

Freedom Corps

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Ms. Liberty formed Freedom Corps.

Freedom Corps was formed in response to the success of Hero Corps. Statesman and Ms. Liberty have always been suspicious of Hero Corps. Initially the primary focus of Freedom Corps was to help point heroes at tasks that needed to be dealt with. The difference is that Freedom Corps is not for profit.

Below is more detailed info on the military arm of Freedom Corps: Longbow.

Longbow is a division of Freedom Corps dedicated to dealing with super-powered beings. They act as military support for superheroes, and are more than capable of forming independent strike teams as well.

The operation was named Project Longbow because its founders anticipated many long- range preemptive assaults and arrests.

The soldiers who serve in Project Longbow are volunteers from around the world. They voluntarily place themselves under Freedom Corps control.

Freedom Corps itself is loosely allied with NATO, which grants the corps its military hardware.

1.1.1 Longbow Rifleman (Bloody Bay)

Rank: MinionLevels: 20-30Brawl

o Assault Rifle Burst: Burst.

o Assault Rifle Slug: Fires Slug

- Grenade: A high-explosive grenade. It can knock targets down and causes moderate damage in an AoE.
- Al: Riflemen use slug at long range, at standard they use grenade followed by burst
- **Description:** Freedom Corps uniform with belts and harnesses added.
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.2 Longbow Minigun (Bloody Bay)

Rank: MinionLevels: 20-30

Powers

- Grenade: A high-explosive grenade. It can knock targets down and causes moderate damage in an AoE.
- o Chain gun: Per standard chain gun.
- Brawl
- Al: Miniguns typically open with their grenades and then fire their chain gun.
- **Description:** As above with Minigun and bandolier
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.3 Longbow Flamethrower (Bloody Bay)

Rank: MinionLevels: 20-30

Powers

- o *Grenade:* A high-explosive grenade. It can knock targets down and causes moderate damage in an AoE. Foes hit by this grenade lose the ability to use their travel powers for several minutes.
- o Flamethrower: As typical flamethrower.
- o Brawl
- Al: Flamethrowers typically open with their grenades and then burn targets.
- **Description:** Rifleman with flamethrower.
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.4 Longbow Eagle (Bloody Bay)

Rank: MinionLevels: 20-30

Powers

- o Flight: Longbow Eagles are equipped with jetpacks, just as a Sky Raider Wing Raider.
- o Assault Rifle Burst: Fires Burst.
- o Assault Rifle Slug: Fires Slug.
- o Brawl
- AI: If you fight these guys at long range, they will attack you with sniper slug. In standard ranged combat, they will attack with burst rounds. If you go to melee range with them, they will punch you, then Fly/Run away about 30 ft., and then attack again with a burst round.
- Description: Retextured Sky Raider Wing Raider. Give them camouflage patterns on their uniforms.
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.5 Longbow Spec-Ops (Bloody Bay)

Rank: MinionLevels: 20-30

Powers

- Stealth: Spec-Ops have stealth ability.
- M30-Grenade: A high-explosive grenade. It can knock targets down and causes moderate damage in an AoE.
- Assault Rifle Slug: Fires Slug.
- Assault Rifle Burst: Fires Burst.
- o Web Grenade: Single-target web grenade fired from the underside of the rifle
- EMP Grenade: low damage with a chance to hold and an END drain and lowering of Regen rate
- o Brawl
- AI: Spec-Ops use their stealth power to ambush, opening with their EMP and Web grenades followed by M30 grenade and assault rifle attacks. If badly hurt they will use stealth to evade.
- **Description:** As per Riflemen but with darker "stealth" clothing.
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.6 Longbow Chaser (Bloody Bay)

Rank: LieutenantLevels: 20-30

Powers

- o Chain Gun:
- Rocket Launcher:
- o Fly: The Longbow Chaser can fly.
- o Damage resistance: Increased resistance to lethal and smashing attacks.
- AI: Tends to stay at a distance and use its ranged attacks.
- Description: Retextured Sky Raider Skiff.
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.7 Longbow Nullifier (Bloody Bay)

Rank: LieutenantLevels: 20-30

Powers

- M30 Grenade: A high-explosive grenade. It can knock targets down and causes moderate damage in an AoE.
- o Beanbag: As per power
- Sonic Grenade: Similar to sonic arrow, fired from rifle. It drops a pet with an irresistible debuff to damage resistance. A successful hit drops all toggles.
- o Assault Rifle Slug: Fires Slug.
- Assault Rifle Burst: Fires Burst.

Al: Nullifiers go after Scrappers then Tankers, forcing them out of the melee to disrupt their foe's "team" tactics.

Description: See pic.

• **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.8 Longbow Officer (Bloody Bay)

Rank: BossLevels: 20-30

Powers

- Assault Rifle Slug: Has the Slug.
- Assault Rifle Burst: Has burst power.
- Full Auto: as per power
- o Buckshot: As per power
- o M30 Grenade: as per power
- Flamethrower special: Combination of flamethrower and ignite attack. An attack causes damage and drops a small burn patch pet.
- Leadership: Auto power that buffs all Longbow def., Acc and damage.
- Psychic Damage resistance
- AI: Stays at the rear and uses its buffs and assault rifle.
- **Description:** Freedom Corps uniform with specialized headgear.
- **Display Text:** Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

1.1.9 Longbow Ballista

Rank: Elite BossLevels: 25-54

- Powers
 - o *Grenade:* A high-explosive grenade. It can knock targets down and causes moderate damage in an AoE.
 - o Chain Gun
 - o Power Punch: As per Blaster secondary ability. Causes high knockback.
 - o Rail Gun (Level 30): Fires a heavy Slug from the suit's arm.
 - Plasma Laser (Level 40): High Accuracy. Energy Damage + Debuff Regen and Dam Resistance
 - o Net Grenade (level 40): Like web Grenade, but with the net cont. f/x from Net Arrow.
 - Defense: High Resistance.
- Al: Ballistae are tanks. They have tons of hit points and are very hard to put down
- Description: A Freedom Corp hero in Powered Armor.
- **Display Text:** The Ballista are Longbow's heaviest hitters. Their custom battle suits are tough enough to withstand direct hits from rocket launchers, and can dish out enough damage to take out the toughest brute Arachnos can throw at them.