

CYBERPUNK

R E D

EASY MODE



AN INTRODUCTION TO THE DARK FUTURE

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WHAT IS THIS?

This is **Cyberpunk RED Easy Mode**! It's an introduction to the world and system of **Cyberpunk RED**, the roleplaying game of the Dark Future. To play this, you'll need: One Gamemaster, up to 5 players, a ten sided die for each player, and lots of six sided dice.

BEING CYBERPUNK

The Cyberpunk world is a violent, dangerous place filled with people who'd love to rip your arms off and eat them. Even after a massive war between Megacorporations followed by an atomic bombing, the world of Cyberpunk is a combination of savage, sophisticated, modern, and retrograde. Fashion-model beautiful Rockerboys rub shoulders with battle-armored road warriors on the mean streets of the worst town this side of the post-holocaust, the oil-slicked neon giant, Night City.

As a Cyberpunk, you grab technology by the throat and hang on. You're not afraid to "O out" the newest in "enhancements," cybertech and bioengineering. You've got interface plugs in your wrists, weapons in your arms, lasers in your eyes, and biochip programs in your brain. You become the car you drive, the aerodyne you fly, the guns you shoot. You dive headfirst into computer systems, using your mind to hurtle at lightspeed down the rabbit holes of NET Architectures. With cyborg fingers you pick computer locks; with enhanced senses, you see into the Future.

Cyberpunk is also an attitude. You wear the most "in" clothes, know the right people, and follow the right crowds. You plan your crimes in the most select clubs and bars; your enemies are Corporate armies, cyborg biker gangs,

power-armored assassins, and computer-wired Netrunners. Your weapons are nerve, street smarts, bravado, and the Minami 10 smartgun on your hip.

Are you ready now? Of course you are. You can't wait.

You're a Cyberpunk, and you live by three rules:

#1 STYLE OVER SUBSTANCE

It doesn't matter how well you do something, as long as you look good doing it. If you're going to blow it, make sure you look like you planned it that way. Normally, clothes and looks don't matter in an adventure—in this world, having a leather armor jacket and mirrorshades is a serious consideration.

#2 ATTITUDE IS EVERYTHING

It's truth. Think dangerous; be dangerous. Think weak; be weak. Remember, everyone in the 2000s carries lots of lethal hardware. Each Character in this world is playing a Role—a face that person projects to the outside world as the real thing. They won't be impressed by your new Militech smartgun unless you swagger into the club looking like you know how to use it...and are just itching for an excuse. Never walk into a room when you can stride in. Never look at someone unless you can make it your best "killer" look. Use your best "I'm bad and you aren't" smile. Don't sit around the flat or cube waiting for the next job. Get on out and hit the clubs and hangouts. Make sure you're where the party starts.

#3 LIVE ON THE EDGE

The Edge is that nebulous zone where risk-takers and high rollers go. On the Edge, you'll risk your cash, your rep, even your life on something as vague as a principle or a big score. As a Cyberpunk,

you want to be the action, start the rebellion, light the fire. Join great causes and fight for big issues. Never drive slow when you can drive fast. Throw yourself up against danger and take it head on. Never play it too safe. Stay committed to the Edge.

WELCOME TO THE DARK FUTURE

Cyberpunk RED takes place in an alternate future where the world is recovering from a devastating global war fought between two Megacorporations. Here's a brief rundown on the history, so you know how it got this bad.

THE FALL OF AMERICA

By the end of the 1980s, it was evident that the United States was in trouble. Most social norms had dissolved under an all-engulfing wave of competing special interest groups, media-fueled fads, and an overall "me first" worldview.

By 1994, the number of homeless on the streets had skyrocketed to 21 million. The technical revolution had further torn the economy apart, creating two radically divergent classes—a wealthy, technically oriented, materially acquisitive group of Corporate professionals; and a down-class of homeless, unskilled, blue-collar workers. The middle class was nearly eradicated. It was this dismal beginning that led to the American landscape of the 2000s.

Here are just a few of the major trends leading to the collapse of the American Nation.

▶ Urban Collapse ◀

In large cities, business areas were clean, neat, well-lit showcases, free of crime and poverty, controlled by powerful Corporations. Ringing the central areas were the Combat Zones—decrepit, squalid suburbs, and burned-out ghettos teeming with boostergangs and other violent sociopaths. The outer suburbs were also Corporate-controlled zones; safe, well-guarded tracts where executives raised their families in relative security.

► **Corrupt and Ineffective Government** ◄

Under the corrupt rule of the Gang of Four (a cabal of four government agencies: the NSA, the CIA, the DEA, and the FBI, all led by the brilliant and psychopathic

Vice President), American government descended into the realm of mobster rule. Ruthlessly pursuing its agenda of illicit profit above all, the Gang hollowed out Social Security and Medicare, eliminated Welfare (unless tied to one of their Corporate clients), and plundered the resources of the United States like a giant personal piggybank. The only untouched area of the government was the military, which the Gang lavished money upon to maintain service loyalty and to finance the Gang's expansive policy of war-based imperialism.

By the time the Gang was ousted, the U.S. Senate was no longer functional (having been suborned or intimidated by the Gang over years), the Supreme Court was no longer the law of the land for the increasing number of self-declared "Free States," and most of the federal bureaucracy was in shambles, leaving the country unable to cope with the waves of crises devastating the population.

► The Rise of the Free States ◀

Individual states, fed up with the ineffectual and dictatorial actions of the bureaucrats in Washington, D.C. (and the recently exposed machinations of the Gang of Four), began to break away from the main body of the country; first California, north and later south, then Texas, Oregon, Washington and the Dakotas. These new "Free States" set their own laws (although most were remarkably similar), trade arrangements, and most importantly, no longer sent their collected taxes back to Washington, D.C. This only hurried the collapse of the unified nation.

► The New Rustbowl ◀

Unprepared to deal with the effects of worldwide global warming, vast areas of the northern hemisphere began to suffer unending years of back-to-back drought. Throughout the Midwestern states, many small towns were abandoned, as local farms, businesses, and banks collapsed in the wake of this drought, famine, and economic chaos.

What farms that survived were eventually bought up by huge Agricorporations, and were maintained with Corporate-controlled wells, hired workers, machine labor, and well-equipped guards. Midwest urban zones also suffered during this time; not from drought, but a collapse of manufacturing jobs and

DATA

There's much more lore to explore in the *Cyberpunk RED Core Book*.

industries fleeing the country for cheaper labor in Asia and Africa. Unchecked Corporate mergers and acquisitions destabilized entire areas of production, especially as well-heeled investors bought successful companies, then pillaged their assets and sold the dried husks at pennies on the dollar to finance their debts.

But the hollowing out of the center of the country had an unexpected series of costs; millions became homeless, and were forced to travel the open roads to seek shelter in the urban zones in a latter-day version of the Dust Bowl period of the American 1930s. The open freeways soon became battlegrounds, as armed packs of booster gangs also traveled from city to city, looting and pillaging the homeless travelers like mechanized Visigoths.

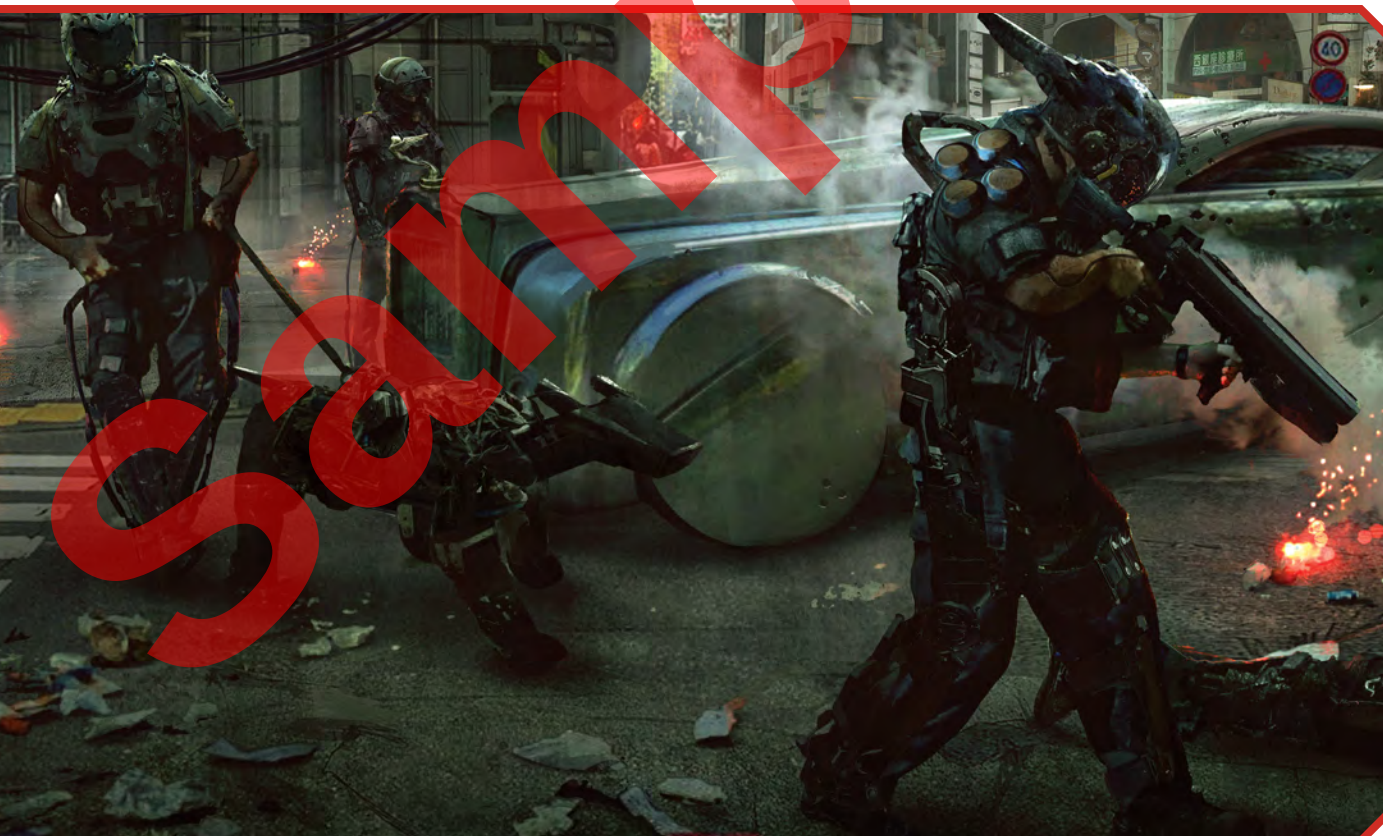
► The Plagues ◀

An already overtaxed medical system found itself inundated by a series of plagues that swept the planet. Aided by easy and rapid transportation between countries, densely packed urban zones, and a willful tendency for the broken governments of the

period to ignore or downplay the effects of medical emergencies, the "hot zones" spread like fusion-fed explosions, devastating entire continents. For example, the Wasting Plague of 1999, a horrible infection that attacked the intestines of its victims and made them starve to death no matter how much food they ate, tore across Europe and landed in the United States, where, ignored in the chaos of the Gang of Four's rule, it killed an estimated 14 million people before a vaccine was finally developed in Japan. The Wasting Plague was only one of a series of epidemiological disasters that hammered the planet, some natural, some bioengineered as part of various national programs. Each one was just another nail in the coffin of a society already out of control.

► The Rise of Cybernetics ◀

Humanity has always pushed back against its limits. Poor eyesight? Get glasses. Hearing failing or poor? Get a cochlear implant. Hip going out? Replace it with a steel one. But by the late 20th century, the explosive levels of achievements in cybernetics (from cyber = machine + netics = control) opened up a new world of human potential. Now, it became: Poor eyesight?



BY EDDIE MENDOZA

Replace those meat eyes with cyberoptics that can see for miles, in the dark, and maybe even shoot lasers like a superhero. Hearing failing or poor? Time to level up to an enhanced audio suite that can hear sounds that only dogs—or whales—can hear. Hip going out? Replace your entire skeleton with unbreakable, never-wearing-out steel. It's a new age, and you can become part of it by endlessly improving yourself.

But this brave new world backfired. Corporations and governments began to employ cybernetically enhanced warriors to patrol the streets and fight their wars. People with cybernetic enhancements found themselves becoming impatient with the unenhanced and their (to the cybered-up) painfully slow pace. Cybernetic speed also allowed the rate of change—or engagement with the rush of a shifting world of endless information—to move still faster, leading to greater levels of technoshock (below) in society. People began to show signs of psychotic breaks, eventually culminating in a plague of cybernetically driven, murderous rampages called cyberpsychosis. And so, one more log was added to the inferno consuming society at the end of the 20th century.

► Endless War ◀

With the option to deploy cybernetically boosted super-soldiers and an unlimited military budget, the Gang of Four was able to prosecute a series of foreign wars to start its new era of imperialism. But even with these advantages, the United States found itself dragged into a series of military quagmires with echoes of the Soviets in Afghanistan and the Old U.S. in Vietnam. This became even worse as the targeted nations began to use terrorist strikes (such as a pocket nuke in New York) to hit back at the Gang. By the time the Cyber Soldier Ten Thousand fought its way back from the SouthAm hellhole, the citizens of the United States were exceptionally tired of the endless battles filling their nightly news.

► And Finally, Technoshock ◀

When technological change outstrips people's ability to comprehend or fit it into their lives, it creates technoshock, one of the major contributors to the social chaos that brought about the Collapse of the pre-Cyberpunk world. Technoshock always starts small. A useful gadget or tool here. A new and very directed

communications method there. Information systems that allow governments and Megacorps to watch and track you with surveillance or targeted advertising that delivers what you want when you don't even know you want it...for your own good. Machines that adjust your sense of time and place to fit their needs. And all of it happening faster and faster, so that your mind is unable to process the changes and how it's affected. The younger you are, the easier it is for you to deal with the accelerating change; you're used to it because you were born to it. But sooner or later, even the kids can't keep up. Suddenly, people freak out. They get irrational, violent. Families shatter; relationships tear apart. People feel helpless in the face of the Universe. Eventually, the whole society grinds to a halt, the victim of a mass psychosis. The vast majority of people, their lives uprooted and changed by the advancements, sat passively waiting for their leaders to tell them what to do next. Megacorporations provided a neo-feudal alternative to the new and incomprehensible reality. One smaller group tried to turn back the pace, by founding the anti-technological Neo-Luddite movement. Still others decided to immerse themselves in the technological change. They coped by adding machines to themselves, enhancing their abilities and perceptions to allow themselves to catch up to the dizzying pace of the New.

And earned themselves the nickname of "Edgerunners" or "Cyberpunks."

DARK FUTURE COUNTDOWN

A TIMELINE FOR THE DARK FUTURE

► 1990 to 1994 ◀

- A secret 'coup' launched by The Gang of Four, a coalition of government agencies led by the current Vice President, effectively ends federal democracy in the U.S. Many states begin ignoring federal authority, declaring themselves "Free States."
- Start of First Central American Conflict. American Imperial ambitions, justified as part of the war on Communism, terrorism, and narcotics, kill hundreds of thousands. American veterans return home dismembered and maimed, driving the demand for cyberware.

- CHOOH2 developed by Biotechnica.
- First TRC biologic interface chips developed in Munich, United Germany.
- World Stock Market Crash of '94. The U.S. is caught manipulating European and American stock markets; a worldwide financial meltdown results from the news being made public.

▶ 1996 ◀

- The Collapse of the United States. Weakened by losses in the World Stock Crash, overwhelmed by unemployment, homelessness, and corruption, many local governments collapse or go bankrupt. The U.S. government, snarled in a staggering deficit and the machinations of the Gang of Four, is totally ineffective.
- Nomad Riots. By now, 1 in 4 Americans are homeless. Hundreds of thousands riot for living space throughout the United States, Nomad packs spring up on the west coast and spread rapidly through the nation.
- U.S. Constitution suspended. Martial law established.

▶ 1997 to 1999 ◀

- 'Rockerboy' Manson killed in England. A legendary force in the "populist rock" movement, his stage name was adopted as the term for any musician or other artist who took up the gauntlet for political change.

▶ 2000 ◀

- First "extended family" poser gangs established.
- Wasting Plague hits United States & Europe, killing millions.

▶ 2001 ◀

- The framework of the NET put firmly in place with construction of the WorldSat network.

▶ 2003 ◀

- Second Central American War. U.S. invades Colombia, Ecuador, Peru, Venezuela. The War is a disaster that costs many American lives and leaves thousands of troops to struggle home on their own.

- The remainder of the Gang of Four is swept away on a wave of reform. Elections resume, although heavily influenced by the Megacorporations.

▶ 2004 ◀

- First Corporate War (2004 to 2006). Commando raids and cyberspace attacks between EBM and Orbital Air introduce the world to the age of direct Corporate warfare.

▶ 2005 to 2007 ◀

- Cybermodem invented.
- Braindance developed at UC Santa Cruz.

▶ 2008 ◀

- Second Corporate War (2008 to 2010). SovOil and Petrochem fail to negotiate with each other over newly discovered oil fields in the South China Sea and begin blowing each other up instead. Even cynical observers are shocked at the level of violence.

▶ 2013 ◀

- April 13, 2013. Johnny Silverhand concert spirals into a riot in Night City. The rioters kill 18, wound 51. Old Arasaka complex gutted.
- Soullkiller virus developed. Originally designed by programmer Altiera Cunningham of ITS as a way to implant recorded personalities into cloned bodies. The transfer technology is a failure, but Arasaka spies learn of its existence and kidnap Cunningham in order to have her develop it into a weapon.
- First true Artificial Intelligence developed at Microtech's Sunnyvale, CA facility.

▶ 2014 ◀

- Ihara-Grubb (I-G) transformations redesign the NET. During this time, renegade Netrunner Rache Bartmoss plants the DataKrash virus into the architecture of the NET.

▶ 2016 ◀

- Third Corporate War (2016). Unknown cyber terrorists attack the networks of Corporations worldwide, causing billions of eb worth of losses.

► 2021 ◀

- Euro Aquacorp CINO attempts to acquire bankrupt Aquacorp IHAG. Rival Aquacorp OTEC attempts to act as "white knight" in the hostile takeover. As both Corps line up allies, a dangerous war both on and below the sea begins.

► 2022 ◀

- Covert operations expand as Arasaka Security and Militech spar to see who will control the outcome of the CINO/OTEC War.
- Rache Bartmoss, Netrunner supreme, is killed in a Corporate raid. Two weeks later, the dead man switch for his DataKrash virus activates.
- 4th Corporate War. Covert operations explode into a shooting war as Arasaka and Militech move front line troops into battle. The ensuing conflict involves operations all over the globe, with heavy combat in major cities worldwide.
- DataKrash virus now infests 78.2% of the NET. Saburo Arasaka sets out to create a secure database of uninfected knowledge in the new Arasaka Towers facility in Night City.

► 2023 ◀

- Total breakdown of international trade. Container ship and air travel have been totally disrupted. Supplies and food sit on the docks worldwide, unable to reach stores, factories, or suppliers. Many Megacorps totally collapse.
- August 20th, 2023: Night City holocaust. An incursion team led by Solo Morgan Blackhand and Rockerboy Johnny Silverhand attempt to steal/destroy the Arasaka Secure Database in the Arasaka Towers facility. During the assault, an area denial nuclear device is detonated, which destroys most of central Night City. Over half a million people are killed. Militech is nationalized by U.S. President Elizabeth Kress.
- Beginning of the Time of the Red. Atmospheric particles from the nuclear blast in Night City, as well as debris from orbital rock strikes, conventional explosives, and the wartime burning and annihilation of cities and agricultural areas creates an eerie red pall over skies worldwide.

► 2025 ◀

- End of the 4th Corp War. This includes a three-year wrap-up as pockets of fighting are quelled by Militech and national armies. While there is only one nuke dropped during the war, the world's infrastructure is severely impacted, although not destroyed.
- NET is officially down. Alt Cunningham establishes the Ghost World in the ruins of a bio-destroyed city.
- Japanese government almost breaks down. By repudiating Arasaka, national face is saved.

► 2026 to 2030 ◀

- The Diaspora begins. Groups displaced from wrecked cities now set out to Reclaim nearby cities abandoned since the Collapse of the 1990s.
- There is massive looting of old tech and abandoned storehouses. Only scattered Corps are still functioning.
- The remaining United States is now a functional dictatorship under President Elizabeth Kress' State of Emergency.

► 2030 to 2035 ◀

- Resettlement of Suburban Night City. In time, Night City Central will be rebuilt, but for now, the foothills and the small cities around Night City are overpacked with refugees fleeing the radioactive ruins of the Corporate Zone.
- Reestablishing of Nomad High Roads. Nomads now operate ports, container ships. Corporations are now mostly local, but as Nomads establish trade routes, Corps branch out regionally.
- Start of CitiNets, local VPNs established in some of the Reclaimed Cities.
- Start of Night City Reconstruction. Gigatons of fill are shifted from the radioactive ruins of the central City. Much of the old Bay is filled in.

► 2035 to 2045 ◀

- First Wave Cities start Reclamation under support from local governments and remaining

Megacorps. These First Wave Cities are ones that require only a limited amount of resources to rebuild.

- Rebuilding of old factories by Corporations and other individuals begins to replace lost tech. New Corps start to rise from the wreckage of the 4th Corp War.
- Netwatch attempts to clear out the R.A.B.I.D.S. and reestablish the Old NET. After a losing three-year battle, they give up.
- Establishment of first Data Pools, information servers and exchange systems designed for open use within the limits of a city.
- Rise of the first Mega Buildings to handle homeless population. These are "all-in-one" arcologies designed to rapidly create safe, habitable zones.

► 2045 ◀

- The Present.

NIGHT CITY

Night City is located near the junction of Northern and Southern California and serves as the default setting for **Cyberpunk RED**.

Night City was founded rather recently as cities go. Before 1994, the area was just a clutter of small towns and unincorporated sprawl. During the Collapse, an enterprising land developer named Richard Night bought up much of the land and began work on what he envisioned as a new, safe, and clean corporate city free of crime and urban blight. Unfortunately, Richard Night was shortly thereafter assassinated and his dream transformed into a nightmare.

By 2020, Night City was a rapidly growing urban region, still rife with violence and crime but with strong economic growth thanks to the presence of multiple Megacorps. The quintessential city of the Cyberpunk future, it fell near to ruin during the 4th Corporate War when a nuclear device was set off in Arasaka Tower, in the city's beating Corporate heart.

During the Time of the Red, Night City is healing from the ravages of the last tumultuous decades. But it should never be forgotten that like most of America,

Night City is still an armed society under a blanket of appalling poverty, violence, and inequity. It's not uncommon to see as many guns as briefcases on the crowded City streets; and while the worst days of chaos may be over, the danger still remains—society's rule collapsed before and may yet do so again. History can repeat itself, and there's always another gang just around the corner, waiting for its chance to come out on top, no matter what the cost. This was the bitter lesson America was learning at the end of the 20th century.

Today, services are spotty, the law is chancy, and you can't run the NET to the edge of space anymore, much less grab an Orbital Air luxury flight up to the Crystal Palace. But in general, things still work in Night City. You may not be able to get the latest digital Agent or the best weapons on the market (there's still a major problem with supply chains that were disrupted by the War), but thanks to the explosion of rooftop and green-wall gardens, bandit solar collectors, and refabbed hardware from your friendly neighborhood Tech, you're actually eating better (when you eat), have access to more reliable power and gear, and can even count on the local Fixer setting you up with new drugs and new cyberware right off the Streets.

It's not the Golden Age of the 2020s, choomba. But The Street still works.

NIGHT CITY BREAKDOWN

In the process of rebuilding, Night City in 2045 is a constantly changing labyrinth of ruins and construction. In general, the city can be broken down into the following districts.

The Old Bank Block: Housing all of the old banks of Night City, the Bank Block is mostly rubble but it was never cleared out officially.

The Old City Center: Only radioactive ruins remain of the once-bustling City Center.

The Old Corporate Center: Once the heart of the Corporations of Night City, the Corporate Center is a ruin of its former glory.

The Old Medical Center: Largely irradiated, the Old Medical Center houses many hospitals buried under rubble.

The Glen: A burgeoning new district which contains most of the important governmental buildings of Night City.

Little Europe: A divided district composed of tightly knit neighborhoods made up of old brick buildings and tall skyscrapers alike.

NorCal Military Base: A heavily fortified military base north of Night City, staffed primarily by Militech soldiers. Mostly shut off from the rest of the City.

Pacifica Playground: A largely Corporate sponsored district built around the Playland by the Sea amusement park, which is in the midst of massive development.

Upper Marina: A bustling urban district with a mix of old industrial zones and gentrified "International" style neighborhoods built around a well-maintained marina.

University District: A slim district on the edge of the Combat Zones which houses the city's only still functioning university.

Watson Development: A developing district where megabuildings and arcologies are being built to house the thousands of homeless from the War. Much of Night City's Asian population has moved to the Watson neighborhood colloquially known as Kabuki.

The Executive Zone: A new Zone with only one district for the safety and pleasure of the Corporate elite, carved out of the open hills surrounding the City.

Old Japantown: A once, popular Japanese cultural center that fell into chaos and disrepair during the 4th Corporate War. Much of the population has moved to Watson and the area is now mostly empty save for the gangs.

Little China: A sprawling, dangerous Chinatown with many small communities fighting to stay alive.

Old Combat Zone: A district of the City long ago abandoned to the gangs and psychos, the Old Combat Zone is the seed that the rest of the Combat Zones grew from.

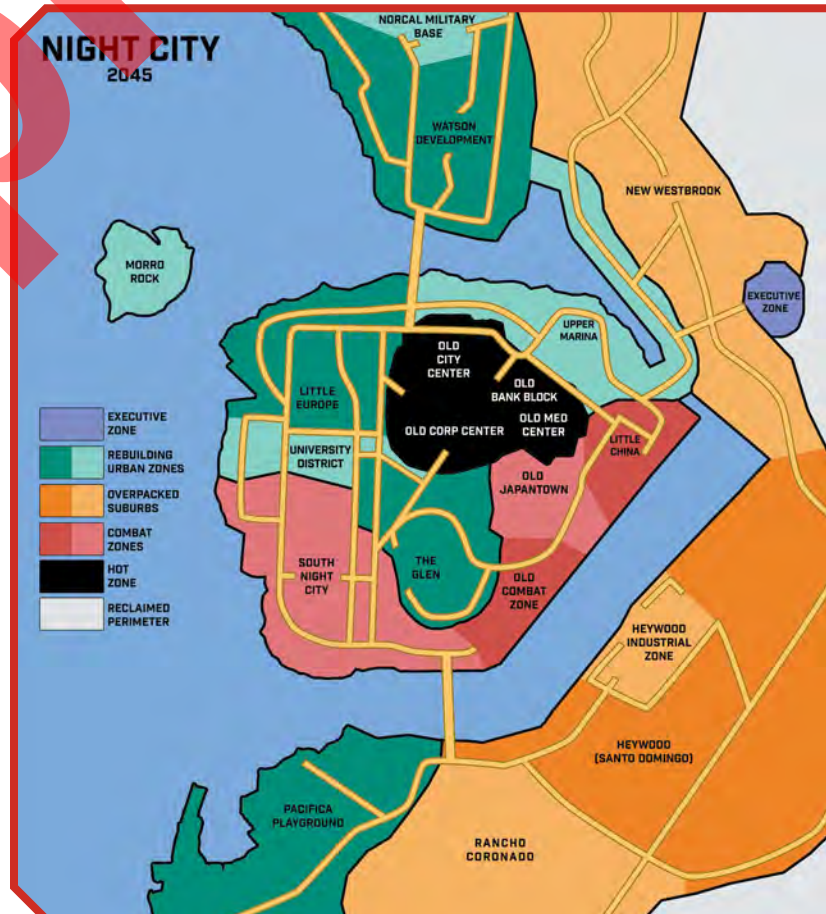
South Night City: An industrial sprawl, filled with trigger-happy gangs and abandoned warehouses repurposed into hide-outs and headquarters.

Heywood: A truly overpacked sector of the City, housing a large percentage of the City's population and already starting to divide based on wealth and power—The rich in the north, the poor in the south (who call the area Santo Domingo instead).

Heywood Industrial Zone: The largest industrial zone in the City, overflowing with warehouses, construction equipment, factories, and even some derelict cargo ships.

New Westbrook: An urban sprawl built in the remains of the original Executive Zone, still gleaming with glitz and glam, but now packed with homeless citizens who either fled other areas of Night City because of the War or who were pushed out more recently by the ongoing gentrification of the Rebuilding Urban Center.

Rancho Coronado: A vast stretch of old Beaverville style housing, taken over by tent cities and industrial zones that have grown out of the corpses of previous mini-malls.



NEOCORPS & MEGACORPS OF NIGHT CITY

The following Corps all have a strong presence in Night City.

Biotechnica: Creators of CHOOH2, they've cornered the market on biotechnology and genetic engineering.

Continental Brands: A food production company and owner of The Oasis chain of markets. They violently oppose any competition.

Danger Gal: A private investigation service with a J-Pop flair.

Militech: An American Megacorp specializing in arms, military equipment, and mercenaries. The Corporate arm of the American military.

Network 54: The largest media Corp in the world. The biggest content producer in Night City.

Petrochem: The world's leading producer of CHOOH2, the transportation fuel of the Dark Future.

Rocklin Augmentics: Producers of cyberlimbs and other structural enhancements.

SovOil: A leading producer of petrochemical products.

Trauma Team: A subscription based ambulance and paramedic service.

Zhirafa: Manufacturer of drones, autonomous robotics, and construction mecha.

Ziggurat: The backbone of modern communications and data.

GANGS OF NIGHT CITY

Night City is home to a number of different gangs, all vying for power and territory. Here's just a few.

6th Street: A vigilante gang born from veterans of the 4th Corporate War.

The Bozos: A pack of lethal and sadistic pranksters who have biosculpted themselves to look like clowns.

Inquisitors: A cult gang who believe cyberware is blasphemous and think nothing of tearing it right out of you.

Maelstrom: A classic boostergang, where might makes right and metal is better than meat.

DATA

These aren't even all the gangs of Night City. Find more in the *Cyberpunk RED* Core Book.



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