

# FREEDOM SQUADRON

## Commando Mission: Sting of the WASP

By Raymond Bruells, III

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

Technology plays a major role in the machinations of VENOM, with Professor Mortis being one of the leading, albeit twisted, minds in the field. This scenario dives into the historical origins of one of VENOM's greatest assets – the WASPs. The general tenor of this *One Sheet* should be of investigation and mystery leading to espionage and infiltration.

### **Sting of the WASP**

For the past three weeks Uplink has noticed a disturbing number of shipping freighters that have experienced navigational distress while in transit 60 nautical miles south-south east of Bermuda. These freighters report being drawn into an area of the Atlantic where they have been set upon by unknown pirates. Big Irish, upon reading these bulletins, reaches out to the command at the Royal Naval Dockyards in Bermuda and negotiates coordinated patrols of the area consisting of Royal Navy frigates and an undisclosed number of Freedom Squadron Sawfish.

With Top Boss out for consultation with the Trans-Atlantic Coalition, Uplink makes the call to track the shipments origins. Coordinating with Troy, their contacts and electronic investigation provides sketchy intelligence. The cargos have all come from foreign corporations through a complex web of transactions and shell games, with a number of unpaid invoices and purchase orders for electronics, micro-technology and metallurgy firms.

Wildcard, utilizing the scant information provided by Uplink posits a disturbing theory. Many of the components individually are rather harmless and could be easily used in the various technology pursuits. There are two that stand out as troublesome. The first is from a firm, Promethean Medical Works, which have lost a considerable number of experimental components which may be used for bio-neural networks. The other, Solstice Advanced Alloy Inc, which has had multiple shipments destined for United States military facilities go missing. The focus on micronization could indicate that Professor Mortis is looking at the creation of new cybernetic enhancements.

General Steel, having been appropriately briefed, gives the green light on a commando team to follow up on Uplinks investigations.

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## Plans & Operations

### Mission Parameters:

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

**Outcomes:** Tracking the source of the signals that have been disrupting the freighters navigational instruments leads to the identification of a prototype VENOM stealth vessel which is responsible for the attacks. Successfully captured, the Commandos learn that the intercepted shipments have been rerouted to the Blodgett medical facility in Fort Pierce, Florida. Reconnaissance of the facility indicates a high probability of Professor Mortis being on site. There is also positive identification that the building is regularly patrolled by VENOM commandos and Scourges, dressed as security personnel.

The go ahead has been given to infiltrate the facility to uncover what is going on and to capture Professor Mortis and any research for the project he is presently engaged in. Should they fail in their operation, the Professor may escape, leaving Freedom Squadron with a lot of questions, but no answers.

### Infiltration of Blodgett Medical Facility

#### VENOM COMMANDOS

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

**Skills:** Climbing d6, Driving d6, Fighting d8, Healing d6, Notice d8, Shooting d8, Stealth d8, Streetwise d6, Survival d8, Swimming d6, Throwing d6, Tracking d8

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

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

**Gear:** Advanced Body Armor (+5), Advanced Assault Rifle (Range 30/60/120, Damage 2d8+1, RoF 3, AP 4) or Advanced SMG (Range 12/24/48, Damage 2d6+1, RoF 3, AP 3), Heavy Pistol (Range 15/30/60, Damage 2d8, AP 2), 2 x HE Grenades (Range 5/10/20, Damage 3d8, HW, MBT), Combat Knife (Str+d4).

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## VENOM SCOURGES

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

**Skills:** Climbing d8, Driving d8, Fighting d10, Healing d6, Notice d8, Shooting d10, Stealth d6, Survival d6, Swimming d6, Throwing d8

**Edges:** Alertness, Battle Hardened, Combat Reflexes, Danger Sense, Dodge, Fleet-Footed, Improved Frenzy, Improved Martial Artist, Marksman, Steady Hands

**Cha:** +0; **Pace:** 8; **Parry:** 7; **Toughness:** 14 (5)

**Hindrances:** Loyal, Overconfident, Vow (Major—Serve VENOM)

**Gear:** VENOM Scourge Armor (+5, +1 Toughness), VENOM Assault Rifle, Enhanced (Range 25/50/100, Damage 2d8+2, RoF 3, AP 4), VENOM Pistol, Enhanced (Range 12/24/48, Damage 2d6+1, AP 3), 2 x HE Grenades (Range 5/10/20, Damage 3d8, HW, MBT), Combat Knife (Str+d4).

### Special Abilities:

- **Drug Enhancements:** Boosts Agility, Spirit, Strength, and Vigor by one die type. Also grants +1 Toughness and +2 to Spirit checks to resist fear, Intimidation, and Taunt, as well as any use of psionics. A treatment lasts for one week and is highly addictive (to the point of the soldier potentially dying after a week of withdrawals).



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## VENOM COLONEL GRISTLE

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

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

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

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

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

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

## VENOM WASPS, PROTO-TYPES

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

**Skills:** Fighting d8, Notice d6, Shooting d8

**Cha:** -2; **Pace:** 8; **Parry:** 6; **Toughness:** 10 (4)

**Hindrances:** Ugly, Vow (Major—Obey programming and VENOM commands)

**Edges:** Ambidextrous, Fleet-Footed, Level Headed, Two-Fisted

**Gear:** None (see below)

### Special Abilities:

- **Armor +6:** Advanced alloy structure.
- **Claws:** Str+d6, AP 2.
- **Construct:** +2 to recover from Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Fearless:** All WASPs are immune to Fear and Intimidation.
- **Hardy:** WASPs will not be damaged by a second Shaken result.
- **Weapon Mount:** Plasma Arm (Cone, Damage 2d8, HW).
- **Weapon Mount:** Laser (Range 15/30/60, Damage 2d6, RoF 3, AP 4).



# FREEDOM SQUADRON

## PROFESSOR MORTIS

**Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d8, Investigation d8, Knowledge (Arcana) d10, Knowledge (Electronics) d12, Knowledge (Engineering) d10, Knowledge (History) d8, Knowledge (Occult) d12, Knowledge (Science) d12, Lockpicking d8, Notice d10, Persuasion d8, Repair d10, Shooting d10, Stealth d10, Streetwise d8, Weird Science d12+2

**Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 13 (5)

**Hindrances:** Arrogant, Curious

**Edges:** Arcane Background (Weird Science), Charismatic, Elan, Harder to Kill, Improved Dodge, Improved Extraction, Improved Level Headed, Master (Weird Science), McGyver, Scholar, Mr. Fix It

**Gear:** Enhanced Kinemesh Labcoat Armor (+5 Armor, +2 Toughness), Plasma Gun (Cone, Damage 2d10+2, HW), Meta-Monocle (*darksight*, *farsight*, both with raises; +2 Notice)

**Powers:** *armor*, *blast*, *boost/lower Trait*, *damage field*, *deflection*, *detect/conceal arcana*, *dispel*, *intangibility*, *invisibility*, *quickness*, *zombie*

### Special Abilities:

- **Immortal:** Mortis constantly extends his life through many different (and horrifying) techniques. He has Slow Regeneration and cannot die by any normal means. He also suffers no -2 penalty on any untrained skills.
- **Multitasking:** Mortis ignores the first -2 Multi-Action Penalty when activating two powers on a round.
- **Power User:** Mortis does +2 damage with the *blast* power.
- **Practiced User:** Mortis automatically gains the raise effect for a simple success when casting *armor* and *deflection*.



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## Epilogue

The team will find Professor Mortis engaging in the modification of vat grown brains, which he is implanting into experimental first-generation WASP units. These units are not fully operational, according to the rough schematics and medical notes discovered when scouring the facility. In the Professor's private medical journal, there is an overview of the 'Immortalem Protocol' which identifies the source of the tissues used in growing the organic material for these WASP units. Each sample was previously harvested by UNTAC casualties who had been stolen during their return stateside. This conflict proves to not only introduce Freedom Squadron Commandos to the newly created WASP troops, but also gives VENOM their first field test of the WASP units.

