

## GM Supplement for Cyberpunk Campaign Setting

### Mission 1: A Gentleman's Agreement

Don Anthony Ferrari (Italian Mafia) wants to renew an agreement with the Navajo Nation that allows his family to operate a casino within the Navajo Nation at McKellips and Alma School Rd. The agreement gives the Navajo Nation 10% of the revenue and it gives the Ferrari family extraterritoriality.

The Russian Mafia doesn't want the agreement renewed because they view gambling as their territory, but will be discrete. Venus Corporation also wants the agreement stopped because they want access to the location of the current casino.

The Triads intercepted Don Ferrari contacting his Mr. Doe, and they know the delivery schedule, source, and destination. They've sold this information to the Russian Mafia and Venus Corporation.

The Navajo Nation delegation is waiting at Chuparosa Park, just before the border to the Navajo Nation.

Mr. Doe will contact Jerry the Fence. Jerry will setup a meeting for the players at the Mayo Clinic Hospital at 56<sup>th</sup> St and Mayo Blvd in Scottsdale. Mr. Doe is offering \$5000. Jerry will pass on \$4000. Jerry will offer to rent them a Derr Sedan for \$400.

After the meeting, two Russian Trolls will approach the players and offer them \$2000 for the agreement. If the players agree, then Jerry is going to be very mad and will never work with them again. If the players refuse, the trolls will simply tail them on Derr Choppers.

Once they are on the road, the Derr UAV (from Venus Corp) that was tailing them from the hospital will close in and open fire on the sedan. They can't outrun the UAV in a sedan, but the UAV will simply follow if it fails to stop the car before it runs out of ammunition.

If the sedan is stopped, then the 4 Venus Corp security guards who have been following in a sedan will close in and attempt to take the agreement. The Russians will move in as well.

Once the players get through that situation, they are clear until Chuparosa Park. Another pair of Russian Trolls will peacefully ask to purchase the agreement, but this time for \$5000. If the players refuse, the Russians won't stop them from delivering to the delegation waiting in the park.

Once the delivery is complete, the players just have to return what's left of the sedan to Jerry and get paid.

## Mission 2: Special Delivery

The Navajo Nation was impressed by the team's delivery skills and would like to hire them for a special delivery. To send a message to the Russian Mafia, the Navajo Nation has decided to deliver a stinky bomb into the ventilation system of a Russian casino (Lucky Hound) at 56<sup>th</sup> St and Shea Blvd. The casino is in the multiple basement levels of a gated mansion.

Jerry the Fence is contacted by a Mr. Doe asking specifically for the team that delivered the contract renewal. Jerry offers the team \$8000 and will rent them a car for \$400. Mr. Doe is paying Jerry \$10000. Mr. Doe wants to meet in Sun Devil Stadium during a football game. Jerry has tickets for the team.

Mr. Doe will give the team an envelope that contains the location of the bomb (Rolling Hills Golf Course at Mill & Curry), and the location it needs to be placed. The bomb needs to be placed inside a vent and beyond the filter inside one of the vents to the downstairs. The vents are on the roof. The mansion grounds are patrolled by 2 Russian Trolls and a support mage who is using view. Inside the house are 4 corp security guards, 4 more Russian trolls, and 2 more support mages.

Name: Russian Troll	Attribute Points: 0/10	Physical Health: 100	Mental Health: 75
Agility: -8	Constitution:10	Speed: 12 meters	Reaction: -10 (6)
Intelligence: -2	Strength: 10 (12)	Luck: 3	Defense: 5
Cyberarms 1, Subdermal Plating 4, Wired Reflexes 4			

Name: Corp Sec. Guard	Attribute Points: 0/10	Physical Health: 65	Mental Health: 40
Agility: 7 (10 Attack)	Constitution: 3	Speed: 7 meters	Reaction: 7
Intelligence: 0	Strength: 0	Luck: 4	Defense: 5
Stonewall Full Armor, Baker Helmet, Stonewall Ballistic Shield, Smith Hummingbird			

Name: Support Mage	Attribute Points: 0/10	Physical Health: 100	Mental Health: 75
Agility: -5	Constitution: 10	Speed: 6 meters	Reaction: 5
Intelligence: 10	Strength: -5	Luck: 4	Defense: 5
Stonewall Full Armor, Stonewall Ballistic Shield, Hund Helmet			

### Mission 3: A Family Problem

Anthony Penne wants to become a Mafia Don; however, he's not in line for any of the existing families. He's rounded up a small gang of Ork street thugs. His goal is to create some territory and begin operating a protection racket. Unfortunately, Don Anthony Ferrari doesn't like family members branching out on their own. He can't take care of Penne internally because it could lead to trouble with the between the Ferrari and Penne families.

Anthony Penne will hire Mr. Doe and pay \$20,000 to eliminate Anthony Penne. The gang members don't matter because they'll fall apart without Penne. Mr. Doe will offer the job to Jerry the Fence and offer \$19,000 (95%). Jerry will call Hondo and offer him \$17,100 (90%). Making an intelligence test against TN 20 will increase the payout to \$17,995 (105%).

Anthony Penne is hanging around 99<sup>th</sup> Ave and McDowell in Avondale. He's accompanied by 4 Ork Street Thugs.

Name: Anthony Penne	Attribute Points: 0/10	Physical Health: 100	Mental Health: 75
Agility: 7 (+8)	Constitution: 10	Speed: 6 meters	Reaction: 5 (20)
Intelligence: -2	Strength: -5	Luck: 2	Defense: 5
Wired Reflexes 4, Subdermal Plating 5, Grimlink, Grim Grouch, Magic Shield (30)			

Name: Ork Street Thug	Attribute Points: 0/0	Physical Health: 75	Mental Health: 50
Agility: 6 (+4)	Constitution: 5	Speed: 6 meters	Reaction: 0
Intelligence: -6	Strength: -5 (+2)	Luck: 4	Defense: 2
Smith Woodpecker, Knife, Baker Armor Vest			

#### Mission 4: Break Their Toys

George England used to work with Venus Corporation. He designed the latest models of the cybergun and cyberblade. He is also a Mage Knight and head of the Order of the Green Dragon. Venus Corporation tried to assassinate him, to avoid sharing the profits for the cyberblade and cybergun. England escaped, but he wants the prototypes destroyed before Venus Corp can reverse engineer them.

England will hire Jerry the Fence for \$20,000. Jerry will contact the team and offer them \$18,000 (90%). Making an intelligence test against TN 20 will raise the payout to \$18,900 (105%). England will meet them in St. Francis Cemetary on 48<sup>th</sup> St between Thomas and McDowell. He'll be invisible and masked. They will be asked not to kill any mage squires they encounter.

Name: George England	Attribute Points: 0/20	Physical Health: 100	Mental Health: 75
Agility: 2 (8) (+2/10)	Constitution: 10	Speed: 10 meters	Reaction: 32
Intelligence: 6 (Magic)	Strength: 2 (8) (+2/+6)	Luck: 4 (2)	Defense: 5
Maintained Agility and Strength Boost Spells, Maintained Invisible Spell (50 Viewers), Subdermal Plating 5, Cyberblade (Short Sword), Cybergun (Smith Hummingbird), Wired Reflexes 3 (2 Heal spells used daily)			

If the team needs to hire a hacker, Jerry knows Wei Liu, a Chinese (Triad) Elf Hacker. Working off-site, Wei Liu charges \$2000 (\$2200 through Jerry) a night.

Name: Wei Liu	Attribute Points: 0/10	Physical Health: 80	Mental Health: 55
Agility: -3 (+10)	Constitution: 6	Speed: 6 meters	Reaction: 9
Intelligence: 12 (Tech)	Strength: -5	Luck: 3	Defense: 0
Headjack, Smith Hummingbird			

The Venus Corporation laboratory storing the prototypes is located at Banner Desert Medical Center (Dobson and Southern). The laboratory is in a stand-alone Venus Corp building. In the main security room, there are 2 support mages, 2 mage squires, and 2 corp security guards. Patrolling the hallways and checking the rooms are 3 groups of 1 support mage, 1 mage squire, and 1 corp security guard. A lot of backup security is available within 5 minutes from the main medical center.

The team will need to enter the building, locate the lab in the computer system, enter the lab, break into the storage closet, and destroy the prototypes. Then they will need to get out alive.

Venus Corp is experimenting with using Mage Squires as security guards. Most of the guards are members of the Order of the Green Dragon and trained by George England. The support mages walk around with maintained view spells as normal procedure.

Name: Mage Squire	Attribute Points: 0/0	Physical Health: 75 (100)	Mental Health: 50 (75)
Agility: -5 (10) (+10)	Constitution: 5 (10)	Speed: 10 meters	Reaction: 15
Intelligence: 5 (Magic)	Strength: -5 (10) (+6)	Luck: 6 (3)	Defense: 2
Maintained Agility, Constitution, and Strength Boost Spells, Smith Hummingbird (1 clip), Short Sword, Baker Armor Vest (Total Cost: \$2000, 5 Heal spells used daily)			

Name: Corp Sec. Guard	Attribute Points: 0/10	Physical Health: 100	Mental Health: 75
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Agility: 10 (-2/+10)	Constitution: 10	Speed: 6 meters	Reaction: 5
Intelligence: -5	Strength: -5	Luck: 4	Defense: 5
Stonewall Full Armor, Baker Helmet, Stonewall Ballistic Shield, Smith Hummingbird			

Name: Support Mage	Attribute Points: 0/10	Physical Health: 100	Mental Health: 75
Agility: -5	Constitution: 10	Speed: 6 meters	Reaction: 5
Intelligence: 10	Strength: -5	Luck: 4	Defense: 5
Stonewall Full Armor, Stonewall Ballistic Shield, Hund Helmet			

\$18,900 + \$500

Mission 5:

Venus Corporation has video footage, from a drone, of the team meeting with Jerry the Fence. Venus Corp wants to purchase the documents that Dances-In-Air picked up. They'd also like the team to acquire another set of prototypes for them from George England.

Venus Corp is offering \$5,000 for the documents and \$15,000 for each prototype. Jerry the Fence is offering \$13,500, but a successful Intelligence test against TN 20 will push him up to \$15,000 because of the situation. Jerry cannot hire a different team this time.

Venus Corp wants the team to meet them in their corporate office in Scottsdale. Margaret DeMille is expecting them at 3 PM the next day. There is no trap, but there is plenty of Venus Corp security available.

George England has another set of prototypes locked in the floor of one of his dojos. The dojo is a section inside a large warehouse for truck shipments on 51<sup>st</sup> Ave between Lower Buckeye and Buckeye. England Trucking operates out of the warehouse. At night, the warehouse and dojo are guarded by 2 support mages and 6 mystic squires. The matrix is level 10: main hub and cameras. The doors all have manual locks that are only monitored in the matrix. A corp hacker sits in a small camera room, ready to jack into the main hub if there is an alert.

Name: Mystic Squire	Attribute Points: 0/0	Physical Health: 50 (75)	Mental Health: 25 (50)
Agility: 0 (5) (+10D)	Constitution: 0 (5)	Speed: 11 meters	Reaction: 9
Intelligence: 0 (4) (Magic)	Strength: 0 (5) (+6D)	Luck: 6 (1)	Defense: 2
Maintained Agility, Constitution, Intelligence, and Strength Boost Spells, Invisible (<50), Smith Hummingbird (1 clip), Short Sword, Baker Armor Vest (4 Luck, 4 Heal Spells, and 8 Hours Used Daily)			

Name: Support Mage	Attribute Points: 0/10	Physical Health: 75	Mental Health: 50
Agility: 0	Constitution: 5	Speed: 7 meters	Reaction: 5
Intelligence: 5 (Magic)	Strength: 0	Luck: 4	Defense: 5
Stonewall Full Armor, Stonewall Ballistic Shield, Hund Helmet			

Name: Corp Hacker	Attribute Points: 0/10	Physical Health: 75	Mental Health: 50
Agility: 0 (+10D)	Constitution: 5	Speed: 7 meters	Reaction: 12
Intelligence: 5 (Tech)	Strength: 0	Luck: 4	Defense: 0
Headjack, Smith Hummingbird			