shiiv Nehru appears to be a benevolent man with a generous nature. The hundreds of tons of grain he gives away every year is all inferior product which was on the verge of spoiling anyway. One of his interesting eccentricities is wearing an unusual style of jacket with an uncomfortable-looking collar which has come to be named after him.



KUMAR NEHRU

# MIKURA BIOLABS

## STRUCTURE SUMMARY

**Primary Operations:** Cybernetics systems, neural interfaces, and Pharmaceuticals.

**Worth (Assets):** \$180.2 billion.

**Total Employees:** 380,000.

**Main HQ:** Tokyo.

**Principle Branches:** Berlin, Bombay, Brazilia, Cairo, Helsinki, Hong Kong, Istanbul, Koshimiru, London, Los Angeles, Mexico City, Moscow, Munich, New York, Osaka, Paris, San Francisco, Sydney, The Hague, Tokyo, Toronto, Warsaw, Washington, Zurich.

**Chief Executive:** George Teshima, CEO.

**Major Stockholder(s):** Nippon Investors (10.7%), Becker & Becker (7.8%).

## CYBERSPACE DATA

**Net Icon:** The Mikura Icon is a huge inverted test-tube with a cybernetic arm (elbow up to hand) inside. A gigantic eyeball is supported on the fingers of the hand; it is constantly scanning — looking for intruders.

### Defenses:

I ComSat intrusion: Data Screen (Rtg10/+50).

Bouncer (Rtg80/+105), Paralyze (Rtg250/+185), Paralyze (Rtg80/+105),

I HQ Mainframe intrusion: Alert — the eye (Rtg50/+90), Bouncer of the intruder in a way similar to Freeze, but the charge causes the intruder to be paralyzed for 1-10 hours should the ICE defeat him.

I Highest Security Database intrusion: Bouncer (Rtg100/+115), Paralyze (Rtg250/+185). In addition, one or more company Cyberspace Combatants always stand guard over these top secret files.

### Additional information:

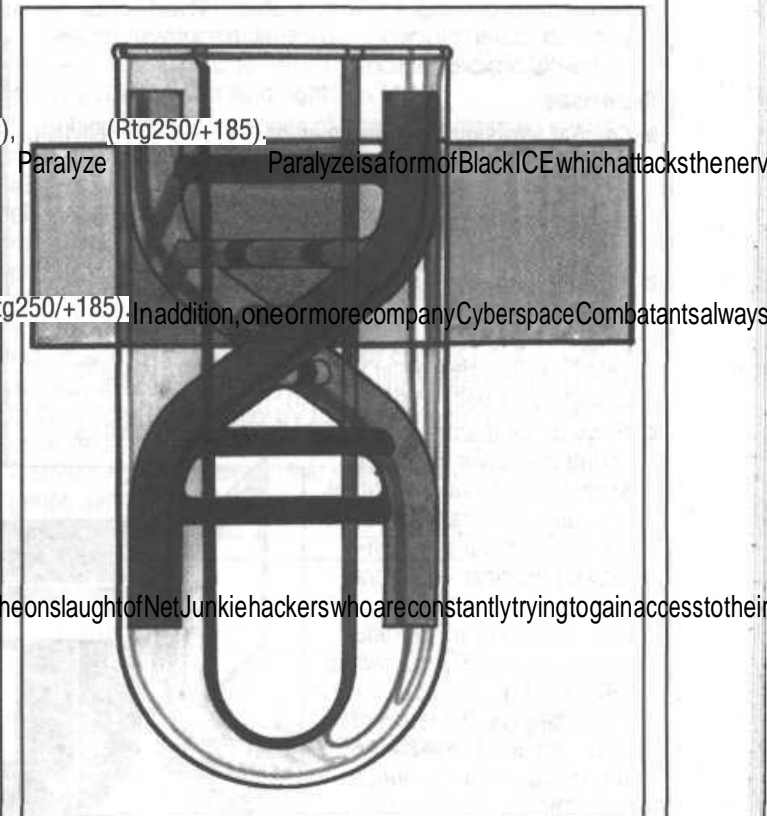
defending against the onslaught of Net Junkie hackers who are constantly trying to gain access to their top secret data. Their ICE is designed to allow intruders to be tracked down. Once located, Mikura ties into IS and gets a complete rundown of the Junkie's background. Security troops are dispatched to the intruder's home. Mikura has taken a different tactic than Austin Biolabs in defending against the onslaught of Net Junkie hackers who are constantly trying to gain access to their selected family members. The intruder is forced to watch others tortured and killed. Then he is subjected to barbaric brain surgery leaving most of his intellect intact but making him incapable of ever entering Cyberspace again. Word of this technique has gotten around. It is admittedly brutal, but has proven effective in keeping intruders down to a minimum.

## CORPORATE HISTORY

Biolabs) to possess the cutting edge technology of Organic Molecule Memory Storage. *Orlec Memory* is the trademark of Mikura's state of the art hardware. Mikura has formed a guarded alliance with Austin Biolabs, and together they have successfully fought off attempts to steal their shared secret of Organic Molecule Memory Storage. (The other is Austin Biolabs) technology was developed independently in a Mikura Osaka laboratory and in the Austin research facilities in Vermont. While dozens of companies had been working on the concept for decades, two brilliant researchers were far ahead of the pack, and one each worked for these companies. The final breakthroughs came within days of each other.

interface technology. Mikura eyes are famous worldwide and their NAC components are known for their reliability, brought about by superior design and rigorous quality control.

Mikura is also a leader in cybernetics systems and neural interface technology. Mikura Biolabs has been a pioneer in the development of neural interface technology with specially designed neural implants, high pay, and numerous perks.



## NEMO MARINE SYSTEMS

### STRUCTURE SUMMARY

**Primary Operations:** Submarine vehicles (military and civilian), blue water agriculture, aquaculture, fishing, mining, and drilling, blue water agriculture, aquaculture, fishing, mining.

**Worth (Assets):** \$241.6 billion.

**Total Employees:** 185,000.

**Main HQ:** Montego Bay.

**Principle Branches:** Bombay, Cairo, Honolulu, Hong Kong, Istanbul, Auckland, Barcelona, Berlin, Bombay, Cairo, Honolulu, Moscow, New York, Paris, Rome, San Francisco, Seoul, Stockholm, Sydney, Tokyo, Toronto, Washington.

**Chief Executive:** Justine Bosh, president and CEO.

**Major Stockholder(s):** Paris Scientific Fund (15.2%).

**Owned Corporations of Note:** *Ke/p Yourself* restaurant chain, and *Nautilus* submarine vehicles.

### CYBERSPACE DATA

**Neticon:** A multi-chambered Nautilus—with the tentacled animal still in the shell. The tentacles extend out in undulating curls; manifestations of the Corporate ICE.

#### Defenses:

**ICom Sat intrusion:** (Appearing as beautiful drifting jellyfish, Nemo ComSats are easily spotted in Cyberspace.) **Data Screen** — a swirl of water around the Shocker — the tentacles touch the intruder and shock him (Rtg14/+58).

**IHQ Mainframe intrusion:** Alert — manifested by the constantly searching eyes of the Nautilus (Rtg70/+100), **Heartkiller** — as a tentacle crushes the unwitting intruder (Rtg100/+115).

**Pacific Mainframe intrusion:** (In Cyberspace, Pacifica mainframe looks like a huge squat sea anemone, beautiful and luminous orange, with hundreds of wavering tentacles.) **Bouncer** — several porpoises circle the anemone.

they hit him with their snouts (Rtg50/+90), **Shocker** — one, if they see the intruder they hit him with their snouts (Rtg50/+90), **Shocker** — manifested by the touch of an outer tentacle (Rtg80/+105), **Neural Scrambler** — inner tentacles around the mainframe zap the intruder (Rtg100/+115).

(Rtg100/+115).

oysters resting inside the cavernous interior chambers of the Nautilus; (tentacles look like pearls.) **Bouncer** — Highest Security Database intrusion! Looks like a pearl caused by touching a pearl (Rtg100/+115 — injects a Breeder virus Rtg50/+90), **Freeze** — the oyster slams shut, trapping the intruder's arm inside (Rtg100/+115).

#### Additional information:

inordinate amount of money devising clever icons for its Nautilus icon, and many of the most dangerous, it should not let the potential invader underestimate their efficiency and deadliness.

### CORPORATE HISTORY

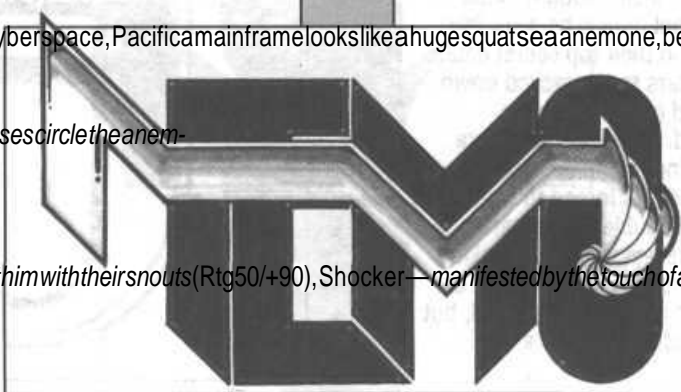
a combination resort/drydock for eastern operations. In the Nemo owns the entire island of Jamaica and utilizes it as a combination resort and drydock for its Nautilus submarines. It also owns a large California peninsula, and a number of south Pacific islands.

complete underwater city of Pacifica. Stage One of Pacifica is scheduled to be complete in 2100, and will initially house Nemo's biggest project to date is just under way, the complete underwater city of Pacifica. The tentacles extend out in undulating curls; manifestations of the Corporate ICE. Constructed on an underwater plateau off the west Mexican coast, Pacifica will provide a unique environment for research, vacationing — and secret operations.

utilizing the most advanced aerofilm techniques to reduce Nemo's submarines are said to be the fastest in the world, utilizing the most advanced aerofilm techniques to reduce drag. They have declined to comment on the maximum speed of their new Nautilus IV subs, however, saying that it is purely for Nemo internal use and such civilian craft of course would not have speeds exceeding what they sell to their military customers. They also deny that Nautilus IV has superior stealth capabilities.

fronts,

Nemo has released videos of the test trials of their revolutionary *Stingray* flying sub, a two-man craft capable of landing on water, floating submerged, then taking off and flying at jet-driven speeds. The radical design is stirring up a lot of attention, both inside and outside the industry. **Neural Scrambler** (Rtg80/+105),





## NEW EDISON

## STRUCTURE SUMMARY

**Primary Operations:** Aerospace, communications, electronics systems, satellites, energy systems and supply systems and supply.

**Worth (Assets):** \$1,250 billion.

**Total Employees:** 2,150,000.

**Main HQ:** New York.

Beijing, Berlin, Bombay, Brazillia, Cairo, Chicago, Dallas, Helsinki, Hong Kong, Leningrad, London, Los Angeles, Madrid, Manila, Melbourne,

**Principle Branches:** Athens, Auckland, Barcelona, Beijing, Berlin, Bombay, Brazillia, Cairo, Chicago, Dallas, Helsinki, Hong Kong, London, Los Angeles, Madrid, Manila, Melbourne, Osaka, Paris, Prague, Rome, San Francisco, Seoul, Stockholm, Sydney, Tel Aviv, The Hague, Tokyo, Toronto, Warsaw, Washington, Zurich.

Also Mare Imbrium (Luna), and Yorktown Canyon, (Mars).

**Chief Executive:** Thomas Jordan Carstead, President and Chairman of the Board.

**Major Stockholder(s):** Valris Foundation (5.4%), Panama Consortium (4.1%).

**Owned Corporations of Note:** Martian Metals, 1st Bank of Luna, an array of power companies, processing centers and factories.

## CYBERSPACE DATA

**Netloot:** A convoluted complex resembling an oil refinery as much as anything else — but with every part made of a glistening black material.

## Defenses.

**I ComSat intrusion:** Data Screen (Rtg10/+50), Alert (Rtg10/+50).

**I Military Satellite intrusion:** (Allows access to military operations/communications.) Security Code (Rtg45/+88), Bouncer (Rtg30/+80), Shocker (Rtg60/+95).

**I HQ Mainframe intrusion:** Data Screen, Neural Scrambler (Rtg250/+185), Heartkiller (Rtg250/+185). In addition, New Edison employs several adept Cyberspace Combatants to protect its mainframe and databases.

**I Highest Security Database access:** Security Code (Rtg200/+160), Alert (+160), Alert (Rtg250/+185), Mindwiper (Rtg300/+210).

## Additional information:

NewEd intruders, and their software department is constantly producing more effective means of preventing access to its sensitive data. NewEd does not hesitate to employ Black ICE for protection, and has a widespread reputation for being as invulnerable as IS — and far more dangerous to approach.

New Edison's Cyberspace Combatants are drawn from their most loyal employees.

## CORPORATE HISTORY

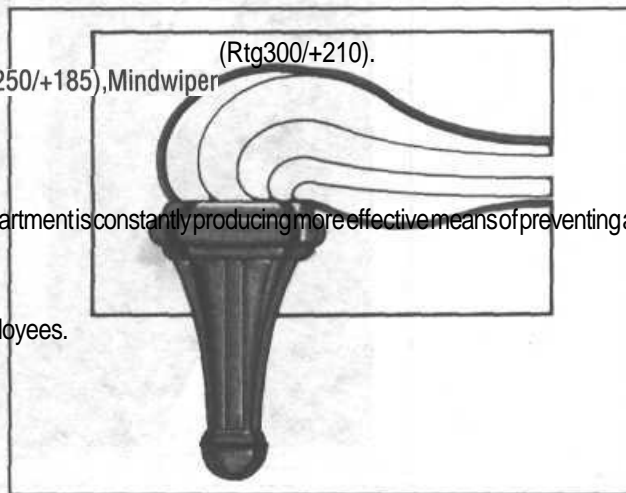
about the Megacorps. A huge conglomerate, NewEd (or New Edison) epitomizes everything that is big and bad about the Megacorps. Universal Products (and by some accounts is larger); certainly it is more powerful than most governments.

competition, and employs a variety of legal and illegal means to acquire secret information from those companies. Those means include military force, and the Edison Troops are an organization respected and feared around the globe — and New Edison is constantly trying to crush any and all competition, and employs Marines botched their own attempt. In a somewhat less glorious maneuver just two years later, NewEd forces obliterated the Tomiko fuel refinery on asteroid Ceta XXIII.

by Interplanetary Geoscience, Inc.), which funded the risky Mars colony. Meanwhile, New Edison Troops frequently saw action in the 2047 NewEd troops rescued an orbital terrorist-occupied US satellite repair station after American Marines botched their own attempt. In the following decades, many firms, most of them of Japanese origin, have suffered from sabotage whose origin is suspected to be New Edison.

NewEd has a particular axe to grind with Okira, and the two are currently facing military conflict over land rights on Mars.

crete shelters under the rarefied air of Sol's fourth planet. In fact, tens of thousands of troops are massing in self-crete shelters under the other two destroy each other. Some analysts suspect that NewEd may even have nuclear weapons on Mars. Intelligence Services refuses to confirm or deny...



# NIPPON INDUSTRIAL PRODUCTS

## STRUCTURE SUMMARY

**Primary Operations:** Personal and industrial robot production.

**Worth (Assets):** \$285.7 billion.

**Total Employees:** 140,000.

**Main HQ:** Osaka.

Bombay, Brazilia, Chicago, Hong Kong, Ko-shimuru, Lisbon, London, Los Angeles, Madrid, Melbourne, Montreal, Moscow, Munich, New York, Paris, Rome, Sydney, Tokyo, Toronto, Warsaw, Washington, Zurich.

**Principle Branches:** Barcelona, Beijing, Berlin, Bombay, Brazilia, Chicago, Hong Kong, Ko-shimuru, Lisbon, London, Los Angeles, M

**Chief Executive:** Tonki Yasuko, CEO. and Chairman of the BoD.

**Major Stockholder(s):** The Nagasaki Credit Council (28.2%).

**Owned Corporations of Note:** *US Machines*, *Virtual Robotics*, and *Servo Motors Inc.* are a few of many subcorporations.

## CYBERSPACE DATA

**Net Icon:** A huge robot; some say it resembles a robot from an American movie of the 20th century known simply as 'Robby'). **Defenses:**

### Defenses:

ComSat intrusion: Bouncer (Rtg10/+50).

HQ Mainframe intrusion: Data Screen (Rtg20/+70).

Bouncer (Rtg50/+90), Mindwiper (Rtg150/+135).

Highest Security Database intrusion: Alert (Rtg30/+60), Scrambler (Rtg80/+105), Heartkiller (Rtg200/+160).

### Additional information:

Nippon Industrial has managed to avoid the trendy ICE manifestations; their defenses are simply deadly.

## CORPORATE HISTORY

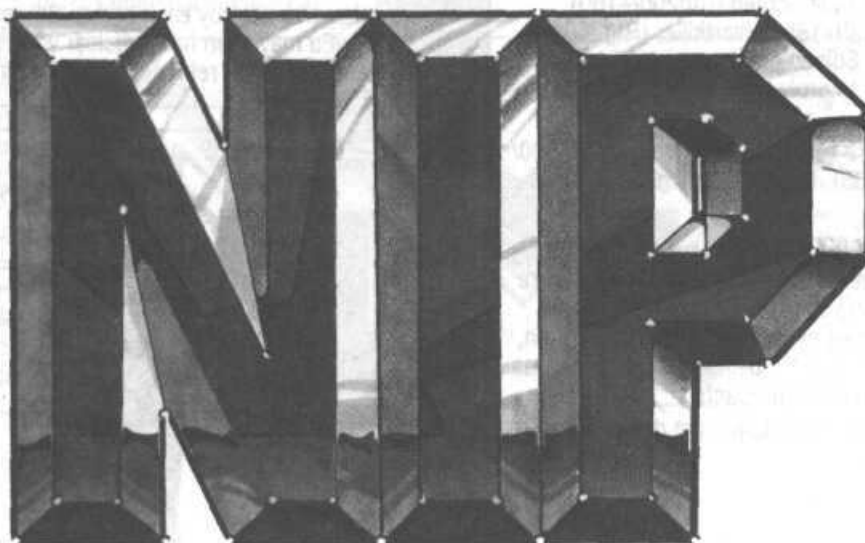
years, and the NIP company has led the field since the turn of the millennium. Of course, robotics embraces far more than the vaguely human-shaped construct visualized by over the field of robotics has blossomed in the last hundred years, and the NIP com

Robots include all sorts of fixed manipulative machines, especially those which form automated assembly lines. In their infancy, there were used effectively in the automotive

maintaining habitats. They swim in the seas, cultivating kelp farms. They keep the extravagant lawns of the Megacorp office plazas perfectly manicured. And yes, they can even serve as household servants in the homes of the wealthy (though human laborers are usually much cheaper to maintain).

NIP robots have taken a leap forward with the introduction of Organic Molecule Memory Storage capabilities, allowing the portable model of the system, allowing them an edge in the mobile robot market. They estimate that within a decade, they will produce walking, talking 'humaniform' robots. Hopefully their voice synthesizers will be more lifelike than current models.

Nippon Industrial commands a staggering 27% world-fairly good relations with its competition, considering the dog-eat-dog environment of this particular industry. NIP does not overtly engage in aggressive actions against other Megacorps, and carries enough economic clout to keep upstarts in their place. Continuous expansion is the watch-phrase of this particular Megacorp.



# OKIRA MATERIALS

## STRUCTURE SUMMARY

**Primary Operations:** Power generation, metals production and mining, fissionables, satellites, aerospace, production and mining, fissionables, satellites, aerospace.

**Worth (Assets):** \$850.3 billion.

**Total Employees:** 700,000.

**Main HQ:** Tokyo.

**Principle Branches:** Athens, Barcelona, Beijing, Berlin, Brazilia, Cairo, Chicago, Dallas, Helsinki, Hong Kong, Istanbul, Koshimizu, Leningrad, London, Los Angeles, Madrid, Manila, Mel-

Munich, New York, Osaka, Paris, Prague, Rome, San Francisco, Sydney, Tokyo, Toronto, Warsaw, Washington, Zurich. Also Mare Tranquillitus (Luna), and Nagasaki Canyon (Mars).

**Chief Executive:** Sasha Takomi, CEO and President.

**Major Stockholder(s):** Takomi Foundation (7.0%), Unitas Investments (3.2%), Nippon Interbank (3.1%).

**Owned Corporations of Note:** Matsuyama Rocket Systems and Petro-Quon Petroleum and Industrial Products, two of Okira's primary subcorporations.

## CYBERSPACE DATA

**NetIcon:** A large, stylized atom orbited by three electrons racing around with faintly visible trails.

### Defenses:

**I ComSat intrusion:** Security Code (Rtg 10/+50), Alert (Rtg 14/+56). (Rtg 14/+56).

**I HQ Mainframe intrusion:** Data Screen (Rtg 150/+135), Neural Scrambler (Rtg 200/+160), Heartkiller (Rtg 200/+160). In addition, Cyberwarrior Combatants and other randomly inserted ICE protect the mainframe.

**I Highest Security Database intrusion:** Bouncer (Rtg 150/+135), Alert (Rtg 200/+160), Heartkiller (Rtg 200/+160).

### Additional information:

Okira's ICE is subtle, and if not as powerful as New Edison's, it is deadly. Edison's, it is deadly.

## CORPORATE HISTORY

Okira is a powerful, profitable, and big competitor. New Edison, but should not be headquartered in the famous Hiroshima Towers in downtown Tokyo, coordinating a vast conglomerate of power companies, mining companies, construction firms, and aerospace.

Quon Yakuza persists, but investigations by the Japanese reports are often discounted, however, for it is thought that the Japanese government is run by a Yakuza consortium anyway.

One of Okira's most significant (and profitable) developments was the portable fusion powerpack. Weighing less than a kilo, the spherical device can supply power to a truck-sized vehicle for over a year before its internal hardware needs maintenance. Fusion is derived from distilled water. Unfortunately, the packs are expensive and are not yet in common civilian usage. Larger versions of these power supplies are, of course, in widespread use throughout affluent areas.

The Katos are in fact little more than a ruthless network. The Katos are in fact little more than a ruthless network. The Katos are in fact little more than a ruthless network. The Katos are in fact little more than a ruthless network. The Katos are in fact little more than a ruthless network.

Okira is currently a member of the Mars Exploration Consortium, and tensions against New Edison on that planet, as well as on Earth.

Okira would really rather not face New Edison on Mars; they consider it a gigantic waste of manpower and equipment.

territory to exploit. Let land wars come later. However, Okira suspects that New Edison is provoking them into a territorial struggle, so that at some time in the future, New Edison will be able to absorb Okira and all its remaining assets. This bodes ill for all involved, for there is sure to be great loss in life before all is settled. Meanwhile, the Martian Conflict continues to escalate.





# OSKOVSKA

## STRUCTURE SUMMARY

**Primary Operations:** Laser technology.

**Worth (Assets):** \$111.7 billion.

**Total Employees:** 250,000.

**Main HQ:** Leningrad.

**Principle Branches:** Beijing, Berlin, Bombay, Brazilia, Hong Kong, London, Los Angeles, Moscow, Munich, New York, Paris, Prague, Rome, Sydney, Tokyo, Toronto, Washington, Zurich.

**Chief Executive:** Eduard Chernenkov, CEO.

**Major Stockholder(s):** Privately held.

**Owned Corporations of Note:** Kernow Medical Equipment, and Coherent Equipment, and Coherent.

## CYBERSPACE DATA

**NetIcon:** A tall prism standing on end, with an intricate play of red and green lasers bouncing about its interior.

### Defenses:

I ComSat intrusion: Bouncer (Rtg111/+52).

I HQ Mainframe intrusion: Data Screen (Rtg30/+80), Shocker (Rtg100/+115), Mindwiper (Rtg150/+135). Other ICE programs are inserted randomly into the system from day-to-day.

I Highest Security Database intrusion: Alert Scrambler (Rtg200/+160). Okira utilizes Cyberspace Combatants to protect its most sensitive databases.

### Additional information:

The beautiful crystal prism is the center of the many manifestations which emerge from the corporate ICE, be they slivers of glass, deadly beams of light, or a blinding rainbow of color.

## CORPORATE HISTORY

a century, growing out of firms involved in Soviet SDI research into what was, at the time, a concept widely considered to be the fantasy of a crackpot.

had surprised no one when Oskovska announced that they had succeeded in miniaturizing weapons and miniaturizations, but hand-held weapons are still not as effective as the old slug-thrower.

of old sci-fi movies, and Oskovska has lucrative contracts with Mirage and Heckler & Koch to produce specialized weapons for their hand-held energy weapon lines.

portable and vehicle-mounted energy weapons, however. Laser weaponry is much more practical for satellites and other space vehicles, being essentially recoilless, and traveling much further without dispersion in the airless vacuum of space.

Lasers also operate well on Mars, and Oskovska is pressing to keep up for arm-mounted laser weapons.

Other ICE programs are inserted randomly into the system from day-to-day.

# OSKOVSKA

# SERENDIPITY

## STRUCTURE SUMMARY

**Primary Operations:** Software production, satellite imaging, personal entertainment systems, and computer core hardware.

**Worth (Assets):** \$401.1 billion.

**Total Employees:** 450,000.

**Main HQ:** Crystal Palace Orbital Station. Plane-

tary HQ is Los Angeles, in a skyscraper looking similar to a vertically extruded version of the Net Icon, known among the executives as Emerald City.

Beijing, Berlin, Bombay, Brazillia, Cairo, Chicago, Dallas, Helsinki, Hong Kong, Istanbul, Koshimuru, Leningrad, Lisbon, London, Los Angeles,

**Principle Branches:** Athens, Auckland, Barcelona, Beijing, Berlin, Bombay, Brazillia, Cairo, Chicago, Dallas, Helsinki, Hong Kong, Istanbul, Montreal, Moscow, Munich, New York, Osaka, Paris, Prague, Rome, San Francisco, Seoul, Stockholm, Sydney, Tel Aviv, The Hague, Tokyo, Toronto, Warsaw, Washington, Zurich.

**Chief Executive:** Trevor Bartok, President; Elyse Marois, Chairman of the BoD.

**Major Stockholder(s):** Privately held.

**Owned Corporations of Note:** *Real Life Entertainment*, and *Pentacle CPUs* are two of Serendipity's many subcorporations of note.

## CYBERSPACE DATA

**Net Icon:** A glittering green glass palace of domed towers.

### Defenses:

**I Comsat intrusion:** Security Code (Rtg45/+88), Shocker (Rtg50/+90).

**I Intel/Sat intrusion:** Security Code (Rtg45/+88), Bouncer (Rtg47/+89), Shocker (Rtg47/+89), Shocker (Rtg50/+90).

**I Emerald City Mainframe intrusion:** Security Code (Rtg70/+100), Data Screen (Rtg100/+115), Neural Scrambler (Rtg150/+135).

### Mainframe

(Rtg100/+115), Data Screen (Rtg100/+115), (Rtg100/+115), Scrambler (Rtg200/+160). In addition, Archon, Serendipity's AI, functions as a masterful Cyberspace Combatant, and is capable of generating its own ICE programs as desired throughout this Mainframe.

**I Highest Security Database intrusion:** Security Code (Rtg100/+115), Data Screen (Rtg100/+115), Neural Scrambler (Rtg200/+160), Heartkiller (Rtg200/+160).

### Additional information:

One of the most secure information systems on (or off) the planet, Serendipity ranks with IS and a handful of other Megacorps in the quality of its ICE.

## CORPORATE HISTORY

Serendipity has very recently arisen as an interplanetary corporate power; the inner workings of the corporation are a mystery. Even IS supposedly has little hard data on the corporation.

With its income Serendipity quietly built its own spaceport in central Africa during the '50's and spent the next ten years constructing the largest permanent orbital station yet in existence. The cylindrical space station — known as *Crystal Palace* — is a triumph of corporate ingenuity and determina-

tion. It is the permanent home of 10,000 Serendipity employees, and serves as the vacation spot for thousands of others.

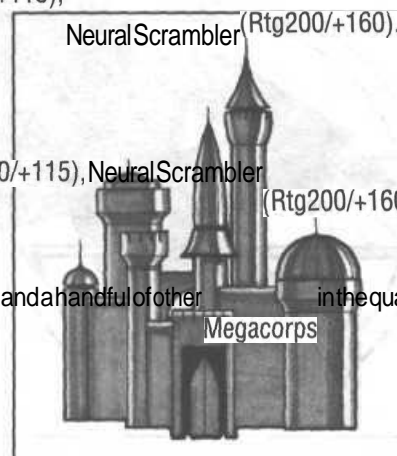
One of Serendipity's biggest rivals is Intelligence Serv-

Chairman of the BoD. Serendipity management is wary of Serendipity and fears a sabotage or takeover. Also constantly at odds with each other.

Serendipity Megacorp is their control of an Artificially Intelligent being: Archon. Created in 2065, Archon was designed to control the Crystal Palace, but his sphere of influence has grown. One factor which adds a great deal of power to the Serendipity Megacorp is the Archon thirsts for knowledge in order to keep increasing his power, and he has become quite a foe for his enemies to contend with. Fortunately, his loyalty to Serendipity has never wavered, so he continues to be a valuable asset.

percentage of departures absurdly small. True, Serendipity employees are infamously loyal, with the percentage of departures very low. Serendipity, never seem to find work elsewhere — or even live long enough to complete a resumé.

Serendipity is a shadowy and powerful presence in the world; manipulative and without manipulative and mysterious. They have a secret base on Mars, and Archon the AI, which controls Crystal Palace, has a considerable scope of power and influence.



Megacorps

# SYZESTEMICS

## STRUCTURE SUMMARY

**Primary Operations:** Genetics research, com-

**Worth (Assets):** \$434.6 billion.

**Total Employees:** 650,000.

**Main HQ:** Berlin.

**Principal Branches:** Athens, Auckland, Barcelona, Berlin, Helsinki,

London, Los Angeles, Madrid, Manila, Mel-

Milan,

Munich, New York, Paris, Prague, Rome, Se

bourne, Mexico City,

Montreal, Moscow,

Stockholm, Sydney, The Hague, Tokyo, Toronto,

Warsaw, Washington, Zurich, Orbital labs Apollo

and Athena.

**Chief Executive:** Alexander Mueller II, CEO and Chairman of the

Chairman of the BoD.

**Major Stockholder(s):** Privately held.

**Owned Corporations of Note:** Interphase

and Bioptics Global (medical equipment).

## CYBERSPACE DATA

**NetIcon:** A transparent human head with a luminous blue stylized brain.

**Defenses:**

**I ComSat intrusion:** Data Screen (Rtg10/+50), Security

Code (Rtg15/+60).

Code (Rtg15/+60).

**IHQ Mainframe intrusion:** Security Code (Rtg50/+90), Scrambler

(Rtg80/+105),

**I Highest Security Database intrusion:** Alert (Rtg50/+135 — injects

Wiper virus Rtg50/+90), Mindwiper (Rtg250/+185).

**Additional information:**

Cyberspace defenses have been beefed up considerably in the last three years, at Alexander Mueller's direction.



## CORPORATE HISTORY

Syzestemics is an extremely dangerous company for several reasons, not the least of which is the fact that its Chairman of the Board is an insane clone of his former incarnation.

techniques far beyond what they have publicly admitted: they have been able to clone human beings in their fetal tanks for over twenty years now. Alexander Mueller, dynastic head of the company, was already an old man in 2048 when Syzestemics' arch-rival Leyland-Carlisle

Munich, Paris, Prague, Rome, Seoul, Stockholm, Sydney, The Hague, London, Los Angeles, Madrid, Manila, Melbourne, Mexico City, Montreal, Moscow, New York, Warsaw, Washington, Zurich, Orbital labs Apollo and Athena.

It is true that Syzestemics developed the cloning technique far beyond what was possible when the cloning technique was perfected. Using mnemonic

patterning techniques (also secret, and developed by the Interphase company), Mueller's memories were assimilated and stored on computer. Tissue samples were taken.

Mueller died after giving the explicit instructions that his son Hans would be chairman until his first viable clone reached adulthood. Mueller II was born in 2048, and was named after his father. He was the chairman of the company.

unenviable situation of being unable to fight his father's instructions in court (and thus reveal Syzestemics' illegal research activities which allowed them to reach this pinnacle of genetics technology); nor could he just simply order the disposal of his father's cloning materials and irrevocably solidify his position. There were many Board members who would prefer to have another Alexander Mueller as Chairman than the rebellious Hans. Thus, Alexander was cloned and

born in 2048, and was named after his father. He was the chairman of the company.

station Athena while the body matured in a special nutrient tank where its neuro-muscular and skeletal structures were carefully stimulated to grow normally. On his eighteenth birthday, in 2086, Alexander II was removed from the tank

Alexander awoke, and it seemed to him that he had just 'died'. The public was informed that this man who looked remarkably like the old Alexander was a son fathered by Alexander I. Alexander II was named after his father as per his instructions just before he died.

II

corporation, unseating his son who was now a good 40 years older than he. Alexander spent the next several weeks as a shadowy figure, until he was finally able to reveal the cloning secret to the world for fear that his real nature will be suspected — even though marketing the technique would certainly net the company billions.

successfully on other human subjects (another serious breach of the human guinea-pig laws), the memories given 'back' to Alexander II created a temporal conflict (after all, Alexander I's memories were 20 years old). Alexander has begun to show signs of paranoia and schizophrenia. His hatred of Leyland-Carlisle has become almost obsessive, and he is determined to destroy the Pharmochemical giant, perhaps even at the cost of his own company. In recent months, things have only deteriorated.



## TRANS-ORBITAL

## STRUCTURE SUMMARY

Primary Operations: Commercial and industrial transportation.

Worth (Assets): \$315.9 billion.

Total Employees: 750,000. Main New York.

Main HQ: New York. HQ:

Principle Branches: Trans-orbital has only a few actual offices, but it services all major air and spaceports on Earth, Luna, and free-access space ports, on Earth, Luna, and free-access Orbitals.

Chief Executive: David Marcus Lange Jr., Chairman and President.

Major Stockholder(s): Stettinus Foundation (5.1%), Linde Investments (4.2%), Stephenson & Wils (4.1%).

Owned Corporations of Note: *Caledonia*, *Pan Am*, and *TWA*.

## CYBERSPACE DATA

Net Icon: A slowly rotating globe with the three different airline logos circling it.

Defenses:

ComSat intrusion: Data Screen (Rtg 5/+25), Bouncer (Rtg 10/+50).  
HQ Mainframe intrusion: Security Code (Rtg 20/+70), Alert (Rtg 50/+90), Bouncer (Rtg 40/+85).

Highest Security Database intrusion: Security Code (Rtg 30/+80), Alert (Rtg 30/+80), Alert (Rtg 70/+100), Bouncer (Rtg 80/+105).

## Additional information:

Trans-orbital has few real secrets; its ICE is really designed only to keep out attempts to fraudulently make reservations, or to use classified schedule information to implement terrorist activities.

## CORPORATE HISTORY

Formed out of an unprecedented series of mergers to combat the growing menace of United Spaceways, Trans-Orbital has captured the luxury passenger market with the

- new Boeing 28-H Whisper drive passenger jets. Supersonic and hydrogen-fueled, the standard in speed, reliability and comfort.

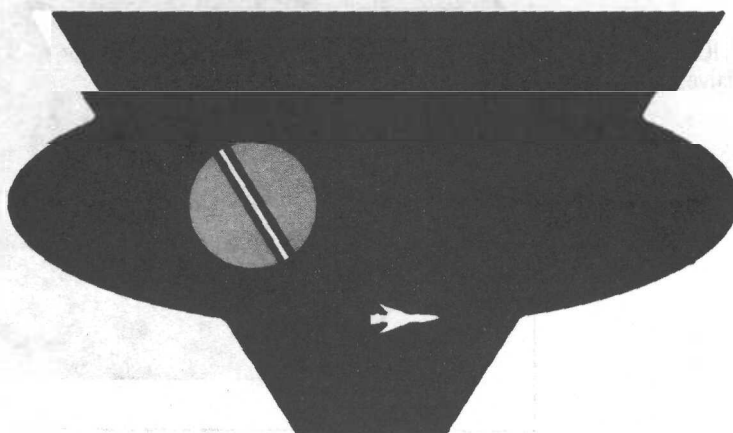
Orbital has captured the luxury passenger market with the jets. Supersonic and hydrogen-fueled, the standard in speed, reliability and comfort. Orbital boasts that they pamper any other aerospace service (and of course their fees are equally excessive, especially in the Pan Am and Caledonia lines).

Trans World Airlines now serves as the workhorse of the three combines, bearing the cargo and "economy" passengers, while the other carriers transport the wealthy business and leisure traveller. The TWA fleet is by far the largest, but many of the vehicles — especially cargo carriers — are older planes, some of them outdated megahol

burners barely capable of supersonic flight. President David Lange bought out defunct Pan Am. Lange bought out defunct Pan Am. Lange has succeeded in rehabilitating the name as the standard in international flight quality, and their hydrogen-fueled supersonic fleet embraces a service-oriented, nostalgic

seaplanes of the mid 20th century, though in fact is much more modern. The supersonic fleet is the old, seaplanes of the mid 20th century, though in fact is much more modern. The supersonic fleet is the old, seaplanes of the mid 20th century, though in fact is much more modern. The supersonic fleet is the old, seaplanes of the mid 20th century, though in fact is much more modern.

Bouncer (Rtg 70/+100). The top end of the Suborbital Caledonia line is the spacious, ten-passenger SkyCruiser, a powerful little craft that can go halfway around the world in less than three hours (half of this time is ascent and descent).



# UNIVERSAL PRODUCTS

## STRUCTURE SUMMARY

**Primary Operations:** Finished goods, prepared foods, metals, heavy equipment, electronics, phar-mochemicals, clothing and textiles.

**Worth (Assets):** \$1,350 billion.

**Total Employees:** 1,140,000.

**Main HQ:** Tokyo.

Beijing, Berlin, Bombay, Cairo, Hong Kong, London, Los Angeles, Madrid, Montreal, Athens, Auckland, Barcelona, Beijing, Berlin, Bombay, Cairo, Hong Kong, Los Angeles, Madrid, Montreal, Rome, San Francisco, Seoul, Stockholm, Sydney, Toronto, Washington, Zurich. (Note: UP stores are located in thousands of other locations).

**Chief Executive:** Matsu Yokohama, Chairman of the BoD.

**Stockholder(s):**

**Major** — Samuel Hirohito (8.7%), The Osaka Yakuza — through legitimate front organizations (3.1%), Tadashi Tomita (2.5%).

**Owned Corporations of Note:** UP only owns one store which does not bear the UP name: *Harrod's of London* (which it is said was the inspiration for the UP concept).

## CYBERSPACE DATA

**Net icon:** UP's icon is a full-size replica of their corporate headquarters, a 200 storey hexagonal structure of unimaginative design.

### Defenses:

■ **Com Sat intrusion:** Security Code (Rtg 10/+50).  
 ■ **HQ Mainframe intrusion:** Data Screen (Rtg 20/+70).  
 ■ **Highest Security Database intrusion:** Data Screen (Rtg 30/+80), Neural Scrambler (Rtg 35/+83).

### Additional information:

As with its other endeavors, UP ICE lacks inventiveness but is generally effective.

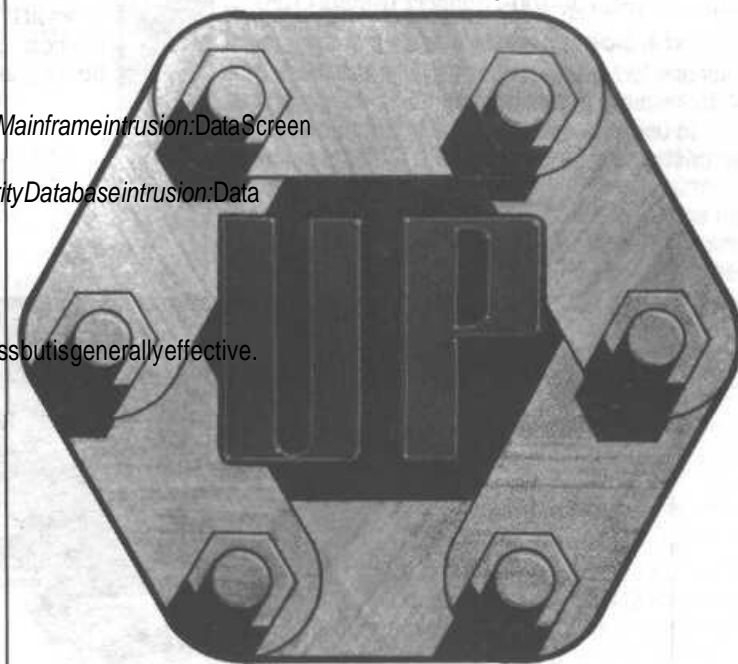
## CORPORATE HISTORY

'Universal') produce products in virtually every market. Universal stores dot the globe, offering food (prepared or packaged), furniture, appliances, and more. Universal Products (sometimes called 'Up'er') is, quite simply, the everything for everyone. While New Edison has concentrated on large-scale aspects of industry, UP has diversified and succeeded by literally providing everything. Its products are bland and characterless, but Hong Kong.

London, its products. Impersonal and without character. The upper management is virtually faceless and rules from behind boardroom doors. No personalities emerge from the corporate structure. Interestingly, this lack of personality has had the effect of stirring up curiosity about Universal Products. The management has always refused to schedule interviews with the media, resulting in wild rumors regard-

ing the nature and origin of the company. "Universal Products Board of Directors" claimed one screamsheet, while others assert (3.1%), "Odosh Tomita almost as outlandish: that the company was run by an-

Products Board, or that the Chairman has been clones of the same man. Numerous accusations, of course. Regardless, no one can doubt the power that UP wields throughout its various industries.



# ORGANIZATIONS



## CORP COPS

### OVERVIEW

**ABSTRACT:** Corp Cop is the generic designation applied to a member of any of a number of security organizations set up by corporate entities for internal security purposes.

**IDENTIFIERS:** Corporate livery.

**ACTIVITIES:** Company patrol/security duty.

**GENERAL ATTITUDE:** Arrogant.

**COMMON EQUIPMENT:** Armored bodysuits, small automatic weapons, shotguns and/or nightsticks. All carry communication devices.

### COMMENTARY

Corp Cops are generic private security troops organized, armed and fielded by a number of corporate giants. Their ranks are often filled with the sons and daughters of mid-level managers or working stiffs. Members of these organizations normally perform patrol duties on company grounds throughout corporate districts. They are responsible for on-premise security and monitoring both employee and visitor activities.

Any company worth its salt has a standing force of Corp Cops, while less powerful or resource-poor firms rent services from one of a multitude of corporate security outfitters.

Corp Cops are particularly useful assets for Megacorporations located on Sprawl fringes, as local police forces are rarely up to the task of providing security and protection to businesses when there are already so many problems to be dealt with in the inner city regions.

These cops are apt to go out of their way to make life difficult for anyone they have to deal with. You have to go somewhere. Why? See someone. Who ex-

Need information: What are you planning to do with it? They are annoying and persistent beyond patience. The following profiles show the stats for average Corp Cops. When it is necessary to generate several Corp Cops, use the following templates as guides and vary each Cop's stats as you see fit.



### CORP COP (ELITE)

**Profession:** Killer **Level:** 6th **Hits:** 55

**Hits:** 55

**AT(DB):**

**Fire:** +60 Submachine Gun **Melee:** +60 Brawl

**Melee:** +60 Brawl

**Skills:** +70 Subduing, +50 Equipment, +40 Administration

### CORP COP [COMMON]

**Profession:** Killer **Level:** 3rd **Hits:** 20

**Hits:** 20

**AT(DB):** ABS(O)

**Fire:** +35 Submachine Gun or Shotgun **Melee:** +30 Brawl

**Melee:** +30 Brawl

**Skills:** +45 Subduing, +40 Equipment, +40 Administration

# ENFORCERS

## OVERVIEW

**ABSTRACT:** Enforcer is the title granted to Sprawlzone police force officers.

Sprawlzone police force officers.

**IDENTIFIERS:** Heavy armor and armament. Crowd control equipment. Municipal service badge.

Municipal service equipment.

**ACTIVITIES:** General policing duties, anti-terror patrols, investigative services.

**GENERAL ATTITUDE:** Aggressive. Often calmly resigned to fighting a losing battle, though outbursts of retributive violence are common.

**COMMON EQUIPMENT:** Armored bodysuits, powerful automatic weapons, shotguns and riot subdual gear. All carry communications devices.



## COMMENTARY

Nearly every municipality and Sprawlzone which has yet to sink into total civil disorder has an Enforcer organization. These groups are outgrowths of old metropolitan police precincts and divisions. They are generally autonomous collections of law enforcement officers who try to bring order to the chaos which surrounds them.

Though their intentions, on the whole, are well meant

is rampant, and there is some difficulty distinguishing between criminal and lawman on the street. Enforcers sink to unethical practices and tactics as often as not, and corruption throughout most Enforcer organizations is rampant, and there is some difficulty distinguishing between criminal and lawman on the street. That is not to say that all Enforcers are opportunistic scum — many such organizations uphold the law to the letter. When Enforcers start making their own laws, the principals of "due process" go awry.

Despotic Enforcer leaders are not unheard of — particularly in districts where anarchy is the norm and grotesque violations of common citizens by criminals are hourly occurrences. In these situations, certain Enforcers may declare themselves civil leaders and impose martial law regardless of the wishes of properly elected civil leaders.

## ENFORCER (ELITE)

**Profession:** Killer **Level:** 6th **Hits:** 55

**Hits:** 55

**AT(DB):** ABS(5)

**Fire:** +70 Medium Assault Rifle or Shotgun **Melee:** +65 Brawl

**Melee:** +65 Brawl

**Skills:** +70 Subduing, +50 Equipment, +45 Streetwise, +40 Perception

## ENFORCER (COMMON)

**Profession:** Killer **Level:** 4th **Hits:** 45

**Hits:** 45

**AT(DB):** ABS(0)

**Fire:** +55 Medium Assault Rifle or Shotgun **Melee:** +40 Brawl

**Melee:** +40 Brawl

**Skills:** +45 Subduing, +40 Equipment, +40 Streetwise, +35 Perception

## EXTERMINATORS

### OVERVIEW

**ABSTRACT:** Exterminators are bio-robot warri-

ors used in areas experiencing severe civil disorder. Their task is to enter the area and kill all people encountered.

**IDENTIFIERS:** No uniform equipment or livery needed — they are merely killing machines — they

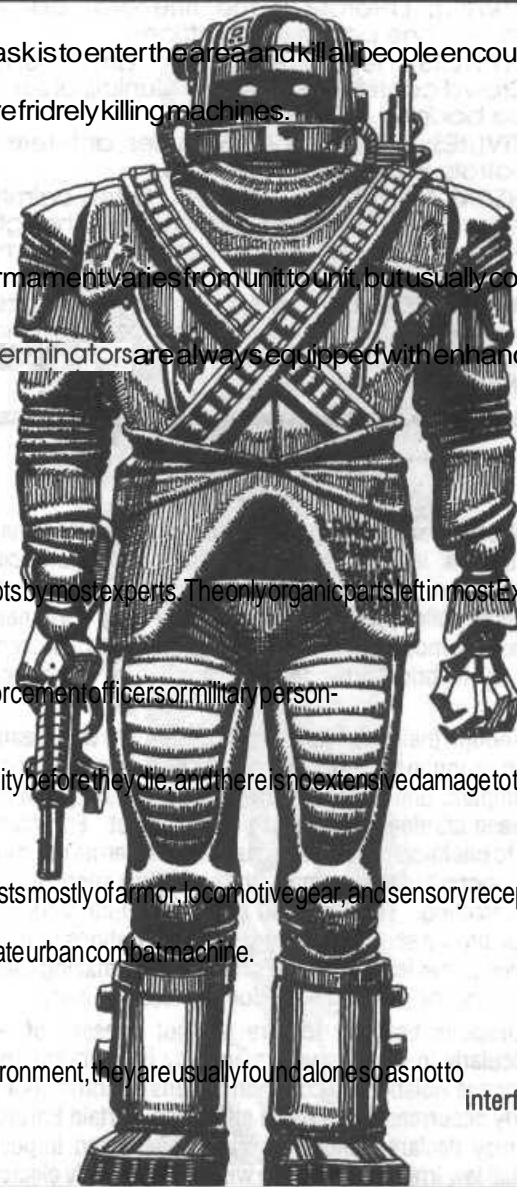
**ACTIVITIES:** Simple extermination, civil submission, and population control.

**GENERAL ATTITUDE:** Single minded.

**COMMON EQUIPMENT:** Exoskeleton. Armament varies from unit to unit, but usually consists of explosives, auto-

matic weapons and lots of ammunition. Being cyborgs, exterminators are always equipped with enhanced sensory systems.

are fridrely killing machines.



### COMMENTARY

The ultimate bastardization of the human body, Exter-

minators are so extensively cybernized that they are considered to be robots by most experts. The only organic parts left in most Exterminators is the brain, central nervous system, and a minimal amount of life support organs.

Persons who are converted into Exterminator units are usually law enforcement officers or military personnel who have been fatally wounded. If they can be evacuated to a proper facility before they die, and there is no extensive damage to the brain or CNS, the Exterminator conversion process can be undertaken. The necessary organs are transferred into the Exterminator apparatus, which consists mostly of armor, locomotive gear, and sensory receptors. The operation is long and arduous, and not always successful — but when completed, results in the ultimate urban combat machine.

Exterminators, operating for law enforcement agencies, usually work in loose squads of five to ten members. In the tactical environment, they are usually found alone so as not to interfere with their counterparts' fields of fire.

### EXTERMINATOR (ELITE)

Level: 9th  
 Profession: Killer Level: 9th Hits: 120 AT(DB): AEX(O)  
 Hits: 120  
 AT(DB): AEX(O)  
 Fire: +90 Light Machine Gun, or SMG Melee: +95 Brawl  
 Melee: +95 Brawl  
 Skills: +90 Perception, +70 Environs, +65 Quick-Draw, +40 Equipment  
 +65 Quick-Draw, +40 Equipment

### EXTERMINATOR (COMMON)

Level: 7th  
 Profession: Killer Level: 7th Hits: 100 AT(DB): AEX(O)  
 Hits: 100  
 AT(DB): AEX(O)  
 Fire: +80 Light Machine Gun, or SMG Melee: +75 Brawl  
 Melee: +75 Brawl  
 Skills: +70 Perception, +60 Environs, +55 Quick-Draw, +40 Equipment  
 +55 Quick-Draw, +40 Equipment



## MOTHER THERESAS

### OVERVIEW

**ABSTRACT:** While superficially dedicated to the advancement of human rights and helping the advancement of human rights and helping the destitute, the Mother Theresas are actually a notorious terrorist organization.

**IDENTIFIERS:** Nun's habit, with minor variations designating rank within the organization.

**ACTIVITIES:** Humanitarian efforts, mixed with a healthy dose of international terrorism.

**GENERAL ATTITUDE:** Alternating kind and compassionate with ruthless and cold-blooded.

**COMMON EQUIPMENT:** Small, silenced automatic weapons. Many carry communications gear, and sophisticated electronic bypass equipment.

### COMMENTARY

renowned as a humanitarian, semi-religious order of women who are devoted to aiding the underprivileged. What few suspect is that they are in fact an international terrorist ring bent on nothing less than subverting every major government and corporation in the world.

only as the Holy Mother. She directs overall policy for the organization. At the top of the organization is the aged one known only as the Holy Mother. She directs overall policy for the organization, and the various departments are run by Mother Superiors, Reverend Mothers, and so on, in a hierarchy resembling convents from the old Catholic Church.

ranging from clerical duties to humanitarian efforts to assassinations. The Euthanasiasts (or Hit Sisters — as they are called among themselves) usually use silenced automatic pistols; though needleguns are also favored weapons. Bombings are common tactics for the Mother Theresas, though they claim responsibility under the pseudonym "Sisters of Mercy". Oddly enough, no one has made the connection yet. Current targets favored by the Theresas include Universal Product outlets, Seren-Leyland-Carlisle

dipty, New Edison, and even though that company contributes millions in medical supplies to the Theresas every year!



### SISTER THERESA [COMMON]

**Profession:** Sneak **Level:** 5th **Hits:** 20

**Hits:** 20

**AT(DB):** NoA(O)

**Fire:** +45 10mm Pistol (silenced) **Melee:** +30 Brawl

**Melee:** +30 Brawl

**Skills:** +80 Stalk & Hide, +75 Electronic Bypass, +75 Subduing, +40 Equipment

### MOTHER THERESA (ELITE)

**Profession:** Sleaze **Level:** 8th **Hits:** 25

**Hits:** 25

**AT(DB):**

**Fire:** +70 NoA(O) Fire: +70 Needle Pistol **Melee:** +5 Brawl

**Melee:** +5 Brawl

**Skills:** +80 Perception, +80 Culture, +70 Administration, +50 Equipment, +40 Falsification

## ROAD PATROL

### OVERVIEW

**ABSTRACT:** Road Patrols are law enforcement organizations whose realm is the open road — the hazardous, gang-infested interstate highways of the United States.

**IDENTIFIERS:** Dark leather, jack boots and colorful crash helmets. Occasionally a badge of identification.

**ACTIVITIES:** Gang-bashing; the subdual of an anarchistic rabble who terrorize the nation's road network.

**GENERAL ATTITUDE:** Defiant. Road Patrol members are often out to do little more than beat the odds against them.

**COMMON EQUIPMENT:** Personal survival gear to last for indefinite periods of time in hostile territory: a fast car, water, food, gas, and plenty of firepower. Road Patrol cars are often armored and armed.

### COMMENTARY

and self-preservation against incredible odds. Most Road Patrol members have a morbid sense of duty, and that is to kill much more numerous, and occasionally better armed road gangs; and few rivalries are fueled with as much bad blood.

highway or deteriorating rural backroad sees one or two Road Patrol cops driving into the gang-contested zones looking for stray road gang members to "Take care of". Things rarely go that smoothly, however. Ambushes are common. Members of one of the other organization are often led into brutal traps set up by the other. In the battles that follow, cars, trucks, and motorcycles, all extensively converted into machines of death, tear-up the pavement, desert or salt flats as cops and gang members fight to the last.

repair yards are the primary targets for organized Road Patrol operations. Gas, methanol, food and water hoards, and repair yards are the gangs' most closely guarded areas, and are defended ferociously.



### ROAD PATROL (ELITE)

**Profession:** Jockey **Level:** 7th **Hits:** 65

**Hits:** 65

**AT(DB):** LBA(5)

**Melee:** +65 Brawl

**Fire:** +80 Shotgun or Heavy Rifle **Skills:** +65 Driving, +55 Equipment, +50 Environs, +50 Mech Tech

### ROAD PATROL (COMMON)

**Profession:** Jockey **Level:** 4th **Hits:** 35

**Hits:** 35

**AT(DB):** LBA(O)

**Melee:** +35 Brawl

**Skills:** +45 Driving, +45 Equipment, +40 Environs, +40 Perception





# MR. ARNOLD FUTZMANN SLAVE TRADER

## PERSONAL DATA

**Eyes:** Grey **Race:** Caucasian  
**Hair:** Dark **Origin:** West Coast Sprawl  
**Age:** 43 **Sex:** Male **Build:** Overweight **Height:** 196 cm **Weight:** 191 kg  
**Demeanor:** Slimy **Dress:** Haphazard **True Attitude:** Sick and perverse

## STATISTICS

**Ag:** 09/- **Ag:** 09/-10 **St:** 91/+10 **Qu:** 04/-15 **Qu:** 04/-15  
**SD:** 29/0 **SD:** 29/0-10 **Re:** 09/-10 **Pr:** 09/-10  
**Co:** 62/8 **Me:** 92/+10 **In:** 94/+10 **Em:** 30/0  
**Re:** 79/+5 **Em:** 30/0  
**Ap:** 06 **CIRS:** 0

## SPECIFICS

**Profession:** Sleaze **Level:** 7th **Social Class:** Corporate Middle Class

**Fire:** Submachine Gun 60

**Melee:** Brawl 65

**Missile:** —

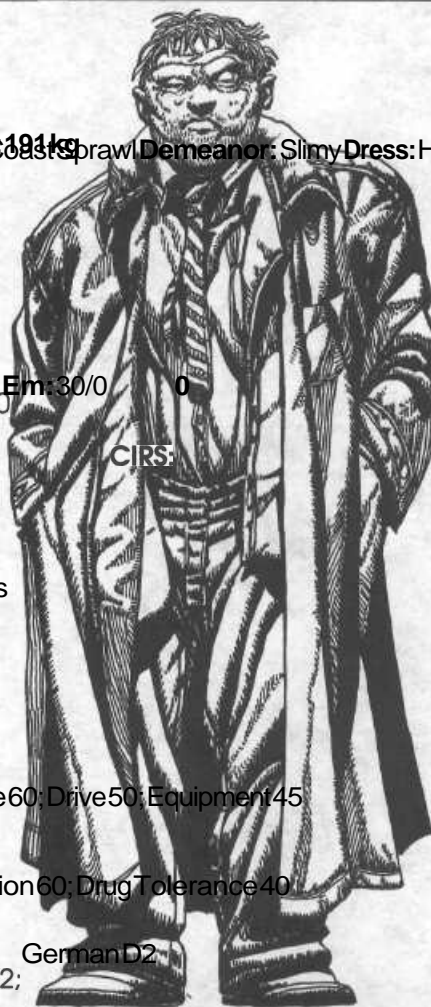
**Hits:** 62

**AT(DB):** NoA(-15)

**Primary Skills:** Exploit 82; Administration 79; Perception 78; Culture 60; Drive 50; Equipment 45

**Secondary Skills:** Media 70; Appraisal 65; Gambling 60; Falsification 60; Drug Tolerance 40

**Languages:** English D5; Gutter speech D5; Japanese D3; Spanish D3; German D2



## BACKGROUND

Mr. Futzmann is particularly repulsive, since he deals in the trade of human slaves, specializing in sales to the pornographic ASP/video industry and underground scientific research markets.

Both grotesque and cruel, Mr. Futzmann runs an organi-

looking for suitable trade stock. These unfortunate victims are usually tranquilized and then hurriedly shipped off to the San Francisco Sprawl looking for suitable trade stock. These unfortunate victims are usually tranquilized and then hurriedly shipped off to the San Francisco Sprawl looking for suitable trade stock.

The sheer enormity of his unsavory character is enough to bring feelings of immediate dislike to his business associates, who tend to only deal with him over the phone.

A perverse man, Futzmann usually samples the pleasures of his slaves before shipping them out to his various clients. He maintains no particular specialty among his trade stock, though young and healthy specimens are preferred.

the Pacific Rim to the Middle East, and the ASP/video industry and underground scientific research markets. Futzmann's slaves have shown up everywhere from the Pacific Rim to the Middle East, and the ASP/video industry and underground scientific research markets.

he has bought off their leaders with copious sums of ill-gotten graft. There is, however, a growing groundswell of support among some street people and Sprawl gangs to rid the area. Mr. Futzmann is rarely troubled by local Enforcers, as he has bought off their leaders. He is a difficult man to get near, however, with a number of well paid bodyguards. It is clear though, that if he were ever caught on the streets alone, he would not survive long.

## PERSONAL DATA

**Race:** East Indian  
**Origin:** India  
**Sex:** Male **Build:** Slim **Height:** 170 cm  
**Dress:** Traditional Sikh  
**True Attitude:** Shrewd

Age: 31 Eyes: Brown Hair: Black Build: Slim Height: 5'6" Weight: 77kg Origin: India Demeanor: Easygoing Dress: Traditional Sikh True Attitude: Shrew

Ag: 32/Ag:	82/+5	
SD: 96/+15	Qu: 25/0	
Me: 94/+10	St: 25/0	Qu: 25/0
Re: 98/+20	Em: 03/-15	Re: 98/+20
Ap: 31	CIRS: 0	Ap: 31

Em: 03/-15  
Ap: 31 CIRS:

**Profession:** Sleaze  
**Level:** 8th  
**Social Class:** Corporate Upper Class  
**Fire:** —  
**Melee:** Knife 45 **Missile:** — **Hits:** 47 **AT(DB):** NoA(O)  
**Hits:** 47  
**AT(DB):** NoA(O)

**Primary Skills:** Administration 90; Exploit 85; Culture 82; Perception 70; Streetwise 60; Software Tech 55

**Secondary Skills:** Advanced Math 85; Appraisal 80; Gambling 65; Media 65; Sport 40

**Languages:** English D5; Hindu D5;  
Japanese D5; Russian D5; German D4



**Mr. Patel deals in an odd business — short term insurance: for life, property, shipping; almost anything. You want insured? Bhupendra Patel is the man to see.**

building, Bhupendra is kept very busy with inquiries from his ever growing base of regular clients. These cover a wide range of business and personal needs. From his San Francisco office in the Fly By Day insurance building, he hauls their loads across stretches of gang-fraught Interstates, to business travellers who are making their way to an orbiting Space Colony, or the moon.

Mr. Patel has also been known to provide coverage to Sprawling members who are about to undertake dangerous missions, as well as corporate executives who fear that their coveted board seats are in jeopardy.

This insurer's rates are harsh, but he will provide coverage of up to a \$5000 value to almost anyone or anything.

Items for persons demanding a higher insured rate risk a more thorough scrutiny by for as short a period of time as a single day, but the premiums for this coverage are quite outrageous.

Human targets are not space but with inquiries from his ever growing base of regular die hard supporters, space has become a source of high pressure and is a present or future target. In terrorism, space planes and orbital shuttles have become primary targets.

members who are about to undertake danger-  
ous assignments. He also harbors an intense and undying vendetta  
against the W.A.R.A. because he can get a line on any local  
W.A.R.A. activities, he will try to expose them.

Mr. Patel has but one major character flaw: he has an inherent distrust of most Caucasians.





# MARIKA TAKESHIMERCENARYBROKER

## PERSONAL DATA

**Eyes:** Grey  
**Hair:** Black  
**Age:** 67  
**Height:** 160 cm  
**Weight:** 46 kg  
**Sex:** Female  
**Race:** Oriental  
**Origin:** San Fran. Sprawl  
**Demolition:** Slight  
**Dress:** Kimono  
**True Attitude:** Mercenary

**Weight:** 46 kg

## STATISTICS

Ag: 70/0      Qu: 78/+578/+5  
SD: 91/+10      Si: 50/Ma: 98/+20      Pr: 90/+10      Em: 78/+5  
Me: 78/+20      In: 93/+10  
Re: 95/+15      Er: 78/+5      Re: 95/+15  
Ap: 60      CIRS: 0      Ap: 60      CIRS: 0

## SPECIFICS

**Profession:** Sleaze  
**Level:** 12th  
**Social Class:** Sprawl Upper Class  
**Fire:** +905mmPistol **Melee:** —  
**Melee:** —

**Missile:** +70 Shuriken **Hits:** 31 **AT(DB):** NoA(5)  
**AT(DB):** NoA(5)

**Primary Skills:** Perception: 100; Culture: 95; Administration: 80; Exploit: 75; Equipment: 60; Streetwise: 60

**Secondary Skills:** Appraisal: 85; Falsification: 70; Media: 65; Trickery: 60; Chemistry: 30

**Languages:** English D5; Japanese D5; D4; Spanish French D2  
Gutterspeak D4; Spanish D2; FreGutterspeak D2;



## BACKGROUND

wized little woman with a soft voice and sharp wit. A veteran mercenary broker — what she jokingly refers to as “Geisha-tech” — Marika is well-known in upper corporate circles. Born to middle-class parents in Japan town, Marika says she has ties to Okira, Sony, Graves-Masuda, and probably a dozen other Megacorps. While her loyalties generally lie with Japanese-based companies, she does not let sentimentality interfere with good business sense.

building housing condominiums, offices, and on the bottom two floors, a very popular restaurant in San Francisco's Japantown. Takeshi's penthouse apartment is atop a multistory building. American cuisine in an elegant setting. Takeshi's apartment is decorated with priceless Japanese furnishings. It is also equipped with state of the art security and electronics equipment.

to be a fragile, venerable woman — slow moving and retiring. She is, however, among the coolest of the service brokers. Her matronly smile can dissolve into a woman with a soft voice and sharp wit. A veteran mercenary, upon meeting the petite Takeshi, one might think her to be she lets off, actually quite formidable for an old woman (she still practices her aikido). She has a Walther PPK in her kimono sleeve and is no slouch with her shuriken either. And if that were not enough, her houseboy/chauffeur, Matsu, is one of the Bay area's more formidable martial artists.

Takeshi is not dishonest and will never send opera-  
sing condominiums. and on the bottom two floors, ave-  
tives to certain death. She may downplay a few winks, and her  
— is usurious, but that is all part of the game.

jokingly

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# MAXIMILLIAN CARSTEAD COMPUTER PRODIGY

## COMPUTER PRODIGY

### PERSONAL DATA

**Eyes:** Blue **Race:** Caucasian  
**Hair:** Blond **Origin:** Oregon  
**Age:** 12 **Build:** Average **Height:** 140 cm **Weight:** 40 kg **Origin:** Oregon **Demeanor:** Distracted **Dress:** Children's overalls **True Attitude:** Lonely

### STATISTICS

**Ag:** 70/0 **Qu:** 88/Qu:  
**SD:** 32/0 **Me:** 104/107/\* **Re:** 110/\* **Em:** 90/+10 **CIRS:** 0 **Ap:** 75  
**Co:** 65/0 **Ag:** 70/0 **SD:** 32/0 **Me:** 104/107/\* **Re:** 110/\* **Em:** 90/+10 **CIRS:** 0 **Ap:** 75  
 \* Maximillian's bonuses are extraordinary.

### SPECIFICS

**Profession:** Tech Rat  
**Level:** 16th  
**Social Class:** Corporate Upper Class

**Melee:** — **Fire:** +20 **Laser Pistol:** — **Missile:** — **Hits:** AT(DB): NoA(5)  
**Melee:** — **Missile:** — **Hits:** 11  
**AT(DB):** NoA(5)

**Primary Skills:** Software Tech 120; Space Intrusion 120; Electronic Tech 110; Electronic Bypass 85; Equipment 65; Perception 60

**Secondary Skills:** Advanced Math 125; Physics 110; Planetology 75; Astronomy 70; Media 45  
 Astronomy: 70; Media: 45

**Languages:** English D5; Japanese D4; Russian D4; German D4; French D3



### BACKGROUND

One of the most brilliant software engineering minds in the world is residing in the skull of 12-year-old Maximillian Carstead (or "Cars" as he prefers to be called). This unassuming child can be an invaluable aid to anyone who runs a security operation before he really understands that he is breaching security protocol. Cars has the amazing ability to perform Cyber-space intrusion activities through the use of a keyboard and terminal alone; conveniently, since he does not wear a DNI jack.

Orphaned some years ago, he is working under the protective wing of Intelligence Services Corporation, and has access to many of their classified data. He spends most of his time isolated on Cerberus Island (the IS headquarters, formerly known as Alcatraz), where he dabbles in computer theory and extra-dimensional physics. When he would cause him severe emotional trauma.

computer theory and extra-dimensional physics. When he would cause him severe emotional trauma. security measures and leaves the island to travel alone in the San Francisco Sprawl, much to the consternation of his overseers.

# MUHAMMADABUHAMHALROGUEVIGILANTE

## PERSONAL DATA

<b>Eyes:</b> Brown	<b>Sex:</b> Male
<b>Hair:</b> Black	<b>Race:</b> Middle Eastern
<b>Age:</b> 27	<b>Origin:</b> Old Syria
<b>Eyes:</b> Brown	<b>Build:</b> Fiercely
<b>Height:</b> 174 cm	<b>Dress:</b> Combat Fatigues
<b>Weight:</b> 92 kg	<b>True Attitude:</b> Hateful and Crazed

## STATISTICS

**Co:** 92/+10  
**Ag:** 90/+10  
**SD:** 04/-15  
**Me:** 75/+5  
**Re:** 01/-25  
**Ap:** 39

**Qu:** 96/+25 96/+25  
**St:** 06/-10  
**In:** 86/+5  
**Em:** 06/-10  
**CIRS:** 7

**Pr:** 06/-10  
**In:** 86/+5  
**Em:** 06/-10  
**CIRS:** 7

## SPECIFICS

**Profession:** Killer  
**Level:** 9th  
**Social Class:** Wilds

Melee: Knife 85  
Fire: Light Machine Gun 90  
Missile: —  
Hits: 97  
AT(DB): LBA(5)

**Primary Skills:** Stalk & Hide 80; Mech Tech 75; Streetwise 72; Perception 70; Mech Bypass 60; Ambush +8r

**Secondary Skills:** Rural Forage 85;  
Urban Forage 70; Subduing 65; Frenzy 60; Quick-Draw 55  
Quick-Draw 55

**Languages:** Islamic Languages D5; English D3; Gutterspeak D3



## BACKGROUND

A one-man wrecking machine, Muhammad Abu is a vigilante gone bad.

Some years ago, Abu's children were killed during an Israeli raid on the local Arcology. Vowing revenge for the horrible incident, in which a number of additional innocent people were slaughtered, Abu went on a program of cybernetic enhancements. With an altered and improved body, Abu would set about repaying those who perpetrated the dastardly crime.

than the ideal Cyber System host. He quickly caught The Curious Case of Muhammed Abu turned out to be less than the several Middle Eastern settlements with a blatant disregard for the racial origins of his victims.

Hunted and desperate, Abu has been chased all the way to America, and now resides in the San Francisco Sprawl America, no fixed address.

Here, he has acquired a macabre reputation: he goes on

He is now partial to the slaying of destitute street et about repaying those who perpetrated the dastardly crime free to strike at will.

His hide out(s) currently remain unrevealed.

Cyber System host. He quickly caught The Curse and went on an uncontrolled murder spree. Muhammad Abu's Cyber System implants include the following: Megavision Mk5, Retina Rtg6, Antigliare Rtg4, Sound Edit-Out Rtg5, Olfactory Sensor Rtg6, Bioreader Mk1, Stronghand Rtg4, Nerve Booster Rtg2, Blood Loss Healer, and two DNIs to the brain. The sensory systems are set with Command Triggers.



# THOMPSON HARRINGTON CORPORATION SUIT

## CORPORATE SUIT

### PERSONAL DATA

**Eyes:** Green **Race:** Caucasian  
**Hair:** Black **Origin:** Anglo  
**Age:** 28 **Sex:** Male **Face:** Caucasian **Height:** 185 cm **Weight:** 87 kg  
**Demeanor:** Chameleon **Dress:** Fine Italian suits **True Attitude:** Calculating

### STATISTICS

**Ag:** 93/+1 **Ag:** 93/+10 **Qu:** 91/+5 **Qu:** 91/+10  
**Co:** 82/+5 **Co:** 80/+5 **Me:** 86/+5 **Pr:** 78/+5 **In:** 80/+5 **Em:** 45/0  
**Re:** 66/0 **Re:** 66/0 **Ap:** 82 **Ap:** 82  
**CIRS:** 0 **CIRS:** 0

### SPECIFICS

**Profession:** Sleaze  
**Level:** 7th  
**Social Class:** Corporate Upper Class  
**Fire:** +80/0mm  
**Melee:** +45 Brawl **Melee:** +45 Brawl **Missile:** — **Hits:** 58  
**Missile:** —  
**Hits:** 58  
**AT(DB):** NoA(10)

**Primary Skills:** Culture: 75; Exploit: 70; Equipment: 65; Administration: 55; Pilot: 50; Perception: 45  
Pilot: 50; Perception: 45

**Secondary Skills:** Sports: +50; Media: +40; Gambling: +30; History: +25; Music: +10  
Gambling: +30; History: +25; Music: +10

**Languages:** English D5; German D4; Spanish D3; Italian D3; Gutterspeak D2



### BACKGROUND

Beauregard Thompson was born into the privileged ranks of the corporate elite, and his determination to stay there.

Corporation's upper management, Harrington does his share of bootlicking — all the time keeping a secret accounting of those who aid him and those who hamper him. He plans to avenge himself on the latter once he reaches the top. As he is fond of saying "The elevator goes up; the stairs go down."

Harrington has met Serendipity President Trevor Bartok on several occasions, and the MegaCorp leader has taken a liking to this little brown-noser. As a Branch Office

Interface Specialist, Harrington travels to many of the operations, apart from the ones he doesn't want to see. He has personal offices in both San Francisco and Los Angeles; the two earth-bound branches he doesn't mind too much.

As a neutral personality, Harrington may be an interesting conduit for information, or an occasional job. He is no stranger to the San Francisco Sprawl, as he enjoys slumming now and then and has a few street contacts. Thompson isn't a branch office.

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authority — not with 'y' — not with bo force and maneuvering, but  
with brute force and animal cunning.
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current assets and currentations are provided.
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Produced and distributed by  
ICE, Inc.  
P.O. Box 1605;  
Charlottesville, VA, 22902



ISBN 1-55806-086-3