

SPRAWLGANGS AND MEGACORPS™

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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.

- 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 Replicants 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 Sprawl gang 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 Sprawl gang, 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 Sprawl gang'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.

SPRAWLGANGS

Sample file

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 prone 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.

GANG OVERVIEW

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