

STRIKE FORCE 7

MINI MISSION



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STRIKE FORCE 7 MINI-MISSION # 1

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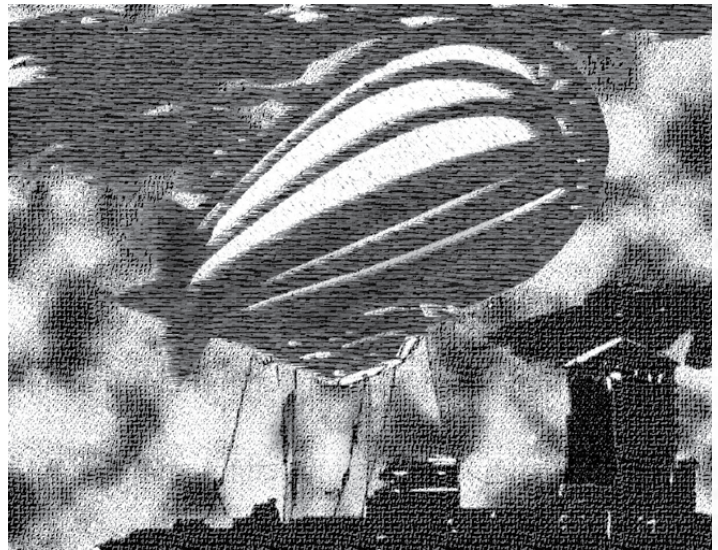
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MADMEN KIDNAP BILLIONAIRE'S DAUGHTER!

By John Boston, Staff Reporter

NEW YORK - In the early morning hours yesterday, June 11th, Skorpion stung the public once again as they descended upon the household of billionaire software developer Ed Farmington. The sound of the cock crowing acted as the harbinger for the fate of what was to come. According to eyewitnesses, the still-quiet downtown Manhattan mansion erupted in turmoil as heavily armed, dark-clad brigands broke down the doors and assaulted the Farmington family. Gunfire broke the tranquility of morning as the skidnappers eliminated any who opposed them. Ed Farmington, in a desperate attempt to save his daughter from the clutches of these madmen, received a bullet in the stomach for his heroics. Thinking him dead, the men captured the lovely Amy Farmington and made off with her in what can only be described by one man as, a “behemoth of an airship with a steam engine pouring smoke out of it’s sides like a dragon.”

The survivors of the assault, long-time employees of the Farmington household, recovered Ed Farmington and attempted to staunch the grievous wound that he suffered. At present he is still in severe condition and his personal physician predicts that he may not survive. As the police arrived they were in awe of the massive dirigible, watching helplessly as it



ascended. “Several attempts were made to bring it down”, according to Chief Blumkroft, “but it seemed to shrug off everything we fired at it.”

The whereabouts and well-being of Amy Farmington are unknown at this time. We can only hope now that Strike Force 7 has been called Ms. Farmington will be rescued soon.



SF 7 MINI-MISSION #1

MEANWHILE...

Strike Force 7 has been on the trail of the nefarious Doctor Phobos (a highly placed member of Skorpion gunning for a position in the Children of Ra) for the last 6 months as he spread his reign of terror along the east coast. With his monolithic airship, *Malefactor Rex*, and a legion of loyal Skorpion soldiers hell-bent on doing his bidding, this evil madman will stop at nothing to complete his diabolical plan!

After tracking down Dr. Phobos, the team finally secured transport from local SF 7 science guru Professor Mikhail Smirkitoff, and proceeded to board the zeppelin. As they roared off, the professor hastily explained that the rocket packs will only work for short durations of time and therefore should be used sparingly.

ABOARD THE MALEFACTOR REX

Almost immediately a fight will ensue as the heroes land in the hanger of the dirigible. A squad of Skorpion soldiers (2x the number of PCs) rush them just as they remove their rocket packs.

With that fight over, the heroes have just enough time to catch their collective breath when the steel door to the interior carriage flies off of its hinges, almost clipping them. A hole is created in the side of the zeppelin's hanger, and the *Malefactor Rex* rocks to one side from the force of the blow. Emerging from the murky doorway a gleaming clockwork creation bent on the team's destruction catapults itself at the heroes!

During the ensuing battle Dr. Phobos will engage the heroes for 5 rounds, after which he will begin to load Amy Farmington into his helicopter and will take off in 10 rounds (1 minute). It's up to the heroes to stop Dr. Phobos from escaping with the girl. Can they dispatch the mechanical menace in time to stop the mad doctor? Will tragedy strike over the skies of Manhattan? Will Dr. Phobos rain Red Death down upon the hapless citizens of New York? Only YOU can decide their fate!

Skorpion Soldiers

Agility: d6, Smarts: d6, Spirit: d6, Strength: d6, Vigour: d6

Pace: 6, Parry: 5, Toughness: 5

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

Gear: SteyrAUG, knife

Rocket Packs (Science Gadget)

Allows user to lift/carry body plus 150lbs. It enables the wearer to fly at a Pace of 50, has an Acceleration of 20, and a Climb of 20. A successful Piloting roll is required to perform any maneuvers other than level flying.

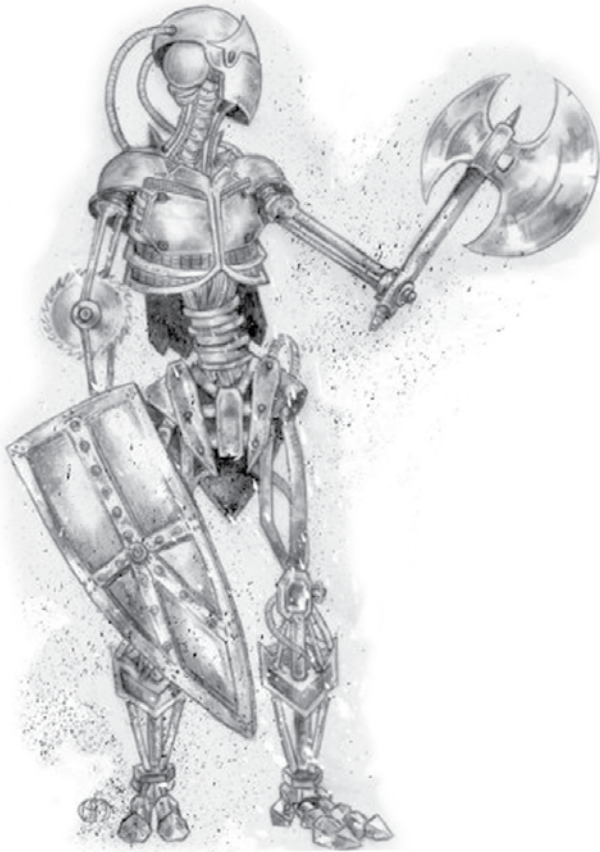
The rocket pack has a Toughness of 9, which if overcome results in the engine cutting out. Duration is one half hour of constant usage.

Quirk (Stutter/Randomness): The pack and its wearer lose 1d10x5 of altitude, plus when ignited the rockets have a chance to fire randomly each round. Roll a d20, on a roll of 19-20 the rocket fires again sending the wearer off in a random direction. Roll a d4 for direction (N, S, E, W)



THE VILLAIN

Doctor Phobos, Master of Terror!



Clockwork Assassin **Minion**

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d6

Pace: 5; Parry: 4; Toughness: 5

Skills: Fighting d4, Notice d6, Piloting d6, Repair d10,

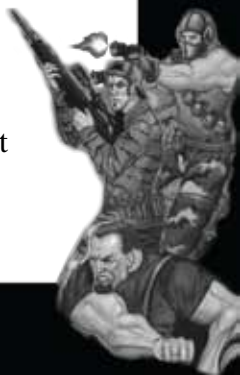
Hindrances: Clunky, Electrical Susceptibility, Hard of Hearing (Minor)

Edges: Construct

Gear: Electro-axe (Str+d8), Shield



From the beginning, Theomistoklis Adrealestos knew he was different. Growing up in a strict Greek household under his father's heavy hand, he knew that the only way he could get out and be somebody was to utilize the gift the Universe gave him: his intellect. At night while his family slept, Theomistoklis would pour over volumes of scientific tomes, unlocking the secrets of chemistry, botany, mathematics, and a host of others. Soon, after laborious research, he had constructed the first prototype of his now infamous Terrorizer, a gun with the capability to cause Fear in the hearts of all it is aimed at!



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After a particular horrifying accident, when the Terrorizer was used on himself during a misfiring, Theomistoklis found a way to make himself immune to its effects. Once that was mastered, he began his reign of terror on all who stood in his way. He was 8 at the time his Quest began. His father begged for mercy, but found none in those cold hollow eyes. Instead he heard insidious peals of laughter as his son took delight in tormenting the elder Adrealestos. Theomistoklis soon graduated to crime after that.

With his vast intellect, and knowledge of the esoteric, Theomistoklis made his way up the academic ladder, publishing papers on the cause and effect of Fear and Terror on the human body and how paranoia played a large part in the everyday panic that most people felt. Always seeking to capitalize on others misfortune, Skorpion took the young professor under its wing and used him as a tool to spread fear and terror. Theomistoklis, now calling himself Dr. Phobos in homage to the Greek god of Terror, worked with Pharoh himself to build a network of extortion against highranking public officials. Once they fell to his Mastery of their Fears they were like putty in his hands. He robbed from them, discredited his peers with their laughable notions of Science and continued to amass great wealth. But wealth was not enough for the diabolic genius of horror! He wanted Fame! He wanted to be one of the Children of Ra so the whole world would tremble at his name and would know Fear like no other! The Red Death would rain down upon them from the sky, as he alone would sit above, like the gods of old on Mt. Olympus, and dictate his wishes to the world below!

And so the adventure begins...

Dr. Phobos

Wild Card

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Charisma: 0; Pace: 6; Parry: 2; Toughness: 5, PP: 10

Skills: Driving d4, Guts d4, Knowledge (Science) d8, Notice d4, Repair d8, Shooting d6, Weird Science d10

Hindrances: Delusion, Quirk.

Edges: Arcane Background (Weird, Science), Gadgeteer, New Power, Power Points.

Powers: Fear

Gear: The Terrorizer, tool kit.

The Terrorizer

Science Gadget

Effect: Causes Fear as per the Power, range is 20 (2x Smarts)

Area: Large Burst Template

Duration: Instantaneous

Power Points: 2, Dr. Phobos can fire the Terrorizer 5 times.

This power causes the target overwhelming dread and horror. Every creature beneath the template must make a Guts check, apply -2 to the Guts roll if Dr. Phobos gets a raise. Wild Cards who fail roll on the Fear Table, Extras are Panicked instead.

The Gun: The gun itself is just a storage unit for a crushed botanical mixture that has been ground into a fine powder. Pneumatic pistons shoot the powder out in a gaseous format, which then envelops the target.

