

FREEDOM SQUADRON

Commando Mission: Desecration of Heroes

By Raymond Bruells, III

Welcome to the first of three Freedom Squadron *One Sheet* scenarios which may be run either individually or together to form a kind of mini-plot point campaign. Through the exploration of these tales, players will gain insight as to some history of VENOM and their agents, while also glimpsing into the depths of the depravity of some of their worst villains.

Some conflicts are straight forward – the conquering of evil by good through force of arms on the field of battle. And then there are darker tales, wherein heroes must stare into the face of villainy and have their ideologies put to the test. It is often in these moments, when things are darkest, that we see true heroism. This is one of the strongest themes of Freedom Squadron.

Desecration of Heroes

For months, the Trans-Atlantic Coalition (TAC) forces have taken heavy casualties in various worldwide conflicts with VENOM. UNTAC agents are working diligently to bring these fallen commandos home to give them the burials and honors earned. In recent months, however, several soldiers' remains have been re-routed; stolen from their intended destinations. Deputy Secretary General of TAC, Heleen Gagelman, tasks the Freedom Squadron to investigate these macabre thefts and bring these service members home.

Mirage, in concert with Top Boss, has been tracking third-party agents of VENOM. In their probes, they have identified several subsidiaries which, tracing the black-market dealings, are shell companies of the Terrornaughts. One such company, Sleepy Bay Charters (out of Long Beach, California) has been conducting a great deal of shipping and exporting, its activities coinciding with the timeline of thefts. Tracing financial records, it appears that VENOM contracted Chameleon and his syndicate to carry out these grizzly heists.

What horrific scheme is VENOM orchestrating now? General Steel wants the selected the team to follow up on Mirage's lead. Orders are to discover the whereabouts of the fallen soldiers and shut down this operation. It is now their solemn duty to do right by their fellow service people and end this atrocity.

Plans & Operations

Mission Parameters:

- **Mission Complexity:** High (3/4/5)
- **Mission Difficulty:** Medium (24)
- **Mission Risk:** Medium (GM gains 1 Benny per two players)
- **Enemy Leadership:** Highly Competent (d10, Wild Die)

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Outcomes: Investigating Sleepy Bay Charters uncovers a freighter shipment scheduled to depart from the Long Beach Port. The freighter, the *Daring Prize*, has an active compliment aboard consisting of Terrornaught thugs led by Killswitch Tucker (a lieutenant of the syndicate). To oversee the success of the shipment, VENOM assigned Mr. Menace, a mid-level officer in command of a compliment of VENOM Shadow Fangs. Blue Moon, a ranking member of the Terrornaughts, is also aboard, looking to meet with Chameleon at the next destination. The route of the *Daring Prize* is known only by Blue Moon, who will go out of her way to not divulge the location.

If the team fails, a large-scale battle occurs on the docks with the possibility of the shipment getting away.

Showdown at the Wharf

FREIGHTER THUGS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Boating d4, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Gear: Light Armor (+2), SMG (Range 12/24/48, Damage 2d6, RoF 3, AP 2), Pistol (Range 12/24/48, Damage 2d6, AP 2), Combat Knife (Str+d4).

TERRORNAUGHT SOLDIERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Boating d4, Driving d4, Fighting d8, Notice d6, Shooting d8, Stealth d6, Survival d4, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (3)

Gear: Body Armor (+3), Assault Rifle (Range 24/48/96, Damage 2d8, RoF 3, AP 2), Pistols (Range 12/24/48, Damage 2d6, AP 2), 2 × Grenades (Range 5/10/20, Damage 3d6, HW, LBT), Combat Knife (Str+d4).

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TERRORNAUGHT LIEUTENANT (KILLSWITCH TUCKER)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Boating d8, Driving d6, Fighting d8, Healing d6, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8, Swimming d6, Tracking d8

Edges: Fleet-Footed, Frenzy, Marksman, Martial Artist, Steady Hands, Woodsman

Pace: 8; **Parry:** 6; **Toughness:** 11 (5)

Gear: Advanced Body Armor (+5), Advanced SMG (Range 12/24/48, Damage 2d6+1, RoF 3, AP 3), Heavy Pistol (Range 15/30/60, Damage 2d8, AP 2), 2 x HE Grenades (Range 5/10/20, Damage 3d8, HW, MBT), Combat Knife (Str+d4).

VENOM CAPTAIN (MR. MENACE)

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d8, Driving d6, Fighting d10, Intimidation d8, Notice d8, Shooting d10, Stealth d8, Survival d6, Tracking d6

Cha: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 12 (5)

Hindrances: Loyal, Obligations (Major—VENOM), Vengeful (Minor),

Edges: Battle Hardened, Charismatic, (Improved) Combat Sense, Command, Fleet-Footed, Frenzy, Hard to Kill, Level Headed, Marksman, Martial Artist

Gear: Advanced Body Armor (+5, +1 Toughness), Advanced Assault Rifle (Range 30/60/120, Damage 2d8+2, RoF 3, AP 5, Heavy Pistol (Range 15/30/60, Damage 2d8, AP 3), 2 x HE Grenades (Range 5/10/20, Damage 3d8, HW, MBT), Combat Knife (Str+d4).

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VENOM SHADOW FANGS

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

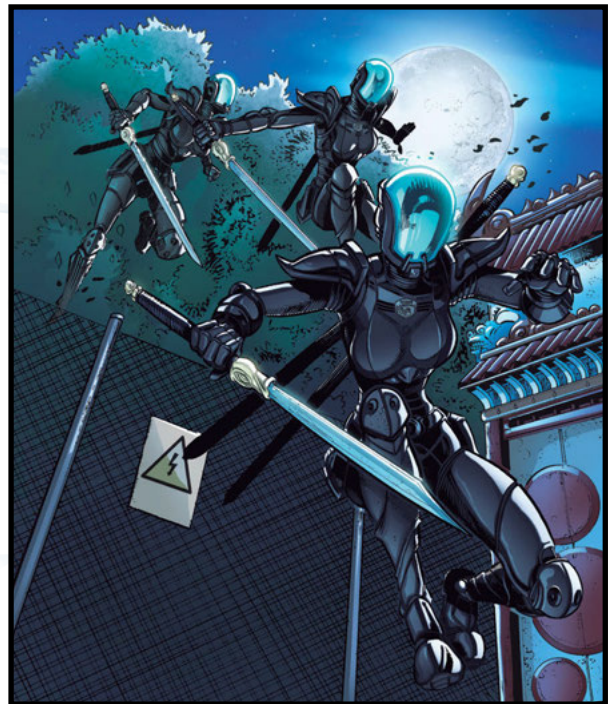
Skills: Climbing d8, Fighting d10, Investigation d8, Knowledge (Computers) d6, Knowledge (Tradecraft) d6, Lockpicking d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8, Survival d6, Swimming d6, Throwing d8, Tracking d8

Cha: 0; **Pace:** 8; **Parry:** 8; **Toughness:** 11 (5)

Hindrances: Loyal, Vow (Major – Shadow Fang Code)

Edges: Acrobat, Alertness, Assassin, Counterattack, Dodge, First Strike, Fleet-Footed, Improved Frenzy, Improved Martial Artist, Improvisational Fighter, Quick, Quick Draw, Thief, Trademark Weapon

Gear: Shadow Fang Armor (+4, +1 Toughness), Shadow Fang Sword (Str+d8+2, AP 4), VENOM Pistol (Range 12/24/48, Damage 2d6, AP 2), infiltration tools.



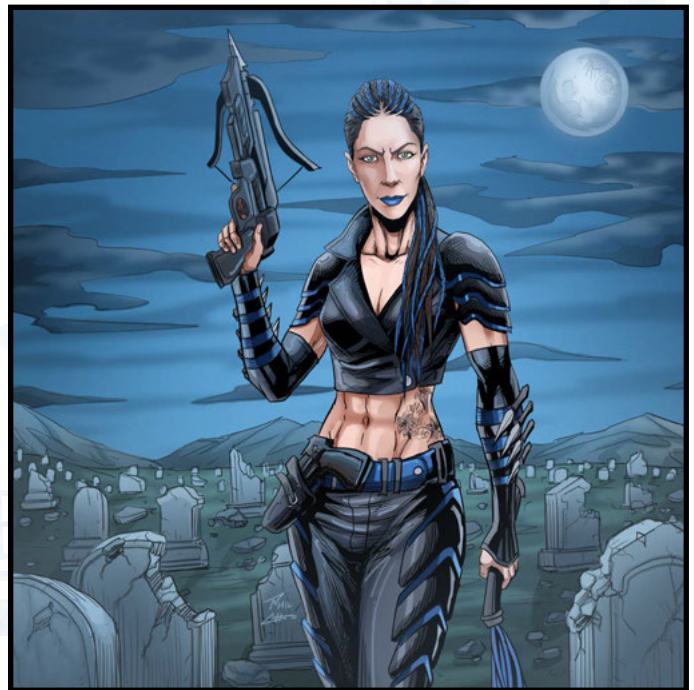
BLUE MOON

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Battle d8, Fighting d12, Healing d6, Intimidation d8, Investigation d6, Notice d8, Persuasion d8, Riding d6, Shooting d10, Stealth d10, Streetwise d8, Survival d8, Taunt d8, Thievery d8, Tradecraft d8

Cha: +0; **Pace:** 8; **Parry:** 10; **Toughness:** 10 (5)

Edges: Acrobat, Assassin, Block, (Improved) Combat Sense, (Improved) Counterattack, Dirty Fighter, Dodge, Fighting Styles (Evasive, Power), (Improved) First Strike, Fleet-Footed, (Improved) Frenzy, Greater Qi Focus, (Improved) Martial Artist, Strong Willed, (Improved) Sweep, Thief, (Improved) Trademark Weapon, Tricky Fighter



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Gear: KevRam Combat Armor (5), Trademark Advanced Crossbow (Range 30/60/120, Damage 2d6+2, AP 4), High Tech Longsword (Str+d8+2, AP 4), Electro-charged Cat-o-Nine-Tails (Str+d4, see below), Throwing Knives (Str+d4, 3/6/12)

Special Abilities:

- **Electro-charged Cat-o-Nine-Tails:** Even with a simple touch, the target must make a Vigor check (-2 if Blue Moon gets a raise on the attack) to avoid becoming Stunned.
- **Improvisational Fighter:** A deadly opportunist, Blue Moon can spend a Benny whenever she successfully Tricks an opponent to gain the Drop on them immediately.
- **Licensed to Kill:** Blue Moon gains a +2 to all Athletics checks (for throwing), Fighting, and Shooting, but only to offset Called Shot penalties.
- **Pacification:** Blue Moon can make an opposed Fighting check (she gains a +2) with an opponent. On a success, she forces her opponent to drop a weapon or item; on a raise, the item is knocked 1d4" away in a random direction, or she can take it if she has a free hand.
- **Trademark Advanced Crossbow:** In addition to the standard damage, she can fire special bolts that act as any of the grenades listed in the *Commando's Manual*.

Epilogue

With Blue Moon either escaping or taken into custody, the team scours the ship for clues as well as any signs of the missing warriors. In the storage hold, there are three of the fallen soldiers – Sgt Adam Walker, Corporal Samantha Strong, and Warrant Officer Amelia Jennings. It should be with grim resolution that Freedom Squadron secures these fallen heroes, seeing to their safe transportation to their loved ones.

Though a victory against VENOM, there is a hollowness to it. These deceased colleagues reinforce the nature of the world – the dangerous and insidious nature of VENOM and the continue sacrifice by those who strive ever to make the world a better one. As well, a question hangs over the mission – what exactly does VENOM want with these bodies?

