

ANTS EVERYWHERE

Everything had been fragged from the start. The initial meet went to hell when bugs tried to kill the Johnson. DocWagon took him, and then we rolled over one problem after another. When we finally came upon the women sporting the Desolation Angels' black-and-green, I thought we might just pull this off, and I let myself relax a little.

Roadblock stopped the van; Cinnamon and I climbed out. After a minute, a figure detached from the group and walked over. Becky 99 wore a leather jacket with rats drawn on each of the shoulders. The golden ring around her neck glittered as it caught the sunlight.

"Who the frag are you, and where's Wrath?" she demanded

"Matt was injured at the meet and wasn't able to make the delivery in person. I'm Psychard, and this is Cinnamon. We have the package for you."

Roadblock rolled down the window of the van and handed me the case. I held it up. "Can we bring it to you?"

She nodded and waved for us to approach. We walked over, and I opened the case for her. The long dagger gleamed in the light, and Becky got the faraway look that told me she was assenting it. After a moment, she nodded. "This is what I was promised." She reached for it.

Cinnamon said, "Matt also said you would pay us for delivering it."

Becky looked at us and said, "He did now, did he? I wish he'd let me know what was going on. How much did he promise you?"

"He didn't say. He was being carted off by DocWagon at the time. We were lucky to find out where to go and who we were meeting."

"7,000 nuyen each."

I wanted to laugh but knew better than to interfere with Cinnamon's negotiations.

Cinnamon smiled a wan smile and said, "With all due respect, we've fought off several insect spirits and gave more than that in equipment to Juan Nunez to get through his territory."

The two of them went back and forth for a couple minutes, and it sounded like they were going to settle on 16,000 nuyen when I saw several Desolation Angels armed with Ares Alpha assault rifles approaching.

I heard the van door slide open and knew Roadblock was getting out to make sure things wouldn't get out of hand. The Desolation Angels had their weapons down and weren't an immediate threat. I held up the closed fist to let Roadblock know it was okay without interrupting the negotiations.

The closest Desolation Angel jogged up and said, "Ants are coming out of the sewers in all directions. It looks like they intend to overrun us."

Becky turned to Cinnamon. "Deal. As long as you and your team will help us get out of here too."

Cinnamon looked at me and I nodded slightly. "Deal," she said. "Do you have transportation?"

"We have our bikes. We rode in two to a bike to keep a lower profile." With that, I saw them rolling up four bikes.

"Okay, we'll break out to the east. Becky, you and three of your people can join us in the van. It'll be tight but we'll make it work. That way your bikes won't be slowed down with two riders. We'll go in a wedge with the van as the point and punch a hole through their line."

Cinnamon and I ran for the van. "You guys copy that?"

"On it, boss," Freewheel said.

"Popping thermo smoke in the other directions to hopefully slow them down." I heard the thump of Roadblock's grenade launcher, then the chatter of automatic fire. The ants were here.

We piled in, and Becky looked at me. "We don't leave anyone behind, you understand?"

I nodded and watched as everyone piled in. Roadblock laid down a swath of suppressive fire to door cover the retreat. I heard the gun mounts lock into place as the LMG added its fire.

We rolled out. The half-human, half-ant figures swarmed around us as we plowed into the line and punched a hole. I held my breath that all the Desolation Angels made it through. After several moments, the van settled into an even ride.

"We're all clear, boss," Freewheel announced. "Ask Becky where they want us to drop them off."

Five minutes—and a couple kilometers later—we stopped, and Becky handed over a credstick as she climbed out. "Thanks for your help. I'll keep you in mind if I need more."

COVER

ANTS EVERYWHERE

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS

DEBRIEFING LOG



INTRODUCTION

SRM 08-03: 10 Block Tango is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at facebook.com/SRMissions/ and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 08-03: 10 Block Tango is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 08-03: 10 Block Tango consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 08-03: 10 Block Tango* (or any *Shadowrun Missions* adventure).

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

STEP 2: TAKE NOTES

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

STEP 3: KNOW THE CHARACTERS

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

STEP 4: DON'T PANIC!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't

COVER

ANTS
EVERYWHERE

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS

DEBRIEFING
LOG



worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players, but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily be comprised of a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to **Helps and Hindrances** (p. 378, *SR5*). Take the player characters'

abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge, but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than a third of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted,

COVER

ANTS EVERYWHERE

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS

DEBRIEFING LOG



guttured, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km North way to Belmont Avenue to the north, and reaches from the Lake Michigan an average of 15 km to Harlem Avenue to the west. A mass of torn down buildings and hastily-erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly 20 years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Over the last three years, the Astral Preservation Society in partnership with The Ash Union and various megacorp thaumaturgical divisions have made headway in cleaning up the background count within the CZ and the surrounding area. Thanks to their work, unless otherwise noted in the scene, assume a background count of zero anytime characters are within the Containment Zone. The count will fluctuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See p. 30, *Street Grimoire*, for full rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

With the megacorps construction efforts moving forward in the CZ and surrounding areas, Matrix connectivity has improved dramatically. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of zero anytime the characters are within the Containment Zone.

PAPERWORK

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's **Debriefing Log** to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 372, SR5).

The second is to make sure that all players have updated their character's **Mission Calendar**. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

MISSION SYNOPSIS

The runners meet Matt Wrath, who tells them to come ready to move out immediately after the meeting. He needs their help to deliver an item into the Containment Zone. He takes a case out and sets it on the table to show what he needs to deliver. At that point, assassins interrupt the meeting.

In the attack, Matt is injured and knocked out, and his DocWagon bracelet goes off. As the characters fight off the attack, DocWagon shows up to take Matt to the hospital. He regains consciousness long enough to tell them to take the case to Becky 99 of the Desolation Angels. A quick check tells them they have two options. There is a direct route, but this takes them through the territory of one of the more militant warlords in the Containment Zone. The warlord attempts to stop the characters and demands their cargo, which he believes is an arms shipment. They can also choose to take a more circuitous route, which takes them through one of the revitalized areas. If they take the other route, Lone Star stops them. Tate is monitoring the Lone Star communications and sends a team to intercept the characters.

Either way, as they move deeper into the Containment Zone, they end up in a fight with a group of ant spirits, including some true forms that materialize in the vehicles. The insect spirits know where the characters are meeting Becky 99, so they have people on the ground looking for them. When they see the team, the spirits materialize and attack. If the runners end up stuck there, they then have a group of wasp spirits they'll need to contend with.

If they keep moving, they get to the meet with Becky 99. The only problem is that more ant spirits crash the meet. If they deal successfully with the spirits, they get to negotiate their payment with Becky 99.

COVER

ANTS EVERYWHERE

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS

DEBRIEFING LOG



Scene 1:

THE MEET

SCAN THIS

The runners meet Matt Wrath (see **Cast of Shadows**). He tells them that they will leave right from the meet and should come ready to go. He wants them to help him deliver an item. The moment he sets a case down on the table, all hell breaks loose. He is severely injured; soon DocWagon rolls up and starts wheeling him away. He regains consciousness long enough to tell the runners to deliver the case to Becky 99 of the Desolation Angels and gives them a location in the Containment Zone. He tells them she will pay them. Before the runners can ask any further questions, DocWagon takes him to the hospital, leaving them with the case.

TELL IT TO THEM STRAIGHT

You were told to meet Matt Wrath at Jose's Bistro. Jose's is supposed to be a working metahuman's place. The acid-pitted and graffiti-covered brick looks like it has been through a war, and at the edge of the Containment Zone, it may well have been. The reflective windows look like an afterthought. As you go inside, the hostess greets you, along with the smell of frying bacon. You tell her you are meeting Matt Wrath and she shows you to the patio.

You step out onto the patio and into a glass-enclosed room with several long plastic tables. Matt Wrath is sitting at one and stands as you walk out. The sun is a pale glow in the frosted windows though it wasn't much brighter outside.

You get settled and after exchanging pleasantries he says, "I need your assistance in helping deliver this," and he pulls a long case from under the table, "to Becky 99 with the Desolation Angels in the Containment Zone in two hours. I can pay you." The shattering glass and explosion drown out his next words. Matt topples backward, hitting the floor with a thud. As you ready yourself you see two giant ants swarming into the patio. The sounds of the explosion fade, and you hear a beeping by your feet. Is it another bomb?

BEHIND THE SCENES

Matt Wrath meets with the runners to hire them to help him transport a focus to Becky 99 of the Desolation Angels. He doesn't know exactly what the focus does, but Becky 99 told him the Desolation Angels will help against the insect spirits in exchange for the focus, so he wants to deliver it. For this same reason, the local insect spirits don't want Matt to succeed in delivering it. Matt Wrath plans on leaving right from the meet to deliver the focus as soon as possible and cement the alliance. He is concerned that if he has to wait, the rendezvous will be leaked, and the insects will attack.

He is correct about the insects attacking, but they decide to attack the meet before he gets going since they know where he and the focus are. The attack happens right as the negotiations are about to start.

Two accomplices place demolition charges on the outside of the windows on the patio and move off. A third drives up with the two hybrid spirits in the back of the van. As the windows are blown out, the two hybrid ant spirits jump out and go through the shattered windows. As they do, the sniper takes out Matt Wrath with a single shot. The two accomplices who set the charges jump in the van and drive off. The sniper covers the two hybrids' attack and the accomplices' retreat. The beeping the character hears is Matt Wrath's DocWagon bracelet, which becomes obvious if anyone searches for the "bomb" or looks to Matt for directions.

The attack should be a quick fight but sets the stage for what is ahead. After the first salvo, the metahuman accomplices disengage and retreat.

The two hybrid soldier ant spirits advance and attack. They try to drive the group away from the case so they can grab it and run. They are more interested in escaping with the case than fighting but will fight to get the case or defend themselves.

The hard-plastic black case is one meter long, thirty centimeters wide, and twenty centimeters deep. It weighs about sixty kilograms. Any attacks or running with the case in hand is at -1 dice pool penalty due to the case's awkward dimensions.

As the characters finish off the insect spirits, DocWagon shows up to take Matt Wrath to the hospital. They load him onto a gurney and start to take him away when he regains consciousness. He tells the team the rendezvous location with Becky 99, and that she will have their payment. If the characters start to press to get an amount, the DocWagon medic intercedes, tells them he has to get Mr. Wrath to the hospital, and wheels him off. If the characters heal Matt Wrath either with a medkit or magical means, DocWagon insist they have to take him to the hospital since his bracelet went off. If the healing happens during combat, have one of the insect spirits swat him, injuring him further.

COVER

ANTS EVERYWHERE

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS

DEBRIEFING LOG



HOST: JOSE'S BISTRO

Rating	Attack	Sleaze	Data Proc.	Firewall
4	4	5	6	7

Installed IC: Blaster, Crash, Scramble

Slaved Devices: Cameras, door locks, POS system

Sculpting: An outdoor market

Security Procedures: Normally no IC running. When an intruder is detected or a Matrix action against the host fails, it launches Scramble, Crash, and then Blaster. If a program is crashed or bricked, it dumps it and loads a new copy on the next Combat Turn rather than launch the next IC.

Pay Data: There are data files on the host that have fifty nuyen value per player on NooseNet.

ACCOMPLICES

(4, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	4	4(6)	3	3	3	4	4	2.8

Initiative: 10 + 3D6

Condition Monitor: 10

Limits: Physical 6, Mental 5, Social 5

Armor: 12

Skills: Automatics 3, Con 2, Demolitions 5, Gymnastics 5, Longarms 5, Perception 4, Pilot Ground Craft 5, Throwing Weapons 4, Unarmed Combat 5

Augmentations: Smartlink, wired reflexes 2

Gear: Armored jacket [w/ fire resistance 6, non-conductivity 6], medkit [Rating 6], flash-bang grenades (x3), Transys Avalon commlink [Device Rating 6]

Weapons:

Ingram Smartgun X [submachine gun, Acc 4(6), DV 8P, AP -4, BF/FA, RC 2, 32(c), w/ 32 rounds of APDS ammo]
Ares Desert Strike [sniper rifle, Acc 7(9), DV 13P, AP -8, SA, RC 1, 12(c), w/ smartgun link, 12 rounds of APDS ammo]
Flash-bang grenade [grenade launcher, DV 10S, AP -4, 10m radius]

HYBRID ANT SPIRIT SOLDIERS

(2, FORCE 5)

B	A	R	S	W	L	I	C	EDG	ESS	M
9	9	9(11)	7	5	5	5	5	5	5	5

Initiative: 16 + 3D6

Movement: 18/36

Condition Monitor (P/S): 13

Limits: Physical 12, Mental 7, Social 7

Armor: 10H

Skills: Assensing 5, Astral Combat 5, Counterspelling 5, Exotic Ranged Weapon 5, Gymnastics 5, Perception 5, Unarmed Combat 5

Gear: Armored jacket [w/ fire resistance 6, non-conductivity 6], Transys Avalon commlink [Device Rating 6]

Powers: Animal Control (Ants), Binding, Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Natural Weapon (7P, AP -1), Sapience

Weaknesses: Allergy (insecticides, light), Evanescence

Augmentations: Smartlink, wired reflexes 2

Weapons:

Natural weapons (unarmed, Acc 12, Reach —, DV 7P, AP -1)

DOCWAGON RESPONSE TEAM

(3, PROFESSIONAL RATING 3)

The black uniform with the DocWagon logo on each shoulder leaves no doubt of his profession. He is equally at ease with his sidearm or saving his patient. His patient comes first and DocWagon procedure comes a close second. He has seen his share of death and serious injuries. Because of this he doesn't crack a smile and is all business while saving the client.

B	A	R	S	W	L	I	C	ESS
5	4	3	4	5	5	4	3	6

Initiative: 6 + 1D6

Condition Monitor: 11

Limits: Physical 6, Mental 7, Social 6

Armor: 12

Active Skills: Automatics 4, Con 5, First Aid 4, Gymnastics 5, Medicine 4, Perception 4, Pistol 6, Pilot Ground Craft 5

Languages: English N, Cityspeak 4, Japanese 3

Qualities: Guts, Home Ground (Transporter), SIN (Corporate-DocWagon),

Gear: Armored jacket [w/ non-conductivity 6, fire resistance 6], contact lens [Rating 3 w/ image link, smartlink, flare compensation], medkit [Rating 6], Transys Avalon commlink [Device Rating 6]

Weapons:

Ares Predator V [pistol, Acc 5(7), DV 8S, AP —, SA, RC —, 15(c), w/ 15 rounds of gel round ammo]
Stun Baton [club, Acc 4, Reach 1, DV 9S(e), AP -5]

COVER

ANTS
EVERYWHERE

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS

DEBRIEFING
LOG