

WHOLESALE DESTRUCTION

A CYBERPUNK 2K20 SCENARIO BY BON

INTRODUCTION

Congratulations, you have been selected from a number of GMs to run this glorious scenario. Well, okay, glorious might be pushing it a little. This scenario is down and dirty, covered with the grit of a city at war. To help you, the first couple of pages of this scenario are crib notes, designed to let you pick it up and run with it after you've been handed a stack of papers with a bare five minutes to prepare.

First and foremost, the goal of this scenario is for the players to have fun, so don't get hung up on colouring between the lines. We all know that as soon as players catch the scent of a well-written, well-researched scenario, they start heading the opposite direction to the plot. So, with that in mind, what I've done is give you an overview of where they need to go, what they need to do and what they encounter along the way. As long as they hit the highlights, you're golden.

So, you've seen Blade Runner, Matrix, Johnny Mnemonic, Terminator or Robocop, films of that ilk, yeah? Maybe heard of William Gibson? Well, all that is Cyberpunk. It's dark, it's grimy, and it's got the fashion sense that the 80's forgot. Everyone is interested in money and stuff. It's a mercenary world and Night City, the urban metrosprawl that's taken over the entire of the West Coast of the States, is the jewel in the Cyberpunk crown. Violence is first nature to people and niceness is something to be treated with suspicion.

Be dirty, be devious but overall, just have fun.

BREAKDOWN: WHOLESALE DESTRUCTION IN FIVE MINUTES

So here's the setup. Night City is at war and this time it isn't corporation versus corporation, it's corporations versus the runners. They decided that they didn't want to keep forking out money for their services and started exterminating runners instead. The purpose of this scenario is to bring the war to a close one way or another.

We start with the introduction. All the characters have been contacted by a netrunner who is hiring them to retrieve some data from a corporate server farm.

Scene 1: The retrieval of the information and verifying that they grabbed the correct information.

Scene 2: Meeting up with a journalist who wants to get the information out there. This is the start of the setup. Corporate security are going to steal the hard drive back.

Scene 3: Suckered into a human game experiment.

Scene 4: Pulling the plug on the war and getting even with Brain.

Wrapping up: Based on what the players have done, this will be either positive or negative. Positive will end the war, negative will continue it for another X months.

HOUSE RULES: MAKIN IT INTERESTING

Okay, so the rules are generally simple but here are some variations for this scenario.

Luck: Okay, each of the characters have three points of luck that can be spent during the game. Luck does not regenerate, even if they sleep. In the official CP2k20 rules, Luck is added to roles, but for convention scenarios this just doesn't work well. So instead, they will have a number of rerolls equal to their luck. And if they do something absolutely spectacularly awesome, they can be rewarded with an additional point of luck. You can only reroll once per failed dice roll.

Armour Degradation: Because all the characters have the same armour stats and because those armour stats are rather high, introduce the armour degradation rule. If they get hit, the armour in that section drops by one. It doesn't matter if they take physical damage or not, it will still degrade. Come up with a cool reason if you get anyone who is being a bit of a prat.

Awesome vs Difficulty: People come to conventions to play games and have fun. Encourage this. If they are in character and attempting to be awesome, drop the difficulty by one level (5 points) to help them succeed. You know that they're going to be talking up their outrageous moves later in the convention.

Fluff it: If you think you're being too hard on a particular character, don't be afraid to fluff your dice rolls down. No one likes dying in the first five minutes, but blowing their legs off is always acceptable.

Rolling vs Not Rolling: If you think that they are doing something relatively difficult, make them roll. Any rolls that they have to make are outlined in the scenario but there will be situations where the players ask "What do I?" or "Can I?" and their dice will be in their hands before you can even start thinking what to make them roll. All difficulties should be set as DL 15 as standard but if they are being challenging, feel free to raise it. Also, if it's something that is quite difficult, set it at DL 20 or DL 25. But don't pass that threshold.

CHARACTERS: THE 411

For your information: The numbers on the character sheets have been worked out to include all cyberware and modifications. Under the skills, the number is the sum of the stat, the skill and any modifications so don't let anyone argue that it should be higher or lower. Also on the character sheets, there are an additional three figures; 'Aware' (Their awareness total including all modifications and combat sense for the solos), 'to hit' (What someone has to roll to hit them), 'Init' (their base initiative). A d10 will need to be added to awareness and initiative but 'to hit' is a base difficulty. Armour and wounds are on the character blurbs.

Doc Cross (Techie Medic): You used to be the best doc in Night City General Hospital but budget cuts and gruelling schedules made you decide to strike out on your own. You got your own little surgery and when you're not patching up street scum at exorbitant rates, you get to revel in your other job, being a cutting edge techie. It started as a hobby but you're damned good at what you do. Security systems, toys, anti-invasion countermeasures, you got it covered. Course, since the war broke out, you haven't had much market for new tech but business is booming when it comes to patching people up. Only problem is that with the lack of work and people running for their lives, it's put a dent in your personal yacht plan. Time to even up the score a little, yeah?

Gigit (Black Marketeer): Back in the slum where you grew up, they told you that you'd never amount to anything. Boy, were they wrong! You've become the best known small arms dealer in the city. Everyone stops by your place for handguns, submachine guns and you got your network ready to sell them whatever else it is that they need – for a small referral fee of course. And while war is great for business, you've just offloaded your last shipment of handguns and the supply lines have dried up. Big brother's stepping on your turf now and it's time to show him just how outclassed he is.

Hart (Ex-Cybersolo): Yeah, way back when you were a soldier living in the dirt and saluting every moron with a set of bars, you had it easy but easy has never been the path for you. Damned fools sent you into every hellhole out there and kept forgetting to pick you back up afterwards. But you survived and walked your way back from South Am and told the General where to shove it. You work for yourself now as one of the city's best tacticians and fighters. When war broke out, you weren't too bothered, just picked up your guns and strapped on your body armour but it's been months and there's no end in sight and damnit you're just tired now. The Corporations have the Army on their side and you keep

bumping into people you knew, 'cept this time they're on the other side of the battle lines. Time to end this thing and get on with your life.

Shadow (Sneak): You tend to be straight forward, I mean, you're a thief and you're the best in your field. Why the hell wouldn't you be proud? Last year, you pulled in more money than the top five CEO's in the city combined. But lately, you've been keeping your head down and trying not to get shot. The city is getting toxic and it's a damned shame. So many shiny items around the city just waiting to make their way into your bank account. But with the war, no one is buying anything that isn't guns or information and that's just not where your specialities lie. So let's this thing done, yeah?

Slick (Street Samurai): You're a fighter, a street fighter and a damned good one, but this war is pretty damned bad for business. You used to be aligned with five different corps, doing the work that they wanted done under the table but now, now they got their own guys and you're out in the cold. You tried to sign up with one of the corps but they didn't wanna be associated with you. Well, all 'cept one and even they want to keep you off the books. Cybernex Enterprises wants information and as much as you can get them about the runners still out there. Who's a threat? Who's coming after them? And well, if the runners get iced all you gotta do is make sure that none of it is traced back to you and you're still rolling in green.

Sniff (Information Broker): This war is pissing you off. You were one of the go-to people in the city. If someone wanted to know something, they came to you. Paid high price too. But you're cut off from your information stream and only getting tiny chunks of information. Who the hell started this whole thing? You get your hands on that information and it's your golden ticket outta this hellhole of a city. Sure it'll be hard starting up but you got a golden rep and are willing to put in the work. 'Course, if you could just end the damned war, you mightn't have to start fresh. Someone's gotta be hiring still, right?

SETTING: NIGHT CITY WARTIME

“Sex. Drugs. Rock and Roll. Fully automatic weapons with grenade launchers. We got it all. This is a modern city.” - Ripperjack, Cyberpunk 2020 Core Book

Night City was created at the start of the 1990's and it's grown big and bold ever since. It's now 2032 and it's still growing. It's merged with the former cities of Los Angeles and San Francisco and it's starting to look like Portland is going to be it's next stop. It's divided neatly into about four sections. You got the corp zone, a beautiful glass and steel vista with carefully manicured lawns and corporate security guards patrolling. Around that, you got the residential zones with apartment blocks, shopping malls and late night shopping. The suburban areas with neat little houses with picket fences and flowerbeds. And then finally, the combat zone. The combat zone is dark, dreary and you only hold onto what you got by force. It's a little more upmarket than a slum, but not much.

The war has been hard on the city and commerce has died down to a trickle. Who'd have thought that runners did more than pull jobs? Well, anyone with half a brain. People are struggling to make ends meet and would do anything to get a couple of bucks. Street fights are common with the highly tricked out corporate forces decked out in top of the line stuff and runners wearing last years cast offs and carrying whatever they can. There's an air of hopelessness to the city these days.

Even the body lotto has taken a dive. Hardly anyone is playing it because it's impossible to even fathom the numbers of bodies processed in a day. Think downtown Basra, or Sarajevo in the height of their wars. People beg and pray for food and it's starting to seem as if the combat zone is taking over the residential areas.

The only people not affected are the corporate workers and their executives. They seem to be as well paid as ever. They're escorted home by security in the evening just in case because people are eyeing those gold Rolexes with greedy eyes. It's hell out there and if something isn't done soon, then the city is going to collapse and take everyone with it.

INTRODUCTION: WORKING FROM THE SAME PAGE (30 MINUTES)

First off: Our characters have all heard of each other, maybe met before but they've never directly worked a job together so they are probably going to need a few minutes to get to know each other. Each of them received a text message with a time and place.

The meet is in a warehouse. It's open when they get there and deserted. Inside, there are crates (stuffed toys, dolls, that sort of thing) and shelves. But in the middle of the floor, is a state of the art computer hookup. It's off when they get there but will turn on after a couple of minutes.

On screen is a picture of a brain. Through the speakers, they will hear a voice. It's male, middle aged and with a hint of modulation (Awareness - DL: 15 to tell that it's probably not his real voice). He seems nervous, jumpy when he speaks. But they'll recognise the voice. His name is Brain. They've all used him before as a netrunner.

"Good, good, you're all here. Good. Um, welcome. I didn't know if you'd come. I hadn't heard that you were dead but you never know these days. Anyway, anyway, you're all that's left you know. From the old guard. Everyone else has either left or is dead or they've gone to the dark side. But I need you guys. I got my hands on some primo intel, but before I could download it, the connection was disrupted and I lost it. I need you to get it for me. It's got stuff that could possibly stop this whole fucked up situation."

Pause for a few minutes and give them a chance to ask some questions. There's going to be a limited amount that he can tell them but here are the highlights. He thinks he has proof that this whole thing rests with a single person and that all the corps are taking direction from him. Best analogy here is as if the corporations were a Zaibatsu with a single ruling entity. He doesn't know who this person is or why they are doing it and that's why he needs to get his hands on the files. What he's proposing is that they break into a server farm and steal the hard drive for him. He's not offering them any money, he doesn't really have any but the payoff is pretty much the war ending.

Okay, so this is one of the places where the characters can walk away. They probably won't but just in case there is an alternate storyline that you can run. Because they attended the meetup, they're going to be painted as hostiles and hunted. Feel free to use the bad guys from this scenario to chase them.

If they say yes, Brain will roll out the security and floor plans to the server farm. It's inside the corp zone and it's going to be relatively difficult to get to, but well within their skills.

SCENE 1: RETRIEVAL SPECIALISTS EXTRAORDINAIRE (45 MINUTES)

The plans they have are as follows:

The hard drive is located in the Sunny Farm Server Bank. It's on rack 310, disk C, floor 7 in the south wing. However, the Sunny Farm Server Bank is located inside the corp zone. As such there are going to be security guards, regular patrols and cameras.

Brain will be able to get them information on security patrols and the companies around there but he won't be able to help them to get inside. That's going to be up to whoever they can bribe and how good they are at sneaking. See the map on page 11 for details. The red square is the target. The blue square is where they are at the moment.

Sniff will probably be best placed to give specific information on the corporations around there. For example, we have:

- Raven Microcybernetics: 2 helicopters located on the roof of the building; approx 800 security staff located in the building and environs on 4 six hour rotations. Chance of being spotted 30%.
- Euro Business Machines (EBM): 2 AV-4 helicopters located on the roof of the building; approx 2,000 security forces located in the building on 3 8 hour rotations. Chances of being spotted 40%.
- Network-54: 2 AV-4 helicopters located around the city; approx 500 security staff located in the building on 2 12 hour rotations. Chances of being spotted 20%.
- City College: Executive business school; all attendees wearing holographic IDs. Security guards verify all entrants and scan fully prior to allowing on campus.
- Plaza Business Center: 96 stories of assorted businesses with central security staff.
- West City Tower: 88 stories of assorted businesses with central security staff.
- City Police Precinct #1: The main police station for the Corp Zone. Patrols work 8 hour shifts and maintain a high police presence in Corp Plaza but do not enter the grounds of corporate offices. Chances of being spotted by them 40%.
- Army and National Guard: Since the war began, there have been several checkpoints set up at the entry points to the Corporate Zone and they will open fire if you do not have a corporate ID. Chances of being spotted 100% if travelling down a blocked road, 10% otherwise. List of

blocked roads is available.

The server farm is a large building but has minimal security. They keep ten guards on site at any one time but it's considered a low risk facility. There are locks on the doors (front and back), skylights, emergency exits and anything else a sneak thief could want. Security guards are primarily located at security panels around the building in pairs.

Provide them with any information that they need but if they ask something that you don't know, inform them that information is hard to come by these days. This is all they have.

Leave them to plot for a few minutes and then hurry them along. This is only the first scene.

When they get to the corporate zone, draw out the suspense. Roll dice often to see if they are spotted. All security guards have the same stats:

Awareness: 13 + d10

Initiative: 8 + d10

To Hit: 13

Handgun: 13 + d10

Damage: 3d6 – 1

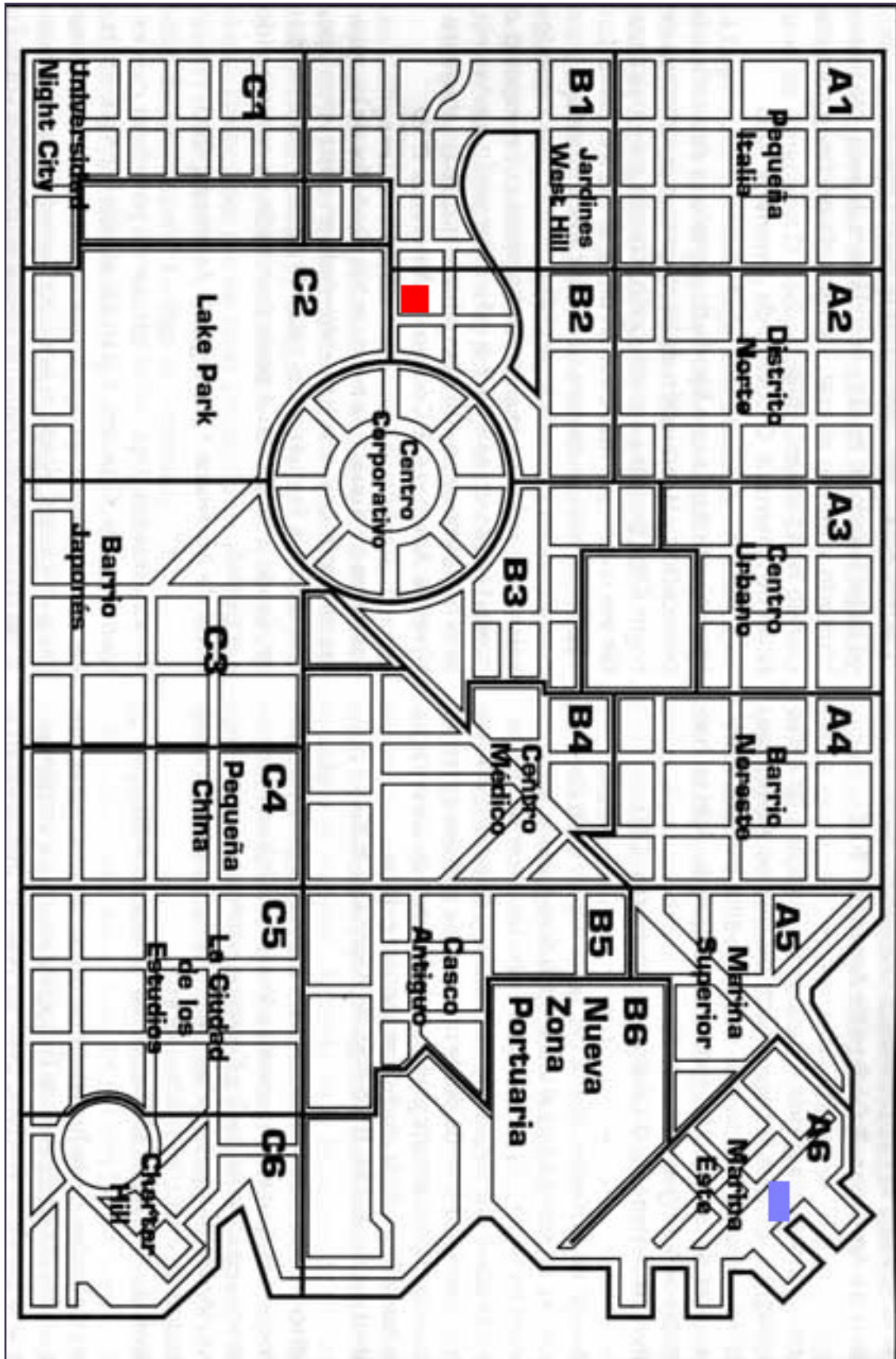
Breaking into the building itself is relatively easy:

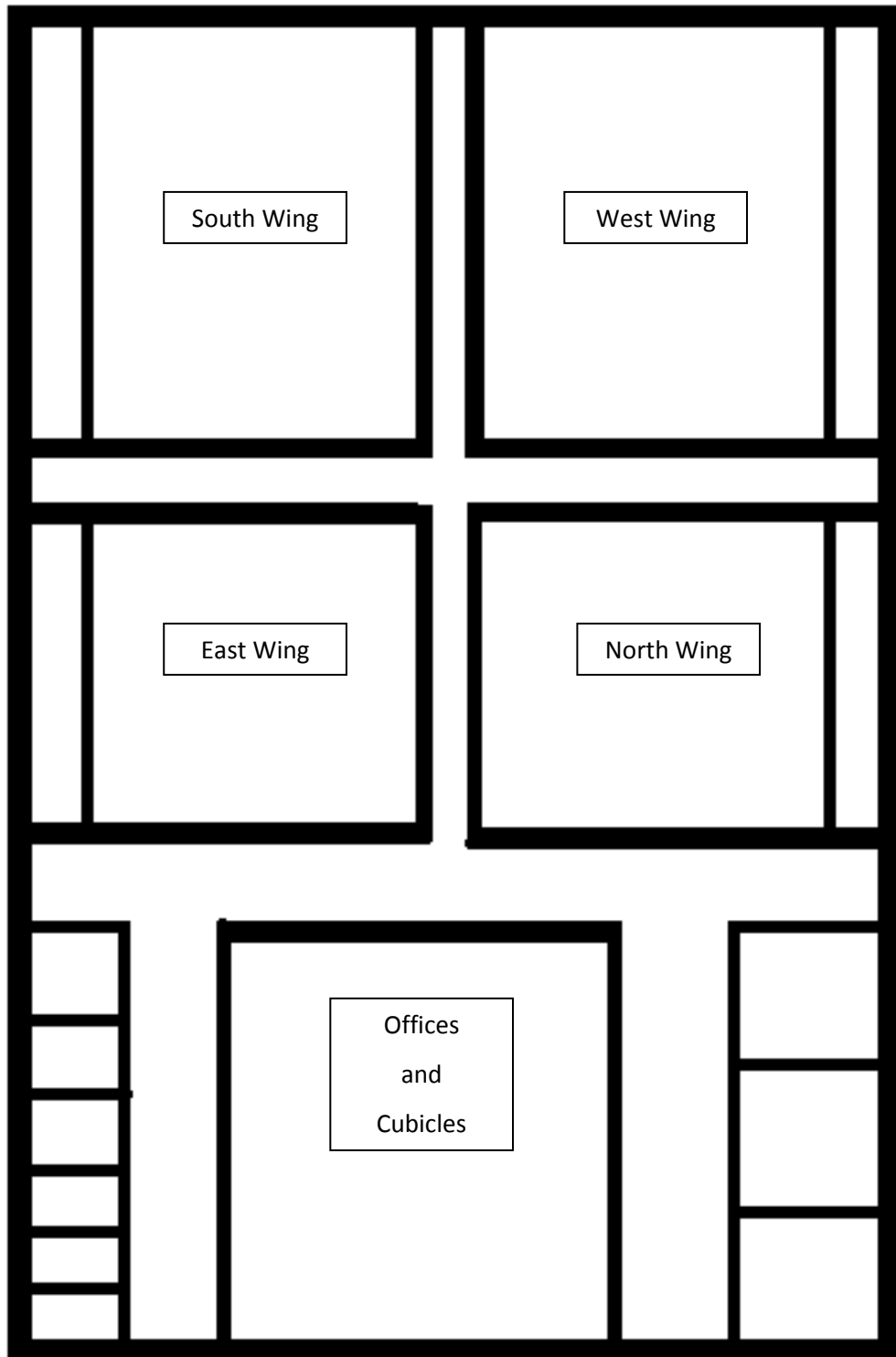
Electronic Security DL: 15

Spotting Alarms DL: 25

Disarming Alarms DL: 20

View the map on page 10 for details of floor layout for the server farm.





Security guards follow the outlined standard as before and they are going to be the only resistance that they are going to meet inside the server farm. However, do not hesitate to have the security guards reach for panic buttons.

Once they have the disk, it should be a simple matter to exit the building and return to the warehouse. Brain will be waiting for them there and they can simply plug in the hard drive and upload the contents to Brain.

SCENE 2: INFORMATION DISCOVERED (30 MINUTES)

Brain will ask them to stay while he verifies the information. It checks out to be exactly what he was looking for. The next stage is to get it onto the world stage. Stress how vital the information on this disk is. This will set the scene for later. To do that, they are going to have to transport it to a contact that Brain has. This part they will get paid for. The source has offered a sizeable sum for this and is willing to meet up at a neutral location. Brain is verifying her as trustworthy. He's worked with them before and she's been good.

The person that they are meeting is called Wave and she's a Network-54 reporter who lost a brother to the war. She's eager to stop the war and is offering major money to get any information. If they ask for figures, she's paying EB10,000 per runner. Paid in unmarked cred chips as standard. This is a relatively high price but given the information that they have, it's about normal.

The location is a shopping mall in the residential zone and is a standard three floor mall. Where she is suggesting that they meet in the food court. Lots of tables, lots of people and no one really paying attention. Plans of the mall are available online and can be easily pulled off.

She would like to meet at 11:30pm. She sends over a profile with her details and a picture for identification. Everything looks kosher at this point.

Again, give them time to plot and plan but bear in mind that this is a setup. Don't let them get too involved with it. The mall looks like any mall you walk into. There are shops and shoppers and even though it's almost midnight, there is a steady stream of people in and out. Night City isn't the city that never sleeps, it is the city hopped up on adrenaline and amphetamines.

In the mall, there will be mall security guards who will be statted as previously. They will be looking for suspicious activity. Use them as background or if the characters do anything to attract attention. The real problem is going to be the corporate operatives. These are going to be located at various spots around the mall but especially the food court.

Their stats are as below:

Awareness: 18 + d10

Initiative: 13 + d10

To Hit: 15

Stealth: 13 + d10

Handgun: 13 + d10

Other guns: 13 + d10

Damage: 4d6 + 1

They will be hidden as normal people. The mom with two kids sitting a couple of tables away. The incompetent guy behind the food counter. The janitor cleaning up. When they are looking around, mention some of these. Give them a chance to spot the setup but it's going to be difficult.

Take SLICK aside at this point and tell him that he recognises one or two of the people in there as contacts in Cybernex. One of them will signal that they want to talk to him.

“Dude, what the hell? Didn’t you get the memo? The mall is off limits tonight. A big op going down. Shit, you’re part of it aren’t you. Damn, the boss is going to shit bricks if he finds out. Fuck. Just keep your head down and I’ll try to keep the bullets from hitting you, but you owe me one, yeah?”

If they are not spotted, then once they hand over the hard drive, the agents are going to pounce. And yes, this will be a fight. Be brutal, there should be some injuries for this, but nothing life threatening.

Wave will be killed and the hard drive will be recovered. They will hear one of the guards say that they have retrieved the hard drive and are transporting it back to Control. Give them an escape route. This is being left on purpose.

They’re going to get a phone call from Brain at this point to ask if they handed over the information because he’s gotten wind of a set up in progress. Again, stress how important the information is and that it needs to get out there.

“God, no. You can’t let them get away. The information is just going to disappear.”

There are two places that they can go from here but both are going to lead them to the same place in the end, it’s just a matter of how to get there.

SCENE 3: PICKING UP THE PIECES (30 MINUTES)

As I said before, there are two places they can go from here. The first is that they can walk away. Again, they shouldn't do that but if they do, it's no big deal. They are going to be hunted either way, it just starts earlier.

It will take a couple of minutes but Brain will be able to get them a location for the hard drive and surprisingly enough, it's not technically in the corporate zone. It's a residential property on the northern edge of the corporate zone. It's about a mile away from where they are at the moment. It's registered to Cybernex but there is no name listed against it. It seems to be a guest house for executives. There are no plans on record for this property.

The house itself is better described as a mansion. It has lush rolling grounds and guard posts around the outside. It is going to be quite easy for them to get onto the property (DL: 15) and dodge the guards. Mainly because they want the six of them on the property.

If they walked away from the scenario, this is when you can pull them back in. Have the corporate troops herd them towards the mansion. Set it up so that they can take refuge behind the walls of the mansion.

Surrounding the mansion is a ten foot wall, easily scalable by our characters. At the four corners of the property there are guard towers with patrols walking the perimeter, outside the wall. These will be standard guards as outlined on page 10. There are cameras also, but these are easily dodgable. Don't describe it as easy, but rather as a standard residential setup. We want the climax to come as a shock.

As soon as they enter the mansion grounds they will see that there are no patrols. However, as soon as they enter the compound, two things are going to happen. The first is that the wall behind them is going to rise to a rather massive thirty feet and it will be electrified. The second is that they will hear a familiar voice pouring over the loudspeakers. It's Brain.

"Ladies and Gentlemen, thank you for tuning in for tonight's main event. You've all met the minimum body counts required for invitation. Thanks to Michelle Rodriguez for drawing our six competitors this evening. They've kept us all entertained, haven't they? And if you look to your screens, you will see

tonight's home team. The betting pool opens in two minutes. All bets must exceed the EB20,000,000 threshold. And to our runners, congratulations on making it this far. You've got one more challenge in front of you and if you survive, you'll be offered top jobs in a corporation of your choice, or at least any corporation represented here and there will be a financial reward also. Our corporations here this evening have selected their best representatives. They will be trying to kill you. So do put on a good show, alright?"

Take Doc Cross and/or Shadow aside at this point and give them some information. To set this all up and to ensure that all the equipment stays online, the central computer hub must be located nearby, and more than likely it's going to be located in the mansion itself. It's the only way for them to guarantee a secure broadcast.

The opponents are stattd the same as previously. Their stats are as below:

Awareness: 18 + d10

Initiative: 13 + d10

To Hit: 15

Stealth: 13 + d10

Handgun: 13 + d10

Other guns: 13 + d10

Damage: 4d6 + 1

They are primarily there to take potshots at our characters and slow them down a little. However, the main goal has to be getting to the mansion and taking out Brain. With regards to Slick, have him recognise the agent from before as one of the people hunting them. Hell, you might even have him tip his cap at Slick right before he takes a shot. Either way, this is when Slick should realise that the corporation don't really care for him.

SCENE 4: THE BIG REVEAL (30 MINUTES)

Our characters should be primed to make their way to the mansion. There are guards patrolling outside the mansion itself and they are statted similarly to the agents on the previous page. They will put up a token resistance and then the characters will get in. Again, don't make it easy, but at this stage, the main goal needs to be kept in sight.

Again, if they want to be stealthy, they can but all the cameras are on the outside of the building. They will encounter a couple of maids but no more security staff. The server room is at the center of the business and can be found by following the extension cords and network cables. When they get closer, they will hear muttering.

“The Hell? What do you mean they’re off the cameras?”

There is a security system on the door but they should be able to hack it (DL: 25). Otherwise, they will have to find another way into the room. Once they get the door open, they will see a team of net runners all furiously working away, plugged in and tuned out. Walking up and down the room and tearing his hair out will be Brain.

On the screens, they will see representatives of all the major corporations complaining that they cannot see the runner team and threatening to pull their funding. It shouldn't take much to shut the operation down. There are several hard drives around the room with damning information on them, so the characters should be able to negotiate their own deal with the networks and hit a major payday.

EPilogue: The Loose Ends (20 minutes)

Use your best judgement as to how to run this scene. What gets revealed depends on how they unplugged the operation. If they ask any questions, answer them.

Brain is the mastermind behind this whole endeavour, sponsored by Cybernex. He came up with a way for corporations to make money but based it on the elimination of runners. He didn't particularly have a reason for this except that they are expendable and he really likes money and with a 10% skim of all bets, he's made a lot of money since the start of the war.

Wave was a genuine reporter but was sniffing too close to the truth and Brain incorporated her elimination into the scenario to protect himself.

The corporations saw a chance to make a massive amount of money and to prove their superiority over their competition.

If someone was smart enough to steal the hard drives and sell them, then the war will come to a fairly fast stop. The regional managers/CEO's of the corporations involved will find themselves publically disowned by their parent corporations and the corporations themselves will continue on and try to sweep the whole thing under the carpet.

Our characters, well, they will be famous, their rep will increase by two points as the news breaks across the country.

Of course, if they don't do something to end the war, then it will continue on as a junior member of Brain's staff starts the whole thing up again.

THE END

And that, ladies and gentlemen, is that. Thank you very much for playing and/or running this scenario. I hope you enjoyed it. Always remember that most GM's can be tipped in alcohol or junk food and that if you suggest something stupid that they'll make you roleplay it.

- Bon