

# Night City Sites

The Night City Sites is a growing collection of maps of locations and milieus for cyberpunk games and encounters. The floorplans were originally drawn using Borderbund's 3D Home Architect software, exported as \*.wmf files and then converted to .GIFs.

If you or one of your group needs floorplans for a type of location that you cannot find elsewhere (a bank, or a new nightclub, etc), email the BlackHammer CyberPunk Project at [hound@ambient.on.ca](mailto:hound@ambient.on.ca) and we'll see if we have anything appropriate on file or if we can whip something up.

- [A Micro ConApt](#) (1 Bed, 1 Bathroom, no kitchen)
- [A Small ConApt](#) (1 Bed, 1 Bath, Kitchenette, Living Room)
- A local [Flesh Mechanic](#)'s on the Strip (small space with cybersurgery)

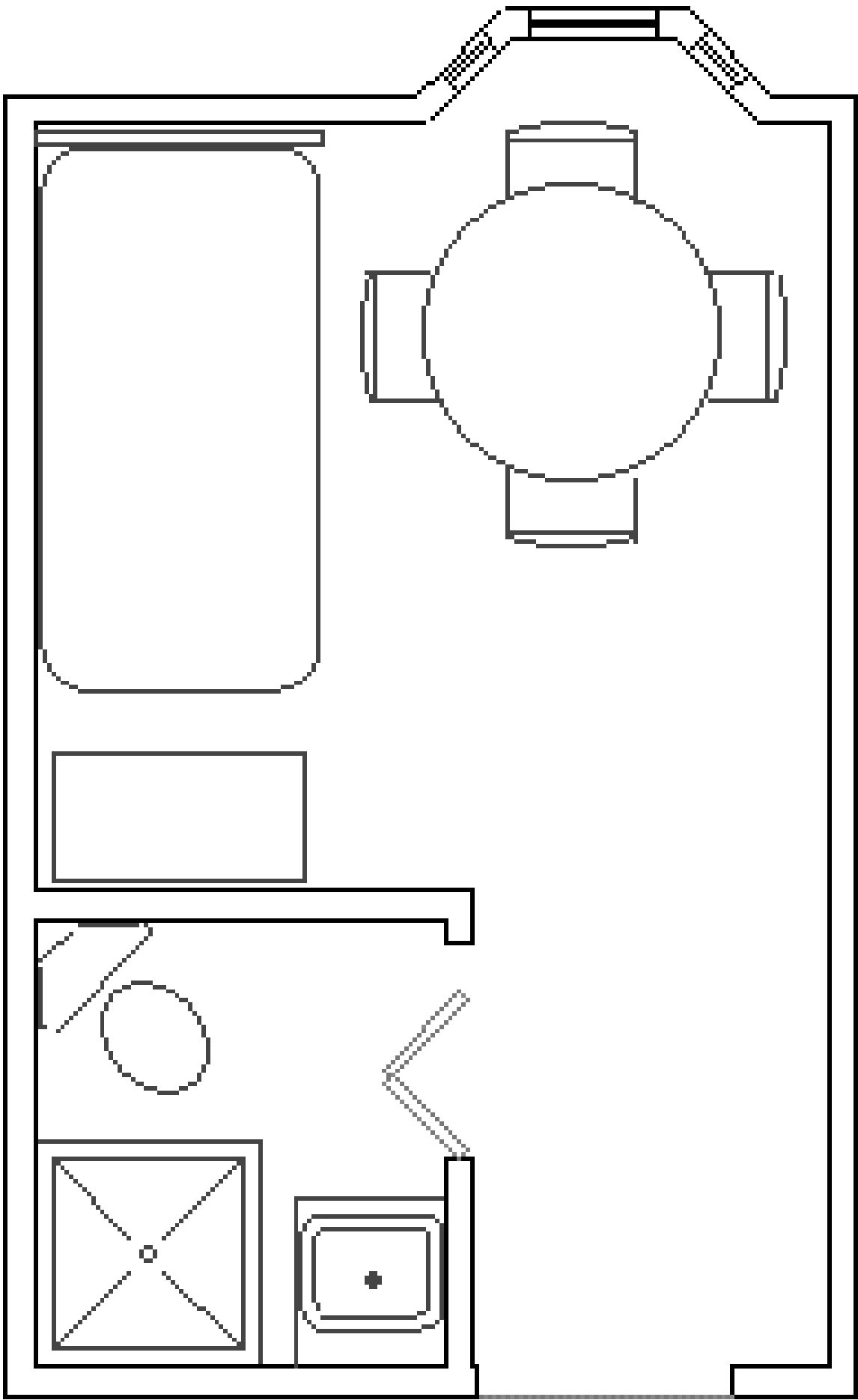
Special thanks and kudos have to go out to our inspirations: FASA's Sprawl Sites with maps of a few dozen locations for game play, (as well as some good adventure ideas and micro adventures easily adapted to CP2020 as long as you ignore the Manticore in the back of the cargo van) and to GDW's Twilight:2000 second edition with a bunch more maps for sheds, bunkers, old buildings

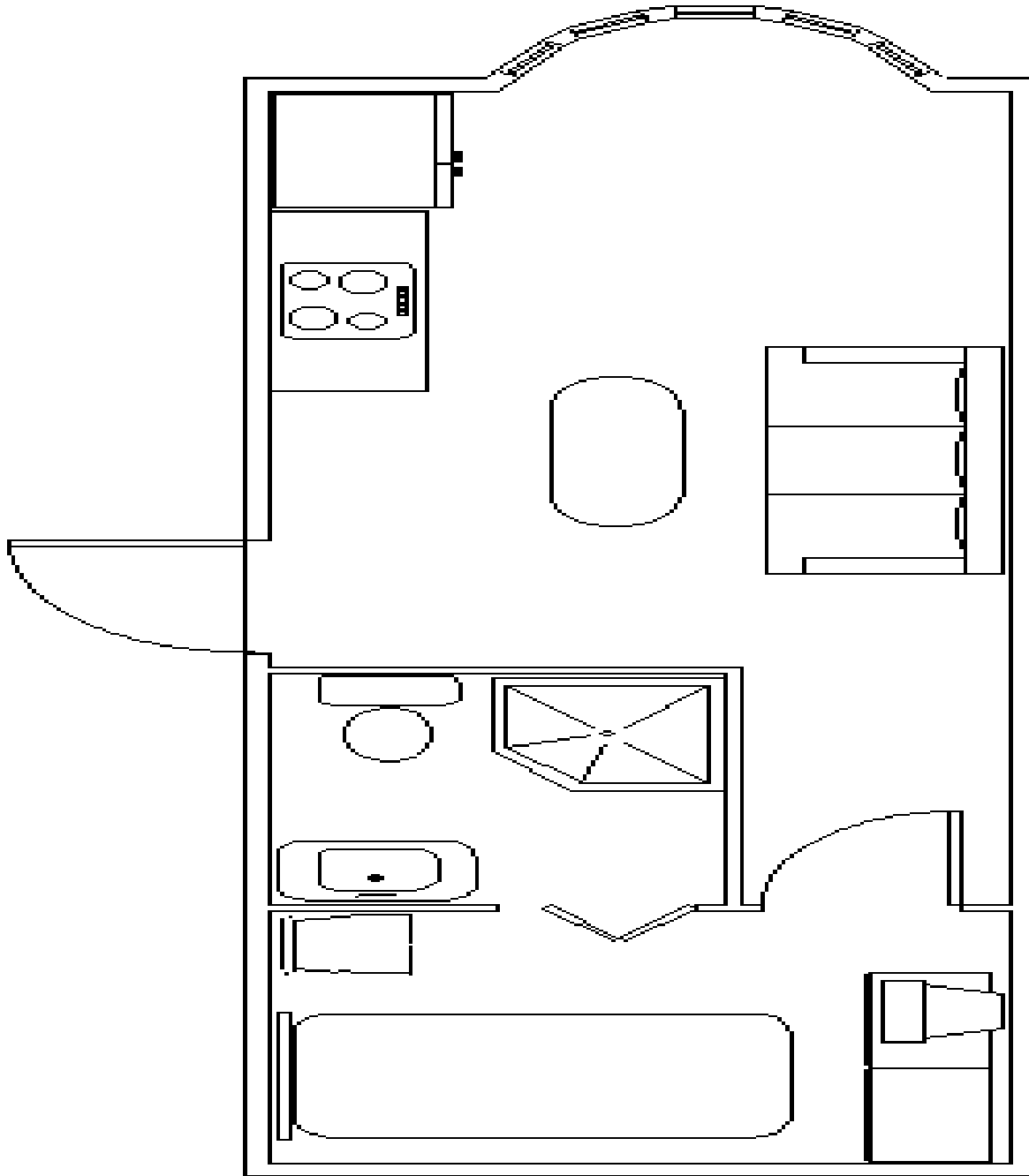
## Micro ConApt

This particular ConApt style is also (occasionally) encountered as a hotel room. Upon entry one discovers one small room with an adjoining bathroom. Into this room are crammed a double bed, a table with four chairs and a "sunny breakfast nook" (which is quite an enigma in itself since this ConApt contains neither a kitchen nor even a barfridge).

The full bathroom includes a sink and enclosed shower stall as well as a toilet and sink.

These ConApts are often found sandwiched in between larger conapts, often along the long wall of a building to accomodate the larger conapts at the ends.





### Small ConApt

This small ConApt is the minimum for "proper" living as a Night City businessman. This suite includes everything one man or woman needs to survive and live comfortably.

Bathroom

Toilet, Shower Enclosure, Sink

Bedroom

Double Bed, Entertainment Complex, Dressers

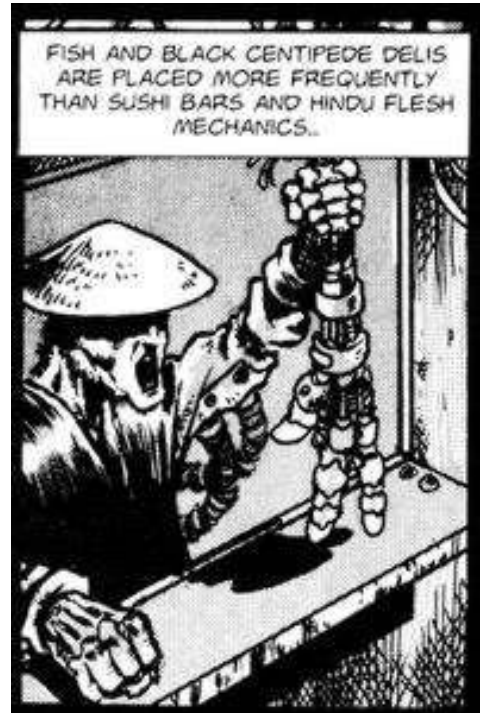
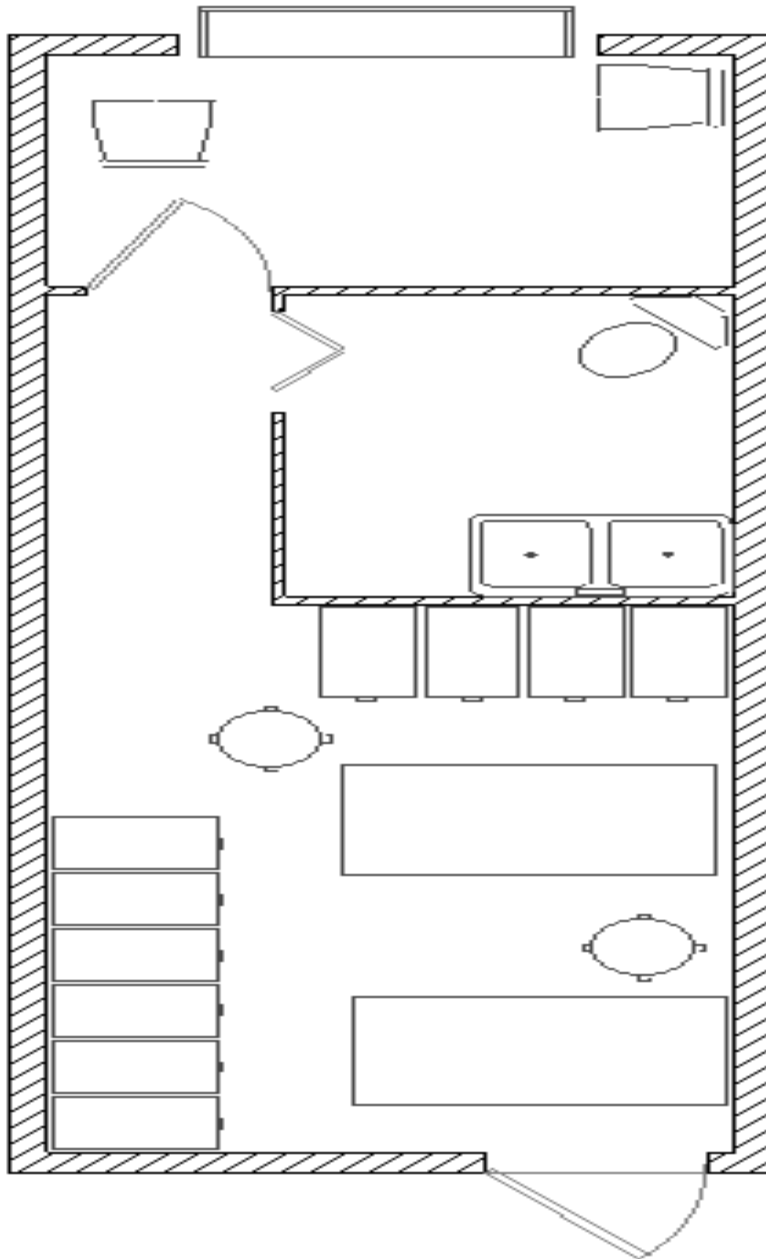
Living Room

Comfortable 3-person Sofa, Coffee Table

Kitchenette

Stove Top, Sink, Microwave, Fridge

At the end of the living / cooking space is a turret-style bay window for an executive's-eye view of Night City, which you can enjoy knowing that the door is secured with multiple mag-locks with the door integrity sensor linked to the front desk.



## Flesh Mechanics

This small shop can be incorporated into any strip. 10 feet wide by 27 feet deep, it can be comfortably tucked between any Sushi Bar and Black Centipede Deli. The front is the visible booth with two chairs for the staff. The counter-top swings out as a door to allow access to customers who elect to have cybersurgery here. The next room is the bathroom for staff and customers, generally in poor repair and of questionable sanitation. The final room contains a series of cabinets with the surgical gear on the north wall and cabinets full of cybernetic units on the west wall. In the center of the room are two operating tables, one usually covered in grease and normal mechanical tools where upgrades and repairs are done on already installed cybernetics.

Flesh Mechanics usually stock a few cyberarms and cyberlegs, as well as various options for prosthetics, audio and optical units. They also stock a fair assortment of optionware and the occasional Mechanic also keeps a few black market items for their better customers (but more often an order will have to be placed in advance for the mechanic to procure the devices in question).

Security for the shop is provided by the staff, usually a few light weapons (a shotgun perhaps) and an active security system. Most security is provided by it's actual location, smack in the middle of the strip, with hundreds to thousands of witnesses of anything that may occur there. The back door is solid steel and held closed with maglocks. In the worse parts of town the back door is sometimes even welded shut.