



# SHADOWRUN

## MISSIONS

# 10 BLOCK TANGO

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0803



# 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."

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# 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/](http://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

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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,

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guttled, feral heart of the Windy City. It starts at 115<sup>th</sup> 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.

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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.

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## 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]

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## DEBUGGING

This scene is the opening salvo of what can easily be a very combat-heavy adventure. It is supposed to show the danger of the adventure and that the insect spirits don't want the case delivered to Becky 99. The scene isn't supposed to be a major obstacle for the characters. It is also intended to take Matt Wrath out of the adventure and limit the information he can pass along to the characters. To this end, the scene's target is for the ants to get the case and knock Matt Wrath out of the adventure more than injuring the characters. The Ant spirits defend themselves and attack anyone who attacks them.

The scene can go wrong in a couple of ways. The first is if the runners are heavily wounded, and the second is if they manage to completely heal Matt Wrath and want him to go along on the adventure or press him for more information.

If the Ant spirits start doing severe damage to the characters or the spirits' armor is automatically stopping characters' attacks, have the spirits concentrate on the case more than hurting the characters. If the Ant spirits start to escape with the case, remind the characters that they are supposed to deliver it to Becky 99. Since DocWagon shows up to take Matt Wrath off to the hospital, have them offer to patch the characters up for a small off-the-books fee. Two hundred nuyen per box healed and they can heal up to five boxes.

If the characters manage to heal Matt Wrath quickly or completely, they may try to get him to go along with them or press him for more information. The same DocWagon personnel who are willing to help them insist Matt has to be taken to the hospital since his bracelet went off and shows he was severely wounded and knocked out. If the runners want to continue questioning him, the DocWagon medics load him in the DocWagon ambulance and leave with him, leaving the characters behind.

The characters might also realize they are having (or could have) trouble doing damage to insect spirits. If they reach out to a weapons or Chicago contact, they can learn about KE-V ammunition. They also can learn about it through doing legwork on damaging insect spirits. They can then do legwork to track down a source for the ammunition.

The last problem could be that the characters don't have a mode of transportation that will get them around Chicago. In this case, Matt Wrath tosses them a set of keys and tells them they can use his Bulldog van. They can leave it with Becky 99 when they deliver the case and he will retrieve it from her later.

## GMC BULLDOG VAN

HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
3/3	3	1	16	12	1	2	6

**Upgrades:** none  
**Programs:** Clearsight 4

## KEV AMMUNITION

**Cost:** 20¥ per dose  
**Availability:** 10  
**Vector:** Contact  
**Speed:** Immediate  
**Penetration:** 0  
**Power:** 8  
**Effect:** Acid Damage, Berserk (see below)

With the advent of insect spirits and various deadly Awakened insects such as the wyrd mantis, chemists have been working on a more potent insecticide than commercially available produces. KEV is a combination of concentrated insecticides; their combined effects on insect physiology produce internal acids (treat as Acid damage) that dissolve the critter from within. KEV is also toxic to metahumans if ingested (but not on contact). Insect spirits hit with KEV may go berserk in the same manner as those who follow Bear (see p. 321, SR5).

Insect spirits receive a -3 dice pool penalty to their damage resistance tests due to their severe allergies to insecticides.

### BERSERK (P. 321, SR5)

You might go berserk when you take Physical damage in combat or if someone under your care is badly injured. Make a Simple Charisma + Willpower Test (wound modifiers apply). You go berserk for 3 turns minus 1 turn per hit, so 3 or more hits averts the berserk rage entirely. If you're already going berserk, increase the duration. When you're berserk, you go after your attacker(s) without regard for your own safety. If you incapacitate the target(s) before the time is up, the berserk fury dissipates.

### DISORIENTATION (P. 409, SR5)

Disorientation causes the victim a -2 dice pool modifier to all actions for ten minutes, due to confusion and disorientation.

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Scene 2:

# GETTING ON THE ROAD

## SCAN THIS

This scene is for the characters to quickly make plans and get on the road to take the case to Becky 99. If they hang around, the insects send more forces to try to capture the case. Checking the Matrix, the runners find there are two routes that could take them to the rendezvous.

## TELL IT TO THEM STRAIGHT

DocWagon took Matt Wrath to the hospital, and you hear sirens approaching. He left you the case and instructions to deliver it to Becky 99 of the Desolation Angels in the Containment Zone. Now to figure out how to get there.

## BEHIND THE SCENES

The characters have the case and know where to deliver it. A quick analysis reveals two possible routes. They can figure this out one of two ways: either by using the Matrix or navigating on their own. To use the Matrix is a Computer + Logic [Mental] (3) Test. To navigate on their own is a Navigation + Logic [Mental] (3) Test. One is fairly direct but takes them through the territory of one of the more militant warlords, Juan Nunez, in the Containment Zone. The other is longer, but through better neighborhoods.

If they take the direct route go to **Scene 3: The Direct Route**. If they go the longer route go to **Scene 4: Going Around**. Each route has its own problems and advantages.

The characters may want to open the case and find out what they are bringing to Becky 99. The case is secured with a Rating 6 maglock. To defeat the lock is a Locksmith + Agility [Physical] (12, 1 Combat Turn) Extended Test.

## DAGGER ASSENSING

Assensing	Information
0	It is a dagger.
1	It is magical.
2	It is a weapon focus.
3	Tell them how the Force compares to their own magic (see Force below).
4	It is a Force 7 weapon focus.
5+	It is oriented to a magical tradition you don't recognize and seems foreign or alien.

## WASP HYBRID SOLDIER SPIRIT

(2, FORCE 4)

B	A	R	S	W	L	I	C	ESS	EDG	M
7	8	8	6	4	4	4	4	4	2	4

**Initiative:** 12 + 2D6

**Movement:** 16/32

**Condition Monitor (P/S):** 12/10

**Limits:** Physical 9, Mental 6, Social 6

**Armor:** 8H

**Skills:** Assensing 4, Astral Combat 4, Automatics 4, Counterspelling 4, Exotic Ranged Weapon 4, Gymnastics 4, Perception 4, Unarmed Combat 4

**Powers:** Animal Control (Wasps), Astral Form, Concealment, Fear, Hive Mind, Inhabitation (Living Vessels), Natural Weapon (6P, AP -1), Sapience, Venom

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All wasp spirits can fly and have the Flight skill (p. 394, SR5) and the Venom power (p. 401, SR5).

**Weapons:**

HK XM30 Assault Rifle [assault rifle, Acc 6(8), DV 9P, AP -2, SA/BF/FA, RC (1), 30(c), w/ imaging scope, shock pad, smartlink, 30 rounds of regular ammo]  
Natural Weapons [unarmed, Acc 9, Reach —, DV 6P, AP -1]

## WASP FLESH FORM SCOUT

(1, FORCE 5)

B	A	R	S	W	L	I	C	ESS	EDG	M
3	5	4	4	5	3	4	4	5	2	5

**Initiative:** 8 + 2D6

**Movement:** 10/20

**Condition Monitor:** 10

**Limits:** Physical 5, Mental 5, Social 7

**Armor:** 10H

**Skills:** Assensing 5, Astral Combat 5, Automatics 5, Con 6, Disguise 4, Etiquette 3, Flight 5, Gymnastics 5, Perception 5, Sneaking 5, Unarmed Combat 5

**Powers:** Animal Control (Wasps), Aura Masking, Concealment, Confusion, Dual-Natured, Enhanced Senses (Ultrasound), Hive Mind, Immunity to Normal Weapons (p. 397, SR5), Inhabitation (Living Vessel), Movement, Realistic Form, Sapience, Search, Venom

**Gear:** Medkit [Rating 6], Transys Avalon commlink [Device Rating 6]

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All wasp spirits can fly and have the Flight skill (p. 394, SR5) and the Venom power (p. 401, SR5).

**Weapons:**

HK XM30 Assault Rifle [assault rifle, Acc 6(8), DV 9P, AP -2, SA/BF/FA, RC 1, 30(c), w/ 30 rounds of regular ammo]

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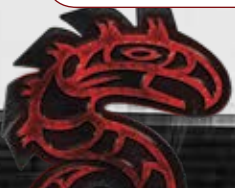
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Once they open it, they find a long finely made dagger on a padded foam insert. If someone looks at the dagger astrally have them make an Assensing + Magic [Magical] Test and consult the table below. The dagger is a Force 7 weapon focus that is specific to the Mantis tradition and is only usable by a Mantis shaman or Mantis spirit.

If the characters stay within five blocks of Jose's Bistro for more than ten minutes, more ant spirits show up for a follow-up attack. The attack force consists of two hybrid Force 4 soldier wasp spirits, and a Force 5 flesh form scout wasp spirit. One of the hybrid wasp spirits has wings and flies in from the roof of a nearby building while the other two spirits provide covering fire with assault rifles.

### PUSHING THE ENVELOPE

Have a Force 6 soldier true form Wasp spirit lead the attack. It sneaks up behind the group in astral space and materializes behind the characters to take them by surprise.

#### WASP TRUE FORM SOLDIER

(1, FORCE 6)

B	A	R	S	W	L	I	C	ESS	EDG	M
9	7	7	9	6	6	6	6	6	3	6

**Initiative:** 13 + 2D6

**Astral Initiative:** 12 + 3D6

**Movement:** 14/28

**Condition Monitor:** 13

**Limits:** Physical 12, Mental 8, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Flight 6, Gymnastics 6, Perception 5, Sneaking 6, Unarmed Combat 6

**Powers:** Animal Control (Wasps), Astral Form, Binding, Concealment, Fear, Hive Mind, Inhabitation (Living Vessel), Natural Weapon (8P AP-1), Sapience

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All wasp spirits can fly and have the Flight skill (p. 394, SR5) and the Venom power (p. 401, SR5).

**Weapons:**

Natural Weapon [unarmed, Acc 12, Reach —, DV 8P, AP -1]

### DEBUGGING

The biggest problem here is if the characters get bogged down in planning and information gathering. The fact that they only have a couple hours to reach the rendezvous with Becky 99 should help with this. The second attack will help reinforce that they can't just sit and plan, but rather need to get moving.

The initial attack could well have injured team members and put them on their heels, making them even more paranoid than normal. They may want to meet contacts in person, which could cause delay the delivery of the case to Becky 99. If they start heading off in the wrong direction, remind them they have a deadline and Becky 99 waits for them.

The characters might also realize that insect spirits are exceptionally hard to kill. If they reach out to a weapons or Chicago contact, they can learn about KEV ammunition (see sidebar on page XX). They also can learn about the ammo by doing legwork on damaging insect spirits. They can then do legwork to track down a source for the ammunition.

#### Scene 3:

### THE DIRECT ROUTE

#### SCAN THIS

This scene is used if the characters decide to take the more direct route. Soon after they pass into the Containment Zone, they run into a checkpoint set up by Juan Nunez, one of the local warlords. This scene can be handled through diplomacy, violence, or guile depending on the characters' wishes and skill sets.

### TELL IT TO THEM STRAIGHT

The gang graffiti has slowly been changing and becoming less prevalent, though the buildings are just as damaged and battered as they have been for the last few kilometers. You see the road ahead has a pair of Bulldog vans parked across the lanes blocking progress. Any doubt about their intentions evaporates as you see five or six figures up and down the block emerge with AK-98 assault rifles.

### BEHIND THE SCENES

Juan Nunez got a tip that the characters are bringing the Desolations Angels weapons. Since he sees them as competition for control of the Containment Zone, he decides to intercept the shipment and take it for himself.

The characters can handle this through force, guile, or social skills. Each different path has its own pitfalls and advantages.

Juan's men don't start firing unless they are attacked or threatened with drawn weapons. If the runners start talking, they can either negotiate or con the men into letting them through.

Conning the men requires an opposed Con + Charisma [Social] versus Con + Charisma [Social] Test. It takes one net hit to convince Juan's men to let them through

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without giving up the case. The team suffers the following situational modifiers:

- Hostile: -3 dice pool
- Harmful to the NPC: -3 dice pool
- For all possible modifiers refer to the social modifiers table (p. 140, SR5)

The second social option is to negotiate with the men. If the characters offer other items of value, the men consult with Juan Nunez via commlink to see if they should make the trade. They aren't interested in money, just materials. They are particularly interested in weapons, explosives, and medical supplies. If the characters offer at least 20,000 nuyen worth of materials, the men let the runners pass without their vehicles being searched. The characters can reduce the amount with an opposed Negotiation + Charisma [Social] versus Negotiation + Charisma [Social] Test. Each net hit reduces the cost to pass by 500 nuyen with a maximum reduction of 5,000 nuyen.

If the characters don't want to or can't pay in materials, they are told they must hand over the weapons or find another way to pay Juan for free passage. Juan Nunez doesn't have a good hacker and knows this, which means another option is that they tell the group they can let them pass if the runners can help them with a Matrix file they have. It is an encrypted file that Juan's men haven't been able to get into. The character must first get a mark on the file with either Hack on The Fly (Hacking + Logic [Sleaze] Opposed Test versus 5 dice) or Brute Force (Cybercombat + Logic [Attack] Opposed Test versus 5 dice). With a mark, they can attempt a Crack File to eliminate the encryption. Cracking the encryption is a Hacking + Logic [Attack] Opposed Test versus Protection Rating x 2 (12 dice). One net hit is needed to crack the file and reveal the data.

If the characters let Juan's men search the vehicles, unless they hide the case in some way Juan's men will find it and take it. To hide the case requires a Stealth + Intuition [Mental] versus Perception + Intuition [Mental] Opposed Test. 1 net hit by Juan's men means they found the case and will take it.

If the characters decide to fight their way through the stop, they must fight the seven guards in the street. In addition, there is a sniper on the roof of a nearby building and a mage observing from another roof. There is also a Force 7 spirit of earth on standby in astral space. The men's first goal is to disable the vehicle(s) while neutralizing anyone attacking them.

The last choice is if the characters decide to run instead of interacting with the roadblock. The spirit of earth materializes and uses its Movement power to keep the vehicle from escaping. Three men pile into one of the Bulldog vans and follow while the others try to stop the vehicle. If the runners manage to get through the roadblock it results in a handling chase. Chase rules

can be found on pp. 203-205, SR5. The chase starts at medium range, light terrain and it is a speed environment. For the table that sets the threshold for tests, see **Vehicle Chases** on p. 199, SR5).

## CHASE BASICS

A ground chase has five ranges:

**Close:** 0-2 meters

**Short:** 2-10 meters

**Medium:** 11-50 meters

**Long:** 51-150 meters

**Extreme:** 151-300 meters

Every Combat Turn, each driver in a chase must make a control maneuver. This is a Complex Action. There is no test needed for this action.

The thresholds for all tests in this chase have a +1 modifier due to the terrain being light.

### Vehicle chase/combats can end in four ways:

1. A vehicle escapes by getting beyond Extreme range in a chase.

2. A vehicle's handling is reduced to 0 in a Combat Turn. This means the vehicle has been pinned and has no room to escape.

3. A vehicle's Acceleration and Speed are reduced to 0 in a Combat Turn. This again means the vehicle is stuck and cannot get any momentum to escape.

4. Vehicle's condition monitor is filled, meaning the vehicle is destroyed.

To change ranges is a catch-up/break-away maneuver. The driver makes a Reaction + Pilot Wheeled Vehicle [Speed] (maneuver threshold (p. 199, SR5) Test with each success above the threshold changing the range by one. If this would take the range beyond extreme, then the pursuing driver gets to make a Reaction + Pilot Wheeled Vehicle [Speed] (maneuver threshold) Test to try to keep them in sight.

In short range, additional maneuvers are to cut off or ram the other vehicle in an effort to stop it.

Different maneuvers result in different effects as defined by the maneuver.

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## WARLORD'S MEN

(7, PROFESSIONAL RATING 3)

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

**Initiative:** 8(9) + 2D6

**Condition Monitor:** 10

**Limits:** Physical 5, Mental 5, Social 5

**Armor:** 12

**Skills:** Automatics 5, Con 4, Gymnastics 5, Heavy Weapons 4, Negotiation 4, Perception 4, Pilot Ground Craft 5, Throwing Weapons 4, Unarmed Combat 5

**Augmentations:** Wired reflexes 1

**Gear:** Armored jacket [w/ fire resistance 6, non-conductivity 6], medkit [Rating 6], flash-bang grenades (x3), helmet [w/ built-in headset, mic, smartlink], Transys Avalon commlink [Device Rating 6]

**Weapons:**

AK-98 [Assault Rifle, Acc 5(7), DV 10P, AP -6, SA/BF/FA, RC —, 38(c), w/ smartlink, 38 rounds of APDS ammo]

Grenade Launcher [Grenade Launcher, Acc 3(5), DV 16P (-2/meter), AP -2, SS, RC —, 6(m) w/ smartlink, 6 high explosive grenades]

Flash-bang grenade [Grenade, DV 10S, AP -4, 10m radius]

## SNIPER

(1, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	4	5(6)	3	3	3	4	4	3.8

**Initiative:** 10 + 2D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 5, Social 5

**Armor:** 12

**Skills:** Con 4, Demolitions 5, Gymnastics 5, Longarms 6, Perception 4, Throwing Weapons 4, Unarmed Combat 5

**Augmentations:** Smartlink, wired reflexes 1

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

**Weapons:**

Ares Desert Strike [sniper rifle, Acc 7(9), DV 13P, AP -8, SA, RC (1), 14(c), w/, smartlink, shock pad, imaging scope, 14 rounds of APDS ammo]

Flash-bang grenade [Grenade, DV 10S, AP -4, 10m radius]

## MAGE

(2, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS	M
3	2	3	2	5	4	4	4	6	6(8)

**Initiative:** 7 + 1D6

**Astral Initiative:** 8 + 2D6

**Condition Monitor:** 10

**Limits:** Physical 4, Mental 6, Social 7, Astral 7

**Armor:** 12

**Skills:** Assensing 5, Astral Combat 6, Banishing 5, Binding 4, Blades 2, Conjuring 4, Counterspelling 6, Spellcasting 6

**Qualities:** Magician (Hermetic)

**Gear:** Armored jacket [w/ fire resistance 6, non-conductivity 6], binding focus (spirits of earth, Force 2), power focus (Force 2), reagents (30 drams), Transys Avalon commlink [Device Rating 6], weapon focus (Force 4, katana)

**Spells:** Agony, Destroy (Ground Craft), Detect Enemies, Hot Potato, Manaball, Manabolt, Mass Confusion, Powerbolt

**Bound Spirits:** Spirit of Earth Force 7 (3 services)

**Weapons:**

Katana weapon focus [Force 4, Blades, Acc 7, Reach 1, DV 5P, AP -3]

## SPIRIT OF EARTH

(1, FORCE 7, BOUND, 3 SERVICES)

B	A	R	S	W	L	I	C	ESS	M
11	5	6	11	7	6	7	7	7	7

**Initiative:** 13 + 2D6

**Astral Initiative:** 14 + 3D6

**Movement:** 10/20

**Condition Monitor:** 14

**Limits:** Physical 13, Mental 9, Social 9

**Skills:** Assensing 7, Astral Combat 7, Exotic Ranged Weapon 7, Perception 7, Unarmed Combat 7

**Powers:** Astral Form, Binding, Elemental Attack, Fear, Guard, Materialization, Movement, Sapience, Search

## GMC BULLDOG VAN

HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
3/3	3	1	16	12	1	2	6

**Upgrades:** none

**Programs:** none

## PUSHING THE ENVELOPE

Juan Nunez is on scene and interacts with the group, taking the lead in any negotiations or discussions. If shooting starts, he takes cover initially so his men and their superior numbers can sway the battle. He defends himself if attacked or if he feels he is in danger. The other seven seen are his elite guards so use the stats below instead of the ones in Behind the Scenes.

## JUAN NUNEZ

(1, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS	EDG	M
4	5	5(6)	4	6	4	4	6	6	5	6

**Initiative:** 10 + 2D6

**Condition Monitor (P/S):** 10/11

**Limits:** Physical 6, Mental 6, Social 8

**Armor:** 15

**Skills:** Arcana 5, Automatics 5, Con 5, Disguise 2, Etiquette 4, First Aid 3, Gymnastics 5, Negotiation 5, Perception 6, Unarmed Combat 5

**Qualities:** First Impression, Guts 2

**Initiate Grade:** 1

**Metamagics:** Power Point

**Adept Powers:** Authoritative Tone 3, Danger Sense 3, Improved Senses (Ultrasound), Kinesics 2, Magic Sense 2, Mystic Armor 3, Spell Resistance 2, Voice Control 3

**Gear:** Adept tattoo focus [Force 6 w/ Improved Reflexes 1, three lightning bolts in a circle on each shoulder blade], armored jacket [w/ non-conductivity 6, fire resistance 6], Transys Avalon commlink [Device Rating 6], contact lens [Rating 3 w/ image link, smartlink, thermographic vision]

**Weapons:**

Yamaha Raiden [assault rifle, Acc 6(8), DV 12P, AP -3, RC 1, 60(c), w/ 60 rounds of explosive ammo]

## ELITE GUARDS

(7, PROFESSIONAL RATING 4)

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

**Initiative:** 9(10) + 3D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 5, Social 5

**Armor:** 14

**Skills:** Automatics 6, Con 4, Gymnastics 6, Heavy Weapons 5, Negotiation 4, Perception 6, Pilot Ground Craft 5, Throwing Weapons 5, 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), helmet [w/ built-in headset, mic, flare compensation], Transys Avalon commlink [Device Rating 6]

**Weapons:**

AK-98 [assault rifle, Acc 5, DV 10P, AP -6, SA/BF/FA, RC —, 38(c), w/ 38 rounds of APDS ammo]

Grenade Launcher [grenade launcher, Acc 3, DV 16P (-2) meter), AP -2, SS, RC —, 6(m) w/ 6 high explosive grenades]

Flash-bang grenade [grenade, DV 10S, AP -4, 10m radius]

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## DEBUGGING

This scene should provide a challenge without being impossible. If the characters end up in a shooting match and don't identify the sniper quickly, they could find themselves in trouble. Have the sniper target heavier-armored characters or go after the vehicle to disable it.

Another issue could be if the characters decide to just run the roadblock. The spirit of earth manifests to stop the vehicle, and the mage uses his Destroy spell to disable it. The sniper also targets the vehicle in an attempt to disable it.

If, in the attempt to flee or in combat, the characters' vehicle gets destroyed, they must find another way to move on. They could take one of the warlord's Bulldog vans or they could try to find other nearby vehicles.

### Scene 4:

## GOING AROUND

### SCAN THIS

If the characters decide to avoid Juan Nunez's territory, they must take a longer route. Unfortunately, this choice has its own difficulties. The route takes the characters near some of the nicer and more heavily patrolled neighborhoods in Chicago. The characters' vehicle was reported stolen, and they were flagged as persons of interest in a recent attack on an Ares facility. A Lone Star cruiser spots them and pulls them over.

## TELL IT TO THEM STRAIGHT

The neighborhoods are becoming nicer, and the damage has been repaired for the most part. Corporate logos cover the billboards, and graffiti is becoming scarce. A Lone Star patrol car pulls out behind you, and you check your speed instinctively. His lights come on, and your hopes that he will just pass you vanishes.

## BEHIND THE SCENES

The operatives in the first scene watched what vehicles the characters got into and passed the information along to their superiors. The superiors called it into Lone Star as a stolen vehicle and tipped the cops off that the runners were involved in a theft at an Ares facility that killed several people. The bug spirits plan to ambush the runners and officers if the runners manage to talk their way out of the confrontation with Lone Star.

The officers exit the patrol car and approach with weapons drawn. They tell the runners to exit the vehicle with their hands up. They look for any visible weapons and confiscate them. A roto-drone observes the scene

and provides covering fire if shooting starts. A fast-response team is inbound and arrives at the end of the second Combat Turn after combat starts.

If there are any visible weapons, the Lone Star officers ask for the runners' SINS and weapon licenses. Otherwise the Lone Star officers just ask for their SINS. The officers run a check on the SINS and licenses (if appropriate). They only have a portable SIN verification unit (Rating 3). To check if the SINS and licenses pass is a device rating (3) x 2 Test with a threshold equal to the SIN or license rating. If the number of hits is less than the threshold, the SIN or license holds up without problem. If the hits are equal to the rating of the SIN or licenses being checked, it reports as odd and recommends more investigation, but the decision is up to the officer. If the threshold is exceeded, the fake is detected. Full rules are found on p. 368, SR5.

If the characters want to talk their way out of the situation, it requires a Con + Charisma [Social] versus Con + Charisma [Social] Test. If any character has openly carried weapons, the officers are suspicious, giving the runners a -1 dice pool modifier. If the SIN or license came back as odd, the officers are prejudiced, giving the runners a -2 dice pool modifier. If the SIN or license failed the check, the officers are hostile, giving the runners a -3 dice pool modifier. Letting a criminal go would be harmful to the officers. Consult the table on p. 140 in SR5 for a full list of social modifiers.

Dr. Martin Tate is monitoring the police bands, and when the Lone Star officers pull over the characters, he sends a five-man team to retrieve the case once they are stopped. It takes the team five minutes to get to the scene. They show the officers identification and tell them the characters stole the case and their employer sent them to retrieve it. They don't take "No" for an answer. The characters must make an opposed Con + Charisma [Social] versus Con + Charisma [Social] Test against the operatives to convince the officers the case doesn't belong to Tate's team. Any modifiers from above apply. In addition, the operatives have an ace in the hole (the fake document they show the officers) giving them a +2 dice pool modifier.

If the runners resort to violence, the patrol car's camera records it and transmits it to the precinct unless the characters do something to jam or intercept the feed. If the characters fire on the officers and escape capture, an APB goes out for assault on officers with lethal force. If any officers die, it is upgraded to murder of an officer in the line of duty. This makes peaceful interaction with Lone Star impossible for the rest of the mission. The runners lose 1 Loyalty with any Lone Star contacts they have. The shooting also makes the news, and the characters get +1 Public Awareness.

If the officers feel the characters are a major threat, they call for more fast response teams. One shows up at the end of every other Combat Turn after the first. After the fifth Combat Turn, four additional Lone Star officers and another roto-drone show up each Combat Turn.

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## LONE STAR OFFICER

(2, PROFESSIONAL RATING 4)

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

**Initiative:** 8(9) + 2D6

**Condition Monitor:** 10

**Limits:** Physical 5, Mental 5, Social 5

**Armor:** 14

**Skills:** Clubs 3 (Batons +2), Con 6, Gymnastics 5, Law Enforcement (Professional Knowledge) 3, Negotiation 3, Perception 6, Pistols 6, Throwing Weapons 4, Unarmed Combat 4

**Augmentations:** Wired reflexes 1

**Gear:** Medkit [Rating 6], helmet [w/ built in headset, mic, smartlink], Lone Star uniform [w/ fire resistance 3, non-conductivity 5], Transys Avalon commlink [Device Rating 6]

**Weapons:**

Ares Predator V [heavy pistol, Acc 5(7), DV 8P, AP -5, SA, RC —, 15(c), w/ 15 rounds of APDS ammo]  
Defiance EX Shocker [pistol, Acc 4(6), DV 9S(e), AP -5, SS, RC —, 4(m) w/ smartlink]  
Stun baton [baton, Acc 4, Reach 1, DV 9S(e), AP -5]

## ROTO-DRONE

(10)

HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
4	4	2	4	4	3	4	0

**Upgrades:** Upgraded sensor suite

**Programs:** Clearsight 4, Maneuver 4, Targeting (Ares Alpha) 4

**Weapons:**

Ares Alpha [assault rifle, Acc 5(7), DV 12S, AP -3, SA/BF/FA, RC 2, 42(c), w/ 42 rounds of gel round ammo]  
Grenade launcher [grenade launcher, Acc 4(6), DV 10S, AP -4, 10m radius, SS, RC —, 6(c), w/ 6 flash bang grenades]

## FAST RESPONSE TEAM

(6, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	4(8)	4(6)	4	3	3	4	3	2.2

**Initiative:** 8(10) + 3D6

**Condition Monitor:** 11

**Limits:** Physical 7, Mental 5, Social 4

**Armor:** 20

**Skills:** Automatics 7 (Assault Rifles +2), Clubs 5 (Batons +2), Gymnastics 4, Perception 5 (Visual +2), Small Unit Tactics 6, Throwing Weapons 4, Unarmed Combat 5

**Augmentations:** Muscle toner 4, wired reflexes 2

**Gear:** Flash-bang grenades (x3), helmet [w/ built in headset, mic, smartlink], SWAT armor [w/ fire resistance 6, gel packs, non-conductivity 6], Transys Avalon commlink [Device Rating 6]

**Weapons:**

Yamaha Raiden [assault rifle, Acc 6(8), DV 12P, AP -3, RC 1, 60(c), w/ 60 rounds of explosive round ammo]  
Flash-bang grenade [grenade, DV 10S, AP -4, 10m radius]  
Neuro Stun IX grenade [grenade, Power 15, Speed: 1  
Combat Turn, Penetration 0, Effect: Disorientation, stun damage]

## TATE'S OPERATIVES

(5, PROFESSIONAL RATING 4)

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 4, Con 5, Demolitions 5, Gymnastics 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]  
Flash-bang grenade [grenade, DV 10S, AP -4, 10m radius]

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## PUSHING THE ENVELOPE

A wasp shaman watches the interaction from a nearby alleyway. If the characters handle the situation well, he uses Control Thoughts on one of the officers to make him more hostile. He makes the officer belligerent and demanding but stops short of making him attack since he wants the characters to be the ones who escalate the situation to violence. This adds the social modifier of -4 to all tests because he now sees the characters as enemies.

### WASP SHAMAN

(1, PROFESSIONAL RATING 2)

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

**Initiative:** 8 + 1D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 6, Social 8

**Armor:** 12

**Skills:** Assensing 5, Astral Combat 4, Banishing 4, Binding 4, Con 3, Counterspelling 4, Disguise 3, First Aid 3, Gymnastics 4, Longarms 3, Negotiation 2, Perception 3, Spellcasting 6, Summoning 6

**Gear:** Armored jacket, medkit rating 6, Transys Avalon commlink [Device Rating 6]

**Spells:** Armor, Ball Lightning, Control Thoughts, Control Actions, Chaos, Detect Enemies, Improved Invisibility, Manabolt, Physical Mask, Stunball

**Weapons:**

Enfield AS-7 [shotgun, Acc 4(5), DV 13P, AP -1, SA/BF, RC —, 10(c), w/ 10 rounds of regular ammo]

## DEBUGGING

If the characters kill officers, the characters make their own lives more difficult—but not impossible—since an APB is out for them as cop killers. If the characters start violence, a quick reminder that they are making their lives more difficult would be good. If they continue, just note to award Public Awareness at the end of the adventure.

The bigger problem is if the characters get into a slugging match with Lone Star, because the response team arrives quickly. As time goes by, Lone Star sends more forces at them in an effort to control the situation. A hint to the runners that they hear more sirens approaching should get them moving. If they try to disengage, let them get away, but if they decide to stand and fight don't show any mercy for their stupidity.

## Scene 5:

# SURPRISE GUESTS

## SCAN THIS

In this scene, some true ant spirits decide to stop the group directly. They materialize in the vehicles and attack in attempt to take out the characters. Flesh form and hybrid spirits then attack as the vehicles stop and attempt to finish off the characters. The insect spirits know where the characters are meeting with Becky 99 and have staked out the different routes. When the characters show up, they materialize and attack.

## TELL IT TO THEM STRAIGHT

The rubble and damaged buildings have been becoming a more common sight until they now outnumber the intact buildings. You are in one of the most damaged areas of the new Containment Zone, one that the corporate renovation projects obviously never got to.

You come around the corner and a man with mandibles and multifaceted eyes watches you from the sidewalk as you pass. You are about to yell a warning when a man-sized ant materializes in the vehicle.

## BEHIND THE SCENES

The ant spirits decide it is time to act directly. Two Force 6 true form soldier ant spirits manifest in the vehicles to disable the drivers and stop the convoy. They start by using their Fear power to get the driver to stop.

Three Force 5 hybrid soldier ant spirits and three Force 5 flesh form scout spirits move in on the convoy once it stops. They use their powers to support each other and to advance without being seen while the true form spirits keep everyone still in the vehicles busy. The flesh form scout spirits use Concealment to hide the hybrid soldier spirits and the soldier spirits use suppressive fire to allow the scout spirits to move closer. They isolate and eliminate characters one at a time from the fight with the goal of getting the case and escaping with it. They are perfectly happy driving off a character so they can move on the case. If a character is knocked out or stops fighting, the spirits don't go for the kill. They target magically active characters or those doing damage to the spirits first to try to eliminate the biggest threats.

If the vehicles are disabled and the ants are driven off or killed, the characters will need to determine what to do next. Their options are to repair their vehicles, move out on foot, or find another vehicle to use.

- Repairing the damage requires an Automotive Mechanic + Logic [Mental] (18, 1 minute) Extended Test. This is a slap-together, quick-fix

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repair to get the vehicle running again. The repair test has the following modifiers due to the situation:

- Bad conditions are a -3 dice pool modifier.
- Unless someone has an automotive kit, add a -4 dice pool modifier for unavailable tools; if they have a kit then add a -2 dice pool modifier for inadequate tools since the repair would normally require an automotive shop.
- If the character's Logic is less than 5, add a -1 dice pool modifier per point below 5 due to working from memory.

Finding another vehicle requires a Perception + Intuition (see table, 1 minute) Extended Test. Consult the table below to see what the team can find. Once they find the vehicle, they must get it going, which is either a Hacking or Electronics test. To hack it requires a Hacking + Logic [Sleaze] (3) Test. To hotwire with electronics requires a Hardware + Logic [Mental] (4) Test.

HITS	INFORMATION
0	All you see are burned-out wrecks up on blocks.
1	The Chrysler-Nissan Jackrabbit looks to be in working order.
2	The black Ford Americar is graffiti-free and looks out of place here. It'll run.
3	The Toyota Gopher will hold everyone as long as you are willing to pile into the bed and don't care about comfort.
4	You look around and a couple blocks over you find a GMC Bulldog van.
5+	You can't believe your luck; you find a Rover Model 2072.

If the characters decide to move out on foot, then go to **Scene 6: Hoofing it.**

Start building tension and paranoia, since the runners are in potentially hostile territory and things could go even more wrong any time now. It should be apparent that they don't want to spend a lot of time in the area, as the longer they are stationary the more likely it is that another attack will come their way. If the characters are still within five blocks after five minutes, a group of four Force 5 true form soldier wasp spirits attack. They have the same goal as the ant spirits of getting the case and escaping with it.

## TRUE FORM SOLDIER

(FORCE 6 ANT SPIRITS, 2)

B	A	R	S	W	L	I	C	ESS	EDG	M
9	7	7	9	6	6	6	6	6	3	6

**Initiative:** 13 + 2D6

**Astral Initiative:** 12 + 3D6

**Movement:** 14/28

**Condition Monitor:** 13

**Limits:** Physical 12, Mental 8, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Counterspelling 6, Exotic Ranged Weapon 6, Gymnastics 6, Perception 6, Unarmed Combat 6

**Powers:** Animal Control (Ants), Astral Form, Fear, Hive Mind, Inhabitation (Living Vessel), Magical Guard, Materialization, Natural Weapon (8P, AP -1), Noxious Breath, Sapience

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All physical damage done by Ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single Ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ant(s) suffer a -2 penalty on all tests

**Weapons:**

Natural Weapon (Unarmed, Acc 12, Reach —, DV 8P, AP -1)

## HYBRID FORM

(FORCE 5 SOLDIER ANT SPIRITS, 3)

B	A	R	S	W	L	I	C	ESS	EDG	M
8	7	9	6	5	5	5	5	5	2	5

**Initiative:** 14 + 2D6

**Movement:** 14/28

**Condition Monitor (P/S):** 12/11

**Limits:** Physical 10, Mental 7, Social 7

**Armor:** 10H

**Skills:** Assensing 5, Astral Combat 5, Automatics 5, Counterspelling 5, Exotic Ranged Weapon 5, Gymnastics 5, Perception 5, Throwing Weapons 4, Unarmed Combat 5

**Powers:** Animal Control (Ants), Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessel), Natural Weapon (8P, AP -1), Sapience

**Gear:** Flash-bang grenades (x3), medkit [Rating 6], Transys Avalon commlink [Device Rating 6]

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All physical damage done by ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ant suffers a -2 penalty on all tests

**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]

Flash-bang grenade [grenade, DV 10S, AP -4, 10m radius]

Natural Weapon [unarmed, Acc 10, Reach —, DV 8P, AP -1]

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## FLESH FORM

### (FORCE 5 SCOUT ANT SPIRITS, 3)

B	A	R	S	W	L	I	C	ESS	EDG	M
5	7	7	5	5	5	5	5	5	3	5

**Initiative:** 12 + 2D6

**Movement:** 14/28

**Condition Monitor:** 11

**Limits:** Physical 8, Mental 7, Social 7

**Armor:** 10H

**Skills:** Assensing 5, Astral Combat 5, First Aid 5, Gymnastics 5, Perception 5, Pistols 5, Sneaking 5, Throwing Weapons 5, Unarmed Combat 5

**Powers:** Animal Control, Astral Form, Aura Masking, Concealment, Confusion, Dual-Natured, Enhanced Sense (Thermographic vision), Hive Mind, Immunity to Normal Weapons, Movement, Realistic Form, Sapience, Search

**Gear:** Flash-bang grenades (x3), medkit [Rating 6], Transys Avalon commlink [Device Rating 6]

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All physical damage done by ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single Ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ant(s) suffer a -2 penalty on all tests

#### Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -5, SA, RC —, 15(c), w/15 rounds of APDS ammo]

Flash-bang grenade [Grenade, DV 10S, AP -4, 10m radius]

## TRUE FORM

### (FORCE 5 SOLDIER WASP SPIRIT)

B	A	R	S	W	L	I	C	ESS	EDG	M
8	6	6	8	5	5	5	5	5	3	5

**Initiative:** 11 + 2D6

**Movement:** 12/24

**Condition Monitor:** 12

**Limits:** Physical 10, Mental 7, Social 7

**Armor:** 10H

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

**Powers:** Animal Control (Wasps), Fear, Hive Mind, Inhabitation (Living Vessel), Magical Guard, Materialization, Natural Weapon (7P, AP -1), Sapience, and Venom

**Weaknesses:** Allergy (insecticides, light), Evanescence

**Unique Qualities:** All wasp spirits can fly and have the Flight skill (p. 394, SR5) and the Venom power (p. 401, SR5)

#### Weapons:

Natural Weapon [unarmed, Acc 10, Reach —, DV 7P, AP -1]

## PUSHING THE ENVELOPE

Have the ant and wasp spirits attack at the same time in a coordinated attack instead of separately.

## DEBUGGING

This scene is one of the major scenes of the mission. It should be challenging without overwhelming the characters. If they are weak on magical support and can't do heavy damage, the characters could have trouble getting through the spirits' hardened armor. Especially with the initial surprise attack, the characters could find themselves in real trouble. Remember that the spirits' goal is to escape with the case and its contents, not to kill the characters. Have them grab it and escape rather than continue to pound on the characters. While they might fail the mission, they at least survive the adventure this way.

If the characters are handling the spirits easily, have the spirits concentrate on eliminating the biggest threat. They know not everyone will be able to hurt them and act with guile and intelligence to get rid of threats first. With the Fear power they could make characters flee and this allows the spirits to concentrate their attacks while the big threats run.

### Scene 6 (Optional):

## HOOFING IT

## SCAN THIS

If the characters end up on foot after **Scene 5: Surprise Guests** and there is time, you can run this scene. Since the team is on foot for the last few kilometers to the location where they are meeting Becky 99, the insect spirits try again to stop them. Since the direct approach has failed so far, this time they attempt sleight of hand to get the case from the characters.

## TELL IT TO THEM STRAIGHT

AR and spray-painted graffiti is everywhere on the half-destroyed buildings. The reclamation projects obviously haven't made it to this neighborhood yet.

You can't shake the feeling that you are being watched. A couple of times you think you see something out of the corner of your eye, but you don't see anything when you turn and look.

A scream cuts through the air from a block over to the left.

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## BEHIND THE SCENES

A Force 6 flesh form scout roach spirit staged an attack by two Force 4 hybrid soldier roach spirits. She pretends to be the helpless damsel in distress. She hopes to lure the characters into an ambush or get them to drop their guard around her so she can escape with the case.

The hybrid roach spirits shift their attacks to the characters as soon as they go around the corner. During combat, the scout spirit sidles up to whomever has the case under the guise of cowering and being afraid of the roach spirits. If the case is set down and she thinks she can get away with it, she grabs the case and attempts to slip away. This is a Sneaking + Agility [Physical] vs. Perception + Intuition [Mental] Opposed Test.

If one person is left with the case and she thinks she can quickly take him out, she attacks, hoping the surprise lets her knock the character out and grab the case. This is a Reaction + Intuition (3) Test. Success means the character gets to act as normal. Failure means the character loses 10 from their Initiative Score and they are considered surprised until their next action phase (see p. 192, SR5).

If the scout spirit manages to get away with the case, the characters can try to find and/or stop her.

If she is still in sight, it is a foot chase. If she has a head start, increase the starting distance by one grouping for each Combat Turn (full or partial) that elapsed. For this chase, use the following modified chase rules:

- Keep the distance groupings like a vehicular chase, and if she gets beyond extreme, she has gotten away.
- Each action, the character makes a Running + Strength [Physical] (3) Test. Each net hit reduces the range by one grouping.
- On her Initiative Score, the spirit makes the same Running + Strength [Physical] (3) Test and each net hit increases the range by one grouping. See the Chase Rules sidebar in **Scene 3: The Direct Route** for the list of ranges.

If the spirit gets out of sight, the characters must track her down. She isn't trying to hide her trail but is concentrating on putting as much distance between herself and the characters as possible. Following the trail is a Tracking + Intuition [Mental] (4) Test. They find her in an abandoned apartment complex hiding in the deserted lobby.

## PUSHING THE ENVELOPE

Two true form Force 6 soldier roach spirits are in astral space when the attack happens. They join the attack to either eliminate the characters or distract them so the scout spirit can escape with the case.

## FLESH FORM

### (FORCE 6 SCOUT ROACH SPIRIT)

B	A	R	S	W	L	I	C	ESS	EDG	M
6	8	8	6	6	6	6	6	6	3	6

**Initiative:** 14 + 2D6

**Movement:** 16/32

**Condition Monitor (P/S):** 11/11

**Limits:** Physical 9, Mental 8, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Con 4 (Fast Talk +2), Disguise 5, Etiquette 4, First Aid 2, Gymnastics 6, Perception 6, Pilot Ground Craft 5, Running 5, Sneaking 6, Tracking 5, Unarmed Combat 6

**Gear:** Medkit [Rating 6], tattered clothing, Transys Avalon commlink [Device Rating 6]

**Powers:** Animal Control (Roach), Aura Masking, Concealment, Confusion, Dual-Natured, Enhanced Senses (Smell), Guard, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessel), Movement, Realistic Form, Sapience, Search

**Weaknesses:** Allergy (insecticides, severe), Allergy (light, mild), Evanescence

**Unique Qualities:** All roach spirits have +2 to Damage Resistance tests, and all have Allergy (light, mild) in addition to the normal Insecticides allergy.

## HYBRID FORM

### (FORCE 4 SOLDIER ROACH SPIRITS)

B	A	R	S	W	L	I	C	ESS	EDG	M
7	6	7	6	4	4	4	4	4	2	4

**Initiative:** 11 + 2D6

**Movement:** 10/20

**Condition Monitor:** 12

**Limits:** Physical 9, Mental 6, Social 6

**Armor:** 8H

**Skills:** Assensing 4, Astral Combat 4, Counterspelling 4, Exotic Ranged Weapon 4, Gymnastics 4, Perception 4, Unarmed Combat 4

**Powers:** Animal Control (Roach), Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessel), Magical Guard, Natural Weapon (DV 6P, AP -1), Sapience

**Weaknesses:** Allergy (insecticides, mild), Allergy (light, mild), Evanescence

**Unique Qualities:** All roach spirits have +2 to Damage Resistance tests, and all have Allergy (light, mild) in addition to the normal Insecticides allergy.

**Weapons:**

Natural Weapon [unarmed, Acc 9, Reach —, DV 6P, AP -1]

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## TRUE FORM

(FORCE 6 SOLDIER ROACH SPIRIT)

B	A	R	S	W	L	I	C	ESS	EDG	M
9	7	7	9	6	6	6	6	6	3	6

**Initiative:** 13 + 2D6

**Movement:** 14/28

**Condition Monitor:** 13

**Limits:** Physical 12, Mental 8, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Counterspelling 6, Exotic Ranged Weapon 6, Gymnastics 6, Perception 6, Unarmed Combat 6

**Powers:** Animal Control (Roach), Binding, Fear, Hive Mind, Inhabitation (Living Vessel), Magical Guard, Materialization, Natural Weapon (8P, AP -1), Sapience

**Weaknesses:** Allergy (insecticides, mild), Allergy (light, mild), Evanescence

**Unique Qualities:** All roach spirits have +2 to Damage Resistance tests, and all have Allergy (light, mild) in addition to the normal Insecticides allergy.

**Weapons:**

Natural Weapon [unarmed, Acc 12, Reach —, DV 8P, AP -1]

## DEBUGGING

If the players spent all their Edge in previous scenes, they could find themselves in a difficult fight. Don't let bad rolls doom them. If the fight is going against them, allow the characters to disengage and retreat.

Since the characters are on foot and have run into trouble, they may decide they now need a vehicle. If so, use the table in **Scene 5: Surprise Guests** to see what is available.

Another problem could be if the scout gets the case and takes off. Some characters may decide it isn't worth the trouble at this point. Remind the characters that the case is their paycheck, and if she gets away, they won't get paid, and their reputations will take a hit.

Scene 7:

## MEETING BECKY 99

### SCAN THIS

In this scene, the characters meet up with Becky 99 to deliver the case and the dagger inside it. Unfortunately, Matt Wrath didn't let Becky know he wasn't delivering the case himself. First, they must convince Becky

that he sent them. Then, as the negotiations start to heat up, a swarm of ant spirits crash the party, and things get messy.

## TELL IT TO THEM STRAIGHT

It is a subtle change at first, but you notice the buildings look more lived-in. Windows are intact, doors are closed, and there is less overall destruction. At first you don't see anyone in the buildings, but then you start seeing a woman here and another there. They are all in Desolation Angels' colors, black and green. You turn the corner, and the GPS tells you this is the block. You look around, and it appears to be deserted. A lone figure rises from behind a parked car and approaches. She is a short, thin woman who appears to be in her late twenties. She has short, spiky, dark hair and dresses in street ganger chic, lots of leather in the Desolation Angels' colors of black and green. Her armored jacket is decorated with a couple of rat skulls on the shoulders. She walks like someone who is confident of who she is and isn't afraid of anyone. When she gets within earshot she says, "Where is Matt, and why are you here?"

### READ THE FOLLOWING WHEN NEGOTIATIONS GET GOING:

Desolation Angels armed with assault rifles start approaching from nearby streets. You quickly realize they aren't hostile and almost seem to be ignoring you. One approaches and says, "Becky, we have a problem. Ants are coming out of the sewers. Looks like they're trying swarm us."

## BEHIND THE SCENES

The ant spirits continued to follow the characters and are making a last-ditch effort to keep the dagger from getting into Becky 99's hands. The queen sent most of her hive through the sewers to disrupt the meeting. The Desolation Angels and Becky were afraid the meet might be attacked, and because of this set up a perimeter a block away and sealed the sewer covers in the immediate area.

Becky 99 and some of her most loyal and trusted Desolation Angels came to the meet with Matt Wrath for the dagger. Unfortunately for the characters, Matt never contacted Becky to let her know he wasn't going to make the delivery himself, nor that he wants her to pay them for him. If the characters healed Matt in **Scene 1: The Meet**, he still doesn't contact Becky 99. This isn't out of malice, but just due to the fact that he is the center of attention from DocWagon and is bask-

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ing in it, not thinking of how it affects others. Becky has the money she planned to give Matt Wrath, so payment isn't an issue once she is sure the dagger is what she wants. Becky asks to see the dagger so she can inspect it. Once shown the dagger, she quickly assesses it. She determines it is the dagger she was promised and offers the characters 10,000 nuyen each. To increase the payment, requires an opposed Negotiation + Charisma [Social] versus Negotiation + Charisma [Social] Test. Each net hit raises the payment by 1,000 nuyen, up to a maximum pay of 15,000 nuyen per person.

As the characters and Becky get to the point of finalizing the exchange, the ants burst from the sewers and start their rush on the meet. The Desolation Angels on guard fall back and warn Becky 99 that the ants are coming. The characters must decide if they are going to help the Desolation Angels escape, stand and fight with the Angels, or cut and run on their own and let the Angels fend for themselves.

If time is short, just conduct the negotiation, have them give Becky the case, and then make the end of the scene cinematic with the characters' escape as the ants descend on the Desolation Angels. Have the fate of Becky and the other Desolation Angels be unknown and a mystery as the characters ride off into the sunset. If the runners don't want to leave the Desolation An-

gels behind, have a swarm of spirits drive the group into parts, separating the runners from the Angels.

Twenty hybrid-form Force 5 worker spirits comprise the majority of the ants' assault force. Two hybrid Force 6 caretaker spirits and a true form Force 6 nymph spirit support them. They use numbers to overrun the characters and Desolation Angels.

As the negotiations are about to finish, read the second **Tell It to Them Straight**. If there is time and the characters get the price over 12,000 nuyen, Becky agrees with the stipulation that the characters help her and the Desolation Angels escape with the dagger. If there isn't time, do a cinematic ending with the characters leading a charge that punches a hole in the ants' swarm and allows everyone to escape.

If the price was below 12,000 nuyen and there is time, Becky recommends the Desolation Angels and characters work together to escape. If there isn't time or the characters decline to work with the Desolation Angels, do a cinematic ending with the characters escaping and the Desolation Angels getting away from the swarm, though they take losses in the process. If the characters want to be paid to help, she offers 2,000 nuyen—take it or leave it. She doesn't want to negotiate further since time is running out and she wants to know who she can count on to escape.

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## DESOLATION ANGELS

(10, PROFESSIONAL RATING 3)

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

**Initiative:** 8 + 1D6

**Condition Monitor:** 11

**Limits:** Physical 7, Mental 5, Social 7

**Armor:** 12

**Skills:** Automatics 5 (Assault Rifle +2), Gymnastics 5, Heavy Weapons 5, Perception 6, Pistols 5, Throwing Weapons 4, Unarmed Combat 5

**Gear:** Armored jacket [w/ fire resistance 6, non-conductivity 6], medkit [Rating 6], flash-bang grenades (x5), Transys Avalon commlink [Device Rating 6]

**Weapons:**

Ares Alpha [assault rifle, Acc 5(7), DV 11P, AP -6, SA/BF/FA, RC 4, 42(c), w/ gas-vent system 2, w/ 42 rounds of APDS ammo]

Grenade launcher [grenade launcher, Acc 4(6), 10m radius of smoke, SS, RC —, 6(c), w/ 6 smoke grenades]

Flash-bang grenade [grenade, DV 10S, AP -4, 10m radius]

## HYBRID FORM

(FORCE 5 WORKER ANT SPIRIT, 20)

B	A	R	S	W	L	I	C	ESS	EDG	M
7	6	8	7	5	5	5	5	5	3	5

**Initiative:** 13 + 2D6

**Movement:** 12/24

**Condition Monitor:** 12

**Limits:** Physical 10, Mental 7, Social 7

**Armor:** 10H

**Skills:** Assensing 5, Astral Combat 5, Perception 5, Unarmed Combat 5

**Powers:** Animal Control (Ant), Concealment, Enhanced Senses (Smell, Thermographic Vision), Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Movement, Sapience, Search

**Weaknesses:** Allergy (insecticides, severe), Evanescence

**Unique Qualities:** All physical damage done by ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ant(s) suffer a -2 penalty on all tests.

## HYBRID FORM

(FORCE 6 CARETAKER ANT SPIRIT, 2)

B	A	R	S	W	L	I	C	ESS	EDG	M
8	9	9	10	6	6	6	6	6	3	6

**Initiative:** 13 + 2D6

**Movement:** 18/36

**Condition Monitor:** 12

**Limits:** Physical 13, Mental 8, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Leadership 6, Perception 6, Unarmed Combat 6

**Powers:** Animal Control (Ants), Binding, Confusion, Guard, Hive Mind, Inhabitation (Living Vessels), Innate Spell (Physical barrier), Sapience

**Weaknesses:** Allergy (insecticides, severe), Evanescence

**Unique Qualities:** All physical damage done by ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ant(s) suffer a -2 penalty on all tests.

## TRUE FORM

(FORCE 6 NYMPH ANT SPIRIT, 1)

B	A	R	S	W	L	I	C	ESS	EDG	M
5	6	9	5	6	6	6	6	6	3	6

**Initiative:** 15 + 2D6

**Astral Initiative:** 12 + 3D6

**Movement:** 12/24

**Condition Monitor:** 11

**Limits:** Physical 8, Mental 8, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Perception 6, Gymnastics 6, Spellcasting 6, Unarmed Combat 6

**Powers:** Animal Control (Ants), Astral Form, Compulsion, Enhanced Senses (Ultrasound), Fear, Hive Mind, Inhabitation (Living Vessels), Innate Spell (Improved Invisibility), Sapience

**Weaknesses:** Allergy (insecticides, severe), Evanescence

**Unique Qualities:** All physical damage done by ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ants suffer a -2 penalty on all tests.

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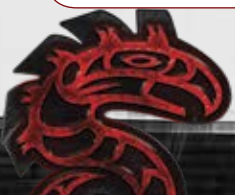
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## PUSHING THE ENVELOPE

The ant queen decided this is a big enough problem that she needs to act directly to prevent the dagger from falling into the Desolation Angels' hands. She is a Force 6 true form ant spirit.

### TRUE FORM

#### (FORCE 6 QUEEN ANT SPIRIT)

B	A	R	S	W	L	I	C	ESS	EDG	M
11	9	10	11	7	7	7	6	6	3	6

**Initiative:** 17 + 2D6

**Astral Initiative:** 12 + 3D6

**Movement:** 18/36

**Condition Monitor (P/S):** 14/12

**Limits:** Physical 15, Mental 10, Social 9

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Con 6, Counterspelling 6, Gymnastics 6, Leadership 6, Negotiation 6, Perception 6, Spellcasting 6, Unarmed Combat 6

**Powers:** Animal Control (Ant), Astral Gateway, Banishing Resistance, Compulsion, Enhanced Senses (Thermographic vision), Fear, Hive Mind, Natural Weapon (9P, -1AP), Noxious Breath, Sapience, Search, Spirit Pact, Wealth

**Weaknesses:** Allergy (insecticides, severe), Evanescence

**Unique Qualities:** All physical damage done by ant spirits is also considered Acid damage (see Acid Damage, p. 170, SR5). Ant spirits are highly dependent on their hive mentality and on its controlling force in particular. If a single ant spirit is ever isolated from all others of its hive (e.g., through physical distance or due to a mana barrier), or if the shaman or queen of the hive is killed, the ant(s) suffer a -2 penalty on all tests.

**Weapons:**

Natural Weapon [unarmed, Acc 15, Reach —, DV 9P, AP -1]

## DEBUGGING

The characters negotiate their pay at the end of the mission instead of the beginning like they normally do. Knowing what they had to go through to get there, they may decide to play hardball and not budge on price. If they do, then have the Desolation Angels approach at that point. Becky tells the characters that when she speaks to Matt, she will pass along that they refused to hand over the case and its contents. She wishes them luck and then signals for the Desolation Angels to move out. This is a partial bluff on her part. She really does want the dagger and doesn't want to walk away from it, but she won't give in to the characters' greed. If they stop her to finish the deal she agrees.

Another issue is that the characters could have already been through several combats at this point and if there is time to run it, this is a large and dangerous fight. If the characters are already injured and/or used all of their Edge, this makes it even more difficult and dangerous. If the characters stay and fight, the ants use pure numbers to overrun the characters and Desolation Angels. If the fight starts going poorly, Becky uses her free actions to suggest hitting a weak point to break through so both groups can escape.

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# PICKING UP THE PIECES

## MONEY

- 10,000¥ per person. 1,000¥ more per hit up to a maximum payout of 15,000¥
- If the characters make less than 12,000¥ each, they can get 2,000¥ more to help the Desolation Angels escape. No further negotiation possible.

## KARMA

- 1 Karma - Getting the dagger to Becky 99
- 2 Karma - Surviving the adventure
- 1 Karma - Helping the Desolation Angels escape the ant swarm
- 2 Karma - Overall adventure challenge

## GAMEMASTER REWARD

When running this adventure, you may choose to count the Missions as “played” for your personal *Shadowrun Missions* character. You must choose to do this the first time you run this Mission only, and take the optional results to match those the team you gamemastered for earned. You may not choose to wait for a “better” attempt to choose your rewards. You’re on the honor system here, so please don’t skew the adventure to help the players gain extra rewards just so you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other missions’ results and rewards that you track on the Debriefing Log (Objectives completed, reputation and contacts earned, etc.), take the average results of the group you’re gamemastering for. So if four out of six players earned a point of Notoriety, you will earn one as well. If only two players out of five earn a +1 Loyalty with a contact, you would not get that +1 Loyalty.

**Karma Earned:** 6

**Nuyen Earned:** 12,000¥

## REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters’ actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don’t be afraid to give them extra points.

- +1 Street Cred if the players successfully deliver the dagger to Becky 99
- +1 Notoriety for any player who refuses to turn over the dagger after negotiating with Becky 99
- +1 Public Awareness if the team gets into a shootout with Lone Star

## CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and they should be given the **Contact Sheet** included with this Mission. If they already have that contact, they gain a +1 Loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- If the characters deliver the dagger successfully to Becky 99, +1 loyalty with Matt Wrath Connection Rating 2
- If the characters help the Desolations Angels escape when paid under 12,000 nuyen without asking for more money, +1 loyalty with Becky 99 Connection Rating 4
- If the characters refuse to help the Desolation Angels, -1 loyalty with Becky 99 Connection Rating 4

## LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty Test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥ - (Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all of their contacts, and are still missing important information, they may request

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that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (1 hour)) Test. Additional information will be available at a cost of 1,000¥ - (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

### MATT WRATH

**Contacts to Ask:** Chicago runners, Chicago fixers

Contacts	Matrix Search	Information
0	0	Hey buddy, can I score some novacoke?
1	1	He's a local pit fighter.
2	3	He is one badass fighter. He enjoys fighting, finds it to be fun. He'll throw down with anyone. Heard he took on a piasma once!
3	—	He does shadow work on the side for his manager, Sid.
4	6	He was a semi-pro boxer back in the day, but did some time after killing a guy in the ring.
5	—	I'm a huge fan. I've seen him fight 22 times in the last year. He's awesome, if a little crazy. He talks about himself in the third person and carries around a devil rat for a mascot.

### DESOLATION ANGELS

**Contacts to Ask:** Gangers, Chicago residents, Security personnel

Contacts	Matrix Search	Information
0	0	A form of devil.
1	1	They are an all-female gang.
2	3	They are a major player inside the Containment Zone.
3	—	Since Becky 99 took over as the leader they have become more tolerant of outsiders.
4	6	They are said to hold their own in fights with insect spirits.

### BECKY 99

**Contacts to Ask:** Chicago runners, Chicago fixers, Chicago gangers

Contacts	Matrix Search	Information
0	0	That's the name of some old Springsteen song, isn't it?
1	1	I think she's the leader of that all-girl street gang, the Desolation Angels.
2	3	She was a shadowrunner back in the '50s.
3	—	The Desolation Angels were pretty rough for a while, being a menace to everyone who wasn't a member, doubly so if you were male. When Becky took over, that all stopped.
4	6	The Desolation Angels have renewed their war on the remaining bugs in the city.
5	—	Becky 99 was trapped in the Containment Zone when the bugs attacked.
6	—	Becky's team and family escaped the CZ, but she chose to stay behind for some reason. Never been able to find out why.

### BUG SPIRITS

**Contacts to Ask:** Shadowrunners, shaman, talismongers, Knight Errant, Lone Star, military

Contacts	Matrix Search	Information
0	0	Oh yeah, the small ones make you itch at night?
1	1	Bad juju, omae. Don't go looking for trouble.
2	3	I heard the ant spirits drip acid from their legs.
3	—	Some older folks who remember the infestation say they are allergic to insecticides. I heard rumors that a new type of ammunition has been developed taking advantage of this I think it is called KEV.
4	6	When it comes to dealing with bugs, dealing damage is the hard part. Normal weapons don't affect them very much. Go for spells that

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do direct damage or use lots of armor-piercing weapons if you can.

2 3

They are one of the major medical groups in the Chicago area, though they don't go into the Containment Zone in most cases.

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5 — I can't say for sure, but I've heard rumors of bug spirits who break away from the hive mentality and develop their own personalities. The one I heard of was some homeless roach spirit. But I'm sure there are others.

3 —

There are rumors that a DocWagon team pulled a Platinum member out of the Containment Zone when his bracelet went off.

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4 6

They have their own protocols and procedures that they follow, and their Combat Service teams aren't anything to mess with if you don't have to.

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### KEV AMMUNITION

**Contacts to Ask:** Chicago runners, armorers

Contacts	Matrix Search	Information
0	0	Does it use electricity?
1	1	It is an anti-insect ammo.
2	3	The ammo uses insecticides that cause insect spirits to go berserk and suffer disorientation.
3	6	Local fixers have recently been getting limited supplies of KEV from someone. It's supposedly a better version of KE-IV.

### THE DAGGER

**Contacts to Ask:** Talismonger, armorer

Contacts	Matrix Search	Information
0	0	It is a dagger.
1	1	It was forged recently, using the most modern techniques.
2	3	It appears to be aspected to a particular tradition.
3	—	Becky 99 has been asking around about the dagger over the last couple of months.
4	6	Matt Wrath recently acquired the dagger through a group of shadowrunners.
5	—	The dagger is being used to cement some type of agreement between factions in the Chicago area.

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### JOSE'S BISTRO

**Contacts to Ask:** Anyone from Chicago, foodies

Contacts	Matrix Search	Information
0	0	It's a restaurant.
1	1	A small place at the edge of the Containment Zone.
2	3	It is a safe haven for the local gangs since the food is so good.
3	—	Known for its barbeque and coleslaw, it has an enclosed patio that is open year-round.
4	6	Local fixers use it for meets, especially in the enclosed patio.

### JUAN NUNEZ

**Contacts to Ask:** Chicago runners, anyone from Chicago CZ

Contacts	Matrix Search	Information
0	0	Don't know who that is.
1	1	A warlord in the Chicago Containment Zone.
2	3	He's very militaristic in his approach; his men are well armed and not afraid to fight.
3	—	He sees the Desolation Angels as competition, especially Becky 99.
4	6	He looks after his people and will do anything to protect them.
5	—	With the increased insect activity, he has become particularly paranoid.

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### DOCWAGON

**Contacts to Ask:** Corp executives, runners, security personnel

Contacts	Matrix Search	Information
0	0	They're a medical group, right?
1	1	DocWagon is the largest ambulance and independent medical service in North America.



# CAST OF SHADOWS

## MATT WRATH

Matt grew up as a kid inside the Containment Zone and learned to fight to survive there. He became a boxer after the wall came down and was going to turn pro until he accidentally killed a man in the ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. He occasionally does shadowrunning work on the side through his manager, Sid. His best friend is a devil rat named Matt Rat who he rescued from being a ghoul's lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesn't play mind games. He's also a bit of a showman that plays to a crowd if given a chance and refers to beat-downs as a "Mattitude Adjustment."

Matt Wrath is a beefy, burly, UGLY male elf. At 1.9 meters tall and 125 kilos, he's built more like an ork than an elf, and his body, poorly patched and stitched together, shows years of abuse. He's got numerous scars all over his body, and his nose has been broken and improperly reset several times. His head and face are both clean shaven, and he has several tattoos, including the name "Wrath" written in glittering gold across his back.

**Quote:** "You know what you're willing to pay. Matt Wrath knows what you're willing to pay. Cut the bulldrek and let's just agree on a fee. Or does Matt Wrath have to give you a Mattitude Adjustment?"

B	A	R	S	W	L	I	C	ESS	EDG	M
5(8)	6	5(7)	6(9)	3	2	5	3	6	4	8

**Initiative:** 10(12) + 3D6

**Condition Monitor (P/S):** 12/10

**Limits:** Physical 11, Mental 4, Social 5

**Armor:** 15

**Active Skills:** Animal Handling 3 (Devil Rat +2), Blades 4, Gymnastics 5, Intimidation 6, Longarms 3, Perception 5, Performance 5 (Acting +2), Pilot Ground Craft 2, Unarmed Combat 7(10)

**Knowledge Skills:** Boxing 5, Metahuman Bone Breaking Points 4, Chicago Area 5 (Containment Zone +2), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

**Languages:** English N

**Qualities:** Adept, Criminal SIN, Toughness, Uncouth

**Initiate Grade:** 2

**Metamagics:** Power Point (x2)

**Adept Powers:** Critical Strike 1 (Unarmed), Improved Body 3,

Improved Reflexes 2, Improved Strength 3, Killing Hands, Mystic Armor 1

**Gear:** Adept tattoo focus ["Wrath" across back, Rating 6, Improved Ability (Unarmed Combat)] 3, adept tattoo focus [barbed wire on bicep, Rating 4, Mystic Armor 2], armor jacket, DocWagon Gold, Metalink commlink [Device Rating 1], no significant personal data on commlink], Matt Rat (pet devil rat), Platinum Credstick (only way he handles currency)

**Weapons:**

Defiance T-250 [shotgun, Acc 4, DV 10P, AP -1, SS/SA, RC —, 5(m), w/ 5 rounds of regular ammo]

Fists of Wrath [unarmed, Acc 11, Reach —, DV 11P, AP —]

## BECKY 99

A Rat shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year, when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Angels under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the insect spirits that once invaded her home.

Becky is a short, thin woman who appears to be in her late twenties but has to be at least in her thirties. She has short, spikey, dark hair and dresses in street-ganger chic, lots of black leather in the Desolation Angels' colors of black and green. Her armored jacket is decorated with a couple of rat skulls on the shoulders, and she wears a golden ring that resembles a wedding band on a chain around her neck.

**Quote:** "Ask me no questions, I'll tell you no lies."

B	A	R	S	W	L	I	C	ESS	EDG	M
5	5	6	3	6	3	5	5	6	6	9

**Initiative:** 11 + 1D6

**Condition Monitor (P/S):** 11/11

**Limits:** Physical 6, Mental 6, Social 8

**Armor:** 12

**Active Skills:** Assessing 6, Athletics skill group 5, Banishing 7, Blades 5 (Knives +2), Con 5, Conjuring 8, Counterspelling 8, Etiquette 4 (Street +2), First Aid 4, Intimidation 5, Negotiation 6 (Bargaining +2), Palming 5, Perception 5, Performance 4, Pistols 4, Ritual Spellcasting 4, Sneaking 7, Spellcasting 7, Survival 5, Throwing Weapons 4, Unarmed Combat 6

**Knowledge Skills:** Chicago Area 5, Insect Spirits 9, Famous

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# SHADOWRUN MISSIONS

## SRM0803//10 BLOCK TANGO

Shadowrunners 4, Local Bars 3, Runner Hangouts 4, Magic Theory 4, Music 3 (Modern Punk +2), Street Gangs 6 (Chicago +2),

**Qualities:** Astral Chameleon, Focused Concentration 4, Spirit Bane (Insect Spirits)

**Initiate Grade:** 4

**Metamagics:** Centering, Flexible Signature, Masking, Shielding

**Gear:** Armor jacket, contacts [Rating 3, w/ image link, low-light vision, thermographic vision], Hermes Ikon commlink [Device Rating 5], power focus [Rating 3, dagger], spell focus [Rating 4, health, sustaining, diamond-stud earring], spell focus

[Rating 4, illusion, sustaining, diamond-stud earring], spirit focus [Rating 4, spirit of Beasts, silver ring]

**Spells:** Armor, Chaotic World, Control Actions, Death Touch, Detox, Fireball, Heal, Increase Reflexes, Invisibility, Levitate, Magic Fingers, Manaball, Manabolt, Mind Probe, Mind Link, Stunbolt, Stunball, Toxic Wave, Trid Phantasm

**Bound Spirits:** Spirit of Beasts (Force 6, 5 services)

**Weapons:**

Ares Predator V [heavy pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w 15 rounds of regular ammo]

Combat Knife [knife, Acc 6, Reach —, DV 5P, AP -3]

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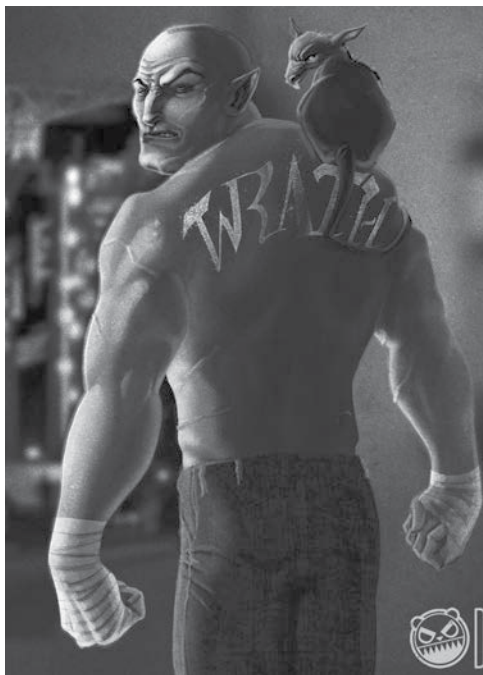
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Matt grew up as a kid inside the containment zone and learned to fight to survive there. He accidentally killed a man in the boxing ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. His best friend is a devil rat named Matt Rat who he rescued from being a ghouls lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesnt play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

### MATT WRATH

Adept Pit Fighter  
Male Elf

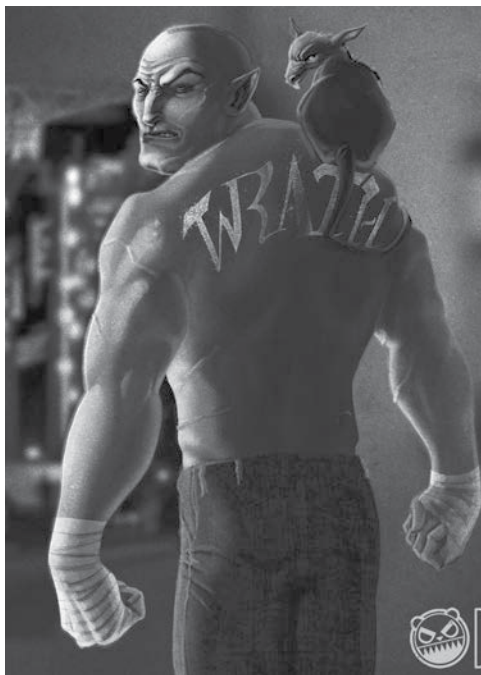
**Connection Rating:** 2

**Loyalty:**

**Key Active Skills:** Animal Handling (Devil Rat), Blades, Gymnastics, Intimidation, Perception, Performance (Acting), Unarmed Combat

**Knowledge Skills:** Boxing, Metahuman Bone Breaking Points, Chicago Area (Containment Zone), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

**Uses:** Street Rumors, Muscle, Fight Tickets



Matt grew up as a kid inside the containment zone and learned to fight to survive there. He accidentally killed a man in the boxing ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. His best friend is a devil rat named Matt Rat who he rescued from being a ghouls lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesnt play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

### MATT WRATH

Adept Pit Fighter  
Male Elf

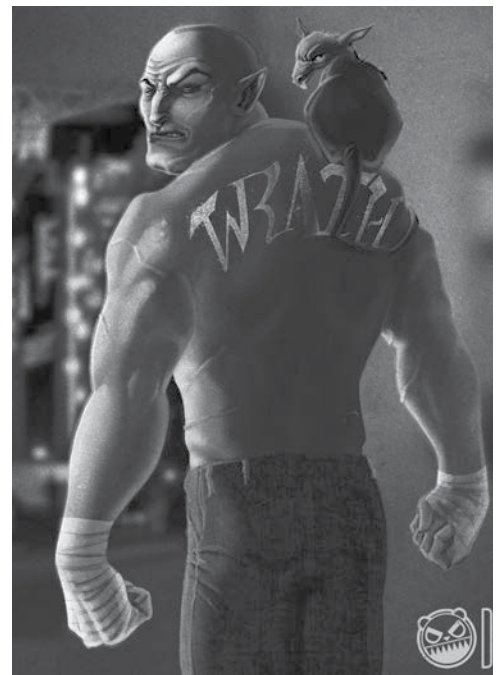
**Connection Rating:** 2

**Loyalty:**

**Key Active Skills:** Animal Handling (Devil Rat), Blades, Gymnastics, Intimidation, Perception, Performance (Acting), Unarmed Combat

**Knowledge Skills:** Boxing, Metahuman Bone Breaking Points, Chicago Area (Containment Zone), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

**Uses:** Street Rumors, Muscle, Fight Tickets



Matt grew up as a kid inside the containment zone and learned to fight to survive there. He accidentally killed a man in the boxing ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. His best friend is a devil rat named Matt Rat who he rescued from being a ghouls lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesnt play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

### MATT WRATH

Adept Pit Fighter  
Male Elf

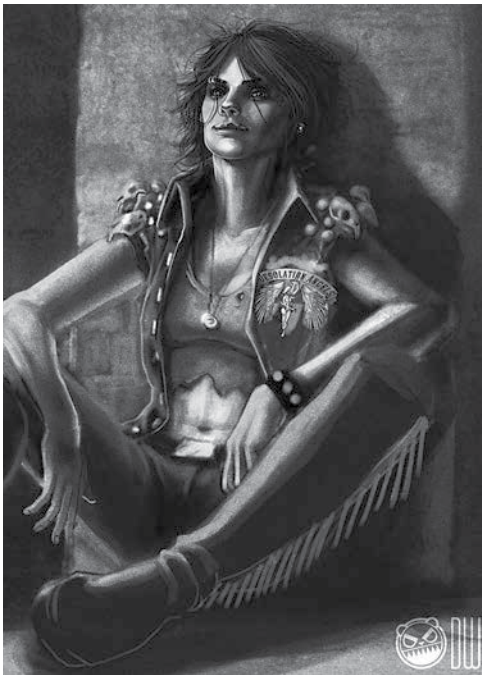
**Connection Rating:** 2

**Loyalty:**

**Key Active Skills:** Animal Handling (Devil Rat), Blades, Gymnastics, Intimidation, Perception, Performance (Acting), Unarmed Combat

**Knowledge Skills:** Boxing, Metahuman Bone Breaking Points, Chicago Area (Containment Zone), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

**Uses:** Street Rumors, Muscle, Fight Tickets



A Rat Shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Desolation's under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the Insect Spirits that once invaded her home.

### BECKY 99

Rat Shaman, Gang Leader  
Female Human

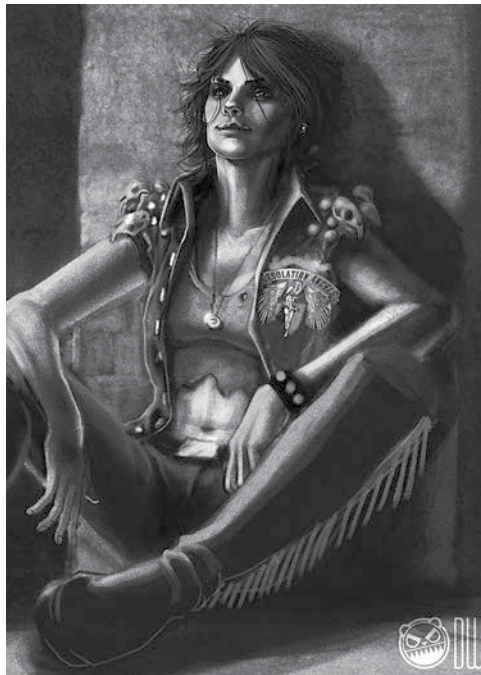
**Connection Rating:** 4

**Loyalty:**

**Key Active Skills:** Conjuring Group, Spell-casting Group, Stealth Group

**Knowledge Skills:** Chicago Area, Insect Spirits, Famous Shadowrunners, Local Bars, Runner Hangouts, Magic Theory, Music (Modern Punk), Street Gangs (Chicago)

**Uses:** Street Info, Rumors, Jobs



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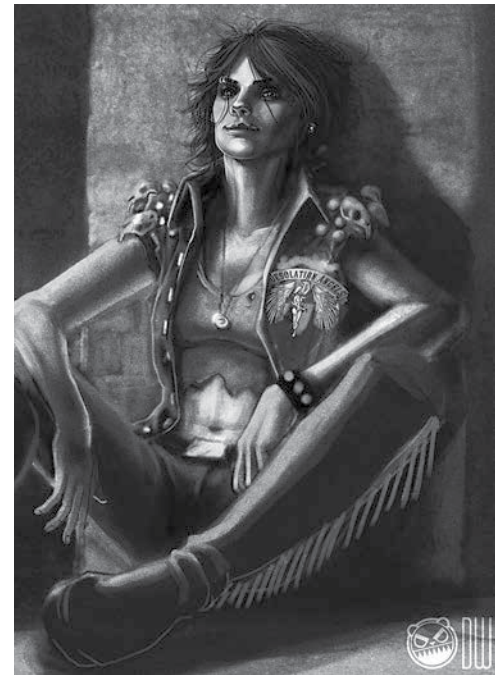
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Rat Shaman, Gang Leader  
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**Uses:** Street Info, Rumors, Jobs

# DEBRIEFING LOG



PLAYER \_\_\_\_\_ DATE / /

CHARACTER \_\_\_\_\_ LOCATION \_\_\_\_\_

*PERSONAL INFO*

**SRM 08-03: 10 BLOCK TANGO**

The characters are hired by Matt Wrath to deliver a dagger to Becky 99. Insect spirits first act through agents to try to foil the characters, and when this fails, they attack the characters directly.

- Deliver the dagger
- The insect spirits or their agents get the dagger
- The characters help Becky 99 escape

*SYNOPSIS*

*MISSION RESULTS*

**Names**

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**Character Improvement**

**Karma Cost**

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*TEAM MEMBERS*

*ADVANCEMENT*

Previous Available \_\_\_\_\_  
 Earned \_\_\_\_\_  
 Spent \_\_\_\_\_  
 Remaining Available \_\_\_\_\_  
 New Career Total \_\_\_\_\_

Street Cred \_\_\_\_\_  
 Notoriety \_\_\_\_\_  
 Public Awareness \_\_\_\_\_

- Matt Wrath (Connection Rating 2)
- Becky 99 (Connection Rating 4)

*KARMA*

*REPUTATION*

Previous Available \_\_\_\_\_ ¥  
 Earned \_\_\_\_\_ ¥  
 Spent \_\_\_\_\_ ¥  
 Remaining \_\_\_\_\_ ¥

GM's Name \_\_\_\_\_  
 GM's Signature \_\_\_\_\_

*NUYEN*

*VALIDATION*

*CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES*

DEBRIEFING LOG . . . . .

