

Provocation

A CYBERPUNK 2020 SCENARIO

for Warpcon 2004

by Donogh McCarthy

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Outline

THE WORLD IN 2014

The world is similar in many ways to the world we live in. People try to make money, raise a family and try to sleep with the choices they make at their day jobs.

The debt ridden and isolated United States has fallen from the first tier of the world's states. The inheritors of that once mighty nation are the mega-corporations.

These mega-corporations are beginning to control the world from their skyscraper fortresses, enforcing their bonus driven goals with their armies of lawyers and assassins and spin-doctors.

Cutting edge cyber-technology is the preserve of the rich and their retainers. When these retainers with their cyber-enhanced night vision, diamond edged katanas and sleek bullpup assault rifles firing 5.56mm caseless ammunition take on street punks with cheap Tek 9mm knockoffs and brass knuckles who are fighting for their civil rights; who do you think wins?

WHO ARE MERRILL, ASUKAGA & FINCH?

IF you have money, and you want more, or you want it safe, Merrill, Asukaga & Finch are the people to talk to. They manage exclusive investments, and counsel individuals and firms on their financial dealings.

If they were to go bankrupt, some of the greatest powers in the world, both legal and illegal, would be severely damaged (or at least upset).

The Bureau of Information & Liaisons is Merrill, Asukaga & Finch's Black Ops Team. They chase down internal and external threats to the Corporation. This involves extortion, threats, blackmail, bribery and sometimes assassination.

WHAT'S ACTUALLY GOING ON?

Stefan Zimmermann is a consultant for Merrill, Asukaga & Finch. He has been advising MA&F on how to manage the European Union's debt to the Mega-Corporations MA&F represents.

From intercepted communications MA&F has discovered that he may have begun to start advising the EU Governments on how to evade their responsibilities with regard to those debts.

He has been provoked into making this rash manoeuvre by Alan Davidson, an anti-globalisation activist who sees the debt as a retrograde step in the progress of humanity.

Davidson has been given aid and motivated in this task by the top competitors of Merrill, Asukaga & Finch – Earns & Jung. This Mega-Corporation wants to topple MA&F from the top spot, and take their business.

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

GENEVA

Geneva is No. 7 in the top ten metropolises to live in. It combines old world charm with 21st century sophistication and power.

Gentlemanly, efficient and deadly police patrols its streets. Its residents are safe and rich.

As the bastion of global neutrality, with the HQ of the Red Cross, the United Nations and CERN its residents feel that their consciences have nothing to worry about.

Part I

The Renegade

TEAM BRIEFING IN PARIS

The setting is Paris, in the early spring. The team have been called into the office on a Saturday afternoon, and no one is happy. But when HQ aren't happy, no one else should be.

M. Pieter Herzog is the Head of the Bureau of Information & Liaisons. That's Black Ops to everyone else, but the Corporation accepts that it's not best practise to allow a department to appear on the Organisational Chart with that particular label.

Pieter is a waspish man in his late 40s, slightly balding. He's not usually this terse and he is usually cursing amiably at everyone. That is bad ... very bad. Pieter is quite important around here; his brother is the COO of Merrill, Asukaga & Finch. He used to be in the Foreign Legion, but rarely goes out in the field any more.

He hands out the brief sheet on Stefan Zimmermann

"A manager in Munich is gone missing. We suspect that he's going to sell information to competitors. So this may be something as simple as a counter-extraction. Prevent him and his information from getting to our competitors. "However it may not be that simple. He may be going over to a competitor, but I don't believe his motivation is money."

Idealism in investments? Sounds odd, but they're all professional operatives.

"As always, your first call is to secure the target, ensure that he and his laptop are safe. But secondly we wish to discover why this is happening. If you can't secure him, then this is big enough that I'm going to have to sanction extreme measures"

They all understand what this means. If he's getting away and you can't stop him, then kill him.

"Now, I may need to emphasise this, but in this case securing the information Zimmermann has means also ensuring that our clients don't find out what's happening"

Cue hard stare from Herzog that requires some sort of reply.

To GENEVA

Getting into Geneva is not difficult by any means. However getting in with even basic weaponry is very difficult. Because of the time restraints and their desire to stay under people's radar they can't source the weapons in Switzerland.

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So the plan is to take the TGV (bullet train) to Nice (3 hours) with a transfer there to the new Cisalpino bullet train from Nice to Milan (2 ½ hours), and from Milan to Geneva (3 hours).

Their Milan office phones them with the details of their car hire from Hertz and their hotel bookings at the Metropole Hotel. (They're staying in Suite 2 on the Penthouse floor, which is a two bedroom room suite)

So long as they don't do anything stupid upon their arrival at the train station in Geneva they can just walk up to the Hertz desk, get their rented car, and drive to their hotel.

FINDING THE RAT

There are a variety of different approaches the team can take. Because the team has a variety of complementing talents, they are probably better off pursuing several simultaneously and hoping one of them turns up something. Hopefully they'll think of one of the following!

► Has anyone in the Press got wind of any major corporate scandals and if so what's the source?

⇒ *Yvette* (Media) Roll Empathy + Persuasion with a target number of 20

▷ Someone at CNN has gotten wind of major movements at the EU to do with a restructuring of national debts. The source is a corporate executive. If a target number of 25 is reached, then the enterprising media reporter has managed to get a location and is heading around that night to do a doorstep interview.

N.B. Unless the target number reached is 20 this inquiry will cause a press interest in the story and the Corporation

► Has anyone turned up in the last few days looking for protection?

⇒ *Iskander* (Cop) Roll Empathy + Persuasion with a target number of 25

⇒ *Mike* (Fixer) Roll Cool + Streetdeal with a target number of 20

⇒ *Danielle* (Solo) Roll Cool + Streetwise with a target number of 15

▷ All of these inquiries will turn up basically the same information, with a slightly different gloss on it.

A major German executive turned up in the city last night, and a friend of his put him in contact with a few minor league solos who are guarding him until he can finish his business.

If the target number is exceeded by 5 or more, then they have gotten the apartment building that Zimmermann (presumably the major German executive) is staying in.

► Has anyone checked into hotels or used any tourist facilities under the name of Stefan Zimmerman?

⇒ Anyone Roll Empathy + Persuasion with a target number of 30

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

▷ Essentially this is a bit of a cul de sac, but if they're really lucky they'll turn up a boat rental from six months ago in the name of Tomas Zimmermann (Stefan's second Christian name). They can get the credit card details for this possible alias of Zimmermann's.

▶ If they discover his alias as Tomas Zimmermann they can check for recent transactions with the credit card.

⇒ Yvette (Media) Intelligence + Info Search with a target number of 20

▷ They will discover that he's rented an apartment in the name of Tomas Zimmermann and get the address.

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SURVEILLANCE

When the team discovers the location of Zimmermann's apartment building, they should really discover which apartment he's in, what kind of security he has, and even whether he's actually there.

The most likely places to choose for surveillance areas are:

1. An apartment for rent in a building along the Rue Lausanne

<i>Pros</i>	<i>Cons</i>
Good elevation	Expensive
Unlikely to be spotted	

2. A hired riverboat on Lake Geneva

<i>Pros</i>	<i>Cons</i>
Small jetty near building	Poor elevation
Wide view of building	Could be indiscreet

3. A hide set up in the woods south of Villa Barton

<i>Pros</i>	<i>Cons</i>
Hide could be moved	Poor elevation
Good ambush spot	Very close to paths

4. Another apartment in the building

<i>Pros</i>	<i>Cons</i>
Source of audio*	Illegal if occupied
Speed of reaction	Discovery more likely

*Only becomes apparent after they attempt a laser mike on the window. No sound available due to good security measures at windows.

The team must choose who's going to run the surveillance. A full 24 hours is really required to do a basic check. Each additional 6 hour period added to the surveillance adds 1 to the result.

This primary surveillance operative rolls Intelligence + Awareness:

<i>Total</i>	<i>Information gained</i>
10	Zimmermann is in apartment 3. He is staying with a friend and has no security.
15	Zimmermann is in apartment 2. He has two guards; one who's inside with him, and one who's outside. They rotate. The guards are armed and dangerous. He is arranging a meet with a contact at the weekend.

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- 20 Zimmermann is in apartment 2.
He has three guards; one who's inside with him, one who's inside sleeping and one who's outside. They rotate on 8-hour shifts.
The guards are armed with pistols. They are of moderate quality.
He has arranged a meet with a contact on Thursday.
- 25 Zimmermann is in apartment 2.
He has three guards; one who's inside with him, one who's inside sleeping and one who's outside. They rotate on 8-hour shifts.
The guards are armed with pistols. The English one is competent, the Spanish guy is competent but gung ho, and the Scandinavian guy is poor.
He has arranged a meet with a contact for 8pm on Thursday.
- 30 Zimmermann is in apartment 2, in room adjacent to the bathroom and living area. (Room #1)
He has three guards; one who's inside with him, one who's inside sleeping and one who's outside. They rotate on 8-hour shifts.
The guards are armed with heavy pistols. The English one is competent, the Spanish guy is ok and gung ho, and the German guy is poor. They have a shotgun inside the apartment at the table.
He has arranged a meet with a contact for 8pm on Thursday in the Metropole Hotel.

The other characters can make supplementary rolls:

For Iskander (Cop) – Intelligence + Shadow

Total *Information gained*

20 They won't go out much, having bought lots of food.

25 Police are stationed nearby at the Villa Bartholoni

For Yvette (Media) – Empathy + Human Perception

Total *Information gained*

20 Zimmermann is emotionally committed to his choice.

25 Zimmermann is pretty scared by his bodyguards and might run if he thought he were safe.

For Mike (Fixer) – Cool + Streetwise

Total *Information gained*

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- 25 The young Scandinavian is a Stim user and his ability to be attentive will fluctuate wildly
[If they get this they can choose to act when he's at the low point of the Stim cycle]

For Danielle (Solo) – Intelligence + Awareness + Combat Sense
Total Information gained

- 20 English guy uses melee weapons.
25 English guy has a knife, and is a sneaky bastard.

THE EXTRACTION

This scene could unfold in a few ways. Here’s an outline.

1. Storm the apartment, confronting the bodyguards and intimidating them into giving Zimmermann up

Pros

They choose the time and place

Keeps weapons use to minimum

Cons

Bodyguards might resist, leading to trouble for first person through the door

2. Storm the apartment, shooting at anything that’s not Zimmermann

Pros

They choose the time and place
Quick and simple, little chance of anyone misinterpreting plan

Cons

Gunfire will attract the police
Zimmermann could be injured or become unwilling to volunteer information

3. Intercept the group on their way to the meeting

Pros

Bodyguards security will be less effective on the move than at apartment

Cons

Any attempt to intercept will attract the police

Zimmermann could be injured in accident or gunfire

4. Ambush the group at the meeting

Pros

Bodyguards will be less effective

Will have chance to identify and capture contact

Cons

Contact could have his own security
Almost impossible to get information about meeting place

Duty Roster			
Goons	08.00 - 16.00	16.00 - 00.00	00.00 - 08.00
#1 Wells	Asleep in Room #2	On Duty Inside	On Duty Outside
#2 Gris	On Duty Outside	Asleep in Room #3	On Duty Inside
#3 Schneider	On Duty Inside	On Duty Outside	Asleep in Room #4

Zimmermann is too scared if anything starts happening to do much.

Part II

The Competition

THE INTERROGATION

The interrogation is brief.

Zimmermann puts up stern resistance to the interrogators for about 15 minutes, attempting to convince them that what he's doing is the right thing. You can ham this as much as you want; the guy is a political idealist. Here are some themes:

- The state which is subject to the Mega-Corporations Neo-Colonialism is, in theory independent and has all the trappings of international sovereignty. In reality its economic system and thus its political policy is directed from outside.
- Mega-Corporations involve themselves in national politics to ensure that corrupt, dictatorial, and repressive governments who will kowtow to the Mega-Corporations are elected.
- Loans to countries in Europe are often linked to large-scale projects that have proved detrimental to the environment, economy, political situation and social fabric of the host country, or projects which endangered the health of the population of the host country. All of this is in return for maximum profits for the directors of the Mega-Corporations.
- The debts will never be paid off. Using models from the 20th century – debts have actually been paid many times over by people in the Developing World. In financial and economic terms, the interest accumulated on debt has inflated the amount paid and owed by countries to well beyond the original value of the loans themselves.
- The real agenda of Merrill, Asukaga & Finch is as part of a broader strategy of reorganising the globe to fulfil the geo-political and financial interests of the Mega-Corporations it serves.

But as soon as some good hard pressure is brought to bear, Zimmermann spills all.

Alan Davidson, an officer of the New Green Alliance, approached Zimmermann 6 months ago. Davidson convinced Zimmermann of the case against the so-called neo-colonial corporate debt.

Zimmermann then began to advise the EU Governments on how to escape the responsibilities of the debt. That is still in very early stages, having had a couple of meetings with select national finance ministers.

Davidson phoned him on Friday after work to tell him that MA&F were onto him and that his life was in danger. He was told to drive to Geneva where Davidson had arranged some protection for him.

Davidson and Zimmermann have arranged to meet on Thursday night at 8pm in Davidson's suit (No. 4 on Penthouse Level) in the Metropole Hotel.

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THE METROPOLE

Davidson arrives in the Metropole Hotel close to midnight on Wednesday night. With him is a professional Solo hired by the New Green Alliance to escort Zimmermann to their offices in London.

They set up there, and the Solo quickly vets the hotel. He sets up a mini digital camera looking down the corridor towards the elevators, and taps the line from reception so that he can check for any calls identifying the suite.

He does a bit of catnapping for the next 12 hours in preparation for not getting very much sleep in the few couple of days – but he's well used to it, he's a professional.

In the few hours coming up to Zimmermann's expected arrival at the hotel, he goes into high security mode.

ENDGAME

One of Earns & Jung's Black Ops Teams is located in Zurich. It consists of a very good quality Solo, and a Nomad who acts as the driver and general backup.

Their mission is to extract Zimmermann, or his laptop holding all relevant information, or if neither seem practical to kill him.

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

ISKANDER LAKHANI

ROLE: COP



Intelligence 6
 Awareness/Notice 7
 Education 3
 Hide/Evade 3
 Shadow/Track 6

Reflexes 6
 Athletics 2
 Brawling 4
 Dodge/Escape 3
 Driving 6
 Handgun 5
 Stealth 2
 Rifle 4

Tech 4
 Basic tech 3
 Disguise 3
 Electronics Security 4
 First Aid 3
 Forgery 6
 Photography 4
 Pick Lock 4

Cool 8
 Interrogate 7
 Intimidate 7
 Resist Pain/Drugs 4
 Streetwise 5

Attractiveness 3
 Personal Grooming 2
 Wardrobe & Style 2

Luck 3

Empathy 8
 Human Perception 7
 Interview 6
 Social 2
 Persuasion/Fast Talk 4

Body 6
 Endurance 4
 Swimming 4

Movement 5

Special Ability

Authority 4
You can intimidate or control others by making them aware of the law.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	14
Right Arm	5	14
Left Arm	6	14
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Militech Avenger Pistol:
 Damage 2D6+1
 Ammo 10
 Rate of Fire 2
 Range 50m
 Medium Armour Jacket
 Clasp Knife:
 Damage 1D6

Cyberware

Cyberoptic w.
 Times Sqe Marquee
 Cyberaudio w.
 Voice Stress Analyzer
 & Sound Editor

Iskander is a gruff and experienced cop. Originally from Iran he worked in the Paris Metropolitan Police for 12 years, until he was head hunted by Merrill Asukaga & Finch.

He distrusts everyone and everything he sees, he's had to learn the hard way to be cynical. He has got to look after himself, and that means looking after the corporation.

Yvette – Media
 She understands that truth doesn't exist and that all shades of grey serve the Corporation.

Mike – Fixer
 He's a criminal but he does know human nature. As long as he doesn't treat the team like a mark he'll be safe from you.

Danielle – Solo
 A very dangerous woman, who may or may not be completely insane. Just keep her pointed at the enemy.

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

YVETTE D'ALAIS

ROLE: MEDIA



Intelligence 8
Accounting 4
Awareness/Notice 4
Education 6
History 6
Info Search 6

Reflexes 4
Athletics 2
Dance 4
Dodge/Escape 2
Driving 2
Handgun 2

Tech 4
Basic tech 1
Disguise 4
Electronics 3
Photography 3

Cool 4
Interrogate 3
Intimidate 3
Oratory 4
Streetwise 4

Attractiveness 8
Personal Grooming 6
Wardrobe & Style 6

Luck 5

Empathy 8
Human Perception 6
Interview 6
Seduction 5
Social 7
Persuasion/Fast Talk 6

Body 3
Swimming 3

Movement 4

Special Ability
Credibility 6
Your story will be believed by everyone when it's released.

Wounds
Body Type Modifier -1

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	8
Right Arm	5	-
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Colt .38 Revolver:
Damage 1D6+2
Ammo 6
Rate of Fire 1
Range 50m

Armour T-Shirt
Digital Camera

Cyberware

WearMan®
Neural ULF Transceiver

Yvette is a native Parisian who has been with the Corporation since her professional career began.

She deals with any investigations which could be dangerous to the corporation, both external and internal. That means manipulating people to kill news or to spin it in favour of Merrill Asukaga & Finch.

However she's always thirsted to become a real journalist like her peers.

Iskander – Cop
A tough customer, and always one to help you out in a tight spot. He also knows a lot of useful info about law enforcement.

Mike – Fixer
A charmer and a rogue, but he'd sell his own mother. Make sure he doesn't sell you.

Danielle – Solo
A hard woman to understand. Sometimes she seems vulnerable, and others she seems like a psychopathic killing machine.

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

MIKE EXLEY

ROLE: FIXER



Intelligence 7
 Accounting 3
 Awareness/Notice 6
 Education 2
 Gamble 4
 Hide/Evade 3
 Shadow/Track 3

Reflexes 5
 Athletics 3
 Brawling 4
 Dance 3
 Dodge/Escape 3
 Handgun 3
 Motorcycle 5

Tech 6
 Basic tech 3
 Disguise 4
 Electronics Security 4
 Forgery 4
 Photography 3
 Pharmaceuticals 3
 Pick Lock 4
 Pick Pocket 3

Cool 7
 Interrogate 5
 Intimidate 5
 Resist Pain/Drugs 5
 Streetwise 8

Attractiveness 6
 Personal Grooming 3
 Wardrobe & Style 4

Luck 7

Empathy 7
 Human Perception 6
 Interview 2
 Seduction 2
 Social 4
 Persuasion/Fast Talk 6

Body 5

Movement 5

Special Ability

Streetdeal 6
*If a shady deal is on the cards,
 you will make it.*

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	10
Right Arm	5	10
Left Arm	6	10
Right Leg	7-8	-
Left Leg	9-10	-

Light Armour Jacket

Equipment

Militech Avenger Pistol:
 Damage 2D6+1
 Ammo 10
 Rate of Fire 2
 Range 50m

Cyberware

Chipware Socket
 Cell Phone Implant

Mike is a Londoner who has at one stage or another lived in every major metropolis in Western Europe.

He knows people. He knows what they'll give to get things. He knows what they'll want to give things.

Mike really doesn't care what's illegal or not, it's what he can get away with. That same flexible pragmatism extends to his duties to the Corporation.

Iskander – Cop
 This guy is a hard-core cop, but the Corporation turned him. Just find his price.

Yvette – Media
 Cute, smart and gutsy. Who else would a shady dealer want lying for him?

Danielle – Solo
 She understands how the street works, and understands that friends are friends until they tie you down.

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

DANIELLE BEYA

ROLE: SOLO



Intelligence 5
 Awareness/Notice 5
 Education 1
 Hide/Evade 4
 Shadow/Track 4

Reflexes 8
 Athletics 5
 Brawling 5
 Dodge/Escape 4
 Driving 6
 Handgun 5
 Heavy Weapons 3
 Melee Weapons 5
 Motorcycle 4
 Pilot 5
 Rifle 6
 Stealth 4
 Sub-Machinegun 2

Tech 2
 Basic tech 3
 Demolitions 4
 Weaponsmith 3

Cool 6
 Intimidate 5
 Resist Pain/Drugs 4
 Streetwise 2

Attractiveness 6
 Personal Grooming 4
 Wardrobe & Style 3

Luck 7

Empathy 3
 Human Perception 4
 Persuasion/Fast Talk 2

Body 8
 Endurance 4
 Strength Feat 2
 Swimming 4

Movement 8

Special Ability

Combat Sense 5
You move and react in combat situations faster than anyone else.

Wounds

Body Type Modifier +3

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	
Torso	2-4	18
Right Arm	5	18
Left Arm	6	18
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Colt AMT 2000 Pistol:
 Damage 4D6+1
 Ammo 8
 Rate of Fire 1
 Range 50m

Colt M-18 Assault Rifle:
 Damage 5D6
 Ammo 35
 Rate of Fire 3/30
 Range 400m

Heavy Armour Jacket

Cyberware

Sandevistan Mk. 1
 +1 initiative - 5 rounds
 Smartgun Link
 +1 firearm attacks
 Cyberoptic w.
 Low-Lite™

Danielle grew up on the streets of Sierra Leone. She ended up doing hits for the local warlord until his organisation was destroyed by a Foreign Legion reprisal.

She was hired by the Corporation as a woman with no ties to anyone, who could be trusted to pull the trigger when required without any civilized qualms.

They have however insisted that she curtail her penchant for violence for its own sake.

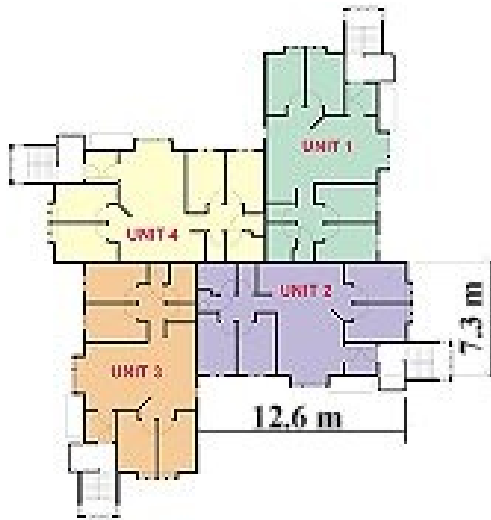
Iskander – Cop
 Like every cop you ever met. Pretending to be righteous, but having a better structure to the corruption.

Yvette – Media
 She has to be constantly looked after by everyone else. Can't cross the street without a bodyguard.

Mike – Fixer
 This guy understands where you came from. But to him everyone's just a tool to be used and discarded.

Stefan Zimmermann's Apartment Complex

Floor Plans



The low-rise, alpine chalet-style modules are built in a "pinwheel formation," with windows that accent light and create an airy feeling. The individually secure apartments are cross-ventilated and exterior stairwells are covered for shelter.



- Bedrooms - 10.5 m²
- Living Area - 31.7 m²
- 1.5 Baths
- Windows for light & cross ventilation
- Enclosed entrances and vestibule

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

GOON #1 RALPH WELLS

Mid-20s English guy.

A bit lazy when it comes to being attentive to work. Into stealthy attacks with his prized knife.

Stats	Skills	
INT 7	Awareness	3
REF 9	Stealth	7
	Athletics	5
	Melee	7
	Handgun	5

Special Ability
 Combat Sense 6
Moves and reacts in combat situations faster than anyone else.

Wounds	
Body Type Modifier +2	
Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Armour		
Location	D10	SPs
Head	1	
Torso	2-4	14
Right Arm	5	14
Left Arm	6	14
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Sternmeyer T35 Pistol:
 Damage 3D6
 Ammo 8
 Rate of Fire 2
 Range 50m

Diamond Edged Knife: Damage 2D6

Medium Armour Jacket

Cyberware

Cyberoptic w.
 Low-Lite™
 Image Enhancer

GOON #2 ARTURO GRIS

Late-20s Spanish guy.

Good all round solo, but definitely a cybertech freak. Loves to show off his arm, usually by shoving it through an adversary's face.

Stats	Skills	
INT 5	Awareness	7
REF 7	Athletics	6
	Weapon Tech	7
	Brawl	6
	Handgun	7

Special Ability
 Combat Sense 4
Moves and reacts in combat situations faster than anyone else.

Wounds	
Body Type Modifier +3	
Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Armour		
Location	D10	SPs
Head	1	-
Torso	2-4	25
Right Arm	5	25
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Sternmeyer T35 Pistol:
 Damage 3D6
 Ammo 8
 Rate of Fire 2
 Range 50m

Jackhammer Hand:
 Doubles Punch Damage

Door Gunners Vest

Cyberware

Cyberarm w.
 Armour Plating
 Jackhammer Hand

GOON #3 MARCUS SCHNEIDER

Late-teens German guy.

A bit of a waster. Ran with a gang until he did something really stupid and moved here pretending to be a tough guy.

Stats	Skills	
INT 3	Awareness	6
REF 6	Athletics	4
	Drive	6
	Brawl	5
	Handgun	4

Special Ability
 Combat Sense 2
Moves and reacts in combat situations faster than anyone else.

Wounds	
Body Type Modifier +2	
Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Armour		
Location	D10	SPs
Head	1	-
Torso	2-4	14
Right Arm	5	14
Left Arm	6	14
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Sternmeyer T35 Pistol:
 Damage 3D6
 Ammo 8
 Rate of Fire 2
 Range 50m

Medium Armour Jacket

Cyberware

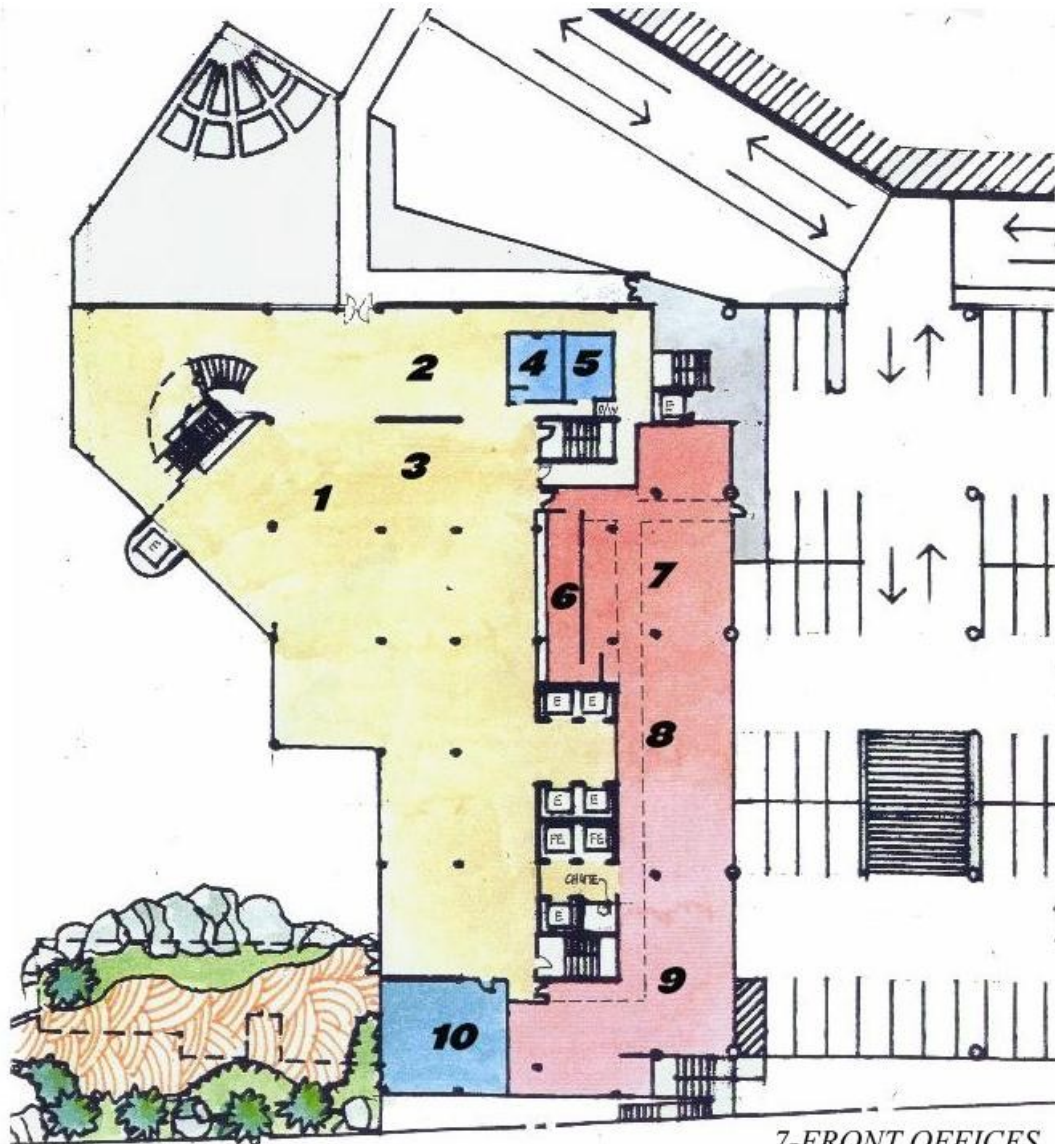
Cyberaudio w.
 WearMan™
 Micro Recorder

Stim User
 Roll D6 – on a 1 or 2 he's at -2 to Awareness rolls; on a 6 he's at +4

Wounds

Equipment

Metropole Hotel Lobby



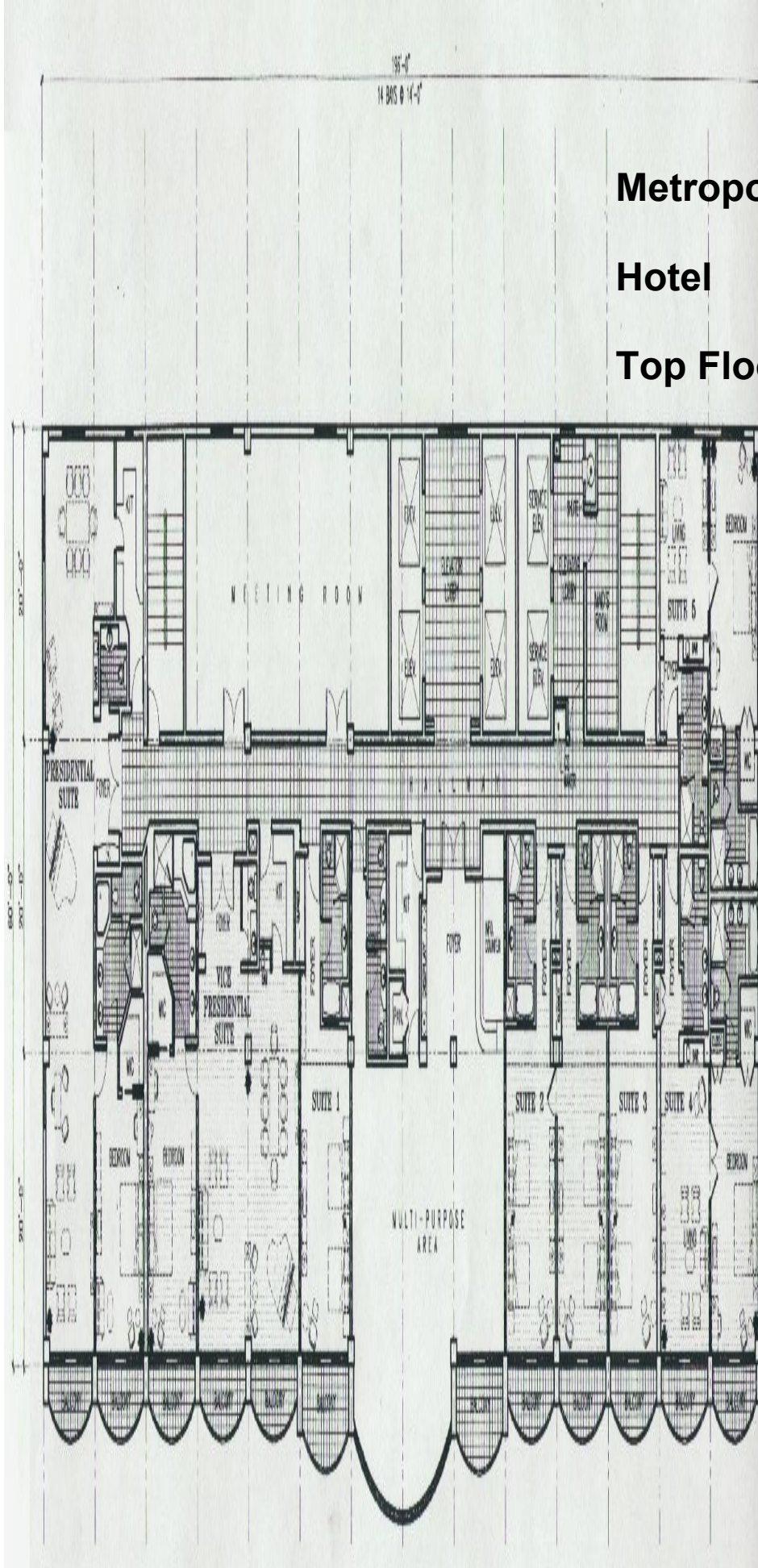
1-LOBBY LOUNGE
2-RETAIL CAFE
3-SUNDRIES/GIFT SHOP

4-WOMENS TOILET
5-MENS TOILET
6-FRONT DESK

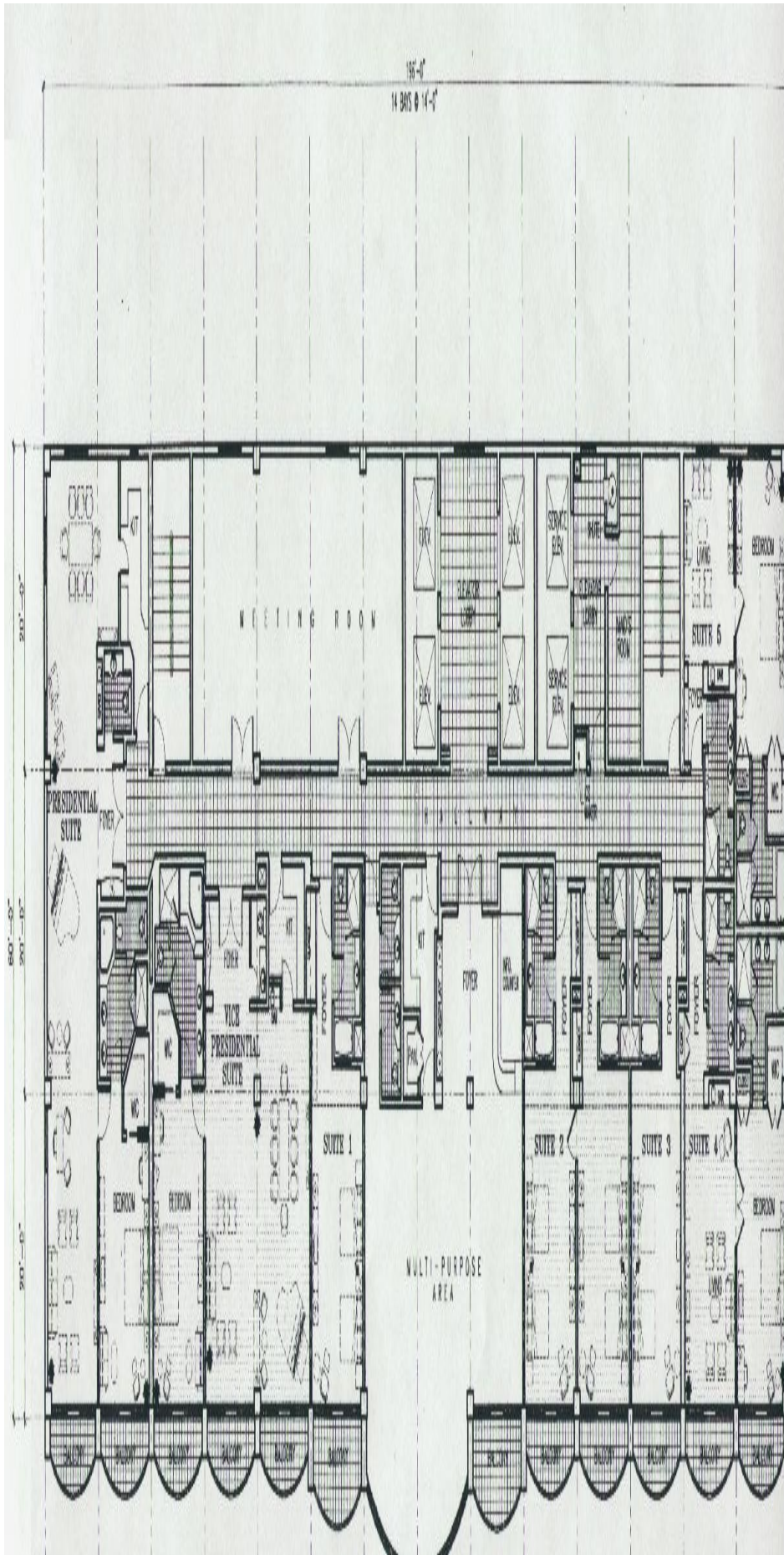
7-FRONT OFFICES
8-ACCOUNTING OFFICES
9-EXECUTIVE OFFICES
(SALES & CATERING)
10-BUSINESS CENTER

SHAPE * MERGEFORMAT

**Metropole
Hotel
Top Floor**



PROVOCATION – CYBERPUNK SCENARIO FOR WARP CON XIV



PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

CONTACT ALAN DAVIDSON

Late-30s English guy.

Good at talking people round to his point of view, will try this, but where violence is concerned he's completely out of his depth.

Stats	Skills	
INT 7	Awareness	3
REF 5	Dodge	2
EMP 7	Human Per.	5
	Social	5
	Persuasion	8

Special Ability
Resources 4
Can command the company's resources.

Wounds

Body Type Modifier +1

Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Equipment

Armour T-Shirt

Cyberware

None

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	8
Right Arm	5	-
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

SOLO GIOVANNI QUATTI

Mid-20s Italian guy.

A real professional solo, and one who describes himself in terms of loyalty to the person who has hired him.

Stats	Skills	
INT 5	Awareness	7
REF 9	Athletics	6
	SMG	7
	Brawl	6
	Handgun	7

Special Ability
Combat Sense 7
Moves and reacts in combat situations faster than anyone else.

Wounds

Body Type Modifier +3

Light (0)	□□□□
Serious (-1)	□□□□
Critical (-2)	□□□□
Mortal 0 (-3)	□□□□
Mortal 1 (-4)	□□□□
Mortal 2 (-5)	□□□□
Mortal 3 (-6)	□□□□
Mortal 4 (-7)	□□□□
Mortal 5 (-8)	□□□□
Mortal 6 (-9)	□□□□

Equipment

Arasaka WSA Pistol:
Damage 2D6+3
Ammo 15
Rate of Fire 2
Range 50m

Heckler & Koch MPK-11 SMG:
Damage 4D6+1
Ammo 30
Rate of Fire 20
Range 150m

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	18
Right Arm	5	18
Left Arm	6	18
Right Leg	7-8	-
Left Leg	9-10	-

Heavy Armoured Jacket

Cyberware

Sandevistan Mk. 1
+1 initiative - 5 rounds
Smartgun Link
+1 firearm attacks

PROVOCATION – CYBERPUNK SCENARIO FOR WARPCON XIV

SOLO: FRANZ BIELSKI

Mid-30s Swiss guy.

This guy is pretty deadly. He knows it, but doesn't let it go to his head. Cool under pressure and always with a plan.

Stats	Skills	
INT 8	Awareness	8
REF 10	Dodge	6
	Brawl	8
	Handgun	6
	Rifle	8

Special Ability
 Combat Sense 8
Moves and reacts in combat situations faster than anyone else.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Serious (-1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical (-2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	18
Right Arm	5	18
Left Arm	6	18
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

.477 Boomer Buster Pistol:
 Damage 5D6AP
 Ammo 4
 Rate of Fire 1
 Range 25m

Militech Hi Power 15 Rifle:
 Damage 2D6+4
 Ammo 180
 Rate of Fire 20/60
 Range 200m

Heavy Armour Jacket

Cyberware

Smartgun Link
 +1 firearm attacks
 Cyberoptic w.
 Low-Lite™
 Antidazzle

Mid-20s Swiss guy.

A tough guy, who happens to be the best driver of an automobile in Zurich. Big mouth, big heart, not that that gets in the way of making bucks.

Stats	Skills	
INT 5	Awareness	7
REF 8	Athletics	6
	Drive	9
	Brawl	6
	Rifle	7

Special Ability
 Family 2
Can call up allies in a pinch.

Wounds

Body Type Modifier +1

Light (0)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Serious (-1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical (-2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	18
Right Arm	5	18
Left Arm	6	18
Right Leg	7-8	-
Left Leg	9-10	-

NOMAD: SEBASTIEN MOLINE

Equipment

Arasaka Rapid A Shotgun:
 Damage 4D6
 Ammo 20
 Rate of Fire 10
 Range 50m

Heavy Armoured Jacket

Cyberware

Vehicle Link
 +1 vehicle rolls
 Cyberoptics w.
 Low-Lite™
 Anti Dazzle



Geneva is Switzerland's third-largest city, but surely the most international: a third of the population is from elsewhere. The city is crowded with museums, has a rich cultural calendar, a plethora of mouth-watering cuisines and is ideally placed for excursions into the Swiss and French Alps.

Basking in the sunshine of its peaceful setting on Lake Geneva's banks, this acclaimed neutral territory displays an obvious self-confidence. It is in pristine condition, clean, efficient and safe, yet spirited in its style and love of adventure.

Area: 282 sq km
Population: 179,750
Country: Switzerland
Time Zone: UTC +1

Geneva is tucked away in the southwesterly pocket of the almost-French Swiss Alps. Its city centre hugs the shore of Lake Geneva and is split down the middle by the westward-flowing Rhône. The main train station is conveniently in the centre of town on the northern side of the river, as are most of the international organisations. Geneva's most visible landmark (in summer, that is), the Jet d'Eau giant fountain, is on the southern shore. The south bank is also home to most of the city's museums and the *vieille ville*, the old part of town, with the pedestrian-only Grand-Rue running through it. To the east of the Old Town is Gare des Eaux-Vives, for trains running southeast into France.

PROVOCATION – CYBERPUNK SCENARIO FOR WARP CON XIV



Here's a more detailed view of Geneva.

Orange areas are buildings.
Olive areas are municipal buildings.
Yellow areas are park spaces.
Green areas are wooded spaces.

The Black Square is the area covered by the next map.

PROVOCATION – CYBERPUNK SCENARIO FOR WARP CON XIV



Here's a more detailed view of the Parc Mon Repos.

Orange areas are buildings.
Olive areas are municipal buildings.
Yellow areas are park spaces.
Green areas are wooded spaces.

The Black Square is the apartment building occupied by Zimmermann.

Stefan Zimmermann



Stefan Zimmermann is the Senior Manager at the Long Term Government Bonds Team. His job is to ensure the compliance of the EU Governments, both national and federal, with the fund policies of Merrill, Asukaga & Finch.

Previous to joining Merrill, Asukaga & Finch in 2007 as a Government Bond Trader, he worked with Dresdner as a Senior Credit Analyst.

Stefan has a Masters Degree in Economics from the Humboldt University of Berlin.

MERRILL, ASUKAGA & FINCH

BUREAU OF INFORMATION & LIAISONS

He is based at the Munich office.

NOT COMPLIANCE APPROVED

Report from Bureau of Employee Security, Munich: 11.27 UTC 2014-02-01

Mr. Zimmermann was last in the office at 18.30 on Friday.

Head Office issued an alert on Saturday 1st February with regard to his whereabouts and the security of information held by him.

Mr. Zimmermann's main residence in Munich was searched and he was found to be absent. His automobile was absent from the parking facilities. His cell phone was found at his residence.

The auto-toll records for his automobile were checked and the most recent transaction was at a bridge crossing the Rhône near Geneva in Switzerland at 05.17 today.

Report from Bureau of Employee Security, HQ: 07.51 UTC 2014-02-01

Between 2013-12-28 and 2014-01-31 six communications were intercepted between Mr. Zimmermann and several unknown parties. These communications may indicate that Mr. Zimmermann intends to abscond with sensitive information owned by the Corporation. In addition he may intend to use that information to cause a loss of clients to the Corporation and the resultant damage to its reputation.

Timeline for GM

Friday

18.30 Zimmermann leaves work
21.00 Zimmermann leaves for Geneva

Saturday

03.30 Earns & Jung Team arrive in Geneva
5.30 Zimmermann arrives in Geneva
11.30 Munich office issues alert
12.30 Zimmermann set up with Solos
14.00 Team assembled in Paris office
15.15 Team gets train to Geneva
16.45 Zimmermann rents apartment

Sunday

01.30 Team arrives in Geneva

Monday

Tuesday

Wednesday

23.00 Davidson arrives in Geneva

Thursday

20.00 Zimmermann & Davidson to meet at Metropole Hotel

Friday

06.30 Zimmermann & Davidson scheduled to fly to London