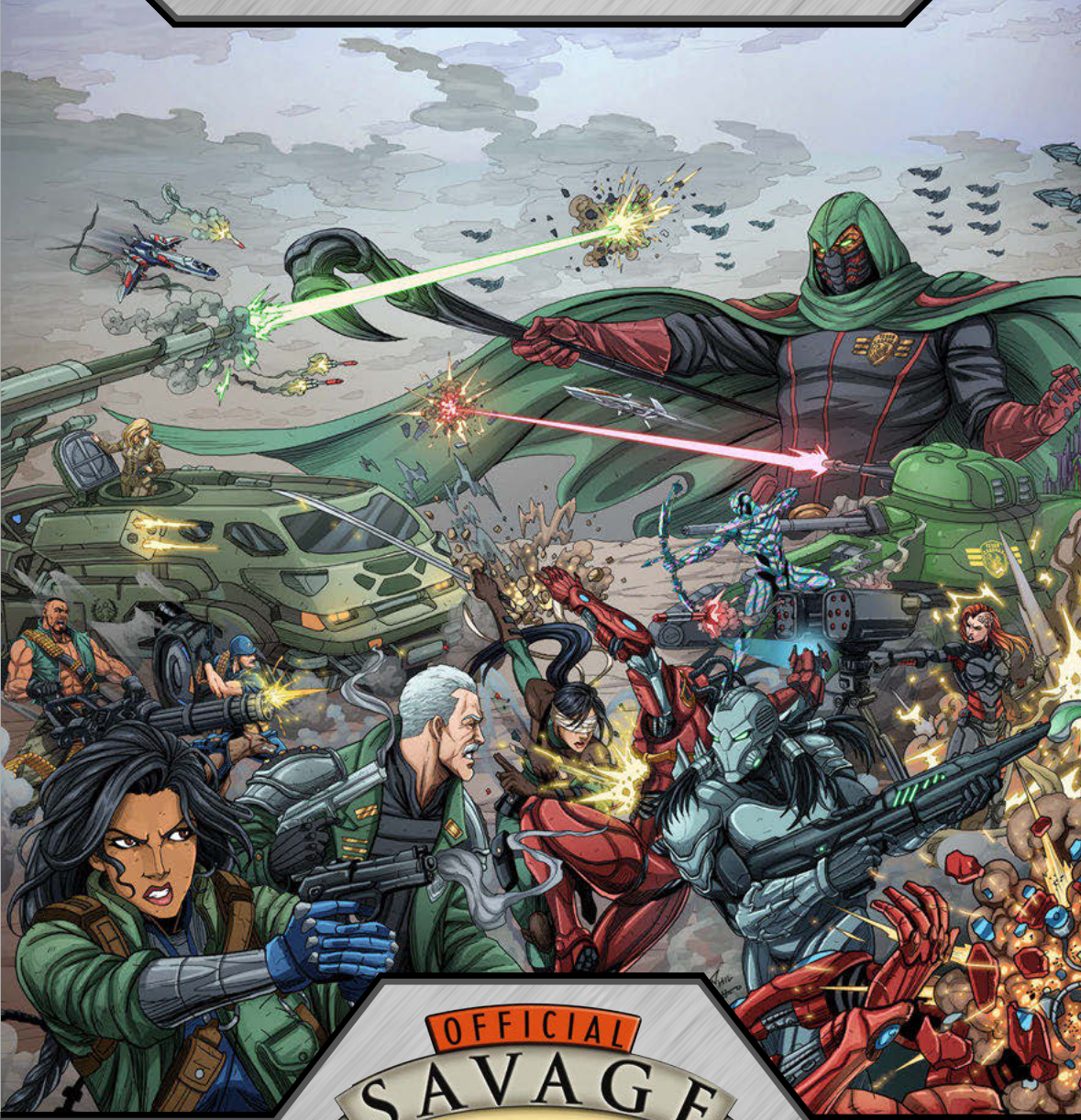


FREEDOM SQUADRON

Commando's Manual



FOR FREEDOM!

It's the year 2051, and World War III only ended two years ago. Even as the world began to rebuild from the conflagration, humanity was rocked by the revelation that a massive organization engaged in a terrible conspiracy to bring Earth to its knees and under their control. **VENOM** became the enemy of all freedom-loving people, using military might, criminal undertakings, weird science, occult mysteries, and economic warfare to attack humanity and install their mighty leader, VENOM Commander, firmly in control of the world.

But **Freedom Squadron** has something to say about that! Formed by the allies of the Trans-Atlantic Coalition, under the auspices of the United Nations, Freedom Squadron is an international force comprised of elite soldiers, sailors, pilots, special agents, first responders, and more, all dedicated to protecting the Earth from VENOM and other terrible forces and strange, mysterious dangers.

The **Freedom Squadron Commando's Manual** is everything you need to create a hero ready to take the battle to VENOM, using the *Savage Worlds* system:

- **Vocation Frameworks** like **Athlete, Guerilla Fighter, Law Enforcement Officer, Medic, Ninja, Pilot, Sailor, Soldier, Spy**, and many more!
- **Hero's Journey Specialization Tables** such as **Black Ops, Close Quarters Combat, Command, Intelligence, Naval Operations, Special Operations, Tech & Engineering**, and more!
- **New Edges**, including **Carnage Corps, Fighting Style, Operational Planning, Strange DNA, Zone Specialist**, and more!
- Introducing **Focuses**, special enhancements to Skills that both simplifies and fleshes out the Skill system of *Savage Worlds*.
- **Tons of Gear** - weapons, armor, vehicles, and more!

Grab this manual and get started on earning your Code Name, Recruit!
Welcome to **Freedom Squadron**!



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FREEDOM SQUADRON

Commando's Manual

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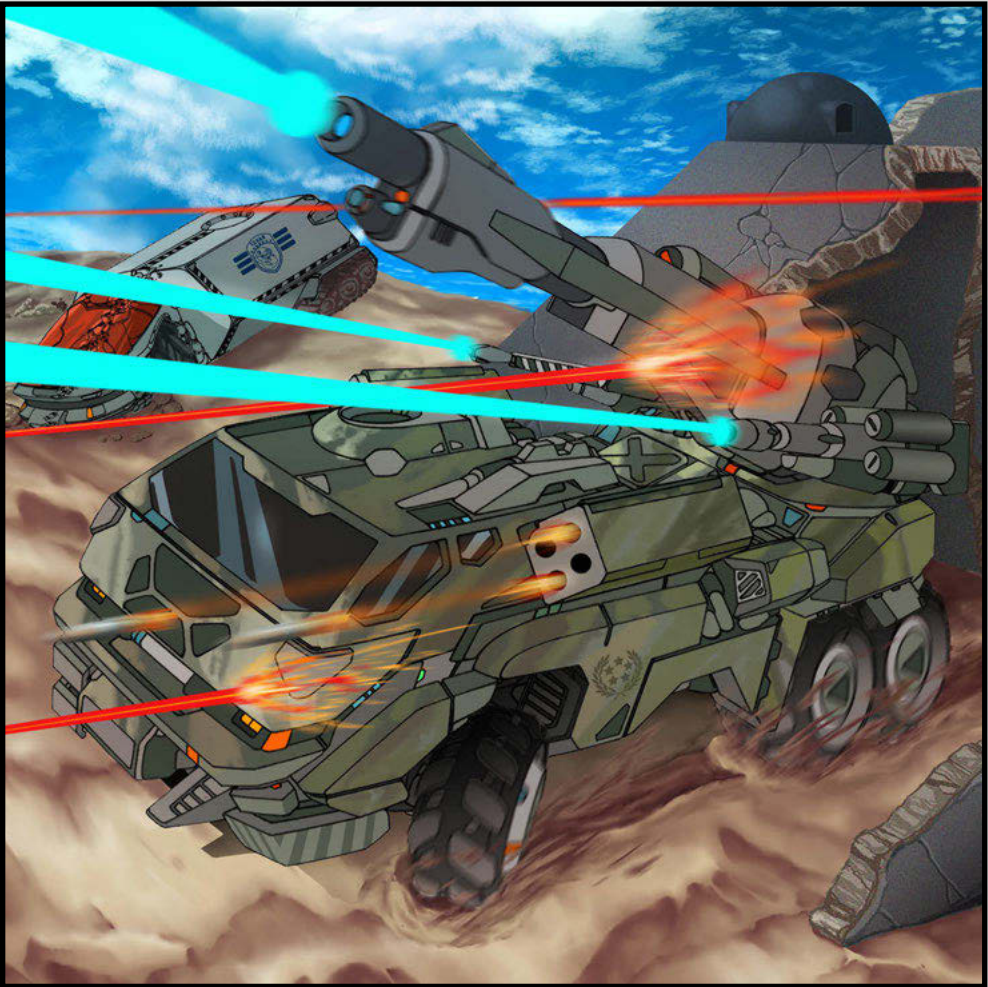
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INTRODUCTION

Welcome to the exciting, immersive, high-octane and explosions-filled world of **Freedom Squadron**! Originally, it was my intention to write a straightforward fiction piece as an introduction. Instead, I want to share with you **actual** Tweets from a number of Freedom Squadron fans, posting in-character as their code-named heroes engage in global operations against **VENOM**:

SUTURE: I'm gonna need some help over here in CO. It appears as though the recently thwarted strike on Cheyenne Mountain was a part of a larger plan.

TUNDRA: Mainstream, check the chatter in the western part of the state. Gremlin, I want you to join Suture, along with Diode, Viking, and Blowfish. I expect a full report in short order, Suture.

SUTURE: Reporting in from the vicinity of the reservoir. All appears quiet. Viking, Gremlin, and Blowfish, rendezvous at coordinates 40.2127866, -105.8324746.

VIKING: Just arrived at the rendezvous, Suture. Holding position for now. I have eyes on some unmarked shipping trucks heading towards the reservoir – no plates. Can't make out the passengers, but my gut tells me bad news incoming.

SUTURE: Copy that, head out from rendezvous to the pump station at Grand Lake. **VENOM** forces are assembling nearby. I'm not sure if the explosives they brought along are for a terror act or just for show in order to hold these locations hostage, but I don't want to find out, either.

SUTURE: Tundra, Mainstream, I need a general evacuation of all civilians along the entirety of the Colorado River. These

guys want to blow all the dams!

DIODE: Any special equipment I need to bring?

SUTURE: Well, if the comms were accurate, either they're blowing the dam or poisoning the water. This place is my back yard. Still watching the area. Going to patrol around the reservoir once more. If you get to rendezvous before me, lay low and keep quiet. I'll be along shortly.

SUTURE: It's gonna take some coordination to pull it off. We need teams on location ASAP for a synchronized strike. Otherwise, one strike too early and the other sites could go. We need to have them all too busy at the same time to worry about the other sites.

MAINSTREAM: I'm interlacing the com signals to synchronize the strikes. All teams will be in the same go time. The evacuations are under way now. When next you here my sultry voice you'll know you have a go.

SUTURE: If we could get some psychological warfare going on them, I have a playlist that is sure to keep them awake for days. Was going through grandpa's old heavy metal playlist. Why don't we see if we can hack their voice comms and give 'em a little bit of classic metal shock-and-awe.

VIKING: Oh man, I need to get a hold of a **VENOM** channel. Where I come from we call this battle music, and I'm ready to cut down some **VENOM**. Too much time hiding, not enough time chopping.

MAINSTREAM: Chatter is off the charts. It's not just the reservoirs. They are going after rivers as well. Looks like they are planning to blow the dams and

some old mines on lock down. That's well over a century worth of hard metals and poison entering the water system.

SUTURE: I found the VENOM encampment, there's only a few of them and they have some tight security. I guess my antics with Cheyenne Mountain tipped them off. I did catch that there is also a team at Green Mountain Reservoir set to blow that dam.

DIODE: Steering works well, but I've rarely had a good landing. And this set of trees doesn't look friendly. *BIFF BASH CRUNCH SMASH THUD OOF* Ugh. Gather gear, chute, wits, and orient myself. "McDonald Flats Campgrounds." Hmm...

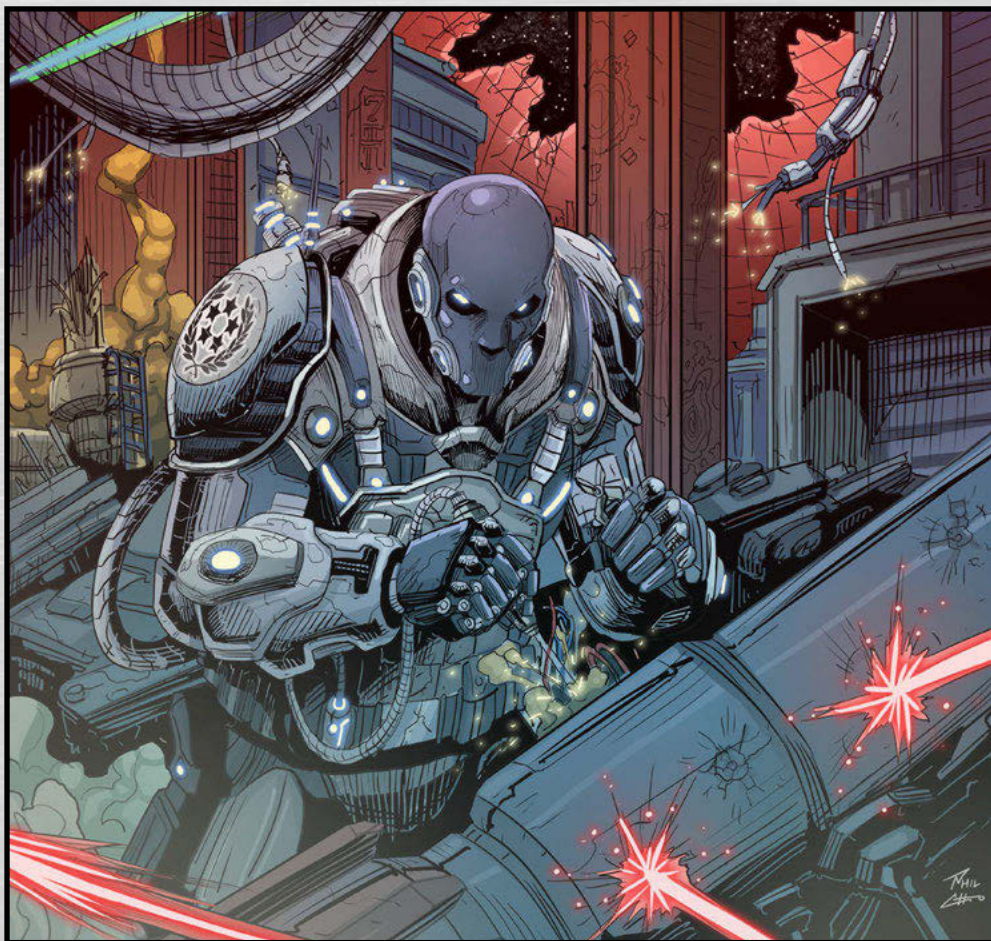
SUTURE: Just be glad it wasn't a splash.

DIODE: *Spitting out bark and pine needles* Yah, coulda been worse eh?

SUTURE: Oh, much worse. Glad you didn't land on a bear. Get into position at the pump station. The party starts when Mainstream hits the music.

MAINSTREAM: This is DJ Mainstream and this one goes out to all those Snakeheads that just can't seem to leave people alone. Well, Freedom Squadron just so happens to have the cure. Here's an Golden Oldie called "The Trooper."

SUTURE: Alright everyone! While their ears are ringing! That's the signal!



SUTURE: Pump station and Shadow Mountain Reservoir dam secure! Quite a bit more than expected and lots of shiny new toys. I expect they were planning on setting up a remote base nearby. Will continue my patrol. Keep your eyes open everyone, the threat is never gone.

SUTURE: Mainstream, umm, so those WNN (Worldwide News Network) headlines have me thinking some of these shiny new toys may be related to your statements about that alien tech. That would explain hitting dams. Maybe my conclusions were a little off. Anyway, I can make neither heads nor tails of this stuff.

MAINSTREAM: I was thinking the same thing, up for a trip to Ft. Knox? We can start there. I have a hunch that the cubes that have been going missing might be related to the power outages as well. Gremlin, Blow Fish, Viking, why don't y'all join us.

SUTURE: I knew this "patrol" was too good to last. I'm on my way, dragging along the others as well.

DIODE: Fort Knox seems like a good place to start, Armor School and also a US Army heavy weapons research project. Talking to some of the crew here, it seems these cubes are part of some kind of energy dampening weapon that can be used on a large scale.

DIODE: Kind of like a EMP effect, but only when these cubes are operating and it isn't permanent. Not quite sure of the area of effect though, and we misjudge this one, we could put Kentucky into a blackout.

IRON: Do me a favor and don't do that. Is there a way to track this effect and thus the cubes?

DIODE: I'm betting that the cubes will be really easy to track, when it activates

they would put out enough energy to be the EW equivalent of a turd in a punch bowl. But the cube would have to be activated...

IRON: That is all well and good but we need to track them before they cause nuclear meltdowns or "just" a blackout.

DIODE: Agreed. Looks like we have to do the detective work and look at how and who stole it. *looking around* Seems like we have a collection of DNA evidence, and what looks like a piece of clothing so far...haven't touched any of it yet...

MALWARE: I've got some data to comb through from the India ops they were trying to pull. We'll compare notes, yeah?

BLACKJACK: The top of Kaieteur Falls is a terrifying place to get ambushed. I'll take bruised knuckles over a 700-foot drop, though. VENOM agents weren't so lucky. Anyone on this channel?

MAINSTREAM: Good to know you are okay, since you are in the area mind jumping over to Georgetown and checking out the reports of VENOM agents in the area?

BLACKJACK: Heard, Mainstream. Will update further once I'm back in Georgetown.

GENERAL STEEL: As always, Commandos, watch your six and call for backup when you need it. We're spread thin, but I don't want to see anyone alone out there!

MALWARE: This regional coach through India is strangely crowded. Guess we'll see who gets off where.

IRON: Gotcha. Will have eyes over you in 15 mikes.

MALWARE: Thanks. I'm a little light on

personal recon assets. The boys* tend to weird people out a bit. I've not even sent them to fetch tea from the dining car.

IRON: You'll have release access for the missiles once they are on station. Trying to see if we have any local contacts we can leverage to get you armed backup.

MALWARE: I need to draw them off the first two cars. Some civilians there who are at the wrong place at the wrong time. We've got at least another 15 hours until we reach the coast. Let me see if I can play with their comms.

MAINSTREAM: The black outs are getting worse and these cubes that have been stolen by VENOM seem to be the cause. Keep your ears on for chatter while we work on tracking the cubes and try to figure out how to offset the technology interruption.

MALWARE: Hey Iron, send a team to check the baggage car after we blow the locks. Not sure if this bunch of snakeheads have cubes but might be worth checking out. Pretty sure those near the reactor would be Bad News.

IRON: Got it. Local authorities have cleared the airspace and there is a task force of Paras with Freedom Squadron support en route. Keeping surveillance on them.

MALWARE: Roger. Mag locks on two passenger cars and baggage car are blown. I have some extraordinarily ticked off snakeheads I need to deal with. They'd like the name of my supervisor...

IRON: Give them General Steel's email address.

GENERAL STEEL: Roger that!

MAINSTREAM: Dancer, Hadrian, Stretch – make your way to Alvorada City, take charge of the investigation of this missing cube.

DANCER: You mean the new Vatican City? Wonderful! Very beautiful this time of year. Yes, yes, this is not a vacation, very serious, no time for frivolities. But the cannoli...

HADRIAN: Roger that. I am inbound from the homeland. Needed me fill up of home cooking. Also me flask was a wee bit dry. Should be in eye tie by 0600 local.

SKIPPER: Um, Dancer, Hadrian, the new Holy See is in Brazil, not Italy.

DANCER: You mean... that wasn't a cannoli I ate?

HADRIAN: Yeh mean I'm on the wrong continent again? Oh, for &%%\$*@!

STRETCH: Roger that, will head out as soon as my fighting workout and splits montage is finished.

GENERAL STEEL: Stop showing off, Stretch, and get to work!

That's just a taste of what's happening on the various Twitter channels Freedom Squadron fans are using to share great stories on a global scale. If you want to read along or join in, check out this link — <http://bit.ly/FREEDOMRINGS>— or follow the hashtag #FreedomSquadronRPG.



(*) – Extremely high tech mini-drones called Frick and Frack.

WHAT MAKES THIS FAMILIAR

It's 1985. A familiar, excitement-inducing opening music sequence queues up on the television. Kids all around the world are grabbing their colorful action figures (and the elaborate vehicles and other accessories that go with them) and rushing to catch the latest episode of that action-adventure cartoon those very toys are based upon. Imaginations are sparked, and parents are lamenting how much more they're spending on plastic toys in the coming birthdays and Christmas seasons.

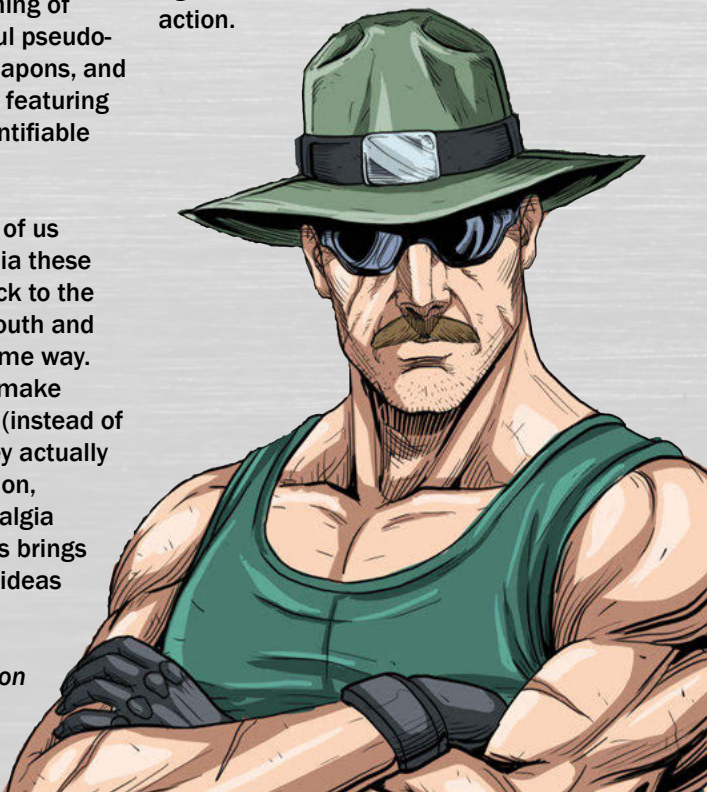
For anyone born after the year 2000, this may be slightly more mystifying. However, with movies, comic books, and other media constantly calling back to those days, it's hard to imagine *anyone* reading this hasn't experienced something of the phenomenon that is colorful pseudo-military uniforms, high-tech weapons, and outlandish, over-the-top stories featuring equally colorful and clearly-identifiable villains.

It's not unfair to say that those of us creating games and other media these days are constantly looking back to the stories and characters of our youth and wanting to recreate them in some way. At the same time, we strive to make them as cool as we remember (instead of how utterly uncool and silly they actually were at the time). Deconstruction, reconstruction, and loving nostalgia mixed with modern sensibilities brings something of a renaissance to ideas that we just cannot let go of.

In the case of *Freedom Squadron* (and the *VENOM* Assault board game upon which it is based),

we're clearly looking back at things like *G.I. Joe: A Real American Hero*, *M.A.S.K.*, *SilverHawks*, *C.O.P.S.*, and many more like them. Our current plans are to expand this into something we call *Project: Awesome*, so you might imagine other classic ideas may get a similar treatment as we go forward.

The other thing that makes this product imminently familiar to many folks is the use of the *Savage Worlds* rules. A powerful framework that allows for so many different genres and story styles, *SW* also works to keep things easy, fast, and fun for experienced and new players alike. Even with the many new ideas that we've brought into the mix, the core resolutions, character building and advancement, and other elements make this every bit a *Savage Worlds* game that fans of other *SW* experiences will easily pick up and dive right into the action.



WHAT MAKES THIS DIFFERENT

Let's talk about the rules stuff, first. While the core experience is pure *Savage Worlds*, the lead designer—Sean Patrick Fannon—has a lot of experience with adding new ideas and new ways to use this engine to its fullest. As the creator and lead designer for projects like *Shaintar* and *Rifts®* for *Savage Worlds*, fans have come to know and trust Sean for having a keen eye for what makes the system really sing for a particular genre or concept.

One of the most evocative ideas found in *Freedom Squadron* is the **Plans & Operations** rules system. The *Freedom Squadron Plans & Operations Manual* presents this in full, but players will discover character-building options in this book that intersect with that part of the game experience in powerful and meaningful ways.

Borrowing heavily from the work on the *Savage Rifts®* project, players will discover a lot of front-loaded awesomeness for their heroes by way of the **Vocation Frameworks** and **Hero's Journey** Specialization tables. The premise of *Freedom Squadron* is that the very best-of-the-best are recruited to become first Recruits, then Commandos within the world's most important line of defense against VENOM. This means having a set of training and experiences beyond what many settings expect of a 0-point Novice. The Vocation Frameworks also help create a sense of having a key role within a Mission Team, while the Specialization charts help make each Soldier or Pilot a bit different from another.

VENOM Assault - Where This All Began

A couple of years ago, Sean Patrick Fannon (at the behest of his friends David Forby and Donavin Santini) sat down with Jeff Arbough at a small convention in Denver, CO. There at Myths & Legends Con, Jeff—the President of SpyGlass Games—introduced Sean to the cooperative deck-building board game he co-designed with Michael Knight.

Sean instantly fell in love with **VENOM Assault**. As he went through the cards and immersed himself in the experience, he was instantly struck by David's assertion that this would make a great RPG setting. By the time he and Jeff parted ways, Sean was off and running.

VENOM Assault is at the very heart of this project. Not only is the incredible art by Phil Cho and others one of the key inspirations, but the ideas Jeff and Michael came up with for characters both new and familiar and what the world might look like that fomented the creation of VENOM and Freedom Squadron drove Sean into a creative frenzy that resulted in the book you're reading now.

Oh, and the Zone Specialist Edge is **absolutely** derived from the idea of Zones in the game, including the idea that certain characters will have an advantage—often one they can share—while in their favored Zones.

Drafted and published in the wake of the release of *Flash Gordon™* the *Roleplaying Game*, the *Freedom Squadron Commando's Manual* benefits from some major updates to the core *Savage Worlds* rules set. This includes new skills and a new approach to focused knowledge for heroes. Examples include the Athletics skill (which combines Climbing, Swimming, and Throwing) and the addition of a Performance skill.

Naturally, there are plenty of new Edges for players to enjoy creating and updating characters with, many of which will also enhance many other *Savage Worlds* settings. These include things like **Fighting Style**, **Strange DNA**, and **Zone Specialist**.

The other part of what makes *Freedom Squadron* different is its departure from much of the older source material. In an effort to update and enhance the concept, this setting goes into the

near future—a post World War III world where many nations of the globe must band together against an insidious and supremely powerful conspiracy/paramilitary force/multinational corporation called VENOM. Rather than focus on the heroes of a single nation, *Freedom Squadron* is a very inclusive, equal-opportunity force featuring heroes from all over the world and of every conceivable background. These are real heroes of the entire world.



HEROES

World War III may be over, but the danger is far from over. With the New Cold War against VENOM and its client states, the world needs heroes willing to fight on every possible front. The best of the best are recruited into Freedom Squadron... where they become that much better.

CHARACTER CREATION

The process for creating a character in *Freedom Squadron* is much like any *Savage Worlds* game, though there are a number of additions to better reflect the military and special operations nature of Freedom Squadron and its members. All characters begin as Novices with 0 Experience Points, although this is more of an indication of their starting point as Freedom Squadron agents rather than their actual experience and history.

To reflect an individual's rather extensive training and background prior to becoming a Freedom Squadron recruit, you first select a **Vocation Framework** that appeals to the background and role you wish to have. You then roll on the various appropriate Hero's Journey charts as indicated. Using the Narrative Hook (as a background) and the results of those rolls, build out your character with the following standard *Savage Worlds* process:

- Spend five points on Attributes. Note that Vocation Frameworks may grant your character higher starting levels in some Attributes before these points are spent.

- Spend 15 points on Skills. Note that Vocation Frameworks and Specializations may grant your character higher starting levels in some Skills before these points are spent.
- Select one free Edge (all *Freedom Squadron* characters are Humans).
- Select one Major and two Minor Hindrances. Use those points to raise Attributes or Skills, or to add Edges. Alternately, a player can choose to spend *all* their Hindrance points to *select* (not roll) a single result from any **Freedom Squadron Specialization** chart their character qualifies for. Note that this means you use up the points of both Minor Hindrances and the Major Hindrance for this single benefit.

You will note there's no indication of selecting **Gear** at this stage; this is one of the major differences for this setting, as your character's Gear is determined by a combination of Team Role and Mission Profile (discussed later).

There are some special considerations you must keep in mind for the above process:

Attributes: No member of Freedom Squadron will have an Attribute less than d6. Non-field personnel might have limitations in some way along these lines, but no field operative will be sent out that cannot pass minimal requirements physically and mentally.

Skills: All Freedom Squadron field operatives *must* meet certain minimum training requirements. By the time you're done building your Recruit, you must have

Athletics at d6, Fighting at d6, Healing d4, Shooting at d6, and either Driving or Piloting at d4.

Edges: The *Born a Hero* Setting Rule applies here. This means you may select *any* Edge at character creation, regardless of Rank requirements. You must still meet other requirements for the Edge, however.

Hindrances: Freedom Squadron operatives aren't fielded unless they can pass rigorous physical and mental testing requirements. The following Hindrances are **not** allowed for Freedom Squadron recruits—Anemic, Blind, Delusional, Elderly, Habit (Major), Hard of Hearing (Major), Illiterate, Lamé, Obese, One Arm, One Eye, One Leg, Pacifist (Major), Phobia (Major), Yellow, or Young.

- There are some who have certain kinds of personality and psychological issues who manage to regain the ability to re-enter the field, but they do so through surviving the **Carnage Corps** rehabilitation process. Those with the following Hindrances cannot serve in the field unless they have the Carnage Corps Edge—Bloodthirsty, Death Wish, Greedy (Minor only; Major not permitted), Mean, Vengeful (Major), Wanted (Major). They still have the Hindrances, but their time in the Carnage Corps means they've learned how to deal with them enough to function in the field, albeit under a much tighter leash than most Freedom Squadron personnel. In the case of the Wanted Hindrance, it is assumed they are on a kind of “work release” restriction which limits their social life



and dooms them to be turned over to the arresting authorities if they step out of line even a little bit.

- Soldiers and other agents who've suffered severe physical loss (such as One Arm or One Eye) *can* continue to serve, but only thanks to the highly advanced state of prosthetics and cybernetics in 2051. Thus, as a matter of style, your character might have a normal prosthetic leg that works just as well as a biological one. If they have a superior leg, you'll want to investigate the Cybernetics rules found in the *Science Fiction Companion* (if your GM allows them).

VOCATION FRAMEWORKS

Similar to the Iconic Frameworks of *Savage Rifts®*, Vocation Frameworks represent a package of Edges, Skills, and special abilities that reflect the training and experience of a Recruit before they joined Freedom Squadron. This organization brings only the very best into its ranks, which means each Recruit comes from a background of extensive education, practice, and practical field experience. Many are veterans of World War III and other military conflicts, or are otherwise noted experts in their fields.

You should select the Vocation Framework that best represents the past you envision for your character, as well as one that sets the stage for the Team Role you most wish to fulfill in the future. Note that Edges added by a Framework are regardless of any Requirements; you simply ignore them and take the Edge. As well, starting Skill dice aren't subject to linked Attribute cost limitations (though spending points to raise them is still double if they are higher than their linked Attribute). If you gain a die type in something you have no dice in, it starts at d6. All awarded Focuses are in addition to any you gain by default during character creation.

Best of the Best

Veteran *Savage Worlds* players will recognize almost immediately how much more capable and powerful starting characters in *Freedom Squadron* are to 0-xp Novices in other settings. This is very much by design. While technically Novices with no in-game experience, characters starting their Freedom Squadron careers are actually top-rated experts in their fields of expertise and training, recruited to join the greatest military and security force the world has ever known.

They then undergo highly rigorous additional training at the hands of folks like **Sandbar**, **Preedatore**, and **Corporal Carnage**, followed by intensive evaluations by many more of Freedom Squadron's "first class" of code name operatives. This is reflected in the benefits and bonuses gained from both the Vocation Frameworks and the initial rolls on the Specialization charts.

Important: In many cases, you are instructed that you can take a roll on any (or nearly any) Specialization chart. No matter what other exceptions the GM might allow, you may *never* roll on the **Carnage Corps** chart unless you have that Background Edge. If you *do* have that Edge, you may always use your rolls on that chart.

ARCHAEOLOGIST

Sand brushes and ancient scrolls. Old, strange languages and lost history. These are the tools and the tasks of the Archaeologist. In a world with Grifstals and lost alien technology that landed while dinosaurs still walked the Earth, these searchers and masters of the unknown have never been more important to civilization... and to Freedom Squadron.

Of course, pure academics need not apply. Any Archaeologist who wears the Freedom Squadron patch knows their way around trouble and relishes danger. Truth be told, most FS Archaeologists genuinely worry the UNTAC overseers more than the average Commando.

Hero's Journey (Two Rolls)

"Combat Archaeology—that's a class I'd take!" (Code Name: Hurricane). Archaeologists drawn into Freedom Squadron service are expected to train extensively for field operations. To that effect, one of their rolls *must* be in Close Quarters Combat, Infantry, Physical Training, or Special Operations. Their remaining roll can be in one of those, or literally anything else they qualify for (they really do get around).

Archaeologist Abilities and Bonuses

Combining academic pursuits of the esoteric and ancient with a curiosity that drives them to the lost corners of the world, Archaeologists frequently impress the Marines and Special Ops folks they serve with.

- **A World of Adventure:** Those who step beyond classrooms, musty old libraries, and ancient tombs usually find themselves confronted with extraordinary opportunities to fight for survival. Archaeologists also regularly

must navigate difficult terrain and reach hard-to-find places. They begin with Athletics and Survival at d6.

- **Find it, Wherever it Is:** The greatest Archaeologists know how to find what they're looking for, among the libraries and museums of the world, and sometimes among the worst rogues of civilization. They start with Investigation and Notice at d6, and Streetwise d4.
- **The World of Academia:** No matter how exciting the stories are, no Archaeologist is worth spit to a team if they do not pay their dues at university or in related pursuits—publish or perish. To that end, all Archaeologist begin with a d8 Smarts and Academics at d6. They also have Focus: Archaeology (this is in addition to bonus Focuses from Academics).
- **Why They Call You "Doctor":** Every Archaeologist picks something to craft their thesis around, and your thesis made you a Zone Specialist in one of the following: **Arctic, Desert, Forest, Jungle, Mountain, Savanna, or Sea.** Spend enough time in a place with its people, you become very adept at surviving there and guiding others.

ATHLETE

Natural physical gifts, intensive training, and a commitment to personal development makes the Athlete an atypical, yet highly appropriate candidate for the Freedom Squadron. The world of 2051 is a dangerous one, and the average person knows there are enemies dedicated to taking their freedom and even their lives. Many Athletes find themselves reorienting their lives towards something more than sport or competition.

Athletes bring physical excellence to the table when they sign up, as well as abilities well above the norm from their training and genetic gifts. An Athlete may be from any kind of sport or physical pursuit. Examples include: runners, mixed martial artists, baseball players, swimmers, mountain climbers, gymnasts, and skiers, just to name a tiny fraction of the possibilities.

Hero's Journey (Two Rolls)

Because they start with a strong focus on non-military experiences and training, Athletes are limited to Close Quarters Combat and Physical Training for one of their rolls. They may make their other roll on either of those, or one of the following: Combat Medicine, Command, Infantry, Logistics, Search & Rescue, or Tech & Engineering (representing other areas of study or training in their history).

Athlete Abilities and Bonuses

Athletes begin a cut above all others when it comes to their physique and their physical capabilities.

- **Best of the Best:** The kind of Athlete that gets into Freedom Squadron is a medal winner or all-star performer. Athletes begin with one of the following Edges—Acrobat, Brawler, Brawny, Fleet-Footed, Killer Instinct, or Quick.
- **Intensive Training:** Athletes start with Athletics d8 and a bonus Physical Focus. This Focus must be related to the sport or physical pursuit they engaged in before joining Freedom Squadron.
- **Physical Conditioning:** Athletes begin with their Agility, Strength and Vigor at d6.



DRIVER

Freedom Squadron is a highly mechanized force, with cutting edge machines like the Drawbridge, Scorpion, and Timberwolf requiring drivers with the highest degree of training and raw talent to bring them to bear in combat. The best tankers and operators in the world are often the target of intense recruiting to get them at the wheel or stick against VENOM.

Drivers focus on extraordinary reflexes, expertise in operating their machines, and the technical know-how to repair their ride when the inevitable happens in the field. They're also highly trained with the weapons their vehicles carry into battle, and no Driver goes into battle without also being able to fight on foot when the need arises.

Hero's Journey (Three Rolls)

Drivers can make all their rolls on the Mechanized and Tech & Engineering charts. Up to two rolls can be made on any other charts in this book.

Driver Abilities and Bonuses

Reflexes, understanding of the machines, alertness, and best-in-class driving skills are the Driver's contributions to the team.

- **Exceptional Reflexes:** Drivers all start with a d6 Agility.
- **Fast and Furious:** A Driver comes to Freedom Squadron with a lot of experience, starting with a Driving Skill of d8. They also start with a Notice of d6, thanks to their "eyes on the road" mentality.
- **Firing on the Move:** Drivers know how to account for the motion of the vehicle while taking aim, giving them the Steady Hands Edge.
- **Gearhead:** No self-respecting Driver fails to know their machine, inside and out. Drivers gain Repair d4 and Focus: Ground Vehicle Mechanics.
- **One With the Wheel:** A Driver knows how to handle their machine under the worst conditions, enabling them to spend Bennies to soak damage for whatever they're driving. If they have the Ace Edge, the usual -2 is negated.

EX-CRIMINAL

Burglars and thieves, gun-runners and smugglers, independent operators and organized crime soldiers... criminals permeate society at all levels. Not all are truly dark and evil people, however. Many take up the life because their circumstances left them little other choice, while others believed they were "fighting the system" while having a

pretty good time or at least paying bills. Regardless, most criminals wind up in two categories—good, or imprisoned (or worse).

World War III and the subsequent revelation of VENOM changed the world for everyone, and the criminal underworld was not left untouched. Most rogues and masters of skullduggery found their way to VENOM's service one way or another (El Guapo, Gorgon, and the Terronaughts all recruit the best they can find). Some, however, realize that a world with VENOM in charge is no world for them, and they find their way to Freedom Squadron, ready to use their "unique set of skills" to help the world in their own way.

Note: Most Ex-Criminals, no matter how good they are, probably have a serious record. It's entirely appropriate for them to go through the Carnage Dome before they're allowed to enter mainstream service. The Wanted Hindrance is also appropriate; even though serving Freedom Squadron means a general pardon, certain nations may refuse to lift any warrants for the arrest of a given individual.

Hero's Journey (Two Rolls)

Combining their background and the kind of training Freedom Squadron will insist on to get them ready for actual military operations, Ex-Criminals may take both of their rolls on the following charts: Black Ops, Close Quarters Combat, Infantry, Intelligence, Logistics, Mechanized, Physical Training, and Tech & Engineering.

Ex-Criminal Abilities and Bonuses

In a war against an organization that is as much a massive criminal enterprise as it is a military, economic, and political force, the talents and training of an Ex-

Criminal will come in very handy for many Mission Teams.

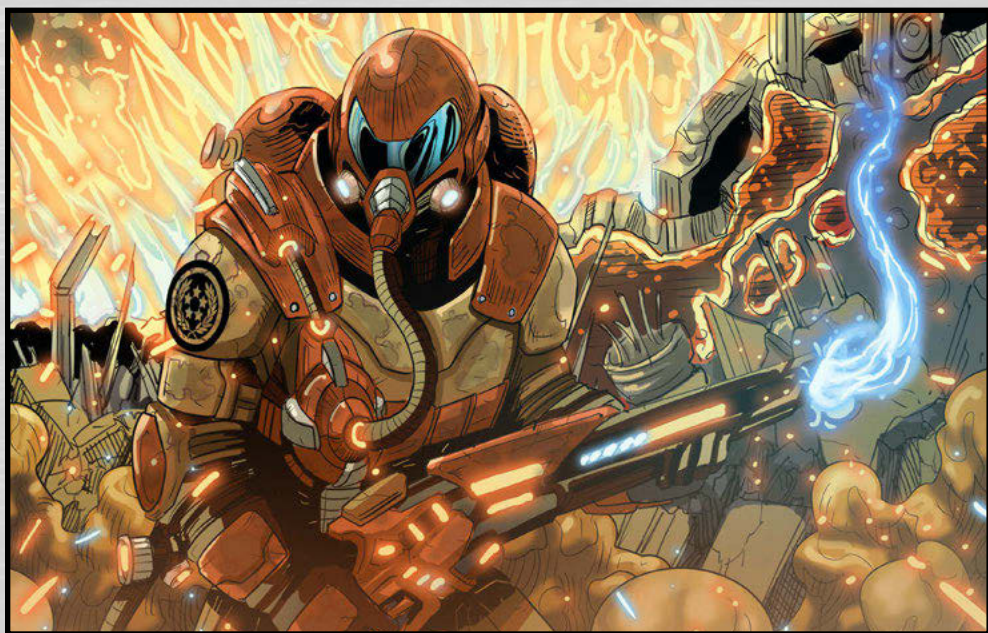
- **It Takes a Thief:** Unsurprisingly, Ex-Criminals are very good at the basic elements of criminal activity. They all start with the Thief Edge. As well, they gain a d6 in Athletics (with a Focus in Climbing), a d6 in Stealth, and a d6 in Thievery.
- **Life on the Streets:** The city is the Ex-Criminal's domain; they're the one you want leading you through the sewers, finding you a safe house, and ordering the best pizza in five counties. Ex-Criminals have a Streetwise of d6 and Zone Specialist (Urban).
- **Special Talents:** Some are con men, some are enforcers, some are getaway drivers, and some are... good at other things. Professional criminals often develop specializations that enhance their value to larger enterprises. Choose one of the following Edges to represent your Ex-Criminal's specialization: Ace, Acrobat, Assassin, Charismatic,

Demolitions Expert, I Know a Guy, McGyver, or Scrounger.

FIRST RESPONDER

Firefighters, EMTs, ride-along nurses, and even law enforcement officers with particular training all represent First Responders. These are the folks who rush into a disaster area or the site of a catastrophe, ready to secure the area, pull people out of the wreckage, and administer life-saving critical care.

First Responders are, of course, trained in first aid. They must also be physically up to the challenges of emergency operations and dealing with dangerous environments. Those who end up with Freedom Squadron are expected to be able to fight alongside their fellow Commandos, as well; some few are granted waivers for a certain degree of pacifism, but no one will be allowed into the field unless they can be counted on to physically defend themselves and their teammates.



Hero's Journey (Three Rolls)

First Responders come with a lot of extra training that focuses on their specialties. Two of their three rolls must be used on Combat Medicine, Physical Training, and Search & Rescue. The third roll can be used for the previous lists, or instead for Infantry, Logistics, Special Operations, or Tech & Engineering.

First Responder Abilities and Bonuses

Combination combat medics, environmental hazard experts, and survivalists, First Responders are who you want when things go bad in unexpected ways.

- **Disaster Response:** A First Responder needs to know at least the basics of firefighting and other emergency response techniques. Those who join Freedom Squadron are the best of these brave souls. First Responders gain Mastery: Disaster Response.
- **Emergency Medicine:** All First Responders are certified field medics, starting with a d6 Healing.
- **Endurance Requirements:** The need to endure harsh conditions and extended physical activity means all First Responders start with a d6 Vigor.
- **Situational Awareness:** First Responders are incredibly sensitive to dangerous situations; they all know how to keep their senses attuned to their surroundings. They start with a d6 Notice.
- **Strength Requirements:** A First Responder must be able to carry some serious weight, such as a person out of harm's way or lots of gear into the field. First Responders start with a Strength of d6, and they can carry up to 8

times their Strength in pounds without penalty. This stacks with the Brawny Edge, increasing their multiplier to 10 times their Strength.

- **Wherever Needed:** These heroes go where they are needed, and they're trained to handle all kinds of environmental conditions for an extended period of time. First Responders start with a d6 in Survival.

GUERRILLA FIGHTER

There's training, and then there's practical experience. A Guerrilla Fighter is someone who got more "on-the-job training" than any formal method provides. In 2051, most Guerrilla Fighters are veterans of World War III, probably from parts of the world where they were the last line of defense against the brutal forces of the Neo-Communist Bloc. Alternately (or possibly in addition), a Guerrilla Fighter may be someone who's been fighting VENOM's incursions into their lands since they were revealed to the world at large.

Guerrilla Fighters are natural "special operations" soldiers; most of their experience is surviving harsh conditions, fighting superior numbers armed with better tech. This makes them resourceful, tough, and often practical to the point of ruthlessness. Those who can be convinced to work within the structure of Freedom Squadron are some of the most dangerous Commandos in the field.

Hero's Journey (Three Rolls)

They're not the best-of-the-best in terms of education or training; Guerrilla Fighters are highly prized for all the varied things they've learned how to do as a matter of surviving intense combat and harsh conditions. They gain two rolls specifically on the Black Ops, Infantry, or Special Operations charts. They gain one more



roll that can be made on any chart in this book except Aviation or Naval Operations.

Guerrilla Fighter Abilities and Bonuses

Guerrilla Fighters are good under pressure, experts in their chosen environments, and tough as nails. They also tend to know a lot of useful things from simply having survived.

- **Get Tough or Get Dead:** It's a harsh reality the Guerrilla Fighter lives in, demanding resilience to survive. All Guerrillas start with a d6 Vigor.
- **Grab a Gun and Start Shooting:** One day, they were a teacher, a grocery clerk, or an accountant. The next, they

were shooting invaders and praying they made it through the day. Guerrillas start with Shooting at d6.

- **Healthy Paranoia:** Those that survive against the worst odds develop a finely honed sense of potential threats. Guerrilla Fighters have the Danger Sense Edge.
- **Home Turf:** Guerrillas are fighting for their homes, which makes them inherent experts on the terrain and conditions. A Guerrilla Fighter starts with either Streetwise or Survival at d6.
- **Seen the Elephant:** By definition, a Guerrilla Fighter's been in real combat and knows how to keep cool under fire. They have the Combat Reflexes Edge.

JOURNALIST

Commonly considered representatives of the Fourth Estate in most civilized cultures, Journalists are charged with going into the world, digging up the facts of whatever circumstances affect the people, and presenting the stories of those situations for all to see. Theirs is the task of uncovering corruption, revealing truth, and bringing knowledge and understanding to the world at large.

It was a journalist—Kimberly Johnson, Code Name: Snapshot—who uncovered the existence of VENOM and helped bring about a unity among the United Nations not seen before. Though their focus traditionally falls outside of taking an active role in matters, the threat of VENOM drives many Journalists to stand shoulder-to-shoulder with Freedom Squadron Commandos to turn over the stones where VENOM's corruption can be found and exposed to the world.



Hero's Journey (Two Rolls)

In order to embed with Freedom Squadron, a Journalist must pass muster with Sandbar or one of his top instructors. Journalists must take one of their Specialization rolls from the following: Close Quarters Combat, Infantry, Physical Training, Search & Rescue, or Special Operations. They can take their other roll on one of the above, or on any other chart except Black Ops or Command.

Journalist Abilities and Bonuses

The Journalists who embed themselves with Freedom Squadron are survivors as well as observers of great skill. It's hard not to be biased when it comes to VENOM; most Journalists make no apologies for not only going after the evil organization with direct intent, but actively helping dismantle their operations in the process. At the same time, Freedom Squadron knows that having a Journalist among their forces means living up to the ideals the people

they serve expect.

- **Education Leads to Understanding:** Journalists are respected for their willingness to learn not only the tools of their craft, but as much as they can about the world they wish to explain to others. They start with Academics at d6, with a bonus Focus in Journalism (in addition to the Focuses they gain for their die type in Academics).

- **Ignore Nothing, Cover Everything:** The

best Journalists look at everything as a possible part of the story, leaving no stone unturned and noting all details as potentially important. They have the Alertness Edge.

- **Investigative Journalism:** Uncovering the hidden details and exposing cover-ups is the core activity of any Journalist who seeks a life beyond reading into a camera from behind a desk. Journalists gain a die type in Investigation, Notice, and Streetwise, and they have the Investigator Edge.
- **News Never Sleeps, Stories Happen Anywhere:** Day or night, at any moment, a story might break, and Journalists learn to live on little sleep, bad food, and in harsh conditions. They can get by on half the sleep most folks require and gain a +2 to Vigor checks to resist the Fatigue effects of hunger, thirst, and poor environmental conditions.

LAW ENFORCEMENT OFFICER

They protect, and they serve their community, willing to risk death every day in order to see society stand firm against the forces of criminality and brutality. Where the Soldier trains for combat, and the Special Agent trains for investigations and intelligence work, the Law Enforcement Officer combines an increasingly complex array of skills to do their job, all while facing challenges from every direction.

Not everyone is cut out for such work, and not every department or unit provides the kind of guidance or training that makes for a truly outstanding officer of the law. The best of them, however, are exactly who General Steel wants in the ranks of Freedom Squadron, helping provide effective security and peacekeeping around the world.

Hero's Journey (Three Rolls)

Despite a core of training that all Law Enforcement Officers are likely to receive, there's still a great variety of directions individuals might take to enhance their effectiveness. As well, there are specializations that various departments require, both in terms of types of crimes investigated and how areas are policed. The charts a Law Enforcement Officer may roll on for two of their rolls are Close Quarters Combat, Infantry, Intelligence, Logistics, Mechanized, Naval Operations, Physical Training, Search & Rescue, and Special Operations. For their remaining roll, any chart except Black Ops is appropriate.

Law Enforcement Officer Abilities and Bonuses

The "LEOs" that come to Freedom Squadron are those who took advantage

of all training opportunities across various necessary disciplines to be the best at what they do.

- **Apprehend & Detain:** At any time, a Law Enforcement Officer may be required to stop and secure a suspect under intense circumstances. Sometimes it comes down to effective verbal commands, sometimes more physical means. LEOs have d6 in Fighting and Intimidation.
- **Community Policing:** The Law Enforcement Officers recruited by Freedom Squadron are those who understand a key part of policing is working with local communities to understand needs and best practices. They have a d6 in Persuasion and Focus: Community Policing.
- **Criminal Investigation:** First on the scene of any crime, a good Law Enforcement Officer is the best friend any investigator could ask for—and likely a detective in the making. Many are full detectives by the time Freedom Squadron comes calling, in fact. They start with a d6 in Investigation, Notice, and Streetwise.
- **Firearms Training:** No Law Enforcement Officer enters the field without adequate training in use of their sidearm. They have a d6 Shooting and Focus: Pistols.

MASKED VIGILANTE

The Masked Vigilante has been around for a very long time. Some would say they go back to the Renaissance. A rather notable number of them appeared from the 20s through the 40s, primarily in opposition to Nazis and organized crime.

Though they fell out of favor (and mostly out of sight) come the 50s, here they are again as a response to VENOM and its global influence over crime and tyrannical regimes. Freedom Squadron started out opposing these lone-wolf operators who worked beyond the law, but now is taking the different tack of recruiting the ones who show excellent promise (such as Spectre).

Hero's Journey (Three Rolls)

Masked Vigilantes come from all kinds of backgrounds and highly diverse training. They get three rolls on *any* Specialization tables they qualify for.

Masked Vigilante Abilities and Bonuses

This is one of the most diverse Vocation Frameworks available, representing a wide variety of specialists and gifted individuals. At the same time, the mask represents something each Masked Vigilante has to lose, and this should always be part of that hero's experience. Freedom Squadron leadership will know who they are at the top of their command chain; they may find a bit of resistance with their fellow Commandos by sharing so little of themselves.



- **Always Have a Gimmick:** Masked Vigilantes have a particular style in fighting crime. Choose one of the following: Ace, Acrobat, Battle Hardened, Charismatic, Combat Sense, Danger Sense, Dirty Fighter, Fighting Style, Hard to Kill, I Know a Guy, Jack-of-All-Trades, Marksman, Martial Artist, McGyver, Strange DNA, Thief, Trademark Weapon, Tricky Fighter, or Two-Fisted. At the same time, Masked Vigilantes have both a distinctive look and known *modus operandi* (which can cause them all kinds of problems with people who know and oppose them).

- **Naturally Gifted:** The Masked Vigilante has strong attributes, one way or the other. Some have fantastic dexterity. Some have great strength. Some have powerful intellects, and so on. The Masked Vigilante starts with a d6 in three Attributes of their choice, or a d8 in one Attribute and a d6 in another.

- **The Motivation to Don the Mask:** Something drives this hero to go above-and-beyond what most people would find reasonable or rational in the name of justice (or vengeance). Masked Vigilantes begin with one additional Major Hindrance from the following: Code of Honor, Delusional*, Enemy (Major), Heroic, Overconfident, Vengeful (Major)*, Vow (Major, choose something appropriate like Justice or to Take Down Organization X). The mask can be very off-putting to the average person and fellow Commandos alike; while wearing it, they have the Outsider Hindrance.

* In these cases, the character must have the Carnage Corps Edge in order to serve.

- **Undaunted and Vexing:** Masked Vigilantes are very good at messing with the minds of their enemies while

resisting such efforts in return. They start with Intimidation at d8 and Taunt at d6, as well as the Strong Willed Edge.

MEDIC

While the First Responder is excellent to have on hand for medical emergencies, the Medic is far more specialized in field medicine and trauma care under combat conditions. Some of the greatest stories of heroism from any war feature a Medic willing to endure and risk anything to save their charge. Freedom Squadron considers recruiting the best combat Medics in the world a top priority—the best kind of insurance policy for their investment in the people they train.

Medics are highly trained in more than just first aid; they're experts in triage, trauma care, and long-term recovery. While they prefer the conditions of at least a field hospital, a Medic knows how to make the most of whatever the situation is and create the necessary elements to save their patient. Of course, Freedom Squadron Medics also know how to take care of themselves in the face of the forces of VENOM.

Hero's Journey (Two Rolls)

Medics may spend both of their rolls on the Combat Medicine and Search & Rescue charts. They may spend one of their rolls on any of the following charts: Close Quarters Combat, Infantry, Logistics, Physical Training, Special Operations, or Tech & Engineering.

Medic Abilities and Bonuses

Most Medics recruited by Freedom Squadron are full-on doctors, physician's assistants, or highly-experienced nurses. They're also highly prized for their education and resourcefulness.

- **Committed:** No one enters this field who isn't 100% dedicated to risking everything for the sake of others. Medics start with a Spirit of d6 and a +2 to all Fear tests (this stacks with the Brave Edge).
- **Duck and Cover:** No Medic wants to become another Medic's patient, preferring to treat casualties rather than turning into one. Medics have the Dodge Edge.
- **Educated:** A Medic studies a great deal to be as good as they are. Medics start with Science d6 and Focus: Medicine (in addition to the two bonus Focuses gained from having a d6 in this skill).
- **Trauma Specialist:** Medics are extremely skilled at emergency medicine and trauma care. They start with a d8 Healing Skill.



operation techniques. While traditionally “lone wolves” through history, those Ninjas who join Freedom Squadron are expected to work closely with their teams to accomplish the impossible on a regular basis.

Hero's Journey (One Roll)

Ninja Recruits come to Freedom Squadron with a lot of solid experience and training in their specialties already. Most prefer to focus on enhancing what they already bring to the table, but some like to avail themselves of the expanded opportunities the force offers. Ninja may take their single roll on *any* chart in this book except Command, Mechanized, and Tech & Engineering.

Ninja Abilities and Bonuses

Ninjas are more than combat-trained covert agents with interesting outfits. Some skirt the edge of mysticism (or delve fully into it), focusing their inner strength to perform amazing feats. All Ninja are rightfully known for their speed, martial training, and stealth.

NINJA

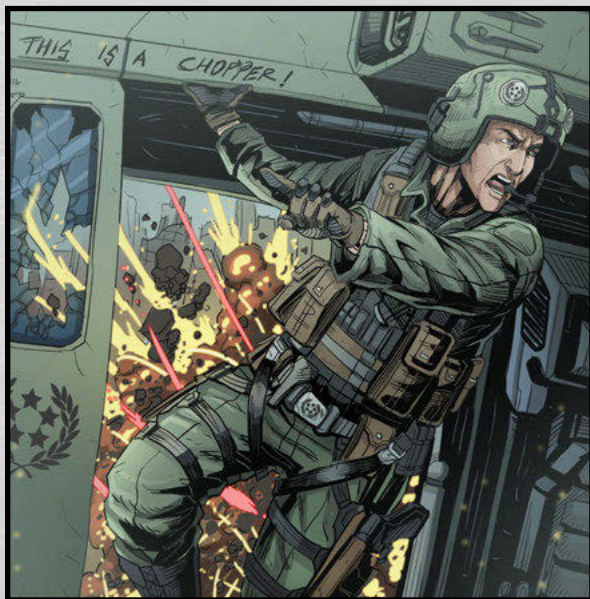
Masters of stealth, subterfuge, and martial arts, Ninjas were thought to be purely myth by most of the world—something that served them well in their ongoing pursuits. Although the ninja clans have a history deeply rooted in Japanese history, their influence is worldwide. Furthermore, there are very similar clans and organizations found in many other cultures and nations around the world, such that the term “Ninja” has broadened considerably in its meaning.

Whether from traditional training or broader—yet no less iconic—methods and idioms, the Ninja background represents a special kind of warrior and operative that supports a team through mastery of hand-to-hand combat and covert

- **Martial Training:** Ninja study many forms of combat, starting with a d8 Fighting and the Martial Artist Edge. They also start with one of the following Fighting Styles (per the Edge): Accurate, Evasive, Fast, or Power.
- **“Ninja-Like Reflexes”:** The old adage comes from truth. Ninjas begin with a d6 Agility and the Quick Edge.
- **Shadow Masters:** A Ninja is not worthy of the name without firm training in physical movement, obfuscation, and infiltration. All Ninjas begin with a d6 Athletics, d6 Stealth, d6 Thievery, and the Thief Edge.

PILOT

Freedom Squadron may not be able to put the most machines in the sky, but they want air superiority over any battlefield they enter, anyway. They do this by bringing in the absolute best Pilots the world has to offer—and training them to be even better. After all, these are the folks who'll take the stick of such craft as the Hornet and the Patriot against VENOM's massive array of aircraft.



Pilots must understand their craft inside and out, and be able to handle the kinds of maneuvers that make most flying instructors blanch and start drinking heavily. They know they're operating a weapons platform as much as a transport, providing vital fire support to all operations under all conditions. Despite the risks they're called to take, all Freedom Squadron Pilots know they're expected to bring back their craft—and themselves—in one piece.

Hero's Journey (Three Rolls)

Pilots can make all their rolls on the Aviation and Tech & Engineering charts. One roll can be made on any chart in this book except Black Ops.

Pilot Abilities and Bonuses

Hand-eye coordination, cool under pressure, and an innate love of screaming through the skies at high speeds or in the worst conditions is the order of the day for Freedom Squadron Pilots.

- **Exceptional Reflexes:** Pilots start with a d6 Agility.
- **Flying Aces:** A Pilot with Freedom Squadron is one of the best in the world, starting with a Piloting Skill of d8. Pilots also start with a Notice of d6, depending heavily on situational awareness.
- **Keep It In the Air:** A Pilot knows how to keep their plane in the air. They can spend Bennies to soak damage for whatever they're flying. If they have the Ace Edge, the usual -2 is negated.
- **Pulling Gs in High Atmosphere:** Pilots endure rather extreme conditions on a regular basis,

giving them +4 to Vigor checks to resist Fatigue caused by cold, extreme speed, or thin atmosphere.

- **Top Guns:** Pilots don't gain the Freedom Squadron patch unless they're expert dogfighters. They automatically draw one extra Chase Card (per the **Chases** rules in *Savage Worlds*), so long as they get a single success on the Piloting roll. Pilots also gain a +2 to all Piloting rolls when using it as a "maneuvering" Trait, and when making Trait rolls on the Complication Table.

SAILOR

The Devil Ray, the Sawfish, and the USS Freedom floating base are all solid examples of the commitment Freedom Squadron has to a healthy, strong navy. Such a navy needs the best Sailors in the world, naturally, whether they're recruited from other military naval forces, coast guard operations, or from even merchant marine channels.

Sailors understand far more than simply how to operate a waterborne vessel. All aspects of life on the sea—or on lakes and rivers, for that matter—are areas in which each Freedom Squadron Sailor is expected to be an expert. As 70% of the Earth's surface is water, and more of that realm is developed for an ever-expanding population, Sailors are the protectors of a huge part of the planet.

Hero's Journey (Three Rolls)

Sailors are pretty focused on their areas of expertise, gaining two rolls on the following charts: Command, Logistics, Naval Operations, and Tech & Engineering. They can take their last roll on one of those charts, or on any of the following: Close Quarters Combat, Combat Medicine, Infantry, Intelligence, Physical Training, Search & Rescue, or Special Operations.

Sailor Abilities and Bonuses

What Drivers are to ground vehicles and Pilots are to aircraft, so Sailors must be to the wide array of boats and other water craft in Freedom Squadron. So, too, must they be proficient in the wide array of expected roles found above and below the surface.

- **Duck to Water:** No Sailor takes to the life without knowing how to swim and survive in the water. Sailors begin with a d6 Athletics and Focus: Swimming.
- **Helmsman:** Sailors have a d8 Boating Skill and a d6 Notice Skill to start with, being masters of the seas and waterways, and always on the lookout for danger.
- **Navigator:** A Sailor knows how to find their way, by modern technology or by the stars as needed. Sailors gain Mastery: Navigation.
- **Salty:** Sailors are just plain tough, starting with a d6 Vigor. They also gain +2 on all Survival rolls.

SCIENTIST

Explorers of the unknown and advocates for a better world, Scientists are exceptional assets for the Freedom Squadron organization. Granted, most aren't field operatives, preferring to remain in secure locations, performing experiments and perfecting technologies for security and the advancement of humankind.

There are those, however, for whom being in the field and experiencing the world first-hand is absolutely necessary to how they work. As well, VENOM is all-too-keen to pervert science to its own evil ends, and it's the Scientists willing to train for combat and dangerous situations that often save the world from science gone wrong!

Hero's Journey (Two Rolls)

Scientists don't tend to come from backgrounds that make them the best for field work and combat situations. This is why any Scientist intending to join a Mission Team must select from the following for both of their rolls: Close Quarters Combat, Infantry, or Physical Training.

Scientist Abilities and Bonuses

Scientists, like all other Freedom Squadron recruits, are the absolute best in their fields before they come to serve the world in this capacity.

- **Practical Applications:** As a matter of pragmatic expediency, Scientists pick up a lot of useful knowledge and training with technology and related areas. Scientists start with a d6 in four of the following skills: Computers, Demolitions, Electronics, Healing, Repair, Survival, and Thievery.
- **Science the Hell Out of It!:** There are times when rapid application of scientific principles and extraordinary cleverness are the only way out of a deadly situation. Scientists have the McGyver Edge and can use their Science skill in place of Repair for all appropriate situations.



- **The Keenest Minds:** FS Scientists are, above all else, brilliant. They begin with a Smarts of d8 and have a d8 in the Science skill.

SOLDIER

The vital backbone to any military force, and no less so for Freedom Squadron, Soldiers are the trained and experienced fighters who undertake the missions and conquer the enemy. Soldiers are experts with various weapons, as well as techniques for fighting opposition forces under any conditions or circumstances. Any Soldier recruited to Freedom Squadron is one of the most respected to ever put on a uniform.

Soldiers are, of course, recruited from the militaries of every allied nation on earth; the vast majority of FS Soldiers come from Trans-Atlantic Coalition forces, but anyone with the right skills, experience, and commitment to the cause has a chance. This includes those from Neo-Communist Bloc nations, if they prove they are willing to stand against antagonist forces even in their former nations. Security specialists, SWAT-trained police officers, and those of similar backgrounds are also viable Soldier Recruits.

Hero's Journey (Two Rolls)

Soldiers come from all walks of life and fulfill many different roles within a force like Freedom Squadron. They may make both of their rolls on the following charts: Close Quarters Combat, Combat Medicine, Command, Infantry, Intelligence, Logistics, Mechanized, Physical Training, Search & Rescue, Special Operations, and Tech & Engineering.

Soldier Abilities and Bonuses

Small arms expertise, hand-to-hand training, and related combat skills are all very important for the Soldier. As well, survival training and other aspects related to combat mission success are a major focus for any good Soldier.

- **Able-Bodied:** All Soldiers start with a d6 Agility and a d6 Vigor.
- **Army Training, Sir!:** Freedom Squadron Soldiers all have Athletics d6, Driving d4, Fighting d6, Healing d4, Notice d4, Shooting d6, Stealth d4, and Survival at d6.
- **Qualified Expert:** Soldiers are drilled in the use of key infantry gear. They gain Focus: Assault Rifles, Focus: Knives, and Focus: Throwing.



SPECIAL AGENT

The United States' FBI. The UK's MI5. The Australian Security Intelligence Organization. The Federal Police of Brazil. France's General Directorate for Internal Security. Nigeria's State Security Service. These are all examples of various nations' agencies dedicated to criminal investigations, counter-terrorism efforts, and national security. The men and women who have boots on the ground and spend every day seeking out the bad guys and keeping citizens safe are Special Agents.

Though most nations prefer to keep their best agents working on national matters, the charter of Freedom Squadron allows the recruitment of a handful of the very best from each supporting country to bring investigative and related expertise

into the ranks against VENOM. Special Agents are the folks who help find VENOM operatives and criminals determined to undermine world security and stability, and they're trained to bring the fight right to the door of the enemy.

Hero's Journey (Two Rolls)

Special Agents tend to be highly educated and possess exceptional focus and attention to detail. Already trained to handle themselves in dangerous situations, Special Agents take to the more intensive combat training of Freedom Squadron naturally. They get both rolls on the following charts: Black Ops, Close

Quarters Combat, Infantry, Intelligence, Logistics, Physical Training, Special Operations, and Tech & Engineering.

Special Agent Abilities and Bonuses

A Special Agent is, first and foremost, a trained investigator. Most are highly attuned to their surroundings and security matters. No Special Agent enters the field without being of strong body and mind.

- **College Graduate:** All Special Agents receive formal education from higher learning institutions. A Special Agent has Academics at d6 and a bonus Focus (in addition to the ones provided by taking the skill) from the Business & Humanities category. This Focus is often in Criminology, Law, Politics, or a similar discipline.
- **Smart and Tough:** The kinds of Special Agents who end up in Freedom Squadron must have the intellect to work out the hardest challenges and the resilience to face the enemies they track down. They Begin with a d6 in Smarts and Vigor.
- **Trained Investigator:** Special Agents know how to look for clues, scan documents for vital information, and get a sense of what's happening on the streets. They start with a d8 Investigation, d6 Notice, and d8 Streetwise. They also have the Investigator Edge.

SPY

In the shadows, behind masks of deception, and in dark rooms lit only by computer screens, special kinds of warriors do battle with VENOM and the other malignant forces of the world. Spies are experts in clandestine operations, infiltration, and taking down targets out of sight and without a trace. As noble of

purpose as Freedom Squadron is, the organization recognizes the enormous value of having the greatest Spies in the world in their ranks... even those they must publicly disavow.

Spies usually come from services like Britain's MI6, South Africa's State Security Agency (Foreign Branch), New Zealand's Government Communications Security Bureau, Israel's Mossad, and the U.S.'s CIA. Like Special Agents, they tend to be highly trained and educated, and their focus can be fairly similar. The shift, however, tends to be towards a combination of intelligence gathering and direct action against enemy forces.

Hero's Journey (Two Rolls)

Spies come to Freedom Squadron with an extensive portfolio of experience and training, and they tend to broaden that foundation with a bit more combat seasoning and physical development. Due to the wide array of training and backgrounds Spies can come from—and the way Freedom Squadron approaches their further training—Spies get both rolls on *any* chart in this book.

Spy Abilities and Bonuses

Gathering vital information, sabotaging enemy operations, and engaging key targets for either capture or “crossing off” are major focuses for a Spy. There's a great need for a very wide array of skills and abilities, as well, as Spies must often adapt to almost any situation.

- **Covert Operative:** A Spy begins with a d6 Athletics, a d6 Stealth, and a d6 Thievery, and they also have the Thief Edge.
- **Intelligence Gathering:** Spies have a d6 Investigation and a d6 Notice.

- **Quick and Adaptable Minds:** All effective Spies have a powerful intellect and a broad base of training and capabilities. Spies start with a d6 Smarts and only suffer a -1 on any unskilled checks. If a Spy gains the Jack-of-All-Trades Edge, they trade this ability to suffer no penalties on any unskilled check (not just Smarts-based ones).
- **Wetwork:** A Spy has to get their hands dirty for the greater good sometimes. Those who join Freedom Squadron have the Assassin Edge.

SWORD SAINT

Though they have a history that harkens back to the ancient days of the samurai and great swordmasters of Japan, the Sword Saints (called “Kensai” by some) have become an international fellowship of honorable warriors dedicated to opposing VENOM and the otherworldly threats humanity faces. There are orders based all over the globe, and recently, they’ve begun making themselves known as the threat of VENOM Commander and the ancient Grifstals intensifies.

The modern Sword Saint embraces the advancements of technology and civilization, yet they remain firmly grounded in ancient traditions of honor and duty. A few have decided to sign on with Freedom Squadron to bring their expertise to the fight against evil and corruption, and General Steel (encouraged by Maven, who some believe may have a connection to the organization) is considering recruiting more.

Hero’s Journey (One Roll)

The training of a Sword Saint is so focused, they only get a single roll on one of the following charts to begin with: Close Quarters Combat, Command,



Infantry, Physical Training, or Special Ops. There might be a few results on the Infantry chart that don’t fit a player’s ideal for their Sword Saint, and the GM should be extra-willing to entertain re-rolls there.

Sword Saint Abilities and Bonuses

- **Instruments of Battle:** The armor and traditional weapon of a Sword Saint are as much marks of their role in 2051 as they were centuries ago. Any armor worn will be stylized in some way to indicate it is worn by a Sword Saint (though modern interpretations are acceptable). The hero gains 6 bonus Gear Points that can be used to purchase and modify armor and a sword.
- **Mastery of the Blade:** No one may claim the mantle of Sword Saint without a preternatural awareness of danger and knowing the art of drawing a weapon instantly in response. They begin with Danger Sense, First Strike, and Quick Draw.

- **Path of Honor:** To be a Sword Saint is to accept a way of life that eschews selfishness, instead seeking to serve a great cause with integrity and distinction. All Sword Saints have the Code of Honor Hindrance. This is an additional hindrance that does not provide any bonus points for character building.
- **Seeking Perfection:** Sword Saints pick a pursuit that strengthens their will as they strive for that which they know is impossible—a moment of perfect beauty. Because of this, they begin with a d6 Spirit and a Focus in some form of art or performance.
- **The Art of War:** All Sword Saints are masters of melee combat, strategy, and tactics. They begin with a d6 Battle and a d8 Fighting. They also have Focus: Swords.

TECH SPECIALIST

Beginning in the late 20th Century, those who understood technology—especially computers—became increasingly indispensable to military and security operations. By the time World War III erupted, “cyber-warriors,” vehicle engineers, and those who understood the emerging technologies of cybernetics, holography, lasers, and more became as vital to field operations as anyone else. Freedom Squadron’s mandate is to have the highest percentage of Tech Specialists of any military force in the world.

Tech Specialists who serve the organization cannot afford to be too specialized, no matter what their areas of expertise and passion are. A Tech Specialist tends to be highly capable with computers, communications, and electronic security, at a minimum. Of course, the needs of the field and

the enemies faced mean no Freedom Squadron Tech Specialist goes without solid combat training.

Hero’s Journey (Two Rolls)

Most Tech Specialists come to Freedom Squadron without much in the way of actual combat training. They must take at least one of their two rolls on Close Quarters Combat or Infantry. The other roll can be on one of those charts, or on Aviation, Intelligence, Logistics, Mechanized, Naval Operations, Physical Training, Special Operations, and (of course) Tech & Engineering.

Tech Specialist Abilities and Bonuses

Tech Specialists are a cut-above most in terms of intellect and understanding of the ever-changing world of digital information and advanced machinery. With the advent of technologies discovered from the ancient world (and possibly beyond Earth), Tech Specialists need an almost preternatural affinity for electronics and engineering.

- **Brilliant:** Freedom Squadron’s Tech Specialists are among the smartest people in the world. They begin with a d8 Smarts and two bonus STEM Focuses.
- **Good with Tools:** As every Freedom Squadron team will look to a Tech Specialist to fix whatever breaks, none of them go out into the field without solid training (and an excellent tool kit). Tech Specialists start with a d6 Repair.
- **Keyboard Commando:** The most advanced interfaces actually eschew real keyboards, but the phrase remains as Tech Specialists tend to be masters of information technology. They start with Computers at d6 and a +2 with all Trait rolls related to digital tech.

THE HERO'S JOURNEY: FREEDOM SQUADRON SPECIALIZATIONS



Freedom Squadron uses a similar Hero's Journey set of tables as found in other *Savage Worlds* settings, such as *Savage Rifts*®. You gain a number of rolls on the following charts based on your selection of a Vocation Framework. These charts provide a number of random extras—though all within a theme—that further enhance the initial character build.

There's also a Narrative Hook chart, one which gives the you a potential foundation and story arc upon which to base your character's history. You should feel free to choose which Narrative Hook you like or roll as you desire. Alternately, you can work out a more specific background with your Game Master.

As a general rule, if you roll something on the charts that your character already has, you get to re-roll until you get a new result (though there are some specific suggestions in a few entries for what to do when a character already has something). Alternately, the GM and you might work out a fair exchange that relates to the roll; if you get the Healer Edge, for example, and you already have that, you might bump up your Healing by two die types, or gain Focus: Medicine and Survival d6.

As with Vocation Frameworks, any bonuses to Skill dice are added regardless of the linked Attribute (though buying up Skills with initial skill points or level ups is still affected by the linked Attribute rules). If you gain a die type in something you have no dice in, it starts at d6. All awarded Focuses are in addition to those you get by default during character creation.

NARRATIVE HOOKS



The first roll each player makes should be on the **Narrative Hook Table**. The result becomes a possible connecting point with other players, as well as the establishing reason the hero became part of Freedom Squadron. Those who roll the same result can easily tie their stories together, and even differing results can be intertwined to craft a shared narrative that links this particular batch of Recruits together from the beginning of their Freedom Squadron career.

The Narrative Hook result may also work to tie together one or more results from the Specializations tables. Game Masters and players may coordinate ideas from some or all of the rolled results to craft background stories. These stories may well suggest future personal events and adventures.

Note that any players with a strong sense of what kind of background they want should be allowed to either select a result from the chart (instead of rolling) or simply outline their own Narrative Hook as they will. Some results actually have character-altering effects, and GMs should allow players to ignore these results if they cause an unwanted change.

NARRATIVE HOOK TABLE

Roll a d20 and consult the Narrative Hook Table:

d20 Result

- 1-3 **World War III TAC Veteran:** You fought during the largest, most devastating war the world ever experienced. That you survived is a testament to your toughness and luck; that you've been recruited to Freedom Squadron means you did a lot more than just survive. You may have served directly with Colonel Steel and his Steel Riders, or you may have been a part of another Trans-Atlantic Coalition unit. Wherever you served, you did so with distinction, and now it's time to bring justice to those who caused that horrible war.
- 4 **World War III Bloc Veteran:** Most would say you were on the wrong side of the war. You may agree, but you were a patriot fighting for your nation and your people. At least, that's what you believed, until the leaders of the Neo-Communist Bloc started making decisions you knew were utterly corrupt and wrong. You may have turned against them while the war still raged, or perhaps you didn't tear off your nation's uniform until you found out that VENOM was behind it all. Regardless, you seek vengeance (and perhaps a bit of redemption) under the Freedom Squadron banner now.
- 5-6 **Resistance Fighter:** Your lands and your people needed defending against powerful foes. Your government was weak and corrupt, so it fell to you and those like you to take up arms and do what you could against Bloc invaders, mercenary thugs, and VENOM soldiers. This may have been during World War III, or in the chaotic days that followed. Either way, Freedom Squadron eventually came to the rescue, and they saw in you another powerful asset to join the never-ending fight to purge VENOM from the world.
- 7-8 **Post-War National Service:** You were too young to serve in World War III, but you signed on to serve your country in some way in the post-war years. The revelation of a global entity like VENOM means the world is both darker and stranger, and you stood ready to help your country survive whatever came. You did so with great distinction, and now your government has asked you to serve the larger goals of Freedom Squadron.
- 9-10 **International War on Crime:** Emboldened by the support and power of VENOM, the various criminal cartels of the world are nearly out of control. You're one of the officers, special agents, or detectives who've struggled tooth-and-claw with them, trying to keep the world from falling into utter lawlessness and chaos. When Freedom Squadron started looking for operatives outside of pure military service, your name came up high on the list.
- 11 **Strange Encounter:** Most people know how dangerous the world has become, but few know just how strange it is. You're one of the people who've had a paranormal or extraterrestrial encounter of some kind, forever changing your understanding of reality. Perhaps you came across evidence of the Robo-Trons, or you barely escaped an encounter with a Grifstal. Whatever happened, you decided to develop the skills necessary to survive this strange new world, and you've come to the attention of Freedom Squadron in the process.
- 12-13 **Spy Versus Spy:** The second oldest profession is more vital now than ever before, and you've been deep in it for a long time. Nations, corporations, and criminal organizations all engage in extensive espionage and sabotage activities, trying to gain an advantage in the post-war era. You've been a key player in this game, and now Freedom Squadron wants you playing for the most important side.

- 14-15 **One Bad Day:** Amidst the destruction of world war, a dark conspiracy against the entire planet, and the chaos of every nation and faction scrambling for security and power since, you've suffered one or more terrible losses. One particular day will forever haunt you—a day on which you felt you lost everything. Instead of being destroyed that day, you crawled forth from the crucible of pain and disaster, re-forged into something the Freedom Squadron can use to make the world better.
- 16 **Left the Nest:** You once served VENOM, perhaps as an elite soldier, or as a technical specialist, or maybe as just one of the many criminals or mercenaries in their employ. Did they kill a loved one of yours? Did they leave you for dead after a failed operation? Or did you just wake up one day and realize you were serving the greatest evil the world has ever known, and you couldn't take it any longer? Whatever happened, you've thrown yourself at the mercy of Freedom Squadron in hopes of redemption... or at least revenge. Heroes with this Narrative Hook should take the Carnage Corps Edge and the Turncoat Hindrance.
- 17 **A Life of Privilege:** No matter how bad things got, your family's wealth and influence sheltered you from the worst of it. Alternately, your fame (as an athlete, movie star, or something else) kept you well above the struggles most of the world faced in the war and after. Deep inside, you were never OK with this, and something finally happened to drive you to do more with your life than simply stand by as the world suffers. You may have used your wealth and access to get the best education and training, but now you're going to use that to give something back, if Freedom Squadron will have you.
- 18-19 **Authority Issues:** Talented beyond belief, you have gifts that could certainly help make the world a better place. Too bad you've got some serious problems respecting authority and order. You may have anger management issues, or just have an extremely slack attitude; whatever it is, you never make it very far in any endeavor before you hack off those in charge and find yourself in deep trouble. Lucky for you (or perhaps not), Corporal Carnage believes you still have something to contribute if you can survive his training. Heroes with this Narrative Hook should take the Carnage Corps Edge and appropriate Hindrances.
- 20 **Wrong Place, Wrong Time:** You never wanted to be a hero. Maybe you were just trying to get a drink somewhere when the world's craziest bar brawl erupted. Maybe you were negotiating for a nice trinket in that strange shop when the ninjas came crashing in. Maybe you were hiking the Rockies when you came across a firefight between Freedom Squadron and evil giant robots. Whatever happened, it makes for a great story... and the reason you now wear a Freedom Squadron Recruit uniform.



AVIATION TABLE

Rolling on this table represents training and time spent with air operations of various kinds. Not all results relate to being a pilot, either, as there's a lot more to aerial transport and combat than manning the stick. Nonetheless, a character must have at least a d6 in the Piloting skill to roll on this table.

d20 Result

- 1-4 **Flight Systems:** You know how to get the most out of any plane or helicopter you fly. Your vehicle gains a +1 to its Climb rating, +5 to Acceleration, and +10 to Top Speed (or +10 Acceleration, +100 to Top Speed if flying a jet). This isn't an actual change to the vehicle's stats; it represents how much better the craft performs under your control.
- 5-6 **Air Support:** There are times when the only cover a Freedom Squadron team has in the field is the weapons of friendly aircraft. Whether as an effective door gunner or a very skilled operator of forward-mounted machine guns, you can use your aircraft's weapons to perform the Suppressive Fire maneuver over a Large Burst Template. Targets suffer a -2 to their Spirit checks against your overwhelming firepower. This maneuver requires the vehicle to be capable of hovering. During **Plans & Operations** play, this ability gives you a +2 on any Cooperative rolls you make using Piloting (this does *not* stack with the bonus gained from **Hot Zone Maneuvers**).
- 7-8 **Stealth Flying:** In a world with highly advanced detection systems, covert operations require transport pilots who know how to avoid radar and similar sensors. You gain a +2 on all Piloting rolls to avoid enemy detection. If you have Electronics of at least d6, that bonus goes to +4.
- 9 **Protective Maneuvers:** When the worst happens, your passengers are grateful you're the one at the controls. Whether through a crash or a damaging hit from enemy fire, whenever someone aboard your craft must make a Soak roll, they may use your Piloting die (with all applicable bonuses) in place of their Vigor die. The craft must be in motion and under your control for this to be allowed.
- 10-12 **Air Superiority:** You're one of the great hunters of the skies, able to line up your craft and its weapons perfectly against enemy targets. You gain +2 Shooting with all vehicle weapons while in the air, and all passengers on your craft gain +1 Shooting.
- 13-14 **Emergency Maneuvers:** Some folks think you have a preternatural gift for saving your aircraft from the worst hits. You can spend a Benny whenever your craft suffers a Critical Hit to move the result up or down the chart by one level. For example, if a Crew result is rolled, you can spend a Benny to make it a Chassis hit; with a Wrecked result, you can spend a Benny to make it a Weapon result instead. You also gain +2 on any Piloting rolls to Soak wounds for your vehicle.
- 15-16 **Hot Zone Maneuvers:** There are times when, no matter how careful the planning or effective the operation, things go seriously pear-shaped. This creates hot landing zones (LZs), which can spell death and mayhem for any troops going in or trying to get out. Through expertise and gall, you know how to maneuver in such zones to give your people their best chance. On the round where anyone disembarks from your craft near the ground, enemies suffer a -2 to all Shooting attacks against them. This penalty also applies for any attacks against someone maneuvering towards your vehicle to get on board. During **Plans & Operations** play, this ability gives you a +2 on any Cooperative rolls you make using Piloting (this does *not* stack with the bonus gained from **Air Support**).

17 Emergency Repairs: When things don't go smooth, there are moments when you don't have the time to wait for getting on the ground for proper repairs. As long as you have a way to keep the craft in the air (effective autopilot, a co-pilot), you can attempt emergency repairs to deal with any Engine, Locomotion, Controls, or Weapon hit, or any other critical system the GM says is no longer working. Your Repair check is made at -2; with a success, the repairs take 1d6 rounds. On a raise, you somehow jury-rig it within a round. Such repairs will only last for a very short while (GM option).

18-20 Evasive Maneuvers: Some call you the hardest target in the sky, maddeningly difficult to get a lock on in midair combat. All Shooting rolls against your aircraft are made at -2.

BLACK-OPS TABLE

Espionage, assassination, sabotage, and other off-book military and spy operations fall under this category. Those with training and experience in these fields are often the folks you fear, but are glad are on your side. You must have at least a d6 in Stealth to roll on this table.

d20 Result

1-3 Licensed to Kill: Killing is often part of the job for any soldier, but you're a network specialist with a particular set of skills oriented towards "crossing off" vital targets. You have the Assassin Edge. You also have +2 with Athletics, Fighting, and Shooting, but only to offset Called Shot penalties.

4-5 Global Contacts: You've been all around the world, and you know people almost everywhere who might be able to help you. Even better, most of them owe you favors. You have the I Know a Guy Edge, and you get a +2 on all Connections rolls to get folks to help you. You may also use your Tradecraft roll in place of Streetwise for Connections-related rolls.

6-8 Infiltration: Deep cover operatives are the most important part of intelligence gathering and are also the ones called upon to do the most damage when the time comes. You are an infiltration specialist, gaining +1 on all Investigation, Persuasion, Stealth, and Streetwise rolls related to getting inside an organization or otherwise being undercover. You also gain Focuses in Bribery, Disguise, and Forgery (all linked to Tradecraft). On top of all that, you know two more languages on top of what you normally get.

9-10 Sabotage: Total disruption of a facility's operations often falls to sabotage experts, and that's you. You gain a die type in Demolitions and the Demolitions Expert Edge.

11 Improvisational Combat: You're just deadly, no matter the situation. You have the Improvisational Fighter Edge. Moreover, even the most innocuous thing will do Str+d4 in your hands. You also have the Dirty Fighter Edge (or Tricky Fighter if you already have Dirty Fighter), and if you successfully Trick an opponent, you may spend a Benny to get the Drop immediately.

12-13 Field Adaptation: There are times when you need to jury-rig yourself into or (more likely) out of a situation. You have the McGyver Edge and you gain a die type in Repair.

14-15 Generalist Training: The greatest spies in the world must usually "fake it until they make it," often finding themselves in thoroughly unexpected situations. You've picked up a little of everything, having the Jack-of-All-Trades Edge. You also gain two more points to put into Skills.

16-17 Field Acquisitions: Acquisition of material assets in the field—even from truly disreputable sources—can mean the difference between a successful mission... and death. You have the Scrounger Edge and Connections (Black Market). You may also use your Tradecraft roll in place of Streetwise for Connections-related rolls when dealing with the Black Market.

18-20 Intrusion: Perhaps you were a professional thief before signing on, or you simply got the best B&E training in the world. You have the Thief Edge and gain three skill points to spend on Athletics, Stealth, and/or Thievery.

CARNAGE CORPS TABLE

Surviving the Carnage Dome means there is something extra-tough and extra-special about you. Something drives you harder and makes you both emotionally and physically stronger than anyone else on the planet. You may be haunted by your past, but woe unto anyone who gets in your way in the future. You **must** have the Carnage Corps Edge to roll on this chart.

d20 Result

1-3 Unkillable: You've been counted out before, but it didn't stick then. It's not likely to stick in the future, either. You have both the Hard to Kill and Harder to Kill Edges.

4-5 Tireless: Some resist the drains of exhaustion, the environment, illness, and whatever else might wear a person down. You just ignore such things. Completely. You ignore all Fatigue level penalties, no matter the source. You can still be Incapacitated by Fatigue; you just keep going at full bore until you are.

6-8 Not Over `Till It's Over: Something inside you won't let you drop until the fight is well and truly done. Upon Incapacitation, make a Vigor check as always. If you manage to get a raise, you can keep fighting instead of falling down and not moving any more. You must still deal with any Shaken results, but you are still in the fight (and still at three wound levels).

9-10 Berserker: A modern embodiment of legendary warriors of the ancient world, you have the Berserk Edge. Furthermore, once berserk, you can make a single Fighting check even when Shaken. You may not use anything special like Frenzy or Sweep with this attack, but the Wild Attack maneuver is allowed.

11-14 No Time to Bleed: Something about you makes it a lot easier for medics to keep you in the action. Anyone attempting a Healing check of any kind on you suffers no penalties for your wound levels. You also have the Fast Healer Edge.

15-18 Fearless: There are no cowards in Freedom Squadron, but there is something seriously wrong with your fear and self-preservation responses. You are completely immune to Intimidation challenges and all situations that would cause a Fear check. In addition, anyone within your Spirit die radius gains a +2 bonus against Fear and Intimidation.

19-20 Never Say Die: When others would fall, *you just keep going*. You have one **additional** wound level; you aren't incapacitated until after you suffer a fifth wound. Note that you do suffer -4 to all Trait rolls and to your pace if you have four wound levels.

CLOSE QUARTERS COMBAT TABLE

All Freedom Squadron operatives are expected to be proficient in hand-to-hand and melee combat, but many specialize to become true masters of martial arts. You must have the Martial Artist Edge in order to roll on this chart.

d20 Result

1-3 **Hand-to-Hand:** You're one of the top hand-to-hand combatants in the world. You have the Improved Martial Artist Edge. You also gain one die type in your Fighting skill.

4-5 **Multiple Styles:** You've studied multiple forms of martial arts. Select two of the styles under the Fighting Style Edge.

6 **Improvisational Combat:** You're just deadly, no matter the situation. You have the Improvisational Fighter Edge. Moreover, even the most innocuous thing will do Str+d4 in your hands. You also have the Dirty Fighter Edge (or Tricky Fighter if you already have Dirty Fighter), and if you successfully Trick an opponent, you may spend a Benny to get the Drop immediately.

7-8 **Pacification:** You're an equalizer, excelling at removing an opponent's weapon in melee combat. Make an opposed Fighting roll against your opponent; you gain +2 on this roll. With a success, they drop their weapon. If you get a raise, the opponent is Shaken and the weapon randomly flies 1d4 inches away (determine direction with a d12 per rules for blast deviation) or you may elect to take it, if you have one or both hands free.

9 **Melee Shooting:** Equilibrium between ranged and melee combat is something you've long trained for. You have the Quick Draw Edge, and you gain a +1 Shooting against any adjacent target. Your Parry is +1 versus anyone shooting at you from an adjacent space. You can use other short-barrel weapons (SMGs, sawed-off shotguns) as well as pistols in melee (GM's call what qualifies).

10 **Reactive Fighting:** Stepping to you is a dangerous proposition, no matter what condition you're in. Not only do you have the First Strike Edge, but you can use it even if you're Shaken. As well, for that one strike, you ignore any wound penalties you might be suffering.

11-12 **Street Fighting:** No matter what other training you have, you're also just a brutal bare-knuckles warrior. You have the Brawler Edge, and your unarmed attacks also have AP 1.

13-14 **Speed Fist Fighting:** Your fists of fury are truly mighty. Not only do you have the Two-Fisted Edge, you do +1 damage for each successful Fighting attack if both hands are used against a single target on the same round.

15-16 **Counterstrike Fighting:** Opponents rarely get away with making a mistake against you. You have the Counterattack Edge. Furthermore, you *can* use maneuvers with your Counterattack (such as Disarm and Wild Attack, normally not allowed).

17-18 **Combo Fighting:** You know how to combine powerful kicks with other strikes for a devastating whirlwind of pain. You have the Frenzy Edge, and if you hit with both Frenzy attacks against the same target, your second rolled damage gains +2.

19-20 **Denial Fighting:** There are times when it's important to get out as fast as you got in. You have the Extraction Edge, and you get +2 on all Agility checks when using this ability.

COMBAT MEDICINE TABLE

There are many techniques and skills field medics and doctors develop to keep people safe and alive under the worst conditions. You must have a Healing of d6 to roll on this table. All bonuses to Healing rolls stack with the Healer Edge.

d20 Result

- 1-3 **Combat Trauma:** There are some folks who are in such bad shape, any reasonable medic or doctor would say they're beyond saving. You're not one of the reasonable ones, having pulled off a few miracles in your day. If you can reach a Wild Card who has died within three rounds, you can make a Healing check at -6; if you manage to succeed, the character is brought back, but is still Bleeding Out as per *Savage Worlds* rules. If you manage a raise, the character is stabilized, but still Incapacitated until they receive more effective medical treatment (at least 12 hours).
- 4-5 **Pathology:** You've got hot zone experience that would give most people nightmares, a trained pathologist who knows much about the diseases of the world. Except in the most extreme (and story-driven) cases, people in your care are assumed to have access to "proper medicines" (as per the *Savage Worlds* Disease rules). Even when that's not the case, any Vigor rolls made by characters you're treating are made at +2 to deal with disease effects. You gain Mastery: Pathology (usually linked to Healing), which helps identify a pathogen and work out all the relevant information in tracking and treating it. You also know how to contain an outbreak and handle related matters. For anyone suffering a long-term chronic condition, you can alleviate a Fatigue level for a day with a Healing check (two Fatigue levels with a raise).
- 6-8 **Pain Management:** Even when you can't fully treat all of a patient's wounds, you can at least alleviate the negative effects with good pain killers and other techniques. With a Healing roll and as an Action, you can remove one level of wound modifiers from a subject, or two with a raise. Wound penalties do *not* apply to this roll. This relief lasts until the end of a combat or scene.
- 9-10 **Toxicology:** You've got considerable toxicology training, making you an expert in identifying and dealing with poisons. You gain Mastery: Toxicology (usually linked to Healing), which helps treat poison effects. This also applies to Notice and Healing checks to spot and identify poisons, respectively. You are also allowed up to three attempts to treat a specific poison incident (instead of only one, as normal).
- 11-14 **Field Surgery:** More than a combat medic, you're a full-on field surgeon. You gain +2 to all Healing checks to remove wounds from physical trauma. You are also capable of removing otherwise permanent Injuries (so long as you get to the victim within the Golden Hour).
- 15-16 **Forensics:** You're the investigator's best friend, or perhaps you're a fully trained detective yourself. Among your many talents, you're a forensic pathologist—an expert in determining how someone died, as well as related investigations in after-the-fact circumstances of combat and violence. You gain Mastery: Forensics, applied to Healing and Notice checks related to examining a scene or a body and determining medical-related data that helps work out what happened. On a success in a given scene, the GM should give you at least one significant clue; with a raise, the GM should let you piece together at least a large chunk of what happened.

17-18 **Psychology:** You understand the nature of mental health as well as physical, providing a core of emotional and related care to all those you serve with. All allies within your Spirit die radius gain a +1 to all Spirit rolls, whether it's dealing with fear, mind control, or anything else. This includes Spirit rolls to recover from Shaken (and stacks with Combat Reflexes). You enjoy the benefits of being a very centered person, gaining a +2 on Spirit rolls for yourself. You also have Mastery: Psychology.

19-20 **Corpsman:** The units under your care somehow survive even the worst situations, so long as the troops around you learn to trust you and do exactly as you say. Any ally within your Spirit die radius is considered Hard to Kill, as per the Edge.

COMMAND TABLE

Effective leadership is sometimes the only way a Freedom Squadron team overcomes the overwhelming numbers and tech advantage of its VENOM foes. Combat leaders are vital to unit cohesion and mission success. You must have the Command Edge to roll on this chart. The first time you roll on this chart, you gain a die type in Battle; you gain an additional die type the second time you roll here, and so on, for a maximum of three such increases from rolling here.



d20 Result

- 1-3 **Operational Expertise:** Combining excellent knowledge of combined-force strategy and tactics with extraordinary improvisational thinking, you're the one everyone else wants running their **Plans & Operations**. You gain the **Operational Planning** Edge, and when you make your Battle check as a Cooperative roll to help a teammate, you gain a +2 on that roll.
- 4 **Battlefield Strategy:** You've studied all the great texts and possess a powerful insight into how your enemies think. Planning and strategy on the grand scale is your gift, and you can fit all the moving pieces of an active battle together in an intricate machine which you can then maneuver to ultimate success. You gain a +2 on all Battle rolls, including in Mass Battle situations. You also cause the enemy to lose one *additional* token on any round you roll a raise on the Battle Roll Phase. In games where Mass Battles are not likely to come up much, the GM may allow a re-roll of this result.
- 5 **Tactical Survival:** When you've got command of a group of Allies, you give them such *esprit de corps* and courage under fire, their survival is greatly enhanced. At the end of any battle, all failed rolls to see if a soldier survived are re-rolled once. Only one commander can affect a unit in this way. In Mass Battles, all lost tokens gain a free d6 roll and are spared on a 6. In games where commanding groups of Allies is likely to be rare, the GM should allow a re-roll of this result.

- 6-7 **Coordinated Fire:** You're a master at coordinating the fire of your troops. Once per combat scene, you may take an action to roll a Battle roll. With a success, each soldier under your command (and capable of hearing your instructions) gains a +2 to all Shooting rolls until your next initiative, while they gain a +4 on a raise.
- 8-9 **Tactical Communications:** A leader for a modern age, you know how to use electronic communication to extend your leadership across any distance. You have the Command Presence Edge, but so long as you can speak directly to troops over radio, your actual command radius is limited only to radio range. During **Plans & Operations** play, if you have the Operational Planning Edge, you can roll Battle as a Cooperative Roll for every member of your team, each round! You make one single roll, and it potentially generates a bonus for each other teammate (apply the bonuses or penalties from each Challenge independently).
- 10-11 **Offensive Tactics:** Your troops draw immense inspiration from your skilled leadership. You have the Fervor Edge, which also grants those in your command radius a +1 to Shooting damage.
- 12-13 **Tactical Positioning:** Your grasp of the terrain and other battle conditions goes a long way towards ensuring less casualties on an op. Once per combat scene, you may take an action to roll your Battle skill; on a success, all of those you command are -1 to be hit by Shooting attacks, while a raise grants them a -2 to be hit. This lasts for three rounds.
- 14-15 **Defensive Tactics:** You've got the Hold the Line! Edge. Furthermore, when you and your troops are *actually* in a defensive position (the GM's call), they all gain an additional +1 Toughness (for a +2 total).
- 16 **Tactical Analysis:** As a Leader of Men (meaning you gain that Edge), you also grant any Wild Cards under your command a free re-roll (as though spending a Benny) during Quick Combat encounters. You may use your Battle skill as your roll in such encounters, as well. If the GM doesn't use the Quick Combat rules, they should allow this result to be re-rolled.
- 17 **Inspiring Command:** Perhaps you were born to lead, because when the chips are really down, you can help your subordinates pull something deep from their gut and overcome almost any challenge. You have the Natural Leader Edge, and when you spend a Benny on a soldier in your command, they gain a +2 on any Trait roll made with that Benny.
- 18 **Tactical Coordination:** You are such a master Tactician (gaining that Edge), you draw your pool of Action Cards with the benefits of the Quick Edge at work (discard and replace any cards of five or less). You can also use the Tactician ability during **Plans & Operations** play (drawing a number of Challenge Cards, based on the roll, to use to replace cards drawn during the mission).
- 19-20 **Frontline Leadership:** You're a legendary badass who inspires all who follow you by your demonstration of raw courage and unfailing leadership under intense fire. If you are standing and under no cover, every successful attack that would cause you a wound (including Area Effect attacks) invokes a die roll. On an odd result, you take no damage (an even result affects you normally). This only works when you are out in the open and in clear danger.

INFANTRY TABLE

This table represents boots-on-the-ground combat operations training and experience. Actual infantry troops and those with extensive weapons training—army, marines, mercenaries, S.W.A.T.—should roll here. There are no requirements for rolling on this chart; it's one of the default areas of training for all Freedom Squadron personnel. Some of the entries are less specializations than they are remarkable qualities that make soldiers famous.

d20 Result

- 1-4 **Advanced Infantry Training:** There's nothing better than raw training mixed with practical experience in the basics. You get five additional Skill Points, which can be spent on any of the following: Athletics, Fighting, Healing, Shooting, and Survival.
- 5 **"Sentinel":** You know how to read tense situations and combat conditions, able to react quickly when the balloon goes up. You gain +1 initiative card, which stacks with Level/Improved Level Headed. You also have the Danger Sense Edge.
- 6-7 **Heavy Weapons:** Freedom Squadron teams need heavy weapons specialists to help even the odds against the massive numbers VENOM brings to most battlefields. You've trained enough to ignore any Snapfire penalties a weapon might impose, giving you maximum mobility. If you fire one without moving, you gain a +1 on the Shooting roll.
- 8-9 **"Blooded":** You've caught more than your fair share of bullets and shrapnel, and it takes a lot to slow you down. You have the Nerves of Steel Edge, and you also gain +1 Toughness against bullets, grenades, and artillery shrapnel.
- 10-11 **"Frosty":** People know you for your cool under fire, and that reputation carries a lot of weight with others in the field. Not only do you have the Combat Reflexes Edge, but anyone adjacent to you gains +1 to recover from Shaken as well.
- 12 **"Born for Battle":** When the shooting starts, it all comes together for you, and you know how to dig down deep and get the most out of key battlefield moments. At the start of any firefight combat scene (GM's determination), you gain +1 Benny. You also have the Elan Edge.
- 13-14 **"Bullet Radar":** They say you have a sixth sense about where bullets are going to hit. You've got the Dodge Edge, and you also get a +1 on all Soak rolls against bullets and shrapnel.
- 15 **"Hair-trigger":** You know even a split second's hesitation can mean instant death when the shooting starts; your death or the enemy's death is up to you. You have the Quick Draw Edge, and you gain a +2 on any rolls to interrupt someone's action if you're on Hold.
- 16-17 **Machine Gunner:** You're the one the team wants manning the fully automatic weapon, especially when everyone's on the move. You've got the Rock and Roll! Edge, and the benefit applies even when you have to move.
- 18-19 **Sniper:** Relaxed inhale. Slow exhale—stop halfway. Squeeze the trigger. Boom, headshot. You're the sniper every enemy fears and every ally prays for. You have the Marksman Edge, but if you take a full turn to Aim, you gain +4 to the Shooting roll on the next round.
- 20 **"Elite":** You were born with the Queen of Battle as your patron saint, destined to pick up your rifle. All Fighting and Shooting rolls in battle conditions are made with your Wild Die increased (usually to a d8).



INTELLIGENCE TABLE

It's all well and good to be top-flight trained and ready to take the battle to VENOM anywhere in the world. Figuring out where in the world to hit them, that requires Intelligence experts. Rolling on this chart requires Tradecraft d6+ and Notice d6+.

d20 Result

- 1-3 **Analysis:** You're an expert analyst, able to sift through mountains of data (signals, imagery, measurement, and related) and work out what the enemy or target is up to. You gain Mastery: Intelligence Analysis, which usually applies to Investigation and Tradecraft rolls that relate directly to analyzing opposition information and actions. You may spend a Benny to "get a clue" from the Game Master about opposition actions or intentions. During **Plans & Operations** play, you gain a free action to make a Cooperative Roll to aid any other team member, using Tradecraft. This is in addition to any other action you take.
- 4-5 **Cryptography:** Cryptography experts and code breakers are often the key to saving lives, helping Freedom Squadron determine enemy actions in time to prevent disaster. You gain Focus: Cryptography, applicable to Computers, Thievery, or Tradecraft checks where breaking encryption is the key to success. Your constant search for patterns in everything gives you a +1 to all Investigation and Notice checks as well.
- 6-7 **Infiltration:** Deep cover operatives are the most important part of intelligence gathering and are also the ones called upon to do the most damage when the time comes. You are an infiltration specialist, gaining +1 on all Investigation, Persuasion, Stealth, and Streetwise rolls related to getting inside an organization or otherwise being undercover. You also gain Focuses in Bribery, Disguise, and Forgery (all usually linked to Tradecraft). On top of all that, you know two more languages on top of what you normally get.
- 8-9 **Interrogation:** Interrogation is a necessary evil in intelligence work. Freedom Squadron will never condone torture, but they still require those who skilled in the art of getting information out of captured foes. You're one such expert, gaining a die type in both Intimidation and Persuasion. You gain Mastery: Interrogation, applicable to either skill when using them to coerce or convince a captured asset to give up information. The bonus also applies to Notice checks to determine if someone is lying (usually opposed by Spirit).
- 10-11 **Intelligence Data:** SIGINT (Signals Intelligence), IMINT (Imagery Intelligence), and MASINT (Measurements and Signatures Intelligence) are distinct disciplines in the much larger field of applying scientific principles to technical observations and extrapolating important intelligence information. Your expertise helps gather exactly this kind of data to combat the myriad of schemes VENOM engages. You gain five points to spend on Computers, Electronics, and Science, and you also gain Focus: Intelligence Data.
- 12-13 **Scholastic:** Knowledge is power, especially in the intelligence game. Expertise in the geopolitical sphere is vital to the greater understanding of what enemy forces are up to on the grand scale. You gain a d8 in Academics and the Scholar Edge.
- 14-15 **Linguistics:** Linguists are highly prized by all intelligence agencies, and Freedom Squadron competes heavily with that community to pick up as many language experts as possible. You have the Linguist Edge, and you're such a smooth talker, you have a +1 Charisma as well.

- 16-17 **Intrusion:** Intelligence gathering often comes down to breaking into a facility and taking things from the enemy. You've gotten very good at that, gaining the Thief Edge and three Skill Points to spend on Athletics, Stealth, and Thievery.
- 18-20 **Asset Manipulation:** HUMINT—human intelligence work—is the art of being out among people, interacting, observing, and learning all that can be understood through direct contact with the world. You've a strong knack for the work, gaining a die type in Notice, Persuasion, and Streetwise. You also have a Charisma bonus of +2.

LOGISTICS TABLE

Despite the VR-vids and the holocomics, it's not *all* about shooting and hitting things in Freedom Squadron. Planning, procurement, and other disciplines are utterly vital to a team's success in the field. Anyone rolling on this table must have Logistics of d6+.

d20 Result

- 1-2 **Emergency Procurement:** Many logistics experts are renowned packrats, often having “just the thing” for a crisis situation. You have the Scavenger Edge, with the added advantage that the needed gear could be *anywhere* within your sphere of influence—in one of the team vehicles, in a nearby supply depot, or stored in a safe house you know of in the operational zone. By spending a Benny, you can even come up with a vehicle or similar “big ticket” item!
- 3-5 **Materiel Management:** Through paperwork wizardry, favor-trading, and the occasional “misplaced delivery,” you know how to get additional gear into your team's hands for a mission. Of course, you'll need to arrange to have it put back into storage afterwards, or there will be hell to pay. Before deployment on a mission, you make a Logistics roll; a success means you can gain a bonus five Gear Points (GP) points of gear (armor, weapons, etc.); these can be used to gain a new piece, or upgrade an existing item. With a raise, you can acquire up to 10 bonus GP.
- 6-8 **Resource Networking:** You've been moving materials and personnel for people for years, all across the globe. You've got a lot of favors stacked up. You have the I Know a Guy Edge, and you get a +2 on all Connections rolls to get folks to help you. You may also use your Logistics roll in place of Streetwise for Connections-related rolls.
- 9-11 **Operational Support:** Well-read and heavily practiced across a wide variety of subjects, you often serve as the ultimate “back up” to your team in the field. You have the Jack-of-All-Trades Edge, and you also gain a +2 whenever you're making a Cooperative Roll for someone else's task.
- 12-13 **Personnel Management:** Freedom Squadron forces are spread thin across the world, but you have a knack for getting a bit of support when the chips are really down. In any situation where it's remotely reasonable (check with the GM), you can make a Logistics roll. On a success, you can get a team of three Commando allies temporarily attached to your team, or five with a raise. Survivors are detached from your team at the end of a given task or mission. This ability may be used once per session.
- 14-16 **Adaptive Procurement:** On the ground, conflict imminent, the team looks to you when they don't have what they need. Lucky for them, you know how and where to get it. You have the Scrounger Edge, and you gain a die type in the Streetwise skill.

- 17-18 Interpersonal Communications:** Understanding that it takes diplomacy and charm to grease the wheels, you've become quite good at communication and negotiation. You gain the Charismatic Edge, and a die type in Persuasion. You may also use your Charisma bonus on Logistics rolls where the GM feels it's appropriate.
- 19-20 Tactical Logistics:** You're such a master planner and strategist, your team gains significant advantages wherever things go pear-shaped. At the start of any initiative-driven sequence, you make a free action Logistics roll before cards are dealt. With a success, you and your team members gain a bonus initiative card; on a raise, everyone gets a bonus card on the second round, as well. This stacks with Level Headed and similar bonuses. This ability also allows you to discard and replace one Challenge Card per round during **Plans & Operations** play.

MECHANIZED TABLE

If it rolls on wheels, crawls on treads, or covers the ground in any way, you've got some training and experience with it. You must have a Driving of d6+ to roll on this table.

d20 Result

- 1-4 Motive Systems:** Somehow, you manage to make your vehicles that much better when you're at the wheel. Any ground craft under your control gains +3 to its Acceleration and +5 to its Top Speed. These aren't actual upgrades to the machinery, just the effect you have on its performance.
- 5-6 Offensive Driving:** When they hear you scream "Ramming speed!" everyone knows things are about to get messy. You gain a +2 on Driving checks when performing a Ram maneuver, and when calculating damage against a successfully hit opponent, the dice rolled are d8s, or d10s with a raise (the damage rolled against your vehicle is still only measured in d6s).
- 7-8 Tactical Driving:** You drive everything like you stole it, automatically drawing one extra Chase Card (per the **Chases** rules in *Savage Worlds*), so long as you get a single success on your Driving roll. You also gain a +2 to all Driving rolls when using the skill as a "maneuvering" Trait, and when making Trait rolls on the Complication Table.
- 9-10 Protective Driving:** Passengers have a much higher survival rate when you're driving, no matter how bad things get. Whether from a collision or from enemy fire, whenever a passenger in your vehicle must make a Soak roll, they may use your Driving die (with all applicable bonuses) in place of their Vigor die. The craft must be in motion and under your control for this to be allowed.
- 11-12 Gunner:** If you're not a tanker by trade, you are at least by birth. You gain +2 Shooting with all ground vehicle weapons, and all passengers in your vehicle gain +1 Shooting due to your maneuvering for the best shots.
- 13-14 Emergency Driving:** Some folks think you have a preternatural gift for saving your car or tank from the worst hits. You can spend a Benny whenever your vehicle suffers a Critical Hit to move the result up or down the chart by one level. For example, if a Crew result is rolled, you can spend a Benny to make it a Chassis hit; with a Wrecked result, you can spend a Benny to make it a Weapon result instead. You also gain +2 on any Driving rolls to Soak wounds for your vehicle.

- 15-16 **“Motor Head”:** You know your vehicles inside and out. Gain one die type in Repair, and you get a +2 on all Repair checks with vehicles you’ve driven more than once. Vehicle repairs regularly take you about half the time of anyone else (or one-fourth the time, if you get a raise on the Repair check).
- 17-18 **Stunt Driving:** The spirit of Evil Knievel lives on in you. You can make a vehicle jump up to one-half its current speed, +3d6” if you get a raise on your Driving roll.
- 19-20 **Defensive Driving:** You maneuver your vehicle like it’s a wild weasel on the loose. All Shooting rolls against whatever you’re driving are made at -2.



NAVAL OPERATIONS TABLE

As the world progressed, so did its need to further explore and make good use of the vast oceans and waterways. Rather than fade into obscurity, the world's navies grew into a vital part of security, defense, and making a better future, and you've been a part of that. You must have a Boating of d6+ to roll on this chart.

d20 Result

- 1-3 **Marine Systems:** Watercraft respond to you in uncanny ways. Any boat or water-based vehicle under your control gains +3 to its Acceleration and +5 to its Top Speed. This is the effect of your mastery, not an actual change to the mechanics of the thing.
- 4-5 **Offensive Boating:** "Damn the torpedoes! Full speed ahead!" Farragut's cry reverberates down the ages to you when things get desperate. You gain a +2 on Boating checks when performing a Ram maneuver, and when calculating damage against a successfully hit opponent, the dice rolled are d8s, or d10s with a raise (the damage rolled against your vehicle is still only measured in d6s).
- 6-7 **Tactical Boating:** The waterways are your Indy 500 track, and the open sea is akin to the Baja 1000 when you're driving the boat. You automatically draw one extra Chase Card (per the Chases rules in *Savage Worlds*), so long as you get a single success on your Boating roll. You also gain a +2 to all Boating rolls when using the skill as a "maneuvering" Trait, and when making Trait rolls on the Complication Table.
- 8-9 **"Sea Dog":** There's something about the mysteries of the sea that seeped into your very soul. While on or under the water, or at least close enough to waterways to hear them flow, or to smell the salty air (a Sea Zone, at the GM's determination), you gain the benefits of the Alertness, Danger Sense, and Elan Edges. If you have Alertness or Elan as full-on Edges, the bonuses are enhanced to +3 when under the required conditions; Danger Sense works at no penalty to the Notice roll if you have it and fulfill the conditions of this result.
- 10-11 **Nautical Warfare:** You are a master of surface and submarine warfare. You gain +2 Shooting with all sea vehicle weapons, and all passengers in your vehicle gain +1 Shooting due to your maneuvering for the best shots.
- 12-13 **Emergency Boating:** You have no intention of going down with the ship, because you have no intention of letting the ship go down. You can spend a Benny whenever your watercraft suffers a Critical Hit to move the result up or down the chart by one level. For example, if a Crew result is rolled, you can spend a Benny to make it a Chassis hit; with a Wrecked result, you can spend a Benny to make it a Weapon result instead. You also gain +2 on any Driving rolls to Soak wounds for your vehicle.
- 14-15 **Ship Engineering:** You know your boats inside and out. Gain one die type in Repair, and you get a +2 on all Repair checks with watercraft you've commanded more than once. Watercraft repairs regularly take you about half the time of anyone else (or one-fourth the time, if you get a raise on the Repair check).
- 16-18 **Advanced Nautical Training:** The wide open seas are vast and dangerous to all, but they're home to you. You gain a die type in Survival and Zone Specialist (Sea).
- 19-20 **Defensive Boating:** You maneuver your craft like a porpoise. All Shooting rolls against whatever ship or boat you are controlling are made at -2.

PHYSICAL TRAINING TABLE

To be a Commando in Freedom Squadron, you must be in excellent shape. To become a Code Name operative, you must be one of the finest physical specimens on the planet.

d20 Result

- 1-3 **Coordination Training:** Constantly in motion, you've enhanced your raw coordination, dexterity, and grace to exceptional levels. Increase your Agility by a die type, and all your Agility checks are made at +1.
- 4-6 **Strength Training:** Strength training is a way of life for you, and your muscles have muscles. You add a die type to your Strength, and your base carrying capacity is increased to six times your Strength die type. If you have the Brawny Edge, your carrying capacity is 10 times your Strength die.
- 7-9 **Endurance Training:** The epitome of physical conditioning, health, and resilience, you're every drill instructor's dream. Your Vigor die is increased, and all Vigor rolls to resist Fatigue from any source are made at +2.
- 10-11 **Swim Training:** You've spent a lot of time in and around the water. You gain a die type in Athletics, Focus: Swimming, and your Pace in the water is your full Athletics die (instead of half). You can hold your breath for your full Vigor die type.
- 12-13 **Conditioning:** Your overall health and conditioning means you recover from injury very quickly. You have the Fast Healer Edge, and anyone treating you with the Healing skill for physical trauma gains a +1 to the check.
- 14 **Reflex Training:** You possess the hand-eye coordination and situational awareness of the greatest video gamers of all time. You have the Quick Edge, and you gain a +2 on Agility checks when making an opposed roll to interrupt someone (or to avoid being interrupted).
- 15 **Equine Training:** Though a rare pursuit in such a high tech world, the ability to ride horses and other beasts of burden can mean the difference between life or death in the harshest places on Earth. You gain Riding at d6, or increase your Riding by a die type if you already have it. You gain a +2 to all Riding checks (except when using Riding for Fighting, as per the Mounted Combat rules), and you can mount or dismount as a Free Action. You may spend your Bennies on the behalf of any mount you ride.
- 16 **Throwing Training:** Perhaps you played baseball at a high level, or you were an American football quarterback. You gain a die type in Athletics, Focus: Throwing, and you double the range categories for anything you throw.
- 17-18 **Power Training:** Whether through hundreds of rugby scrums, sumo training, or just being big and hard to push around, you are large and in charge. You gain a die type in Strength, and you gain a +2 on all Strength checks related to the Push maneuver (as the attacker or defender).
- 19-20 **Acrobatics:** You've a preternatural gift with the discipline known as parkour, giving you the Acrobat Edge. As well, you gain a +2 to Strength rolls for jumping and movement-related Athletics checks. You can climb at your Strength die Pace per round (instead of the normal half). You ignore Difficult Ground modifiers, and you can reduce the effective distance you fall with an Agility roll (Acrobat bonus allowed); on a success, the distance is considered 10 feet less, or 20 feet with a raise.

SEARCH & RESCUE TABLE

Going into tight spaces, damaged building, and the most dangerous places on the planet, those who specialize in search and rescue operations are highly recruited by the world's most important international operations force.

d20 Result

1-3 Environment Training: Though you're ready to go anywhere you're needed, you've got a special knack for handling certain situations, climates, and conditions. You have the Zone Specialist Edge (choose a Zone from those listed), and you gain a die type in Survival.

4-5 Climbing: Getting people into and out of places where movement is more vertical than horizontal is just another day at the office for many S&R folks. You gain a die type in Athletics, Focus: Climbing, and you share climbing Focus bonus with anyone who is your Athletics die distance from you. You gain an automatic single free re-roll when falling during a climb, as does anyone within your Athletics die.

6-8 First Aid: Emergency medical care is a vital part of what you do, as you're often the first person a rescue target sees after suffering a trauma. You have the Healer Edge and gain a die type in the Healing skill.

9-10 Evacuation: There are times when you need to move quickly, whether it's to avoid falling debris or get to a person who's about to die. You gain the Fleet-Footed Edge or gain +2 to your base Pace if you already have it. You can grant one adjacent person a +2 to their Pace if you move together (act on the same initiative) and you both move the same distance. If you run doing this, use the lowest total result for both of you.

11-12 Tracking: You're an expert in the search part of S&R. You gain a die type in Notice and Tracking, and Focuses in Land Navigation and Tracking Humans.

13-14 Endurance Training: This kind of work pushes people like you to become incredibly tough and healthy. Your Vigor die is increased, and all Vigor rolls to resist Fatigue from any source are made at +2.

15-16 Improvisational Gear: Rescue work under the harshest and most unexpected conditions breeds a certain kind of preternatural-level improvisational thinking. You gain a die type in Repair and the McGyver Edge.

17-18 Firefighting: You've done a *lot* of firefighting in your life, giving you a special kind of tolerance and defense against fire and heat. You gain +2 Toughness to all damage from heat and flame sources, and +2 to Vigor checks when resisting heat, fire, and smoke conditions.

19-20 Disaster Relief: Saving people is the driving force behind everything you do. You inspire confidence and hope when catastrophe and despair are all around. You have the Common Bond Edge, and all teammates within your Spirit gain a +1 to Spirit checks.

SPECIAL OPERATIONS TABLE

The U.S. Green Berets and Navy SEALs. Russia's Spetsnaz. The UK's Special Air Service. Australia's Commando Regiments. India's Para Commandos. Every nation has special forces, units dedicated to operations that go above-and-beyond direct combat and incorporate elements of black ops, intelligence, and non-standard warfare. You must have d6+ in Athletics, Fighting, Shooting, and Survival to roll on this chart.

d20 Result

1-3 **Environment Training:** You're special forces, no matter what, but you were trained to be an expert in specific situations. You have the Zone Specialist Edge (choose a Zone from those listed), and you gain a die type in Survival.

4 **"Indomitable":** Some are thought to have ice water in their veins. For you, it's molten steel. You've got the Brave and Strong Willed Edges.

5-6 **Small Unit Tactics:** Teamwork is everything among special ops groups. You have the Common Bond Edge, and you also gain a +1 whenever making a cooperative roll for a teammate's task.

7-8 **"Run and Gun":** Special forces troops are often outnumbered and outgunned, where moving and shooting is their best chance for survival while still dealing with the enemy they were sent to fight. You have the Steady Hands Edge, but you suffer *no* penalty when making a Shooting roll after Running.

9 **Situational Awareness:** Special operations troops are never paranoid; everyone *is* out to get them. This leads to some finely-honed situational awareness, giving you both the Alertness and Danger Sense Edges.

10-11 **"Bloody but Unbowed":** Overcoming against all odds is just another day at work for you. You have the Killer Instinct Edge. Additionally, for every wound you have, you gain a +1 on all damage rolls.

12-13 **Improvisational Combat:** You're just deadly, no matter the situation. You have the Improvisational Fighter Edge. Moreover, even the most innocuous thing will do Str+d4 in your hands. You also have the Dirty Fighter Edge (or Tricky Fighter if you already have Dirty Fighter), and if you successfully Trick an opponent, you may spend a Benny to get the Drop immediately.

14-15 **Wilderness Training:** Get you away from the trappings of civilization, and you're in your happy place (which is too bad for your opponents). You have the Woodsman Edge, and you gain a die type in Stealth. You also grant a +1 to Stealth rolls to anyone on your team while in the wilderness (this doesn't stack if someone else on the team also has this ability).

16 **"Adapt and Overcome":** Intense focus and dedication are defining qualities for special operations people, and you have it in great abundance. You have the Elan Edge, which *also* applies to damage when you spend a Benny to re-roll it.

17-18 **Demolitions:** Blowing things up—bridges, power stations, headquarters buildings—often falls to the folks sent behind enemy lines. You gain a die type in Demolitions and the Demolitions Expert Edge.

19-20 **"Sine Pari":** Without equal—there's tough, and then there's special forces tough. You have both the Combat Reflexes and Nerves of Steel Edges.

TECH & ENGINEERING TABLE

The world of 2051 is dramatically advanced along technological fronts. Thanks to extraterrestrial influence, the discovery of tech from ancient and lost civilizations, and humankind's constant march forward in scientific advancement, Earth is a world driven by those who understand electricity, coding, and machinery. To roll on this table, you must have d6+ in at least one of the following: Computers, Electronics, or Repair.

d20 Result

1-2 Experimental Tech: There's cutting edge, there's bleeding edge, and then there's the insane stuff you design and put into the field. You have the Arcane Background (Advanced Tech; see the *Freedom Squadron Advanced Technical Manual*) and gain a die type in your chosen operation skill (Computers, Electronics, or Science). If you already have the Arcane Background, you gain the Gadgeteer Edge and a die increase in your operation skill. GMs not using the *Freedom Squadron Advanced Technical Manual* may allow a re-roll of this result.

3-5 Advanced Technical Training: Multi-disciplinary study is a highly sought-after quality for those who serve as tech experts in Freedom Squadron. You get five additional Skill Points, which can be spent on any of the following: Computers, Electronics, Science, and Repair.

6-8 Data Acquisition: Sifting through data to find a key piece of information (or the plans for a super weapon), especially while bullets are flying all around, is something you are really good at. You gain a die type in Investigation, and you gain Focus: Digital Data. You also gain a die type with Computers.

9 Improvisational Engineering: That old television show was about your patron saint, and everyone knows it. You have the McGyver Edge, and you get one *free additional roll* on this chart!

10-12 Security: You're an expert at getting past security of any kind. You gain a die type in Thievery, and the Focuses: Electronic Security and Computer Security.

13-14 Sensory Overwatch: When you're the "eye in the sky," or otherwise in a position to use sensor systems and related tech to watch over your team, everyone gains significant advantages. As an action, you can make an Electronics roll to grant everyone a bonus initiative card on the next round. With a raise, you give everyone a +1 on their very next Trait roll. You can do this every round, as an action, so long as you have reasonable access to sensors, cameras, and the like. This ability can be used during **Plans & Operations** play, but this is all you can do on a turn in that system. In that situation, you grant a +1 to everyone else on a success, and a +2 on a raise (target number 4, no modifiers).

15-16 Demolitions: While you love machines, you have a particular knack for blowing them to bits (along with anything else that needs exploding). You gain a die type in Demolitions and the Demolitions Expert Edge.

17-19 Combat Mechanics: Field repairs under intense combat conditions? No problem, pass the wrench! You have the Mr. Fix It Edge, and you gain a die type in the Repair skill.

20 Cybernetics: Some might have thought you were crazy, but you know the future is melding biology and machinery. You have the Cyber Tolerant Edge (from the *Science Fiction Companion* or *Savage Rifts*). You also gain 4 Strain worth of cybernetics, as well as a die type in Electronics. If the GM is not using the Cybernetics material from that book, you may choose any other result on this table instead.



ATTRIBUTES

Freedom Squadron is a nearly-superhuman setting, with characters operating at preternatural levels of aptitude and training. Note that any starting bonus to Attributes from a Vocation Framework consequently increases the natural maximum a hero can achieve through normal advancement. For example, Athletes begin with Agility, Strength, and Vigor at d6, which means they can raise these Attributes to d12+1 without having to use Legendary Edges.



SKILLS

All the skills listed in *Savage Worlds* (except Gambling and Knowledge skills; see *Setting Rule-Focuses*) are available in *Freedom Squadron*. The following are specific skills that have additional information of note for this setting.

Setting Rule—Focuses

Instead of using the Knowledge skill to represent all the areas of education and training possible, *Freedom Squadron* uses a combination of specific skills appropriate to the setting and the concept of **Focuses**. Focuses are narrower specializations of education and training that may not come up very often, but still make sense for defining a hero's background, specific knowledge, understanding, and capabilities they have over others.

Focuses are very much in line with the **Common Knowledge** concept from *Savage Worlds*, with just a bit more structure in applying them. Instead of always defaulting to Smarts, however, a

Focus applies a +1 to a specific skill or a limited group of skills, usually based on what category it falls under. There are a few suggested categories of Focuses below, but a Focus might be applied to *any* skill based on the character's background and the GM's approval. There are a number of specialized Focuses that result from taking a Vocation Framework and from specific results on the Specialization tables.

As a general rule, Focuses tend to fall into two types:

- Those that have combat applicability, such as Focus: Assault Rifles or Focus: Throwing. In these cases, such Focuses should only apply to a single skill (Shooting or Athletics, in the respective examples above).
- Those that have non-combat applicability, such as Focus: Structural Engineering or Focus: Cults. In these cases, the bonus might be applied to multiple skills based on the situation. The bonus from Structural Engineering might apply to Science in one instance and Demolitions in another. The bonus from Cults might apply to Investigation when doing research into such matters, or it might apply to Academics when recalling information at a key moment.

The STEM category represents education in Science, Technology, Engineering, and Math. Focus bonuses here could apply to Electronics, Healing, Repair, or Science skill rolls depending on the circumstances.

Certain skills (Academics, Performance, Science) come with free Focuses, and as stated above, taking certain Vocation Frameworks and rolling certain Specialization results grant added Focuses. Players may elect to add even

more Focuses at character creation by spending initial Skill Points; one Skill Point purchases two Focuses. A single Advancement can also be spent to add two Focuses to a hero. Finally, success during **Plans & Operations** play can also provide bonus Focuses.

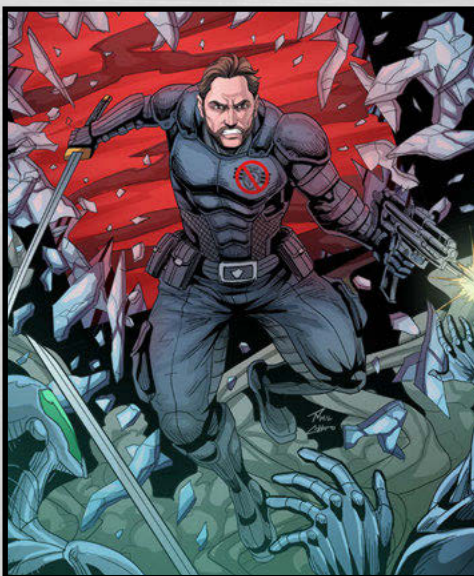
Important: As a matter of game balance, players may *not* elect to take Focuses in anything that applies to combat rolls. Certain Vocation Frameworks (notably the Soldier) may provide these, and Special Rewards during **Plans & Operations** play will provide access to combat-related Focuses.

Also very important—players should never be allowed to apply more than **two Focuses** to a single skill roll. For example, if a character has Focus: History, Focus: Archaeology, and Focus: Anthropology, they should only be allowed to invoke up to two of those to gain a bonus on a single skill check.

Players should certainly be allowed to create their own Focuses; the following are suggestions based on common usage in this setting (and modern-day education and training). Focuses are listed as follows—Focus: Archaeology or Focus: Ground Vehicle Mechanics (the latter based on Repair).

Mastery in a Focus may be achieved by applying a second Focus allotment. In this case, a +2 bonus is applied. For example, if a hero has Focus: Nuclear Physics and achieves a Technical Focus award during a Plans & Operations session, they can turn it into Mastery: Nuclear Physics (and that becomes a +2 bonus to Science anytime nuclear physics in play). Mastery is the highest level achievable with a Focus.

- **Business & Humanities (Academics):**
Accounting, Anthropology, Archaeology, Economics, Finance, History, Journalism, Law, Literature, Management, Marketing, Philosophy, Politics, Public Relations, Religion, Visual Arts.
- **Performing Arts (Performance):**
Acting, Comedy, Dance, Music Composition, Musical Instrument (Drums, Flute, Guitar, Piano, Trumpet, etc.), Singing, Stagecraft.
- **Physical (Athletics):**
Climbing, Gymnastics, Lifting, Parachuting, Rappelling, Scuba Diving, Skiing, Sport (Baseball, Basketball, Diving, Rugby, Soccer, etc.), Swimming, Throwing.
- **STEM (Science):**
Aerospace Engineering, Astronomy, Atmospheric Sciences, Biochemistry, Biology, Chemistry, Electrical Engineering, Marine Sciences, Mathematics, Mechanical Engineering, Medicine, Nuclear Physics, Physics, Psychology, Robotics, Structural Engineering.



Skill Notes

ACADEMICS

This Smarts-linked skill represents a primarily liberal arts or otherwise non-science, non-technical higher education background. Business, humanities, and related fields are covered here. Taking this skill bestows a bonus Focus from the Business & Humanities category for each die type assigned (one at d4, two at d6, and so forth).

ATHLETICS

This skill also represents a hero's abilities with rappelling and otherwise using ropes, cables, and related gear to get from a high spot (such as the top of a building or a hovering helicopter) to a lower place (such as through a window into an enemy stronghold). In such situations, the +2 bonus from the Acrobat Edge is appropriate to apply. Additionally, Athletics applies to the use of SCUBA and other underwater movement and survival gear. In most cases, having the appropriate gear gives the hero a +1 Swimming Pace (unless they are a Sea Zone Specialist, in which case the bonus is greater).

BATTLE

This Smarts-linked skill represents a character's knowledge and understanding of strategy and tactics. In addition to being very useful for Mass Combat situations, this skill can help with strategic and tactical elements during **Plans & Operations** play (specifically if the character has the Operational Planning Edge).

COMPUTERS

The world of *Freedom Squadron* is a highly advanced one, and computers run much of it. Mastery of this Smarts-linked skill applies to advanced operation, programming, resisting intrusion, and

the all-important "hacking" of opposing systems.

DEMOLITIONS

Demolitions experts understand how to place and set off explosives for maximum effect, and they're also the ones to call on to find and defuse explosive devices. This is a Smarts-linked skill.

ELECTRONICS

For a *Freedom Squadron* operative, this Smarts-linked skill covers the understanding, use, and even creation of advanced electronic devices and systems. This includes communications, sensors, high-tech gizmos, and even alien machinery.

GAMBLING

This is no longer a stand alone skill. Instead, it's treated as a Focus (see *Setting Rule - Focuses*) based on either Smarts or Streetwise.

LANGUAGES

The *Savage Worlds* setting rule, **Multiple Languages**, is in play in *Freedom Squadron*. Those who take the Linguist Edge gain their Smarts die in *additional* languages (on top of the one-half Smarts die that all characters gain). This setting assumes knowledge of a language by a *Freedom Squadron* soldier means fairly complete command of it (no die type is necessary).

LOGISTICS

A far more powerful skill than most might care to believe, Logistics covers the ability to manage supplies; requisition special equipment; navigate the military and government bureaucracies that oversee *Freedom Squadron*; and get personnel assigned and transported to where they're needed. This is a Smarts-linked skill.

PERFORMANCE

This Spirit-linked skill represents dance, music, acting, and other forms of entertainment-oriented presentation in front of a crowd. Taking this skill bestows a bonus Focus from the Performing Arts category for each die type assigned (one at d4, two at d6, and so forth).

SCIENCE

A broad-based grasp of all things scientific, from physics to chemistry to biology. This catch-all Smarts-linked skill makes a Freedom Squadron agent the resident expert for just about anything the team has to deal with outside of simply shooting or blowing it up. Taking this skill bestows a bonus Focus from the STEM category for each die type assigned (one at d4, two at d6, and so forth).

SURVIVAL

Take special note of how the Survival skill is used with certain Zone-related abilities (from Edges and Specialization results).

THIEVERY

This skill replaces the original Lockpicking and expands the concept into all practical elements of skullduggery and roguish activity. This includes sleight-of-hand, pickpocketing, safecracking, forging documents, setting or removing traps, misdirection, concealment of items, and subterfuge.

TRADECRAFT

Knowledge of all things connected to espionage, counter-intelligence, cryptography, and related matters. This is an important skill for anyone who's serious about spy work or countering other spies. It includes the practices of bribery, disguise, and forgery. Tradecraft is Smarts-linked.



In the first part of this section, a list of forbidden and restricted Hindrances is given. The following additional Hindrances are appropriate for *Freedom Squadron* characters.

NATIONALIST (MINOR)

Freedom Squadron is a multi-national organization dedicated to protecting the entire world from the forces of VENOM and their allies. No one joins who does not understand that, but most in the ranks remain firmly loyal to their nation (or faction) of origin. Unfortunately, a few take things a bit too far, sometimes, creating social difficulties for themselves among fellow Freedom Squadron members, and especially with their command structure.

A Nationalist suffers -2 Charisma in any situation where their patriotism and fervor interferes with the global nature of what their team is doing. This can be especially problematic in delicate negotiations, while guarding important diplomats, and in related situations.

TURNCOAT (MAJOR)

There are those who join Freedom Squadron from nations who are (or were) members of the Neo-Communist Bloc. This includes Russia, Germany, Turkey, Austria, and others. There are also those who once served in VENOM itself—Ambush is a perfect example—that now serve Freedom Squadron, albeit under fairly constant scrutiny. Such heroes suffer the double jeopardy of facing the distrust of their fellow soldiers and the brutal enmity of those they once served with.

Turncoats suffer a -2 Charisma in dealing with most folks who know their background, especially those not in their direct chain of command (TAC and UN officials, for example). At the same time, they are actively hunted by the forces of those they turned against, which is a constant threat to their lives and those they are close to.



The following are either new Edges for *Freedom Squadron* or adjustments to existing Edges that make them work more appropriately for this setting.

Core Edges

The following are adjustments or explanations of how certain core *Savage Worlds* Edges operate in the world of *Freedom Squadron*.

ARCANE BACKGROUND

Magic, Miracles, and Psionics are all available (Super Powers is not). Weird Science is, as well, though it does not always mean the presence of arcane elements. Wildcard, for example, uses highly advanced “super tech” to accomplish incredible things that are best defined as Weird Science, but there is no arcane or supernatural aspect to what he does. Within *Freedom Squadron*, this is simply referred to as Advanced Tech.

To fully implement magic and psionics in your *Freedom Squadron* campaign, see the *Freedom Squadron Occult Operations Manual*. For the use of Weird Science in your game, see the *Freedom Squadron Advanced Technical Manual*.

BEAST BOND

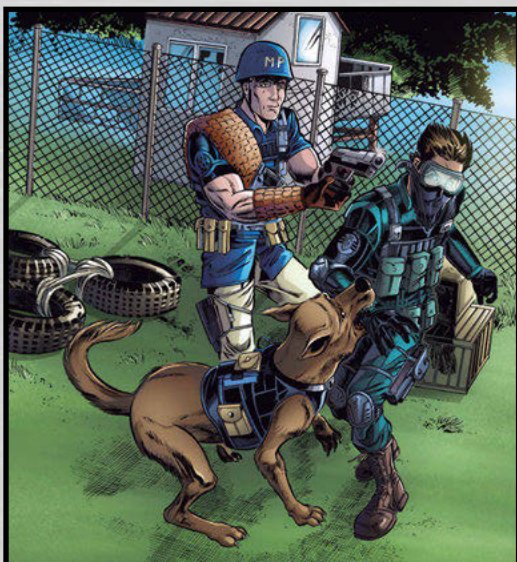
This Edge is not necessary in the *Freedom Squadron* setting if you have the Beast Master Edge (see below).

BEAST MASTER

The animal companions of *Freedom Squadron* operatives are somehow special, especially when compared to others of their species. Something about the bond under fire and in the face of the world's most dangerous situations makes these creatures tougher, smarter, and very effective.

Those who have this Edge automatically gain the benefit of Beast Bond, enabling them to spend their Bennies on their animal companion. Additionally, once an animal companion is chosen, the following changes are made to its core stats:

- Raise its Smarts die type by one. While it's still technically of animal-level intellect, this companion displays a far greater grasp of its surroundings and the expectations of the humans it serves with.



- The player may spend two Attribute points and five Skill points to further enhance the animal.
- Though it does not get its own Bennies, this animal companion is a Wild Card, gaining a Wild Die for Trait checks and Wound Levels.

You must check with the Game Master before taking this Edge; as a general rule, only one Freedom Squadron team member in a unit will be allowed to have this Edge.

Disaster-Proof Dog

As goes the trope, so too may the Game Master decide that beloved animal companions enjoy a certain level of “script immunity.” If everyone agrees, companion creatures may be Incapacitated, but are generally immune to actual death unless it fits the story and the player with said companion and the GM agree. This should *never* be exploited; if a player intentionally puts an animal companion in harm’s way because they know the creature cannot die, the Game Master should either allow the companion to come to harm or arrange the story so the character loses the animal in some way.

BERSERK

Only the rare survivor of the Carnage Dome might have this Edge and still be allowed into the field. Check with the GM before selecting it.

NO MERCY

Not necessary in this setting; all players may spend Bennies to re-roll damage.

RICH/FILTHY RICH

Not a likely choice for most Freedom Squadron characters, but a specific background might justify the choice. Be sure to work out the specifics with the Game Master, and understand the impact in this setting will be more social than material.

SCHOLAR

This Edge is changed as follows:

Requirements: Novice, Smarts d8+

A hero with this Edge not only attained a post-graduate education in some fashion, they excelled. They bring a wealth of knowledge and expertise to Freedom Squadron, gaining an extra four Focuses. These can be in any category except Physical.

TRADEMARK WEAPON/ IMPROVED TRADEMARK WEAPON

Most players will want to wait until they reach Code Name status (Seasoned Rank) before selecting this, as that’s when they can employ their own combat kit and specialized weapons.

Background Edges

CARNAGE CORPS

Requirements: Novice, Vigor d8+, Special (see below)

When General Steel recruited Corporal Carnage to head up a special training program for Freedom Squadron, they had one particular goal in mind—taking the hardest cases and other “problem children” who still had potential to serve and turning them into effective soldiers. Carnage wanted to take that goal one step further by turning his Carnage Corps into the toughest, most unstoppable special troops the world has ever seen. It’s hard to argue with his success.

To enter the Carnage Dome—the Death Valley facility created by the Corporal to train “the best of the worst”—a soldier must have been court-martialed or have faced a similar setback in their career. The reasons are important, as there are some crimes Freedom Squadron won’t forgive. For everything else, the Carnage Corps represents the path to redemption.

Heroes with this Edge must have one additional Major or two Minor Hindrances (for no added character building benefits) from the following list: Arrogant, Bloodthirsty, Death Wish, Greedy (Minor only), Habit (Minor only), Mean, Overconfident, Quirk, Stubborn, Turncoat, Vengeful, and Wanted. The player should work out the specific history with the GM as to what happened to qualify them for the Corps.

This Edge bestows one Combat Edge of the player’s choice; all Requirements can be ignored, but this cannot be used to take a greater version of an Edge that has a lesser version. For example, a hero cannot take Improved Sweep without having Sweep. The Carnage Corps member also gains +1 Toughness, +1 to all damage rolls, and +2 to Spirit checks vs Fear and Intimidation.

On the other hand, Carnage Dome graduates will always carry the stigma of their history. In dealing with any non-player characters who know of the hero’s history, the maximum level the Carnage Corps member can attain on the Reaction Table is Neutral, no matter how persuasive they are. People may like a Carnage Corps soldier, but they’ll rarely trust one, and most will experience at least some

fear towards such a dangerous person. All Carnage Corps commandos are considered under constant scrutiny, held on “a tight leash” whenever in the field.

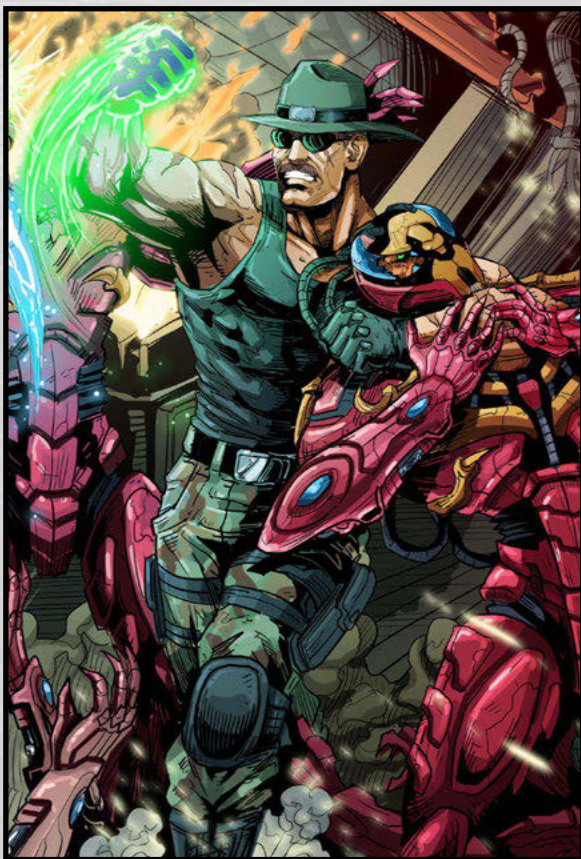
Carnage Corps soldiers are also known for being hard luck cases, often facing more tragedy than the typical Freedom Squadron operative. They start with one less Benny per session (though this *can* be offset with the Luck Edge).

Combat Edges

BATTLE HARDENED

Requirements: Seasoned, Spirit d6+, Vigor d8+

This hero’s experience and inherent toughness is epic. They have +2 to all Soak rolls.



CHARGE

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing their foe. They may ignore the multi-action penalty for Running when making a Fighting attack at the end of their movement.

OVERRUN

Requirements: Veteran, Charge

If they move at least one inch beyond their normal Pace before making any Fighting attacks, the hero adds +2 to the damage rolls. Any target Shaken by such an attack is knocked prone.

COMBAT SENSE

Requirements: Seasoned, Fighting d8+, Notice d8+

Likely a martial arts expert, this hero has the capacity to handle multiple foes. They halve any Gang Up bonuses against them, rounding down.

IMPROVED COMBAT SENSE

Requirements: Veteran, Combat Sense

Opponents gain no Gang Up bonus against this character.

DIG IN!

Requirements: Novice, Smarts d6+

Freedom Squadron soldiers are drilled in the importance of staying down and under cover. When this hero is lying prone or under cover, all foes suffer a -1 penalty (in addition to normal cover bonuses) to all attack rolls, and they get a +1 Toughness bonus to avoid damage from Area Effect weapons.

IMPROVED DIG IN!

Requirements: Seasoned, Dig In!

As above, but foes get a -2 penalty, and their Toughness bonus against Area Effect fire is +2.

DIRTY FIGHTER

Requirements: Seasoned

When lives are on the line and the mission is at stake, there's little value in an "honest fight" to some. Dirty Fighters gain a +2 bonus with Trick Maneuvers.

FIGHTING STYLE

Requirements: Novice, Martial Artist, Fighting d8+

The many, many forms of martial arts worldwide constitute a huge panoply of specializations and focused styles of combat. This Edge represents intensive training and focus on one of those styles. When this Edge is taken, select one of the following styles and its benefits; a character can take this Edge multiple times, representing their training in more than one Fighting Style.

- **Accurate Style:** You've trained in focusing your motion and your strikes for maximum accuracy. You gain +2 to Fighting attack rolls when you do not Move. This may not be combined with Frenzy/Improved Frenzy strikes or other multiple-attack options.
- **Brawl Style:** You know how to take a punch, and how to make your attacks count. You gain +2 to soak damage from Fighting attacks, and you do +1 damage with all bare-handed attacks.
- **Evasive Style:** You know how to throw up a flurry of blocks and move fluidly in combat. You gain +1 Parry when you

move at least one-half your Pace; this bonus lasts until your next action. You also gain +2 Parry when Defending and +2 on Full Defense rolls.

- **Fast Style:** You've trained to get the jump on opponents in melee situations and to react quickly to their actions. You gain +2 to Interrupt rolls when making a Fighting attack and +1 Parry whenever you are on Hold. You also draw one additional Action Card when you are unarmed or armed only with melee weapons.

- **Grappling Style:** You are an expert at wrestling and constraint-oriented fighting. You gain +2 to opposed Fighting checks while Grappling. You do +2 damage against an opponent you've successfully grappled (they are Entangled or Bound).

- **Power Style:** Your martial training is oriented on maximizing the impact of your strikes with efficiency and fury. When performing the Wild Attack maneuver, you can either do +2 damage with only a -1 Parry, or +3 damage while suffering the -2 Parry.

A hero can only gain the benefits of one Fighting Style at a time. The player decides which style is active at the start of their turn; it doesn't change until the start of their next turn.

TRICKY FIGHTER

Requirements: Seasoned, Fighting d8+

Knowing how to quickly take advantage of an opportunity often spells the difference between good and dead. Heroes with this Edge suffer no multiple action penalty when they do a Trick Maneuver and a Fighting attack on the same round.



Leadership Edges

OPERATIONAL PLANNING

Requirements: Seasoned, Smarts d8+, Battle d8+

The planning and execution of a successful field operation requires exceptional intuition and insight, as well as an ability to understand your team's capabilities and give them room for initiative. Team leaders with this Edge are able to draw one additional Challenge Card each round during **Plans & Operations**; they can replace an existing Challenge, or leave this new card on the table as an *additional* Challenge (thus providing added opportunities to generate successes). You are also able to make a Battle check as a Cooperative Roll for one other team member's Trait roll, once a round, throughout the mission. This is in *addition* to whatever action you take during that round; there are no penalties for doing both these things.

Outside of **Plans & Operations**, this Edge allows you to make a Battle roll as an Action (in or out of combat) to serve as a Cooperative Roll for *any* check, including an attack roll.

Professional Edges

COMBAT ACE

Requirements: Seasoned, Ace

Pilots, drivers, and sea vessel operators with this Edge are excellent vehicular combatants. They don't suffer a multi-action penalty for making a Boating, Driving, or Piloting check and firing a weapon on the same round.

COMBAT MECHANIC

Requirements: Novice, Smarts d6+, Repair d6+

Freedom Squadron is highly mechanized and one of the most technologically advanced military forces in the history of the world. Those who can understand, operate, and repair all the vehicles, machines, and electronic devices in service are highly treasured. Combat Mechanics gain a +2 to all Electronics and Repair rolls in dealing with machines and tech related to Freedom Squadron combat operations.

COMBAT MEDIC

Requirements: Novice, Healing d8+

Always outnumbered, Freedom Squadron units benefit greatly from keeping their people up and moving under combat conditions. A Combat Medic can spend an entire turn to make a Healing check on a Wild Card character (instead of taking the normal ten minutes required). This may only be used to either stabilize an Incapacitated hero or heal a single Wound. It may only be used once on a given character per combat.

Additionally, a Combat Medic can, so long as they get to a non-Wild Card by the end of a round in which the Extra is taken down, make an immediate Healing check at -2. With a success, that person is merely Shaken instead of fully down-and-out.

DEMOLITIONS EXPERT

Requirements: Novice, Demolitions d8+

The world is so much more dangerous with VENOM in it, making experts with bombs and explosives a vital necessity to Freedom Squadron. A Demolitions Expert adds +2 to all rolls made to set, identify,

disarm, and create explosives, as well as using explosives to bring down structures.

SQUADRON BRANCH TRAINING

Requirements: Novice or Seasoned, Special (see below)

Upon taking this edge, a hero can roll on one of the **Freedom Squadron Specialization** tables. The character must meet any requirements for rolling on that table, and the GM must agree that the hero has access to that training. This Edge can be taken multiple times, but only twice per Rank. Once a hero reaches Veteran Rank, this Edge is no longer available (but see Advanced Squadron Branch Training below).

ADVANCED SQUADRON BRANCH TRAINING

Requirement: Veteran, Special (see below)

Instead of rolling (as per Squadron Branch Training), the Veteran Freedom Squadron soldier may choose a specific result on one of the Specialization tables. This Edge may be taken multiple times, but only once per Rank. After Legendary Rank is achieved, it can be taken once every other Advancement (similar to raising an Attribute).

ZONE SPECIALIST

Requirements: Novice, Vigor d8+, Athletics d6+, Survival d6+, Special (see below)

Freedom Squadron makes a point of identifying particular Zones of operation, and recruiting and training specialists to operate expertly in those Zones. Zone Specialists are the masters of such domains, gaining advantages over

opponents with greater numbers and assets while dramatically increasing the survivability of their teammates.

When taking this Edge, select one of the following as your Zone of expertise, which may also indicate another Requirement you must possess: **Arctic**, **Desert**, **Forest**, **Jungle**, **Mountain** (requires Focus: Climbing), **Savanna**, **Sea** (requires Focus: Scuba Diving or Swimming), **Sky** (requires Focus: Parachuting), or **Urban** (requires Streetwise d6+; those who select the Urban Zone may substitute their Streetwise skill for all bonus qualifications).

You can take this Edge multiple times, choosing a new Zone, but you can only take it once per Rank. Sea Zones include coastal areas and islands, while Sky Zones include space operations. Savanna Zones include much of the open plains of every continent (except Antarctica). Note that some areas include Zone crossover, such as islands that combine Jungle and Sea Zone expertise, and Mountains that are also Arctic in nature.

Zone Specialists gain specific bonuses when operating in their chosen Zones, based on what die type their Survival skill is. The GM should clarify the Zone type for any scene or combat before it starts. The advantages are cumulative, so a Zone Specialist with a Survival skill at d10 gains the advantages of the d6 and d8 levels as well.

- **Survival d6:** One additional Benny at the start of the scene. +2 bonus to resist environmental effects of the Zone.
- **Survival d8:** One additional Initiative card, which stacks with Level Headed, etc. Bonus to resist Zone environmental effects increased to +4.

- **Survival d10:** +1 to all Trait rolls while in the Zone. All allies gain +2 to resist environmental effects of the Zone.
- **Survival d12:** Another +1 to all Trait rolls (+2 total), while all allies gain a +1 to their Trait rolls. These bonuses stack with other Zone Specialists, but only up to a +3 maximum for Zone Specialists in their chosen Zone, or +2 for non Zone Specialists.

As an example, Tundra and Hollow Point are both leading a team of Commandos through a Mountain Zone. Both are Mountain Zone Specialists; Tundra has a Survival skill of d10, while Hollow Point has a d12. Hollow Point enjoys a +2 to all Trait rolls in the Zone; as does Tundra, thanks to her +1 and the +1 she gets from Hollow Point. The rest of the Commandos all get a +1 to their Trait rolls while in the snowy mountains of Switzerland.

Sea Zone Specialists also know how to handle below-surface movement and the related tech (SCUBA, etc.). Such a specialist gains their Swim die as Pace when equipped properly (if they have the Swim Training Specialization from the *Hero's Journey* charts, they also gain



Specialists Should Be Special

The Zones are derived directly from the *VENOM Assault* board game, although we've expanded on them a lot for the RPG experience. The idea is to let those great characters who are known for a specific kind of environment to really shine. While it's possible to take Zone Specialist more than once, players should coordinate with one another to ensure there's not a lot of duplication; better by far to let different team members shine under different circumstances.

their Run die when equipped). Sea Zone Specialists grant a +1 to all Athletics checks to swim to allies within 5" while in the water.

Sky Zone Specialists know how to parachute, use personal gliders, or otherwise get themselves from very high to points on the ground with the right equipment. For any special maneuvers outside of landing on flat ground, an Agility check is appropriate. Sky Zone Specialists can help teammates manage parachuting and related maneuvers, granting a base +1 check to any ally within 10" as they drop.

A Mountain Zone Specialist grants allies within 10" a +1 to Athletics checks to climb with proper gear.

Social Edges

I KNOW A GUY

Requirements: Novice, Persuasion d6+, Streetwise d6+, Charismatic

Some people seem to know someone everywhere they go. The contact may not be the most amazingly helpful person—they may even hate the hero for some past slight or money owed. The person known may be well-placed in an

organization, or just as easily homeless and only know a few possibly helpful rumors. The point is, however, almost anywhere they go, the hero seems to know someone, and that person usually at least knows something of value or can contact some helpful folks.

Once per session, the player can invoke this Edge to effectively have the Connections Edge with any person or group. Use the rules for Connections to determine if the contact can be reached, and if they will help in any way. If the attempt to contact a particular person fails, the once-per-session use of this Edge is not used up; failures on the Persuasion check to get help still trigger that session's use of the Edge.

SCROUNGER

Requirements: Novice, Smarts d6+, Streetwise d8+

There are soldiers who everyone looks to when supplies are low or something special is needed to get a mission accomplished. Freedom Squadron teams often find themselves cut off from normal supply sources; the Scrounger becomes a vital asset, even if they have to ignore a few laws or regulations at the moment to get what's needed.

Once per session, a Scrounger can make a Streetwise check in any city or large town (-2 in smaller urban areas) to accomplish one of the following:

- Gain reloads for the basic firearms they and their teammates use.
- Acquire a complete reload for one special weapon, such as a mini-gun or grenade launcher.
- Procure food for 2d6 people for a week.

- Fully restock 1d4+1 first aid kits or replenish a Trauma Pack.
- Obtain 4d6 x \$1000 U.S. equivalent funds in the local currency.
- Pick up 1d4+2 in Gear Points of Freedom Squadron gear (or the local equivalent).
- Find some rare (though not necessarily valuable) and needed item. This can include spare parts for a vehicle, some local food or booze, or something the team can trade to possible allies once they get to their destination.

Weird Edges

STRANGE DNA

Requirements: Novice

It's a weird world—strange reptilian beings once ruled the planet (and they want it back!), while robotic and other aliens come and go with a frequency that would terrify the average person. The hero with this Edge may be a descendant of mythic entities, altered humans, or something else entirely. They might have been more recently changed by some strange scientific experiment, or via any number of ways that can only make sense in a world like this.

Upon taking this Edge, select a single Value +2 racial ability (as per the *Science Fiction Companion* or *Savage Rifts*®) or two Value +1 racial abilities. All such abilities must be approved by the GM. Taking this Edge more than once is possible, but only once per Rank and with the Game Master's approval.

Gear in *Freedom Squadron* is handled a bit differently than in most *Savage Worlds* settings. Players don't spend money to purchase equipment, weapons, or armor. Instead, they choose a Gear Kit that best fits their mission role, and this kit can change between missions. Eventually, when a hero gains a Code Name, the player can put together a Specialized Gear Kit that reflects their more established team role, as well as the particular weapons, armor, and other equipment that is definitive of who they are within Freedom Squadron.

Everything listed has a Gear Points (GP) Value, representing how many points that piece of equipment is worth towards the total amount of Gear the soldier is allowed to take into the field. **Gear Kits** are presented after the lists of equipment that follow, and the number of additional Gear Points a character gains as they advance is also explained; by the time a hero reaches Seasoned Rank, they can start customizing their Gear as well. Note that Recruits begin with 15 Gear Points, which are completely eaten up by their assigned starting Gear Kits. Game Masters *may* be willing to negotiate a little for a specific conceptual idea for starting gear.



In the world of 2051, body armor technology is impressively advanced. Some forms are very specifically meant for heavy assault situations, while others work well for covert and even undercover operations.

Note that some of the suits have **Embedded Toughness**. This is a Toughness bonus that is *not* Armor, and therefore is unaffected by Armor Piercing. Some of the heavier suits also have a Minimum Strength value; for every die type of Strength the wearer has under that minimum, they suffer a -1 to all Agility checks and Agility-linked skill rolls, as well as -1 to their Pace. For those who have an Arcane Background of any kind, the penalty imposed by Minimum Strength also applies to their related skill rolls (Spellcasting, Faith, Psionics, or whatever control skill used for Weird Science).

There are some suits of armor (as well as vehicles) that provide Full Environmental Protection. This includes self-contained breathing tech and other regulated life support; immunity to environmental temperature extremes; and fully-sealed systems that provide immunity to poisons, diseases, vacuum, and radiation.

- **Hardshell Enviro-Assault Suit**

Designed for maximum protection from both the environment and enemy fire, the H.E.A.S. was originally designed by Sparks, updated by Fixer, and field tested by Inferno and Clean Sweep. What it lacks in flexibility and speed it more than makes up for in resilience in bad conditions. The suit provides Armor 7 and Embedded Toughness 2. It also provides Full Environmental Protection, satellite-linked communication, night vision, and thermal vision. The downside is that all that bulk makes Stealth next to impossible (-6) and Athletics checks are all made at -4. The wearer's pace is reduced by 2 and the running die is lowered by one die

type (to a minimum of d4). The suit has a Strength Minimum of d8.
(35 lb, GP 5)

- **KevRam Combat Armor**

KevRam is an advanced combination of latest-generation Kevlar ballistic cloth and flexible ceramics in a fully-covering suit. Well designed into an integrated whole, KevRam materials provide exceptional protection, especially against small arms fire. There's nothing subtle about it, though. The Armor value is 6, with an Embedded Toughness of 1. The suit has a Strength Minimum of d6, and the soldier is assumed to wear a helmet with the same stats.
(10 lb, GP 4)

- **KevRam Vest**

The vest is easier to wear (and to throw on under unexpected combat conditions), but it's still not concealable. The protective values are the same (+6/+1), but there's no Strength Minimum. The soldier is assumed to wear a helmet with the same stats.
(6 lb, GP 3)

- **Kinemesh Body Armor**

Lightweight, flexible, and easily worn under clothes, Kinemesh is very effective for soldiers in the field under most normal operational conditions. The advanced weave is especially effective against the penetrating effects of modern ballistic weaponry. The full suit is concealable under uniforms or winter clothing (perhaps less so in summer conditions, at least not without drawing attention). This suit has an Armor value of 5 and Embedded Toughness of 1.
(5 lb, GP 2)

- **Kinemesh Clothing**

Cutting-edge tech for the covert operations crowd, this form of Kinemesh can be weaved into just about any clothing item imaginable. A full outfit of Kinemesh Clothing can be anything from a jumpsuit to a little black dress, jeans and a polo shirt to a tuxedo. Though it provides less protection—Armor 4 and no Embedded Toughness—Kinemesh Clothing is entirely concealable and even fools most sensor systems.
(2-4 lb, GP 2)

- **Kinemesh Longcoat**

Made of the same material as the body armor, this coat provides equivalent Armor and Embedded Toughness (+5/+1). It doesn't automatically cover the legs, but called shots to the legs suffer an additional -2 (for a total of -4) when it's worn. It has the added advantage of looking less like armor and more like stylish clothing to the untrained eye.
(5 lb, GP 2)

- **Kinemesh Vest**

Easier to conceal, but it only covers the torso. Armor 5, Embedded Toughness 1.
(3 lb, GP 1)





Though the basics are the same—high velocity propulsion of metallic objects downrange is still the most common form of ranged warfare in the world—the state of the art in weapons tech is fairly advanced in the world of 2051.

Granted, there are plenty of weapons still around from the early part of the 21st Century, and even tried-and-true 20th Century weapons favored by older soldiers (or clung to by those in Third World situations with no access to anything better).

Note that the Strength Minimum (Str Min) rating of a weapon doesn't impact performance if the hero uses it from a stationary position (mounted, on a bipod or tripod, etc.).

Cinematic Ammo

Borrowed from the *Science Fiction Companion*, Game Masters are highly encouraged to use the **Cinematic Ammo** optional rules. Things like missiles, grenades, and the like should be tracked normally, but for ballistic weapons, don't have the players track individual shots. Instead, draw a card at the end of any combat; on a Five or lower, the group is low on ammo overall. They might be able to get through one more fight before being completely out. This makes resupply a matter of story instead of accounting.



The following are ballistic weapons that represent what's commonly available to Freedom Squadron soldiers and sailors. They all use caseless ammo, have digital ammunition counters, and other qualities that make them the most advanced firearms any military force (outside of VENOM) has ever fielded.

Pistols	Range	Damage	RoF	AP	Shots	Weight
Beretta BU12 Nano	10/20/40	2d6	1	1	10	.5

Notes: Semi-Auto. -2 to detect. (GP 1)

Desert Eagle XXV	15/30/60	2d8+2	1	3	15	5
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Notes: Min Str d6, Semi-Auto. General Steel carries two of these, customized. (GP 3)

FN Five-seveN MK5	12/24/48	2d6+1	1	2	25	2
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Notes: Semi-Auto, 3RB. Standard issue to Freedom Squadron infantry. (GP 2)

SMGs	Range	Damage	RoF	AP	Shots	Weight
HK MP5/40E	12/24/48	2d6+1	3	2	40	4

Notes: Semi-Auto, 3RB. (GP 4)

KRISS Vector K12	10/20/40	2d6	2	2	30	2
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Notes: Semi-Auto, 3RB. -1 to detect. (GP 3)

Assault Rifles	Range	Damage	RoF	AP	Shots	Weight
ACR IV	24/48/96	2d8+2	3	3	60	8
<i>Notes: Semi-Auto, 3RB. Standard issue to Freedom Squadron infantry. (GP 5)</i>						
FN SCAR-H 21	30/60/120	2d8+1	3	3	45	9
<i>Notes: Semi-Auto, 3RB. (GP 4)</i>						

Special Weapons	Range	Damage	RoF	AP	Shots	Weight
Barrett XM1K	60/120/240	2d10+2	1	6	12	12
<i>Notes: Str Min d8, Snapfire, HW. The world's deadliest sniper rifle. (GP 6)</i>						
Batstone 7.62 Minigun	24/48/96	2d8+4	4	3	2000	70
<i>Notes: Str Min d8, Snapfire, HW. Six-barrel "Gatling-style," customized from original NATO design by Batstone Armaments. On a special weapons harness-and-gimbal, the effective weight of the weapon is 35, but using this imposes a -2 Pace. (GP 8)</i>						
Benelli M6 Shotgun	12/24/48	1-3d6	1	1	10	9
<i>Notes: Semi-Auto. (GP 3)</i>						
Dragon M72	30/60/120	4d10	1	30	1	12
<i>Notes: HW, SBT, Snapfire. Anti-tank rocket launcher. An optional EMP warhead can be used (same damage, ignores Armor, only knocks out electronics instead of structural damage). (GP 7)</i>						
High Tech Bow	18/36/72	2d6+2	1	2	1	4
<i>Notes: Combines cutting-edge construction and arrows designed for modern armor. (GP 2)</i>						
Inferno MK III Flamethrower	Cone	2d12	1	-	20	20
<i>Notes: Str Min d6, HW, may set targets on fire. Can alternately fire at up to 15" with a MBT. (GP 7)</i>						
Swordfish UWS V Speargun	10/20/40	2d8	1	3	1	6
<i>Notes: Snapfire (only above water). Designed for underwater use, so no penalties in that environment. (GP 3)</i>						
Wolverine MML-6J	80/160/320	6d6	3	20	9	20
<i>Notes: Str Min d8, HW, SBT, Snapfire. Multi-missile launcher, anti-personnel and anti-vehicular. The anti-personnel missiles only do AP 5, but have MBT. Each shot is one missile. (GP 9)</i>						
XM25-Ultra	24/48/96	Grenade Type	1	-	12	10
<i>Notes: Str Min d6. Grenade launcher (see Grenades). (GP 6)</i>						
XM312-D	50/100/200	2d10+1	3	4	400	50
<i>Notes: Str Min d8, HW, Snapfire, HW. Heavy machine gun. On a special weapons harness-and-gimbal, the effective weight of the weapon is 25, but using this imposes a -2 Pace. (GP 7)</i>						
Zeus ER Stun Pistol	5/10/20	Special	1	-	8	2
<i>Notes: On a successful hit, target makes a Vigor check (-2 if hit with a raise) versus being Stunned. (GP 3)</i>						

Nonlethal Ammo & Stun Weapons

There are some in Freedom Squadron who greatly prefer to avoid taking life. While the official position of the organization is that lethal violence is often necessary to deal with VENOM and the other enemies of the free world, attempts are made at accommodating those operatives for whom killing is anathema. As well, there are many times when a potential target is preferred captured alive and generally unharmed.

Nonlethal ammunition is available for many firearms, though not all. Heavy Weapons cannot be loaded with nonlethal ammo, for example. The stats for such ammo are generally the same, with two exceptions; the AP value is completely eliminated, and the ranges are cut in half (round down). For example, a Five-sevenN loaded with "mercy rounds" will do 2d6+1 damage with no AP, and its range categories will be 6/12/24.

There are some weapons, such as the Zeus Stun Pistol, Stun Baton, and stun grenades, that cause the **Stunned** condition. A character who is Stunned falls prone and cannot take actions. Anyone attacking them gains the Drop. On each following turn, the target gets an automatic Vigor check (free action) to come out of it. On a success, they are Shaken, while they are fully recovered on a raise.

OTHER WEAPONS

These are the other weapons available to Freedom Squadron troopers.

Grenades

Note: Range 5/10/20 (or via grenade launcher), Weight .5

- **EMP**

Knocks out electronic devices and machinery in a Medium Burst Template. Does 3d6 (nonlethal) damage against Toughness (not Armor) when dealing with constructs, military vehicles, or shielded devices.
(GP 5 per three)

- **Fragmentation**

Damage 3d6. HW, LBT.
(GP 3 per three)

- **Gas**

Vigor check -2 or Incapacitated for 2d6 minutes (gas masks or other environmental protection blocks this). The gas remains in the area for three rounds MBT.
(GP 5 per three)

- **High Explosive**

Damage 3d8. HW, MBT.
(GP 4 per three)

- **Smoke**

Obscuring (-4) smoke over a Large Burst Template, lasts 1d4+2 rounds.
(GP 2 per three)

- **Stun**

Targets in a Large Burst Template area roll Vigor (at -2 if the attacker got a raise) versus being Stunned.
(GP 3 per three)

- **Thermal**

Damage 3d10. HW, SBT, may set targets on fire. Ignores non-sealed Armor.
(GP 5 per three)



Melee Weapons

Special Hand Weapons	Damage	Weight
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Breaching Maul	Str+1d8+1d6	18
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Notes: Str Min d10, HW. (GP 4)

High Tech Katana	Str+d8+2	4
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Notes: AP 4. (GP 3)

Stun Baton	Str+d4	1
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Notes: On a successful hit (including Touch Attack), target makes a Vigor check (-2 on raise on the attack) versus Stunned. (GP 2)

The Breaching Maul is intended for use against heavy doors during urban combat, but many Freedom Squadron troops enjoy using it against particularly tough battlefield opponents. One story making the rounds involves Corporal Carnage using one to break his way into a VENOM Soulflayer. The High Tech Katana represents a combination of ancient masterwork techniques and advanced science and metallurgy. The blade has a near-molecular edge. There are a number of ninja clans and other factions that make their own versions of these. The Stun Baton was refined by Freedom Squadron covert specialist Whisper into an *escrima*-style combat stick; he's known for using a pair of them in devastating martial combat (carrying a pair counts as GP 3).

Close Combat Weapons

Everyone is assumed to carry a combat knife (Str+d4, with a Range of 3/6/12 if thrown). Almost any other melee weapon is generally acceptable, and in a game as colorful as this one, many heroes might carry something regular military folks would never consider. For simplicity's sake, treat any Hand Weapon from *Savage Worlds* that does Str+d4 as having a Gear Points rating of 0. Str+d6 weapons should have a GP of 1, Str+d8 weapons have a GP of 2, and so on. The katana is considered a GP 2 weapon.

OTHER EQUIPMENT

What follows is a selection of field gear specifically available to Freedom Squadron operatives. Outside of the FS-Alpha Operations Pack, Freedom Squadron soldiers may have to request specific assignments of certain gear (or make sure they're friends with someone who's good at requisitions; never underestimate the power of a good Logistics skill value).

- **Air Mask**

Using ultra-compression canisters and cutting edge filtration systems, these emergency masks can be placed over mouth and nose to provide safe breathing in even zero-oxygen environments (including underwater) for two hours. In toxic or low-oxygen situations, or biological hot zones where breathing is hazardous, the air mask can function for up to 12 hours. By adding a small tank and rebreather system (which increases the weight to 8 pounds), the system can function in zero oxygen/underwater environments for six hours, and in low/toxic situations

for up to 24 hours.
(3 lb, GP 3)

- **Autograpnel**

This pistol-gripped climbing device sports several hundred feet of superfine nylon cord that is strong enough to support hundreds of pounds of weight. More important, its spear-headed tip can be fired into rock-hard surfaces as its grappling claws deploy and bury themselves deeply in for a secure hold. Once the user is confident in the grapnel's hold, they can activate the winch action and hang on for the ride! The autograpnel has a range of 12/24/48. The grapnel is attached to a 50" long, strong nylon rope. The winch allows someone holding onto the gun (up to 450 lbs) to be pulled along at a rate of 5" per round.
(4 lb, GP 4)

- **Com Button**

There are ear, throat, collar, and other versions, all tiny (-2 to Notice checks when searching for them). They have a one-mile range (but that can be extended with access to relay systems and satellite communications).
(GP 0)

- **Combat Helmet Cam**

Attached to the standard Freedom Squadron KevRam Helmet, this provides a constant audio/visual feed to command staff whenever a soldier is active in the field. The system also provides GPS data, making it easier to find the soldier if things go badly.
(.25 lb, GP 1)

- **Covert Surveillance Pack**

Complete with long-range viewing and listening equipment, miniature A/V cameras, tracers, room bugging gear, and other devices useful in "staking out" a site or a target, this kit provides



a +2 to any checks relevant to these tasks (especially useful in **Plans & Operations** play).
(10 lb, GP 4)

- **Demolitions Pack**

Only issued to those with Demolitions of d6+, this set of various explosive components and related paraphernalia has a total of 12d6 to distribute into bombs of varying sizes (4d6 max for a single bomb). One d6 can be sacrificed to increase the damage dice to d8s, while a second d6 can be spent to make them d10s. All such bombs are Heavy Weapons and use any of the three Blast Templates the creator wishes. Note that this pack also has the basic tools needed for disarming bombs.
(12 lb, GP 6)

- **Emergency Wound Injector**

An extremely high-tech medical device that requires a Healing of d6+ and Focus: Medicine, the EWI incorporates a cocktail of organic nano-technology, stimulants, pain relievers, coagulating agents, and other necessary elements

to provide instantaneous wound treatment. This device allows a Healing check as an action, even in combat (instead of the usual 10 minutes), but only against wounds suffered from physical trauma, such as gunshots and falling. It only has three total uses before it must be fully replenished.
(3 lb, GP 5)

- **“Evil Beagle” Scanner**

Noted for being one of the best multi-purpose “sniffers” in the field, this handheld device can be programmed to search for chemical compounds (drugs, explosives, toxins, etc.), radiation, electro-magnetic fields, metallic substances, or similar things. It has a range of up to 5” and can provide rough direction as well. The wielder must have Electronics d6+ to even use the thing, but it provides a +2 to Notice checks to find what’s being looked for.
(2 lb, GP 5)

- **Field Computer**

Built for combat conditions, portable systems like this are standard issue for technical specialists going on missions. Among the obvious uses, the Freedom Squadron system is designed to give the user a +2 on all Computer rolls, as well as relevant Thievery checks. It also provides a +2 to all Investigation and Common Knowledge rolls.
(2 lb, GP 3)

- **FS-Alpha Operations Pack**

This is the standard issue field pack that all Freedom Squadron soldiers are issued when they go into the field. When possible, the pack is modified for specific Zones (granting a +1 to Survival checks when used in the Zone it’s intended for). The Operations Pack

(configured as a combination backpack and harness system, with additional belt pouch components) has the items on the following list. The kit is set up with a tactical harness arrangement, quick-zip pouches, and other elements to make accessing weapons and gear a multi-action penalty of -1 instead of -2.

(25 lb, GP 1)

- A combination sleeping bag/mini tent that provides relatively comfortable sleeping in even (mildly) inclement weather.
- An emergency first-aid kit, providing the necessary resources for no-penalty Healing checks in the field. It can be used once before needing to be restocked.
- A flashlight with night operation (lowlight filters, meant to work with lowlight vision systems). It has a long-lasting battery that can be supplemented with solar recharging.
- A combination GPS, locator beacon, and inertial mapping device. It's about the size of a large mobile phone, and it has the same battery/solar charging as the flashlight.
- Fire starting gear, both technical and (for when that breaks) flint-and-steel options.
- Miniaturized gear for hunting and fishing.
- Two canteens, a water purification system (lasts up to a week with constant use), and one week of high-protein rations.
- One survival knife (Str+d4), one collapsible trenching tool that can be transformed into a small hatchet.



• **Intrusion Tools**

A set of advanced lockpicks, security scramblers, and other items that any true expert in breaking-and-entering should have. Having these provides a +1 on all Electronics and Thievery checks for intrusion efforts.

(1 lb, GP 3)

• **Laser Sight**

A device that can be custom-attached to small arms (not Heavy Weapons or the like) that grants a +1 to Shooting at Short or Medium ranges. This bonus doesn't stack with scopes or other targeting assistance systems.

(.25 lb, GP 2)

• **Mountaineer/Rock Climbing Kit**

Containing one hundred yards of high-end, lightweight climber cord and lots of other gear useful for scaling vertical surfaces. For relatively easy ascensions,

using this provides a +2 to Athletics checks. For very difficult attempts, this kit offsets up to -2 penalties.
(20 lb, GP 3)

- **Multi-Spectrum Binoculars**

With x500 magnification, digital readouts for distancing and direction, and other features, these binoculars provide a +2 to Notice checks. With thermal and night vision settings, they also eliminate illumination penalties, and can even be used to see warm spots (such as people) through walls; -2 Notice for relatively thin walls, -4 for much thicker barriers.
(2 lb, GP 3)

- **Multi-Spectrum Scope**

An advanced weapon scope system that can be switched between normal, thermal, and night vision modes. This enables the shooter to gain a +2 Shooting if they don't move on the round the scope is used. They can also ignore up to a total -2 penalties for lighting conditions and cover (combined; a target with -2 concealment due to lighting and -2 for cover is still -2 to be hit). The scope also provides a +2 to Notice checks when used to see things far away.
(1 lb, GP 4)

- **Night Vision Goggles**

Eyewear that removes all illumination penalties. They cannot be stacked with scopes or other technical aids.
(2 lb, GP 3)

- **Scope**

This rifle scope provides a +2 Shooting if the shooter doesn't move that round, and it also provides +2 to Notice checks for things at a distance.
(.5 lb, GP 2)

- **Silencer/Suppressor**

A custom attachment for some small

arms that suppresses the noise and flash effect of firing. Potential observers suffer a -2 to any Notice check to hear or see a shot fired with this attachment. These systems cause a slight degradation of performance; -2 to damage rolled.
(.25 lb, GP 3)

- **Technician Tools**

Those who fulfill technical, engineering, and mechanic roles in the field often have this set of expert-crafted multi-tools to cover any number of circumstances and needs. For easier tasks, they cut the time required in half. For harder tasks, they offset up to -2 penalties to Repair and related checks.
(4 lb, GP 3)

- **TEMPEST-CB**

In the 20th Century, the TEMPEST project was the U.S. intelligence community's efforts to remote read computer and related data via radio and other emissions (Telecommunications Electronics Material Protected from Emanating Spurious Transmissions). Uplink and Wild Card have revived the old program, coming up with a special field set that advances the idea into direct data reading via both wireless interception and other means. The CB stands for "Cloud Breaker," which is exactly what this system can do from up to a quarter mile away when directed at a specific system. Its effectiveness lies in its ability to directly target a standalone computerized system with multi-spectrum beams, rather than trying to use the normal networking channels. TEMPEST-CB provides a +2 to Computers checks to intrude a secure computer system.
(5 lb, GP 6)

- **Trauma Pack**

A highly advanced set of diagnostic, treatment, first aid, and field surgery items intended for those with serious combat medicine roles to provide life-saving and effective care in the field. No one gets this item without a Healing of d6+ and Focus: Medicine. The Trauma Pack provides a +1 to all Healing Rolls, and it offsets up to -2 penalties. After each use, roll a d8 (subtracting the total number of times it's used); on a result of 1 or less, it must be replenished before it can be used again.

(4 lb, GP 3)



Gear Kits represent the equipment, weapons, and armor allocations for each Freedom Squadron soldier or operative. As a Recruit achieves higher rank, they gain greater trust from the organization. They're also expected to go on tougher and more complex missions, which means their Gear Kit will expand in terms of the number of Gear Points they can select. Additionally, there are times when their superiors will simply assign (temporarily, of course) a specific piece of gear for a particular mission. There are also those soldiers who are just very good at acquiring additional gear through non-standard means, or by doing really good paperwork.

Recruits and early-career Commandos enter the field with the **Standard Gear Kit** (which is **15 Gear Points**, as are all the others that follow):

- KevRam Vest
- Combat Helmet Cam
- ACR IV assault rifle (w/ two extra clips)
- FN Five-seven MK5 pistol (w/ two extra clips)

- Three fragmentation grenades
- FS-Alpha Operations Pack
- Com Button

For a heavy weapons-oriented soldier, replace the ACR IV and the three grenades with a Batstone 7.62 Minigun, Dragon M72 rocket launcher, Inferno MK III Flamethrower, or XM312-D heavy machine gun. Each weapon comes with one full re-load, except for the Dragon (which comes with a total of six rockets, any combination of normal and EMP).

For a sniper mission profile, replace the ACR IV and the three grenades with a Barrett XM1K sniper rifle (2 extra clips) and a Scope.

Some with a more covert or subtle mission profile from the start will, instead, have the **Basic Covert Ops Kit**:

- Kinemesh Vest
- Beretta BU12 Nano pistol (w/ two extra clips)
- KRISS Vector K12 SMG (w/ two extra clips)
- Covert Surveillance Pack
- Intrusion Tools
- Multi-Spectrum Binoculars or Night Vision Goggles
- Com Button

For someone with a more ninja-style profile, replace the SMG with the High Tech Katana.

Technician-oriented soldiers entering the field for the first time may go in with the **Basic Field Tech Kit**:

- Kinemesh Body Armor
- FN Five-seven MK5 pistol (w/ two extra clips)
- HK MP5/40E SMG (w/ two extra clips)
- FS-Alpha Operations Pack
- Field Computer
- Technician Tools
- Com Button

For a demolitions mission profile, use the Basic Field Tech Kit, but swap out the computer and tools for the Demolitions Pack. For a field medic profile, replace the Technician Tools with a Trauma Pack (the computer is still valuable in diagnostics and other medical efforts).

Finally, for those who are meant for vehicle-based roles (pilots, drivers, and sailors), use the **Basic Vehicle Operator Kit**. There are less Gear Points in this (8), due to the character also having a vehicle under their direct control; if the mission is such that the hero won't have consistent access to an appropriate vehicle, they are assigned one of the other kits as makes sense:

- KevRam Vest
- FN Five-seven MK5 pistol
- Technician Tools
- Com Button
- **Driver:** The Avalanche or the Scorpion are usually assigned as appropriate
- **Pilot:** The Hornet is the most likely craft assigned.
- **Sailor:** The Devil Ray or the Sawfish are likely assignments

Gear Kits and Advancement

As members of Freedom Squadron gain experience (and institutional trust), they gain access to more and better Gear to take into the field. The following indicates how many total Gear Points a character has access to as they advance, but do note that Encumbrance rules may apply if the hero overloads with too much stuff. After their Mission One, each operative is allowed to reallocate their Gear Points as they desire:

- 5 xp: 18 Gear Points.
- 10 xp: 20 Gear Points.
- 15 xp: 23 Gear Points.
- 20 xp: 25 Gear Points (customization allowed).
- 40 xp: 30 Gear Points.
- 60 xp: 35 Gear Points.
- 80 xp: 40 Gear Points.
- 100 xp: 50 Gear Points.

Due to **Special Mission Rewards**, many characters may end up with bonus Gear Points, which may be used to add more gear, or to customize gear they have before they reach Seasoned Rank.

Once a *Freedom Squadron* hero reaches Seasoned Rank, not only do they gain their Code Name, they can start seriously customizing their Gear Kit to their personal tastes. Customization costs Gear Points, and all such changes should be cleared with the Game Master. The following are standard customizations for *Freedom Squadron* Gear; each such modification takes up the listed number Gear Points, and the “#x” is how many times that modification may be applied to a single piece of Gear:



- **+1 Trait roll** for any Gear, appropriate to that item. (2x per Trait, 3 GP)
- **+1 damage** to any weapon. (3x, 4 GP)
- **+2 AP** to any weapon. (2x, 3 GP)
- **+2 Armor** to any armor or clothing. (2x, 5 GP)
- **+1 Toughness** to any armor or clothing. (2x, 5 GP)
- **+1 Parry** to any appropriate close combat weapon or relevant item. (2x, 4 GP)
- **Halve the weight** of a piece of Gear. (2x, 2 GP)
- **Add a Trapping** (as per *Savage Worlds* powers) to an appropriate weapon or item. (2x, 4 GP)
- **Other modifications** as allowed by the GM.

CYBERNETICS

For those Game Masters who want to allow cybernetics in their campaigns, the *Science Fiction Companion* is required. This is an excellent sourcebook for

any *Savage Worlds* game dealing with modern and future tech, and is highly recommended for those wanting a fuller *Freedom Squadron* experience.

All Cyberware from the *Science Fiction Companion* is allowed, though the following restrictions are encouraged:

- **Armor** should be limited to one application.
- **Combat Specialty** should be limited to two applications.
- **Leg Enhancement** should be limited to two applications.
- **Skill Chips** should be limited to one application (though multiple chips can be carried; each additional chip counts as 2 GP).
- **Trait Bonus** should be limited to three applications.

The Cyber Resistant Hindrance and the Edges Cyber Tolerant and Cyborg are appropriate to the *Freedom Squadron* setting, as well. If the GM allows spending Gear Points for cyberware, each Strain is equal to 5 GP.



VEHICLES

There are a lot of vehicles in the *Freedom Squadron* setting, both for the eponymous hero group and the enemy, VENOM. Game Masters should become strongly familiar with the Vehicles and Chase rules of *Savage Worlds*; the latter, in particular, are some of the best vehicle combat rules in any RPG, capturing the excitement of car chases and full-on dogfights, tank battles, etc.

Note that the Remaining Mods shown for each vehicle relates to the capacity to upgrade a vehicle per the **Vehicle Customization** rules (see the *Freedom Squadron Advanced Technical Manual*); you will need the *Science Fiction Companion* for this.

AVALANCHE ASSAULT SNOWMOBILE

As more VENOM bases began to appear in arctic and other cold-weather remote zones, they also deployed a tracked missile platform called the “Wolf.” Based on one of Sparks’ original designs, this development infuriated her, and she immediately set about creating a heavy assault craft specifically to operate against VENOM arctic units. Starting with the Timberwolf, she incorporated an enclosed, environmentally sealed cockpit as well as a missile launcher as a side cart. She crowned this achievement with the WHAM (Winter Hazards Assault Munitions) system—ski-mounted missiles that literally ski their way to their targets. More than one Freedom Squadron operator has used a few WHAMs to bring down an avalanche onto the heads of VENOM Arctic Wolves. The front-mounted autocannons are fire linked (+1 to hit, +2 damage), while a third autocannon is turret-mounted and readily usable by a second gunner. Note that this craft is meant for snow and ice operations; in other terrain, its Acc/TS is reduced to 7/15, and the WHAMs are unusable.

Vehicle Notes

The following are some quick notes on what some of the listed vehicle gear and special abilities are. To get a more complete picture, you’ll need the *Science Fiction Companion*.

- **AMCM:** Anti-Missile Counter Measures, providing +2 to evade missiles.
- **Amphibious:** Vehicle moves half ACC/TS in water.
- **Booster:** Double ACC and TS for one round, six uses per Booster.
- **Heavy Armor:** As in all situations, this feature means it takes Heavy Weapons to have a chance of doing any damage to the vehicle.
- **Sensor Suite:** Ignore illumination penalties and gain +2 to detect biological, chemical, or energy signatures out to 500 yards.
- **Sloped Armor:** Direct attacks made at -2.
- **Stealth System:** When passive, vehicle is -4 to be detected.
- **Targeting System:** Negate up to -2 in Shooting penalties.
- **Tracked:** Ignore difficult terrain penalties.

Avalanche **Size: 3** **Acc/TS: 13/30** **Toughness: 16 (7)** **Crew: 1+3** **Remaining Mods: 1**

Notes: 2x Heavy Armor, Sensor Suite, 1x Speed, Targeting System, Tracked

Weapons:

Dual Linked 20mm Autocannons (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW)

1x 20mm Autocannon (Range 50/100/200, Damage 2d12, RoF 4, HW)

2x WHAM Heavy Missiles (Range 100/200/400, Damage 8d6, RoF 1, AP 15, HW, MBT)

10x Stinger IV Missiles (Range 200/400/800, Damage 6d6, RoF 1, AP 8, HW, SBT)

DEVIL RAY FAST ATTACK MINI SUB

When Topside joined the team, she brought along her cherished single person mini sub known as the Barracuda. When Sparks saw the vehicle, she laughed and said that it had no teeth. The vehicle master then set about making its big brother, the Devil Ray. Equipped with twin 220 horsepower maneuverable turbines and heavy weapons, the Devil Ray became a terror for VENOM forces in the seas. Modified to hold two occupants, the craft has comfortable places for up to eight equipped divers to attach externally, enabling fast underwater deployment when the

need arises. The Devil Ray is equipped with jamming and other countermeasures that provide a +2 to Boating or Electronics rolls to evade missiles and torpedoes, and its sloped armor causes direct fire attacks to suffer a -2 to hit. The twin 20mm autocannons are fire linked (+1 to hit, +2 damage). Note that the missiles are for surface warfare and won't function effectively underwater (short range only, -4 to hit).



Devil Ray **Size: 4** **Acc/TS: 14/25** **Toughness: 21 (10)** **Crew: 1+1** **Remaining Mods: 3**

Notes: AMCM, 3x Heavy Armor, 1x Crew Reduction, Sensor Suite, Sloped Armor, Speed x3

Weapons:

2x 20mm Cannons (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW)

2x Guided Torpedoes (Range 150/300/600, Damage 8d12, RoF 1, AP 40, HW, LBT)

2x Hammerhead Laser-Guided Missiles (Range 200/400/800, Damage 6d6, RoF 1, AP 8, HW, SBT)

HORNET AERIAL ASSAULT TRANSPORT

In the opening years of World War III, the Neo-Communist Bloc introduced an advanced heavy assault helicopter as a means to drop special units behind enemy lines. These transports fell out of favor for faster, larger transports; when the war ended, many were confiscated by the Trans-Atlantic Coalition. Considered too costly to refit and put back into use, they were grounded until General Steel requested they be transferred to Freedom Bastion. With the aid of Sparks and the renowned chopper pilot, Sundown, the powerful beasts were upgraded into the Freedom Squadron's primary insertion/extraction transport for high-combat operations. The Hornet has twin fire-linked 12.7mm side-mounted miniguns (+1 to hit, +2 damage), eight wingtip anti-tank missiles, and 10 wing-mounted cluster bombs. It also has a smoke canister launcher to help put cover on the ground for troops; it has a Range of 30/60/120, and each canister creates a Large Burst Template of -4 illumination penalty for anyone shooting at those inside the smoke.

Hornet **Size: 6** **Acc/TS: 10/80** **Toughness: 30 (15)** **Crew: 2+14** **Remaining Mods: 0**

Notes: Aircraft (Helicopter, Climb -1), AMCM, 5x Heavy Armor, 1x Crew Space, Targeting System

Weapons:

Dual Linked Miniguns (Range 24/48/96, Damage 2d8+4, RoF 4, AP 3, HW)

8x AT missiles (Range 200/400/800, Damage 8d6, RoF 2, AP 15, HW, MBT)

10x Cluster bombs (Range Dropped, Damage 6d10, RoF 1, AP 10, HW, LBT)

PATRIOT AIR SUPERIORITY ATTACK JET

The Patriots first saw action during WWII on the side of the Trans-Atlantic Coalition, but were quickly outstripped by the much faster Nightstrikers, which appeared among the Neo Communist Bloc forces. The design was abandoned until Sparks from Freedom Squadron found an old mothballed unit. She worked to redesign the plane, angling the wings down and adjusting the air intake foils in order to improve speed and aerial maneuverability. Unfortunately, she was forced to sacrifice much of its armor protection, but after the initial test runs and a battlefield live fire exercises against real VENOM forces, the jet was put into full production and became the staple air to air defense of Freedom Squadron. The twin Vulcan forward mount guns are fire-linked (+1 Shooting, +2 damage), and the rear-seat crewman can fire missiles independently of the pilot. The Sparrows and Phoenix missiles can be fired two at a time, while the Sidewinders can be fire up to four at once.

Patriot **Size: 4** **Acc/TS: 100/1100** **Toughness: 15(4)** **Crew: 1+1** **Remaining Mods: 1**

Notes: Aircraft (Jet, Climb 2), AMCM, Ejection System, Fixed Weapons, Sensor Suite, 5x Speed

Weapons:

Dual Linked M64 Vulcan II Autocannons (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW)

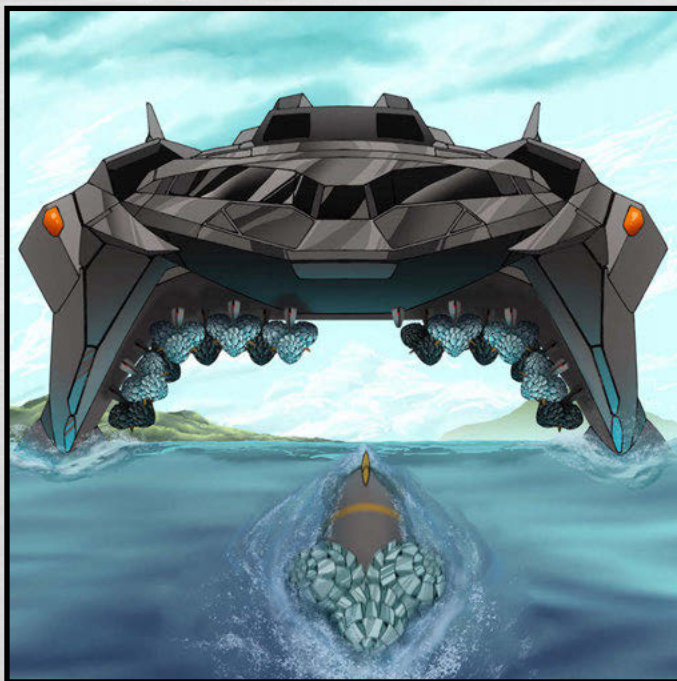
2x AIM-7R Sparrow V Missiles (Range 200/400/800, Damage 8d6, RoF 2, AP 15, HW, MBT)

2x AIM-157 Manticore Missiles (Range 100/200/400, Damage 6d6, RoF 2, AP 20, HW, MBT)

10x AIM-9X Sidewinder Missiles (Range 200/400/800, Damage 6d6, RoF 4, AP 8, HW, SBT)

SAWFISH STEALTH ASSAULT HYDROFOIL

The Sawfish began life as a rapid response ice breaker which was to be deployed to the polar regions. The craft was armed with a unique torpedo designed to drill into the ice before detonating an incendiary warhead, quickly melting ice flows which threatened to entrap shipping. Unfortunately, the cost to produce the vessel outstripped its funding, and the design sat unused. When Bulkhead stumbled onto the prototype and the plans, he saw some great potential in it, adding in a few weapon modifications. During its first combat trial, the Sawfish's unique torpedoes quickly destroyed several VENOM Mambas, but it was sunk as well due to its light armor. An answer came quickly, as Sparks adapted old stealth technology as well as new light refractive armor into the next generation craft. The Sawfish is now able to hide from radar and sonar, and it even confounds direct sighting until close range, enabling it to get in close and sink enemy ships with ease (-4 to be detected or attacked unless its engaged in combat or actively using sensors and communications). The forward-mount twin-barrel autocannon is fire linked (+1 to hit, +2 damage), while the mini-guns operate on full-swivel, independent turrets that gunners can man. As a hovercraft, the Sawfish can be operated (clumsily) on land, moving at half Acc/Top Speed and required Driving (not Boating) at -2.



Sawfish **Size:** 6 **Acc/TS:** 12/23 **Toughness:** 26 (11) **Crew:** 1+7 **Remaining Mods:** 0

Notes: Amphibious, x3 Heavy Armor, Sensor Suite, x3 Speed, Stealth System, Watercraft

Weapons:

Dual Linked Batstone 23mm Autocannons (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW)

4x Batstone 7.62 Miniguns (Range 24/48/96, Damage 2d8+4, RoF 4, AP 3, HW)

16x Sawtooth Torpedoes (Range 50/100/200, Damage 6d6, AP 20, HW, MBT)

SCORPION ASSAULT JEEP

The Scorpion is one of the first vehicles Sparks designed for Freedom Squadron. General Steel wanted a vehicle that could handle any terrain, so she started with the old Willys Jeep design from the WWII era. Using that venerable foundation, she crafted a lightweight chassis with reinforced armor; combat-rated wheels resistant to heat, cold, and puncture; independent wheel suspension; and an engine designed for speed as well as endurance. Scorpions handle scorching deserts, arctic tundra, and rock-littered urban wastelands with equal ease. Onboard targeting systems offset up to two Shooting penalties for vehicle weapons. Able to get troops to the field quickly with solid firepower (the turret-mounted 40mm Autocannon) and cover, the Scorpion is the most widely used vehicle in Freedom Squadron. The Mark 2 is slightly larger and more heavily armored, though it sacrifices some speed for that. Its twin autocannons are fire-linked, giving it +1 to hit and +2 damage.

Scorpion **Size: 3** **Acc/TS: 20/45** **Toughness: 17 (7)** **Crew: 1+3** **Remaining Mods: 0**
Assault Jeep

Notes: 2x Heavy Armor, Four Wheel Drive, Reinforced Chassis, 2x Speed, Targeting System

Weapons:

40mm Autocannon (Range 75/150/300, Damage 4d8, RoF 3, AP 8, HW)

Scorpion Mk2 **Size: 4** **Acc/TS: 20/40** **Toughness: 23 (10)** **Crew: 1+5** **Remaining Mods: 2**

Notes: 3x Heavy Armor, Four Wheel Drive, 2x Reinforced Chassis, 2x Speed, Targeting System

Weapons:

Dual Linked 40mm Autocannons (Range 75/150/300, Damage 4d8, RoF 3, AP 8, HW)

TIMBERWOLF FAST ATTACK SNOWMOBILE

Originally designed by Glacier to give Freedom Squadron troops more mobility when facing VENOM in arctic environments, what was to become the Timberwolf was merely a high-performance snowmobile with heavy machineguns attached with cable and duct tape. General Steel was so impressed, he had Sparks work up a more combat-oriented design. The twin M260 heavy machine guns are fire linked (+1 to hit, +2 damage), and the two heat-seeking missiles are rear-mounted to handle pursuers. Because the Timberwolf is specifically designed for snow and ice operations, reduce its Acc/TS to 4/13 outside of those conditions.

Timberwolf **Size: 2** **Acc/TS: 8/25** **Toughness: 11 (4)** **Crew: 1+1** **Remaining Mods: 2**

Notes: 1x Armor, 1x Booster, Exposed Crew, Tracked

Weapons:

Dual Linked M260 Machineguns (Range 50/100/200, Damage 2d10, RoF 3, AP 5, HW)

2x Heat-seeking Light Missiles (Range 200/400/800, Damage 6d6, RoF 1, AP 8, HW, SBT)

THE STRUCTURE OF FREEDOM SQUADRON

In the earliest days, Freedom Squadron was little more than a company in size, featuring the first specialists General Steel could recruit to start operations against VENOM forces. Over time and thanks to extraordinary initial successes, the United Nations and the Trans-Atlantic Coalition invested even more money and resources into the team. Ultimately Steel undertook a complete reorganization, expanding the organization into what is now known as the **Freedom Squadron: Global Operations Force**.

GLOBAL OPERATIONS FORCE

The GOF is literally an armed force of over 270,000 combat personnel and another 45,000 support and administrative staff in service to the United Nations; the TAC has official advisory oversight over the force, as well. There are four distinct branches of the Global Operations Force, ultimately overseen by **Freedom Squadron High Command**. While combined operations are frequent and generally seamless, the day-to-day operations are handled within each branch independently.

Each branch is further divided into various **services**. These represent less a dividing factor within the branches than they establish the training

regimens and mission roles of troops within the services. Cross-service training is very common among the real go-getters of Freedom Squadron.

Continental Operations Force (ConOpForce)

Fulfilling the role of primarily ground operations-focused armies, the ConOpForce is organized around the missions dealing with the seven continents of the globe. Combining infantry, armor, artillery, interior waterway craft, and air-to-ground support aircraft, ConOpForce is a kind of combined-arms branch all its own. Understandably, this is the largest branch, with over 65% of the total personnel of Freedom Squadron assigned to it.



ConOpForce has a huge array of services. The most prominent and important include:

- **Infantry**

Still the heart of any military force, Freedom Squadron's Infantry Service provides the core combat operation unit—soldiers with person-portable weapons, ready to do battle. There are, of course, dozens of specializations within the Infantry Service. These include zone-oriented specialties, such as Arctic, Jungle, Mountain, Desert, Urban, etc.. There are also operational and role specialties, like Airborne, Heavy Weapons, Combat Engineering, Field Medicine, and more.

- **Light Mechanized**

What some forces refer to as “mechanized infantry,” the Light Mechanized Service focuses on fast armored and weaponized transports used to move infantry and other units into operational areas. They also provide extensive fire and combat support on the way, while there, and on the way out as needed. Scorpions are among the primary vehicles in this service.

- **Heavy Mechanized**

This is where the tankers live, operating the heaviest mobile platforms meant to do battle under the worst conditions and heaviest enemy fire. The Heavy Mechanized Service is the home of the Warmaker, among many other impressive assault machines.

- **Artillery**

This service focuses mainly on long-range support weaponry, with a heavy emphasis on mobile gun platforms. In fact, the Freedom Squadron Artillery

Service has very few non-mechanized artillery units, and most of them are focused entirely in defensive postures.

- **Air Cavalry**

General Steel resurrected this noble tradition for his ConOpForce air support service. Air Cav units are made up of helicopters and hover-capable craft intended for insertion/extraction operations, surveillance, and air support of infantry units. The Hornet is a mainstay of Freedom Squadron's Air Cav.

- **Freshwater Armada**

Representing a somewhat controversial decision on General Steel's part, this service completely divorces the idea of river and lake aquatic operations from the actual naval service of Freedom Squadron. Comprised of fast attack patrol boats and heavily armed-and-armored transports, the Freshwater Armada Service directly supports all ConOpForce missions anywhere near such bodies of water.

- **Continental Reconnaissance, Communications & Intelligence**

Also called ReComInt, this service combines the various specializations and elements involved in gathering information, analyzing it, and handling communications across all media so that all Continental Operations Force units have real-time coordination and maximized capabilities.

Naval Operations Force (NavOpForce)

Covering the vast majority of the surface of the Earth, NavOpForce conducts missions across the oceans of the planet, as well as handling all coastal and island operations. That latter part is the primary purview of the Marine service, naturally.

Like ConOpForce, the Naval Operations Force branch has a combined-arms structure, including its own aviation section.

Among the many services within NavOpForce, the most prominent and mission-focused are:

- **Surface Operations**

The “ships of the line” that form the backbone of the NavOpForce are all part of this service. Battleships made a comeback in the mid-2000s (due primarily to the presence of VENOM “sea fortresses” and similar naval warfare monstrosities), though aircraft carriers remain the core units around which most Surface Warfare task forces are formed. The majority of ships found in Surface Warfare are cruisers and destroyers.

- **Coastal Operations**

Comprised of frigates, littoral craft, task-designed destroyers, patrol boats, and amphibious craft, the Coastal Operations service handles all shallow water missions, patrols, and the landing of troops for amphibious missions. Coastal Operations also take the point on all merchant marine escorts and the protection of civilian watercraft from enemy actions and pirates.

- **Submarine Operations**

All below-water craft and mission elements belong to this service, which is often called to support both Surface and Coastal missions. SubOps also fulfills vital patrol, surveillance, and intelligence functions, putting them in constant coordination with Naval ReComInt. Submarine Operations also oversees all Freedom Squadron underwater bases and facilities, and provides defense and security for those maintained by the United Nations.

- **Naval Aviation**

From fighters to transports, reconnaissance craft to search-and-rescue helicopters, the Naval Aviation service provides the air assets that directly serve the Naval Operations Force’s mission needs. The combat aviation elements are often called in to supplement AirOpForce units in large-scale operations, but their primary focus is protecting NavOpForce ships and supporting Marine activity.

- **FS United Marine Corps**

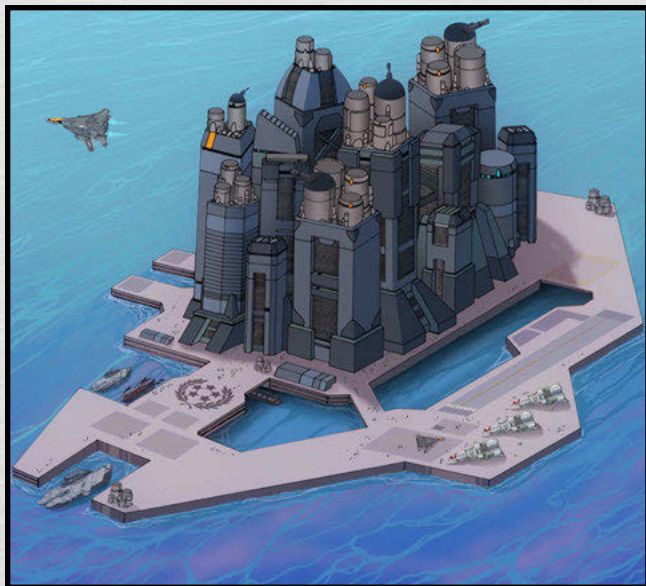
All ground and special operations capabilities within the Naval Operations Force fall under the Marines. Not only are they the ones to hit the beaches, Marines are called on to build, blow up, take, and secure whatever the Navy needs them to. Marines also handle base and shipboard security across the NavOpForce. The Freedom Squadron United Marines service was allowed to name itself and integrate Marine traditions from many participating nations’ Marine histories.

- **Naval Reconnaissance, Communications & Intelligence**

Unsurprisingly, this service is mirrored across the various branches, fulfilling a vital role in all operations. Naval ReComInt elements are found on every ship and with every other mission force.

Air & Space Operations Force (AirOpForce)

While both ConOpForce and NavOpForce have their own integrated aviation services for specific operational needs, it’s the Air & Space Operations Force that is responsible for maintaining air superiority for Freedom Squadron. As well, the AirOpForce has the extraordinary (and unenviable) task of watching the stars and protecting Earth from



spaceborne VENOM attacks as well as actual extraterrestrial threats.

While ConOpForce is the largest branch in terms of personnel, AirOpForce represents the vast majority of the Freedom Squadron budget—over 70% of the total money spent by the United Nations on the Global Operations Force goes to the planes, weapons, and orbital assets of this branch.

AirOpForce's most notable services include:

- **Air Combat Wing**

The “top guns” of Freedom Squadron are all found in this service, dedicated to air superiority worldwide. The fastest and most agile air-to-air combat craft in the world are found here, piloted by the best-of-the-best against VENOM and all comers.

- **Strategic Aviation**

Though ConOpForce and NavOpForce both have their own aviation services, many operations require a significant

and dedicated air support element. This service provides the air-to-ground combat support across multiple battlefields with full coordination and efficiency. They are masters at both shock-and-awe displays of force and pinpoint surgical air strikes.

- **Transport & Supply**

Frequently teased (mostly in a good natured way) as the “bus and truck drivers” of Freedom Squadron, the “Transpo” service personnel

know they are among the most vital elements in the whole of the Global Operations Force. They are responsible for getting people and supplies wherever they are needed around the globe. They're also responsible for doing so safely, under the most hazardous conditions.

- **Global Missile Command**

“Five, No More” is the unofficial motto of Global Missile Command, a reference to the five cities destroyed by nuclear fire during World War III. The primary mission of this service is to see to it no weapons of mass destruction are successfully launched anywhere in the world. They are the Earth's shield against any effort to rain fire on the world.

- **Star Corps**

Though interstellar travel is not yet possible, the Star Corps wears their patch and their name proudly and with great anticipation for that day. In the meantime, they are responsible for all extra-atmospheric operations—near-orbit, satellite launches and maintenance, and manning the newly re-commissioned *Farseer*.

- **Aerial Reconnaissance, Communications & Intelligence**

As with the other branches, AirOpForce has an entire service dedicated to information and communication management to support all operations. Unsurprisingly, there are key Aerial ReComInt elements attached to the Star Corps constantly.

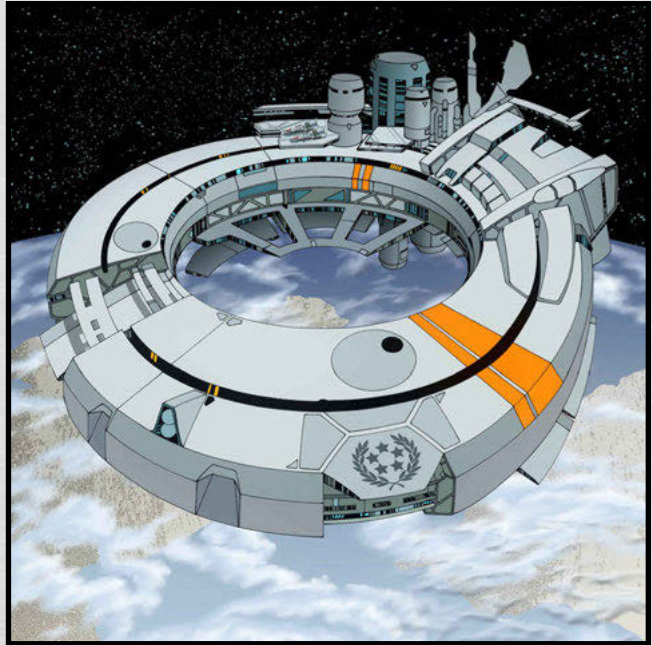
Special Operations Force (SpecOpForce)

Sometimes cheerfully referred to as “Trick-or-Treat Branch” (referencing the mixed-bag nature of the services within the heading), SpecOpForce calls back to the beginnings of Freedom Squadron. It is the home of all the specialized operational teams and services that stand outside of the other three branches, and it’s the branch with the highest flexibility and loosest organization.

The key services within SpecOpForce are:

- **Mission Teams**

The heart of Freedom Squadron has always been putting a team of



specialists together to investigate enemy action, determine threat levels, and overcome opposition to end the danger. Mission Teams are usually semi-permanent at best, but a particularly effective group may be regularly assigned multiple missions together. Mission Teams are often the key elements of Global Operations Force actions, going into the hardest and most dangerous places as the rest of the forces do battle on the grander scale.

- **Advanced Technical Operations (A.T.O.)**

The heart of all Research & Development within the G.O.F., A.T.O. is where all the geniuses and technical savants wind up for at least a few tours. Not only is this where new weapons, vehicles, and gear are designed and tested, but all the insane alien tech, arcano-tech, and extraterrestrial acquisitions wind up for further study and reverse-engineering.

- **Occult Operations (O-Ops)**

The part of Freedom Squadron that gets the least press and public attention (mainly because the world is still not ready to deal with the reality of magic), O-Ops is the heart of all eldritch, mystical, and mythic research and activity.

- **Psionic Operations (Psi-Ops)**

Most who discover the existence of this service assume its focus is upon the older concepts of “psychological operations,” which suits the Freedom Squadron leadership just fine. In truth, this is the home of all psionically-active Commandos and specialists in the G.O.F..

- **Disaster & Emergency Response (D.E.R.)**

One of the mandates of Freedom Squadron has always been to be ready anywhere at any time to help those in need, and D.E.R. is the service dedicated to exactly that. Those trained in every form of emergency and disaster relief spend time in this service, responding to earthquakes, tsunamis, downed aircraft, and even just lost travelers.

- **Economic Countermeasures**

One of the newest services in the Global Operations Force, Economic Countermeasures is the brainchild of Top Boss. With the increased incursions by VENOM into the business world (directly and indirectly), the strategic genius posited that gathering some of the world’s best business minds, economists, and forensic accountants into a collective designed to evaluate and counter such moves would help fight back on that unique front. He’s been proven right many times over. The majority of this service’s personnel are consultants, but there is a core team

Mission Teams—The Heart of the Game

Though the Global Operations Force is clearly an impressive multi-branch military operation with lots of resources and worldwide reach, the essence of any *Freedom Squadron* game should be the players’ Mission Team. Each hero might come from a different branch and service, but they are ultimately connected with the other players’ characters to form a Mission Team. This works great for both one-shot experiences and ongoing campaigns.

lead by the Archives’ Bookkeeper that act as “financial warriors” full-time.

- **Intelligence/Counter-Intelligence Center (I/CI)**

Also called “The Hub,” I/CI lies at the center of the massive web created by the ReComInt operations throughout the G.O.F.. The Hub also has access to intelligence data and analyses from every intelligence and security service of every nation in the Trans-Atlantic Coalition, making it the most connected and capable “spy-versus-spy” operation in history.

- **The Archives**

The one service in all the Global Operations Force that happened somewhat by accident, the Archives is the result of General Steel recruiting the Archivist (a UN archaeologist and researcher who was injured by Crazy Ivan during the war) to help build a repository of information and artifacts. The Archives have since expanded to become the core historical records and “deep research” service of the entire G.O.F..

RANK & PROGRESSION

Regardless of whatever rank your hero held prior to joining Freedom Squadron, they begin their time with this force as a Recruit. Once they are fully trained and vetted, they're sent on their Mission One—essentially, their graduation operation. If they survive and their commanding officer concurs, they then become a Commando.

Enlisted and Noncommissioned Officers

The rank and file of Freedom Squadron. Those are the actual ranks of address, by the way. “Recruit Cappelli” and “Commando Reynolds” are how lower rank FS operatives are called formally. The full rank charts are as follows; due to operational needs and the impetus of tradition, the ranks are broken out between naval forces and other service arms of the Squadron:

Rank	Naval Rank	Notes
Recruit	Recruit	Starting rank, no matter past achievements
Commando	Crewman	The rank and file of Freedom Squadron
Senior Commando	Senior Crewman	A much higher level of achievement than in most militaries
Corporal	Petty Officer	A higher level of command authority than typical in other militaries
Sergeant	Chief Petty Officer	Often the senior rank of field operations
First Sergeant	Senior CPO	Usually the top non-com at most smaller bases, outposts, and aboard large craft
Master Sergeant	Master Chief	Usually the top non-com for the largest units, major bases, and aboard the largest craft
Command Sergeant Major	Master Chief of the Fleet	Only one each, the top non-coms of Freedom Squadron. The Command Sergeant Major is Double Time . The Master Chief of the Fleet is Great White .



Warrant Officers

A special class of leaders and experts, intended for those not meant for staff operations. Instead, they are the top field leaders and technical experts of Freedom Squadron. Warrant Officers are given

command over special departments and teams of vital nature. There are a lot of Warrant Officers piloting helicopters and operating major war machines of the G.O.F..

Rank	Notes
Warrant Officer	Often placed in command of special vehicles, tech teams, and special operation squads
Chief Warrant Officer	Often in command of specialized departments and standing operational task units
Master Chief Warrant Officer	The senior field operations specialist of Freedom Squadron, Hardcore , oversees all Mission Teams and reports directly to General Steel.



Officers

As with all militaries, these are the operational managers of the Freedom Squadron, though none can take such a role without being fully proven under fire, capable of doing any job they command

others to take on. General Steel's directive is to keep Freedom Squadron relatively "brass light," but it's grown enough that a full officer corps through flag ranks is required.

Rank	Naval Rank	Notes
2nd Lieutenant	Ensign	Platoon command; sub-division heads aboard most ships; staff posts
Lieutenant	Lieutenant (JG)	Senior platoon command; division heads aboard ships; staff posts
Captain	Lieutenant	Company command; senior division heads or department heads; senior staff posts
Major	Lieutenant Commander	Senior staff for brigade units; small ship command or senior department heads
Lieutenant Colonel	Commander	Battalion command; medium ship command; XO's for next-level commands
Colonel	Captain	Brigade command; large ship command
Brigadier	Commodore	Deputy division commander; small group commands
Major General	Rear Admiral	Division command; medium group commands
Lieutenant General	Vice Admiral	Corps command; fleet commands
General	Admiral	Area commands; sea region commands
Squadron General		Only one, 5 Stars, General Steel

General Steel reports directly to **Deputy Secretary General Heleen Gagelman** of the **Trans-Atlantic Coalition**, who chairs **UNTAC** (the UN/TAC Strategic Coordination Council). This, in turn, makes Freedom Squadron answerable to the United Nations and TAC simultaneously, which is how the free world is given additional confidence in the power and influence of an international force of such capabilities.



Roleplaying Ranks Can Be Fun... or Frustrating

Most heroes in a *Freedom Squadron* campaign won't get far above Sergeant or Chief Petty Officer, unless the player puts a great deal of emphasis on command training. Even then, it's unlikely to have a player take a role above Captain (or Lieutenant on the naval track), and even that's a stretch unless the campaign takes a far more strategic-level direction.

There's always the trouble of creating a negative play experience for a gaming group if the wrong people end up in command of the group. In that this is a military-themed game, it's important to incorporate those elements, but a Game Master needs to manage the situation carefully to ensure everyone ends up happy with the arrangements. It's best to work out ahead of time—before the campaign even starts—who has designs on a leadership role, and figure out if everyone is comfortable with that.

Assuming everyone's on board with what comes out of that conversation, GMs will eventually want to structure a post-Commando team such that one hero is a Sergeant, one a Corporal, and everyone else a Senior Commando (or naval equivalent). For long-term campaigns, having some heroes reach Warrant Officer ranks, or perhaps one making it up to Lieutenant, may eventually make sense.

Character Rank Progression

In a typical *Freedom Squadron* campaign, all characters begin as Recruits. The very first session should represent the group's Mission One, which is *not* a training mission, but an actual field operation against enemy forces. This is the make-or-break moment for them; survive this and successfully complete the mission, and they each graduate from Recruit to Commando.

After this first session, the GM should go ahead and award a full five (5) Experience Points and allow everyone an Advance. As Commandos, they are fully-vested members of *Freedom Squadron* and now mission-ready for anything, anywhere, at any time.

Once a hero reaches 20 Experience Points—and we *highly* recommend Game Masters keep the team at the same Experience Point level—and Seasoned Rank, they are promoted to (at least) Senior Commando. They also gain their Code Name and the right to customize their uniform and Specialized Gear Kit. Of course, players should be allowed to select their own Code Names, though in the fiction of the world, the characters usually get them from their teammates or others.

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