

FREEDOM SQUADRON

SWADE Operations Menu

Lead Writer & Designer: Sean Patrick Fannon

Editing: Carinn Seabolt, and the Global Operations Force Command Team

Layout & Graphic Design: Bill “teh ebil bunneh” & Jeff Arbough

Artist: Phil Cho, Roberto Garcia, and Roger Bonet Martinez

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Additional Contributions:

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SWADE OPERATIONS MEMO

A guide to converting *Freedom Squadron* characters and other elements to full compatibility with *Savage Worlds Adventure Edition* (SWADE)

Written by Sean Patrick Fannon

Heads Up, Commandos!

This memorandum comes straight from the top brass, intended for complete distribution to all points and immediate implementation in all operational theaters. SWADE protocols are now the defining rules of engagement, as well as the logistics and training orders of the day. We are Freedom Squadron, we adapt to all challenges... for Freedom! – BIG IRISH

In more practical terms, we encourage all *Freedom Squadron* fans to use this document to get their characters and games up-to-date with the latest version of the core *Savage Worlds* rules. We had the good fortune of some advance understanding of where SW was going (to include what was already revealed in *Flash Gordon*), so this shouldn't be too onerous a task.

Note that **all future *Freedom Squadron* manuals and materials** will be published in full compatibility with SWADE going forward.

CHARACTER CREATION

The first section to deal with is, of course, **Character Creation**. Please reference that section in the *Freedom Squadron Commando's Manual* as you read through this. You'll also want to reference the **Characters** section of SWADE at the same time.

CONCEPT AND RACE

Freedom Squadron players are all Human, starting with one free Edge as before. Because we recommend the *Born a Hero* Setting Rule, you can still ignore the Rank restrictions.

As part of your Concept choice, you still select a Vocation Framework and follow that process as before. Some of the VFs are adjusted below to adapt to changes in the core rules.

HINDRANCES AND ATTRIBUTES

This process really isn't any different, except that SWADE encourages you to choose your Hindrances earlier in the process (which we agree with).

Restricted Hindrances

There's a few new and modified Hindrances, so let's address those here. Commandos simply cannot have the following new Hindrances, as they wouldn't get through training: Can't Swim, Clumsy*, Elderly*, Hesitant*, Illiterate, Mute*, Obligation**, Slow**.

Commandos with the following Hindrances must have also gone through the Carnage Dome (and thus have that Edge):

Driven (Major; Minor is allowable normally), Jealous (Minor only; Major is not permitted), Ruthless (Minor only; Major is not permitted), Suspicious (Minor only; Major is not permitted).

(*) – GMs may work with players to allow these Hindrances on a case-by-case basis, if a decent story for how an exception was made or the problem was carefully concealed is crafted.

(**) – The Minor versions of these might also fall under the above exception, but the Major versions simply won't pass muster.

SKILLS

This is where things get a bit more involved. *Freedom Squadron* is definitely a **More Skill Points** setting (as per the new Setting Rule), so everyone still starts with 15 skill points. The trick here is that everyone now starts with a free d4 in **Athletics**, **Common Knowledge**, **Notice**, **Persuasion**, and **Stealth**. The easiest thing to do here is just give everyone a bonus die in each of these.

Since Common Knowledge was not in the original list for *FS* characters, that will probably sit at a d4 for most folks. GMs may decide (with our blessing) to allow one or two of those new “free” points to be shifted to a higher Common Knowledge. For example, if a bonus die in Stealth is about to take a character from a d10 to a d12, encouraging them to go with a Common Knowledge of d6 instead may make better sense for your campaign.

The **Focus** rules from *FS* are still very much in place as a Setting Rule for that world (remember that only up to **two** Focuses, maximum, may be applied to any single Trait roll). The following Skill adjustments need to be made to make *FS* Commandos compatible with *SWADE*:

Faith, **Focus**, **Psionics**, **Spellcasting**, and **Weird Science** (called **Advanced Tech** in *FS*) will all be dealt with in the *Occult Operations Manual*.

Gambling is back in as an available skill in *FS* (since making it a Focus of Smarts goes against the new philosophy of Attributes as passive Traits, and Streetwise no longer exists as a skill). Anyone with Focus levels in Gambling should be allowed to trade them in; a single Focus level is a d6 in Gambling, while Mastery is a d8.

Hacking is Computers, and vice-versa. If you wish to be fully *SWADE* compatible in terminology, simply replace Computers with Hacking. However, we still call it Computers officially in *Freedom Squadron*.

Investigation is now called **Research**; simply swap the names accordingly for *FS* characters. For some characters, it may make more sense for them to trade dice in Investigation for **Tradecraft**.

Ignore the **Languages** skill as presented in *SWADE* and stick with the Language rules as presented in *FS*.

Occult is a solid skill to have but is mostly dealt with in the *Occult Operations Manual*. If new Commandos want to take it, they should be allowed, and it applies to understanding some of what's going on with the Grifstals, among other things.

Streetwise is gone as a skill. Players should be allowed to shift dice in this skill to Intimidation, Persuasion, and/or Tradecraft as they choose. Note that those characters who gain Streetwise dice from a Vocation Framework *might* gain the Streetwise Edge instead (see *below*).

Tracking is now rolled into **Survival**. The way to easily handle this is to allow anyone with a d4 in Tracking to convert that to a Focus under Survival, while a d6

or higher becomes a Mastery. GMs should allow “leftover” dice to be added to Survival or elsewhere.

VOCATION FRAMEWORKS

There’s a lot of finagling that needs to happen here to make things more compatible with SWADE. Each VF from the *Commando’s Manual* is adjusted according to the following guidelines. Only the parts that require changes are noted; everything else is just as it is presented in the book.

Archaeologist

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 Persuasion and Notice at d6, Research at d8, and the Streetwise Edge.”

Athlete

Athletes now gain one more roll on the Hero’s Journey table, which must also be made on either Close Quarters Combat or Physical Training.

Driver

One with the Wheel: Just replace this with the new Ace Edge.

Ex-Criminal

Life on the Streets: Replace this completely by granting the Ex-Criminal the Streetwise Edge and a d6 in both Intimidation and raising Common Knowledge to d6.

Special Talents: Replace Scrounger with Scavenger.

First Responder

Strength Requirements: Rename this to **Physical Requirements**, which grants the First Responder Strength of d6 and increases Athletics to d6. The First Responder treats their Strength die as one category higher for purposes of Encumbrance and Minimum Strength requirements, which stacks with Brawny.

Guerrilla Fighter

Due to the enhancement to Home Turf, Guerrilla Fighters only gain **two** rolls on the Hero’s Journey tables. One is on the list indicated first, the other can be on any chart except Aviation or Naval Operations.

Home Turf: Change this one completely and allow the Guerrilla Fighter to choose either the Streetwise or Woodsman Edge.

Journalist

Investigative Journalism: Replace Investigation with Research, and replace Streetwise with Persuasion.

Law Enforcement Officer

Criminal Investigation: Change this one completely by giving the Law Enforcement Officer the d6 in Notice, a d6 in Persuasion, and the Streetwise Edge.

Masked Vigilante

No adjustments needed.

Medic

No adjustments needed.

Ninja

Shadow Masters: Increase the starting Athletics to d8.

Pilot

Keep It In the Air: Just replace this with the new Ace Edge.

Top Guns: This must be adjusted for the new *SWADE* Chase & Vehicles rules. The Pilot draws a bonus Action Card each round in these situations, and gains a +1 to all Maneuvering rolls.

Sailor

Helmsman: “Sailors have a d8 Boating Skill, and a d6 in Electronics and Notice to start with, being masters of the seas and waterways, trained extensively in various technologies, and always on the lookout for danger.”

Scientist

No adjustments needed (though note that Computers = Hacking if you want to use the *SWADE* name for it).

Soldier

Army Training, Sir! Adjust the bonus skills list as follows—Athletics d6, Driving d4, Fighting d6, Healing d4, Notice d4, Shooting d6, Stealth d4, and Survival d6. The Soldier also gains the Soldier Edge from *SWADE*.

Special Agent

Trained Investigator: Changed to d6 Intimidation, d6 Notice, d6 Persuasion, and the Streetwise Edge.

Spy

Intelligence Gathering: Change Investigation to Tradecraft.

Quick and Adaptable Minds: Just replace this with the Jack-of-All-Trades Edge.

Sword Saint

Mastery of the Blade: Replace Quick Draw with Trademark Weapon (which must be the Sword Saint’s primary sword).

Tech Specialist

Keyboard Commando: Computers = *SWADE* Hacking, and reduce the bonus to +1 with all rolls related to digital tech (in keeping with getting bonuses under control, which is one of the subtle-yet-key aspects of the new *Savage Worlds* rules).

The Hero’s Journey: Freedom Squadron Specializations

The “domino effect” of changes means a few table entries need to be adjusted. Where passages are rewritten, we’ve put quotes around them.

Aviation Table

Flight Systems: “You know how to get the most out of any plane or helicopter you fly. Your vehicle’s effective Top Speed increases by 25%. This isn’t an actual change to the vehicle’s stats; it represents how much better the craft performs under your control.”

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. The number of Maximum Casualties you can affect is doubled. During Plans & Operations play, this ability gives you a +1 on any Support rolls you make using Piloting (this stacks with the bonus gained from Hot Zone Maneuvers).”

Air Superiority: Adjust the Shooting bonus down to +1 (though passengers also gain that bonus).

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 Guidance result, you can spend a Benny to make it a Scratch and Dent result instead. You also gain +2 on any Piloting rolls to Soak wounds for your vehicle.”

Hot Zone Maneuvers: The last sentence is changed to say “During Plans & Operations play, this ability gives you a +1 on any Support rolls you make using Piloting (this stacks with the bonus gained from Air Support).”

Emergency Repairs: “When things don’t go smoothly, 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 Guidance, Locomotion, Weapon, or System hit. 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).”

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 -1; this stacks with the Evade Maneuver in Chases and Dogfights.”

Black-Ops Table

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 can automatically make the person or group you invoke (with the Benny) into a Contact for future use (see *Plans & Operations Manual*).

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 Performance, Persuasion, Stealth, and Tradecraft rolls related to getting inside an organization or otherwise being undercover. You also gain Focuses in Bribery, Disguise, and Forgery. You gain two additional languages, as well.”

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 Scavenger Edge and Connections (Black Market).

Carnage Corps Table

No adjustments needed.

Close Quarters Combat Table

Hand-to-Hand: Change Improved Martial Artist to Martial Warrior.

Melee Shooting: “Equilibrium between ranged and melee combat is something you’ve long trained for. You gain a +1 Shooting against any adjacent target. Your Parry is +1 versus anyone shooting at you from an adjacent space. You are not Vulnerable if you are in melee and shoot at someone non-adjacent. Finally, you can use other short-barrel weapons

(SMGs, sawed-off shotguns) as well as pistols in melee (GM's call what qualifies)."

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 dice from an attack against the same target, your second rolled damage gains +2."

Denial Fighting: "There are times when it's important to get out as fast as you got in. You have the Improved Extraction Edge (skipping the need to have the Extraction Edge first)."

Combat Medicine Table

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. People suffering from Chronic conditions gain +2 to their Vigor rolls at the beginning of each session if they are in your care. Those suffering from a Debilitating disease can gain relief from their symptoms from your daily Healing efforts, and you gain +2 on the roll. Against Lethal diseases, you can make a Healing roll at -2 (which offsets your Mastery: Pathology bonus, described below) to come up with treatment in time. All of these are described in greater detail in the Disease Categories section of the *SWADE* rulebook. 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.

Command Table

This table needs more finagling than most, due to some major changes in how Leadership Edges work and how Support

functions (in place of Cooperative Rolls) in *SWADE*. These are very positive changes, but they do make the Command Table the most wonky of the Hero's Journey results in *Freedom Squadron*.

Operational Expertise: Replace "Cooperative" with the word Support (making it fully compatible with how *SWADE* refers to things).

Coordinated Fire: Change the name to **Tactical Coordination** and use the following text—"You're a master at coordinating the movement and actions of your troops. You have the Inspire Edge, but the benefits are increased to +2 for a success and +4 for a raise. If you already have Inspire (as from rolling Inspiring Command on this table), you gain +1 to all Battle Rolls.

Tactical Analysis: "As a Tactician (meaning you gain that Edge), you may also grant any soldiers 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. If you already have Tactician (as from rolling Tactical Coordination on this table), then you gain Master Tactician.

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 gain the Inspire and Common Bond Edges. If you already have Inspire (as from rolling Tactical Coordination on this table), you gain one additional starting Benny per session."

Tactical Coordination: "You are such a superior Tactician (gaining that Edge), you draw your additional 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 an added Challenge Card per round to replace a Challenge or discard). If you already have Tactician (as from rolling Tactical Analysis on this table), then you gain Master Tactician (which means you also draw two added Challenge Cards per round of P&O).

Frontline Leadership: Added to the existing benefit, the character also gains the Natural Leader Edge.

Infantry Table

Advanced Infantry Table: Spending these Skill Points *is* subject to the linked Traits cost effects.

“Frosty”: Add “and Stunned” to the effect this result has on adjacent characters.

“Hair-trigger”: Replace Quick Draw with the Quick Edge.

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. Furthermore, if you take a full turn to Aim, you gain one free reroll on the damage when you take the shot the next round.”

Intelligence Table

Analysis: Replace “Investigation” with Research.

Cryptography: Replace “Investigation” with Research.

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 Performance, Persuasion, Stealth, and Tradecraft rolls related to getting inside an organization or otherwise being undercover. You also gain Focuses in Bribery, Disguise, and Forgery. You gain two additional languages, as well.”

Intelligence Data: Spending these Skill Points *is* subject to the linked Traits cost effects. Add Tradecraft and Research to the list of skills that can be enhanced.

Scholastic: Stick with the revised Scholar Edge in *Freedom Squadron*.

Linguistics: The Languages rules of *Freedom Squadron* remain in effect (all characters gain ½ Smarts die, while Linguists gain an additional Smarts die worth of languages. Instead of +1 Charisma, the hero who rolls this result gains Focus: Smooth Talker (usually applied to Persuasion).

Intrusion: Spending these Skill Points *is* subject to the linked Traits cost effects.

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 the Streetwise Edge. In addition, you can use your Tradecraft skill (with the +2 bonus) to Network among other spies, security forces, and related factions.”

Logistics Table

Emergency Procurement: It’s worth noting here that this result makes much more sense as written, now.

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, but if you

can make a Logistics roll at -2, you don't have to spend a Benny."

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 +1 whenever you're making a Support Roll for someone else's task."

Adaptive Procurement: Treat this as rolling **Emergency Procurement**.

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 also gain one free reroll on any Logistics rolls."

Mechanized Table

Motive Systems: "Somehow, you manage to make your vehicles that much better when you're at the wheel. Your vehicle's effective Top Speed increases by 25%. This isn't an actual change to the vehicle's stats; it represents how much better the craft performs under your control."

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 Force or Ram Maneuver, and when calculating damage against a successfully hit opponent during a Ram, the dice rolled are d8s, or d10s with a raise (the damage rolled against your vehicle is still only measured in d6s)."

Tactical Driving: "You drive everything like you stole it, automatically drawing one extra Action Card (per the Chase rules in *SWADE*). You also gain a +1 to all Driving rolls when using the skill as a Ma-

neuvering Trait, and when making Trait rolls related to Complications."

Gunner: Adjust the Shooting bonus down to +1 (though passengers also gain that bonus).

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 Guidance/Traction result, you can spend a Benny to make it a Scratch and Dent result instead. You also gain +2 on any Driving rolls to Soak wounds for your vehicle."

Stunt Driving: "The spirit of Evil Knievel lives on in you. You can make a vehicle jump, roll on half its wheels or track, and do other insane things the GM allows. Among other things, this grants an additional +1 to maneuvering rolls to Change Position and Force maneuvers, and grants an additional -1 when using the Evade maneuver."

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 -1; this stacks with the Evade Maneuver in Chases and Dogfights."

Naval Operations Table

Marine Systems: "Watercraft respond to you in uncanny ways. Your vehicle's effective Top Speed increases by 25%. This is the effect of your mastery, not an actual change to the mechanics of the thing."

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 Force or Ram Maneuver, and when calculating damage against a successfully hit opponent during a Ram, the dice rolled are d8s, or d10s with a raise (the damage rolled against your vehicle is still only measured in d6s)."

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 Action Card (per the Chase rules in *SWADE*). You also gain a +1 to all Boating rolls when using the skill as a maneuvering Trait, and when making Trait rolls related to Complications."

Nautical Warfare: Adjust the Shooting bonus down to +1 (though passengers also gain that bonus).

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 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 Guidance/Traction result, you can spend a Benny to make it a Scratch and Dent result instead. You also gain +2 on any Boating rolls to Soak wounds for your vehicle."

Defensive Boating: "You maneuver your craft like a porpoise. All Shooting rolls against whatever you're driving are made at -1; this stacks with the Evade Maneuver in Chases and Dogfights."

Physical Training Table

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 you gain the Soldier Edge. If you already have that Edge, you gain

a +1 to all Strength checks and Fighting damage rolls instead."

Reflex Training: Change the +2 interrupt bonus to Athletics instead of Agility.

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 +1 to all Riding checks (including 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."

Acrobatics: "You've a preternatural gift with the discipline known as parkour, giving you both the Acrobat Edge and the Free Runner Edge."

Search & Rescue Table

Tracking: You're an expert in the search part of S&R. You gain a die type in Notice and Mastery: Tracking.

Special Operations Table

Small Unit Tactics: Replace "cooperative roll" with Support roll.

"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 and No Mercy Edges.

Tech & Engineering Table

Experimental Tech: Until the *Advanced Technical Manual* comes out, use the Weird Science Arcane Background from *SWADE*, with the modification that the player can select Computers (Hacking), Electronics, or Science in place of the Weird Science skill.

Advanced Technical Training: Spending these Skill Points is subject to the linked Traits cost effects.

Data Acquisition: Change Investigation to Research.

EDGES

A few adjustments in this area are needed to make *Freedom Squadron* fully *SWADE* compatible. Note there are some new Edges, such as Aristocrat and Fame/Famous, that really add to the concepts folks might have (a duchess who's also an effective Spy, a famous rock star who's also amazing with machine guns). As well, a lot of other Edges, like Block and Dodge, are much more useful, while still others (like Marksman) work a bit differently.

SWADE EDGES

Arcane Background

The **Gifted** AB can be allowed as an extension of the Strange DNA idea, but GMs should feel free to tightly control this. The Arcane Backgrounds of **Magic**, **Miracles**, and **Psionics** are all permissible; use them as-is in *SWADE* for now. The *Occult Operations Manual* will provide some additional material to enhance their use when it's released.

Weird Science is also allowed, though it is renamed **Advanced Tech** for the *Freedom Squadron* setting. Instead of the Weird Science skill, the player may choose Computers (Hacking, if you elect to switch to that name), Electronics, or Science as the Arcane Skill. The choice of skill will drive the special effects and trapping of that character's Advanced Tech devices or power uses.

All other rules under Powers in *SWADE* should apply as written.

Harder to Kill

Note that the Setting Rules for *Freedom Squadron* grant this (and increasingly improved versions) once a Commando reaches Seasoned.

Linguist

Ignore this in favor of the *Freedom Squadron* version.

Natural Leader

Please take note that this is now mandatory in order for Leadership Edges to affect other player characters.

No Mercy

The revised version of this Edge is now back in play and available to select.

Scholar

We're sticking with our revised version of this Edge for *Freedom Squadron*.

Two-Fisted/Two-Gun Kid

It bears noting that these now exist as two separate Edges. GMs will need to decide if they're going to require existing characters to have both Edges to have the combined benefits.

FREEDOM SQUADRON EDGES

Some of the Edges created for *Freedom Squadron* before *SWADE* came out need adjustments.

Battle Hardened

If a character already has this, add the +2 to Vigor rolls to avoid Knockout Blows that the Iron Jaw Edge provides. Otherwise, characters should take Iron Jaw instead.

Combat Ace

"Pilots, drivers, and sea vessel operators with this Edge are excellent vehicular combatants. They don't suffer a multi-action penalty for taking an action that requires a Boating, Driving, or Piloting check (such as a Maneuver during a chase or dogfight) and firing a weapon on the same round."

Combat Sense/Improved Combat Sense

These should be removed in favor of the enhanced Block and Improved Block from *SWADE*.

Dirty Fighter

"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 Tests when using Fighting."

I Know a Guy

Remove the Streetwise skill requirement. Also, the character can have either Charismatic or Fame to take this Edge. It's rewritten as follows:

"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. This

acts exactly as that Edge, but it costs a Benny to activate. Unless the hero uses a Plans & Operations Mission Reward to make the person or group a new Contact (see *Plans & Operations Manual*), the favor is "used up" and another Benny will have to be used on them in the future.

Operational Planning

Add Natural Leader to the Requirements. If someone achieves Operational Planning due to a Hero's Journey roll, assume they also gain the Natural Leader Edge.

Scrounger

Replace this completely with the much simpler Scavenger Edge from *SWADE*.

Tricky Fighter

"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 Fighting Test Maneuver and a Fighting attack on the same round (even if they attack a different target than they made the Test against)."

Zone Specialist

Remove the Streetwise requirement and option for selecting Urban as a Zone. Instead, a character may use either Logistics or Tradecraft in place of Survival to determine what bonuses they achieve (though they still must have Survival d6+ to take the Edge in the first place).

In the section regarding Sky Zone Specialists, replace the reference to an Agility check with Athletics.

Arsenal

There're a few notes to make sure Gear and Vehicles are fully compatible with *SWADE*.

ARMOR

All listed Armor has the Ballistic Protection quality described in *SWADE* (meaning you automatically subtract 4 points of damage from any bullet before resolving AP or anything else). Note that this *also* applies to the armor worn by VENOM soldiers and operatives.

WEAPONS

Note that “Semi-Auto” doesn’t really apply anymore (though any weapon listed as Semi-Auto automatically qualifies for use with the Double Tap and Rapid Fire Edges.

GEAR KITS AND ADVANCEMENT

SWADE eliminates the concept of experience points (xp) for Advances. Since the number of Gear Points a commando has was originally tied to having enough experience to advance, the conversion is relatively easy:

Advance	Gear Points
1st	18
2nd	20
3rd	23
4th	25*
8th	30
12 th	35
16 th	40
20 th	50

(*) – Customized Gear allowed.

VEHICLES

The vehicle rules in *SWADE* represent a pretty streamlined update to previous iterations. All the vehicles started out in *Freedom Squadron* are listed below with the new indicators. Note that Large vehicles can now take four Wounds before being Wrecked, while Huge vehicles can

take up to five Wounds.

Avalanche Assault Snowmobile: Size 4 (Large), Handling +0, Top Speed 90 MPH, Toughness 16 (7), Crew 1+3

Devil Ray Fast Attack Mini Sub: Size 5 (Large), Handling +1, Top Speed 75 MPH, Toughness 21 (10), Crew 1+1

Hornet Aerial Assault Transport: Size 8 (Huge), Handling +2, Top Speed 240 MPH, Toughness 30 (15), Crew 2+14

Patriot Air Superiority Attack Jet: Size 8 (Huge), Handling +3, Top Speed 2100 MPH, Toughness 15 (4), Crew 1+1

Sawfish Stealth Assault Hydrofoil: Size 9 (Huge), Handling +0, Top Speed 75 MPH, Toughness 26 (11), Crew 1+7

Scorpion Assault Jeep: Size 3, Handling +1, Top Speed 135 MPH, Toughness 17 (7), Crew 1+3

Scorpion Mk2: Size 4 (Large), Handling +0, Top Speed 120 MPH, Toughness 23 (10), Crew 1+5

Timberwolf Fast Attack Snowmobile: Size 2, Handling +2, Top Speed 75 MPH, Toughness 11 (4), Crew 1+1

THE PLANS & OPERATIONS MANUAL

There are few necessary notes relating to making the *P&O Manual* compatible with *SWADE*.

SETTING RULES

There is no need for the *Blood & Guts* Setting Rules, since *SWADE* brings back the ability to spend Bennies on damage re-rolls in core game play.

For GMs who feel *Extra Effort* is too easy, the alternate *Conviction* Setting Rule may make more sense.

Creative Combat and *Dumb Luck* are other optional new Setting Rules we like for *Freedom Squadron*.

PLANS & OPERATIONS

The changes here are primarily in terms of nomenclature:

All references to Cooperative rolls and now Support rolls.

Wherever it says “Investigation” on a card, read that as “Research.” Yes, Research can still help with Covert and Interaction Challenges.

Ignore all references on the cards to Streetwise or Tracking.

As with all things, “Computers” = “Hacking.”

