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CARGO CONTAINERS & CUBE HOTELS

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NIGHT CITY 2045



NIGHT CITY CIRCA 2045

DATA

The white circles on the above map correspond to locations in CP:R (PAGES 310–314). The red pins are locations in this document. CH stands for Cube Hotel. CC stands for Cargo Container.

AFFORDABLE NIGHT CITY LIVING

We all know you want to live in Night City, but who can afford it? If you find yourself asking this question, then boy do I have a deal for you! That's right, you don't need to live on the street anymore! As long as you can scrounge a measly 500eb a month, you too can experience the safety and security of shelter. For only 500eb a month, you can live in the cozy luxury of a Cube Hotel nearly anywhere in the city; that's right—even the safe parts! Or for 1000eb a month, you can experience the rustic utilitarian charm of a Cargo Container, and see why all the coolest Edgerunners swear by them when they are just starting out. You don't need to be wealthy to experience all Night City has to offer. You just need to be there! The start of your Night City story is here! This is a city of dreams, where cultures clash and creativity is needed for survival!

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'RENT'S DUE, CHOOMBA!'

It's that time again. The GM looks over at you and says, 'Rent's due, choomba!', so you fork over those hard-earned Eurobucks to keep your Character in their home for another month. But do you actually know where they live? What their housing is like? Now you do! Just pick a Cube Hotel or Cargo Container from the lists below. Or, if you're feeling spicy, roll 1d10 and determine where your Edgerunner's bunking out at random. Either way, it'll add more flavor into your game.

► CUBE HOTELS

1d10	Description	Map Marker
1	Orbital Air Housing Block #3: You live on Morro Rock, in a Cube Hotel built to house engineers and other specialty staff that work at the Orbital Air Massdriver. Despite not needing a permit to live here, you actually can't get any closer to the Orbital Air Massdriver without an employee pass. Unfortunately, there isn't a restaurant on Morro Rock you can eat at without a pass either, leaving you with the option of either getting used to vendit food for breakfast, or waiting for the next ferry. At least it's extremely quiet here, and nobody comes asking any questions.	CH 1
2	Scenic Cubes: You live in the Pacifica Playground, in a Cube Hotel with a beautiful view of Night City from the roof. Otherwise, there are no windows in your building, so some of your neighbors like to hang out there and drink. They've even laid out some lawn chairs and a hammock or two up there, so it's quite the choice spot. Unfortunately, they are all members of a local boostergang, so you might have to take the good with the bad. At least they aren't Bozos.	CH 2
3	University Cubes: You live on the water in the University District, in a Cube Hotel just outside of Night City University's fortifications. NCU rents half of the building as overflow housing for adjunct professors and teaching assistants, who make for interesting neighbors. You, in all likelihood, are their weird neighbor, perhaps the one who keeps them up while they are grading problem sets.	CH 3
4	Cube-A-Rama: You live in Little Europe, in a Cube Hotel that kept the original building's historical brick facade during its renovation, and is actually quite charming. If you are technically minded, you might be interested to know that Short Circuit is within walking distance. Despite all this, it's still quite a shame to live in a cube.	CH 4
5	Cubeland by the Sea: You live in the Pacifica Playground, in a Cube Hotel that was originally built for temporary construction worker housing before the Time of the Red, and is still standing in spite of it. The construction of the building is shoddy, and likely the flatpack furniture in your walls is too. However, you are close enough to Playland by the Sea to qualify for a discounted ticket to the park, half off, which is only valid Monday through Thursday during the day.	CH 5
6	A Dilapidated Cube Hotel: You live in a Cube Hotel at the edge of the Hot Zone, near the Totentanz. Leaving and entering your cube, you step over bodies in the hallway. Living on the street would be safer. But if you live here, you probably don't mind it. Certainly, many of your neighbors seem to enjoy it, or at least that's what you can hear after the sun goes down. On a Saturday night, it's like living inside a blender that's been switched on.	CH 6
7	Watson Central Cubelife: You live in the heart of Watson, in a Cube Hotel of middling quality, in a passable state of repair. This is probably the world's most average Cube Hotel, in the barest sense of the word. Your neighbors are low level Corporate employees that are not yet senior enough to merit a Corporate Conapt, and perhaps never will be.	CH 7
8	Seafoam: You live in a Cube Hotel in The Glen near Club Atlantis, a burrow infested chiefly by club rats. After last call at Club Atlantis, the lounge of your Cube Hotel is a hot afterparty spot, and when it occasionally goes supernova, there isn't a bouncer in sight to calm things down.	CH 8
9	McCartney Cubes: You live in a Cube Hotel in Upper Marina, just across the street from the McCartney Field Stadium. Each of the building's floors are themed after one of Night City's professional sports teams, and the walls are painted garishly in team colors. There's not much soundproofing, so game nights can be pretty loud. Especially when the Death Dealers (combat soccer) or the Nuke (murderball) are playing.	CH 9
10	Unnamed Cube Hotel: You live in Old Japantown, in a Cube Hotel with only a single reinforced door for entry. Unlike many other Cube Hotels, your building has no staff, no cameras, and is cleaned via ceiling mounted water jets that drain through gutters placed in the corners of every room. Worse, not every floor is properly sloped for drainage. These jets are also used to evict delinquent tenants, so please try not to miss a payment.	CH 10

DATA

For more information about Housing go to **CP:R PAGE 377.**

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Want to know more about the Zones your new home is located in? Check out **CP:R PAGES 297-299.**

CARGO CONTAINERS & CUBE HOTELS

► CARGO CONTAINERS

Id10	Description	Map Marker
1	University Cargo Bay: You live stacked seven Cargo Containers high in the cheapest off-campus housing a NCU student can get on the northern border of South Night City. Despite residing near the University, you still live in a Combat Zone, so expect occasional gunfire to go along with the chanting during those difficult to sleep through weekend keggers.	CC 1
2	Dock Cargo Community: You live nestled between the docks, in an incredibly dangerous piece of waterfront property in South Night City. The Sea Nomads that dock here are often indistinguishable from pirates, and the only good place to get a drink not on a boat is The Slammer. When your nautical neighbors are out at sea, and not keeping what passes for peace in your neighborhood, it becomes the very definition of gang violence. This typically happens during the weekends, so make sure to plan ahead.	CC 2
3	South Cargo Village: You live in South Night City, in a Cargo Container bordering The Glen. You can see the snazzy new buildings on the other side of the road but patrols from City Police Precinct #1 remind you that you're not part of Night City's renaissance. There's a wild bar nearby, Jessie James' Kosher Deli, but it's in the Old Combat Zone, a somehow even more dangerous neighborhood than the one you live in.	CC 3
4	Eagle Rock Stadium: You live on the border of Rancho Coronado and Heywood, in a repurposed football field transformed into a Cargo Container community. Despite being just down the road from City Police Precinct #2, crime is prevalent. Cars routinely get broken into, and anything not secured in your Cargo Container is at risk. However, being able to walk to MetalStorm to grab a drink is a plus.	CC 4
5	The Precipice: You live in a Cargo Container overlooking the edge of the Hot Zone in Old Japantown. Nearby is the Crisis Medical Center, which is a real bonus, because you probably should get checked for radiation poisoning, occasionally.	CC 5
6	North Cargo Village: You live in New Westbrook, in one of many Cargo Containers stacked tall in an abandoned parking lot. This is the closest you can get to living in Watson without stuffing yourself into a Cube Hotel or paying for the privilege. Living near the highly defended WorldSat compound, the SovOil and Petrochem offices, and the Norcal Military base, you see plenty of Corp Security driving by every day. That means the local boosters are the least of your problems.	CC 6
7	NC Ionic Semiconductor Building: You live at the northern tip of the Old Combat Zone, in a community of Cargo Containers shoved into a partially renovated, but still mostly collapsed factory. The owner has wreathed it in barbed wire to cover up holes in the concrete shell of a building which you count on for safety. Every night, at midnight, the reinforced steel doors to the factory are locked. They stay that way until 7am the following morning.	CC 7
8	Old Ironworks Building: You live in the Heywood Industrial Zone, in a Cargo Container stacked on the roof of an abandoned factory overlooking the Zhirafa Office Park. Many of your neighbors are Techs who supply Zhirafa with parts and contract labor.	CC 8
9	Bridgetown: You live in Little China, in a Cargo Container stacked underneath an overpass on the waterfront. Just down the street is The Forlorn Hope. Gunfights are common at night, but usually over quickly. Living here, you've learned that when weighted and thrown into the water, bodies float to the surface approximately three days after. Tuesday mornings are especially rough on the nostrils.	CC 9
10	East Cargo Village: You live in a dusty strip of Cargo Containers on the edge of Heywood, near the Aldecaldo camp. Your neighbors are mostly Nomads and reclaimers, many of which do business with the family.	CC 10

FURNITURE SETS

When it comes to Cube Hotels, you don't have much of a choice. Your furniture's all flatpack, folding down from the walls to give you either A) a chair and a desk or B) a bed with a television nook. With Cargo Containers, though, you've got options! You can stick with whatever furniture came already crammed in your metal-walled home or you can pick up a new furniture set and try to make it a little more comfortable. Your average Cargo Container furniture set consists of a bed, a desk and chair, a dresser, and an armchair. The standard microwave, fridge, and sink come bolted into the Cargo Container walls and can't be switched out unless you use some tools.

CARGO CONTAINERS & CUBE HOTELS

Set	Cost
Second-hand Special	50eb (Costly)
Cargo Container Chic	100eb (Premium)
A Touch of Luxury	500eb (Expensive)

Second-hand Special: With a little creative shopping and some time spent scrounging, you can furnish your Cargo Container with the bare minimum. Sure, the bed's a cot, the desk is a folding card table, and the "dresser" is plastic boxes set on stacked cinder blocks and planks, but it all works. Just pretend you don't notice the stains on the armchair. Or the smell.

Cargo Container Chic: This might be the cheapest furniture money can buy but at least it really is furniture. A single-sized bed, plastic dresser, desk with an attached shelving unit, and an armchair with a hint of padding. You can rest easy knowing your Cargo Container is loaded with the same furniture the first year students at Night City University get in their dorm room. **This is the starting furniture set for most Cargo Container housing but your landlord won't replace anything if you break it.**

A Touch of Luxury: With this, you've probably got one of the nicest Cargo Containers in the community. The bed has some give to it, the dresser and desk almost look like real wood, and the armchair is comfortable. Hell, you've even managed to put a bit of art on the walls to make it feel less like a metal box and more like a home. Just watch your back. When your place looks nice, the local gangs usually take notice.

HOME ACCESSORIES

Need more than the basics? Here's a few extras to help make your housing something special.

Item	Cost
Continental Brands Koff Popper	50eb (Costly)
Fire Safe	100eb (Premium)
Hidden Compartment	100eb (Premium)
Smart Vanity	500eb (Expensive)
Wall Art	20eb (Everyday)



Continental Brands Koff Popper: The Koff Popper is a specialty thermos. Stuff a Koff Pop into a compartment built into the lid, pour in some water through the top, and press the button. In less than a minute you've got 8 ounces (237 ml) of thin, warmish brown liquid. Sure, it barely tastes like coffee but at least it is loaded with caffeine. Just ignore the slight numbness on your tongue after you drink it. Continental Brand Koff Pops, pre-packaged light brown tablets roughly the size of an adult thumb, can only be purchased at Oasis markets and cost 10eb (Cheap) for a pack of 10. Koff Pops are included in any Kibble lifestyle but the Koff Popper is not.

Fire Safe: A small lockbox, roughly 1 foot (.3 meters) cubed. Designed to securely store important papers in case the worst happens, the safe is fireproof and has a solid construction that counts as Thick Steel (50 HP). Cracking the mechanical lock requires a DV15 Pick Lock Skill Check. The downside? The whole thing's pretty portable. It even comes with a handle for ease of carry.

Hidden Compartment: It might be built into the bed, the desk, or the dresser, but no matter where it is, finding this 6x12x3 inch (15.25x30x7.5 cm) compartment requires a DV15 Conceal/Reveal Object Skill Check.

Smart Vanity: A station custom built for grooming and style. A vanity comes with storage drawers for makeup, accessories, and grooming tools as well as a nice digital mirror with built-in lights to help you look your best. The mirror can sync with your Agent to download various fashion filters and display synced video of you with different cosmetic and hair styles that display in real time.

Wall Art: You probably can't afford a Monet for your wall, but you can at least buy a poster of one done up on a nice oversize printer and put in a cheap plastic frame. Or maybe you prefer Dogs Playing Poker. Either way, it costs the same.