



# FORCEd RECON

## Player Aids

*FORCEd RECON* is intended as an introduction/demonstration game for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting in particular. It may also be used for players and characters of all experience levels. For use with *Shadowrun, Third Edition*™



<b>SPECIAL INSTRUCTIONS</b>	<b>3</b>
<b>HANDOUTS</b>	
Getting Hired (Player Handouts 1&2)	4
GM Paydata Checklist	5
<b>MAPS</b>	
Aerial Photo	6
System Map	7
Compound Map	8
Gamemaster: First Floor	9
Gamemaster: Second Floor	10
Gamemaster: Basement	11
Player: First Floor, Full	12
Player: First Floor, Halls	13
Player: Second Floor, Full	14
Player: Second Floor, Halls	15
Player: Basement, Full	16
Player: Basement, Halls	17
<b>FORMS &amp; LOGS</b>	
Year In Review	18
Debriefing Log	20
Event Summary	21
<b>FORCED RECON CREDITS</b>	
<b>FORCED RECON MAPS</b>	
Rich Osterhout	
<b>FORCED RECON PLAYER HANDOUTS</b>	
Rich Osterhout	
<b>SHADOWRUN MISSIONS</b>	
<b>CAMPAIGN DIRECTOR</b>	
Rich Osterhout	
<b>SHADOWRUN LINE DEVELOPER</b>	
Rob Boyle	
<b>EDITING</b>	
Rich Osterhout	
Rob Boyle	

Copyright© 2004 by WizKids LLC. Shadowrun and WK Games are trademarks and/or registered trademarks of WizKids LLC in the United States and/or other countries. Shadowrun Missions and tournament details are part of the campaign setting sponsored by FanPro LLC. All Rights Reserved.

This adventure is for sanctioned tournament use only and may not be reproduced, repackaged, or redistributed without prior approval of FanPro LLC.

Published by: FanPro LLC · 1608 N. Milwaukee · Suite 1005 · Chicago, IL 60647. Printed in the USA.

Find us online:  
[info@shadowrunrpg.com](mailto:info@shadowrunrpg.com)  
 (Shadowrun questions)  
<http://www.shadowrunrpg.com>  
 (official Shadowrun website)  
<http://www.fanpro.com>  
 (FanPro website)  
<http://www.commandohq.com>  
 (FanPro Commando website)  
<http://www.wizkidsgames.com>  
 (WizKids website)

## **SPECIAL INSTRUCTIONS**

This is the Player Aids package for the Shadowrun Missions adventure entitled FORCED RECON. These handouts have been separated from the main adventure because a) the adventure package was getting large enough already and b) the handouts were a large package by themselves. This also makes it easier for you to print only the copies of the adventure that you need for actually running the event, usually one per judge, and multiple copies of these handouts. Note, however, that these handouts will be required in different amounts—you may want to print a few extra pages of some sheets in advance in order to save time and confusion during the event.

### **MAPS**

The Maps section contains those maps which can be referenced by both the GM and players during the running of the adventure. It is suggested that the gamemaster have a fresh copy of the maps for each session, since the players will probably desire to mark on them for tactical planning.

For the players, as they discover more about the facility, you can give them more information on the same map. For instance, if they go to City Hall first and obtain the floor plans of the facility, they will only find the hallways and main structure of the building. Give them the hallway maps as appropriate. Draw on them any features mentioned that the characters would discover from City Hall. If the characters also go to a Fire Department for information, simply draw on the map the additional features that they would discover.

If the characters have a mage among them, they will undoubtedly wish to astrally project and scout out the facility. If they state they are going to do a slow and methodical search, then go ahead and give them the full facility map. Do not give them the GM map to look at unless the mage specifically states that s/he is searching each room in detail to determine its function.

Those characters that obtain the plans from Mackie Construction can see the GM copy of the map.

### **FORMS & LOGS**

This last section contains the various forms and logs that the players will need upon completion of this adventure. In Shadowrun Missions, each player receives a Debriefing Log upon completion of the adventure, and should be filled out according to the instructions in the campaign information package. Try to fill out as much of the sheet as possible, in pen (black or blue preferred), during the adventure, rather than waiting until the last minute. As the characters achieve various goals or critical mission elements, check them off on the sheets. That way, at the end of the adventure, you should only have to worry about filling in the Karma and nuyen awards, plus any special awards, contacts, et cetera.

There is also a pair of sheets for recording a character's yearly activities at-a-glance. These two sheets can be printed back-to-back if desired. The sheets are filled out by the players depending on their individual character's activities to help determine the passage of time and lifestyle maintenance.

The final sheet is an Event Summary sheet. We hope that you, the gamemaster and/or event coordinator will take a few moments to fill this out and send us the results. Events with more than one table / gamemaster can certainly compile the results for easier submission or simply place all reports in an envelope for mailing. You can also email the results, using the same format. If you feel particularly strong about the adventure, the campaign, or any other related aspects, or just wish to share your successes and/or failures, or outstanding players, please do so—the information you provide to us will help in making the campaign a better success!

## Player Handout 1

It takes a special person to get into Club Penumbra, and you're just that type of person. The place is hopping tonight, and the line at the front door is as long as ever. Everyone is excited about the new musical talent that has been booked for tonight, but you haven't made your decision yet. This new wave of Ork bands, supposedly rediscovering their ancient heritage, sounds like a bunch of marketing huey to you—sure, it could be possible, especially since the Elves and great dragons have talked about their “4th World,” but are we really ready to believe that Orks have their own heritage as well?? Next thing you'll tell me that Trolls used to fly through the air...

Oh well, we do live in interesting times!

You decide it's time for a drink, and invite your recent dance partner to accompany you to the bar. It takes some time to weave through the crowd, but you take your time to press flesh and greet some of the other high society types along the way. When you reach the bar, you see that Tommy is working tonight. An elf with a sense of flair, Tommy has really fit into the Penumbra scene. His dry martinis are simply excellent and show a true understanding and artistry of mixology. Upon seeing you at the bar, Tommy works his way over and greets you.

“Hoi chummer! Glad to see you tonight! A friend of yours stopped by earlier looking for you—Lovely Lyle. He said that if I saw you, I should tell you that he's got something interesting lined up. If you're interested, he's going to be at Dusty's Steak House up in Everett. Tomorrow night, six sharp. Make sure you dress nice and don't take along any toys—it's a classy place, you know...So, what can I get for you now??”

You order up a pair of drinks for you and your partner, and slot Tommy a nice tip, part for the drinks and part for the info. You love the night life as much as anyone else, but you also crave the challenge and excitement of working the shadows. If “Lovely Lyle” Green, former child simsense star and now one of your contacts in the shadows, is looking for you, then there is probably an opportunity for a little action and nuyen on the back end. Maybe a nice steak dinner and a job opportunity is just what you need...

---

## Player Handout 2

You check again—yep, the fridge is still empty, no food...

You enjoy the excitement and money that working the shadows can bring, but sometimes jobs are few and far between. You haven't had the time or the energy lately to take care of mundane things like stocking your larder, and now you find that you're all out of food! You're not poor, but the lack of food in the doss does bring home the fact that you need to increase that bankroll. You've got some nuyen left on that certified credstick from your last run, so you decide to hoof it down to China Pete's for some noodles and a nice cold drink.

The little noodle shack at the corner has a dozen or so people crowded around it, and the wizened oriental man behind the counter keeps doling out bowls full of steaming noodles and broth. The smell isn't all that great, but the noodles are quite tasty, especially on a chilly morning like today. You get a glimpse of another face in the crowd that seems to be taking an interest in your business. Easing those combat reflexes, you slowly move away from the counter and off to the side alleyway in the hopes of getting a better look at your tail.

Sure enough, your target walks right around the corner and into the alleyway, face to face. Your heart skips a beat and then calms down as you recognize the face—one of your contacts that keeps you in touch with the streets and the shadows.

“Hey! I didn't scare you did I?? Sorry about that, I heard you were hanging around and had some downtime after your last “job” and thought I'd look you up. The word is out that some big fixer is combing the shadows for some new talent. Seems he's got an opportunity for someone just like yourself...You interested??”

Your non-committal grunt encourages your contact to continue: “Cool, the man's name is Lyle Green, which is weird, because I remember watching that trid show back in the '40s about the boy that would help his father run their store—“Daddy's Little Helper”, yeah, that's it...wasn't the little kid in that show named Lyle Green also?? Oh well, anyways, this Green guy is going to be at a place called Dusty's up in Everett, tonight at six o'clock. I've never been there, a little rich for my blood, but I hear the food is excellent—supposedly they have real steak, from cows!”

You thank your contact for the information, overkill though it was, and hand him the remains of your noodles. You walk back to your place, finishing your drink, and think that a nice dinner might be just what you need....oh, and the promise of work too!

## For Game Master Eyes Only !

This checklist is an aid for determining the results of the mission and how much the runners should be paid. The areas below correspond to the player's Mission Log and therefore make it easier for you to transfer your information from this checklist to their summary sheet. For some areas below, it includes all proceeding categories—for instance, for Floor Plans, if the runners obtain specialized floor plans from four sources, they also receive the entry for two sources. For other areas, general areas of interest have been indicated. For these items, try to assign a percentage value and add together. In this instance, if the runners discover or explore only 20% of the computer system, they would get some credit for the Matrix Security entry of Other Information; if they also discover about 20% of the Magical Security, that item would be checked as well, but the combined effort shows that they only discovered 20% of these items, and therefore may only rate Poor on the final outcome. The final decision is up to you based on how you feel they did obtaining the information. Basically, each box checked will be considered Poor, Fair, Good, or Excellent, and will be worth 500, 1,000, 2,000 or 5,000 nuyen as outlined on pg 9 of the adventure.

### Floor Plans

- Two sources (from city hall, Lone Star, fire department, hand drawn by workers, etc.)
- Four sources
- All secondary sources
- Full plans from Mackie Construction

### Images / Photos

- Aerial recon photo and/or Drive-by photo
- Exterior view of facility, including two or more sides
- All exterior views
- Interior views and/or Special item close-ups (cameras, sensors, guard uniforms / insignia, etc.)

### Security Plans

- Physical security for compound (wall, monowire, etc.)
- Personnel security (guards, weaponry, tactics used, response time, etc.)
- Technical security (cameras/sensors used, maglocks, etc.)
- Special security (paranormal patrols, biometric systems, interrogation training, etc.)

### Other Information

- Matrix security (system maps, security ratings, IC, paydata, etc.)
- Magical security (wards, FAB systems, response times, etc.)
- Power protection, PanicButton system, other special security measures
- Other detailed information (facility personnel, work uniforms, etc.)

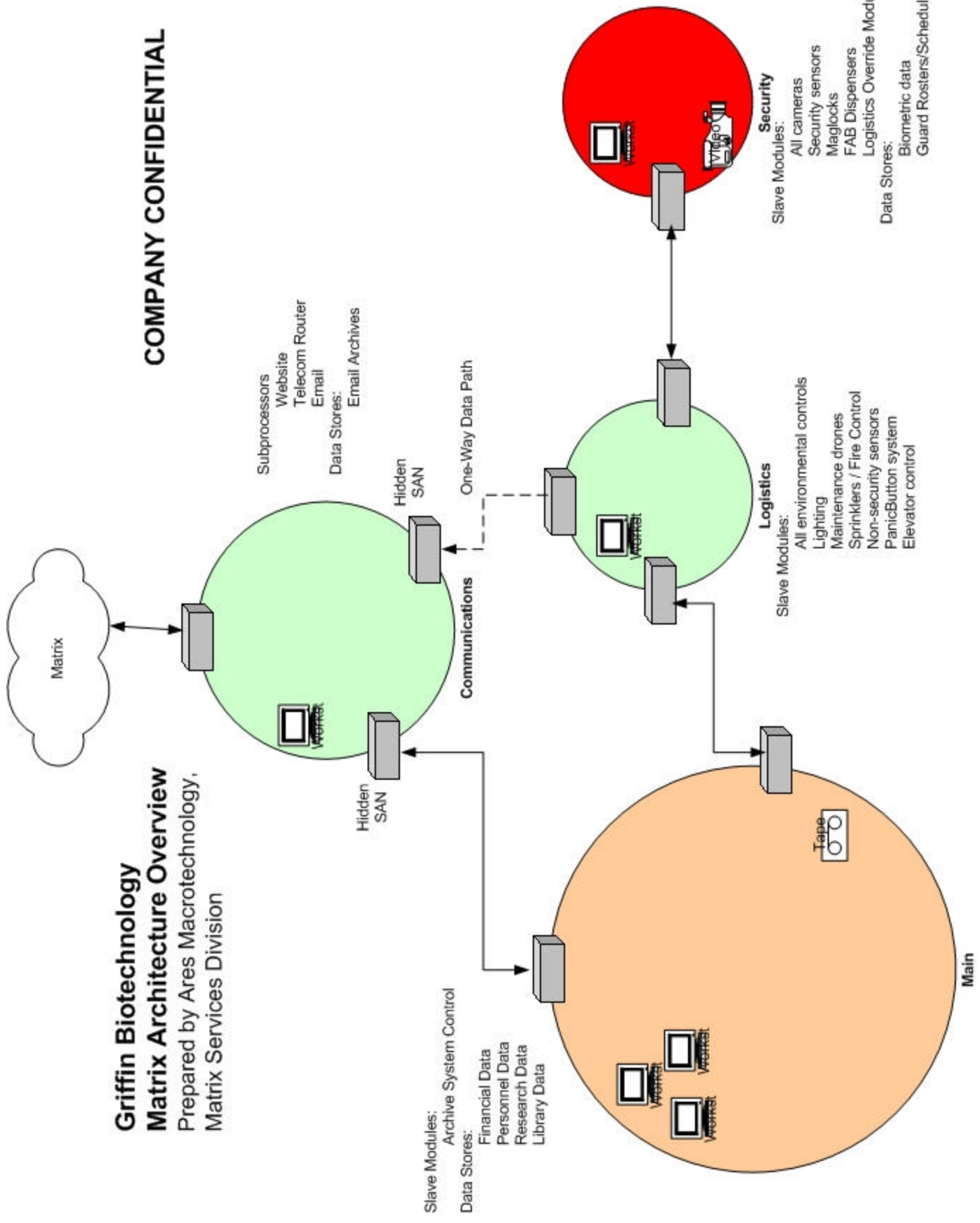


***Aerial Reconnaissance Photo***

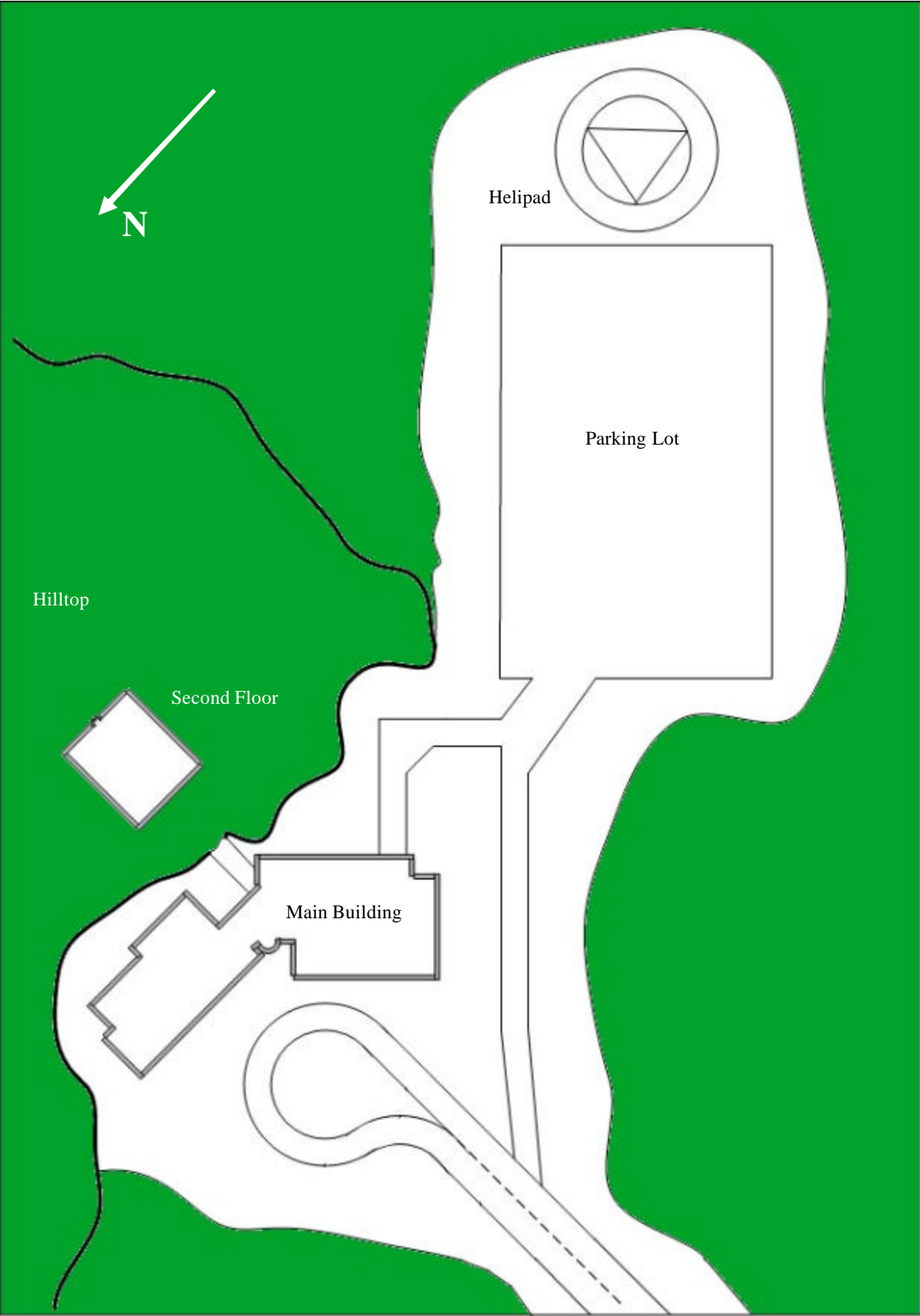
- |  |   |
|--|---|
| 1. Puget Sound                         | 6. Stuffer Shack / BP Gas               |
| 2. Brackhaven Estate                   | 7. Dohner Estate                        |
| 3. Draco Foundation Complex            | 8. Entry / Guard Shack, Griffin Biotech |
| 4. Universal Omnitech Private Property | 9. Main Facility                        |
| 5. Ares Private Property               | 10. Parking Areas / Helipad             |

\*Yellow line marks property border / stone wall

**Griffin Biotechnology  
Matrix Architecture Overview**  
Prepared by Ares Macrotechnology,  
Matrix Services Division

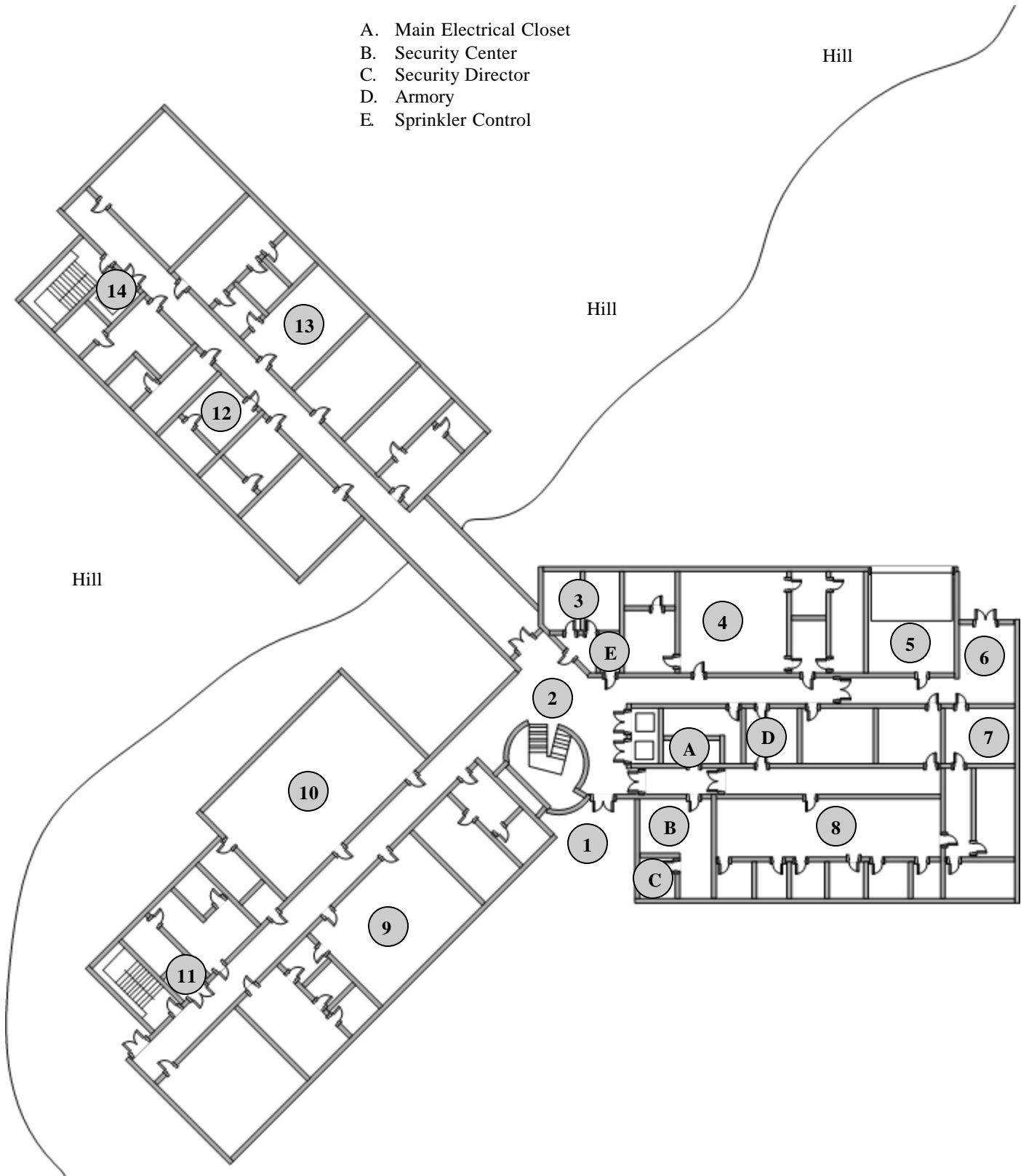


**Compound Map**



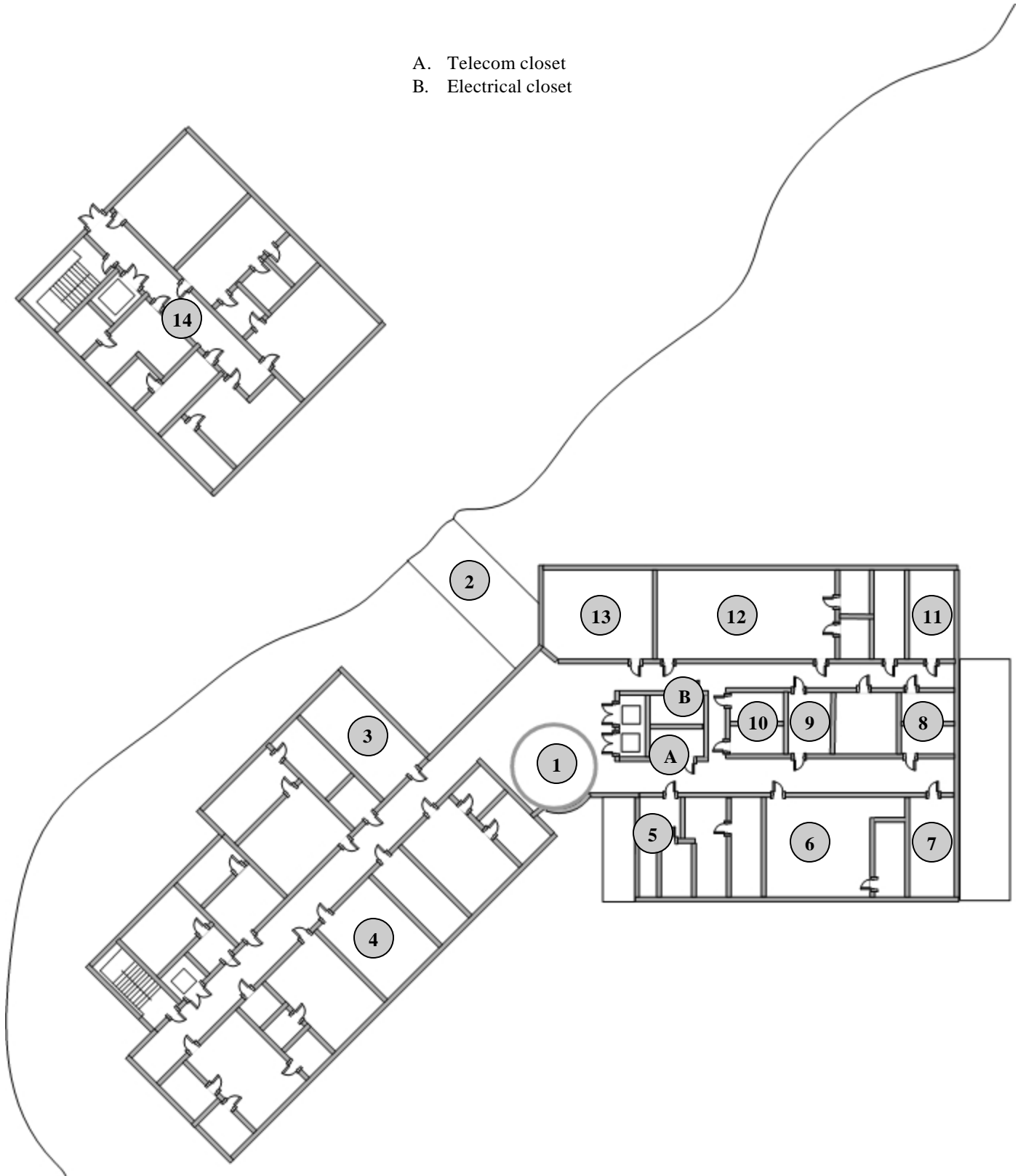
- 1. Main Entrance
- 2. Front Lobby / Stairs / Main Elevators
- 3. Restrooms
- 4. Basic Labs
- 5. Loading Dock
- 6. Snack Machines
- 7. Break Area
- 8. Administrative Offices
- 9. Demonstration Labs
- 10. Conference Room / Auditorium
- 11. Freight Elevator
- 12. Radiology Labs
- 13. Tissue Culture Labs
- 14. Freight Elevator

- A. Main Electrical Closet
- B. Security Center
- C. Security Director
- D. Armory
- E. Sprinkler Control



- 1. Main Stairs / Glass Lobby / Elevators
- 2. 1st Floor Hallway into hillside
- 3. Conference Room
- 4. Bio labs
- 5. Computer Center / Administrator's Office
- 6. Dr. Chantel's Private Lab
- 7. Dr. Chantel's Office
- 8. Senior Doctors' Offices
- 9. Conference Room
- 10. Restrooms
- 11. Director's Office
- 12. Bio Lab
- 13. Medical Equipment Storage
- 14. Secure Labs

- A. Telecom closet
- B. Electrical closet



# Game Master Copy

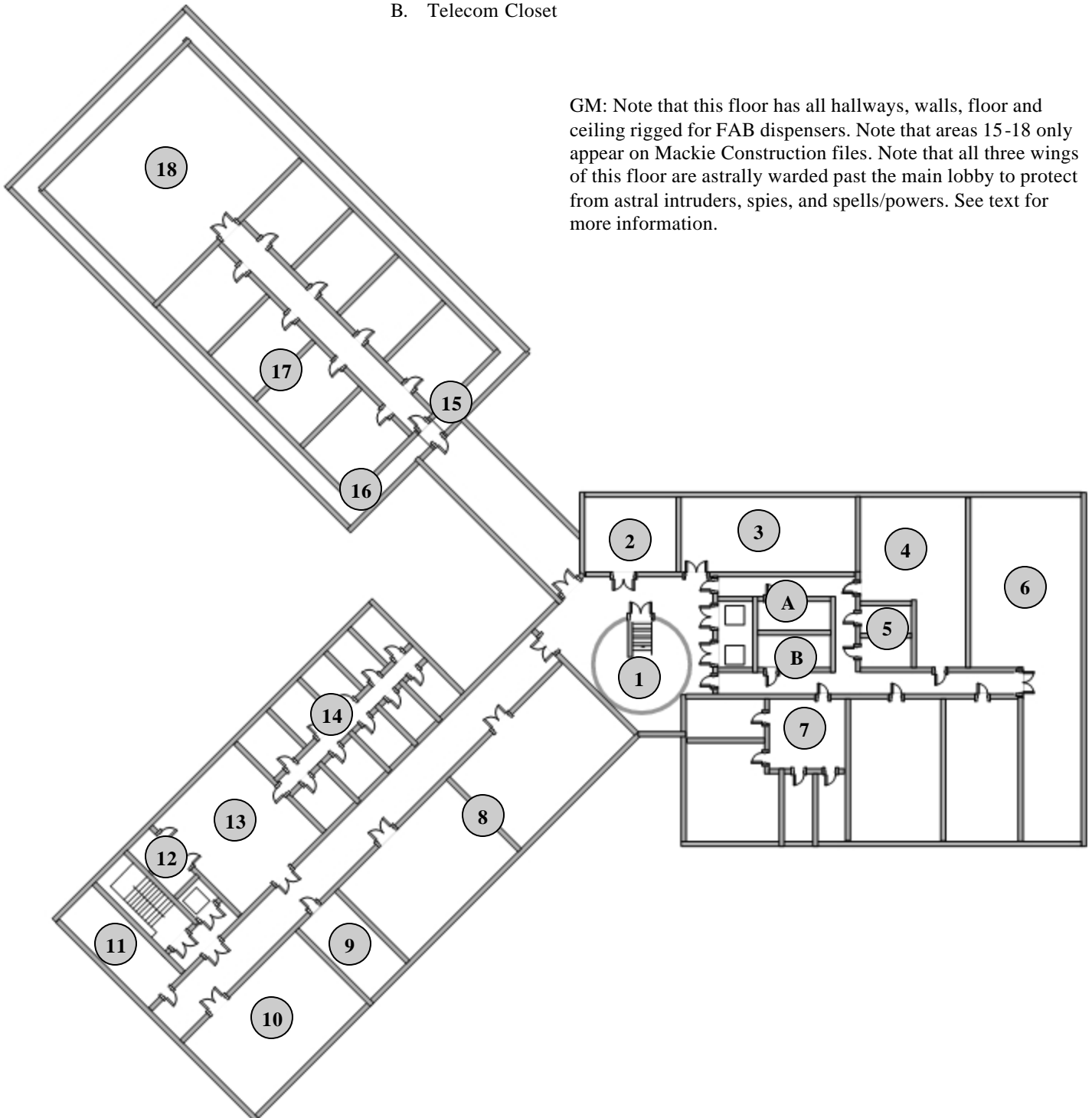
## Basement

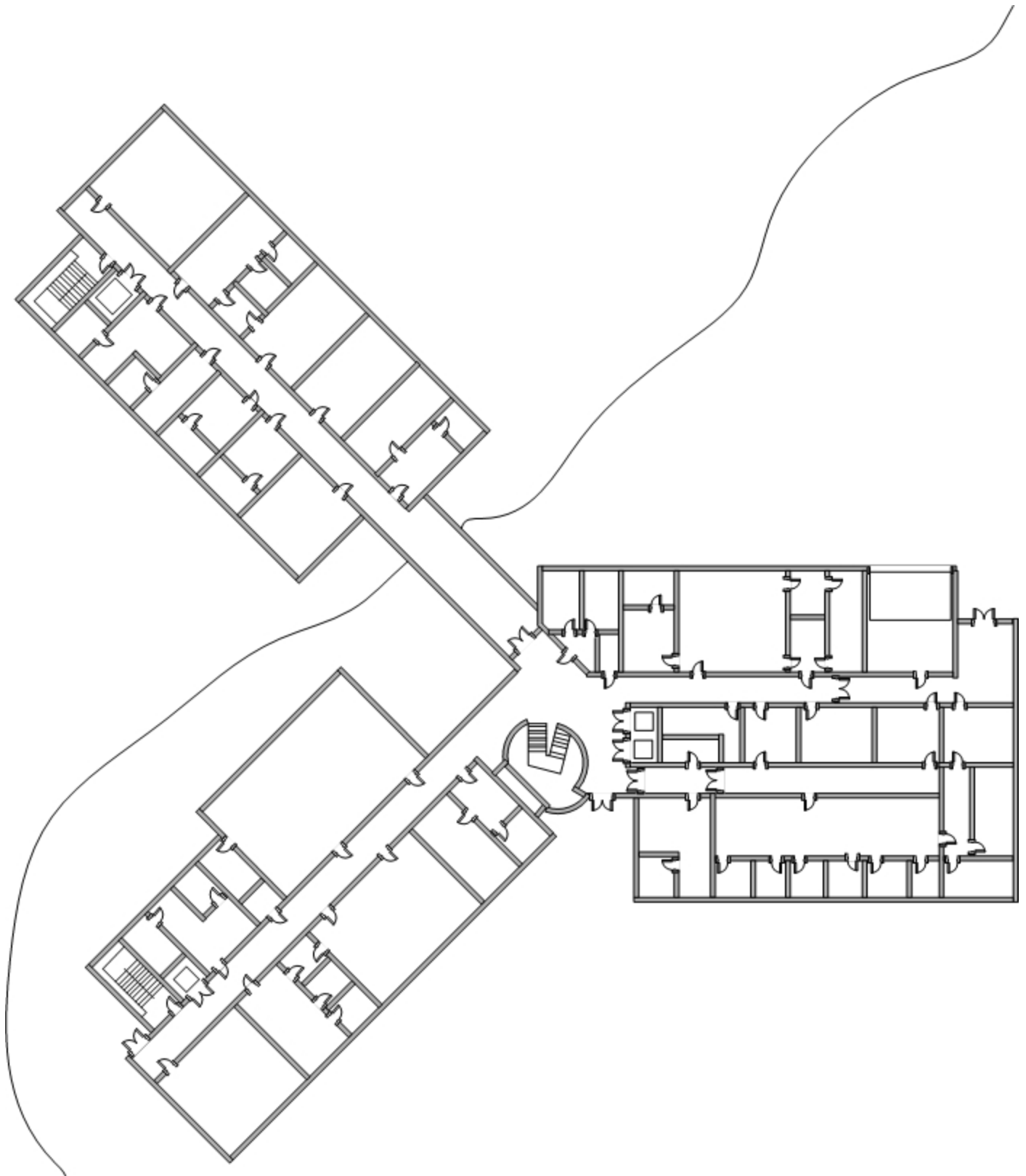
1. Main Stairwell / Lobby Doors / Elevators
2. Generators
3. General Supplies and Storage
4. Maintenance
5. Restrooms
6. Secure Labs
7. Observation Rooms
8. Mechanical Fabrication Rooms
9. Kitchen
10. Operating Room (Beta Clinic)

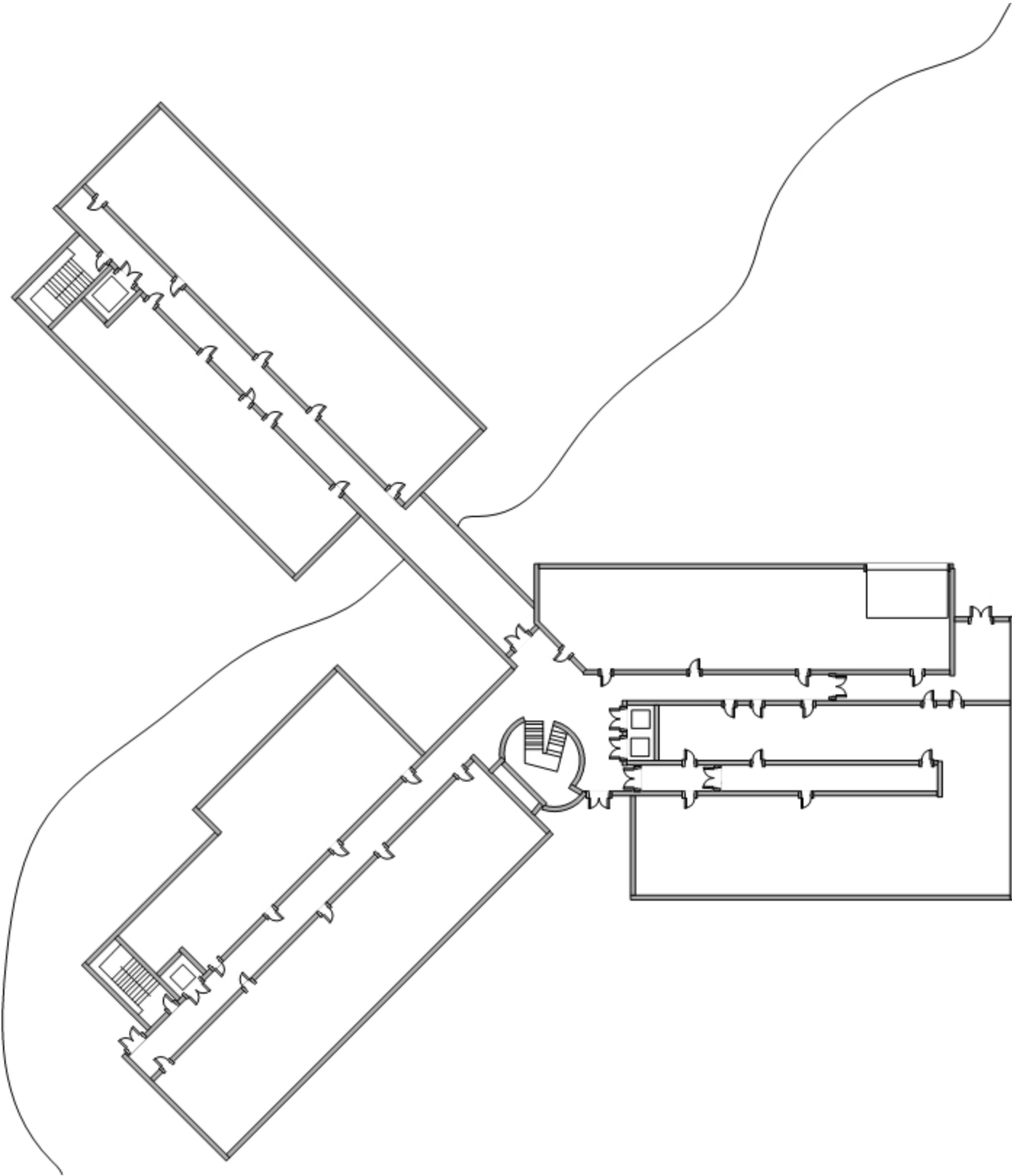
11. Laundry
12. Restrooms/Showers
13. Nurse's Station / Monitoring
14. Recovery Rooms
15. Airlock / Bridge to Float Floor
16. Float Floor—this inner section “floats” above the foundation and is separated from the walls to minimize vibration and external effects.
17. Microtech Labs and Cyberware Assembly/Prototyping
18. Main Nanotech Lab

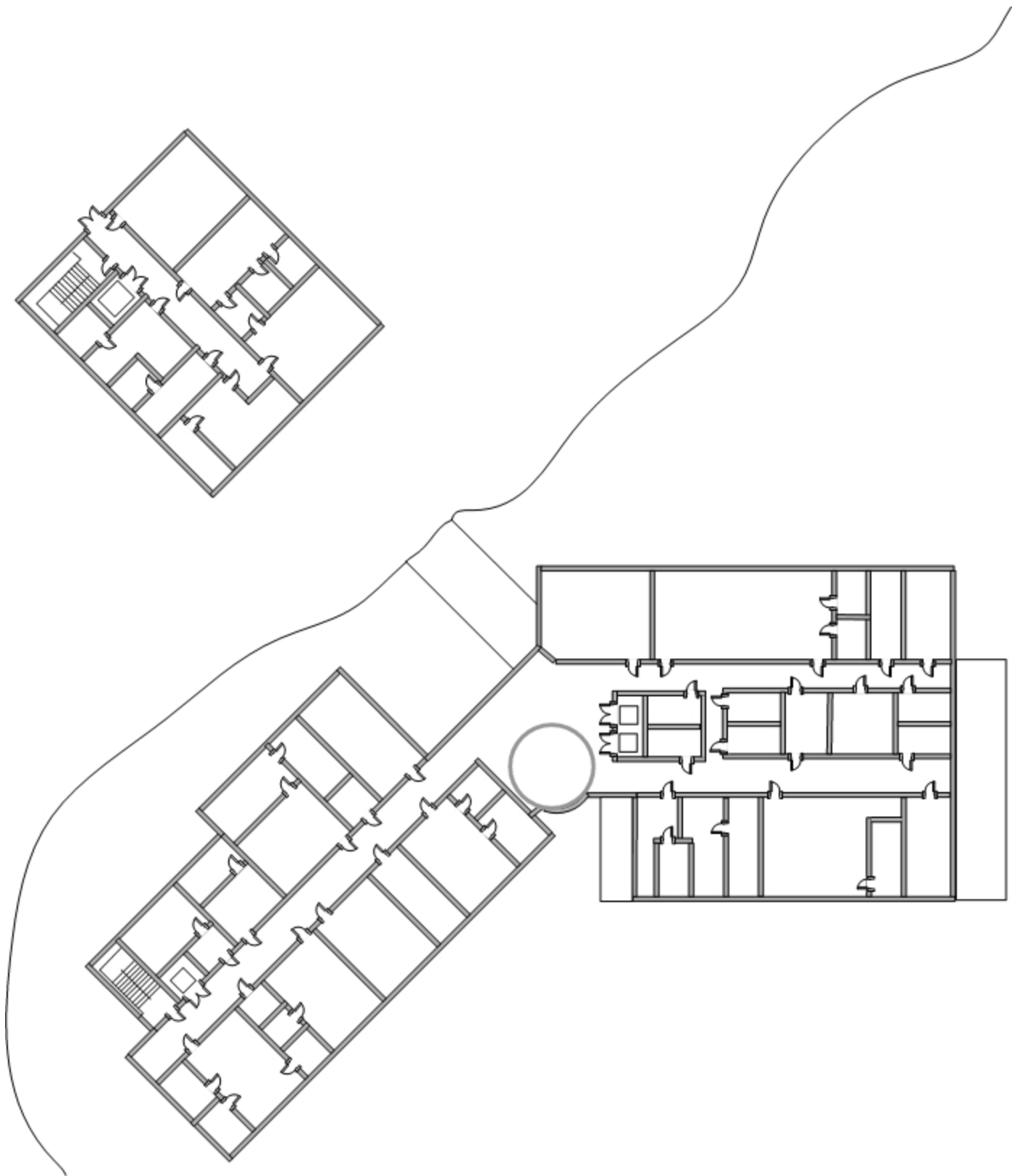
- A. Electrical Closet  
B. Telecom Closet

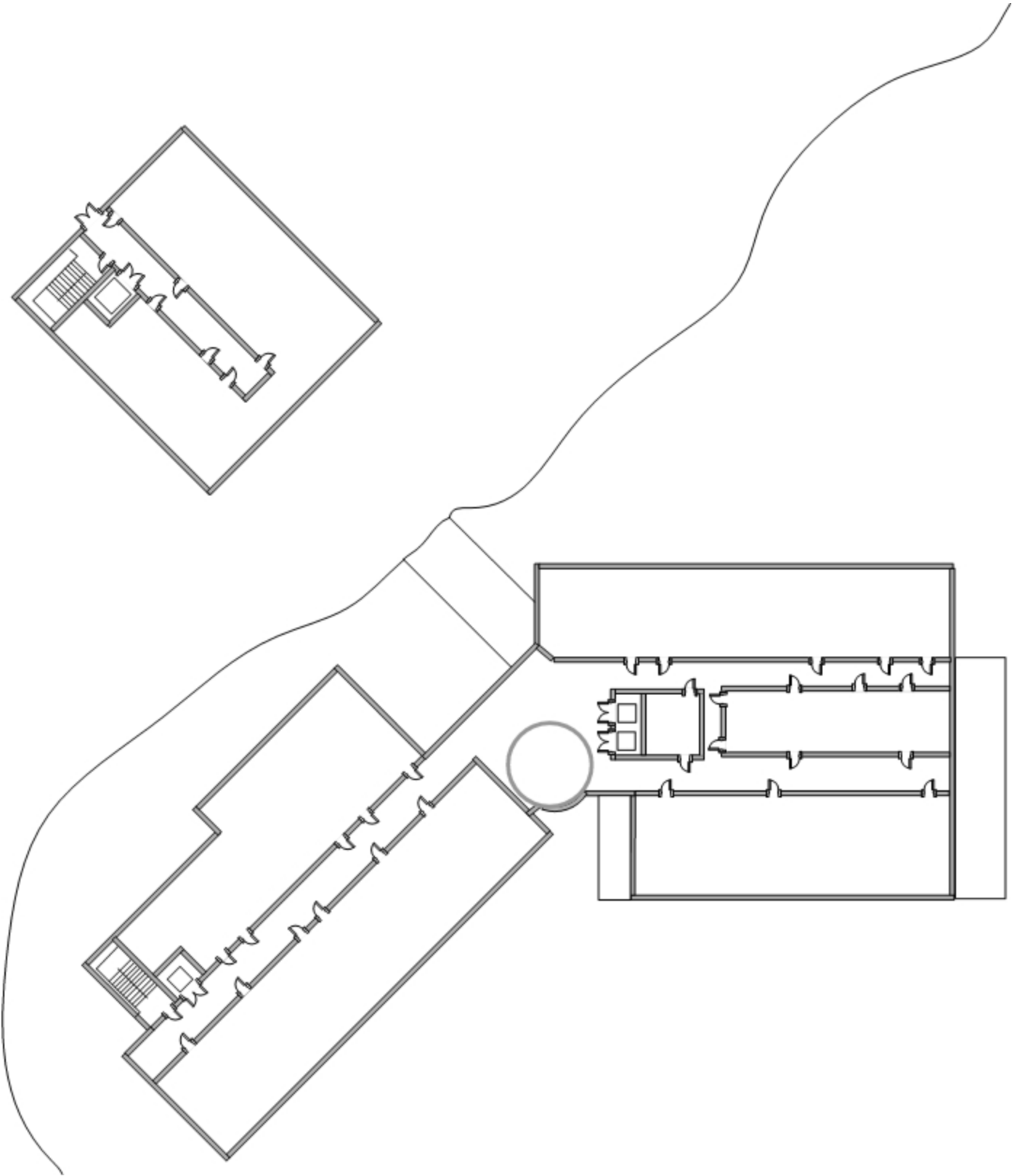
GM: Note that this floor has all hallways, walls, floor and ceiling rigged for FAB dispensers. Note that areas 15-18 only appear on Mackie Construction files. Note that all three wings of this floor are astrally warded past the main lobby to protect from astral intruders, spies, and spells/powers. See text for more information.

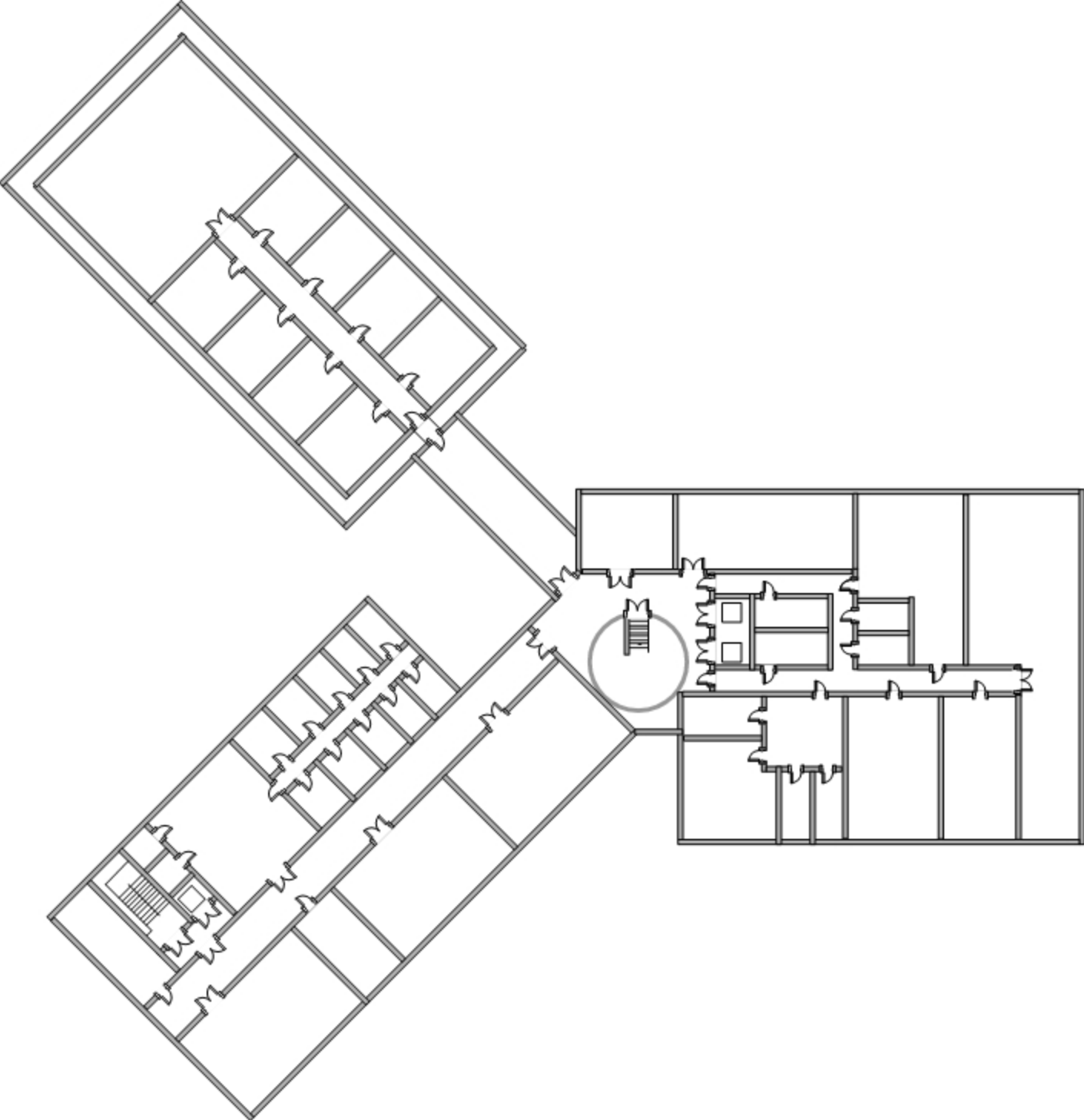


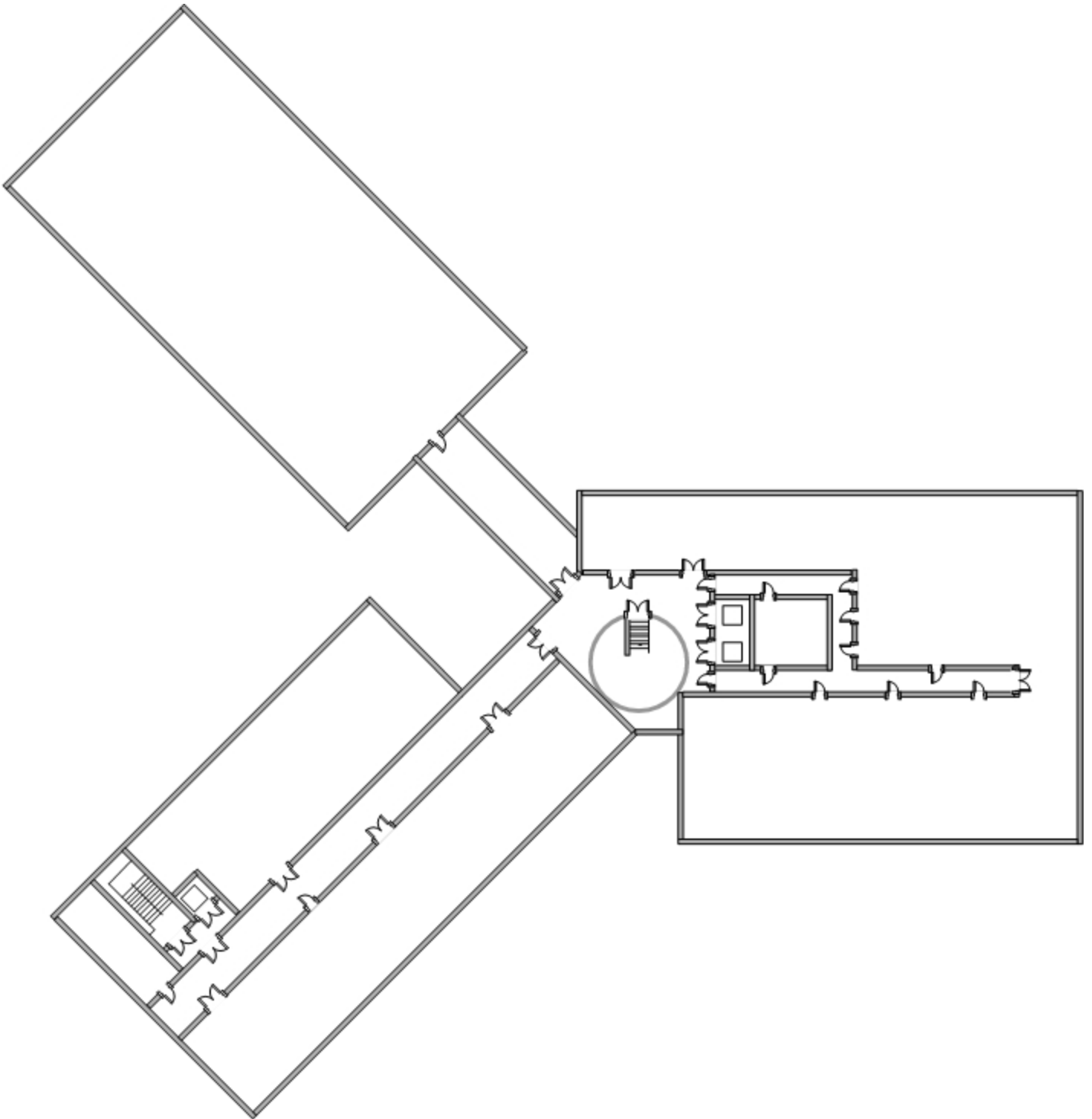












Player \_\_\_\_\_  
Character \_\_\_\_\_

Year \_\_\_\_\_

Shadowrun Missions  
Yearly Summary Sheet

SAMPLE	WK	JAN	FEB	MAR	APR	MAY	JUN
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week				Free Week	

Player \_\_\_\_\_

Year \_\_\_\_\_

Shadowrun Missions  
Yearly Summary Sheet

Character \_\_\_\_\_

SAMPLE	WK	JUL	AUG	SEP	OCT	NOV	DEC
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week			Free Week		

Codename: *FORCEd RECON*

Table Level

Date:

- Green  Veteran
- Streetwise  Elite
- Professional  Prime

Location:

**Synopsis:** The ancient ninjas were more than assassins, they were also experts in spying and intelligence gathering. A new research facility has just been built, and someone wants to get as much paydata on their operations in case future incursions are necessary. Become the modern ninja and name your pay!

**Mission Results:**

- Maps/floor plans of facility were  not obtained  basic/poor  fair/incomplete  excellent/detailed
- Images of facility were  not obtained  basic/poor  fair/incomplete  excellent/detailed
- Security plans of facility were  not obtained  basic/poor  fair/incomplete  excellent/detailed
- Other information of facility was  not obtained  basic/poor  fair/incomplete  excellent/detailed

Other Notes on Reverse

**Team Members**

Primary Lifestyle

- Street  Squatter  Low  Middle  High  Luxury

Player: \_\_\_\_\_

Character: \_\_\_\_\_

Metatype: \_\_\_\_\_ Rep: \_\_\_\_\_

Good Karma Total Career Good Karma

Initial  + Earned  - Spent  = Available

<sup>A</sup> = New Career Total  **Human:** Every 10th point **Meta:** Every 20th point Copy to A on next sheet

**Karma Pool**

Initial  + Earned  - Spent  = Total

**Nuyen**

Initial  + Earned  - Spent  = Total

**Contacts Gained/Lost**

**Special Items / Notes**

Mr. Johnson (GM)

SIN (SRC #)

Signature

*SHADOWRUN MISSIONS  
EVENT SUMMARY REPORT*

**PERSONAL INFORMATION**

Name \_\_\_\_\_ Email \_\_\_\_\_

City \_\_\_\_\_ State/Region \_\_\_\_\_ Country \_\_\_\_\_

Commando # \_\_\_\_\_

**EVENT INFORMATION**

Event Name \_\_\_\_\_ Location \_\_\_\_\_

Dates \_\_\_\_\_ Slot Length \_\_\_\_\_

How many total tables were scheduled for this event time? \_\_\_\_\_

How many tables actually played? \_\_\_\_\_

How many players were at your table? \_\_\_\_\_

What level did your table perform at?

Green     Streetwise     Professional     Veteran     Elite     Prime Runner

How would you rate the following:      Poor                  Weak                  Fair                  Good                  Excellent

Adventure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Non-player characters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Player handouts (if any)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overall package	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What comments (good/bad) do you have for the adventure?

Unforeseen Outcomes / Results / Player Stories