

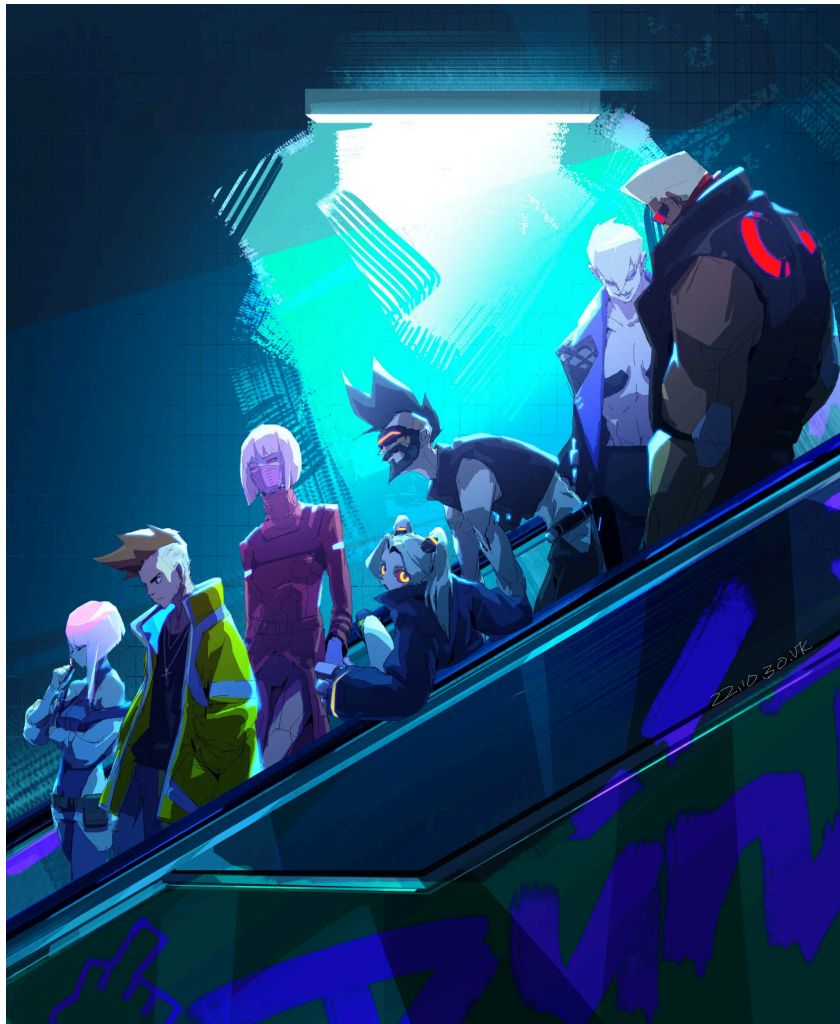
UNISMUNC XII

Committee: Cyberpunk Edgerunners

Committee Type: Crisis

Topic: The Cyberware Outbreak in Night City

December 6th, 2026



Director: Henri Cohn

Chair: Zoe Strohmeier

Dias: Sasha Slatopolsky

Table of contents:

Letter From the Chair:	3
A Brief Overview of the Committee:	4
Committee Procedure:	6
Written Papers:	8
Topic Background:	9
Current Situation:	15
Questions to Consider:	16
Character List:	17
References:	23

Letter From the Chair:

Hello delegates,

Welcome to UNISMUN! We are so excited to be hosting this committee and have been working hard to make sure that this will be a memorable MUN experience for all of you. This year, we have created a MUN crisis committee inspired by the short Netflix series Cyberpunk: Edgerunners, to hopefully enjoy its drama, politics, and chaos.

My name is Zoe, and I will be chairing this committee. This is my fourth and final year in MUN, so I decided to chair a fun and thrilling committee after serving as a dais for GA committees two years prior! I am a huge fan of the series and play the game it was inspired by, Cyberpunk 2077; I highly recommend it. I have spent my life surrounded by diplomacy, politics, and the United Nations, which has led me to study international relations at university. Hi, I'm your dais, Sasha Slatopolsky. I'm a senior who has been in MUN since freshman year with Zoe. I have also been a member of multiple committees, and I'm a big fan of the series. Our director is Henri Cohn, who is also a senior at UNIS, and this is his second year in MUN. He chaired a committee last year, and this will be his first time directing, and very excited about it!

If you have any questions or concerns, please do not hesitate to reach out to either of us. Regarding position papers, they're optional, but feel free to write them! If you do, please send them to our emails: 27zstrohmeier@unis.org and 27sslatopolsky@unis.org. We're so excited to be working with you and are excited to see how you can change Night City's future.

Sincerely,

Zoe Strohmeier

A Brief Overview of the Committee:

Is Night City a technological paradise where advancements can bring opportunity and freedom, or a dystopia controlled by corporations, creating violence and extreme inequality? As we approach 2067, the situation is becoming increasingly unclear. Cyberware has integrated into everyday life, allowing individuals to heighten their strength, speed, intelligence, and various other physical abilities. Yet, with the rise of advanced and available technology, experimental and illegal cyberware has begun spreading throughout the city.

Simultaneously, there has been a rise in instances of cyberpsychosis. An illness that comes with the overuse of cyberware, which starts to impact an individual's mental state, leading to a loss of self-control and posing a threat not only to others but to themselves. As more people start relying on cyberware for survival, jobs, income, safety, or control, Night City becomes more dangerous and chaotic.

Powerful corporations like Arasaka and Militech continue to influence the economy, security, technology, and political affairs in Night City. Meanwhile, the Night City Police Department and MaxTac (medical) are challenged by the increasing violence, solidification of gang power, and Edgerunners operating outside the law as mercenaries for corporations, fixers, and criminal organizations.

The current situation has escalated to a breaking point after news broke that an experimental military-grade cyberwarfare implant known as the Sandevistan has found its way onto the black market. This powerful device allows the user to move at extreme speeds while experiencing time at a slower pace, offering a combat advantage. However, frequent usage places severe stress on both the body and mind, significantly increasing the risk of cyberpsychosis.

No one knows how this technology broke free from corporate control. Arasaka is quick to deny any responsibility, while Militech has started its own investigation. Gangs are actively looking for the implant, and fixers are promising significant rewards for intel. At the same time, incidents of cyberpsychosis and violent crimes are escalating across Night City.

Representatives from various sectors: corporations, law enforcement, medical organizations, gangs, fixers, and Edgerunner groups have come together to discuss Night City's response. These delegates must collaborate to prevent the city from collapsing while also protecting their own interests, power, and ambitions. The future of Night City depends entirely on the decisions made in the committee.

Committee Procedure:

Moderated Caucuses are structured discussions where delegates sign themselves up to give short, regulated speeches. The speaking time and topic of discussion are set when the motion is proposed, and delegates take turns to speak.

Unmoderated Caucuses are divided between a regular unmoderated caucus and a gentleman's unmoderated caucus, where everybody remains seated. A regular unmod entails a period free of structured, regulated debate, where delegates can mill about the committee and work with their blocs.

Some actions that are carried over from the usual committee procedure:

- Point of Order
- Point of Information
- Appeal to the Chair
- Suspension of Debate
- Adjournment of Debate
- Closure of Debate
- Roll Call Vote
- Set the Speaker's Time
- Call a guest speaker

Instead of resolutions, the crisis will debate and pass **directives**. Directives are actions or communications undertaken by the entire committee as a group and are passed by a simple majority. Unlike resolutions, which may only be entertained at the end of a session, directives should be created and debated as much as possible. The different types of papers used in crisis committees are explained in detail in the next section.

The Committee may call for external speakers to address the body. To do so, a committee member must move to invite the guest; that motion requires a majority vote to pass.

The goal of the crisis committee is to work as a group to solve or influence the growing crisis in Night City, and secondly, to act in your character's best interests. In this committee, characters represent different corporations, law enforcement agencies, gangs, Edgerunners, medical organizations, and other groups, meaning they will have different motives and individual goals. For example, an Arasaka executive will have contrasting goals from a Maelstrom gang leader, even if both are responding to the same crisis.

Written Papers:

Crisis Notes: Allow individuals to take personal action without requiring approval from the entire committee. These actions must remain within the abilities and resources of the delegate's character. Make sure to sign your character's name at the end and address it to CRISIS on the front of the folded note.

Directives: A directive is a formal written instruction or order given by a delegate or a group of delegates to the chair or to other delegates. Directives are used to propose specific actions or solutions to address the crisis at hand. They can range from proposing specific policies or strategies to calling for specific actions by other delegates or bodies within the simulation. Directives are passed frequently throughout the debate and are a lot shorter than most resolutions. They are not restrained by a specific format, and while they do need signatories and sponsors, they do not require a distinction between preambulatory and operative clauses.

Communiqués: Communiqués are committee documents used to communicate with people outside of the committee. For example, Communiqués could be used when surrender terms or ultimatums are sent to the opponent or when the committee requests aid, advice, or arms from their allies. Similar to Directives, they will require a minimum of four people on the document, with two sponsors and two signatories

Press Releases: As the name says, press releases are committee documents addressed to the public. They can be used to inform or even misinform the public according to the desires of the committee. Similar to Directives and Communiqués, Press Releases will require a minimum of three people on the document, with one sponsor and two signatories.

Topic Background:

Night City

Night City is a technologically advanced city where cybernetic enhancements, powerful corporations, organized crime, and differing economic standings define daily existence. Renowned for its development and opportunity, the city struggles with extreme social and economic stratification between corporations and struggling lower classes. Many residents outside of wealthy neighborhoods struggle with crime, job opportunities, and access to essential services.

Despite having a government and the Night City Police Department (NCPD), the true power and control come from the elite corporations like Arasaka or Militech, wielding significant economic and political influence. These companies possess high-grade technology, private security teams, and resources that are often unavailable to public institutions. Simultaneously, gangs control various city sectors, while fixers and Edgerunners navigate between the legal and illegal systems of Night City.

As a result, the authority in the city is split among companies, governmental bodies, law enforcement, gangs, and other independent groups. Although technological progress has reshaped the city, its advantages have not been equally distributed.

Corporations

In Night City, companies stand as one of the strongest powers in the city. They dominate important industries, create new technology and weaponry, employ private security forces, and influence political and economic topics in the city.

Arasaka is a worldwide megacorporation dealing in construction, finance, technology, security, and military equipment. Arasaka has its own private army, with soldiers, drones, and all the most elite cyberweapons available, making it one of the most powerful corporations. Its Night City headquarters, a massive corporate tower, functions almost as its own state within the city, operating mostly outside of the reach of local law enforcement. Arasaka's influence extends into banking, real estate, and also netrunning.

Militech is Arasaka's primary rival, an American-based weapons and military technology corporation. Where Arasaka favors long-term strategy, Militech emphasizes aggressive expansion through mass production of weaponry and direct military contracts with governments.

It arms and trains private security forces, sells advanced combat technology, and profits heavily from conflicts around the world, and sometimes fuels wars to simply sell more. The corporation positions itself as a patriotic American Company, but in practice it operates with the same ruthlessness as its competitors, prioritizing profit and market dominance over national loyalty.

The rivalry between Arasaka and Militech is one of the defining conflicts shaping Night City's history and politics. For decades they've fought over territory, tech, contracts, and ideology, and it's escalated into full-blown warfare more than once. That rivalry eventually led to the Fourth Corporate War, a brutal conflict partly fought inside Night City itself, and the damage from it is still visible in the city today. Even when the open fighting dies down, the two keep waging a quieter war through sabotage, spying, and economic pressure, each one trying to chip away at the other's control. What this whole feud really shows is that it's corporate interests, not government policy, that end up deciding what happens to regular people, since battles fought purely for profit still end up wrecking neighborhoods and ruining lives that have nothing to do with either company.

Cyberware

Cyberware is the general term for the cybernetic implants people in Night City get to boost their physical or mental abilities. It ranges from small stuff, like reinforced bones or upgraded eyes, all the way to full-on cyberlimbs that swap out an entire arm or leg for something mechanical or weaponized. It's such a huge part of the city's culture and economy that whole industries exist just to design, sell, install, and maintain these implants. If you've got money, corporate connections, or both, you can afford high-quality cyberware from trusted manufacturers that's safer and works better. If you don't, you're probably stuck with cheaper black-market implants put in by someone who isn't exactly licensed, which comes with a much higher chance of things going wrong, malfunctioning, or causing lasting damage. That gap adds yet another layer to the city's inequality, since how much you can safely enhance your own body basically comes down to how much money you have. Cyberware also brings up bigger questions about identity, because some people replace so much of themselves that they start to lose their grip on what actually makes them. Overall, it's reshaped almost everything about daily life in Night City, from how people fight and work to how they see their own bodies.

Sandevistan

The Sandevistan is a highly sought-after implant that speeds up reaction time in short bursts, making the surrounding world appear in slow motion. Popular among mercenaries and Edgerunners, it puts severe stress on the nervous system and accelerates physical and mental decline. Premium versions are restricted to the wealthy, while cheaper black-market models carry high risks of failure or severe injury.

Cyberpsychosis

Cyberpsychosis is a severe neurological condition triggered by excessive cyberware augmentation. As human body parts are swapped for machines, users lose empathy, emotional control, and physical identity, leading to extreme violence or paranoia. Because standard police cannot safely handle cyberpsychotics, specialized units like MaxTac deploy lethal force. The risk disproportionately impacts poorer residents who use cheap, poorly maintained implants to survive.

Law Enforcement

Law enforcement in Night City is scattered and honestly kind of overwhelmed compared to the threats it's supposed to be handling, whether that's armed gangs, cyberpsychotic individuals, or attacks coming from inside cyberspace itself.

The NCPD is the official police force of Night City, responsible for keeping order across all its districts. The problem is, it's badly underfunded and understaffed next to what corporations and gangs have at their disposal, so it just can't cover, let alone protect, a lot of the poorer parts of the city. That means slower response times in those neighborhoods and a general sense of distrust toward the police, who a lot of residents see as either ineffective or outright corrupt. That gap is a big part of why gangs and fixers have been able to step in and offer their own versions of protection, order, or exploitation, depending on who you ask.

MaxTac, short for Maximum Force Tactical Unit, is a special division inside the NCPD built specifically to deal with the most extreme threats, especially cyberpsychosis cases. Since regular officers usually can't safely handle someone going through cyberpsychosis, MaxTac operatives come in heavily armored, loaded with combat-grade cyberware, and cleared to use lethal force fast. Their whole approach is about neutralizing the threat rather than trying to talk anyone down or make an arrest, which says a lot about how the city treats a problem it's basically given up on solving peacefully.

NetWatch is an international organization that focuses on policing cyberspace, the massive digital network that connects computers, companies, and people all over the world. Its main job is stopping dangerous hacking attempts before they can damage global infrastructure or unleash something like a rogue AI program. NetWatch agents are elite netrunners themselves, using their own skills to hunt down and shut down digital threats before things spiral, which makes them the internet's last real line of defense against a catastrophic cyberattack.

The Net

The Blackwall is this huge, ancient digital wall that separates most of cyberspace from a corrupted, extremely dangerous zone called the Deep Net. That zone is full of powerful rogue AIs that got locked out decades ago because they were considered too dangerous to let loose. The Blackwall has to be constantly monitored and reinforced, since if it ever failed, those AIs could break out into the wider network and cause damage on a global scale. It's a good example of how tangled up technological progress and existential risk are in this world; the same digital systems that keep daily life running also hide something that could wipe it all out.

Edgerunners

Outside of corporations and the police, there's a whole underground economy of specialists who work in that blurry space between legal and illegal. Edgerunners are independent mercenaries, netrunners, and specialists who take on high-risk illegal jobs like theft, sabotage, and corporate espionage. They work freelance for corporations, fixers, or private clients, combining advanced cyberware with combat and technical skills. It's a dangerous, often short-lived lifestyle that puts them in direct conflict with corporations, gangs, and rival mercenaries.

Fixers

Fixers are the middlemen who connect Edgerunners with the people who need their skills. They run networks of contacts across the underworld, the corporate world, and the gangs, using those connections to line up jobs for whoever's available. A solid fixer knows exactly who's reliable and who isn't, which lets them match the right person to the right job while taking their own cut off the top. Since fixers are dealing with so many different, sometimes rival, groups at once, they have to be careful about balancing loyalties, because one wrong move could make them a target too.

Ripperdocs

Ripperdocs are the underground doctors who install, fix, and upgrade cyberware. Since most people can't afford legit corporate medical care, ripperdocs fill that gap by offering cybernetic surgery completely outside the official system. Some of them are genuinely skilled, capable of installing serious military-grade implants, while others are just running back-alley operations with outdated tools. Because there's basically no regulation, how safe you are depends a lot on how much you're willing to pay and who you trust, so poorer residents going the cheap route usually end up taking on a lot more risk of infection or long-term damage. Gangs end up controlling huge chunks of Night City, especially in the areas where corporate presence and police protection basically don't exist, filling in the gap left by a weak government.

Gangs

Maelstrom is a gang built around going all-in on cyberware, often replacing huge portions of their bodies with mechanical parts no matter the physical or mental cost. That makes them some of the most physically dangerous people in the city's underworld, since all that augmentation gives them a serious edge in strength, durability, and firepower. But that same disregard for the risks of heavy cyberware use also makes them more prone to instability and aggression, which is a big part of why they're known as one of the most brutal, unpredictable gangs around.

The Tyger Claws are tightly connected to organized crime and have a strong foothold in the city's nightlife and entertainment scene, running clubs, black markets, and other underground businesses. They mix traditional criminal operations with a really distinct cultural identity, blending high-tech gear with more old-school weapons and fighting styles. Their whole strategy revolves around holding onto territory through a mix of business influence and aggressive force, letting them control entire districts economically as well as physically.

The Valentinos are a gang built around family, tradition, and cultural identity, based mainly in the Heywood district. Instead of relying purely on fear or violence, they put a lot of weight on loyalty, community, and a kind of internal code of honor, even while still being involved in criminal activity. That reputation earns them a certain amount of support from residents in their area, since they end up providing a rough version of order or protection in places the police have basically abandoned, which blurs the line between being a criminal gang and being a community fixture.

Inequality

Systemic inequality shapes every aspect of Night City. Wealth or corporate status grants access to high-grade cyberware, private security, and luxury living, while low-income residents endure unreliable policing, unsafe tech, and gang violence. Kept in place by profit-driven corporations and weak public institutions, this broken system forces poorer residents to take massive risks just to survive.

Current Situation:

Night City is grappling with one of the most urgent security challenges it has ever faced. In the last few days, reports have surfaced that at least one experimental Sandevistan implant has entered the black market. The origin of the device remains unknown. Arasaka has denied any connection to the technology, rejecting any claims that the corporation is responsible for the leak. Militech has publicly called for an investigation and is trying to gather information on the implant. In the meantime, gangs, fixers, and Edgerunners have begun their hunt for Sandevistan.

Incidents of cyberpsychosis have spiked throughout Night City. MaxTac has responded to several significant medical cases, and hospitals, along with Trauma Team units, are reporting the continuously rising number of emergencies related to cyberware. Additionally, law enforcement is becoming increasingly concerned about the multiple copies of the Sandevistan that may already be in circulation.

Simultaneously, NetWatch has identified unusual activity within Night City's network systems. Officials have been unable to comprehend whether this activity is connected to the cyberwarfare crisis or if a different threat is emerging.

Public anxiety is rising. Corporations are pointing fingers. Gangs are striving to grow more power and dominance, broadening their reach in certain areas. Law enforcement faces pressure to restore order in the city.

Due to these issues, the Night City authorities have created an emergency meeting including the city's most powerful political, corporate, security, medical, and underground or illegal figures.

Delegates must figure out how to regulate cyberware, how to handle cyberpsychosis, and how Night City can become stable once again. However, every choice will influence the power dynamics within the city. Night City is approaching chaos and a breaking point...

Questions to Consider:

- Should cyberware be controlled or banned?
- How can Night City reduce cyberpsychosis?
- Who should be responsible for regulating cyberware?
- How can illegal black market trading be stopped?
- Should corporations like Arasaka and Militech have so much power?
- How can Night City reduce inequality and extreme power dynamics while keeping the city safe?

Character List:

The characters and gangs are hyperlinked for further reading

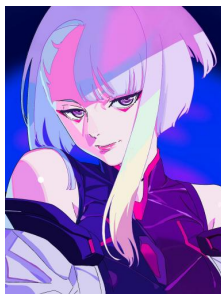
Edgerunners Crew

David Martinez



David is an American teenager who implanted a military-grade Sandevistan after going through his mother's belongings after her death. Afterwards, he continues to implant more cyberware into his body and joins Maine's Edgerunner Crew. David's possession of the Sandevistan places him directly at the center of the growing cyberware crisis.

Lucyana Kushinda (Lucy)



A skilled netrunner who uses her cybernetic implants to connect directly to the Net. She can steal corporate information, manipulate digital systems, and fight security issues. Lucy is an important member of Maine's crew and helps David after meeting him after his mother's death.

Maine



A heavily modified former Militech soldier who became an independent Edgerunner leading his own mercenary crew. He acts as a mentor to David and has a multitude of experience with combative cyberware. However, his reliance on cyberware creates a high risk for cyberpsychosis.

Rebecca



A chaotic but extremely loyal member of Maine's Edgerunner crew who specializes in heavy firearms. She supports the crew during dangerous missions and has a deep attachment to David.

Kiwi



A cold and highly skilled veteran netrunner. She is a key member of Maine's mercenary crew and is a mentor to Lucy. Her experience and connections make her a valuable member of the crew, specifically for gathering information and navigating Night City's digital systems.

Corporations

Arasaka

Arasaka Executive: A high-ranking member of the Arasaka Corporation, responsible for protecting the company's reputation and political or economic interests in Night City. The executive wants to maintain the corporation's influence, defend Arasaka from accusations of dangerous cyberware, and prevent rival corporations like Militech from gaining any form of power.

Arasaka Scientist: A scientist involved in Arasaka's cyberware research. They possess valuable knowledge about the experimental technology and the possible dangers of the advancements. Their main concern is protecting the corporation's research while deciding how much information should be revealed to the crisis committee.

Militech

Militech Commander: A military figure within Militech, Arasaka's largest corporate rival. The commander wants to strengthen Militech's role in Night City and may use the rising instability and chaos to challenge Arasaka's influence.

Militech Cyberware Director: The individual responsible for overseeing Militech's cyberware development. They have extensive knowledge of military technology and are interested in gaining information about new cyberware while trying to protect the corporation's own secrets.

Law and Cyber Control

MaxTac Commander: The commander of MaxTac, the specialized Night City Police Department (NCPD) division responsible for responding to dangerous cyberpsychosis cases. As cyberpsychosis increases, the commander must decide how to use limited forces while preventing further violence from happening in Night City.

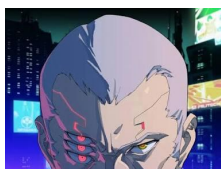
Night City Police Department (NCPD) Chief: The head of the NCPD. The chief is responsible for maintaining the law and dealing with gangs, illegal cyberware, corporate influence, and increasing public fear.

NetWatch Agent: A representative of NetWatch, which is responsible for protecting and monitoring Night City's digital networks and any threats connected to the Net. The agent is mainly concerned about cyberattacks and possible threats connected to the Blackwall, hackers, or illegal data theft.

Head of Medvach: They are responsible for dealing with the medical consequences of Night City's rise in violence and cyberware or cyberpsychosis crisis. They must respond to increasing emergencies while pushing the committee to consider the human impact on hospitals and the medical consequences of its decisions.

Fixers and the Underground

Faraday



A high-ranking fixer who acts as a broker between clients and mercenaries like Edgerunners. He has connections throughout Night City and is willing to work with corporations or criminals when it benefits him economically or for power. His access to intel and mercenaries gives him significant influence in the city.

Black Market Dealer: A dealer involved in the underground market and illegal economy. They have mass connections to people buying and selling illegal technology and possess important information about how dangerous cyberware is spreading throughout Night City.

Gangs

Maelstrom Leader



Simon Randall is the leader of Maelstrom, a gang strongly associated with extreme cyberware modifications. Randall wants to protect and expand the gang's power while gaining access to advanced cyberware that could strengthen members or himself.

Valentinos' Leader



Gustavo Orta is the leader of the Valentinos, a gang known for displaying their tattoos and gold jewelry with religious motifs. The most common are Santa Muerte, one seen as a symbol for holy death, and Jesús Malverde, who is known to be an honorable thief who gave back to the poor but stole from the rich. Orta must protect his interests and philosophies of the gang and its territory while navigating the growing conflict in the city, like corporations and rival gangs.

Civilians

Investigative Journalist: A journalist investigating the cyberware crisis and the corporations involved in it. They want to uncover the truth behind the growing violence and expose information that large corporations or government officials may be attempting to hide.

Doc



A medical technician specialized in installing or modifying cyberware. Doc understands both the benefits and dangers of the technology and can provide the committee with medical knowledge about illegal implants, cyberpsychosis, and how many are struggling with the illness.

Corporate Whistleblower: An individual with inside knowledge of corporate activities who has chosen to reveal information about the misuse, failure of safety, and other wrongdoings in relation to cybertech. The whistleblower may possess evidence about experimental cyberware or corporate actions but must decide who can be trusted with this information

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