

FREEDOM SQUADRON

Commando Mission: Island of Professor Mortis

By Raymond Bruells, III

Welcome to the second 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 of the history of VENOM and their agents, while also glimpsing into the depths of the depravity of some of their worst villains.

The world of Freedom Squadron is set in a possible future, where science and technology have created numerous awe-inspiring works. But at what price are the bounds of limitless knowledge and what lengths is VENOM willing to go for victory of their cause? The general tenor of this *One Sheet* should be the terrifying outcome of science wielded by an indifferent hand.

Island of Professor Mortis

It begins with unexpected seismic activity from the mid-Atlantic. These undersea earthquakes, measuring VIII on the Mercalli intensity scale are causing significant tidal activity, which is being felt along the Eastern seaboard of the United States. Preliminary investigations from nearby vessels report nothing unusual topside, save the extreme tidal activity. Submarine tracking stations record significant tectonic movement, falling outside the scope of normal fault creep. It is rather brief quake, and no significant threat of possible tsunami conditions, which, given the intensity and magnitude, should have been a considerable concern.

Mobilizing the Trans-Atlantic Coalition's naval response teams, Big Irish and the FSS Lion of Ireland have taken the lead to scour the possible epicenter and help any distressed ships in the area. Meanwhile personnel on Farseer Station begin to record a series of anomalies, phantom distortions which indicate something more foul at work. Ruling out scientific causation, Nick Silverwolf (codenamed Walker) is called in for further inquiry.

Utilizing his command of the arcane, Walker discerns direct interference and an obfuscating effect. With tremendous effort, he senses the presence of Hex involved in this ruse. Confidently, he locates the source of both the magical effect as well as what is being targeted. Coordinating with Top Boss, their recommendation is to assemble a group of Commandos to investigate the magical effect as well as this area of the Atlantic.

Plans & Operations

Mission Parameters:

- **Mission Complexity:** High (4/5/6)
- **Mission Difficulty:** High (24)
- **Mission Risk:** High (GM gains 1 Benny per player)
- **Enemy Leadership:** Elite (d12, Wild Die)

FREEDOM SQUADRON

Outcomes: Using the information provided by Walker and the intel correlated by Top Boss, the commandos identify the suspected location of a VENOM island. This man-made landmass, consists of artificially stimulated jungle surrounding two large mountain peaks which jut from the center mass. The tectonic activity must be attributed the rising of this island, but the growth of both the nature and structures required a great deal of arcane energy.

Walker pierces the veil and aerial reconnaissance from Farseer captures glimpses of a large facility on the northeast side of the primary mountain which appears to have the greatest concentration of activity. Infrared signatures of patrols dot in concentric circles around the facility. With numerous life signs and a concern for the ramifications of raising such a large landmass, Top Boss green-lights the operation to storm the island. There the commandos are to enter the facility and take into custody any VENOM personnel and research materials.

Island Assault

VENOM ANIMAL MUTANTS

These creatures have several alterations, both animal and human. They walk upright, use tools and equipment, but have difficulties with speech and complex ideas.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, 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).

FREEDOM SQUADRON

VENOM MAJOR BIENE

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: Ugly, 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 2), 2 x HE Grenades (Range 5/10/20, Damage 3d8, HW, MBT), Combat Knife (Str+d4).

PATCHWORK

A terrifying being combining animal and human DNA splicing with necromantic horror. Patchwork was an ultra-committed Scourge trooper who volunteered for this “upgrade.”

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Athletics d8, Battle d8, Driving d6, Fighting d12, Healing d6, Intimidation d8, Investigation d6, Notice d8, Persuasion d8, Riding d6, Shooting d10, Stealth d10, Survival d8, Tracking d8

Cha: -2; **Pace:** 8; **Parry:** 9; **Toughness:** 14 (9)

Hindrances: Ugly, Quirk (Beastial), Vow (Minor – Serve VENOM)

Edges: Block, Brawler, Bruiser, (Improved) Combat Sense, (Improved) Counterattack, Dirty Fighter, Dodge, Fighting Styles (Evasive, Power), (Improved) First Strike, Fleet-Footed, (Improved) Frenzy, Hard to Kill, Harder to Kill, Killer Instinct, (Improved) Martial Artist, (Improved) Sweep, Strange DNA

Gear: Advanced Body Armor (+5), Advanced Assault Rifle (Range 30/60/120, Damage 2d8+2, RoF 3, AP 5, Heavy Pistol (Range 15/30/60, Damage 2d8, AP 2), Combat Knife (Str+d4)

FREEDOM SQUADRON

Special Abilities:

- **Enhanced Lungs:** Patchwork can hold his breath for hours, effectively making him immune to inhaled toxins, drowning, and similar situations.
- **Environmental Adaptations:** Professor Mortis' terrible creation gains +4 to resist environmental effects from cold, heat, and radiation (which also acts as armor against damage from those sources). Patchwork is also immune to poisons and diseases.
- **Fangs:** Patchwork has a mouthful of sharp teeth, granting him the Bite ability (Str+d4), easily used on a foe he's grappled.
- **Nigh-Unstoppable:** Patchwork has the Hardy effect, meaning a second Shaken result will not cause him a wound.
- **Night Eyes:** Patchwork ignores penalties for Dim and Dark conditions.
- **Regeneration:** This creature recovers from even fatal wounds over time, making a natural healing roll once per day.

HEX

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Academics d8, Fighting d10, Investigation d8, Notice d10, Occult d10, Persuasion d6, Spellcasting d12, Stealth d8, Streetwise d6

Cha: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Curious, Vengeful (Major)

Edges: Arcane Background (Magic), Attractive, Dirty Fighter, Elan, Improved Level Headed, Scholar, Wizard

Gear: Enchanted Armor (+5 Armor, +2 Toughness, +4 Vigor checks vs environmental conditions), Enchanted Black Magic Staff (+2 Fighting, Damage Str+d6+2, +2 Parry, Reach 1), Amulet of Dark Power (+2 Spellcasting, Danger Sense)

Powers: armor, blast, bolt, boost/lower Trait, damage field, deflection, detect/conceal arcana, dispel, invisibility, obscure, zombie



FREEDOM SQUADRON

Special Abilities:

- **Academic and Occult Focuses:** Arcana (Mastery), History, Legends, Necromancy, Religion, Rituals.
- **Arcane Multitasking:** Hex ignores the first multi-action penalty when casting two spells on the same round.
- **Power Casting:** Hex does +2 damage with the blast and bolt power.
- **Practiced Invocation:** Hex automatically gains the raise effect for a simple success when casting armor and deflection.

Epilogue

The Commandos storm the island, meeting heavy resistance from the mutated creatures of Professor Mortis. Should they succeed, they will find that Professor is not present, though many of his creations, as well as sub-lieutenants, are. Hex has been dealing with an artifact that has allowed the island to go masked for as long as it has but which is rapidly draining of mystical energy. It would have only been a matter of time before the veil would have dropped completely. In scouring the facility the team finds copious amounts of notes and research material as to the experimentation on both human and animal flesh with the intention of creating hybrids. There are numerous manifests from a freighter, *The Daring Prize*, indicating stolen remains of fallen UNTAC troops. This is a sobering find, as are the notes referencing the failures in these creations. The psychology of the base beings was too fragile to imprint the directives with any measured success.

The Commandos are left with the horror of what Professor Mortis was doing, as well as the grim duty of deciding what should be done with the island facility, the creations, and the captured VENOM troops.

