

Mad Rabbit Publications and the Cyber Corporation, present:

MADISON 2.0.2.0.

A Future city for Cyberpunk 2020

Timeline of Madison, Wisconsin in the Cyberpunk Universe (1990-2020)

Note: This timeline should be used in addition to the timeline(s) in *Cyberpunk 2.0.2.0.* and/or *Home of the Brave*. This is just Madison events, and a few global events if they effect Madison severely. This timeline will be updated when we make or alter data, and may change with the Cyberpunk 3 rules.

1990

- Start of First US/South American Conflict

1992

- The Vigilante Gang called the Legion first appears in Madison. It's leader is an eccentric millionaire known as Link Belmont.

1996

- The Vigilante Gang Legion goes mercenary and turns itself into LegionSecureCorp or LSC.
- President Assassinated. America goes to hell. Without federal or state bucks, Madison collapses. All city services cease from lack of funding, including the police department. LSC functions as Madison's police, without pay.
- A Boeing 727 crashes one city block from Truax Field, the Dane County Regional Airport. Unfortunately, that city block housed the Truax Campus of the Madison Area Technical College, which was in session at the time.
- First appearance of the Twisters

1997

- Local Corporations buy out Madison's local government.

- LSC is hired by the mayor's office as the police force in Madison, replacing the defunct Madison Area Police Department.

1999

- Madison's decaying Beltline Highway is refurbished and begins to turn into what will eventually become the Adline Highway.

2000

- Followers of Set first visibly appear in Madison, killing over 100 people in the suburb of McFarland alone. McFarland is practically abandoned as the Followers claim it as their home turf.

2002

- Corps buy heavily into Blackhawk and Maple Bluff districts of Madison, creating safe havens for Corporate Employees. The city of Monona is bought out and refirbushed into a large executive area. The town of Verona is also bought and turned into a "Beaverville" suburb. The name "BeaVerona" is coined by the public.

2004

- *The Armegeddon* first opens it's doors in Madison.

2006

- First appearance of LSC's "Saudukar" Heavy Soldiers.

2008

- A corporate coup de 0tat occurs in LSC, backed by the local corps. Link Belmont is unwillingly dropped in the South Am war zone to die. Frank Stotz takes charge of LSC.

2010

- Food shortages bankrupts Oscar Meyer.

2011

- Oscar Meyer purchased. The plant is converted to synth food. Plant reopens.
- First Weenies appear.

2012

- Bioplague hits Chicago, killing 1700+ people. The city is abandoned. Many of the smaller and more locally based corporations move their headquarters to Madison.

2013

- To accomodate the influx of Corporations into Madison, the city constructs a new corporate center on an artificial island in the middle of Lake Mendota.

2014

- Insane gunman kills 35 people on State Street ion under 5 minutes. The mass murder receives regional attention.

2015

- The crime riddled Madison Isthmus Combat Zone is chosen as the site of the new Max Sec Prison. Construction begins immediately, protected by LSC Saudukar. Wisconsin's capitol is relocated to Governor's Island, which is then fortified. City Government is relocated to Corporate Center.

2016

- Constuction of Madison Isthmus MaxSec Prison is finished late in the year. All felony convicts are thrown behind the walls and are left to fend for themselves in the zone.

2018

- Patients overrun the staff at Mendota Mental Health Clinic, creating a "NeoBedlam". The clinic is walled off, and guarded.

2019

- The United States Police Military Squad is formed. They officially take charge of maintaining security of the Madison Isthmus MaxSec Prison and is in charge of building similiar prisons in other regions .

2020

NOW

MADISON 2020

Corporate Report

When Chicago became plague ridden and uninhabitable, the corporations started to look for a new place to have their corporate headquarters in the Mid West. But where? Not Milwaukee. The Entire west bank of Lake Michigan was home to an industrial complex stretching from Green Bay, Wisconsin to Gary, Indiana. As a result, the entire area was uninhabitable, even with nasal filters and rebreather lungs. Most of the employees (those that stayed, were needed, and COULD move) moved into more "rural" locations between Milwaukee and Madison, becoming Wisconsin's new "beaverville" suburbia, only traveling into the smog zone to put in their day's work. No, not Milwaukee.

Where then? Indiana? No. The hegemony's high taxes and tolls make it hard enough to keep industrial factories and plants there, but it would be murder for a non Indiana based corporation to keep a headquarters there, even a regional one.

What then, wait? Stand by until Chicago is rebuilt. Have a temporary HQ in Chicago Port? Most major and international companies did. They had the time, resources and the advantage of other locations to make waiting the best alternative. However, smaller, more regionally based corps didn't have that advantage. They needed a place to relocate to **NOW** or they would go bankrupt.

So where? Most decided that Madison, being not far from the Milwaukee industrial area, but far enough not to have as many pollution disadvantages, was ideal. And, the indigenous corporations had already paved the way for them. Many regional corps almost immediately relocated their corporate headquarters to Madison.

Madison, of course was thrilled. The additional business and corporate dollars would keep the struggling city afloat.

This created a three tier system in Madison. The indigenous corps, the migrated corps, and the upstart corps.

The Indigenous Corps

These Corporations have been based in Madison before the collapse. They consider themselves the "old guard", or the "Elite" of Madison and look upon most newcomers as "upstarts" and "baby corps".

- [Ray-O-Vac](#)
- Oscar Meyer

The Migrated Corps

These are the aforementioned corporations that moved to Madison from Chicago.

The Upstart Corps

These corps were born after the collapse, or perhaps because of the Collapse. They are the newbies, and were born in these tumultuous times, with the ideals of these times.

- [LegionSecureCorp \(LSC\)](#)
- [Wisconsin Natural Foods \(WNF\)](#)

Ray-O-Vac

Batteries and Portable Power Supplies

- **Headquarters:** Madison, WI
- **Regional Offices:** New York, Los Angeles, Indianapolis
- **Name and Location of Major Shareholder:** Nathan Carls, Madison, holding 13.7% of total shares.
- **Employees:**
 - **Worldwide:** 13,593
 - **Troops:** 1,872
 - **Covert:** 103

Background: Everyone needs needs batteries. From cell-phones, to electric triggers on guns, they all need a power source of some sort. Ray-O-Vac has been making these sources since, well, pretty much the invention of the battery. Ray-O-Vac has diversified since the collapse, and now provide portable generators as well. Ray-O-Vac is constantly researching new alternatives for more efficient, smaller power sources.

Equipment and Resources: Ray-O-Vac has spared no expense with security. 5 AV-4 assault vehicles, 1 AV-6, 6 corporate jets, 15 Boeing C-25 heavy cargo jets. Their main corporate office has an AI equipped mainframe, and access to mid to high level military grade weapons.

LegionSecureCorp

Corporate security, private security, corporate police, private police, public police.

- **Headquarters:** Madison
- **Regional Offices:** None
- **Name and Location of Major Shareholder:** Capt. Francis Stotz, Madison, holding 100% of total shares.
- **Employees:**
 - **Worldwide:** 750
 - **Troops:** 500
 - **Covert:** 0
 - **Heavy soldiers:** 150

Background: In 1992, a vigilante gang called the Legion was formed in Madison. It's leader, Link Belmont, was an idealistic, reclusive multi-millionaire who was sick of the criminal element taking advantage of himself and others. The gangs goal was simple, if lofty: the annihilation of all criminal activities in Madison. To achieve this, Belmont spent much of his personal fortune on state of the art equipment, and hired a small group to develop special armor and "passive" weapons.

By early 1996, The Legion had surpassed the Madison Metropolitan Police Department in the apprehending of criminals. The Legion "Stun Gun" had become a known and feared sight on city streets. However, that reputation had taken it's toll on Belmont's personal fortune. To save himself from bankruptcy and the Legion from destruction, he "went upscale". After a meeting with his closest friends in the gang. It was decided that the Legion, to pay for their equipment and research, was to sell their services as private security, or "Rent-a-cops". Legion Security Corporation, better known as LegionSecureCorp or LSC was born. The new company had only moderate success.

Then, a mere three months later, the country went to hell. In Madison, all state funding was cut, and all city systems went down. Rioting and panic ensued. LSC, voluntarily, stepped in and took control of law enforcement without pay. It was a strain on the company's reserves, and bankruptcy looked eminent.

In early '97, the local corps help to bail out the city government. New elections were held, and many corporate "puppets" were placed in offices, including the mayor's. The new CityGov began to look for a private firm to handle city law enforcement. Belmont saw his chance. After personally negotiating with the city and corporate representatives, Belmont emerged with a lifetime contract for LSC as Madison Law Enforcement, with pay rate negotiations every five years. In addition, LSC reserves may be hired as additional security by corporations or private individuals. Both sides considered it a godsend. The city no longer needed to worry about security, and LSC got to do what it wanted to since it was originally created as a gang.

During the next 11 years, a relative peace fell on Madison. Even as the country went to hell, and the state went to pot, Madison flowered as a corporate paradise. Only the food and tourism industries went out, and a few of the former managed to keep afloat or restarted by making synthetic foods. Some of the outlying communities, however, were not so lucky. McFarland was overrun by a Millennium cult run awry. Gang and crime still occurred, but to a lesser degree than in other cities.

In that time, LSC made advances, even though the war took its toll on manpower and resources. The Legion Ultrasonic stunners were perfected, and new synthetic polymers were created for armor, and then even began a prototype AI.

In 2006, LSC created a new kind of soldier. The Sardaukar terror/shock troop. the name "Sardaukar" itself stems from an old '80s cult movie, and was given to them because of the appearance and function of the Sardaukar. These troops were to be the answer to black ops/covert teams.

While this was going on, the corps were gritting their teeth. LSC had repeatedly foiled the corp's black ops teams in Madison. Eventually, they regretted the decision to hire LSC, but they couldn't get rid of them. Link Belmont refused to break the LSC contract and they had found no way around it.

Until 2008. LSC was too big for the local corps to destroy, and Belmont was incorruptible. Not so his second in command, Stotz. Frank Stotz had been second in command of LSC for 12 years, and had begun to resent living in the shadow of Belmont. The corps had picked this up and made Stotz an offer. The corps would assist Stotz in ousting Belmont. All Stotz had to do is get rid of Belmont.

It worked. Belmont's key mistake was trusting his colleagues too much. He never saw the takeover coming. He was kidnapped in the middle of the night, and was shipped to the South Am war zone where, according to all sources, he was killed in the next two years.

From that point on, LSC changed from corporate police to corporate flunkies. The corps had Stotz over a barrel. If LSC didn't do what the corps say, the corps could implicate Stotz in the disappearance of Link Belmont.

However, LSC is still profitable. In addition to previous venture, LSC began to sell its technology that was already out on the black market under a subsidiary company, Legion Technologies, or [LegionTech](#).

In 2015, LSC relocated to the new corporate center in Lake Mendota, which they helped build.

Corporate Profile: On the surface, LSC looks like the biggest corporation in Madison. However, underneath the surface, it's simple to see that LSC has almost no power at all. It's still a corp to be feared, however, as it is the enforcement end of the city corps.

Gangs of Madison 2020

Welcome to the Gang Guide of Madison 2020. a handy dandy little reference to help you GMs find better ways of tormenting PC. Or as a guide for you players to know what to avoid. Here you will find some of the meanest, ugliest, and plain old strangest groups of boosters and dorphers you'll ever meet, or avoid.

The Twisters

Right foot blue. AND NO USING YOUR OWN FOOT THIS ROUND JOHNSON!

OVERHEARD DURING A TWISTER ATTACK

The Twisters. One of the strangest, sickest, and, well, most twisted gang in the MaxSec Security Prison. The Twisters started when a gang, who at the time were called Devil's Chrome, were caught and placed in the MaxSec Security Prison. The Devil's Chrome was the biggest group of cyberpsychos around the Madison area. So it didn't take long for them to start going crazy in the Zone.

It first started with just random killings, dismemberment, and wholesale slaughter. But after some time of this, they got bored. Even psychos need entertainment. They were sick of just random killing. People knew who they were and would flee before any serious damage could be done. It was then that HE arrived. Calling himself Mylton, this newcomer to the prison had the unfortunate timing of running into a small group of DCs. However, it soon became unfortunate for the DCs. Myl, as he's now called by the Twisters, made short work of the DCs, dismembering various hands and legs with his own bare hands.

Amazed at this newcomer, Devil's Chrome adopted him into their ranks, where after a few minutes alone with the gang's former leader, he took control. Myl then introduced the group to an old game he use to play as a child, which involved placing certain body parts on various colors. Seeing a new form of entertainment, Devil's Chrome adopted this game as their new form of carnage, and have since then changed their looks and attitudes about those who roam MaxSec. The occupants are no longer just sheep for the slaughter. They were now pieces of the game.

The Twisters have since then changed their looks to blend in with the crowds, so as not to immediately rouse panic. They have also taken this new game to heart. However, rather than using a game mat and their own body, they have decided to expand. They will sit and mingle with a crowd, acting like

everyday friendly prisoners. Then, without warning, the Spinner, the chossen gang member in charge of the spinner, will shout out a body part and a color. At that time, the 'fun' begins. Every member participating in the day's game will grab the nearest 'playing piece', remove the called body part, and place it on something in the area that coresponds to the chossen color. This will ususally go on until either they run out of parts or the 'peices' flee the scene, leaving behind a bloody mess of severed hands and other parts.

Colors: The Twisters have no set colors. This makes blending in with the crowd a lot easier. This also leads to some unexpected problems as sometimes gang members mistaken each other for 'pieces' and go at each other. It's a wonder that the gang hasn't wiped themselves out.

Tag: The best indication of the Twisters being at a scene would be the severed limbs placed about the area. No other gang in the prison has been sick enough to copy this "trademark".

AVERAGE TWISTER

STATS			
INT	7	MA	8
REF	9	BODY	8
TECH	4	EMP	2
COOL	10	ATTR	6
LUCK	4		

SKILLS:

Melee	7	Brawl	8
Intimidate	6	Athletics	6
Stealth	6	Hide/Evade	6
Dodge	6	Endurance	7
Awareness	5		

SKILLS:

Cybernetics

They prefer blades or various forms of enhanced strength to help quicken the removal of limbs.

Academia Nuts

If knowledge is power, than we rule the world!

Typical Academia Nut saying

The Weenies

Oh. I wish I were an Osc....AAAAIIIEEEEE!

Oscer Meyer employee becoming lunch

No one knows exactly how this gang came about. And not to many people want to know. They first surfaced during a Fourth of July party being held in the parking lot of the Osker Meyer plant in 2016. The details of this first contact are hazy, but news reports indicate that only 1/4th of the employees were unaccounted for. However, about half of those found in the lot were only half there. Paint your own picture.

Since that incident, the Weenies, as they've been dubbed by the Osker Meyer employees, have made their presence known through out Madison. They're fond of dropping in on outdoor barbeques and picnics. Few survive a Weenie attack.

Like their namesake, the Weenies prefer the area around the plant as their turf. They've even gone so far as to steal some Weinermobiles and have modified them for their own wicked purposes. They also prefer to use large forks and tasers, made to look like tongs, as weapons. No one knows what happens to those kidnapped by Weenies. But the rumors of the gang being cannibals seem to be the closest thing to an explanation due to the various reports of human remains being found after Weenie attacks.

Colors: The Weenies usually dress in large chef's hats and bloody smock that say various things like "KISS THE COOK" and "HAVE YOU EATEN AN IRISHMAN TODAY?".

Tag: The Weenies leave little weiner whistles around their most recent hit.

AVERAGE WEENIE

STATS			
INT	7	MA	6
REF	8	BODY	6
TECH	7	EMP	5
COOL	10	ATTR	6
LUCK	6		

SKILLS:

Melee	7	Brawl	8
Cooking	6	Shadow/Track	6
Stealth	6	Hide/Evade	6
Dodge	6	Endurance	7
Awareness	5		

Cybernetics

Boosted Reflexes and wolvers are favorites. They also like built in tasers for that hands-on cooking experience.

Cross a Digital Librarian with a Braniac, subtract the violent tendencies and you have an Academia Nut. Quite possibly the calmest group trapped within the MaxSec prison, the Academia Nut are a group of intellectuals dedicated to the preservation of knowledge. Consisting of innocents wrongfully trapped within the prison, the A.N.s go about collecting information and storing it at their home in the UW library, loctated by the walls of the prison.

The Academia Nuts were brought about when a group of Digital Librarians were arrested by LSC and dumped into the prison. Taking refuge in the old library (Most trapped in the prison can't read anyway so it was the safest place to go), the Librarians were amazed at the amount of books that were still in good shape, and have decided to make the best of their situation. Gathering people who share the same fate as themselves (wrongful accusation and immediate imprisonment), the Academia Nuts, as they've renamed themselves, have become a power in the prison, known for their vast knowledge and insight into the workings of Madison. They've been contacted by both crime syndicates as well as various corporation outside the walls of the prison.

Even though they've been known to help corporations from time to time, they have not yet been released due to the humiliation LSC would suffer if word of their mistake got to the media. However, the Academia Nuts have accepted their fate and actually enjoy the bit of power and prestige they gain from holding such power in their hands.

Color: The Academia Nuts prefer the scholarly look which, to them, gives them an air of distinction and intellect.

Tag: An old style scroll with a seal in the shape of an acorn

AVERAGE ACADAMIA NUT

STATS			
INT	10	MA	6
REF	5	BODY	6
TECH	10	EMP	6
COOL	8	ATTR	5
LUCK	6		

SKILLS:

This is not listed due to the vast knowledge the ANs possess. If one doesn't know how to do something, there's always another who does.

Cybernetics

Memory enhancers and chip sockets.

Widow Makers

What's your sign?

Widow Maker choosing a target

The Widow Makers were initially formed by three teenage girls who were members of a gang long gone. Pissed off by the cruel treatment they would endure from the men in the gang time and time again, they ended up killing off the gang's male population through seduction and assassination. They were later joined by other women who were sick and tired of 'pigs'. Since then, they have been going around "liberating" helpless women from the male chauvinistic population. They prowl the nightclubs and back streets in search of men who they decide need a little lesson in humility. They have gained a bit of a reputation since their last lesson involved a high ranking corp from a company that shall remain nameless.

Color: The Widow Makers prefer to dress in seductive clothing to help in their 'work'.

Tag: A pair of puckered lips.

AVERAGE WIDOW MAKER

STATS			
INT	8	MA	6
REF	7	BODY	6
TECH	5	EMP	6
COOL	8	ATTR	10
LUCK	7		

SKILLS:

Seduction	7	Martial Arts (Pick one)	5
Interrogation	6	Handgun	5
Stealth	7	Hide/Evade	6
Dodge	4	Awareness	6

Cybernetics

Expensive cosmetic surgery and Tailored pheromones.

Heavens Devils

Hey pal! Wanna fly?

One Devil challenging another

Heaven's Devils are a Go Gang that run the streets of Madison, claiming where ever they happen to be at the time, as their turf. They enjoy running Madison's streets challenging anyone to a Flying, or whoever can catch the most air without killing themselves. Heaven's Devils are partly known for their cocky attitudes and risky challenges. But what sets them apart from most other Go Gangs is their skill. Heaven's Devils are renown for their skill at handling the motorcycle, and some things they've done would make stunt drivers squeemish.

To become a member of Heaven's Devils, you have to have skill. Without it, you wouldn't stand a chance of surviving their initiation. The Gauntlet, as they call it, is quite simple, but highly dangerous. An initiate go through the Madison Mallplex, retrieve an item of the Gang's choosing, and get out without getting caught by mall security. The kicker is that it must all be done on a cycle. And usually the item is located on a floor other than the ground floor. This stunt is popular among the younger mallrats as it is a hoot to see the skill a potential Devil has. If the initiate succeeds, he's given his own jacket and his bike is given a free custom job of the new member's choosing.

Color: Heaven's Devils members all wear the same style jacket, leather with their gangs symbol, a devil with a halo.

Tag: None. Save for their own actions.

AVERAGE HEAVEN'S DEVIL

STATS			
INT	6	MA	7
REF	9	BODY	6
TECH	8	EMP	4
COOL	10	ATTR	5
LUCK	10		

SKILLS:

Vehicle Zen (Sometimes)	7	Brawl	7
Motorcycle	8	Handgun	5
Rifle	5	Basic Mechanics	6
Dodge	4	Awareness	6

Cybernetics

Expensive cosmetic surgery and Tailored pheromones.

Other Gangs

The following is a small listing of the other gangs in Madison. However, this list is not complete. Feel free to add other gangs of your own creation.

Tommies and Soglies

These two poser gangs are made to look like two long dead politicians. The two are always fighting each other for control of the Capital as their turf.

The Lord's Right Hand

This Theo-gang believes that it's their sacred duty to cleanse the world of evil. However, its cleansing methods usually involve death and destruction.

HSF (Human Supremist Front)

The HSF is a racist gang bent on eliminating Exotics and borgs. They believe these two groups are humans who at one point were weak and inferior and are trying to improve

themselves through cybernetics and enhancements to avoid being wiped out. Their motto is similar to *Survival of the Fittest*.

The Gang's Gang

One of the strangest poser gangs in Madison, The Gang's Gang dresses and acts like members of other gangs and sometimes tries to pass as one, usually with humorous or deadly results.

The Cult of Set

This gang is more of a cult than a group of gangers. They are only known to hang out in the old suburb of McFarland somewhere on Exchange Street. However, due to the secrecy and sometimes violent nature of these guys, little is known about them. Although the rumor is that they still have their founder's remains, known only as Dok, in the basement of their hangout. Or so they say.

The Top Ten Places to Go in Madison 2020

1. The Armageddon: The bar of bars. Just watch out for that stool!
2. The Coliseum: Attend the bloodsports of the rich and famous.
3. West Towne/East Towne Mallplexes: Shop, Shop, Shop till your daddy takes the credchip away.
4. BeaVerona: Excellent housing for the wife and 2.65 children.
5. Lake Mendota/Gov. Nelson Corp Park: Perfect place to take those 2.65 children.
6. Menona Golf Course: Exquisite range and 3, 18 hole, courses for the corporate elite.
7. Olbrich Dome: The rumors are true. They do have REAL plants.
8. CorpCenter: The nerve center of Madison. Great public shops and conventions
9. Warner Park "Olde Time" Stadium: Enjoy a classic game of baseball while dining on a ballpark frank.
10. Cottage Grove Corporate Conventional Relaxation Dome: For management stress relief sessions and corporate conventions.

The Top Ten Places to avoid in Madison 2020

1. The Madison Isthmus MaxSec Prison: Self explanatory. Unless you're dorphin'.
 2. The UW Arboretum: An experiment in plant genetics gone awry.
 3. McFarland: Home of the *Cult of Seth*. Definitely not a group to bring home to meet daddy.
 4. Elver Park: Home to a cute little bunny.....with BIG POINTY TEETH!!!!
 5. Oscar Meyer: Actually not to bad. Except for those crazy cannibals. Not a place to be on June 5th.
 6. Mendota Mental Health Center: Where the crazies run wild and free. That is.....behind a large monowire fence. Please don't feed the animals.
 7. Middleton Industrial Zone: Only visit if you've got a monoknife to cut through the smog.
 8. Lake Waubesa: First failed site of the Madison industrial Zone. Geat place for sludge fishin'.
 9. Truax Air Feild: Now Madison's own Area 51. Shoot first. Frack the questions!!
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