

Cyberpunk 1st edition, Night City

Night City Social Infrastructure

- **A bad corpo : BRUTECH**
 - Various political institutions have merged into one big technocratic Corpo.
 - They have a strong police service, sold to other corpos. They buy their materials from other other corpos.
 - They have some democratic process (elections), but the administration never changes. Elections are controlled by AI.
 - Secu Chief (Cop) : **VDM-III**. Leader of a crowd control squad. Cyberpsycho.
 - Netrunner : **Wolfgang**.
- **Another bad corpo : SKYGOLD**
 - Media corpo.
 - Control braindance markets and mediatic empire.
 - Also weapons and ammos, population control technologies.
 - Corpo : **Peter Kaufman** (Resource manager), **Hannah de Saxe-Cobourg** (Skygold's owner daughter).
 - Solo : _____
- **A rival corpo if needed : THE NEW TEMPLE**
 - Religious episcopal church.
 - Funded by the african diaspora.
 - Religious tech (chips, etc.)
- **A creepy booster gang : DE TECHNOKLUDDE**
 - They have competent netrunners and dangerous solos.
 - Most of them are modified into lions: mane, teeth, claws.
 - Some have more horrific modifications.
 - Leader : **Kludde**. Creepy huge wolf with wings.
- **Another creepy booster gang : THE SISTERS OF MERCY**
 - Horrific modifications : techno spider legs, multiple eyes. Behave like spiders.
 - Technoshamanic ideology. Spider drones.
 - Leader : **DRIDER**. Creepy spider-centaur.
 - Names : Witch.
- **A Nomad pack: DUBLINERS**
 - Mostly mediterranean, arabs and subsaharian, who speaks spanish.
 - Family: Ibrahim, Trésor, Ahmad.
- **Fixers**
 - **Carmina**. In a bar inside the Justice Palace, "the Court".
 - **Robert, the flying Dutchmen**. Left the city after a fall from a building. Now back and angry.
- **Rival Netrunners**
 - Mostly Ukrainians

Night City's Urban infrastructure

- **Combat Zone #1 [BLACK SWAMP]**
 - There is one meter of water permanently
 - People built streets upon abandoned car roofs & plastic/floating walkways between them. They use boots, drone boats and waterproof clothes.
 - Water can rise to two meters when Royal District empty their water locks when the rain is pouring.
 - So there is a "second" with plastic walkways built 2 meters from the flooded ground.
 - **Ribwares**, ripperdoc, healthcare, no question asked. Shooting room, clean drug. Funded by Brutech.
- **Combat Zone #2 [SLAUGHTERHOUSES]**
 - Biggest market: meat, cyberware, and braindance. Black market too.
 - The Market is a neutral place for gangs negotiation.
- **Combat Zone #3 [NORTH STATION]**
 - **Humanitarian hub** just under the station. Trembling, etc. Refugees stops here. NGO.
 - **Brabant Street**. One long street with peep shows, burgers, mosques & the biggest souk in Europe. Second-hand cyberware from Middle-East. Sex workers in glass, including eastern europe & nigerian doll, for chinese tourists.
- **Corpo District [NEW MANATTAN]**
 - **Skygold HQ**. Indian engineers, dutch finance, Norwegian manager. Media empire. Looking for new street trends. Braindances, military weapons, crowd control technologies.
- **[DOWNTOWN]**
 - **Royal Palace**. Luxurious Shopping Mall.
 - **Amiga Hotel**. Brutech's military division HQ.
 - **Dream City (Arcology)**. The Corpo City built upon the old historical district, that integrates the Justice Palace. It's a Brutech Arcology.
 - **Ravenstein Hotel**. Capsule-Hotel.
- **[UNDERCITY]**
 - **Justice Palace**. Abandoned. The Glass dome is integrated into Dream City.
 - **"The Court"**. A bar known for its fixers, deals & edgerunners. Run by a famous fixer.
 - **Appartments**. Gangs. Unknown corridors. Nobody has a map.
 - There's a **Ripper doc** there.
 - **South Station**. It's a contested combat zone.
- **[BERLAIMONT]**
 - What used to be the European Union before it moved.
 - A whole district in renovation for real estate speculation. The Nomads are actually in strike there.
- **HYPERLOOP**. Connects all the parts.

Corpo/Military/Gangs's tricks to control players

- Keeping hostages
- Blackmail
- Sabotage Chipware
- Monitored
- Command Kill
- Company Safeguard