

# FREEDOM SQUADRON

## Recruit Mission: A Lovely Little Town

By Ross Watson

VENOM has established a secret training base deep in the heart of Midwest America. Dubbed “Greenville,” this training base strongly resembles a normal American town—on the surface. Many of the buildings and locations (including things like the local firehouse, town hall, and a library) are little more than empty shells. After all, Greenville’s purpose is to act as a training ground for some of VENOM’s most dangerous troopers. Currently, a number of Sidewinders are getting advanced explosives instruction from Sabotage. A rumor about Greenville has found its way to Mirage, so Freedom Squadron has an unusual opportunity to stop the next generation of VENOM agents before they can escalate their skills—and the dangers they pose to the world. It is up to the team to zero in on the exact location of Greenville, infiltrate the training base-disguised-as-a-town, and deal with the VENOM forces on-site.

### **You Called the Town “Greenville?”**

Mirage describes the nature of Greenville to the team; namely, that it is a disguised training base and could be hidden nearly anywhere in North America. Mirage is aware that Sabotage is currently training Sidewinders at the location, but she has not been able to verify just what the instruction course is about. Some rumors suggest that VENOM has a high-priority target, such as a national monument, slated for a very public and very damaging explosion over the 4th of July weekend, only three days away.

#### **Mission Parameters:**

- **Mission Complexity:** Medium Complexity (2/3/4)
- **Mission Difficulty:** Medium Difficulty (18 successes)
- **Mission Risk:** Medium (1 GM Benny per two players)
- **Enemy Leadership:** Highly Competent (d10/Wild Die)

With a failure, the team arrives too late and are caught in the blast as a monument is destroyed—each character suffers a 3d10 damage hit, and they are then thrust into a vicious battle.

With a success, the team discovers the location of Greenville in a secluded region of Nebraska. This is where Sabotage and her Sidewinders are practicing for their version of fireworks.

### **Fake Town, Real Enemies**

Greenville is purely a training base, despite its appearances. Thus, the only “residents” are the VENOM Sidewinders and Sabotage. The “empty shell” nature of many of the buildings make this a lovely showcase for plenty of collateral damage. Sabotage and the VENOM Sidewinders absolutely take pleasure in throwing around as many explosives as they can, aiming to bring down rubble on top of as many enemies as possible. After two rounds, Sabotage attempts to flee to a waiting helicopter, intending to set off the explosives at the monument herself. The team must stop her from escaping to claim victory. Greenville is considered an Urban zone.

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## VENOM SIDEWINDERS

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

**Skills:** Athletics d6, Demolitions d8, Driving d4, Fighting d8, Healing d6, Intimidation d6, Notice d8, Repair d6, Shooting d8, Stealth d8, Survival d10, Tracking d8

**Cha:** 0; **Pace:** 8; **Parry:** 6; **Toughness:** 11 (5)

**Hindrances:** Loyal, Obligations (Major—VENOM), Stubborn

**Edges:** Combat Reflexes, Demolitions Expert, Fleet-Footed, Marksman, Martial Artist, McGyver, Zone Specialist (Desert)

**Gear:** VENOM Desert Exo-Armor (+5, see below), VENOM Assault Rifle (Range 25/50/100, Damage 2d8, RoF 3, AP 3), VENOM Pistol (Range 12/24/48, Damage 2d6+2, AP 2), Combat Knife (Str+d4), sabotage equipment.

### Special Abilities:

- **VENOM Desert Exo-Armor:** The armor increases the Sidewinder's carry capacity to Str x6, their Pace by +2, and they gain +2 Vigor vs heat and thirst as well as low light vision.



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## SABOTAGE

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

**Skills:** Athletics d6, Demolitions d12, Driving d6,  
Electronics d8, Fighting d8, Intimidation d8,  
Notice d8, Repair d8, Shooting d8, Stealth d8,  
Streetwise d8, Thievery d8

**Cha:** 0; **Pace:** 8; **Parry:** 6; **Toughness:** 14 (6)

**Hindrances:** Bloodthirsty, Mean, Wanted (Major—  
U.N and IRA)

**Edges:** Combat Reflexes, Demolitions Expert,  
Fleet-Footed, Martial Artist, McGyver, Nerves of  
Steel, Scrounger, Zone Specialist (Urban)

**Gear:** Custom Assault Armor (+6, +2 Toughness),  
Custom Gyrojet Rifle (see below), VENOM Pistol (Range 12/24/48, Damage 2d6+2, AP 2),  
Combat Knife (Str+d4).

### Special Abilities:

- **Custom Gyrojet Rifle:** Range 30/60/120, RoF 1, damage as per rocket:
  - **Armor Piercing:** Damage 2d6, AP 10, HW.
  - **Boomer:** Damage 5d6, LBT, HW; minimum arming distance of 20”.
  - **Heat Seeker:** Damage 3d6; missiles (Shooting vs Agility).
  - **Rocket:** Damage 3d6, HW.
- **Demolition Focuses:** Structural Engineering (Mastery), Sabotage (Mastery)
- **Remote Heavy Weapons:** Sabotage usually has one or more remote-control heavy weapons set up in any area she's operating within. Range 50/100/200, RoF 1, Damage 6d6, AP 20, HW, MBT. Alternate launchers have RoF 3 and Damage 4d6, AP 10, HW, SBT.

