



CALAS WARD - HYRUM SAVAGE

BOOK
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CREDITS

Written by:
Caia Ward

Savage Worlds Edition Developed by:
R. Hyrum Savage

Based on an Idea by:
R. Hyrum Savage and Dave Webb

Cover by:
Gregory Price

Graphic Design and Layout:
R. Hyrum Savage

Edited by:
The Super Geniuses

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BRIEFING



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CHAPTER 1

INTRODUCTION AND CHARACTERS

Welcome to Strike Force 7 Savaged!, the special missions force game. In Strike Force 7, you take on the role of one of America's hard-charging elite in its never-ending war against terror. Be it Skorpion, other terrorist groups, or criminal organizations, it's your job to stop them in order to protect American freedom.

Feel up to the task? Then this is what you can expect from a Strike Force 7 game:

- You are the best of the best, with years of training behind you that make you far better than the average man.
- You have a sacred duty to protect American ideals and even the world from threats both overt and covert.
- You will be given missions by General Marion Wayne, your CO (Commanding Officer, the in-game persona of the Game Master). These missions are of the utmost importance, as they could mean the very security of the US is at stake.
- Your enemies could be anyone from drug cartels, assassins, terrorists, high-tech criminals, or rogue agents of your own government. Your worst enemy, however, is called Skorpion, a powerful terrorist organization that has nuclear capabilities and has already used them once!
- Your missions will bring you all over the world, from the streets of New York to under the ocean.
- You will have access to the most advanced military hardware available today, even technology far beyond the 'real world'.
- Your average day will no doubt include gunfire, fighting dozens of Skorpion operatives, at least one high-speed chase, and an imminent threat to the security of the free world that may or may not include a bomb, a genetically engineered virus, or a powerful mind control device.
- Last but not least, your life will be in peril, and all because you volunteered for this!

Still up to it? Then let's roll!!!

MAKING CHARACTERS IN THE SF 7 WORLD

This section is a guide to creating members of Strike Force 7, America's anti-terrorist force. Here, you get a chance to be one of the larger-than-life good guys, opposing global terrorist conspiracies, religious fanatics, and insane dictators bent on crushing freedom where ever it may be. Pick up your rifle and lock & load!

BEFORE THE NUMBERS

While we all love to crunch numbers, there are lots of things that need to be considered before you write down your stats. Answering the next set of questions will help you make a truly living character, with lots of opportunities for roleplaying.

YOUR CHILDHOOD

Were you the class bully? Or the target? Did you spend hours in the backwoods of Tennessee with your uncle, hunting and fishing? Or did you ride the 1&9 down to Times Square after school to take a look at the freaks? Whatever your past, your character's childhood offers a great way to introduce roleplaying elements into the character. Phobias, bad incidents, incredible motivations, and fond memories shape the person your character has become. Maybe your character hasn't gotten over everything he went through as a kid, and still has some matters to work out?

WHAT MADE YOU JOIN UP?

People have many reasons for joining the police or military, and you are no exception. You could be a 4th generation infantry man, whose brigade commander was your father's drill instructor. Maybe you just got sick of doing the wrong thing in the barrio and the police offered you a chance to do something right. Or perhaps the Air Force was the only way you were going to escape being an Appalachian coal miner. Almost as important

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as what made you join up is why you stayed. Did you want 20 and out with the pension? Never wanted to see your home again? Actually like the idea of jumping out of a perfectly good airplane?

WHAT DID YOU DO BEFORE STRIKE FORCE 7?

No one starts off in Strike Force 7; that's a privilege that few actually earn. It has nothing to do with rank or schooling or who you know; just as many Strike Force 7 members have spent time in the brig or under disciplinary review as they have at award ceremonies. What it has to do with is how committed you are to your cause, how skilled you are at doing it, and how much potential you bring to the table. Nineteen year old kids have been pulled out of their 6th week in boot camp, and retired colonels reactivated for duty, all in the name of protecting America and the world

WHAT KIND OF SOLDIER ARE YOU?

Are you a close combat specialist, or is your specialty dropping the bad guys from a mile away? Do you live behind a steering wheel, or is the world all ones and zeros just waiting to do your bidding? Strike Force 7 recruits all kinds, from programmers to fighter jocks to grunts.

WHY DID YOU GET RECRUITED?

Sure, you may have been a Navy SEAL or a top police negotiator, but out of the entire world of soldiers why did Strike Force 7 pick you? Did you stand out in the Gulf War? Did you talk a group of bank robbers out of killing all their hostages and end up on TV as a result? Or did you harass General Wayne with your incredible record until he put you on the team to shut you up?

WHAT'S IN A NAME?

While Sergeant Walter Simmons, USMC has a distinguished record, his code name Hammer carries a lot more weight in the military community.

THE STRIKE FORCE 7 OATH

**"Upon my honor, as a member of Strike Force 7,
I hereby swear and affirm the following:**

**I shall support the Constitution of the United
States of America against all enemies,
foreign and domestic;**

**That I will bear true faith and allegiance
to the same;**

**That I shall obey all lawful and moral orders
given by the President of the United States and
the order of the officers appointed over me,
according to Strike Force 7 regulations;**

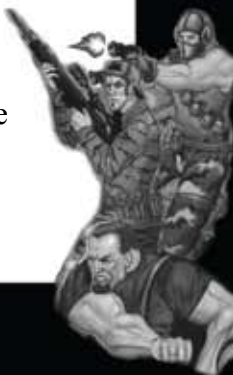
**That I shall support my country in service
both foreign and domestic even beyond my
service to Strike Force 7**

**And that I take this obligation freely, without
any mental hesitation or purpose of
evasion, so help me God."**

He's the guy that saved Senator McCain from Skorpion Operatives by loading the senator into an armored car with 2 flat tires and jumping it over an open drawbridge. Same thing goes for Captain Victor Rittenhaus; most everyone knows him as Plug 'n Play, the computer jock who kept on shooting even after the Skorpion operative Horus broke his spine, paralyzing him from the waist down.

Strike Force 7 is big on code names for operatives. It creates a sense of identity and culture, letting operatives know that they are part of a team. It also is a great tool for Media Relations, who can easily turn Strike Force 7 members into media icons without intruding too much into their private lives.

There are a couple types of names you could end up with; those that you pick yourself, those others give you, and those that you will never live down. Sometimes, the difference between the three is nonexistent.



CHAPTER 1

TEAMS

On the outside, Strike Force 7 looks like one big happy family. Inside, however, Strike Force 7 is a bunch of rowdy siblings that manage to get along and work together despite being so different. When General Wayne instituted the Team structure in 1992, his goal was to group specialists together so that they could more effectively benefit from information and tactics, while still allowing for the various units to work together. For the most part, this worked; it also had the side effect of creating rivalries that push the envelope of unit cohesion.

While it is common to be ‘loaned’ to other departments, the training you gained from starting in one department never leaves you.

TEAM DESIGNATIONS

Military Operations

Members of the Military Operations Team are often assigned to conventional military units as a ‘buffer’ between Strike Force 7 operatives and conventional military leadership. In addition to standard military training, they are well-versed in dealing with the chain of command and keeping their own people under control in rough situations.

Military Operations Team members are most likely to be seen by the public, either directly or through the media. They fit the ‘classic’ image of Special Operations Forces, and often are used in extended missions to support military efforts in Iraq or Afghanistan.

Special Rules

- +1 die type to any two Attributes of your choice.
 - +1 bonus to Toughness.
 - +1 bonus to skill checks for one skill of your choice, chosen at character creation.
 - Bonus Edge: any combat edge. You must still meet all the requirements for the edge.
- Strike Force 7 Team Member Edge

Counter-Terrorist

Counter-Terrorist team members are the first called to oppose terrorist and drug-related activities. Many of their operations take place on the soil of the US or friendly governments, opposing such diverse groups as right-wing extremists like the Michigan Militia, drug cartels, or Skorpion. They work closely with the FBI and BATF, bringing heavy firepower and long experience to the table.

As Military Operations is seen as the ‘classic’ image of Special Operations Forces, Counter-Terrorist is the group of roughnecks and renegades that still manage to shine. Their work calls for a combination of military expertise and stealth; they often need to hit a target before the target realizes he is one. One of the most notable efforts by the Counter-Terrorist Team was the foiling of an assassination attempt on Senator John McCain in 2002 by Skorpion operatives.

Special Rules

- +1 die type to Agility and Vigor.
- +1 bonus to Notice and Stealth rolls.
- +1 bonus to Fighting rolls when attacking during a Surprise action.
- Bonus Edge: any combat edge. You must still meet all the requirements for the edge.
- Strike Force 7 Team Member Edge

IT (Information Team)

The war on terrorism has quickly become a war of information, and the Information Team (IT) plays a vital part in supporting Strike Force 7. As often as they are gathering information on the latest terrorist plot, they are fighting off electronic attacks by Skorpion operatives and other hostile powers. IT is the brain of Strike Force 7, taking the information gathered by the other Teams and processing it to provide for effective strategy and teamwork.

Many missions require on-site technical expertise, so IT personnel are trained in combat as well as electronic warfare. It’s a common sight to see an IT member with a weapon in one hand and a computer in the other, while at the same time jumping out of a plane.

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Special Rules

- +1 die type to Smarts, +1 die type to Spirit.
- IT members receive a free computer (either laptop or bodysuit-integrated) that gives a +1 bonus to Investigation rolls when used.
- + 1 bonus to Knowledge rolls.
- Bonus Edge: Any Background edge. You must still meet all the requirements for the edge.
- Strike Force 7 Team Member Edge

Media Relations

In a nation of free ideas, the concept of war and the military is not always a popular one. Therefore, Media Relations exists to create a proud public face to Strike Force 7. Working with the military's press corp, national media outlets, and other information sources, Media Relations seeks to expose truths about hostile powers and paint Strike Force 7 (and the military by extension) in a positive light.

While Media Relations emphasized negotiation and 'winning hearts and minds', all team members are trained to work in the field. Their primary role in field work is as negotiators and intelligence officers, working with agencies such as the CIA and FBI for optimum coordination of resources. While IT might be the brain of Strike Force 7, Media Relations is the voice, eyes, and ears.

Special Rules

- +2 die types to Spirit.
- +2 bonus to Intimidation, Persuasion, and Taunt rolls.
- +1 to Charisma
- Bonus Edges: Any 1 Leadersip edge and any 1 Social edge.
- Strike Force 7 Team Member Edge

The Furies

The Furies do not exist. If someone mentions them, comments range from 'hey, isn't that a Greek myth?' to 'you shouldn't be calling down stuff that hunts for vengeance'. CIA agents can't confirm their existence, and counterpart agencies from MI6 to the Mossad to the KGB haven't ever heard of them.

That being said, the Furies are Strike Force 7's angels of vengeance. Working illegally both inside and beyond the bounds of the United States and its authorized theatres of operation, the Furies seek out terrorists and threats to the American way of life before they reach its shores. They stop threats by any means necessary; killing whole families to get to a terrorist, torture, assassination, and radical brainwashing are just some of the tools that the Furies use. The Furies also strike those that would specifically target members of Strike Force 7; rumors persist of an extended operation to capture Horus for what he did to Plug-N-Play.

When playing a member of the Furies, the player should indicate another Team on his character sheet; only the GM and the player will know if he is part of the Furies. All other character creation guidelines apply. It is the player's obligation to keep his involvement with the Furies a secret.

Special Rules

- A member of the Furies may take any other Team's Special Talents starting package
- The Fury starts with the Hindrence Long-Term Mission (Furies Duties) at Major, which he may not buy off. This Hindrence does not count against the limit of Hindrences the character may purchase





CHAPTER 2

SKILLS, BACKGROUNDS, AND EQUIPMENT

Rounding out your Strike Force 7 operative are other traits like skills, Edges and Hindrances. In addition to the skills, Edges, and Hindrances in the Savage Worlds core book, the following help capture the flavor of Strike Force 7.

SKILLS

For the most part, Strike Force 7 uses the Savage Worlds set of skills. An important clarification comes in the use of knowledge skills and Common Knowledge rolls. Below is a partial list of knowledge specializations that will come into play in Strike Force 7. Unless otherwise noted, these knowledge skills work like any other skill.

Skorpion: knowledge on the tactics, organization, and goals of the Skorpion terrorist organization. Alternately, this skill can be used to represent knowledge in other terrorist organizations such as Al-Quada and Hamas.

Tactics: knowledge of deploying and directing resources (normally military) in an effective manner. Normally concerned with smaller-scale operations such as squad-level combat.

Strategy: the science of military command, and the planning of large scale operations.

Logistics: dealing with the acquiring, distribution, maintenance, and replacement of materiel and personnel.

Military History: dealing with history of military conflict, either in the general or the specific.

Black-ops: dealing with covert operations that are outside of the legal bounds of a group's operations, or are considered unethical or immoral.

Targeting Systems: concerning computerized targeting systems for combat, from standard tracking equipment to the Prophet Targeting System. Prophet is an advanced system of battlefield tracking, permitting such tasks as pin-point location of small indirect fire crews to allow for counter-battery fire, and navigational warfare.

Combat Engineering: involving knowledge of battle fortification construction techniques, demolitions, and mine sweeping and placement

COMMON KNOWLEDGE AND KNOWLEDGE SKILLS

Often times a Common Knowledge roll can supplant the need for a specific Knowledge roll for background information that would generally be known by a member of a special operations force. Still, it is within the bounds of the CO to require a particular Knowledge skill even before a Common Knowledge roll is allowed, especially for advanced topics such as military hardware and advanced encryption systems. It might be well and good that your character went to Harvard on a full scholarship, but it doesn't mean that he understands everything he comes across.

EDGES

Strike Force 7 includes a host of new edges designed to emulate the over-the-top feel of Special Forces action. Like any other edge, you either have the edge or you don't.

Bulldog [Combat]

Prerequisite: Novice, Strength d6+

On your turn you may charge an opponent in an attempt to knock him over. Resolve your attack normally; if successful, you may make an opposed Strength check against your opponent's Strength or Agility (whichever is better). If you succeed they are prone. If you fail, you are prone at their feet.

Bullet Dance [Combat]

Prerequisite: Seasoned, Dodging Tumble

You may avoid multiple strafe attacks or free attacks from failing to take cover from suppressive fire. Add 2 to the TN of the attacker when being shot at with a weapon whose Rate of Fire is greater than 1.

Cart Away [Combat]

Prerequisite: Novice, Strength d6+

If you have Surprise against an opponent, you are able to grapple him and cover his mouth, making him unable to call out for help. Initiate a grapple as normal; success indicates that you have covered their mouth and will gain a +2 bonus to all future grapple checks so long as the opponent does not break free. Additionally, the target is Shaken.

The target is only able to get his mouth uncovered if he fully breaks the grapple. Even if he is not pinned, he is still unable to scream.

Daredevil [Background]

Prerequisite: Novice

Fools rush in where angels fear to tread, and you are that fool. Strangely, fortune favors the foolish, and your recklessness has marked you as someone that thrives in danger. You may reroll once any Bennie spent and you do not like the result, if the situation is one that you willingly placed yourself in. You may take either number rolled.

Devil in the Cylinders [Professional]

Prerequisite: Seasoned, God's Got Shotgun

Well, it's not God watching out for your sorry butt, but at least you aren't plastered to the wall. Once per session, when you spend a Bennie, you not only succeed, but you get a Raise at any Boating, Driving, Piloting, or Riding roll. Yes, any of those rolls.

Dodge the Bullet [Background]

Prerequisite: Novice, Luck

You are the luckiest person ever to step onto the battlefield, or maybe you are just too stubborn to die. When something would reduce you to Incapacitated you may spend 1 Bennie to avoid your fate. If you do so, you take no damage from this attack and may act normally.

Dodging Tumble [Combat]

Prerequisite: Novice

When targeted by a strafe attack, or the free attack from failing to take cover from suppressive fire, you may make an Agility roll to avoid the attack. If you succeeded, you may add 2 to the TN of the attacker when being shot at with a weapon whose Rate of Fire is greater than 1. You may only avoid one attack a round in this fashion.



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God's Got Shotgun [Background]

Prerequisite: Novice, Agility d6+

Someone is watching out for you, because no one should be able to avoid the situation you just got in. Once per session, when you spend a Bennie, you automatically succeed at any Boating, Driving, Piloting, or Riding roll. You also gain a +2 bonus only to negate penalties to maneuver rolls if you are being chased.

Hard Charging: [Combat]

Prerequisite: Novice, Spirit d6+

You are confident even in the face of massive amounts of lead in the air. You may add +2 to the Spirit roll when in a Suppressive Fire situation.

Hard Firing [Combat]

Prerequisites: Hard Charging

You gain an unerring skill at shooting while under fire. So long as you have no cover and have been fired at this round, any ranged attack you make gains a +2 bonus.

Screaming Charge [Combat]

Prerequisite: Seasoned

You make a full move action towards an opponent and then make a free Intimidate skill roll before attacking. If you succeed, you have managed to unnerve your opponent for the duration of the combat. You gain a +2 to hit this particular opponent, and the opponent is Shaken. You may use this ability once per combat.

Strike Force 7 Team Member

Prerequisite: Must be a member of Strike Force 7

You are a member of Strike Force 7, and are granted federal arrest powers as a result. If you reveal yourself to be a member of Strike Force 7, you gain a +2 bonus to Persuasion rolls with all legitimate law enforcement authorities.

Conversely, you are bound by all laws regarding arrest of criminals, gathering of evidence, etc., at least publicly. Privately, Strike Force 7 members bend the rules until they scream and don't get in much trouble for it. As well, Skorpion operatives are considered 'unlawful combatants' and are not afforded the same rights as either regular criminals or prisoners of war.

This edge is given to all members of Strike Force 7.

Turncoat [Background]

Prerequisite: Novice

You used to be a member of Skorpion or another significant terrorist organization, but renounced your allegiance to the organization and ended up being recruited by Strike Force 7. After intense interrogation and investigation, you have managed to prove your loyalty to Strike Force 7.

As a result of your former work, you have a great deal of useful information regarding Skorpion operations. You now have Knowledge (Skorpion or another terrorist organization) at d8 for free, and whenever making a Common Knowledge roll regarding plots by your former organization, you receive a +4 bonus. Additionally, to take this edge you must also take the Enemy (Major) Hindrance

Unbreakable [Professional]

Prerequisites: Seasoned, Vigor d6+

You are incredibly resistant to torture and interrogation. You gain a +4 bonus to all rolls needed to resist being tortured or interrogated.

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NEW HINDRANCES

Below are a few new Hindrances for Strike Force 7

Angel [Minor or Major]

Someone has marked you for great things, and will go to incredible lengths to make sure you get them. Promotions come easier, you get favorable assignments, and it just seems that doors open for you no matter where you go. Only problem is you don't know who is opening the doors, or what they will want in return for shoving you to the top. The level of this Hindrance determines how powerful the person or organization that is helping you is, as well as what they might want in return.

Fame [Minor or Major]

You're part of the public face of Strike Force 7, either as part of Strike Force 7's media campaign, or due to your activities before becoming part of Strike Force 7. As a result, people know your name and your face, for good or ill. You end up attracting autograph seekers and fans. You also end up attracting the wrong type of attention, from Skorpion agents looking for a crack at the big time to drunks wanting to prove 'you ain't so tough'. The level of this Hindrance determines just how well-known you are, and to what lengths people will go to interact with you.

Secret [Minor or Major]

There is something in your past that would be devastating to you if it were revealed. It would either cause intense shame, or would result in no end of trouble from enemies, former and current allies, or your ability to do your duty. The level of this Hindrance determines how terrible your secret is, as well as the repercussions if it is exposed.

If your secret is revealed on a widespread basis, you may immediately exchange this Hindrance for any one of the following Hindrances at the same level (Major or Minor), to reflect the aftermath of your secret being exposed: Enemy (someone deeply affected by the secret), Vengeful (against the

group or person who revealed the secret), Vow (to right the situation regarding the secret), or Wanted (by the authorities if a crime was committed).

NEW EQUIPMENT

With access to the most classified scientific developments, Strike Force 7 is on the bleeding edge of defense technology. This section will not only detail the equipment at Strike Force 7's disposal, but also a small selection of the Skorpion arsenal.

ARMOR AND CLOTHING

Anubis Battle Armor

Ptah's development of the Anubis Battle Armor was a milestone in weapons technology. Consisting of an articulated motorized body frame covered with BioSteel(R) skin (a genetically engineered spider silk created by Nexia Biotechnologies Inc. that is 20 times stronger than steel), the Anubis Battle armor is lightweight, yet protects the user from small arms fire, the rigors of high-speed flight, and crashes.

The Anubis Battle Armor runs off an advanced energy cell that allows for 48 hours of continuous operation before needing to be recharged. As well, it is capable of being charged and powered by a running GravSkiff, allowing long-term operations away from Skorpion bases. This armor is usually only available to Skorpion Anubis Warriors.

Armor: +8, Weight: 35 lbs (0 when worn), Cost: Cannot be purchased. Only available to members of Skorpion unless stolen or otherwise aquired in a similar way.




CHAPTER 2

Special Abilities

- The wearer is considered to have a Strength of d10 while the suit is powered.
- +4 to all Toughness rolls from toxins and gasses that are not injected.

Integrated Computer System




The Integrated Computer System is an upgrade to any computer, making it completely wearable. A set of goggles show the wearer a holographic projection of a computer screen and keyboard in the wearer's field of vision, while specially designed gloves allow 'typing' in midair with a holographic interface, reading finger movements to indicate which keys were pressed. The elements of the computer are built into a suit of body armor, further protected by a housing made of composite polymers. Any Integrated Computer System is equipped with redundancies to avoid loss of data in case of damage to the suit. The computer system is completely sealed and protected against radiation, allowing for use underwater or even outer space.

The computer can be built into any full-body set of armor, including Kinetex Body Suits. The ICS is given to members of Strike Force 7 that can use it at no cost.

Kinetex Body Suit

A breakthrough in personal defense technology, the creation of Kinetex Body Suits involve a unique molding and dyeing process applied to BioSteel® cloth to recreate any type of clothing style and color. Some of the most popular styles include standard BDUs, FUBU, Shrine, and Tommy Hilfiger. It is the armor of choice for Strike Force 7, who constantly flaunt uniform regulations while maintaining proper protection in the field.



Armor: +4/+8 vs. bullets, Weight: 10, Cost: Free to members of Strike Force 7, \$3000 otherwise.

AMMUNITION

Apep's Hunger

One of the cruelest weapons in the Skorpion arsenal, this bullet contains a microquantity of a highly concentrated material which reacts with blood and other bodily fluids. When mixed with body fluids, it creates a very caustic chemical which burn the surrounding tissue. One minute after the round has hit an organic target, the target must make a Toughness roll or become Shaken. This roll must be made every 10 minutes after until three rolls are successful or the rounds are removed or neutralized. Rounds of Apep's Hunger are only available to Skorpion operatives, and not for sale on the open market.

Tracker Rounds

Created for Strike Force 7, this round carries a nanochip that broadcasts a tight band radio signal. Activating upon striking a target, it allows the round to be tracked up to 50 miles away with a dedicated scanner. The tracker round is designed to broadcast for 6 hours before going dead. Tracker rounds do one less point of damage since they are designed to stay intact rather than mushroom upon striking.

The tracker round is made in any caliber that will fit rifles and pistols. Tracker rounds are free to members of Strike Force 7.

Lock Knocker Rounds

Designed for urban assault, these shotgun shells filled with powdered lead and steel are used to blow through heavy duty locks and chains on drug dens and munitions storage sites. The round has a maximum range of 10 feet, but the round ignores up to 10 points of Toughness.

WEAPONS

Anubis Battle Pike

The Anubis Battle Pike is a 6-foot sealed metal pole containing a powerful energy projection device and an energy absorbing gel. Capable of charging itself as it strikes a melee target, it is also able to discharge this absorbed energy as a powerful blast of electrical energy. The battle pike is capable of firing both bursts and suppressive fire, and can cause either regular or subdual damage at the discretion of the user.

It has 30 charges (treat as rounds for purposes of burst and suppressive fire), and it recovers one charge when it successfully strikes in melee; excess energy is bled out of the pike in a harmless crackle of electricity. Due to the nature of the charging electronics, it cannot fire the same round it was used to strike in melee.

Melee

Damage: Str+1d6+2 (AP 2)

Weight: 10 lbs

Ranged

Damage: 2d8 (AP 2, Auto)

Range: 15/30/60

Weight: 10 lbs

OICW (Objective Individual Combat Weapon)

Designed by an international team lead by defense contractor Alliant Techsystems, the OICW is the next generation infantry weapon. Destined to replace the M16 and associated weapons for the regular army, the OICW is now in the hands of Strike Force 7 as the first large-scale live combat test for the weapon. A modular weapon, it can have one or two barrels, with firing system linked to a laser painting and targeting system previously only seen on armor units.

The lower barrel is capable of firing 5.56mm ammunition at ranges of 500 yards, and is an ideal round for suppressive fire or single-round fire. The upper barrel fires a 20mm airbursting fragmentation

round. It is able to be armed for a variety of settings, such as passing through thin walls of an urban environment before detonating to detonation based on precise and accurate distances set by the integral rangefinder; in effect, the round can 'shoot around corners', exploding after it has passed concealing cover. In addition, the rangefinder acts as night vision goggles.

Rifle Round 5.56x45mm

Damage: 2d8 (AP 2, Auto, 3RB)

Range: 24/48/96

Weight: 10 lbs

Air-Burst Round

Damage: 3d6 (Medium Burst Template)

Range: 5/10/20

Laser Painting System: The OICW targeting system allows for the 'painting' of a target or area with an active laser system similar to an anti-aircraft missile system. This takes an action and a successful attack against the target with the weapon which does no damage, at which point nothing short of full concealment will grant any cover bonus to the target. In addition, it grants a +2 bonus to hit targets that have at least 1/4 actual cover.

In addition, the Air-Burst Round can be set to explode on impact (following normal grenade rules) or air burst mode. In air burst mode, this round works just like a fragmentation grenade, except for the following

- It is considered to do 1d4+2 damage for purposes of passing through objects in the way such as drywall and sheet metal
- Deviation for this round is divided by one quarter so long as the area has been laser painted. The area must be hit as normal.
- Determine cover based on where the round detonates, not from the direction the round was fired.



CHAPTER 2

Particle Beam Weapons

Particle Beam Weapons generate a highly focused beam of electrons to strike a target, doing massive amounts of damage. The power required to fire a particle beam is enormous, and thus are limited to artillery weapons and orbital defense platforms. With the introduction of the SPHINX, however, Skorpion has gained a tactical edge in the war of terror.

The longer a particle beam is fired and locked onto a particular target, the more damage it does. The damage listed for a particle beam is the damage it causes in the 1st round. The next round and subsequent rounds, the operator may make another attack roll for the particle beam; success indicates that the beam is still locked onto the target. For each round after the first that it is locked on, reduce the Toughness of the target in question by 5 for purposes of the particle beam.

Unlike other weapons, particle beams do not lose any energy for passing through other objects; they either are fully stopped by an object, or continue through at full power. The target of a particle beam weapon, if mobile, may escape the particle beam by putting an object between itself that absorbs all the damage of the particle beam. Roll the damage against the object as normal; if it is not enough to get through the object in question, the beam is still locked on.

Particle beams on vehicles and emplacements automatically include a Prophet targeting system, which allows for the indirect sighting of targets. Concealment from normal senses and line of sight do not apply to keeping the particle beam targeted on an object after the initial shot.

Damage: 6d6+6

Range: 50/100/200

Spikethrower

An evolution of the crossbow and the spear gun, the spikethrower is a mechanical projectile weapon used primarily for underwater missions or where stealth is paramount. An automated rotating tension system brings a thin cable behind the projectile before it is launched from the weapon at high speed. The mechanical system built into the spikethrower allows for quick rate of fire even underwater (suffering no penalty for underwater use), although it is not capable of burst or strafing.

The ammunition for the spikethrower is designed to absorb sound as it strikes a target, making little noise even as it hits a solid object. Any Notice rolls to hear the spikethrower fire or to hear rounds strike a target or surface are at a -5 penalty. A clip for a spikethrower contains 10 rounds.

Damage: 2d6 (AP 2)

Range Increment: 15/30/60

Weight: 8 lbs

Cost: \$600

Steyr AUG/AUG Carbine

The weapon of choice of Skorpion operatives, the Steyr AUG is a weapon manufactured in Austria that fires a 5.56mm round. It measures just 31 inches and is a very light 8 pounds, making it a very easy weapon to smuggle into secure areas. Capable of a variety of configurations, the Steyr can be converted to a carbine, a light machinegun, and a submachine gun through the use of various conversions kits. The most common versions are the rifle configuration and the carbine which features a shorter barrel. It is capable of both burst and strafing in both configurations. Use the rules from the SW corebook for this weapon.



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Web Grenade

A staple of counter-terrorist work, the web grenade contains a quick-hardening epoxy gel compound that can immobilize a target in the area where it goes off. It uses the small blast template and anything in the radius in which it detonates must make an Agility roll or be unable to move from the blast radius. Even if he makes the roll, he is -2 to all Agility-related skill rolls, and has his movement reduced by half.

The target can make a Str check to break free, or use an edged weapon to cause 10 points of damage to the epoxy.

This grenade cannot be made for grenade launchers or for the OICW.

Damage: Special

Range: 5/10/20

Weight: 1lb.

Cost: \$100 each

WEAPON ENHANCEMENTS

Friendly Fire Chip

Cost: Special, \$1000 normally

A subcutaneous chip surgically implanted into the user combined with a scanner built into a weapon insures that his own weapon or that of his teammates will not be used against him.

Mechanics: If a Strike Force 7 weapon is directly fired at someone with a Friendly Fire Chip that is programmed for the weapon in question, the weapon will not fire. If the weapon is used in Suppressive Fire, the gun will stop firing long enough to miss the the person with the Friendly Fire Chip. All Strike Force 7 members and weapons include this enhancement.

I-Spy Scope

Cost: \$500

One of 2 components, the I-Spy Scope consists of an eyepiece, goggles, or sunglasses embedded

with a translucent screen, and a remote camera scope mounted onto a ranged weapon. Using the I-Spy allows the shooter to aim effectively while exposing as little of his body as possible, sighting in on his targets through the camera scope mounted on his weapon.

Mechanics: Using I-Spy allows the user to fire from behind actual cover as though the cover were one step better, up to Heavy cover. Thus, Light cover is treated as Medium cover, and Medium cover is treated as Heavy cover. The user suffers a -2 to hit when firing in this fashion, as well as a -4 to Notice rolls due to the split image in his field of vision. I-Spy must be bought for each individual weapon it is used with, as the scope must be calibrated to fire accurately. It cannot be made into contact lenses.

ENTRY GEAR

Many of Strike Force 7's missions require forced entry into secured environments. More often than not, those missions also require a quicker exit.

Kinetic Ram

An upgrade on the portable ram, the kinetic ram has a chamber for a high powder content shotgun blank. The blank is loaded into the ram and as the ram is swung the trigger is pulled, igniting the shell and driving the head forward into the target. Recoil compensators redirect the recoil, allowing for a very powerful charge to be used without the user losing control of the ram.

The kinetic ram is considered to have a Strength of d12+4 for purposes of bursting a door when using the shotgun blank. Wielding it against a person is very difficult. In addition to a -4 penalty, the weight imposes an additional -4 to hit.

Cost: \$600

Weight: 35 lbs.



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Instant Door

Instant Door is a two-inch wide adhesive strip that can be rolled out and attached to any surface. It is then ignited, creating an intense heat similar to thermite. Normally, a 'door' is made with the strips, allowing the interior to be kicked away once the 'frame' has burned through.

Mechanics: When ignited, the strip will burn through any surface, doing 2d6 damage for three rounds or until the surface under the strip is destroyed, ignoring Toughness. Instant Door burns without oxygen, and can only be put out with a professional-grade neutralizing agent.

VEHICLES

Commando Insertion Vehicle

This vehicle is designed to silently transport Strike Force 7 members to a high altitude above an insertion point. Up to 10 passengers climb up into the undercarriage of the ship and lock themselves into place by means of their jetpacks, which have built-in anchoring hooks. From here, the bottom of the ship closes up under their feet and legs, creating temporary seats while the passengers are securely locked into place. When the CIV reaches its insertion point, the bottom of the vehicle opens up and the jetpacks are unlocked, allowing the passengers to fly away from the vehicle and fly down to their insertion point.

In addition to 10 passengers, the vehicle also holds a pilot and a gunner, who operates the support fire systems of the CIV. The CIV is normally armed with twin .50 machine guns on a remote turret mount and an array of defensive countermeasures against anti-aircraft weapons

Acc/TS: 25/200, Toughness: 14 (2), Cost: Mil, Climb: 75

GravSkiff

The GravSkiff is a personal inertia-dampening device designed for fast and precision movement in close quarters. The GravSkiff appears to be a 4 foot long reed boat constructed of titanium. It contains a powerful antigravity unit and a series of gyro stabilizers attached to food controls. It is steered by the passenger locking his feet into place and leaning back and forth on the controls, similar to controlling a skateboard or surfboard. Other adjustments can also be made by a control pad which is secured to the operator's arm. The GravSkiff is capable of 12 hours of normal operation before it needs to be recharged.

In addition to normal traveling speeds and the overdriver, a GravSkiff is capable of an extended non-combat speed to escape pursuers. The pilot may travel up to x5 its normal maximum speed, the cost being a severe drain on the energy packs powering the GravSkiff. For every 5 minutes of speed above the normal maximum speed (round up), the Skiff has one less hour of power. Also, the pilot must make a Pilot roll or stall out due to engine strain. All skill checks made at this increased speed are at -2

The most common use of the GravSkiff is to transport Anubis Warriors during battle; in fact, no other Skorpion operatives other than the Children of Ra have been seen on a GravSkiff.

Acc/TS: 5/15, Toughness: 8 (2), Cost: Mil

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HELIOS JET

This VTOL jet is another of Skorpion's tools of terror. Developed by Skorpion's own Research & Development department, it first debuted about the same time as the Anubis Warrior units, providing excellent support for the airborne infantry units. Measuring less than 30 feet long, this single person jet fighter has unprecedented handling and maneuverability, making it an ideal weapon for urban fighting. It is also well armed, capable of carrying up to 6 missiles in addition to a nose-mounted 14.5mm heavy machine guns with 600 rounds of ammunition.

Acc/TS: 25/200, Toughness: 16 (3), Cost: Mil, Climb: 25

R-12 Tactical Jet Helicopter

The first of a breed of hybrid air vehicles, the R-12 Tactical Jet Helicopter is capable of both rotored flight and jet propulsion. In helicopter form, it allows for precision maneuvering in tight urban environments, ideal for troop insertion and extraction. A VTOL system allows the R-12 to hang in the air while rotors stop and fold down into the body of the vehicle. At the same time, a set of wings expand from the body of the R-12 and lock into place, allowing for the vehicle to reach open air speeds on par with the F-14 and other fighter jets.

The R-12 has room for up to 12 rockets of various types; it is capable of being loaded with any of the rockets listed under Munitions. As well, it carries one 20mm M61A1 Vulcan six-barrel cannon with 1000 rounds, usable for close-up fighter combat against other jets and for strafing of ground targets.

Fighter Mode

Acc/TS: 25/200, Toughness: 16 (4), Cost: Mil, Climb: 70

Rotor Mode

Acc/TS: 30/80, Toughness: 12(2), Cost: Mil, Climb: 25

Weapons: One 20mm M61A1 Vulcan six-barrel cannon with 1000 rounds, Damage: 6d6+6, Range: 100/200/400, Weight 870 lbs, capable of strafing and burst. 12 missile bays

Renegade Troop Transport

This modified Humvee has an extended cab, and is able to transport up to 7 Strike Force 7 operatives (including driver and turret gunner). The top turret (which can mount any weapon type) can be sealed along with the rest of the vehicle, creating a closed environment for purposes of resisting biological attack. This removes the 7th seat, and makes things a bit cramped for the passengers.

Acc/TS: 30/50, Toughness: 16 (3), Cost: Mil

Scarab Remote Drone

The Scarab Remote Drone is often used to support ground troops, or in dealing with hostile environments. Roughly 3 foot around, this beetle-shaped robot contains a sophisticated set of programming to allow for both independent action and remote control by a Skorpion operative. Flying by means of an internal turbine system, it is capable of being loaded with 10 grenades of various types, and carries a retractable underslung pulse laser weapon capable of both burst and strafing.

The Scarab is capable of seeing with IR and thermal sighting, and possesses an advanced system for target acquisition. If being remotely controlled, it is capable of broadcasting this information back to its controller. If remotely operated, the weapons uses the attack rolls of the operator, with a +4 bonus for the targeting computer.



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Scarab Remote Drone (Remote Controlled)

Acc/TS: 10/40, Toughness: 10 (2), Cost: Mil, Climb: 20

Scarab Remote Drone (Programmed)

The Scarab is still treated as a vehicle, but effectively has a Smarts of d4 to represent its cognitive ability and the following skills: Fighting d6, Shooting d6, Notice d8, Pilot d10. It can be given a series of complex commands, and is capable of contacting a remote operator if it comes across a situation not covered by its programming.

SPHINX (Single Person Heavy Interceptor Number 10)

Like many of the weapons in the Skorpion arsenal, the SPHINX design was stolen. In the case of the SPHINX, it was stolen from a military testing competition, one of 10 designs for an urban assault vehicle. A mainstay of Skorpion ground combat, this one-person wheeled armored vehicle provides needed support for Skorpion operatives in war torn areas, and has also seen limited use in rural areas of the United States and other civilized theaters of operation. The driver compartment is a closed cab in the front of the vehicle. In the back sits an armored turret carrying a particle beam weapon capable of slicing through titanium. Due to the power drain, the particle beam is limited in number and duration of shots; a second barrel is underslung on the turret to allow for the firing of conventional warheads.

Acc/TS: 30/50, Toughness: 16 (4), Cost: Mil

Particle Beam: Damage: 3d10, Range: 50/100/200

M242 25mm chain gun: Damage: 2d10, Range: 25/50/100

Equipment Refinements

Strike Force 7 offers a range of weapon and vehicle refinements suited for a military campaign. Each refinement doubles the cost of the equipment purchased.

Bootlegger Spike: a bootlegger spike is a series of small rockets installed in a vehicle at various points to aid with high-speed maneuvers. They provide counterbalance on sharp turns, help the vehicle resist flipping over, and allow for a last minute burst of speed to avoid collisions.

Mechanics: the bootlegger spike comes with 20 charges for the propulsion system, which may be activated to grant a +3 bonus to any roll made during a chase. As well, you may activate the bootlegger spike to lower the chance of flipping over in a crash by half. Once the system is activated the first time, the jet exhausts are visible

EM Burst: The directed EM pulse generator is designed to target the locking systems of air-to-air and surface to air missiles, disrupting their targeting. Due to the power drain of the system, it has a limited number of charges that must be recharged back at HQ.

Mechanics: the EM Burst operates in a 50' cone from the vehicle, disrupting guidance systems as the projectiles approach. Any guidance-locked weapons fired at a vehicle with EM Burst in this cone must make a new attack roll, negating all bonuses for targeting equipment and imposing an additional -2 for each range increment the weapon has traveled. The EM Burst will activate to catch the most targets at one time, triggering as many bursts as necessary until it runs out of charges. The EM burst is able to hold a maximum of 20 charges before it must have its energy cell replaced.

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Ghost: a variety of energy dampening materials built into the vehicle, combined with counter-surveillance electronics that reduce the infrared, acoustic, electromagnetic, visual and radar signatures of the vehicle, make this vehicle very hard to detect or target with surveillance and radar equipment.

Mechanics: the bonuses from any device that would electronically home in or target the vehicle are halved when used against the vehicle, and any associated skill roll for using the device to target the vehicle suffers a -4 penalty.

Overdriver: the engine and power source of the vehicle has been enhanced to operate at speeds far beyond normal. This increases the maximum speed of the vehicle, at the price of putting great stress on the vehicle and reducing its handling.

Mechanics: The top speed of the vehicle is increased by 25% each time this refinement is purchased, up to a maximum of +100%. For each 25% increase of speed over the normal top speed, a -1 is applied to skill rolls when traveling at the higher speed

Prophet Targeting System: an add-on to the HUD, the Prophet Targeting System allows for indirect visualization of the battlefield.

Mechanics: In addition to allowing the user to ignore all penalties for cover, the vehicle, on a successful Smarts or Knowledge: Targeting System roll, it allows for continued targeting of particle beam weapons without penalty.

Sealed Environment: The vehicle has been adapted to operate as a sealed environment, protecting the occupants from nuclear fallout, biological agents, and chemical attack. Advanced air filtration systems combined with an independent air supply and protective layers worked into the vehicle's armor will keep the vehicle from being contaminated.

Mechanics: The occupants of the vehicle are immune to the effects of nuclear fallout, disease, and chemical weapons so long as the integrity of the vehicle is intact. If the vehicle takes more than 25% of its Toughness in damage, the sealed environment ceases to function.

Targeting Computer: an extension of the HUD system, the vehicle's onboard weapons are linked to the HUD and an advanced targeting system.

Mechanics: If you can make a successful Smarts or Knowledge: Targeting System roll upon first engaging an enemy target, you gain a +4 bonus to attack rolls with all of your onboard weapons.





CHAPTER 3

A HISTORY OF STRIKE FORCE 7 & SKORPION

STRIKE FORCE 7

Like many organizations, Strike Force 7 had humble beginnings. Much of the counter-terrorist organization owes its life to a fledgling group born out of World War II called Department 5.

BIRTH OF A CONSPIRACY

As America drew closer to becoming involved in WWII, the “powers-that-be” knew that something needed to be done in order to safeguard the people from the threat of foreign powers. With the attack on Pearl Harbor, an initiative was initialized to begin development on an agency that would preserve the safety of America, as well as its interests overseas. Through a series of political maneuverings Department 5 came into power, drawing authority and support from not only the President, but from select members of Congress as well.

As if to herald its arrival, the true War in the Shadows came to fruition and America faced the enemy on a different sort of battleground, the home front. While divisions of Department 5 (such as the OSS) concentrated their efforts on the infiltration of Germany and parts of occupied France, the main goal of the Department itself was to ensure that America was free from retaliation in response to the operations that were being carried out against the Nazi regime.

A man was chosen to lead this fledgling group: Nathan Palmer. An agent of the Treasury Department, Nathan Palmer exhibited all the qualities that President Roosevelt wanted in the leader of this group; fierce loyalty to the United States, an ability to get the job done, and the willingness to do whatever was needed without sacrificing his morals. This was of paramount importance to Roosevelt, as he watched the horrors of the Nazi menace and the price of

power without conscience that was behind it. This was unacceptable to him, and he needed someone he knew would hold American interests and American ideals in balance.

Nathan Palmer went to work, gathering up a staff and making the necessary political connections to assure that his office would have the resources to do their job. Since they needed to operate covertly, Palmer was cautious in his recruiting. Even more so than other groups within the government, he needed to keep the existence of Department 5 out of the public eye, if not totally secret.

FIELD OPERATIONS UNIT

Just like any agency, Department 5 needed field operatives. Due to the sensitive nature of their work, efforts were made to keep such operatives as anonymous as possible. Operatives were given full authority to destroy recording devices, and were forbidden from interviews with media of any kind. Still, leaks were bound to develop even if his team members did their job, and much of the secrecy of Department 5 would have been lost if it were not for an accidental meeting by someone that Nathan Palmer didn't even remember.

The first mentalist discovered by Nathan Palmer was Steven Sharpe, a member of the FBI. Steven's most noted ability was mental invisibility; while he would show up on camera, people would have a hard time actually remembering his appearance or even his presence. Steven just chalked it up to having a forgettable face, and didn't even realize that he had psychic powers. He had heard of Department 5's limited public efforts through the grapevine, and wrote several letters to Palmer. It was only after Sharpe showed up at Palmer's office with copies of the letters that Palmer even remembered him.

Palmer, with the help of some researchers, not only taught Sharpe to harness this ability, but to teach it to other mentalists. Thus, Department 5's Field Operations Unit ended up being known as the “Men in Black”, only recognized for their similar

suits and tendency to appear and disappear from investigation scenes. Each Field Operation Unit of Department 5 was given a mentalist to facilitate this, aiding to the mystique of the units.

It was here in the FOU that Palmer found Robert Phelps, an unassuming man with a will of steel. Not fearsome or charismatic by any extreme, he just had the ability to get the job done regardless of the obstacles. People liked him when he needed them to like him, and feared him when they needed to fear him. He also happened to be Steven Sharpe's former partner, and was remarkably resistant to Sharpe's abilities. This was the protégé that Palmer was looking for, and soon Phelps was helping him coordinate the efforts of the FOU.

THE BACKGROUND

With the introduction of the mentalist-backed Field Operations Units, Department 5 continued to hunt for threats against the American people. While McCarthy could find nothing but scapegoats, Department 5 discovered Soviet spies, Manchurian candidates, and a burgeoning neo-Nazi movement. These subversives weren't exposed to the public; rather, they were quickly and quietly removed before anyone noticed their presence. People vanished, personalities changed, and the fire burned out of revolutions.

Even through all this, Palmer had a fight of his own on his hands. The concept of mentalists would be a hard one for the American people to swallow; likewise, the constant threat of subversion shown to be real would terrify them. He played a chess game with the FBI and the CIA, keeping them unaware of Department 5's true scope of activities. Agents of both groups, mentally scanned to ensure loyalty, would retire from active duty or be 'temporarily reassigned for a cross-department matter'. In other cases, ordinary citizens were recruited based on their loyalty to the United States, their proven skill in other areas such as local law enforcement, or the fact they were at the wrong place at the right time.

Even with these efforts, Palmer found his resources stretched. It was getting harder and harder to hide his funding from oversight

committees. People accepted the role of spying on foreign powers, but such activities on American soil flew in the face of democracy. In essence, that was the work of the newly named Department 7, spying on the American people. At this point, it had done so for nearly 2 decades, and information had started to get around. This was compounded by developments on Capitol Hill to pass a 'Freedom of Information' act, exposing certain government records to the public upon request.

Palmer knew he had to break ties with the American government in order to keep America safe. The wheels of politics and corruption were crushing his efforts, and the only way to do his job was to make sure he never had to rely on the government for funding and resources. He would have to go outside the government, gathering funding so that his new organization would be free of political manipulation. Without having to depend on government purse strings, he could freely work to protect the American people. He would also create another group, a special missions force outside of Department 7, to handle the 'dirty work'.

It took nearly three years to contact and convince all the people necessary, as well as ensure that they only knew part of the story. Captains of industry, retired politicians, non-profit organizations, all of them at one time or another publicly opposed the efforts of Department 7 and its predecessors. Still Palmer also knew that they supported the goals of Department 7, even if they did not like the methods. Thus, they tolerated the evil they knew to combat the evil they did not, and used their influence to raise capital, hide the group's efforts, and ensure the safety of America. This 'Directorate' was the silent partner and eyes and ears of Department 7, keeping an ear to the world for trouble.

While Nathan Palmer was an able leader, he was not a combatant; he didn't know the ways of war. Likewise, Palmer's newest protégé, Robert Phelps, wasn't the right man for the job. Nathan had to look outside the web of the spy game to find the



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leader he needed. This was dangerous work, indeed. This new group he wanted to form was one even the Directorate would be unaware of. As much as they may believe in Department 7's cause, Palmer could not risk handing a private army over to a bunch of capitalists and politicians.

THE OFFER

Nathan Palmer did a great deal of searching for the leader of his new organization. He needed someone who could be trusted, could bend the rules when needed, and who would be willing to go out on a limb for his country. This person couldn't have blind faith, but needed to be someone that could see the need for this new 'Strike Force 7' and would be willing to lead it in the protection of the ideals of freedom.

He found his leader in Captain Marion Wayne. A West Point graduate, he volunteered to be stationed in Vietnam where he served in the new air cavalry. From a line of military men, Captain Wayne was a front-line officer through and through. First off the chopper and last one back on, he was exactly what Palmer was looking for in a leader. Pulling some strings, he had Wayne taken out of the field and brought to Washington. At first not happy that he was rotated out of combat, Wayne at least took the time to listen to Palmer.

The concept of Strike Force 7 appealed to Wayne; he knew that dangers existed off the battlefield, and that revolution against the United States could easily happen. A student of military history, he knew well enough that unpopular wars were often the source of rebellions and insurgent movements. He could see Vietnam tearing the nation apart, and knew that the government was ill-equipped to handle subversive efforts stemming from it. For the sake of his nation, Wayne accepted the position of Commander of Strike Force 7.

THE DIRECTORATE

Who exactly is the Directorate?

They are whoever you need them to be. Former senators, public-minded citizens, a consortium of bankers, whatever; the Directorate write the paycheck for Strike Force 7. Imagine, if you will, having a rich uncle that just cuts you a check whenever you needed something. Like, say, 18 million dollars to fund a program on remote telepathic sensing. Or 14 million to develop a new body armor that can be woven into the shape and thickness of regular cloth, yet will stop .50 caliber rounds.

Now imagine the constant fear that you have that your uncle will actually decide to look into your activities, and won't approve. More to the point, what if he decides that he wants to use your good-intentioned program for his own ends.

That is the Directorate, constantly hovering over Nathan Palmer and his successor like a hangman's noose.

PASSING THE TORCH

Four days after Wayne accepted the leadership of Strike Force 7, Nathan Palmer was found dead in his Annapolis home. The victim of an apparent heart attack, Phelps thought otherwise and began a massive lockdown on Department 7. He split off the mentalists from Department 7's field operations, creating a group called OMEN. Steven Sharpe was assigned permanent duty as one of Wayne's bodyguards, protecting him from the feared psychic assault Phelps knew killed Palmer. Documents were destroyed, people shuffled around, loose ends tied up or cut off with extreme prejudice.

Meanwhile, Wayne went to work on his end. He pulled short-timers out of Vietnam, and pored over government files to find people in other organizations that would fit the ideal of Strike Force

7: good soldiers that believed in their country, and who would do anything necessary to ensure its safety. With the help of Sharpe, he was able to filter out dangerous elements and those that wouldn't make the cut, and soon he had a team. Granted, due to the nature of his organization, it was a part-time team, but it was the best he could do at this point.

When Strike Force 7 was needed to handle matters that Department 7 could not handle on their own, Phelps would contact Wayne. Wayne would consult his list of resources, and pick the best ones for the job based on their skills and other relevant factors. Reasonable efforts were used to pull them from current assignments, and the teams were assembled without knowledge of each other's identities. They would complete the job, and then be put back into the field. Efforts were made to keep the team members out of bloodbath arenas like the ever-increasing danger of Vietnam.

This system worked reasonably well. It was

OMEN

OMEN is Strike Force 7's psychic division, directly descended from the OMEN that belonged to Department 7. The division is a secret among secrets, little known even among Strike Force 7 members. The existence of OMEN is considered above classified, and information about the division is on a need to know basis.

Sometimes, Strike Force 7 teams will be assigned an additional member to their team. He is only to be addressed by his code name, and they are not to ask him about his personal life. The team will be told to not distract him if he looks like he is concentrating, and to take his advice if he insists on something. More often than not, he will prove to be right about a given situation. Or perhaps the team will see him stare at someone and the person will pass out. Chances are he won't even fire his weapon during a mission.

More information on OMEN will be in revealed in Mind Does Matter: the OMEN Briefing.

common for government agents and soldiers to be rotated out at times, so their absence was not much noticed. Secrecy was the major concern at this point; discovery now would result in the collapse of the organization, and would most likely spell charges of treason for everyone concerned. Also, the best operatives were sometimes just not able to be removed from their current assignments, forcing Wayne to use skilled but less than ideal team members for missions. Still, he got the job done, and that was his major concern.

PROJECT PHOENIX

In 1971, the New York Times released the Pentagon Papers, showing the actions of government agencies engaging in a deliberate campaign of misinformation regarding their involvement in the Vietnam War. This dated all the way back to the Truman administration. While Department 7 was not named, several of its most careful operatives were named, which caused the organization no small cause of concern. Upon further investigation, more disturbing trends were seen.

Colonel Wayne (the beneficiary of several promotions) noticed that many of his selected team members were unavailable for use. While this happens on occasion, the sheer volume of team members unable to even report back to him was startling. As time passed, Colonel Wayne contacted Phelps to let him know of this development. Understandably curious, Phelps did his own investigation, discovering a horrible circumstance.

The CIA had been gathering up assassins, special operatives, and snipers for a series of large-scale operations. In doing so, they were depleting Strike Force 7 resources and making it harder and harder for the organization to do its job. At first unable to discover the reasons behind it, a series of mental intrusions by OMEN psychics gathered enough information to give Strike Force 7 a target: Nelson Brickham. A covert mission to break into



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Nelson Brickham's offices, led by Wayne himself, came across startling documents regarding Project Phoenix.

Created by the CIA in Saigon in 1967, Project Phoenix was a program aimed at neutralizing the civilian support that aided the Viet Cong in South Vietnam. Through assassination, torture, kidnapping, and psychological and psychic reconditioning, they attempted to mold the South Vietnamese people into a more US-friendly society. In addition to being a violation of the Geneva Convention, it flew in the face of every American ideal that Strike Force 7 stood for.

It was also a funhouse mirror reflection of what Strike Force 7 could become if Colonel Wayne wasn't careful. Infuriated, he contacted Phelps to let him know about Project Phoenix. Surprised as well, Phelps authorized Wayne to take any steps he thought necessary in order to secure his people. The CIA had a tendency to be 'careless' with their assests, and Phelps wasn't going to have his people thrown away on some insane mission to 'win the hearts and minds' of a people that wanted nothing to do with the United States.

Colonel Wayne went to work. He pulled his people from Vietnam en masse. Those that raised questions disappeared, had 'accidents', or found their memories of events very cloudy. Small conflicts with CIA operatives aside, Wayne was able to get most of his people free and clear. A few were lost in Project Phoenix fiascos. On the flip side, the CIA ended up losing 80% of their psychics to natural causes, car accidents, and suicides, thanks to the efforts of OMEN and Steven Sharpe. In all, the clean up went better than expected; the CIA still did not know of the existence of Strike Force 7, and a majority of Strike

Force 7 team members were safe from CIA bungling.

By the time Project Phoenix ended in 1975, over 20,000 people suspected of aiding the Viet Cong were assassinated. Many of these people were innocent civilians.

Hardened by this event, Wayne and Phelps realized that they would need to make Strike Force 7 a full-time duty for all of their team members, to assure that an event such as Project Phoenix would never happen again.

FULL TIME JOBS

By 1981, the now General Wayne was able to bring Strike Force 7 into a comfortable position. Fully free of governmental oversight, he had a team of skilled warriors able to go anywhere in the world to serve the interests of the American people. The Directorate kept Strike Force 7 buffered from the ills of the government; Phelps kept Strike Force 7 buffered from the Directorate and the risk it could present. They were well-funded, well-focused, and had a team of people loyal to the American cause.

While many of the members of Strike Force 7 maintained their military rank or stayed part of government agencies, others 'retired' from active duty. They lived normal lives, collecting paychecks and enjoying the freedom for which they fought. When needed, General Wayne would activate them, they would go serve, and then would come back home. At this point, most of their missions involved fighting terrorism, both here and abroad.

Fighting terrorism abroad was especially dangerous. In order to protect Strike Force 7, the organization would sometimes have to disavow someone who was captured on foreign soil and unable to be rescued. Since the organization had no official status in the United States government, they could not rely on diplomatic means to secure the release of prisoners from either terrorist groups or foreign governments. This hurt Wayne to no end, having served in a time when you never left your men behind. He had to think of the big picture, however, and everyone who served in Strike Force 7 knew that being cut loose was a danger of the job.

The rest of the 1980's were a good time for Strike Force 7. Likewise, with the 1990's; they would do their job, both here and abroad, and then they would come back home. This relatively relaxed period allowed Strike Force 7 to expand their research and development department, leading to such

innovations such as Kinetex body armor, the Commando Insertion Vehicle, and the Integrated Computer System. Likewise, General Wayne restructured Strike Force 7 into 'teams', allowing for specialists to further train among their peers when not on missions.

TERROR COMES HOME

On September 10th, 2001, Steven Sharpe, already considered one of the most powerful OMEN psychics, passed into a seizure and then a coma. Other psychics confirmed that he was not attacked, but had locked down his own mind to intrusion of any kind.

He awoke on September 13th, relaying the events of the past several days with incredible clarity; it had taken him that long to overcome the shock of such horrible events and he had locked down his own mind to avoid insanity. General Wayne had Sharpe put on suicide watch while he went to meet with Phelps. The meeting was short, and to the point; why didn't they catch this?

Phelps answer was a simple one; there was only so much information they could gather by stealing it from other agencies. Without the support of the US government information systems, they could only see what they could steal and what their telepaths could gather from others. It was a concern that Nathan Palmer had from the beginning, and it was a risk Palmer was willing to take. Likewise, Phelps felt it was an acceptable risk until now. Meanwhile, four powerful telepaths, working round the clock, barely kept Sharpe from killing himself. So despondent about the events of the 11th and the fact he could have warned the world if he were awake, he tried to shut off the beating of his own heart. Only General Wayne was able to talk him out of it, enough for him to seek help. Several months of therapy helped Sharpe pull himself back together.

At the same time, General Wayne went back to work, stepping up efforts on the home front.

FOOL ME TWICE...

On February 3rd, 2002, a 1-megaton nuclear explosion detonated in Elkana, Israel. A new terrorist organization by the name of Skorpion announced itself to the world.

On that same day, General Wayne told Phelps that he had a simple choice: either let Strike Force 7 go public in its fight against terror, or he would resign and take all of the people he recruited with him. Fortunately, Phelps was of the same mind; the world was ready for a public Strike Force 7. More to the point, it would allow him another degree of freedom; the Directorate had been making demands and gathering more and more information, and had they discovered Strike Force 7 before now, it would have had very dangerous consequences.

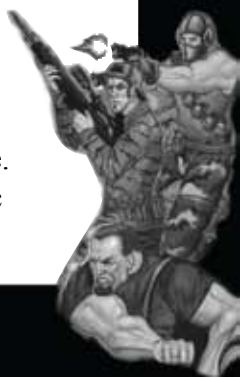
Later that day Phelps made a few phone calls.

WELCOME TO THE WAR


Nathan Palmer made a good choice in Phelps. When all was said and done, and the phone calls and meetings were over, Strike Force 7 had the backing of the federal government, funding from both the government and the Directorate, and was a Cabinet level position. General Wayne, who had just retired from active duty in the Army, was appointed the Commanding Officer of Strike Force 7 and they could walk openly and do their jobs for once, without having to constantly hide in the shadows. They would be the good guys, and it would be the terrorists and subversives that would have to hide in the shadows. Their concerns were only with terrorism; the armed forces would handle actual warfare.

Granted, the Directorate was not happy about the fast one pulled on them, but there was little they could do... yet.

Public recruiting for Strike Force 7 began, growing it by an order of magnitude. Strike Force 7 established a new and public



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main base for itself outside Washington DC, as part of Andrews Air Force Base. Other units were stationed in Germany, England, Italy, Japan, and locations throughout the United States and the world. In addition to the requests of military personnel to join, members of law enforcement as well as civilians applied to the organization. For once, General Wayne had to turn people away. He developed a stringent recruiting process that involved intense psychological and psychic evaluation; not only did this avoid governmental and Directorate plants, but also let Strike Force 7 shift people with psychic ability or potential over to OMEN for training.

As for the war on terror, Strike Force 7 went at it full force. Their first mission was to stop a Skorpion attack on Fort Knox, which they did handily. Unfortunately, lack of cooperation from intelligence sources resulted in finding out about a Skorpion attack in Mumbai, India after the fact. Hundreds of diamond company offices were robbed with a number of deaths. Due to this, the Indian government became the first country to develop a national anti-terrorist group trained by Strike Force 7.

Other nations follow suit in their desire for training. The Israeli and Palestinian governments both offered assistance in this matter. It was an unprecedented amount of cooperation, but not unexpected; someone just detonated a nuclear weapon in their backyard. Certainly, it was a humbling experience and a leveling of the playing field.

IN THE SHADOWS



While Strike Force 7 continues to enjoy their public face, they still engage in their private efforts. In addition to OMEN, they often find themselves on foreign soil more often than they would want to admit. Part of the job of stopping terrorism is to catch it long before it becomes a danger. Sometimes, this requires actions that would be considered illegal in the eyes of the world, or simply

immoral. For the most part, such activities are kept hidden. Sometimes, however, these activities get thrust into the public eye.

In March of 2004, CNN received a copy of a tape showing a battle between Skorpion operatives and a Strike Force 7 team. The background was identified as Mogadishu, Somalia; reports from other sources confirmed this and more; Strike Force 7 was in the middle of an extraction of an arms merchant when ambushed by Skorpion operatives, including a member of their ruling cabinet, Horus. This mission resulted in the death of Strike Force 7 team members Cassandra and Gator, as well as the savage beating of Plug 'n Play which resulted in his paralysis from the waist down.

While the mission was unsuccessful, it was also a media train wreck. For the first time, world governments were concerned about Strike Force 7 operating on their soil. They feared that it would be seen as collaboration, and Skorpion would take punitive action against them. Likewise, the US

HIS OWN SANDLOT

Robert Phelps managed to pull a fast one on everyone concerned in getting his own Cabinet position for Strike Force 7. Answerable only to the President at this point, the only concern in everyone's mind was that Phelps could be replaced by another administration.

The fact that Robert Phelps, Secretary of Strike Force 7, could be replaced due to an administration's whim was of no concern to him; to the United States government, OMEN was just the name of a movie, not a group of people that could keep him in charge of the organization. Having a group of psychics in your back pocket will do wonders for your job security.

As for the Directorate, he cut his own deal with them in order to avoid their wrath. For now, that deal is between him and them, and none of them are talking.

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STRIKE FORCE 7 TRAINING

With the opening of Strike Force 7 membership to people outside the military, an interesting situation developed. While these people were skilled in their own fields, they often did not have the basic knowledge or training to work in a military structure. Thus, General Wayne and several other members of Strike Force 7 developed a modified training course for new recruits.

Before a candidate is even considered, an extensive background check is conducted on the individual in question. In addition to checks for ties to subversive organizations, a detailed check of the recruit's credit history is done. This assures that the team member is less likely to be swayed by bribery. Similar checks are done to family members and their associates. Should these checks prove satisfactory, the team member moves to the next phase.

The recruit is put through a series of exhaustive interviews and tests. In addition to gathering information from the recruit as to his best use by Strike Force 7, the questioning also allows OMEN psychics to probe the candidate for evidence of disloyalty or tampering from other mentalists. As well, anyone showing psychic potential is immediately removed from the Strike Force 7 program and sent to OMEN for recruitment and training. Assuming that these tests and interviews prove the recruit to be a viable candidate, the next phase begins.

For those already in the military, or those that were in the military at one time, a 16 week intensive training course acts as proving ground, refresher course, and meat-grinder for the new recruit. Here, Strike Force 7 tactics are practiced, the new recruit is trained in new

weapons such as the OICW (Objective Individual Combat Weapon), and information about Skorpion and other terrorist groups are imparted. Future Strike Force 7 members are taught about the law as it pertains to terrorists and other similar crimes, as they will be granted federal arrest powers. Standards are high, so even well-trained military personnel find a rough time of it.

For those with law enforcement experience, a separate training course is held to fill in the gaps that law enforcement training may not cover, such as heavy arms fire and heavy vehicle operation. Less focus is put on the law end of Strike Force 7's duties, as law enforcement personnel already have extensive experience with arrests and the rights of those they arrest. The physical fitness portion of the training is brutal, just like the military; combined with the other sections, the course lasts 24 weeks.

For those with no prior experience, Strike Force 7 requires that the candidate show incredible desire and aptitude. Should this be the case as proven by the interview process, the Strike Force 7 recruit is placed in a military basic training program depending on the role in Strike Force 7 for which he is best suited. After he completes basic training, he is then enrolled in an extended Strike Force 7 course that lasts 32 weeks.

Even after someone is sworn in as a Strike Force 7 member, they are required to constantly train and improve their skills. From monthly requalification with rifle and pistol, a required 5 hours a week of unarmed combat training, to extended specialty training in particular fields such as computer support and piloting. Strike Force 7 always finds they are either fighting the enemies of the United States, or training to do so.

CLIMBING OUT OF THE HOLE

On March 5th, 2004, Strike Force 7 headquarters was contacted by the law firm of Pittman and Schleigh. One of their clients wanted to cooperate with the US government under condition of total amnesty and a chance to join Strike Force 7. At first thinking it a joke, the switchboard hung up. It was after the third try

government was (at least publicly) outraged by this action; it took a great deal of effort by Phelps, Wayne, and Strike Force 7 to calm the situation down. It was certainly not a situation that Strike Force 7 wanted to deal with at this time, as Skorpion was becoming harder and harder to combat. The team would need a real boost in morale and strategic advantage to get out of the hole that was dug in Mogadishu.



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that they were able to convince the switchboard to put them through to someone who would listen.

Their client was none other than Set, one of the Children of Ra and the leader of the Anubis Warriors. Responsible for the death of Osiris, Skorpion's Director of Internal Security, he was currently on the run and was willing to give Strike Force 7 vast information regarding Skorpion and its operations. It was a hard deal for the US government to swallow, but General Wayne and Robert Phelps pushed it through the Attorney General's office.

Set willingly allowed himself to be psychically scanned by OMEN, both to ascertain his true feelings and to quickly gather information. As a result of his information, the real identities of several of the Children of Ra were revealed, as well as the locations of 9 Skorpion bases. Missions were quickly organized to strike these targets, resulting in the capture of dozens of Skorpion operatives. In addition, two of the Children of Ra were almost killed, and four high-ranking Skorpion internal security officers and three Anubis warriors were captured as they prepared to seek out Set. Rumor even has it that Pharaoh was forced to flee one of the bases in order to avoid capture. It was several months before Set was allowed to be left to his own devices, and he held Strike Force 7 to his agreement with the government; General Wayne swore Set in on May 15th, 2004, the same day that he was granted United States citizenship. Since then, Set has proven to be an incredible asset to the team, wading into battle in his modified Anubis Warrior armor and equipment. While still not trusted by some, time and time again he has proven his worth and his loyalty to the team, even with the 50 million dollar bounty Skorpion has put on his head.

HARD CHARGING

The future looks very bright for Strike Force 7. The information that Set brought to the team has done a great deal to aid the war against terror. Skorpion is off-balance due to the series of raids, and are

still disorganized. However, Skorpion is bound to recover, and the latest terrorist threat is not the only threat to American ideals in the world. Rogue nations, immoral corporations building their own armies, and forces within the United States itself are but a few of the enemies that Strike Force 7 must face in their duty to protect the American way of life. Still, Strike Force 7 is ready, regardless of the threat.

STRIKE FORCE 7 NOTABLES

Strike Force 7 has team members stationed all over the world, ready to respond in a moment's notice. While all of them are skilled at their duties, there are some that stand out as the best of the best.

General Marion Wayne Commander of Strike Force 7

The man who would become the leader of Strike Force 7 started off as an unruly child on Chicago's South Side. Prone to breaking into cars and going for joyrides with his friends, a brief stay in a jail cell at the behest of his parents and the local police scared him enough to keep him on the straight and narrow. He did reasonably well in school, and decided to follow in the footsteps of his grandfather and great grandfather and applied to West Point.

Graduating from West Point in 1967, Marion Wayne served 2 tours in Vietnam with the air cavalry before his appointment as the head of the newly formed Strike Force 7. Purportedly, this organization did not exist, so much of Wayne's work involved keeping one hand from noticing what the other was doing. It was a lot for the young captain to do, considering he just wanted to serve his country in Vietnam. He satisfied his own desires for action by accompanying teams on missions all over. This put him at odds with the Directorate, who wanted him out of the line of fire. Still, they put up with his antics since he was still able to get the job done.

After the events of 2001, General Wayne made the existence of Strike Force 7 public with the approval of Phelps. This unveiling brought in a flood of new recruits, all eager to fight in the war against terror. General Wayne pulled himself out of the

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field at this point, confident that there were enough new forces to handle matters and that he didn't need to save everyone now.

General Wayne is perhaps the best mirror of Strike Force 7; a solid military man with enough edge to know when to bend the rules to get the job done. With over 30 years of experience fighting terror and enemies of the United States, he brings the wisdom of age and the fire of a man who still believes in his cause to Strike Force 7. Be it communists, religious fanatics, or Skorpion, Wayne doesn't care; they are the enemy of freedom and must be stopped.

Plug 'n Play

Real Name: Captain Victor Rittenhaus, USMC

Team: Information Team

Captain Rittenhaus graduated from Columbia University with a computer science degree in 1994. He worked in the growing tech sector in New York for a few years, and then joined the Marine Corps when the stress of 100 hour work weeks started to get to him. He gained an immediate reputation as a body-proud jock with a bad attitude that could get the job done; he had competed and won several bodybuilding competitions while in college, as well as being active in both Aikido and rugby. Qualifying for military intelligence, he chose to stay in the infantry until he was forced into a computer sciences role after three years. He planned to make the Marine Corps his career even before the detonation of Skorpion's nuclear device.

After the detonation, Captain Rittenhaus contacted Strike Force 7 and immediately signed up. Instrumental in developing Strike Force 7's Integrated Computer System, the ICS allowed him to provide tactical and computer support on missions while in the field as opposed to behind a desk somewhere. Wounded several times in combat, he managed to make quick recoveries until the events of February 2003.

While on a mission to extract an arms dealer who was hiding out in Mogadishu, Plug 'n Play and his team were ambushed by Earth and Sky, one of Skorpion's elite combat units. Basically caught in a

set up, the team tried to escape but was caught in a crossfire between Earth and Sky and a unit of Anubis Warriors. Already wounded and with two members of the team dead, Plug 'n Play managed to get up to Earth and Sky's position by himself and break up the cover fire, giving his team time to escape. In retaliation, Horus of Skorpion's Children of Ra broke his spine, paralyzing him from the waist down. Plug 'n Play still managed to fight, wounding Horus and driving off Earth and Sky while he called in fire support and an exit vehicle for the team.

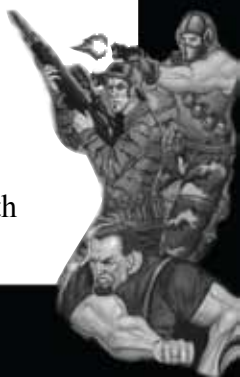
Due to his actions, Plug 'n Play was awarded the Medal of Honor. It was a small consolation for the loss of half an athlete's body, but one that he is learning to live with every day. He refused to accept reassignment from Strike Force 7 or retirement, even filing a lawsuit against the United States in order to stay part of the team. With the backing of General Wayne, he was permanently assigned to Strike Force 7. Currently, he is the enterprise administrator of all of Strike Force 7's computer systems, as well working as tactical support for units in the field. He still lifts despite being in a wheelchair, and makes a contribution to the Strike Force 7 team, perhaps more so than when he was in the field.

Delilah

Real Name: Special Agent Delilah Dubois, FBI

Team: Military Operations

Delilah Jasmyn Dubois grew up in the swamps of Louisiana with her twin brother Dominick. Born into severe poverty to an unwed mother, the two managed to survive long enough to start fending for themselves. Tagging along with a few locals, they learned a great deal about hunting and survival, enough to help their underemployed mother with bringing in food. Furthermore, the pair often acted as guides to out of state hunters for money, as well as helping the police track down fugitives. When their mother died when they were 13, they evaded Division of Youth



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and Family Services agents for nearly a year until Dominick had to bring Delilah to the hospital after she was bitten by a poisonous snake. Despite their best efforts, the pair were split up and put into separate foster care.

A true product of the foster care system, she struggled with substandard education, and tried to make something of herself. She improved her reading and writing skills by writing letters to everyone she could get a letter to: her brother, the few relatives she had left that couldn't afford to take her in, the police she had helped with tracking fugitives, even a letter a week to Governor Buddy Roemer in which she described the horrible conditions of the foster care system and what she was doing to improve herself. Some of the people responded back, including the governor's secretary who assured Delilah that she made sure the letters got to his desk. After the 30th letter, the governor wrote back, and Delilah and her brother were reunited on their 17th birthday.

As close as always, Delilah and Dominick managed to finish high school with each other's help. Delilah went off to college and then FBI training at Quantico, while Dominick became a Louisiana State Trooper while he worked on his own degree. Both kept in touch, a letter a week, every week, even as their jobs kept them busy. When the call of Strike Force 7 went out, they both applied and were accepted. The pair were often assigned to the same missions as infiltration specialists, their long years in the Louisiana swamps making them the ultimate hunters. They still wrote to each other every week, regardless of where they were in the world.

The letters stopped in February 2003 when Dominick, aka Gator, was killed by Horus on a mission to Mogadishu. Delilah refused leave, only taking a day off for the funeral of her brother. She has performed admirably on subsequent missions, but there has been some concern regarding her behavior. She fights as though she has nothing to lose, and it is only through the efforts of several of her own team members, such as Plug 'n Play, that keep

her from being removed from the field for her own safety. Delilah still writes two letters a week, one that she burns after it is written, the other she mails off on her own, letting no one see the address.

Deadhead

Real Name: Specialist Peter March, Army

Team: Counter-Terrorist

Peter March enlisted in the Army simply because he didn't have many other options. He wasn't a great student in high school, and while he was decent in sports he wasn't spectacular enough to draw the attention of college scouts. His ASVAB scores were good but not exceptional, but his time in boot camp showed him to be a good shot. In fact, the only exceptional things about Peter were his eyesight (20/6) and his amazing series of parlor tricks, such as balancing a coin on his finger by the edge and ability to juggle multiple objects. Were it not for a recommendation by his drill instructor to apply for Sniper School, Specialist March would have not gone very far in the military.

In Sniper School, Peter March scored the highest total average on the school's testing, 97.8 percent. His farthest shot without the aid of a glass scope was 220 yards, and he excelled in all areas of sniper training. His psychological examination revealed a very calm and self-assured man, able to look beyond the taking of a human life in performance of a duty. His fellows in Sniper School gave him the name "Deadhead" for his precision shooting and his ability to remain calm under any circumstance.

A chance meeting with General Marion Wayne ended up with Peter March being transferred to Strike Force 7 to work with the counter-terrorist team. Here, Deadhead took his place as a valued member of the team; more situations were ended with a single shot from Deadhead's M24 Sniper Weapon System with a cold barrel than by dozens of hostage negotiators and squads of counter-terrorist units. Some of Deadhead's most incredible exploits include taking down an Anubis Warrior on the night of a new moon with an

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iron sight, and the shooting down of a Helios jet at 800 yards with his sniper rifle.

Despite his grim occupation, Deadhead is one of the nicest of people. Friendly and helpful, he appears to be the antithesis of the sniper's motto "Without Warning, Without Remorse", until a mission starts. Then, he becomes a machine, easily taking down targets without fear and without hesitation. His manual dexterity is matched only by his ability to ignore fear and pain; having been wounded several times, he has still maintained a 97% kill ratio on his missions. It's as though Deadhead has an on/off switch, letting him go from human being to effortless assassin as easily as someone would turn off the lights.

Hammer

Real Name: Sergeant Walter Simmons, USMC

Team: Media Relations

Sergeant Walter Simmons grew up behind the wheel of a car. The youngest of 5 brothers, his afternoons after school and weekends were spent under the hood of cars at his older brother's auto repair shop. In fact, he spent most of his school career in auto shop as well. When he graduated from high school, he went to work for his brother until he decided that he wanted to do a bit more with himself. Joining the Marine Corps let him at least pretend he was doing something important with his life.

Still, it bothered him that he was just a grease monkey. His brothers liked the lifestyle, and loved cars. He did too, and couldn't think of anything better to do with his free time but to tune an engine. It was just that he wanted a little more out of his life, so he left the service in 1999 and started his own racing team. Here, he would make a name for himself, with radical engine designs and a winning record. He pulled together a team of drivers and started to tear up the NASCAR circuit.

When Strike Force 7 became public, Walter saw another opportunity to be something more than a grease monkey. As a reservist, he was able to be reactivated easily, and found his driving skills in great demand. In addition to his duties as team transport and fire support, he also teaches several of the

defensive and offensive driving courses for Strike Force 7. He is also active in media efforts for Strike Force 7, using his popularity as the owner and driver in a popular NASCAR team to good effect.

A towering black man with a lean build, Hammer has taken it upon himself to act as the 'welcome wagon' for the newest members of Strike Force 7, traveling all over the globe to orient new members on Strike Force 7 tactics and procedures. He is a perfect example of Strike Force 7's code of proud service and dedication to freedom. He's also an example of the reckless nature of Strike Force 7 members, doing whatever it takes to get the job done.

Traffic Cop

Real Name: Salvatore Imperiale


Team: IT

Salvatore Imperiale proved to be an organizational genius at a young age. He devoured probabilities and statistics, and overloaded himself with the study of math in junior high school. While he did well in school, he found his numeric skill more suited for bookkeeping and gambling. Running numbers, taking bets, and high stakes poker games filled his free time; when 'family people' came knocking on his door after high school, he fell right into the culture, providing a valuable service to people that were willing to pay for it.

A few close calls almost brought him jail time, which was enough to give him a reason to break from his criminal ways. He lost his taste for illegal activities and tried to apply his skills to more legitimate areas. Attending college, he found his thirst for numbers easily able to expand itself to handle such topics as industrial engineering and physics. Efficiency and planning took the place of running numbers, and he drifted into straight work, supplemented by his incredible skills at blackjack and poker.



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Recently, he was approached by Strike Force 7 to develop probability and logistic models for the organization. Despite his sketchy past, they were able to get him a security clearance; despite being lazy and out of shape, Salvatore survived Strike Force 7 training. Salvatore works closely with Plug 'n Play to help with tactical planning for Strike Force 7, and is also in charge of resource allocation for the whole organization. Although trained for field work, Salvatore knows he can't fight anything like the 'real soldiers', so he prefers to make sure everyone else is prepared when they get out in the field.

Fortunately for Salvatore, he's been able to keep his nose clean and keep a 'legit' job working for Strike Force 7. As patriotic as the next guy, the lure of money isn't that much of a lure for him now, so he has no need to go back to his criminal ways. Still, he's made some friends in low places, some that think he owes some big time favors, and he might just need Strike Force 7 to keep himself safe.

Bloodhound

Real Name: Captain Allan Martindale, M.D., U.S. Navy

Team: Military Operations

Allan Martindale always had an easy life; when a person's family has millions of dollars, most of the problems in the world go away. Granted, they get replaced with a whole new set of problems; Allan was judged for his money, not because he was a good person or had a genuine interest in helping others. While his mother and father worked their 70 hour workweeks, Allan volunteered first at a local hospital, and then as an EMT. Life was sacred to him, and he wanted to make sure that everyone had a fighting chance to live regardless of how much money they had.

His parents were proud that he attended Boston University, and then the University of Medicine and Dentistry.

They were less than pleased with his decision to join the Navy to finish his internship and residency, and threatened to

disown him. He insisted that they do so if they were only concerned with the prestige of him being a doctor as opposed to saving lives. With that impasse handled, Martindale finished his residency at the Naval Medical Center in Bethesda, Maryland and then was assigned to serve aboard the USS Cole in 1999.

With terrorism striking close to home with the bombing of the Cole in 2001, Captain Martindale watched his worldview change. A person's life was only worth as much as they cared about the lives of others, and terrorists had no business living. He buried friends and fellow servicemen that day, and he was going to do his best to make sure every one of his people came back alive. With the public debut of Strike Force 7, Captain Martindale pulled as many strings among his family's congressional friends to get him to the front door.

Bloodhound is an interesting dichotomy, a healer that is willing to carry arms. With his official discharge from the Navy, he is not bound by the rules regarding noncombatants. He freely enters the field fully armed and fully willing to stop Skorpion at all costs. As he has often said, "your life is only as sacred as the value you place on the lives of others", and Skorpion and the lives of other terrorists are of no value to him.

Set

Real Name: Wojciech Jankowski

Team: Skorpion Turncoat (Currently attached to Counter-Terrorist)

The son of a Polish factory worker, Wojciech was destined for the factories until he secured a scholarship to the Warsaw University of Technology. He did well in classes, but was dissatisfied with how much of his work was ignored in favor of those with money. He struggled to both work and study, and managed to do both well. As students are bound to do, he became active in a number of student movements, causing the administration no end of trouble with his antics. Despite his troublemaking, he graduated with high marks and found employment with an aeronautic engineering firm first as an engineer and then also a test pilot.



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Even after entering ‘the real world’, Wojciech kept his hand in student activism. Fortunately, his employers were rather accepting of his activism; they were a Skorpion front company. Testing the waters more, Wojciech found himself invited to a number of meetings regarding social change by various forces. Skorpion considered him a very suitable candidate for one of their newest program, based on his piloting skills, his social activism, and the information they secured about him by the use of Skorpion telepaths.

After he joined Skorpion, Wojciech found himself swiftly promoted to the Children of Ra. As an Anubis Warrior, Set time and time again proved his worth to Skorpion, striking devastating blows against their enemies. It was only the death of his brother at the hands of Osiris, and Set’s killing of Osiris, that caused him to flee Skorpion. After a period of intense interrogation of all kinds, Set was allowed to join Strike Force 7, where his knowledge of Skorpion proved invaluable against the terrorist organization.

For the most part, Strike Force 7 has accepted Set’s new loyalties. His actions have proven him to be trustworthy and forthright. Some bad blood still exists towards him, mostly from those hurt most by Skorpion such as Plug ‘n Play and Delilah. Set fully expects this, and bears no ill will towards his new teammates. He constantly throws himself into his work, always trying to prove himself and make up for the years of harm he had caused.

Smash Mouth

Real Name: Lieutenant Eric Turco, USMC

Team: Military Operations

Eric Turco was the oldest child of a Sicilian family, as well as the largest. Over 6 feet tall in junior high school, he was the most feared defenseman on his PAL football team to the point where parents tried to get him banned from playing due to his incredible size. High school brought about a whole new playing field, where Eric was encouraged to knock around people two years older than him. College scouts offered him the best of education and fame, and he went to Texas A&M. Pro scouts followed suit,

and they were trying to recruit him even in his sophomore year.


A broken bone in his foot, which would have only temporarily sidelined his career, resulted in a grim discovery: lymphatic cancer. Eric found himself fighting for his life for over 4 years, with radiation and chemotherapy draining him away. He fought on, still cheering on his team and helping the coaches even as he couldn’t play, and managed to finish his degree in Criminal Justice even through the replacement of half the bones in his foot with surgical cement and the incredible wear on his body and mind. Finally, after the cancer went into remission, Eric was still alive and kicking.

His career in sports over, he focused on his law career and returning himself to top physical shape. He undid the damage that 4 years of cancer treatments did to his body, and then some, with personal training sessions 5 days a week and a black belt in Hapkido. At 6’8” and 325 pounds, Eric proved himself to be a menace in the courtroom as well as the football field. He showed this menace to Skorpion firsthand by stumbling onto a kidnapping outside a federal courthouse and single-handedly defeating 4 Skorpion operatives with his bare hands. The small measure of fame Eric gained from his public service got him an invitation to join Strike Force 7. He requested his training be with the Marine Corps, where he was placed in officer training before his reassignment to Strike Force 7.

To his advantage, everyone assumes Smash Mouth is simply a thug. On the contrary, he’s very intelligent, having been blessed (or cursed as he feels sometimes) with a body a bit too big for the world. Having looked death in the eye and not blinked, he’s pretty confident in his ability to survive whatever Skorpion can throw at him.



SKORPION



Skorpion is, at first glance, much like other terrorist organizations. They seek to achieve their agenda through fear. They hope to topple existing governments. They are willing to use whatever means are necessary in order to achieve their goals. Unlike other terrorist groups however, their origins, goals, and methods are markedly different than organizations such as Hamas, Al-Qaida, and the Abu Nidal Organization.

HISTORY

The organization that would become Skorpion started back in the 1980s with a single man. No one outside of a chosen few has ever seen his face, or heard his real voice. Information about him is sketchy at best, but the majority of it seems reliable, having been secured from Skorpion turncoats and captured Skorpion operatives and soldiers. He was not born to abject poverty, or under a fundamentalist religion regime. Rather, he was born in the unlikelyst of places for a terrorist leader - the United States, and the lessons he learned here turned him into the mastermind behind the greatest coup against social order in the world.

The name this man uses is Pharaoh, a worthy title based on his philosophy. Like the Egyptians of old, he believes in the divine right of rulership, that certain people are foreordained to lead others. As well, he holds to a number of Greek philosophies, including the concept of 'gold people' and 'silver people', those that are predestined to hold certain positions in life. His major deviance from this belief, however, is that no one knows what position they will hold in life. Thus, predestination and free will can coexist simply because a person does not know his path in life.

From this, he reasoned that the only true way to find out what that position in life would be is to keep on trying until he failed. Through proper application of the self, he

would see what his place was in life. All philosophy aside, he truly believed that there would be no upper limit to his success. He knew that he had the tools to succeed in whatever he did. It was just a matter of not accepting any limitations from outside forces. To this end, he followed the Socratic idea of knowledge bringing virtue; he would gain as much knowledge as possible, and with this create a just world around him.

His childhood was not easy; while he was not trapped in poverty, he wasn't born into wealth, and had to work at a young age. His extra money went to books, and bus fare to the library, and museums. He was active in sports, as much as his time between school and work would allow. He avoided the lures of easy money in the form of crime; he saw it as 'small time', something that hurt society, and something that would be only a short-term gain. He did well in school, was well-liked by his friends, and looked forward to having a good college life.

Sadly, his college experiences were less than ideal. He was constantly watching as those less capable, less intelligent, and less motivated got ahead. Entitlement programs, quotas, and the color of his own skin affected how people reacted to him. He wasn't judged on his own merits alone, but by his appearance. He felt wronged when someone less capable than he got ahead, despite his best efforts; he felt dirty when his own works were slighted due to his income, his gender, his race or creed. He wanted a pure world, where his actions would be the sole benchmark.

"THE VALUE OF MERIT, AND THE REWARDS OF A SOCIETY OF MERIT"

It was his last year in college, and he found a book on a shelf in the library. It was out of order, buried in a copy of Plato's *Republic*. A slim pamphlet, simply printed with 40 pages of text, it fell out of the *Republic* and to his feet. He picked it

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up, and pocketed it, since it had no security tag or card; perhaps someone had printed it up for a class project. He checked out his books, and then read it in the college cafeteria.

By the end of the week, he had read it 47 times. It struck him like nothing he had ever seen. Much like *Utopia* and *The Republic*, it advocated a model of society. In this case, it was the concept of a meritocracy; a society built upon the contributions of others. Unlike a Marxist ideal, though, a person would receive personal benefit from his own success. It was his choice to 'share the wealth', but there would be rewards in place that would encourage cooperation, rewards based on the concept that helping the community helped you as well, in the form of a culture of prosperity. 'Tough but fair' would drive this community, and the rulers would be drawn not from popularity contests, but by those of great deeds and intellect. The only true 'poor' would be those that chose not to work to succeed. A survival of the fittest, true, but it was one where ties of race, creed, and previous wealth would mean nothing. Artificial constraints of society would not coddle the lazy. Deeds and intellect and what you contributed to the world were the sole measure.

The concepts, he felt were rough, and the explanations a bit simple, but it was a start. He took it home with him, and started writing notes. He researched other societies, real and imagined, finding where they succeeded and where they failed. He saw the efforts of bloody rebellions, both successful and not. He watched people choose rewards for trivial achievements over worthy work. He read the works of Hitler, Hobbs, Malcolm X, all to see why people would live in a society that kept them from succeeding, and to what end they would go in order to succeed. The ideologies of terror intrigued him to no end; it was the ultimate success story of someone reaching far above what 'society' thought they should achieve. Conversely, it taught him the dangers of blind faith in a cause, and how such constructed systems as politics and religion could manipulate people away from achievement.

THE REAL WORLD

He graduated college *cum laude*, with a dual major in philosophy and world affairs. He was also working a full time job at the time, clerking at a law firm. He finished law school in 2 years and passed the bar on the first try. All this time, he continued working on his '*Society of Merit*'. He knew that for the time being, he could at best improve himself, and perhaps teach others his ideas. His friends thought his conversations made interesting debate, although he was still frustrated with his lot in life.

The 1980s gave him a window of opportunity unlike any other. It was the boom of the stock market, easy money to be had. At this point, the fact that insider trading was a crime wasn't even an issue; he no longer had respect for the laws of the land, seeing them as a natural impediment to truly worthy individuals and their success. These laws were made not by the worthy, but the winners of popularity contests, the ones who could spend enough money to buy enough airtime.

Unlike the Boeskys and the Milkins, he never flaunted his ill-gotten wealth. Offshore accounts, purchases of gold, investments in government bonds were a few of his tools while he worked on contract law, rode the 1&9 Uptown in New York City every morning, and lived in a one bedroom apartment. He kept on accumulating money, for years, and then got out of the quick money game when the cards of the house started to fall.

He took trips all over the world, seeing governments first hand; oppression, freedom, justice and tyranny. He also managed to get himself hijacked on aboard a cruise ship, and this proved to be the incident that turned him from simply a wealthy man to a true man of merit.



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PHARAOH, MEET HORUS

On October 7th, 1985, four Palestinian hijackers seized the Italian cruise liner *Achille Lauro* off the Egyptian coast. The attack, a direct response to an attack by Israeli warplanes on the Tunisian headquarters of the Palestine Liberation Organization, resulted in the death of Leon Klinghoffer, a wheelchair-bound New York man. The four hijackers were later arrested and jailed.

In the two days where 500 people were held hostage, Pharaoh had a great deal of time to speak with an unusual individual. This person had read over Pharaoh's shoulder, noticing his work on a meritocracy. This individual proceeded to sit down with Pharaoh and pull apart his work. At first, Pharaoh was furious; as time went on, however, he discussed the matter more calmly, and the two started to exchange ideas. While Pharaoh was a financier and intellectual, the individual he met was a mercenary.

"I know people that solve problems and change the face of the world," the individual said.

By the time the hostages on the *Achille Lauro* were free, Pharaoh and his new friend had much more to talk about, and much more to work to do.

BUSINESS

Pharaoh and the person who would become Horus went to work. Pharaoh had the contacts in the legal and financial world, as well as incredible access to wealth; whatever he did not have personally, he could arrange. Horus, on the other hand, had access to a far greater resource; armies. Horus had access to military equipment as well as people that were willing to use it.

Over the course of 8 years, they refined their plans. Through Horus' contacts, they set up meetings with soldiers of fortune. They were just meetings, at this point; Pharaoh had to get an idea of what drove these people to fight. He needed to see which ones were just soldiers, and which ones were trying to make something of themselves beyond the guns and the

revolution. As well, they kept an eye out for others like themselves, those that they could bring onboard and show the big picture right away.

They could have worked quicker, and more openly. They would have gained more believers this way. Had they cloaked themselves in religion, their followers would have been more fanatical, more intense. But it wasn't Pharaoh's goal. He wanted people that would follow his ideal not due to some far-off promise or fear of divine retribution, but because they wanted to make something of themselves in the here and now. Fanaticism bred irrationality, and he needed to have logical and focused forces in order to succeed.

Fanatics also attracted attention at the wrong time. With the powerful eyes of world governments and international agencies on a group, it would be much harder to operate. Showing up on the FBI's Most Wanted list was not an option for someone who wished to recreate the world. Neither was getting dragged into a religious or national conflict. His ideas were beyond religion and state. They were a recreation of the definition of man, one of merit who would shape the world by his actions, and who would be rewarded by improving himself and those around him.

It was also a question of resources. Money takes time to grow, and funding an army takes even more money than your normal business venture. Delaying the transformation of the world by a decade or so was an acceptable delay in Pharaoh's eyes. Likewise, the resources of leadership needed to be developed. Those recruits who could see the big picture were watched and then slowly tested. Offers made, offers rejected, liabilities killed, and slowly Pharaoh pulled his organization together. First a recruiting director, then someone for internal security, then a researcher... and the list went on.

EARTH AND SKY

Horus approached Pharaoh with an interesting set of dossiers, ones that he didn't even show the Director of Recruiting. The names had been removed, but the descriptions of their skills were astonishing;

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close-quarters combat, infiltration, electronics and counter-terrorist experts. If Pharaoh had not known better, it would seem as though these dossiers were just a job ad for the perfect team of covert operatives. When he got a chance to meet with these four people, he knew that the information was real and that he had found a new weapon.

He ordered them cut off from the rest of the forming group, to be trained separately. Horus would be the only one to have direct contact with the four, and Horus would not speak of them to anyone but Pharaoh. With Pharaoh's money, he made them vanish from the world stage. No identity, no past, simply no way to find them under the earth and sky. Anyone who looked for the four found nothing but dead ends if they were lucky, and became a statistic if they were not.

Much of their training took place in the rocky terrain of the Australian Outback. There, they built a new town in a matter of weeks, and had it populated with people of all stripes. It seemed like a strange thing to do, but the people did not argue, they were being paid to live in this wilderness, and given what they needed to survive. They learned to ignore the strange goings-on such as the moving shadows in the night, or the precision and detail that was put into building the town.

Almost as though it were a copy....

TESTING THE WATERS

Pharaoh's groups of mercenaries were gathering nicely. Already, he had them training in real theatres of operations. Bosnia, Sierra Leone, Liberia, South Central Los Angeles and Chicago, they fought for whatever reason wouldn't get them noticed. They got 'jumped' into gangs, swore oaths of fealty, or took the money they were offered and asked no questions about the cause. They kept an eye out for people of merit, and made sure they were introduced to the right people at the right time.

SEPTEMBER 11TH

As much as anyone, Pharaoh shook his head on September 11th. He understood the methods of terror, but he knew this act was not the thing to do to support your cause. Attacking another city would have worked, perhaps, but not New York. He had grown up in New York City, took the PATH train into Hoboken to go to the bars, and ate dinner at the sushi place in the World Trade Center. And he felt the same way that every other New Yorker felt about the 'center of the universe'.

He got angry. Not just at the fanatics who were misled by promises of Paradise, but by those that would manipulate others into doing their bidding. New Yorkers might be mean and rude to each other, but when push came to shove, they were a family, one that shoves when someone from the outside pushes. The actions of Al-Qaida galvanized New York like never before, and this had a ripple effect throughout the rest of the world. The true face of terror was seen, and many who would ignore it could do so no longer.

While he admired the fact that the world was so ready to impose change, the defiance of terror would interfere with his plans. It was a matter he could overcome, however, by staying focused on his goals. Many of these acts of terror were done by people without merit, who thought that they 'deserved' something just by walking and breathing on the earth. His goal was not to drive back 'the Great Satan' or to imprison people in the lies of religions dogma. He simply wanted to create a world where merit was the only measure, and where faith, blood, and lifestyle were not the measuring stick of your worth.

He continued ahead with his plans, perhaps even faster than before. His secret army was growing, and there were no true ties to the organization. It helped that there was no name for the group yet. Names attract attention, and that was still something that they could not afford.



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THE BIG TIME

In October of 2001, all those people that were told to 'wait for a signal' got it. Gang-bangers, Mafiosos, freedom fighters, and bent cops found out who their benefactors were. Some thought the idea was crazy, but others were inspired. Some thought that the armored suits that Pharaoh and Horus and the rest of the 'Children of Ra' were silly, at least until they shrugged off small arms fire. Most everyone else jumped on, though, since the pay was good and they weren't being asked to fly a plane into a building in the name of God. Those that decided to leave were watched, and made to disappear if they started talking too much.

People took vacations, violated parole, and fled their countries to meet at locations around the globe. Here, the final phase of training kicked in. New weapons, new technology, and indoctrination to the cause began. With the help of his Director of Media Services, the flash of Hollywood brought home their message, enough to keep the operatives in place. The name they had picked for the group seemed to go over well; the product of focus groups and the modern media brought the name of "Skorpion", a creature far deadlier than its size would indicate. The Egyptian motif also did well in the focus groups, appealing to young people everywhere.

It was in December that Skorpion moved into the big time. In the space of a week, coordinated units of Skorpion operatives attacked military bases, banks, and research facilities. Despite the heightened security after the events of September 11th, the raids were largely successful. Advanced technology was acquired, funding secured in the form of gold and diamonds, and several key researchers were 'kidnapped' or 'killed'. All of these found a new home in Skorpion, and were immediately put to use in developing more advanced means of terror.

As well, the directors of Skorpion took to wearing powered armor and masks. In theme with the Egyptian motif of the organization, they took on the identities of Egyptian gods and goddesses. Not only would they be protected in case of attack, it also prevented their identification. They could live normal lives without fear of assassins. Pharaoh could ride the 1&9 to TriBeCa again, and not worry.

APEP'S HUNGER

Skorpion ceased to exist on December 26th, 2001.

At least in the eyes of its computer infrastructure, that is. Early in the morning of December 26th, a virus replicated itself throughout the Skorpion computer network. So damaging and stealthy was this virus that it had infected the backup systems without being noticed. New projects, operative files, and intelligence records were all gone. Financial records were in disarray, and R&D was a shambles. Even the computer control systems on powered armor prototypes were infected, causing a number of injuries as servo motors hyperextended limbs and crushed bones.

Seventeen hours later, everything was restored just as quickly as it was destroyed. As well, a message was delivered to Pharaoh:

Were I to wish your organization destroyed, it would be so. But I support your cause, and used Apep's Hunger as a demonstration of the power that I can bring to Skorpion. No doubt, you will seek my death. Good luck finding me. I do not exist. I am a ghost, a current in wires.

But consider, please, what I can bring to the table.

Thoth

Pharaoh was outraged. He considered this Thoth a prime example of merit wasted, the desire to destroy something for a petty goal. The other Children of Ra agreed, except for Selket. As the Director of Recruiting, she saw past the 'prank' and saw the value that Thoth would bring to the

organization. What better way to protect their computer resources than someone that could tear through them easily? To this end, she continued to discuss the matter with Pharaoh, as well as act as a go-between for Thoth.

It took some convincing, but Pharaoh accepted Thoth's offer in January of 2002. His first act as Director of Information was to rebuild the whole computer security system of Skorpion from the ground up. Security accomplished, he now occupies himself with information gathering, side projects, and annoying the other Children of Ra.

A LEVEL PLAYING FIELD

On February 2nd, 2002, several people who had just arrived in the town of Elkana, Israel went to work. They knew the place well, as they had lived in a replica of the village in the Australian Outback for some time. They also had incredible resources at their disposal, and the knowledge to avoid the Mossad and other law enforcement agents. They moved their equipment secretly, set up everything they needed, and then left Israel as quickly as they had arrived.

On February 3rd, a 1-megaton nuclear blast destroyed the village. Thousands were killed in the resulting blast, with thousands more suffering horrible burns. Fingers were pointed every which way, until CNN's broadcast was interrupted. A figure in armor and an elaborate mask sat at an elegant desk and spoke deliberately to the people of the world.

"There comes a time when each man or woman must realize that they are only worth what they will fight for, what they will defend, what they will earn. Be it through strength of arms, strength of mind, or true dedication to their goals, it is best when their efforts have earned them their place in life. No 'safety net', no 'hand out', no government telling us that we must watch out for others of no worth, but a true society of merit. You will be given resources not based on your alleged 'needs' but on what you contribute to society.

"Many complain that if they were only given a chance, they could succeed.

"Here is your chance. We have leveled the playing field. We are no nation, yet, but we sting far more deadly than nations concerned with religion and dogma, appearance and posturing. We chose a simple village to show you our power and to show that we possess a quality of mercy.

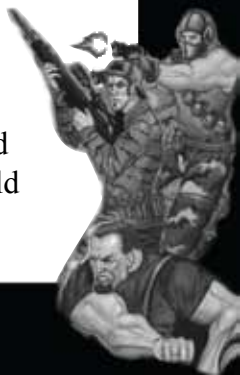
"We have earned our place, earned our wealth, earned our power. We challenge you to stand by us in arms, to fight those that would do nothing but take, all in the name of 'liberty and justice for all'. For once, the special interest is you; for once, you will benefit from the efforts of your hard work. Many will grab for your wealth, but like a scorpion you will sting. You will keep what is yours, striking all those who would seek to take from you. You will build a new world of merit; you will help us change this world into a place where you will not be afraid to stand up and earn what is rightfully yours.

"I am Pharaoh. We are Skorpion, and we will not be afraid."

The world did not know how to take this "Pharaoh", or "Skorpion". Military intelligence agencies all over the world had no idea where they came from, and could find no clue why they were never discovered before now. The only tie that came up was the coordinated assaults on military and research targets, and no evidence of nuclear material was discovered to be stolen. People were outraged.

This pleased Pharaoh to no end. He had just drawn a line in the sand, between the people that would do whatever it took to succeed, and those who would pull away at the last minute. He would never sugar-coat his message, or his methods. He would not posture, or promise Paradise. He would simply offer a better world for anyone willing to fight for it.

And fight, they did. Months went by after the detonation of the nuclear weapon at Elkana, and Skorpion was opposed at every turn. They would succeed in a goal, and then the next week they would



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suffer a setback. Soldiers would die, and they would recruit new ones from the disillusioned and hungry. Bases would have to be evacuated, new plans developed, and the fight would go on. And in March of 2002, the fight went to a whole new level.

Strike Force 7 went public.

MEETING THE ENEMY

Armed with the most advanced military gear developed, Strike Force 7 went to work. Their first major victory against Skorpion was repulsing an attack against Fort Knox. Used to dealing with conventional militaries, Skorpion was caught off-guard by the wild and aggressive style of the Strike Force 7 team members, and was forced to abandon their target. With their nose bloodied, they restructured their thinking, focusing less on direct assaults at this time, and more on what had brought them success: stealth, terror, and the true belief that merit and skill will win the day.

To that end, they never made themselves a viable target. Skorpion bases were modular, well-hidden, and able to be dismantled in a matter of hours. They took a cue from terrorist groups and maintained a cell structure, coming together in large groups only as missions approached. Vehicles were redesigned and reconfigured for speed and stealth. Soon, even if Skorpion units were driven back, they would soon vanish from all attempts to find them. It was as though Strike Force 7 was chasing a ghost.

Skorpion fought back, yet again. The Anubis Warrior was introduced; a warrior in battle armor, armed with a powerful man-portable energy weapon, and mounted on a highly maneuverable flying vehicle. The Anubis Warriors, led by an operative known as Set, began to make their mark all over their world. First with the assassination of Mexico City federal Judge Ramirez Ortega, and then with lightning strikes against military and

financial institutions. The Anubis Warriors and the characteristic hum of their GravSkiffs became the new sound of terror in the world.

More technology followed. VTOL jets for urban combat, stealth suits that made the wearer invisible, and ammunition that caused horrible burning wounds even after the round sat in the skin were the hallmark of Skorpion. Their weapons were not just weapons of war, but of fear. They had to scare the populace, to such a point where they could extend their offer of alliance to them and there would be no thought of opposition.

Despite these advantages, they never counted on one of their best to betray them.

BETRAYAL

On March 5th, 2004 Strike Force 7 headquarters received a phone call that they were not able to trace. The individual claimed to be a member of Skorpion who was looking to leave the organization, and would trade all the information he had in exchange for total amnesty. He would have his attorneys contact Strike Force 7, who he insisted by the liaison between himself and the Attorney General's office. His offer wasn't taken seriously, at first, but when his attorneys revealed his identity, they sat up and listened.

The law firm of Pittman and Schleigh were representing Set, the leader of the Anubis Warriors and one of Skorpion's Children of Ra. They did not know his location, but he had a means to contact his representation. His demands were simple; full amnesty for all acts in exchange for detailed information about Skorpion, the Children of Ra, their technology, and their operations throughout the world. He also wanted a chance to fight back against Skorpion, and would undergo whatever psychic scans they would require to prove his betrayal of Skorpion. As a sign of good faith, he offered up the name of a Skorpion operative in the NSA. When this proved to be true, Strike Force 7 was more than willing to deal with Set.



GHOSTS

Just how does Skorpion manage not to be found? They are a criminal and terrorist operation, not working with any government, with military grade equipment. Where do they keep their tanks? How do their jets avoid satellite tracking?

Strike Force 7 hasn't been able to find out yet. One moment they are on the map, and the next, they are gone. It is currently a priority of both Strike Force 7 and OMEN to figure out this vanishing act. But they don't know yet...

Set finally came in, after all the paperwork was done. The psychic scans proved him to be truthful, and rightfully angry; his own brother had been murdered by Skorpion for finding out his involvement. In turn, he killed the Director of Internal Security and fled. The information Set gave to Strike Force 7 was another stunning blow to Skorpion, which was already recovering from their previous setbacks at the hands of the now-public Strike Force 7. Operatives were captured in mid-mission, several bases were destroyed, and Earth and Sky were almost killed on the way to assassinate a member of the British Parliament.

Still, much like their namesake, Skorpion skittered away and recovered. Their focus on stealth once again proved to be an asset, as damage from Set's betrayal was kept to a minimum.

SKORPION TODAY

Skorpion learned from its first few mistakes and beginning stumbles, and is now a more deadly adversary than ever before. Being a nuclear power, they have truly leveled the playing field of the world stage. They are the ultimate in brinksmanship; not driven by religious fanaticism or insane ideology, but a reasoned goal of a world ruled by those of merit, they will use their tools of destruction as a shield while they work on their plans. Their supermen are self-made, not based on genetics or birthright, but will

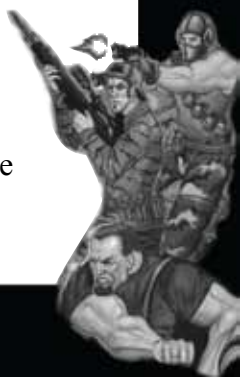
and action alone. The fact that they are everyman is what makes them the most dangerous; anyone can step up and claim their place if they so choose.

SKORPION'S GOAL


Skorpion's long-term goal is to create a meritocracy, a society where the actions of an individual and the contributions they make to a society are the only measurement of worth. Who is the best, the brightest, the strongest, and the wisest are the benchmark for good citizenship and rulership. Factors such as race, religion, and social connections will be replaced by the results of a person's intellect, strength of arms, whatever means they have to contribute to the benefit of the society.

Knowing that such a goal is a long way off, Skorpion's short-term objectives are more realistic. In order to prove the merit of their own long-term goal, they have to show that other forms of government are inferior, and unable to maintain order. Thus, they advocate the overthrow of current governmental structures either through direct means or by aiding current rebel elements in doing the same. While they do this, they also hope to recruit members of the rebel organizations in question. This gives them a shield against discovery, as well as a means of control should the rebellion take place.

In more civilized arenas, Skorpion is very active in politics, often donating money and resources to political candidates that suit their own goals. In time, they hope to groom their own political candidates for local and national elections. This activity also extends to attempted influences in education and the corporate world, where money is often a great motivator. Due to Pharaoh's investments in the 1980's with insider trading and with the internet boom in the 1990's, Skorpion has vast resources at its disposal, and it is more than willing to use this leverage to influence politics.



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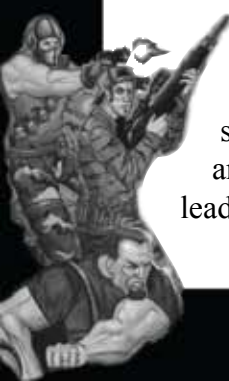


Skorpion is also active in the media of several nations, attempting to influence the public by showing the government in a bad light. Watchdog groups and investigative journalists are just two of the methods that Skorpion uses to expose the activities of Strike Force 7, who engage in illegal activities such as kidnapping of foreign nationals, assassinations, and assaults on foreign soil without benefit of declaration of war, all for the 'good of the world'. Likewise, they expose the actions of traditional armed forces and the blunders of governments; Skorpion is one of the major forces behind the outrage over not finding WMD's in Iraq. In addition, Skorpion has recently started developing projects for the television, movie, and book arena, all aimed at promoting the concept of a meritocratic society while generating more revenues to fund terrorist activities.

In brief, Skorpion attempts to create a meritocracy are fueled by using their enemies own weapons against them: conventional battle, terrorist tactics, the media, and the almighty dollar. Through this, they hope to transform the world into a place that can move beyond such methods.

SKORPION ORGANIZATION

Skorpion operates in a fashion similar to other terrorist groups. A cell structure isolates individual units, allowing for security in case of capture. Communication is established through secure tight-band wireless units, and passed over their computer network. This way, orders are issued in such a way that each cell is insulated from contact with another. The means exist to contact other cells for assistance, but much of the time such organization is handled from higher up in the chain of command.



The command structure is somewhat nebulous: beyond the cell leader, it is a very flat organization other than for specialty units such as Anubis Warriors and the Children of Ra. Individual cell leaders are giving a rating based on success

of missions, number of missions, recommendations from leaders and other operatives, and time in service. This is used as a basis of determining chain of command when multiple cells work together. Reports from other operatives are carefully monitored to assure that favoritism is avoided; results are what count to Skorpion.

As stated before, the core of Skorpion is the cell. Composed of a variable number of Skorpion operatives, these are the individuals that handle the day-to-day operations of Skorpion. Most of the time, they operate covertly, living in areas and maintaining mundane lives. They work regular jobs, often for Skorpion front companies that generate revenue for the organization. When called for missions, they gather together for briefings, conduct their missions, and then blend back into their lives. Other cells are full-time, working in destabilized regions to further foment rebellion or to help governments that they wish to see continue and prosper. Depending on the nature of an operation, the members of Skorpion may or may not be in Skorpion uniforms.

In fact, a fair number of Skorpion cells are not even aware that they are working for Skorpion. A plant is placed in a terrorist organization, who then aims the organization to Skorpion's ends. As well, a team of Skorpion members will start recruiting for a cause that will most appeal to the local populace. With these people in place, they will then use this new 'terrorist organization' to fulfill Skorpion's objectives. This method is also used for more peaceful projects, such as political action committees, non-profit organization, youth organizations, and corporations.

Outside of the standard cell structure, there are several specialty units that exist within Skorpion:

- **Anubis Warriors:** elite mobile units, equipped with power armor and a GravSkiff, a high-speed, high-maneuverability vehicle.
- **Asps:** Skorpion's internal security force, operating both openly from Skorpion bases as well as secretly assigned to cells. Their major duties are to investigate actions of betrayal within the group.

LEGAL STATUS OF SKORPION OPERATIVES

Much like the members of a number of other terrorist groups, Strike Force 7 has declared that all members of Skorpion are 'unlawful combatants'. The Hague Convention of 1907 established the following rules for recognizing legal combatants:

- To be commanded by a person responsible for his subordinates;
- To have a fixed distinctive emblem recognizable at a distance;
- To carry arms openly; and
- To conduct their operations in accordance with the laws and customs of war.

While at any time, members of Skorpion may follow the first 3 conditions, their actions of attacks on American soil without formal and recognized declaration of war, as well as their use of terrorist activities, denies them the rights of legal combatants. Thus, they are free to be held without bail or benefit of an attorney.

Under international law, it is lawful to hold both unlawful combatants and POWs until the armed conflict has ended. Once the war is declared ended, the U.S. must either charge those held with crimes or return them to their home countries. Since there is no formal declaration of war, this issue is a very sticky legal one. Members of Skorpion that are determined to not be US citizens are removed to Camp X-Ray in Guantanamo Bay, Cuba as quickly as possible, before the various lawyers for Skorpion can get to work in trying to free them while they are on American soil. Since Guantanamo Bay is leased from Cuba, it falls under Cuban sovereignty, and those detained there are not afforded the same access to the United States legal system as those detained in the United States. For the most part, the non-US members of Skorpion taken on US soil are held under immigration charges.

The member states of governmental human rights organizations such as the European Commission and the Organization of American States, as well as Amnesty International, are currently protesting this activity. In the case of US members of Skorpion, the rule of law is currently tangling things up nicely. As of now, the DC Circuit Court of Appeals has reversed the right of Strike Force 7 to indefinitely detain members of Skorpion of US descent, supporting the 3rd Circuit Court's previous decision; the Supreme Court has agreed to hear the case in the next session.

• **Stinger Guard:** Pharaoh's personal guard, hand-chosen by him for his protection. Stinger guards are also assigned to special missions in the field, or to act as instructors at Skorpion training facilities. Stinger Guards are often rotated in order to make sure that they keep their edge by being out in the field.

• **KA:** Skorpion's psychic research division. Although very small, they have developed and trained a number of powerful telepaths, remote viewers, and even have a rumored telekinetic of some power.

• **Research & Development:** Skorpion's R&D is a combination of researchers on Skorpion bases, outside companies and fronts, and designs stolen from the military and the private sector.

• **Media Services:** This unit operates both within Skorpion itself to assure high operative morale, as well as outside Skorpion to slant public opinion against governments and Strike Force 7.

CHILDREN OF RA

The Children of Ra are Skorpion's elite leadership. They have either been directly recruited into Skorpion by Pharaoh or Selket, Skorpion's Director of Recruiting, or promoted from within based on merit. As a result, all of them are highly skilled in their field, and have proven that they are not merely political appointees. They aren't mindless to any degree, having their own goals and agendas. Still, they do not let their goals get in the way of their duties to Skorpion and the world at large.



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Earth and Sky

Real Names: Unknown

Nationality: Unknown (suspected Israeli)

Earth and Sky are a set of four special operatives that are used in the elimination of counter-terrorist units and leaders. When they wish to cause fear, they make their attacks openly and directly; when they just need a target out of the way, it seems like a true accident even under investigation. Despite operating under the direct command of Horus, they are given full director power due to the importance of their position. Code named Nut (the Sky), Shu and Tefnut (the Air), and Geb (the Earth), they are often the forefront of any effort to disrupt Strike Force 7 operations.

Little is known about the actual identities of Earth and Sky, but some suspect they were a unit of the Mossad that disappeared during the aftermath of Operation Desert Storm. Their use of the Krav Maga fighting style, developed for Israeli defense forces, as well as their expert coordination, supports this theory. However, they certainly do not show any leaning either way in Palestinian/Israeli affairs, being the team that placed the warhead in Elkana. They wear masks to conceal their features, and speak with no accent. Some have claimed to have seen their faces, but have also claimed that they have watched the faces change from one set of features to another.

Horus: Director of Special Operations

Real Name: Unknown

Nationality: Unknown

For lack of a better term, Horus is the field commander of Skorpion. While Pharaoh sits upon his throne and plots, Horus acts; he is the face that the world sees when Skorpion strikes.

Operating along with Earth and Sky on direct assault missions, he acts as a remote coordinator when the team has to do protracted insertion work, providing them with information as requested and a means of escape and fire support if things go wrong.

Little is actually known about Horus, other than that Pharaoh trusts him completely. Like Earth and Sky, he keeps his face covered at all times, never leaving his battle armor in public. A voice modulator disguises his voice. In fact, it is only assumed that he is a man, based on his body language; his armor is designed to disguise his body shape. Rumors abound about Horus: that he was horribly burned in Viet Nam, and his armor both prolongs his life and protects his body; that he is an unnatural creature that will burn under sunlight; or even that he is germaphobic, and the suit contains an efficient air filtration system.

Whatever the cause for staying in the armor, his dedication to Skorpion is never questioned. Horus has time and time again proven his loyalty to Skorpion, even at great risk to himself. He is responsible for the death of two Strike Force 7 members (Gator and Cassandra) and for paralyzing Plug'n'Play from the waist down. This is something of which he is quite proud, having marked his armor with elaborate hieroglyphics denoting these kills and injuries.

WHY JOIN THE REVOLUTION?

To Strike Force 7, Skorpion represents a group of fanatics bent on world domination. They have no regard for others, and will use whatever means they feel are necessary to reach their goals, regardless of who they hurt.

To the average member of Skorpion, the organization represents a chance to be something in a society where you come out with two strikes against you if you aren't the right color, the right religion, or have the right parents. It's a steady job where your checks clear every week, where you get judged based on the quality of your work, and where you get a chance to change the world. It's also a chance to be part of something bigger than you, where the group lays out the cards on the table and doesn't hide the truth.

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Isis (Director of Media Services)

Real Name: Tamara Williams

Nationality: United States

At first, it would seem odd that a terrorist group would have a media director. With the events of 2002, Skorpion certainly gave itself a well-earned reputation as a violent and ruthless organization, concerned only with its own goals. However, media services aren't just for external 'spin', but internal morale. Tamara Williams knew that information had to be properly distributed throughout Skorpion, in such a way as to motivate the rank and file, while not be so patently untrue as to cause dissent if it were discovered.

Graduating *summa cum laude* in 1993 from NYU's prestigious Stern School of Business and despite her impressive record of on-campus disruption in the name of social change, Williams found Skorpion to be a perfect match for her revolutionary mindset. Ideas are weapons just as guns and fighter jets, and often more powerful in the long run. It didn't take much for her to quit her current marketing position and accept Skorpion's offer, initially disguised as an overseas media consultancy. With the title of Isis, she proved to be one of the most enthusiastic of the Children of Ra.

In addition to internal propaganda, Isis works with Thoth to develop materials to discredit Strike Force 7 and other counter-terrorist groups, as well as make terrorist and militia groups more 'user-friendly' in the eyes of the public. Until recently confined to dealing with conspiracy theorists and internet junkies, their work has begun to influence the mainstream, causing news services such as Fox News and CNN to question the methods of Strike Force 7. The most recent protests in response to the unfavorable painting of the events surrounding the rescue of Lt. Colonel James Dobbson during Operation Iraqi Freedom are only the first of a concentrated plan to sway public interest against 'uncontrolled military resources such as Strike Force 7'.

Ptah: Director of R&D

Real Name: Xiao Chang

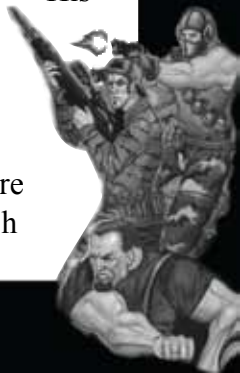
Nationality: Chinese

Xiao Chang could have easily won a Nobel Prize for his work on body augmentation suits, were he to have published his developments and given this gift to the world. Instead, he thought better of it and sought out the highest bidders among the world's nations and military forces. What he offered was a better soldier, clad in alloys and armed with bleeding-edge technology. What he wanted in return was for someone to make him an offer.

That was exactly what Skorpion did, outbidding or eliminating the competition. They provided a research facility to Xiao's specifications, and set him to work. As he continued his association with Skorpion, he felt more and more comfortable with the organization and its goals. Likewise, the Children of Ra and the other scientists alternately appreciated his brilliance, complete lack of compassion, and strong beliefs in their common goals.

When the Anubis Battle Suit debuted during the assassination of Mexico City federal Judge Ramirez Ortega to incredible success, it was Selket who recommended his promotion to Director of Research and Development, and his installment as Ptah. There was no opposition to this, so Xiao took his place among the Children of Ra, providing valuable technical insight to Skorpion's worldwide efforts. More technical successes followed. The Scarab Remote Assault Droid and the Apep's Blood firearm round are but two of Ptah's technological advances freely made for Skorpion.

Xiao's appearance is unremarkable, that of a short and pudgy Chinese man in his late fifties, with a plumb face and shallow eyes. His mind, however, is of greatest concern; imagine a child without conscience or parent to guide him, made bitter by over a half-century of servitude to a Communist regime that provided him little but took more than he was willing to give. Now unleash



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him upon the world with an overfull toy chest and an army of friends that want to play with his toys. That is Ptah, crafting more and more swords, not caring how sharp the blades are, or who they cut.

Sekmet: Director of Internal Security

Real Name: Natalya Borestrieka

Nationality: Former Soviet Union (Belarus)

Sekmet is one of the most recent recruits of Skorpion, taking the place of Osiris after his death at the hands of Set. A former KGB agent, the 35 year old Natalya Borestrieka was serving as the leader of a tax collection team in the financially-starved Russia when she was approached with a money-laundering scheme from within her government. Her immediate response was to gather enough information to be able to prosecute, and then she arrested the money-launderer and personally delivered him and two of his associates to the appropriate authorities.

This test, staged for Skorpion's benefit, was enough to show that Borestrieka was the type to remain loyal to an organization regardless of the rewards. This time, they arranged for a far more legitimate offer, one that would provide her with the men and resources to do her job. This was the push she needed to assume the mantle of Sekmet, the Egyptian god of vengeance, and the director of Skorpion's internal security. Her first order of business was to recruit a hundred men, both from within Skorpion and from outside sources, to be her Asps, internal security officers. With Pharaoh's blessing, they were authorized to investigate and detain any member of Skorpion but the Children of Ra; that power was Sekmet's alone.

Her second order of business was to offer a ten million US dollar bounty on the capture or death of Set. His betrayal of Skorpion and refusal to hide and cower like a proper traitor has angered her to no end, and is a sore spot to this day. Combined with the unease the rest of the Children of Ra feel towards perhaps the most powerful of their number, leaves Sekmet a very lonely and bitter woman.

Her dedication to the keeping of order, and her belief in the goals of Skorpion, are the only things that keep her from descending into a vile cycle of oppression and victimization against the Children of Ra and the members of Skorpion.

Selket (Director of Recruiting)

Real Name: Cara Michelson

Nationality: South African

Cara Michelson first came to the attention of Skorpion in 1997 as a recruiter for Security Options, a high-end security firm located in South Africa. Catering to the protection of executives the world over, she proved to be a constant hassle to terrorist groups worldwide. Her personally recruited special operatives were very skilled, repulsing several prominent assassinations including an attempt on Melanix Computer Systems CEO Harcourt Graves as he opposed IBM's entry into the government computer market during Apartheid. Intrigued by her resourcefulness, Skorpion did the only thing that made sense in this situation.

They offered her a job as Director of Recruiting. With her vast contacts throughout the security world, ability to ferret out those that would betray a client, and exceptional organizational skills, Michelson was an incredible find for Skorpion. With her at the helm of recruiting, Skorpion would be assured of finding only the best operatives, as well as decreasing the chance of security leaks.

It took three tries to actually get the job offer to her; Michelson takes her own security very seriously. The first offer, delivered by 2 squads of Skorpion soldiers, ended up being a total loss as anti-aircraft missiles tore through their helicopters. The second offer made contact, but Michelson recognized the messenger (a mid-level Skorpion operative) as someone who had previously tried to assassinate one of her clients, and she ended up killing him before he could get to the offer. Fortunately for everyone involved, the third offer (involving a normal bonded courier dropping off a letter at Michelson's office) was received and peaceful contact was made.

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Given the moniker of Selket, a goddess of healing who is a helper of women in childbirth, Michelson set forth with the most comprehensive cleansing program Skorpion had ever seen. New psychological testing, auditing of personal financial records, even deep psychic probing revealed over 140 operatives that were mentally unstable, stealing from the organization, or were working for outside interests such as the NSA and MI6. With 'the sand that was tearing at the flesh of Skorpion' washed away, Michelson instituted her new recruiting and training structure, making sure that those with ulterior motives or working for other powers would be caught more readily. Special focus was placed on countering the efforts of Strike Force 7, including complete avoidance of such teams in the performance of duties.

A tall woman in her late 40s, Michelson brings an unusual work ethic to Skorpion. She truly is 'street loyal', liking the personalities of the Children of Ra rather than the politics and rhetoric. Her own retirement plan is already in place; a successful 'assassination' with plenty of witnesses, reconstructive surgery, and a country that has no extradition treaties with the United States.

Thoth: Director of Information.

Real Name: Unknown

Nationality: Unknown (claims variously English, India, and Japan)

Thoth is a recent addition to the Children of Ra, 'joining' in 2002. His first contact with Skorpion was not very peaceful; in late 2001, a virus called Apep's Hunger struck Skorpion's worldwide datanet, literally consuming the whole of the organization's information infrastructure. Financial records, dossiers, and secret projects were all devoured by the virus, pulling apart Skorpion from the inside out.

For a period of 17 hours, Skorpion ceased to exist in the eyes of their computers. As strangely as they disappeared though, the records were all restored, saving the terrible effort of restoring from backups. Still in chaos over the abrupt suspension of operations, Thoth took the time to contact the Skorpion leadership, offering his services to the

organization. The majority of the Children of Ra were outraged, and agreed that this hacker had to be tracked down and destroyed. The only dissenting voice was Selket, who believed that this 'Thoth' was an untapped resource better harnessed than killed.

Despite the opposition, Pharaoh agreed with Selket, and gave her permission to extend an offer. He accepted only upon the condition that he not be physically present at any time; he 'attends' meetings through a holographic representation of Thoth. His pay is sent to secured bank accounts, and his communications are untraceable. His recruiting by Selket angered many of the Children of Ra, seeing it as letting 'the enemy' into the fold. Selket was insistent, however, and this has caused a sore spot between Selket and the rest of the Children of Ra.

Thoth is of an unknown age and gender, but in his holographic form is well groomed and well spoken. He has a very refined sense of humor, and is able to diffuse most tense situations; were it not for his initial 'stunt', he would be the most well-liked of the Children of Ra. He has a strange fascination with character actors such as Billy Zane and Anthony Anderson, often altering his hologram to appear as them during meetings. The reactions to his antics range from amusement to annoyance.





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THE CO'S SECTION

This section covers running Strike Force 7 games, handling play styles of various types, as well as covering some of the unusual elements of a Strike Force 7 game in comparison to other more traditional counter-espionage games.

ELEMENTS OF A STRIKE FORCE 7 GAME

Strike Force 7 works a bit differently than most other games. The PCs aren't super agents, but high-octane soldiers. They approach their work differently, and this needs to be taken into account.

YES SIR!

The first major change in Strike Force 7 compared to more standard games is the chain of command. Unlike spies, SF7 members are part of a military unit, and are used to receiving orders. They aren't given the luxury of having carte blanche in the field, of being able to make their own decisions. This, of course, can be frustrating to players who want to be able to go where ever they want, and do whatever they want.

Fortunately, Strike Force 7 is unusual in a military fashion. Other than General Wayne and a selected team leader, the organization has a very flat hierarchy. There is no ranking structure within the organization, and team members are drawn from both military and non-military sources. Egos abound, but they are kept in check by the enormous nature of the job and the fact that a person can get bounced from Strike Force 7 at any time.

When on a mission, guidelines tend to be broad. The team members are given free reign to accomplish the mission as they see fit, so long as they follow the guidelines. This perfectly fits with Strike Force 7's roughneck reputation, and lets the PCs have control over the mission in question.

FACE OF THE ENEMY

Unlike the spy genre, PCs in Strike Force 7 know for the most part who their enemies are, and what kind of battles they will fight. Skorpion is an ever present enemy, even though they may not appear to be at first. If you set the tone of the game right, you can develop a solid paranoia in your players regarding Skorpion. Even if they encounter other terrorist and criminal organizations, they will always be looking for a tie in with Skorpion. Sometimes, this will pan out, and they will be fighting a familiar enemy.

Sometimes, though, it gets a bit more complicated. Perhaps the organization did not know they were being used as a Skorpion front. This could result in a three-way battle as a fledging terrorist or paramilitary group decided to cut the strings, regardless of the casualties involved. Likewise, even groups on Strike Force 7's side such as regular military, law enforcement, and civilian authorities can prove to be an obstacle. These organizations don't like having their toes stepped on, and can certainly be an impediment to any kind of investigation or combat situation.

TEAMWORK

Strike Force 7 is about a team of special mission forces soldiers. While everyone in Strike Force 7 is a firebrand, one of the reasons they were selected was because they can contribute for a team. This isn't *Rambo* or *Missing in Action*, where a lone man charges into a foreign country and rescues everyone. Strike Force 7 members aren't bullet proof, and don't fly or shoot laser beams from their eyes (at least not in the normal SF7 setting). They need their other team members in order to succeed.

For those wanting to play the loner, this can be worked into the game as well. Just make sure that their loner actions don't get the rest of the team killed. A good example of this is Lt. Falcon from the G.I. Joe movie. Unwilling to follow orders, even less willing to treat anyone with respect, his actions ended up with

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Duke in a coma. Such events make for great stories, assuming they don't end up getting the rest of the team killed.

BENDING THE RULES

Remember that these characters are part of a crack unit. If they make a mistake, you don't have to bring the whole world down upon them. If the mistake was a matter of a die roll, you may want to juggle the results if it's going to break the flow of the mission. Conversely, there are points where you don't want to pull punches. Your players will appreciate it all the more, win or lose, that they made it as far as they did without CO Fiat plus have a good story to tell.

PLAY STYLES

Strike Force 7 allows for a number of play styles, depending on the group of players and the world you are trying to emulate. There is no 'right' setting, just the one you find most enjoyable.

By The Book

This model best emulates the real world. The focus is on the individual teams of Strike Force 7 members rather than the organization as a whole. Their missions focus on the tasks that Special Forces units would undertake: assassinations, kidnapping of targets, destruction of strategic objectives, etc. While the PCs are good, there are others just up there with them, and not all of them are the good guys.

The PCs will have as much support from the government as regulations allow. There are regulations to follow, rules to adhere to, and the PCs must know when to toe the line and when to leave it behind to get the job done. In the field, the PCs are on their own, and are trained to handle themselves. Calling in the cavalry is not an option.

Using Skorpion in this model is best reserved for special occasions. Much of their involvement will be in supporting rebellions and rogue governments, aiding other terrorist organizations, and amassing wealth. They will be

involved in the drug and arms trade, and maybe even other grim business such as slavery. Skorpion operatives may not be obvious at first; only after research and intelligence gathering will ties to a greater movement be discovered.

In terms of technology, the PCs should be confined by the current technology of the modern world. Super-science such as GravSkiffs, Particle Beam Weapons, and jetpacks should be the focus of missions, not just something that can be acquired. On the other hand, both sides will have the best that money will buy from the modern world. Man-portable heavy weapons, sniper rifles, reactive body armor, and high-tech vehicles are part of the new science of war, and shouldn't be discounted when offering up gear for missions.

Grim Thriller

This setting turns down the action a bit, in exchange for tension. In doing so, it begins to emulate the spy genre. Strike Force 7 members are isolated teams, with little HQ contact on both ends; Strike Force 7 just happens to be the name of the organization to which they belong. They are given a mission, an allowance for equipment, and told to get the job done. No one has ever heard of Strike Force 7, and they want to keep it that way.

This setting is firmly grounded in reality. Fights are visceral and bloody, with no one getting away clean unless they got the drop on someone. Action still happens, but it's the kind that you see from athletes and Special Forces personnel. High speed car chases, raging gunfights, and perfectly-timed stealth missions are the order of the day. Skorpion is a myth in this setting, or at least a very well-hidden organization. Most of the fights the PCs have deal with conventional threats such as terrorist groups, criminals, and even rogue elements within their own organization. The Mafia, splinter cells, and well-armed cults are the targets. As well, they are the hunters; this setting allows for very aggressive villains, who will make moves against the PCs rather than just react.



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Technology is on par with the real world. High-tech gadgets do exist, but they are within the realm of modern science. Lightweight body armor, tracking equipment, and advanced computer systems start to push the edge of the technology envelope.

Super-Operatives

This model turns up the action a notch or two on both sides. Strike Force 7 members are the best of the best, and they know it. In addition to by the book missions, they also engage in 'bigger picture' projects such as the destabilization of whole governments, the assassination of untouchable political and criminal masterminds such as Osama Bin Ladin, and more. The focus is still on Strike Force 7 members, with the organization having a more public face; mentioning Strike Force 7 won't get a blank look from the average person.

While still bound by the laws of the United States and the laws of physics, they manage to find ways to break both. Pushing the edge of 'gun-fu' fighting, the PCs are given a lot of leeway to attempt crazy actions and to get the job done. Fighting on the roofs of moving vehicles, sniper shots from a mobile platform, and shrugging off damage that would level a normal man is part and parcel of a Super-Operatives game. You can get help from other members of Strike Force 7, but you're the lead of the show.

Skorpion is an ever-present threat, with vast resources at their disposal. In addition to their support of rebellions, they also take a more direct hand in terrorism. Bombing of buildings, missile attacks, and robberies by Skorpion operatives are the name of the game. Front companies and organizations exist, and the webs that they entangle the financial and political world with are quite extensive. They are a more visible target, however, and Strike Force 7 can take the fight to them.

Technology is ever-present in the super-operative model. Equipment is available with gadget points, and these extras

often make a difference on a mission. Spider-silk body suits that can deflect bullets, jetpacks, and Proteus vehicles just exaggerate the edge that operatives have in the Super-Operative model.

Over The Top

This model has thrown the laws of physics away. Everyone is Gun-Fu Fighting, both Strike Force 7 and Skorpion. Stopping insidious mind-control plots, the development of genetic supermen, and the mass poisoning of the delegates of the United Nations easily fit into the Over The Top model. Here, Strike Force 7 as a whole takes front stage; the PCs are representatives of a well known organization, and may even be known celebrities due to the efforts of Media Relations.

In terms of the law, Strike Force 7 members are the law, with full arrest and police powers. Likewise, no one really gets killed unless it's important to the plot; vehicles that are damaged flip over in dramatic A-Team fashion and the bad guys crawl out to be rounded up at the end of the combat, and if the good guys lose, it's only a temporary setback. Amazing coincidences, incredible good fortune, and American fighting spirit carry the day.

Unlike other representations of Skorpion, the one presented in the Over the Top model leave no room for doubt that they are an evil organization. Their goal is world domination, with no moralistic backstory to even begin to justify it. Skorpion bases are vast in supervillian fashion, and the Children of Ra take a more direct hand in the running of matters. Skorpion begins to function less like a terrorist group and more like a standing army, with full uniforms and formalized equipment.

Technology in Over The Top is just that, over the top. Anubis Warriors on GravSkiffs fly into political fundraisers and kidnap contributors, particle beam lasers cut through bank walls, and Helios jets strafe at Strike Force 7 members. Everything can be traced back to modern theories and scientific developments, as long as you are willing to take the scenic route.

Saturday Morning Cartoon

This genre is designed to just let the PCs kick butt in an episodic setting. There is no continuity between missions; everyone gets a fresh start. Strike Force 7 is the elite special missions force, Skorpion is the bad guy, and you are to get in there and get to work, soldier!!!

You'll never see a cop in this kind of Strike Force 7 game. Strike Force 7 members are everywhere, helping out with everything from traffic stops to talking kids out of joining gangs. Occasionally, they go off on missions to deal with Skorpion, who is bent on world domination! Oh, and yes, many sentences end in exclamation points!

Here, Skorpion runs around in full uniform, yelling battle cries and trying one crackpot scheme for world domination after another. Pharaoh is a buffoon, the Children of Ra are cool but suffer from the ineptitude in their leadership, and such units as the Stinger Guard and the Asps are more bark than bite. Skorpion goes for the gusto in any plan they execute; blow up the Statue of Liberty, teleport the Eiffel Tower away, etc.

In terms of technology, if someone can draw it, it's in there and is being issued to a Strike Force 7 member. Flying fortresses housing thousands of Skorpion operatives, scarab remote drones charging into battle, and hordes of Anubis Warriors get taken down by a small band of Strike Force 7 members with guns that shoot like lasers. Every vehicle has an ejection seat; anyone shot never actually gets hit, just winded by the effort to get out of the way. If it's cool, and it doesn't look like it would be right out of Star Trek, the tech exists.

SCENARIO: PROJECT OSIRIS

Project Osiris is a Strike Force 7 scenario for beginning characters, designed to introduce them headlong into their most important enemy: Skorpion.

Background:

In late 2002, Stanosh Jankowski discovered a bit too much about his brother's true activities. Normally, such secrets were not that harmful, but the scope and involvement of this secret made it one that could affect the world stage.

Stanosh Jankowski's brother was Wojciech Jankowski, otherwise known as Set. He didn't take it well at first, but Wojciech's reasoned explanations of Skorpion's goals for a true global government and meritocracy, as well as Stanosh's admiration of his older brother, swayed him to silence. This was fine, until Osiris found out that Stanosh knew, and had him assassinated. In retaliation, Wojciech killed Osiris personally, and then sought asylum with Strike Force 7. It was a stunning blow to Skorpion, as many of their secrets were revealed, and they were forced to restructure many of their operations to avoid capture or destruction.

While the death of Osiris was mourned by most, some within Skorpion were not content to just let him pass away. A small unit of his personal guard made a copy of his medical records, including the recording of the electrical impulses in his brain a few weeks before his death. They contacted Thoth, who was intrigued by their theories; he arranged for secret funding for their project, seeing it as a way to gain favor among the Children of Ra. For all the complexities of the science, the plan was simple; they were going to clone a new body for Osiris, and then imprint his brain's electrical impulses on the clone.

Osiris would be reborn.



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Thoth also knew that anyone that had enough money or the right connections for the procedure could be immortal, in a more human than human body. Improved warriors, duplication of military minds for exponential growth of tactical resources, his own Anthony Anderson to hang out with... limitless possibilities. With this, Thoth would bring Skorpion to another level. And all they had to do is bring someone back from the dead.

Training Day

The mission starts with the PCs, recently finished with Strike Force 7 training, riding with Hammer to McGuire Air Force Base. From there, they are to fly to Strike Force 7 headquarters in Washington DC for official induction into the unit.

Please read the following:

"You know, I remember when we had to fight Skorpion soldiers with hunting knives," Hammer says, "They wouldn't even let someone like me have a gun. Thought I was 'too dangerous'". Hammer takes his hands off the wheel to make two exclamation points in the air with his fingers. The van swerves a bit into oncoming traffic, but Hammer recovers the wheel without missing a beat. He raises his voice over the sound of honking horns.

"So how the hell did you yahoos get into Strike Force 7 anyway?"

This is an excellent opportunity for the PCs to introduce themselves to each other, share training stories, and otherwise set the mood. Remember, Strike Force 7 is a bunch of raging egos that manage to work well together, and the PCs should be no different. Hammer will interject a few comments into the conversation, as appropriate:

"I don't care how bad you think you are, you got a team for a reason; they are all as crazy as you, and you can trust them all."

"All the fancy equipment in the world won't replace the guy behind the gun."

"Make sure you put your seatbelts on; you can't be too careful."

LIKELY EVENTS

PCs being what they are, this chronology might just get thrown out the window. However, it offers a likely turn of events

- On their way to a training exercise, the PCs run headlong into Skorpion operatives leaving a robbery of a research facility (The Bokking Group). Quick thinking will let them stop the operatives.

- Investigation at the research facility will reveal that the information stolen regarded 'brain emgram transfer', a means of copying brainwaves. The lead researcher, Dr. Victor Samuels, is currently at home sick, and has agreed to meet with the PCs.

- Arriving at Dr. Samuel's house to a fierce gunfight between Skorpion operatives (including an Anubis warrior) and Dr. Samuels's personal security, they will have to secure his safety and drive off the Skorpion operatives. Dr. Samuels will explain the brain emgram process, and how it is only in formative stages right now. He recommends talking to the R&D director of Helix, a biotech firm that contracted them to develop the brain emgram research.

- Helix will be reluctant to meet with Strike Force 7. If pushed, they will throw up legal barricades. The reason for this is that they are doing illegal cloning research. Since time is of the essence, the best plan will be to break in at night and get the records they need. Hammer and the trainees will be contacted by General Wayne, and instructed that due to the short timeframe, they are to handle this matter personally. Breaking into Helix will reveal that Helix is a Skorpion front company, and will also reveal the truth about the project: the attempted resurrection of Osiris. It will also give the location of the temporary cloning facilities located in Harrisburg, Pennsylvania.

- The PCs are introduced to a number of other Strike Force 7 team members, who are to provide a distraction while the PCs enter the complex. Here, they have to deal with Skorpion operatives and locate the cloning equipment. If they take too long, they are in for a fight against one or more proto-Osiris (a test version created for research).

- With the base destroyed or secured, the PCs get to enjoy the satisfaction of a job well done, as well as a personal visit from General Wayne as they are flown directly to DC for debriefing.

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“Sure, I bailed people out of trouble. They bailed me out of trouble. We don’t keep count; occasionally, one of us buys the drinks.”

“Remember, you’re a team. You hot shot all you want, just make sure it doesn’t sacrifice the rest of the team.”

Let the PCs interact with each other as much as possible. Describe how reckless a driver Hammer is, and let people with at least d6 in Drive make a Notice roll in order to realize that he’s far more in control than he is acting. He’ll deny that he’s putting on a show, and just keep on driving.

When the group has had enough, read the following:

For a moment, you would swear Hammer drifted into oncoming traffic. That’s not the case, though; seems the other vehicle is losing control and is about to run headfirst into you!

Hammer will make his Drive roll, but the two vehicles will hop the curbs and crash after slowing down (20 mph crashes).

Stumbling out of the wreckage, you see four individuals, three men and a woman. They are dressed in black BDUs, their shirts emblazoned with a deep red ankh. They cough in the smoke, struggling for weapons as they notice you. A flash of realization comes to you: Skorpion soldiers!

On their initiative, three of the soldiers will start fighting, while a fourth (see sidebar on page 54 for stats) tries to retrieve a locked case from the back of the car (which is stolen). It will take 6 uninterrupted rounds for him to get the case out of the trunk, carjack another car, and bring it around. He will attempt to run down any Strike Force 7 members that happen to be in his path, and it will take the Skorpion soldiers a round to get in the car once they are at it. They will then drive off.

The police are in pursuit, and will arrive on the scene 10 rounds after the accident. If the fight continues past this, Hammer will come to

Hammer (Wild Card)

Agility: d8, Smarts: d8, Spirit: d8, Strength: d8, Vigor: d8, Pace: 6”, Parry: 7, Toughness: 6

Skills: Fighting d10, Shooting d8, Driving d12, Intimidation: d6, Notice d8, Stealth d8 Survival d6, Throwing d8

Edges: Combat Reflexes, Command, Dodge

Gear: OICW, knife

(assuming that the PCs did not try to wake him up beforehand) and assist in the fight (he will be -1 to hit due to disorientation). Combined with the police presence, they will be able to detain or kill the Skorpion operatives. If the operatives actually escaped, they will finally be stopped by police. They will be held in police custody until their attorneys show up an hour later. They won’t talk while in police custody.

If the PCs think of it, they can contact the military police from McGuire AFB to pick up the Skorpion soldiers; the police won’t have a problem with this, figuring the military can handle them better. This will help the interrogation, as the military will be able to stonewall the attorneys more efficiently, allowing more time for interrogation.

Feel free to remind the PCs that although they aren’t officially members of Strike Force 7 yet, Hammer is, and has arrest powers as a result. He can take the Skorpion soldiers into custody for interrogation, which will let Hammer be more ‘forceful’ with his efforts. As a result, he can actually extract some information from the soldiers before the attorneys show up and start talking about civil liberties and prisoners’ rights. The soldiers, if interrogated, will reveal that they were contacted to steal the case from The Bokking Group; they happen to be a small cell of Skorpion operatives, and will not be able to lead the PCs to any other members.



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The Bokking Group

Even if the Skorpion soldiers aren't interrogated before their attorneys arrive in an hour, the case they were trying to steal is clearly labeled "The Bokking Group". The Bokking Group is a privately held medical research facility located in Wrightstown, New Jersey. The Bokking Group is more than willing to share information with the PCs, arranging a meeting within the hour.

Their contact at The Bokking Group is Dr. Walter Roberts, a neurochemical biologist. A robust looking man in his mid-thirties with silvered hair, he's very forthcoming about the events of today. Read or paraphrase the following:

"At 10:20, the Skorpion soldiers drove up in a van and killed a security guard. They then walked into Lab D and grabbed a case that that they loaded with documents and computer disks. They walked back out into a gunfight that resulted in 2 more dead guards and their own van too damaged to drive. They stole another vehicle and drove off. Pretty gruesome. Fortunately, no one else was hurt; the technicians in the lab did what they were told and stayed out of the way."

"As for what was stolen, it was research on 'brain emgram transfer', involving the mapping of electrical impulses in the brain. I'm knowledgeable in the research, but I think it best to talk to Dr. Samuels. He's the lead developer on the project. He was home sick with the flu today, fortunately for him; he would have probably gotten himself shot. He's not one to put up with people messing around with his work."

Dr Roberts will not have a problem with the PCs keeping the contents of the case; they have copies of all the research. Any PCs that take the time to sort through what was stolen will be able to discover the following on a successful Common Knowledge roll with the penalties listed below. Having the following skills will add a cumulative +1 bonus to the roll: Knowledge (Electronics), Knowledge (Biology), Knowledge (Chemistry).

-1: The memories in a human brain are recorded via electrical pathways, which are strengthened via constant use. Hence, repetition makes it easier to learn a task, as more and more electrical energy passes through them.

-2: Even when the brain is not actively using a skill, the potential electrical energy and the bridges between neurons still exist. Such energy can be recorded

-4: The electrical impulses could in theory be copied, making a duplicate of memories already in place.

Anyone bringing this up to Dr. Roberts will find their insight confirmed. His hope was to make something that could copy memories from amnesiac patients and then 'reinsert' the memories. He can't imagine why Skorpion would want the research, but once again suggests that the PCs talk to Dr. Samuels. Dr. Roberts already made arrangements for the group to visit Dr. Samuels at his home, and gives them directions.

Investigating Dr. Samuels will reveal the following:

EXPANDING THE TIMELINE

Project Osiris is designed to take place in the span of 2 days, but with some small effort, it can be used as 'background' activity for your own missions. Feel free to interspace the events of this mission with your own events, allowing them to cross paths from time to time. Perhaps the PCs meet Dr. Samuels while responding to a hostage situation in a bank, or Helix becomes the target of corporate espionage from one of the PCs contacts, who ends up very wanted as a result. As well, it could take more time to discover where the pieces of the puzzle are located: Dr. Samuels could 'go to ground' upon hearing about the Bokking Group attack, for example.

In any event, keep the pace as slow or fast as your players can handle... but don't forget to turn it up two notches at the right times.

Skorpion Soldiers

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

Pace: 6", Parry: 5, Toughness: 5

Skills: Fighting d6, Shooting d6, Driving d4, Notice d6, Stealth d4, Survival d4

Gear: Steyr AUG, knife

- He was career Navy before he retired after 20 years and went to college at MIT. From there, he began a meteoric rise in the genetic research field, earning his doctorate several years ago.
- His military career was distinguished. It would seem the only thing that kept him from being an Admiral was himself; he chose to stay an active duty SEAL, rising from the enlisted ranks to Commander before his retirement. His laundry list of awards includes 4 Purple Hearts, the Silver Star, and the Expert Rifleman and Expert Pistol Shot medals.
- Dr. Samuels is a collector of military weaponry.
- He has no family or living relatives, but is active with helping young military families with such things as finding employment for spouses, financial matters, and even babysitting.
- He's a good guy, but a little 'intense'.

Any other investigation at the Bokking Group will reveal nothing out of the ordinary. Should the team resort to computer intrusion, they will find the following information

- The Bokking Group is above board in its work, with nothing unethical or illegal going on. The work mostly consists of medical development research, contracted to them by other companies. They hold several patents for anti-rejection drugs for transplants, as well as one patent for a basic "cerebral electrical impulse mapping device". This device was developed by Dr. Victor Samuels.

- Financial records are in order, with the most recent payments coming from Novartis (an international pharmaceutical company with local campuses in East Hanover and Florham Park, NJ), Organon (another international pharmaceutical company with locations in New Jersey), and Helix (a genetics firm with main offices in Lakewood, New Jersey). More searching will find press releases regarding a strategic partnership between Helix and the Bokking Group for 'memory restoration research useful in treating Alzheimer's Disease'
- Someone else had been monitoring the 'goings-on' at The Bokking Group, and appears to be very knowledgeable in what he was doing. (This is Thoth keeping an eye on the organization. He will be made aware of the PCs efforts of hacking, and will make an effort in the future to keep his tracks more discreet).

Making Copies

Dr. Samuels lives on an estate in Cream Ridge, New Jersey. A Vietnam Vet, he was a Navy SEAL for 22 years. Taking advantage of the GI Bill after his retirement, he managed to get into MIT based on excellent test scores and some political influence. Graduating *cum laude*, it was easy for him to fall into the corporate sector and find a place in research. His habit of three shots of Jack Daniel's before breakfast and chain-smoking the entire day have done nothing to his health or his mind; his efforts have resulted in advances far beyond what had been seen before, something completely unexpected from someone with only a decade of research experience.

The scariest part of Dr. Samuels is that he's completely legitimate. A fervent patriot, his volunteering for the war stopped him from pursuing college at an earlier date. In fact, his love for his country is what has him in his current situation; holding off several Skorpion operatives, including an Anubis Warrior.



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Approaching the estate

The characters will immediately notice that the security pad and retinal scanner on the gate has been bypassed, and the gate can be opened just by pressing any key. Driving in, have the PCs make a Perception check. Success will indicate that not only does the house look very defensible, it appears the landscape was set up to create a kill zone for intruding forces (no nearby trees to provide cover for approaching troops, etc). Driving in, a large driveway has several cars parked; examination will show that all these vehicles (from sportscars to SUVs) have had armor added for extra protection.

The front door has been burned through (taking several rounds due to the reinforced nature of the door), and the front foyer is a mess. A single body of a Skorpion operative lies slumped to one side, dead from a single shot to the eye.

Currently, there are 7 living Skorpion operatives searching for Dr. Samuels and his offices, with an Anubis Warrior waiting outside in the back by the pool house. At any time in the house, the PCs will find the bodies of another 4 Skorpion operatives in addition to the one in the foyer. A quick examination will indicate that they had their throats slashed. Any of the PCs will realize that these individuals were caught completely unaware.

Have the PCs make Notice checks:

+1: This place looks more like a war museum than the estate of a rich man

+0: All of the weapons appear to be loaded

-1: All the safeties on the weapons are off. Also, the house is filled with high-grade surveillance equipment.

Once the players get into the east section of the house, read the following:

The silence of the house is shattered by the spray of automatic weapons fire. Steyr AUG carbines, the signature weapon of Skorpion. Another sound is clearly audible among the carbine fire; an M-16. A burst of sound is followed by a scream and a thud, and then several more bursts of fire.

The starting positions of Dr. Samuels and the Skorpion operatives are marked on the map. Dr. Samuels has 1/2 cover due to his overturned desk (which happens to have a steel plate for a top). The operatives have 1/4 cover from Samuels, but none from the PCs assuming that the PCs enter from the double doors.

All of the furniture here is either made of steel, or high-density polymers (Armor 5, providing 1/2 cover). Dr. Samuels is paranoid, and assumed that rogue elements within the US military would attempt to strike at him. Thus, he keeps his house well-stocked with weapons, ammunition, and suitable cover.

Round 1: Firefight begins. with the PCs 1st attack.

Round 2: Skorpion operatives continue to fight with ranged weapons. Anubis Warrior charges through glass doors into office.

Round 3: Skorpion operatives continue to fight with ranged weapons. Anubis Warrior grabs computer off of desk.

Round 4: Skorpion operatives continue to fight with ranged weapons, now laying down suppressive fire. Anubis Warrior goes out through opening. Samuels' personal security people arrive in the area behind the pool house and start firing.

Round 5: Skorpion operatives withdraw through the opening, and make a run for it to their waiting vehicle. One operative lays down suppressive fire. Anubis Warrior flies off at maximum speed.

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The PCs may get the idea to grab ordinance from the house to use in the fight. This is encouraged, and a standard Notice roll will let them find a particular weapon they are seeking. Finding a tactical weapon (grenade launcher, surface to air missile) will take a Notice -3 roll. If they just want to grab a random weapon, let them do so and pick something at random. Dr. Samuel's weapons range from the Napoleonic era to the latest weaponry (including the OICW).

It will take several moments to get Dr. Samuel out of 'fight' mode, as he will start chasing the operatives or get a missile to try to take a shot at the Anubis Warrior. The Anubis Warrior has 3 rounds from leaving the house to get to enough cover to avoid being targeted. Once Dr. Samuel relaxes, he can relate the following:

"I appreciate the help. I got the first 5 and then retreated to the office to secure my files," he pauses in mid-sentence and takes out a micro-recorder, "Note to self: wire in computer system to voice imprint to allow remote lockdown of files. Oh, and bolt computer down". Oh, yes," he continues, "and I got pinned down. Wasn't expecting a covert air assault. I swear, if we had one of those floating sleds in Nam, whole different story... Anyway, I might have gotten them all if it weren't for this damn flu, drains the hell out of me. First time I've been sick in 9 years..." Dr. Samuels picks up a glass from a table and spits phlegm into it. It appears as though he has been using the glass for that purpose all day.

Dr. Samuels, a lean man in his late 50s with military hair and a sharp step, opens up a previously hidden panel in the wall. It slides down and then outwards, revealing a well-stocked bar. "Drink?" He pours himself a triple and pounds it.

Dr. Samuels keeps things informal in terms of rank. He's a 'mustang', someone who started off as an enlisted man and worked his way up the chain of command. In terms of the attack, he's annoyed that he wasn't able to hold off all of the Skorpion operatives by himself, but that's what he gets for 'going soft and becoming a scientist.' He continues

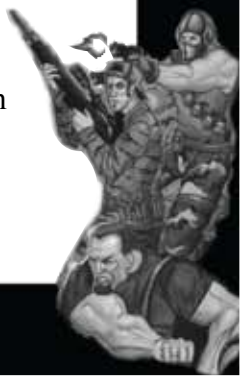
to drink throughout the time the PCs are at his house, as well as spit into the glass full of phlegm.

Dr. Samuels offers the following information while he gives them a tour of his place.

- The brain emgram process was designed to copy a person's memories periodically, and then have them reinserted in a person. This had the side effect of strengthening the brain tissue, helping to fight degenerative brain diseases such as Alzheimer's.
- The process is in the formative stages, with limited testing on animals at this point.
- Eventual outlooks for the process include the copying of information from one soldier to another to reduce time needed for training, the transferring of sensitive materials directly to avoid the compromise of secure information, and the recovery of sensitive information from the brains of dead people.
- The R&D Director of Helix was pushing The Bokking Group for faster advancements, despite being on the proper timetable as established at the beginning of the project.

For the rest of the house, feel free to describe any militant organization's compound, including the indoor and outdoor rifle ranges, the radiation-proof subbasement, and the bowling alley. If any of the PCs care to check up on the legal status of Dr. Samuel's weapons, they will find that he is licensed to own every one on the premises, including the tactical weapons (Dr. Samuel's service to his country was very great, it would seem).

When the PCs get as much information as they can, Dr. Samuels will suggest that they check out Helix, who might have more information on why Skorpion would want to steal the brain emgram data. He gives them contact information for Helix, and lets them know they can stop by to use the shooting range any time.



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Helix Biotech

Contact with Helix is less than friendly, to say the least. After about an hour of secretaries and music on hold, the PCs will finally speak with Marcia Drummond, a Senior VP of Research. She's curt and to the point; she doesn't like having her time wasted on the 'internal affairs of her vendors', but will meet with the PCs the next day, and not earlier. Any pushing in regards to an earlier meeting time will result in legal threats.

If the PCs just try to show up at Helix's doors, they will be turned back for not having an appointment. If need be, they will call the police, and their onsite attorney will point out that they aren't going anywhere without an appointment. They site 'sensitive equipment that must be secured before they allow non-Helix personnel to enter the building'. Hammer will encourage the PCs to back down, and will then try to contact General Wayne.

Talking with the General

Hammer arranges an online meeting with General Wayne as soon as possible after dealing with Helix. There are secure computer facilities on McGuire Air Force Base, so security is assured. Read the following to the PCs:

The projection monitor turns on, revealing a imposing man with a neatly trimmed mustache and a sharp uniform. Most noticeable past the ribbons on his chest are the three stars on his shoulders and his bright and sharp grey eyes. He looks you over, gives a thoughtful pause, then a nod of approval. This is none other than General Marion Wayne, the commander of Strike Force 7.

"I see our recruiting and training programs haven't let us down. You have a good group there, Hammer. And it looks like you get to prove yourself yet again. I've looked over Hammer's report on the Helix situation, and our other information reveals very little about them. We do suspect, however, they may have ties to Skorpion. An open display of force

SECRETS OF THE HELIX

There's a good reason Helix is trying to delay a meeting with Strike Force 7; they are a front for Skorpion. Unhappy with the pace the Bokking Group was taking with the brain emgram developments, as well as their insistence on ethical standards, Skorpion arranged a series of strikes on the Bokking Group and Dr. Samuels in order to secure data that had not been released yet. They are hoping to get enough data together to be able to break away from the need of outside researchers, as well as have an Osiris prototype clone grown and ready for display in the near future.

Barring their accident with the PCs, Skorpion wouldn't have been noticed until after their strikes, and would have had a much better chance of getting away with their plans.

would reveal that we know what is going on, and allow them time to cover up what they are doing.

"You must break into Helix tonight and secure whatever information you can about their plans. This could be the first step to stopping a major Skorpion plot on American soil. I've contacted the base commander there are McGuire, and have been assured of his full cooperation in terms of equipment and resources based on the estimated needs of the mission and equipment on hand. Do you have any questions?"

General Wayne will be straightforward with any answers he gives. Other than the information the PCs have, though, he can't offer much other than words of encouragement. The PCs are the point men on this mission, and get a chance to show their ingenuity and skill. Once he answers all the questions, he'll wish them luck and log off.

Assuming the PCs have not been slacking off, they should have about 3 to 6 hours before nightfall, which Hammer suggests is the best time to hit Helix. This is a good time for the PCs to requisition new equipment and do some planning and research.

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Equipment: PCs will be able to replenish everything they have used in the mission so far. In addition, they will be able to requisition just about anything they want. They'll be limited to any equipment that would be reasonable for a military base, with an emphasis on stealth. Anything super high-tech is available, but will have to be flown in from Strike Force 7 Headquarters in Washington, DC and will take 48 hours to arrive.

Research: investigating Helix will be somewhat helpful. Attempts at computer intrusion will reveal that it has far more security than a corporation should reasonably have (-3 to Knowledge (Computer) rolls to break in), from extensive encryption to a file indicating guards armed with military-grade weapons on the premises. No untoward information will be found regarding the brain emgram project, but a reference will be made to a closed intranet, accessible only from inside the building. If no PCs have computer skills, they can get assistance from someone on base. It is better if a PC does it, however.

As for building plans, these can be pulled from the company's computer system or by going to the Lakewood Town Hall. Also, digital copies of the building plans are on file with Bonland, a HVAC company located in Lakewood, New Jersey (Normal Knowledge (Computer) check). The plans from the company itself have information on the security systems of Helix (+3 to all relevant rolls dealing with the security system), but the ones from the Lakewood Town Hall or Bonland do not have the security info. The Bonland plans, however, have information on the construction entrance to the office complex, which allows direct access to the Research Annex of the company.

Breaking In

There are a number of ways into Helix at night. As seen on the map, there are a number of areas where the fence can be climbed without being seen. There is little security on the outside of the building at night, except for 2 men on the roof with 5.56x45mm sniper rifles and night vision scopes. They are able to see out to the front of the Administrative Building, but not to the back area.

Skorpion is currently in the process of breaking down all illegal research at Helix, due to the actions of the PCs drawing too much heat. Fortunately for the PCs, Skorpion did not count on quick action by the PCs and are still in the act of packing up everything for transport to their cloning facility.

A. Security Station: A lone security guard watches the cameras and monitoring equipment at each entrance. He's not a Skorpion operative, just an underpaid security guard. If the PCs go to talk to him, he will be friendly. If the PCs bother to show their ID, and explain what they are doing, the guard (Thomas) will be more than happy to issue them temporary IDs and let the other guard (his identical twin brother James) know to expect them in the hallways. This is their last day on the job (both are going to work as bouncers at a club), and they don't feel like dealing with automatic weapons on their last day.

B Hallways: Security cameras are placed in the halls at intervals (-1 to Stealth rolls to avoid), and each door has a magnetic lock (-5 to Lockpicking to deactivate and open). If the PCs took the time to talk to the guards, they can freely walk about the complex without having to hide. If not, any sign of intruders will be met with the sounding of the alarm, and the summoning of the police (who will arrive in 4 minutes). Also, the Skorpion operatives in the Research Subbasement will be aware of intruders, and will plan accordingly.

C: Offices: Standard officers for researchers and support staff. Any of the computers here will allow access to Helix's databases (-1 to Knowledge (Computer) roll to fully access), including extensive information on cloning research and the progress in the brain emgram process.

D. Research Cubicles: the interior of each floor contains a research area, with 1d4 scientists working very late at any time. They are easily intimidated, and will provide no resistance. One of the researchers on the 3rd floor is a Skorpion operative (use



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the normal Skorpion soldier stats, but change any skills if needed), and will sound an alarm if the PCs do not secure or incapacitate him

E. Elevator: all the elevators are monitored by the security stations and the Research Subbasement. Using the elevators to go to the Research Subbasement will result in Skorpion operatives being aware of the elevator use and preparing accordingly. They will not sound an external alarm.

F. Stairs: By far the safer way to come down to the Research Subbasement, each of the reinforced doors at the foot of the stairs are secured by a heavy-duty magnetic lock (-3 to Disable, Toughness 8).

G. Basement: the basement contains backup generators, the server room and security equipment room (+3 to Knowledge (Computer) rolls), and storage areas.

H. Security Checkpoint: Two Skorpion Operatives (Use stats found above) are on watch here by the elevators.

I. Subbasement Offices: These offices are filled with all kinds of incriminating evidence. Illegal cloning technology, designer combat drugs, and preliminary information regarding mind control technology are just the tip of the iceberg. In addition, sufficient financial records exist to show Skorpion involvement with Helix.

J. Subbasement Research Cubicles: this area of research Cubicles is currently being broken down in a blur of activity. Scientists pack boxes, dismantle computers, and secure data under the watchful eye of 8 Skorpion operatives (see page 54). If the PCs used reasonable caution, they will not be noticed until they make the first move.

K. The Pit: the Pit is aptly named; it is a sunken area containing a number of liquid-filled containers. Closer examination will show they appear to have bodies inside. These are cloning chambers (Toughness 6) with partially-developed clones. Working in the Pit

Experienced Skorpion Soldiers (Minions)

Agility: d6, Smarts: d6, Spirit: d6, Strength: d6, Vigor: d8, Pace: 6", Parry: 5, Toughness: 6

Skills: Fighting d6, Shooting d8, Driving d6, Notice d6, Stealth d6 Survival d6, Throwing d6

Edges: Combat Reflexes, Marksman

Gear: Steyr AUG, knife

is Dr. Amelia Weiss (see below), busy setting up the destruction sequence for the clones (the bodies inside the containers) so that they do not fall into enemy hands. She has no taste for combat or dying, and thus will stay hidden and surrender if the Skorpion operatives are killed or incapacitated.

Dr. Weiss

With no real backbone to speak of, she will be free with information, and guide the PCs to gaining the information they are seeking regarding Skorpion's interest in the brain emgram project.

"What would the world be like if the minds of Benjamin Franklin, Roosevelt, Einstein, or DaVinci could live on past the death of their bodies? What if we could put them into bodies that could live twice as long, would never get sick, and could use 30% of the brains processing power rather than the paltry amount it uses now?"

"Now imagine what Skorpion could do if it could take the mind of its greatest warrior, Osiris, and put him in a body that was twice as powerful as his former one? It would just be the first step. The wisdom of decades of battle could be put into the bodies of 25 year olds. And Skorpion will create a new race of men."

A Common Knowledge roll will let the PCs know about the death of Osiris at the hands of Set. It should immediately be obvious to the PCs that the rebirth of Osiris would be a very bad thing for Strike Force 7. Dr. Weiss will confirm this, and point out

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that Skorpion already has enough information to continue research on the project. The only way to stop Skorpion would be to find their cloning facility and destroy it. She knows where the cloning facility is located, but will only give up the information in exchange for amnesty; this can be arranged with a call to General Wayne, taking 2 hours to get all the legal elements handled and the paperwork in hand.

If the PCs don't feel like bargaining, a Knowledge (Computer) roll at 3 will reveal deliveries of materials to a location outside of Harrisburg, Pennsylvania. *Only allow this check if the PCs specifically state that they are looking for shipping information.* Otherwise, they have to bargain with Weiss.

Saddle Up

With a location in hand, Hammer informs the PCs that they are to return to McGuire Air Force Base for deployment, on direct orders from General Wayne. Wayne is calling in a few of the top SF7 team members to assist the PCs with this mission, but makes it clear that he's impressed with what they have done so far and just wants to make sure they have enough support for the mission. Stopping the cloning of Osiris would be a powerful blow against Skorpion, and General Wayne wants to make sure it succeeds. Read or paraphrase the following:

The projection screen with General Wayne is already up and running, illuminating the room that now has three occupants. The first is a slim and unassuming man with closely cut hair, black body suit, and a serene look on his face. He seems very calm, balancing a quarter on his fingertip... by the edge. The second is a woman with blonde hair, sitting comfortably in one of the chairs around the table. She's picking at her nails with one of her two very large knives, which seems very comfortable in her hands. The third person, a lantern-jawed man with a goatee, fidgets in his chair, not quite fitting into the seat. He's over 6 foot by a number of inches, and you can hear the chair squeal every time he moves. He notices you and smiles, mouthing a 'hi' even as he struggles with the comparatively small chair.

Dr. Amelia Weiss (Wild Card)

Agility: d6, Smarts: d10, Spirit: d8, Strength: d6, Vigor: d6, Pace: 6", Parry: 4, Toughness: 5

Skills: Fighting d4, Knowledge (Computers) d8, Knowledge (Genetics) d8, Knowledge (Science) d8, Investigation d8, Notice d8, Repair d10

Edges: Attractive, Scholar(*)

Hindrances: Curious

Gear: Slide Rule or Calculator

"Good, looks like we're ready to go," says General Wayne.

"Dead Head, Delilah, Smash Mouth, these are the new recruits that are the reason we are here today. They've done some great work, and I'm counting on all of you to get the rest of this job done. Based on the reports Hammer put together and the information gathered by the recruits, it would seem that Skorpion is attempting to clone Osiris, one of their most powerful operatives. If they are successful, it would only be the first step in their eventual world domination. Death would mean nothing to their best warriors, who they could replace with exact copies.

Fortunately, we have the location of their cloning facility, in Harrisburg, Pennsylvania. You are to travel via Commando Insertion Vehicle and jetpack into the location. Hammer will operate the CIV, and the rest of you will split into two teams. Dead Head, Delilah, and Smash Mouth will remain on the outskirts of the facility, generating confusion and allowing the rest of you to enter. While in there, you are to find the cloning equipment and secure it if possible, destroy it if not. Time is of the essence, so I will keep this short. Right now, you are the most knowledgeable of this situation, so share whatever information you have with each other. Good luck, and God bless.

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THE COUNTDOWN

As soon as the PCs enter the building, keep track of the number of minutes that pass until the PCs reach the Cloning Level. This will determine the number and power of the Osiris clones that are released to defend the complex.

Less than 1 minute: No clones are released, and the emgram transfer is incomplete

1 minute: One Osiris Clone is active, with minimal emgrams (use the provided Skorpion soldier stats above). While capable of ranged combat, advanced tactics such as using cover are beyond its capacity.

2 minutes: 2 Osiris Clones are active, with partial emgrams (One clone should use the provided stats, the other should use the commander stats, which makes him a Minion). The clones are capable of more advanced tactics such as use of cover and concealment.

3 minutes: 3 Osiris Clones are active, with incomplete but functional emgrams (As above, with the extra clone using the standard stats). These clones will work in concert against the PCs, including use of suppressive and overlapping fields of fire.

4 or more minutes: 4 Osiris Clones are active, with incomplete but functional emgrams (As above, but now the first clone is a Wild Card). These clones, while not possessing Orisis' full set of skills and memories, are very effective in combat and will use the best tactics available.

The Clones, while powerful, suffer from physical instability. This has a number of effects:

- If Bonus Damage is rolled by a PC it does 1d6+2 points of damage rather than just 1d6.
- There is a 25% chance each round that each clone will suffer flashbacks, giving them a -2 penalty to all rolls.
- The clones are incredibly susceptible to electrical damage (such as tasers, loose wires). Any damage from electrocution forces the clone to immediately roll to see if he is Shaken, and also stuns the clone for one round.

Dead Head, Delilah, and Smash Mouth are seasoned veterans, but they all know that the PCs have the most information on the current mission, and will ask them questions about the opposition they faced, as well as the tactics the PCs used and encountered from the enemy. The three are friendly enough, if focused on the mission, and will be helpful to the PCs should they have questions or concerns. One matter that the three will bring up is the issue of code names. If the PCs haven't picked ones for themselves, now might be a good time. Feel free to have the SF7 members suggest names to the PCs based on their character classes and actions during the current mission.

The PCs will not have time to acquire new gear or gadgets. Hammer will explain that Skorpion might already know that their base was discovered, and they will be trying to dismantle the cloning operation as quickly as possible. With that said he'll hurry everyone along to the CIV and get them locked into place.

Lock and Load

The trip to Harrisburg in the CIV will take less than an hour, due to Hammer's excellent piloting skills. The group will deploy at 8000 feet, and jetpack into the compound from there after freefalling several thousand feet. Dead Head, Delilah, and Smash Mouth will take the lead, drawing a majority of fire. They suggest that the PCs wait one minute and then deploy to the other side of the complex, where security will be lighter and where the cloning facility is suspected of being.

The Complex

The complex (an abandoned factory) is a sprawling set of buildings, garages, and storage units that at first glance appear empty. However, Hammer relays information to the group before they jump from the CIV indicating that the area is still on the local power grid and drawing a great deal of power. Also, thermographic imaging shows that the one story brick building is the source of most of the power drain. (If needed, use the Helix maps from the previous

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Experienced Skorpion Soldiers (Minions)

Agility: d6, Smarts: d6, Spirit: d6, Strength: d6, Vigor: d8, Pace: 6", Parry: 5, Toughness: 6

Skills: Fighting d6, Shooting d8, Driving d6, Notice d6, Stealth d6 Survival d6, Throwing d6

Edges: Combat Reflexes, Marksman

Gear: Steyr AUG, knife

Skorpion Commander (Minion)

Agility: d8, Smarts: d6, Spirit: d8, Strength: d6, Vigour: d8, Pace: 6", Parry: 6, Toughness: 6

Skills: Fighting d8, Shooting d8, Driving d6, Intimidation: d6, Notice d8, Stealth d8 Survival d6, Throwing d8

Edges: Combat Reflexes, Command. Dodge, Marksman

Gear: Steyr AUG, knife, 2 frag grenades

encounter. Skorpion uses modular designs in their buildings and is something that will be explained further in the forthcoming Skorpion manual.)

The Building

The cloning facility is a nondescript one story brick building with a loading dock in the back. Activity can be seen around it, including the activity by the loading dock. As the PCs approach (most likely from above), they can see that cloning equipment is being loaded into a number of vehicles.

Ground Level

This part of the building looks like the offices for a construction company. Nothing has been cleared out of here, since nothing relating to Skorpion is on this level. As well, this floor contains a break room, small kitchen, and conference rooms.

The Loading Dock: There are several waiting trucks outside a garage door, currently being loaded with scientific instruments. Two Skorpion operatives (see below) are loading gear, and 2 others are on watch, under orders of a commander. They most likely will not notice PCs flying from above, however (-3 to Notice rolls to spot the PCs flying in from above).

If the combat goes on more than 6 rounds outside, three more guards will come on out (they were moving crates from inside). 6 more rounds after that, there will be 3 more guards.

If the PCs search the commander, they will find a cardkey for the security doors and the elevator.

The ground floor has 6 Skorpion Operatives (see below) throughout, with half on guard and the other half moving boxes and crates to outside. They will not be here if they were used in the combat on the loading dock.

Stairwell: The stairwell goes down past the two floors, and then to the Cloning Basement. Each of the reinforced doors at the foot of the stairs is secured by a heavy-duty magnetic lock (-3% to Lockpicking, Toughness 8).

Freight Elevator: Two rounds after the PCs arrive at the freight elevator the doors will open. Inside are two rather surprised Skorpion operatives who were busy loading equipment out of the base. Also in the elevator is a cloning chamber with a proto-Osiris body. He is non-functional, but his presence should be enough to make the PCs uncomfortable.

The elevator will take 1 round per floor of travel, and 3 rounds if it stops at a floor and the doors open. If the PCs get into the elevator after the Skorpion operatives arrive at the top floor, they can ride it all the way down. Otherwise, they have to either use a cardkey or override the control panel (Knowledge (Computer) roll -3).



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Basement

This floor is empty of occupants and supplies, having been cleaned out.

The Cloning Level

Like most Skorpion operations, this basement has a similar layout to the Helix cloning facility. It also has 10 Skorpion scientists (with no desire to fight. If needed, use the stats for Amelia Weiss) the requisite number of Skorpion operatives (4 use the stats above, and 1 is a commander, throughout the floor), and a surprise or two in store.

Bedrooms: each of these rooms is designed to accommodate one person. They are currently in various states of disarray, as the scientists are in a hurry to leave.

Office: this office was the commanding officer's, but has been cleaned out of most everything of note. However, the CO may wish to place plot hooks for other Strike Force 7 missions here, in the form of a forgotten disk or stack of files.

Research Cubicles: Currently littered with office supplies and computer parts. There is a 20% chance that anyone entering one of these cubicles after combat has begun will find a frightened and unarmed Skorpion scientist, who will try to attract attention and scream his head off.

Scientist Offices: All the doors are currently unlocked, allowing for suitable cover in doorways.

The Pit: The Pit consists of completed brain emgram transfer equipment, a number of liquid suspensions with brain tissue (Osiris' brain tissue), partially complete brain emgrams of Osiris, and a half-dozen cloning chambers (Toughness 6). Unlike the previous Pit, the clones are quite active if the PCs take too long. The number of active clones and their level of skill depend on how long it took the PCs to get down to the Cloning Level (see The Countdown above). The clones will not come out of the Pit until more than half the Skorpion operatives are down, or if the PCs approach within 15 feet of the Pit.

SNAFU

Ok, what happens if the PCs are getting the snot beaten out of them? Certainly not heroic, to say the least, but it happens. Here's how to recover this scenario from a SNAFU:

- **Hammer:** Hammer isn't skilled enough that he won't overpower the party, but should be able to provide support if needed. Likewise, a well-placed shot by Dead Head (consider him to have Shooting d12 and the First Strike, Marksman, No Mercy, and Trademark Weapon edges with "Gabriel", his Barrett .50 sniper rifle) can do wonders to soften up the opposition. So long as the PCs aren't outclassed, they should feel ok with fire support. Just remember to let them return the favor for an NPC.
- **Equipment jams:** Skorpion operatives have an alarming tendency to have faulty equipment... or at least they can if needed. Feel free to have equipment break down and fall apart.
- **Standard Operating Procedure:** while most Skorpion operatives are seasoned soldiers, they also will not throw themselves away mindlessly. If they meet serious opposition, they will fulfill their objective and then withdraw from the situation.

A Common Knowledge check will allow the PCs to recognize the clones as Osiris. Anyone who has the Turncoat edge knows this automatically, and will be a preferred target of any clone (the clones were programmed with the identities of all Skorpion traitors).

Wrapping Up

Once the PCs have cleared out the opposition, a number of other Strike Force 7 operatives will arrive via the stairs, including Hammer and Smash Mouth. They'll report that the base is secured, but pause when they see the bodies of the proto-Osiris either on the ground or in the cloning chambers. After the initial shock of seeing Osiris, they will tell the PCs that there is a helicopter waiting for them to take them to Washington for immediate debriefing.

It will take several hours, but when they arrive at Andrews Air Force Base, General Wayne will be waiting for them on the tarmac. He doesn't waste any time, starting the briefing as soon as they get in a Renegade Troop Transport. Assuming the PCs didn't completely screw up (see SNAFU), he will be proud of the unit, and insist that they continue to work

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together. General Wayne is especially interested in the Osiris clones, their combat capabilities, and if the emgram equipment and Osiris' brain tissue was recovered.

After this informal debriefing, and arrival at Strike Force 7 headquarters (attached to the Andrews AFB), he'll recommend that they take a few days off after they fill out all their paperwork, since that will give enough time to actually process all the

paperwork and make them official members of Strike Force 7. For now, though, he'll swear them in on the spot. For added fun, have the PCs (and the players) recite the Strike Force 7 Oath of Allegiance found on page 3.

Welcome to the team!





BIBLIOGRAPHY AND INSPIRATIONS

The following were indispensable in research and capturing the spirit of Strike Force 7.

BIBLIOGRAPHY

<http://www.wikipedia.com>

An unparalleled resource for research, especially at 3 in the morning.

<http://www.thememoryhole.org/phoenix/>

Information on Project Phoenix.

<http://library.thinkquest.org/CR0212088/terhome.htm>

Through the Eyes of Terror: just one of many web resources on terrorism.

<http://world.guns.ru/>

Modern Firearms and Ammunition: an extensive site on modern weaponry.

<http://www.popularmechanics.com>

Popular Mechanics: information on cutting edge technology, including the OICW.

<http://www.globalsecurity.org/>

Information on the world stage, from terror to technology.

<http://www.amnesty.org/>

Amnesty International is a worldwide movement to promote internationally recognized human rights.

INSPIRATIONS

While not 'research', per se, these will give you the flavor of Strike Force 7. Many of these movies can be found on the Internet Movie Database (<http://www.imdb.com>)

The Green Berets (1968): The tale of Col. Mike Kirby and his units of crack Green Berets in Vietnam. Feel free to insert any John Wayne war movie here.

Bravo Two Zero (1999): Detailing the harrowing tale of an eight man SAS team inserted behind Iraqi lines during the Gulf War in January 1991. Starring Sean Bean, and especially relevant due to the fact that only one of the 8 men escaped death or capture.

G.I. Joe: Uh, yeah, we were inspired by the series and the movie... and the comics, and the action figures...

Kelly's Heroes (1970): A group of screwball U.S. soldiers sneak across enemy lines to rob a bank full of Nazi gold. If you want to add some craziness to your Strike Force 7 game, just imitate one of the characters from this movie. Also of particular note are the well-filmed town assault scenes, perfect for the gritty attention to detail.

Navy Seals (1990): A Strike Force 7 mission put on the screen; while rescuing a downed serviceman, Charley Sheen and Michael Biehn discover that terrorists have access to high-tech weaponry that must be recovered. Watch it over and over again: Deadhead is their sniper.

V (1983): Not only is this here because I forgot to put it in the inspirations for my last book, it bears mention for Strike Force 7. A prime example of good old Americans rising up and beating the snot out of someone trying to show them who's boss.

We Were Soldiers (2002): Watch one of the events in General Marion Wayne's formative years in the military, the defense of landing zone X-Ray in the Ia Drang River Valley, in this film starring Mel Gibson. Use this film as inspiration if you feel your PCs are getting too callous or flippant about death.

Map Key



= Dr. Samuels



= Skorpion Operative

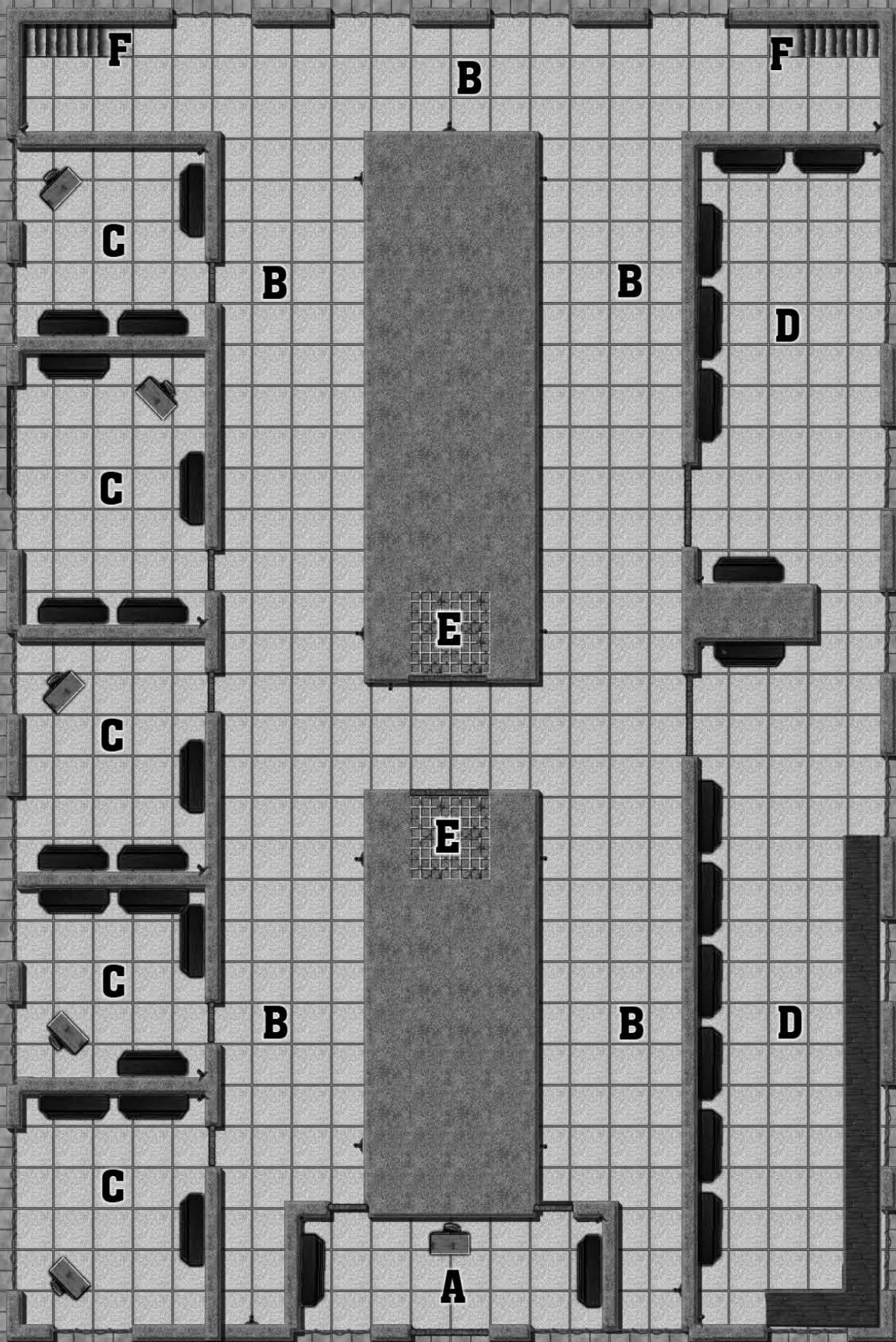


= Dead Skorpion Operative

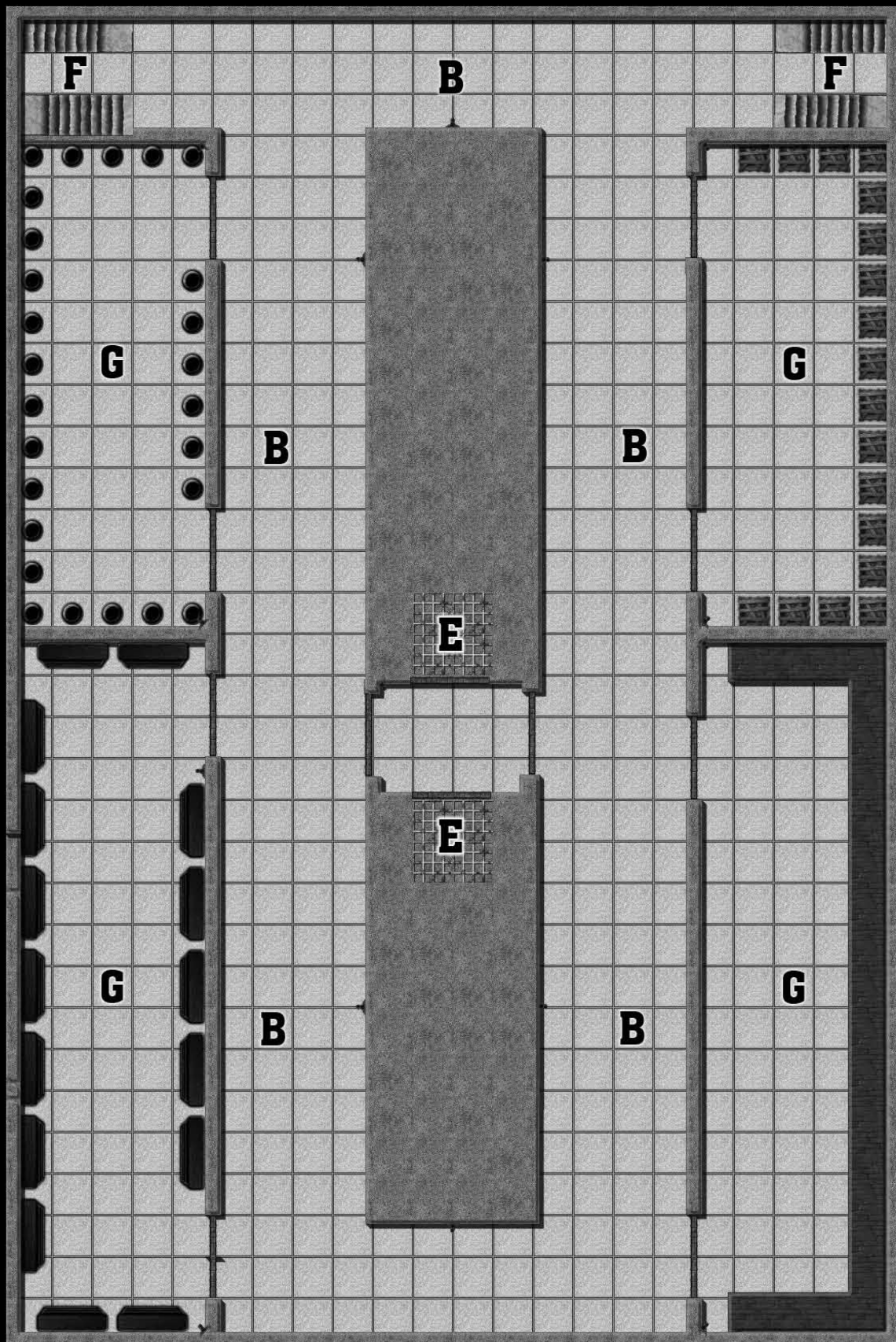


= Skorpion Anubis Warrior

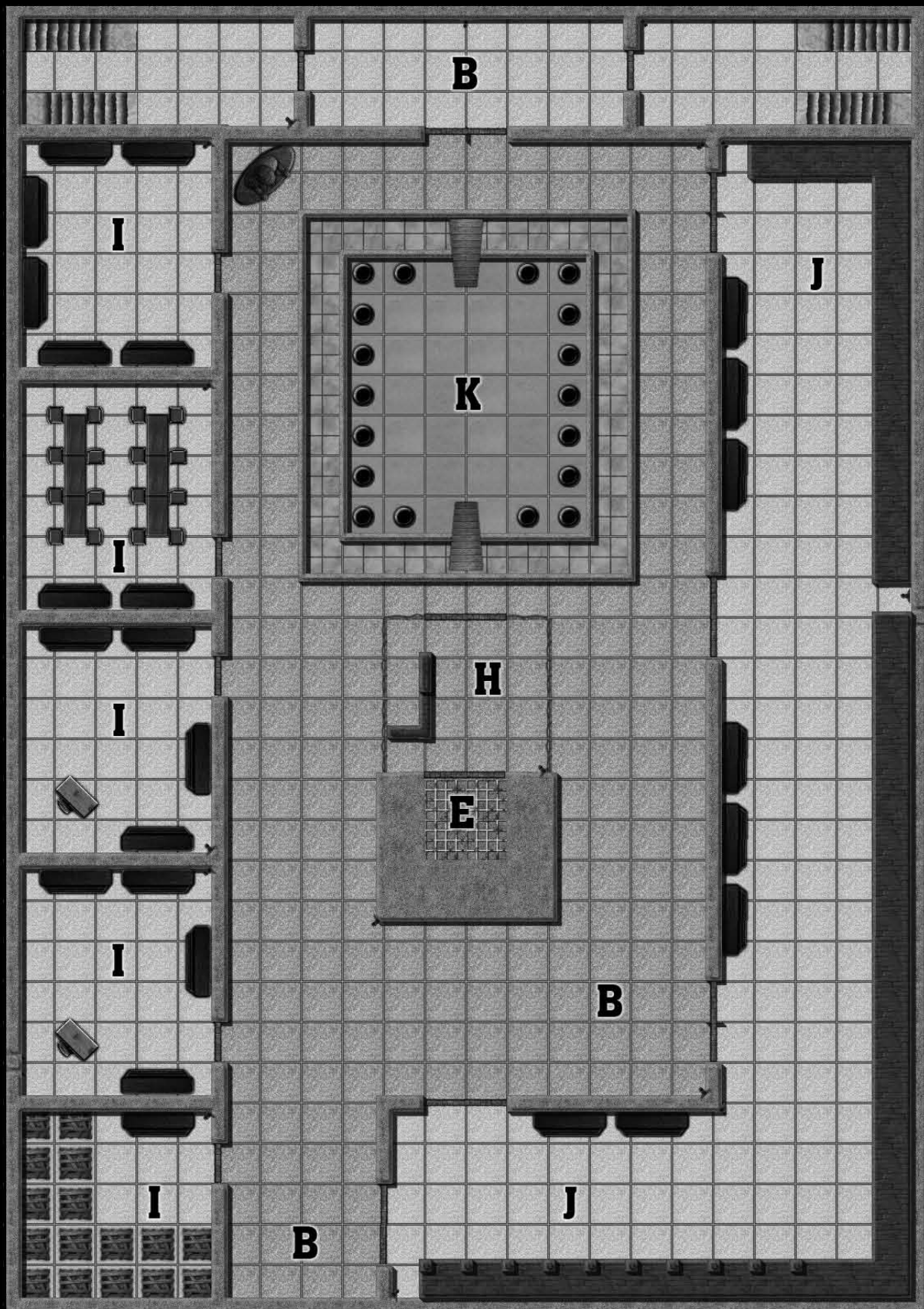




Helix Building Main Floor



Helix Building Basement



Helix Building Sub-Basement

STRIKE FORCE 7 SAVAGED!

Name			
Team		Age	
Rank		Height	
Player		Weight	

Xp	Rank	Attr?	PP?
	Novice (0-20)		
	Seasoned (21-40)		
	Veteran (41-60)		
	Heroic (61-80)		
	Legendary (81+)		

Attributes	
Agility *	
Smarts	
Spirit	
Strength *	
Vigor	

Wounds			
-1	-2	-3	INC
	-1	-2	

Fatigue			
*Encumbrance Penalty			
-1	-2	-3	
Load Limit			
Max Weight			

Total	Base	Mods
Pace (base 6")		
Parry (2+half Fighting)		
Toughness (2+half Vigor)		Armor:
Charisma		

Skills	
Boating (A) *	
Climbing (St) *	
Driving (A) *	
Fighting (A) *	
Gambling (Sm)	
Guts (Sp)	
Healing (Sm)	
Intimidation (Sp)	
Investigation (Sm)	
Knowledge (Sm)	
Lockpicking (A) *	
Notice (Sm)	
Persuasion (Sp)	
Piloting (A)	
Repair (Sm)	
Riding (A) *	
Shooting (A) *	
Stealth (A) *	
Streetwise (Sm)	
Survival (Sm)	
Swimming (A) *	
Taunt (Sm)	
Throwing (A) *	
Tracking (Sm)	

Hindrances	Effect

Edges	Effect

Powers (Trapping)	PP	Duration	Range	Damage/Effect
PP				

Armor Type	Armor	Covers	Notes

Weapon	Range	Damage	ROF	Shots	Min. Str.	Notes