

THE ETERNAL COURT

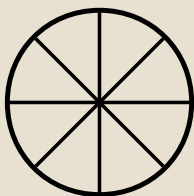
COMPLETE PLAY KIT

OPERATOR TACTICS D6



JESSE ALEXANDER

THE ETERNAL COURT · RPG PORT KIT



Complete Play Rit

An Operator Tactics D6 Setting · Kormor Kirak, 1793

*The full setting supplement in one document: world,
factions, rules layer, rosters, and scenario together.*

KORMOR KIRAK · 1793

JESSE ALEXANDER

⚠ **REQUIRES THE OPERATOR TACTICS CORE RULEBOOK** -- This document is a complete setting supplement, not a standalone game. Core mechanics (resolution, the wound track, turn sequence, squad building, and campaign structure) live in the OT Core Rulebook. Everything in this document layers on top of those rules.



HOW TO USE THIS DOCUMENT: This is a setting supplement for the Operator Tactics Core Rulebook. All core mechanics -- resolution, the wound track, turn sequence, squad building, and campaign structure -- live in the OT Core Rulebook. This document contains everything else: the world, the operators, the factions, the enemies, and a complete first operation. When a rule isn't mentioned here, the OT rulebook governs.



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PART ONE: THE WORLD



SS *Setting Overview*

KORMOR KIRAK. 1793.

A city-state sitting at the crease between two exhausted empires -- Albion and Terrassia -- that have been grinding each other down for a hundred years. Both sides want peace. Neither trusts the other enough to stop arming. Neutral Kormor Kirak was chosen as the venue for negotiations because it is ruled by neither: it answers to the Eternal Court, the ancient vampire nobility presided over by Queen Kiraline, who has watched empires rise and collapse since before anyone now living was born.

This is not a heroic setting. The two empires are not good and evil. They are tired. Albion builds machines that kill; Terrassia shapes magic that kills; and the vampires who rule this city have grown accustomed to watching humans destroy one another while feeding on the aftermath. The players are operatives -- agents of one faction or free contractors -- navigating the peace summit while a conspiracy to unravel it grows inside the city walls.

THE CENTRAL THREAT: Lord Barron Whitehallow, a dying Albion diplomat, is midway through a lich ritual. His goal is to possess the Albion Crown Prince during the summit, derail peace, and install himself as an immortal power behind the throne. The ritual is advancing. The clock is real.

TONE: Gothic exhaustion. Trust is a weapon. Information is currency. The supernatural is mundane -- vampires sit on the city council; clockwork constructs walk the market; undead labor in the fields outside the walls. Horror comes from implication, from what you almost see in the fog, from what you find after the fact. Not from jump scares.

CORE TENSION AT THE TABLE: Every mission either advances or delays the five Faction Pressure tracks. The peace summit will succeed, collapse, or transform into something worse depending entirely on what your operators do between sessions.



SSS *The Two Empires*

ALBION is the empire of industry. Factories, coal, steam, and the systematic application of engineering to every problem including war. Their clockwork constructs -- Automatic Assassins, Clockwork Scouts -- are the most visible expression of their military philosophy: remove the human element, remove the failure point. The Albion delegation arrived at the summit with a full complement of "diplomatic security staff" that looks, sounds, and behaves exactly like a weapons platform.

TERRASSIA is the empire of deep magic. Their necromancers treat death as a technical discipline -- careful, precise, iterative work rather than theatrical horror. Their blood-mages have been quietly mapping the magical topology of

Kormor Kirak since the delegation arrived, and what they've found in the Hallaset Fields cemetery has made their senior attachés go very quiet.

THE ETERNAL COURT is neither. It predates both empires. Queen Kiraline has been watching from Torony Piros castle for longer than the concept of Albion has existed, and she did not ask for the peace summit to happen in her city. She has opinions about it that she keeps carefully concealed.



The Campaign Clock

The LICH CULT PRESSURE TRACK is the game's central clock. When it reaches 5, Whitehallow completes his transformation. The campaign doesn't end -- but it changes shape dramatically. Everything else -- the Red Court's surveillance tightening, the Albion Assassins expanding their patrol radius, the Terrassian blood-mages mapping your routes -- is pressure that makes stopping it harder. Manage it well enough that when the moment comes, you have the position and the resources to act.



PART TWO: YOUR OPERATORS



How to Start Play

WHAT YOU NEED

- The OPERATOR TACTICS CORE RULEBOOK (resolution, wounds, turn sequence, squad building, solo tools, advancement)
- This document
- An OPERATOR ROSTER sheet per player (see Appendix A)
- A full polyhedral dice set, or d6s with simple conversions for d3, d4, and d8 results

BUILD YOUR SQUAD

Use the standard OT squad building rules. Eternal Court uses the SQUAD FORMAT: 250 POINTS, 4-5 OPERATORS.

Each operator costs:

- 30 POINTS BASE
- +5 POINTS for a Specialization
- +15 POINTS to be The Turned (opt-in; select one Augment Tag)

RECOMMENDED FIRST-SESSION SQUAD: One Ironclad, one Shadow, one Physick, and one Artificer or Sharpshooter. The Ironclad and Shadow handle most mission scenarios; the Physick keeps everyone alive; the Artificer covers clockwork threats.

GEAR: Each operator selects from the equipment list in this document. At Squad Supply State (Restricted, first mission default), each operator gets their primary weapon, one secondary, armor up to AR 2, and up to 2 field gear items.

ONE TURNED OPERATOR is recommended for a first session. PREDATOR'S EYE is the most useful for a new group -- never being surprised is a significant advantage when learning the Alert Level dynamics.

CHOOSE FACTION ALLEGIANCE

Each operator declares a faction allegiance before play begins. This is a starting relationship, not a loyalty oath. Allegiances can shift.

FACTION	GOOD FOR	COMPLICATIONS
Red Court	Information access, city navigation, legal cover	Kiraline's agenda is opaque; you serve a queen who doesn't explain herself
Albion Delegation	Resources, technology, official backing	The Lich Cult has infiltrated the delegation; your employer may be compromised
Terrassian Consulate	Magical intelligence, Hallaset Fields access	Terrassia doesn't fully trust anyone; information cuts both ways
Merchant Web	Flexibility, neutral access, information brokerage	Rozito sells everything -- including you, if the price is right
Independent	Maximum flexibility, no restrictions	No baseline contacts, no faction protection; build everything from scratch

THE BASTION INN -- DAY ONE

The squad's safe house is the BASTION INN, in the old quarter near the southern gate. Run by HEPSABETH DOUR, a woman of indeterminate age and absolute discretion.

On the first session, before the brief: Hepsabeth shows the team to the back room she keeps for "people who require privacy." It smells like old wood and lamp oil. There are four beds, a locked cabinet, and a table with a city map that someone has left strategic marks on -- a previous occupant, she says. She does

not know who. She offers a meal, introductions to the bar’s regulars, and one contact name relevant to whatever allegiance they’ve declared who ”sometimes comes in on Thursdays.”

The Bastion is neutral ground. No weapons drawn inside, no faction business conducted loudly. Don’t burn it.

FIRST SESSION STRUCTURE

PART	DURATION	WHAT HAPPENS
Insertion	15-20 min	Zone 1. Atmosphere first. Low stakes, high flavor.
Approach	20-30 min	Zone 2. First Alert Level decisions. Let the cost be real.
Objective	30-45 min	Zone 3. Multiple threats, multiple approaches, time pressure.
Extraction	15-20 min	Zones 4-5. Fast and decisive. Alert Level determines difficulty.
Between-Mission	15 min	Seven-step sequence. Fast on the first session.
Next Brief	10 min (optional)	Open line of the next mission. Let it sit.

WHAT PLAYERS SHOULD KNOW

THE SETTING IS NOT HEROIC. Neither side is right. The vampires who run this city are ancient and opaque. Your operators are competent professionals working in a city full of competent professionals trying to do incompatible things.

THE MISSION IS ALMOST NEVER THE WHOLE STORY. Every objective connects to the faction pressure tracks. When you pull someone out of a building, you’re moving a piece on a board you can’t fully see yet.

ALERT LEVEL IS REAL. Blowing your cover early doesn't just make the current mission harder -- it changes the Pressure Tracks and makes the next operation worse.

WHITEHALLOW IS DYING. He has weeks. Every mission that ends without disrupting his ritual moves his clock forward. You don't have to sprint, but you can't stop.



SS *Six Attributes*

These are the same six OT attributes in new names. All mechanical functions are unchanged.

OT NAME	ETERNAL COURT NAME	WHAT IT REPRESENTS	GOVERNS
SHOOT	MARK	Marksmanship with flintlock, repeater, or crossbow	All ranged attacks
FIGHT	STEEL	Close combat -- blade, fist, grapple	All melee attacks
TACT	SCHEME	Tactical awareness, reading a situation, commanding allies	Overwatch, coordination, command abilities
OPINT	CIPHER	Intelligence work, codebreaking, surveillance, social manipulation	Stealth and detection rolls; social actions
GUTS	IRON	Resolve under pressure, pushing through pain and fear	Wound state checks, GUTS-equivalent rolls
MOBI	STRIDE		

OT NAME	ETERNAL COURT NAME	WHAT IT REPRESENTS	GOVERNS
		How far an operator can move in a turn	Movement only -- never rolled

STAT BLOCK SHORTHAND: MK / ST / SC / CP / IR / SD



SSS *Six Classes*



THE IRONCLAD

OT Equivalent: Commando

The close-quarters enforcer. Ironclads end fights before they become gun battles. They are the first through the door, the last to leave a hallway, and the reason a contract gets completed when everything has gone sideways.

SIGNATURE -- IRON BREACH: Once per mission, when the Ironclad charges into contact, all enemies within 1 zone who can see the charge make an immediate IRON check at difficulty 5+. Those who fail are Suppressed for one round.

DOCTRINE -- CONTROLLED AGGRESSION: The Ironclad may spend 1 Operator Edge to move through a zone containing 1 or more enemies without triggering Overwatch, provided they end their movement in melee contact.

SPECIALIZATIONS (CHOOSE 1):

- **RED GUARD TRAINING: +1 STEEL.** Opponents in melee contact cannot benefit from cover bonuses against the Ironclad's attacks.

- **CLOCKWORK BRACE:** +1 IRON. Once per mission, negate one Flesh Wound by spending 1 Edge.
- **MENACE:** Enemies who fail IRON checks caused by the Ironclad remain Suppressed for an additional round.

STAT BLOCK: MK 2 /ST 5 /SC 3 /CP 2 /IR 4 /SD 4



THE SHARPSHOOTER

OT Equivalent: Marksman

One shot. One outcome. The Sharpshooter operates at range, removes high-value targets, and repositions before anyone traces the origin. They are patient and precise and deeply uncomfortable when the enemy closes the distance.

SIGNATURE -- STILL HAND: When the Sharpshooter does not move during their activation, their next ranged attack gains +2 to the die roll. Does not stack across turns.

DOCTRINE -- PATIENCE PAYS: The Sharpshooter may delay their action until any point in the round, including after an enemy has declared a move. When they fire from delay, they cannot be targeted by Overwatch that turn.

SPECIALIZATIONS (CHOOSE 1):

- **LONG GLASS:** +1 MARK. May target enemies 1 zone beyond the weapon's listed range at difficulty 6.
- **CLOCKWORK SIGHTS:** When using a Clockwork Repeater, ignore the Loud property on the first shot each round if not previously engaged.
- **CLEAN LINES:** Ignore soft cover bonuses on ranged attacks.

STAT BLOCK: MK 5 /ST 2 /SC 3 /CP 3 /IR 3 /SD 4



THE SHADOW

OT Equivalent: Infiltrator

Information before the operation. Access where there is no access. The Shadow moves through Kormor Kirak's layered social architecture -- court functions, guild halls, consulate receptions -- as easily as through rooftops and maintenance corridors. Their CIPHER covers both physical infiltration and social manipulation.

SIGNATURE -- GHOST IN THE ROOM: Once per mission, the Shadow may declare that they were already present in a location at the start of an encounter, provided no enemy specifically stated they checked that location. They begin in full concealment.

DOCTRINE -- LEVERAGE: When the Shadow successfully extracts information from an NPC (via social check or document theft), they gain 1 Leverage token. Each token provides +1 to a future CIPHER roll, used any time during the mission.

SPECIALIZATIONS (CHOOSE 1):

- **DIPLOMATIC PAPERS:** +1 CIPHER. The Shadow may pass through one Red Guard checkpoint per mission without a roll.
- **POISON TRADE:** The Shadow may apply a contact poison to a weapon during setup. On a melee hit, the target makes an IRON check at 5+; failure causes 1 Flesh Wound at the start of each of their next two turns.
- **SECOND EXIT:** Once per mission, when an extraction route is blocked, the Shadow automatically identifies an alternate route requiring 1 fewer move action to reach the board edge.

STAT BLOCK: MK 3 /ST 3 /SC 3 /CP 5 /IR 3 /SD 5



THE WRECKER

OT Equivalent: Breacher

When a door needs to not exist, when a machine needs to stop running, when a ritual site needs to be rubble -- the Wrecker makes it happen. They carry breach charges, alchemical accelerants, and the specific knowledge required to make a structure fail catastrophically without killing the people you need alive.

SIGNATURE -- PRECISION COLLAPSE: When the Wrecker places a Breach Charge, they may specify up to 2 structural features to destroy. The charge destroys exactly those features, no others, regardless of adjacency.

DOCTRINE -- SHOCK AND AWE: Once per mission, immediately after a Breach Charge detonates, all enemies within 2 zones not in full cover make an IRON check at 4+. Failure: Suppressed for one full round.

SPECIALIZATIONS (CHOOSE 1):

- **HARDENED PRIMER:** +1 IRON. Breach Charges the Wrecker plants cannot be disarmed by enemies with fewer than 3 CIPHER.
- **FIELD IMPROVISATION:** Once per mission, the Wrecker improvises a Breach Charge from environmental materials (1 full action; GM confirms materials are present).
- **STRUCTURAL READING:** The Wrecker always knows whether a wall, floor, or object is structural before committing to demolition.

STAT BLOCK: MK 3 /ST 4 /SC 3 /CP 2 /IR 5 /SD 3



THE PHYSICK

OT Equivalent: Medic

The reason operators walk out of missions they shouldn't survive. Physicks combine conventional field medicine with alchemical knowledge that neither

Albion nor Terrassia publishes openly. They know how to treat a gunshot wound alongside a necromantic contamination and will have opinions about which is more dangerous.

SIGNATURE -- FIELD TINCTURE: Once per mission, the Physick prepares a tincture during the Approach phase. Administered as 1 action (adjacent), it removes 1 Flesh Wound in addition to standard healing actions.

DOCTRINE -- STABILIZE FIRST: When adjacent to an operator with a Mortal Wound, the Physick may spend 1 Operator Edge to prevent that Mortal Wound from progressing this turn -- without spending an action. The wound remains; deterioration is halted.

SPECIALIZATIONS (CHOOSE 1):

- **ALCHEMICAL KIT: +1 CIPHER.** The Physick carries compounds that neutralize Blighted Ground contamination for one operator per mission (immune to Blighted Ground effects for the rest of the mission; one use). In addition, the Physick may spend an action adjacent to an operator to restore 1 Morale; this Morale-restoration use is not limited.
- **TRIAGE PRIORITY:** The Physick may move and perform a healing action in the same activation once per round without penalty.
- **BONESAW CONFIDENCE:** The Physick may attempt to remove a Mortal Wound in the field (normally between-mission only) with a CIPHER check at 5+. Success removes one Mortal Wound. Failure converts it to two Flesh Wounds.

STAT BLOCK: MK 2 / ST 3 / SC 3 / CP 5 / IR 4 / SD 4



THE ARTIFICER

OT Equivalent: Tech Specialist

Albion's machines are impressive. Terrassia's enchantments are elegant. The Artificer has studied both and is unimpressed by either. They maintain, bypass, reprogram, and occasionally turn against their operators the clockwork and aetheric technology that defines 1793.

SIGNATURE -- OVERRIDE: Once per mission, the Artificer spends a full action adjacent to an Automatic Assassin or clockwork construct to attempt CIPHER at 4+. Success neutralizes it for the mission without triggering an alert. Failure: unit acts immediately on highest-threat priority.

DOCTRINE -- FIELD MODIFICATION: Once per mission, the Artificer permanently modifies one weapon before deployment. Choose one: add SILENT, add RAPID, or remove UNRELIABLE. Lasts for this mission only.

SPECIALIZATIONS (CHOOSE 1):

- **AETHERIC TAP: +1 CIPHER.** Once per mission, drain power from clockwork to restore 1 use to a Limited item.
- **CONSTRUCT READING:** The Artificer always knows the patrol route and STRIDE value of any clockwork unit before the mission (provided during Brief).
- **COUNTER-RITUAL:** CIPHER checks to bypass Terrassian magical security gain +1.

STAT BLOCK: MK 3 / ST 2 / SC 4 / CP 5 / IR 3 / SD 4



3333 *The Turned*

COST: 15 points at squad creation. Opt-in. Any class can be The Turned.

The Turned are operatives who have accepted a partial transformation -- either vampiric gift from a member of the Eternal Court's inner circle, or deep clockwork augmentation beyond what Albion officially sanctions. They are not monsters. They are not fully human. They operate in the space between, which makes them extraordinarily effective and extremely complicated.

A Turned operator is always identifiable. There is no passing for baseline human in a city full of vampires who can smell the difference.

SELECT ONE AUGMENT TAG:

TAG	BONUS	IN BLIGHTED GROUND
UNDYING	End of activation: remove 1 Flesh Wound	Suppressed -- no regeneration
IRONSHELL	Permanent AR +1 (stacks, max AR 3)	Suppressed -- AR bonus lost
GHOST-STEP	Move +1 zone free per round; no Overwatch triggered	Unavailable -- ability cannot activate
PREDATOR'S EYE	Never surprised; ignore illumination penalties	Suppressed -- disadvantage on CIPHER checks

UNIVERSAL COMPLICATION: At the start of each activation in a Blighted Ground zone, make an IRON check at 4+. On a failure, you may only take 1 action this turn instead of the standard 2.

FACTION ATTITUDES TOWARD THE TURNED:

FACTION	ATTITUDE
Red Court	Accepts unconditionally -- they created several of the vampiric variety
Albion Delegation	Tolerates IRONSHELL only; suspicious of vampiric types
Terrassian Consulate	Professionally interested -- The Turned are useful experimental data

Faction	Attitude
Lich Cult	Covets Turned operatives; will attempt recruitment or abduction
Merchant Web	Neutral -- will work with anyone who pays



IX *Equipment*

WEAPONS

Weapon	Short / Long / Extreme	Cost	Properties
Flintlock Pistol	2 / 3 / --	8	Side Arm, Unreliable
Clockwork Repeater	2 / 4 / --	22	Rapid, Loud
Long Rifle	4 / -- / --	28	Accurate, Loud, Two-Handed
Blood-Iron Crossbow	3 / 5 / --	20	Silent, Slow-Load
Sabre	Melee	10	--
Trench Knife	Melee	6	Concealable
Clockwork Garrote	Melee	14	Concealable, Silent
Alchemical Bomb	AoE 2	18	Burn, Limited 2
Aetheric Flare	AoE 3	12	Blind, Limited 1, Loud
Breach Charge	Structure	20	Limited 1, Loud

NEW PROPERTIES (ETERNAL COURT)

PROPERTY	EFFECT
SLOW-LOAD	After firing, spend 1 action reloading before next use.
BURN	On hit, zone ignites. Units ending activation in burning zone take 1 Flesh Wound. Extinguishes after d3 rounds.
BLIND	Targets in area are Suppressed and lose line of sight until their next activation.
CONCEALABLE	Passes checkpoints without detection unless actively searched.

ARMOR

ARMOR	AR	COST	PROPERTIES
Street Clothes	0	--	Concealable
Reinforced Coat	1	15	--
Armored Plate Vest	2	28	--
Clockwork Carapace	3	45	Bulky (-1 STRIDE)

FIELD GEAR

ITEM	COST	EFFECT
Alchemical Tincture	12	Remove 1 Flesh Wound (1 action, adjacent). Limited 2.
Grapple Line	10	Move vertically between zones without STRIDE cost.
Smoke Canister	8	Zone obscured for d3 rounds; blocks line of sight. Limited 2.
Lockpicks	6	+1 CIPHER on mechanical lock checks. Concealable.
Cipher Kit	14	+1 CIPHER on document/code work. Required for some objectives.
	18	

ITEM	COST	EFFECT
Aetheric Dampener		Disables Terrassian magical wards in a zone for 1 round. Limited 1.
Clockwork Disruptor	20	Disables 1 clockwork unit for d3 rounds (CIPHER 4+, adjacent). Limited 1.
Field Bandage	5	Stabilizes a Mortal Wound (stops progression this mission). Limited 3.

SPECIALIZATION GEAR (CLASS-LOCKED)

ITEM	CLASS	COST	EFFECT
Physick's Satchel	Physick	25	4 uses of Alchemical Tincture + 2 Field Bandages.
Breach Satchel	Wrecker	20	Carry 3 Breach Charges + 1 Alchemical Bomb.
Shadow Kit	Shadow	18	Grapple spikes, cosmetic disguise (1 use, CIPHER 5+ to detect), forged credentials for 1 identity.
Artificer's Tools	Artificer	22	+1 CIPHER on all clockwork checks. Identifies construct behavioral profile before Override attempt.
Ironclad Brace	Ironclad	15	Once per mission, negate weapon damage on 1 Flesh Wound.



PART THREE: THE
BATTLEFIELD



⌘ *Blighted Ground*

The HALLASET FIELDS stretch north of the city walls -- an ancient cemetery that has absorbed two centuries of necromantic runoff from Terrassian burial practices, informal blood-magic disposal, and whatever the Eternal Court does with its own dead in the lower crypts. The contamination has seeped outward.

Blighted Ground is not confined to the Fields anymore. It appears wherever sustained necromantic work has occurred: the lower levels of Torony Piros castle, Lich Cult ritual sites (which can be anywhere), former Terrassian magical research spaces, and anywhere that a significant number of dead have been ritually interred or animated.

IDENTIFYING BLIGHTED GROUND

Zones are designated before deployment. A CIPHER check at 3+ during the Approach phase identifies Blighted Ground in adjacent zones. The Turned with PREDATOR'S EYE always detect it automatically.

EFFECTS ON STANDARD OPERATORS

MORALE: Each operator's Morale equals their IRON score at mission start (track it on the Operator Roster next to IRON). It resets to the full IRON value at end of mission. A Physick with the Alchemical Kit specialization can restore 1 Morale to an adjacent operator as an action; this is separate from the kit's once-per-mission Blighted Ground immunity.

At the end of any activation spent in a Blighted Ground zone, make an IRON check at 3+. On a failure, the operator loses 1 Morale. At 0 Morale, they withdraw to the nearest non-Blighted zone and will not voluntarily re-enter until Morale recovers (end of mission, or Physick action).

EFFECTS ON THE TURNED

At the **START** of each activation in a Blighted Ground zone, make an **IRON** check at 4+. Failure: only 1 action this turn. The Augment Tag bonus is also suppressed per its specific note.

ESCALATION

If a Lich Cult ritual completes within a zone, all zones within 2 of the ritual site become Blighted Ground for the remainder of the mission. The Wrecker’s Breach Charge can destroy a ritual site before completion. The Physick’s Alchemical Kit can immunize one operator for the mission.

PLACEMENT BY MISSION TYPE

MISSION LOCATION	BLIGHTED GROUND COVERAGE
Hallaset Fields (outdoor)	30-40% of zones
Urban (old city, near cemetery)	10-20%
Castle -- ground level	15%
Castle -- lower levels / crypts	60%+
Active Lich Cult ritual site	2-zone radius minimum

The deeper contamination -- Castle lower levels so dense that all **IRON** checks for Blighted Ground effects are at 5+ for everyone, and The Turned make the check twice (once for Universal Complication, once for tag suppression separately).



PART FOUR: THE FACTIONS



XS *The Red Court*

Queen Kiraline's enforcers -- the vampiric nobility and the Red Guards who serve them

The oldest power in Kormor Kirak. Queen Kiraline has ruled for long enough that her actual age is a matter of educated speculation rather than record. She did not ask for the peace summit to happen in her city and has opinions about it that she keeps carefully concealed. The Red Guards -- her mortal enforcers -- are disciplined, well-equipped, and everywhere.

DOCTRINE: COORDINATED PRESSURE Red Court units act as a coordinated force. When 2+ Red Guards can see the same operator, one of them may use the other's activation to reposition into flanking position without spending their own action. Treat all Guards in a zone as aware of each other's positions at all times.

Running it: Position first, then attack. These enemies care about geometry. They communicate constantly. If one Guard sees something, act as though all Guards in the zone know within one round.



❧❧❧ *The Albion Delegation*

Empire of industry -- diplomats, officers, and the Automatic Assassins they brought as "security staff"

Albion ran out of things to say in the war about ten years ago but has kept fighting because stopping requires admitting that three generations of conscripts died for a line on a map that moved back and forth. Their delegation is exhausted and fully armed. The Automatic Assassins were officially classified as "diplomatic protection staff." Nobody believes this.

DOCTRINE: ATTRITION PROTOCOL Albion units do not retreat and do not surrender. When an Albion unit reaches its first Mortal Wound, it continues acting normally. Automatic Assassins specifically ignore all wound state penalties -- they feel no pain; their behavioral parameters do not include self-preservation.

Running it: Resource pressure. Feed units into the problem. Do not flinch at the cost.



❧❧❧❧ *The Terrassian Consulate*

Empire of deep magic -- necromancers, blood-mages, and the Koss dynasty's chosen agents

Terrassia's magic is old and meticulous. Their necromancers don't raise armies of screaming shambles -- they do careful, precise work with the dead, treating it as a technical discipline. Their blood-mage attachés have been mapping the magical topology of Kormor Kirak since the delegation arrived, and what they've found in the Hallaset Fields has made their senior attachés very quiet.

DOCTRINE: CALCULATED RISK Terrassian units never overextend. When a Terrassian unit is alone in a zone, it will not act until it can call for support (1 round delay minimum). When 2+ units are present, they fight efficiently and without waste. Terrassian necromancers always know the Blighted Ground status of all zones within their line of sight.

Running it: Patience before aggression. Spend a turn positioning. This is unsettling to players who expect immediate action.



⌘⌘⌘ *The Lich Cult*

Whitehallow's conspiracy -- fanatics, desperate scholars, and the dying Lord Barron himself

Lord Barron Whitehallow has perhaps eight weeks before the disease takes him. He has arranged a ritual that will prevent this by converting him to a lich and then possessing the body of Crown Prince Aldric during the summit signing ceremony. His inner circle believes in this plan with the conviction of people who have already crossed lines they cannot uncross.

DOCTRINE: OPPORTUNIST The Lich Cult does not hold terrain and does not fight pitched battles. They insert themselves into situations already in chaos -- during an alarm, during a faction confrontation, when the operators are occupied elsewhere. When the Alert Level is 2 or higher, Lich Cult units may enter from any table edge on their first activation rather than from designated deployment zones.

Running it: The Cult is racing a deadline. They will sacrifice members to maintain the ritual timeline. Captured Cult members provide false information before surrendering any real intel -- CIPHER check at 5+ to identify a lie.



XB *The Merchant Web*

Rozito's Guild and the city's criminal infrastructure -- information brokers, smugglers, and neutral parties with very expensive neutrality

Rozito is the head of the Merchant Guild and also, by all available evidence, the head of Kormor Kirak's criminal underground. He sells information to every faction and has a studied policy of non-escalation. He does not take sides, which means that when a side needs something badly enough, they pay his prices.

DOCTRINE: CALCULATED RISK Merchant Web operatives never fight when they can talk. When a Web operative is caught, their first action is always an attempt to negotiate -- they name a price for non-violence. They will fight competently if negotiation fails; they're not soft, they're pragmatic.

Running it: The Web wants the summit to produce any stable outcome. Instability is bad for business. They are the most willing faction to assist operators working toward stability, and the most reliable source of accurate intelligence -- for a price.



XBG *Faction Pressure Tracks*

Each faction has a Pressure Track running 0-5. At 5, the faction achieves a major objective. Tracks advance 1 step per mission by default; mission outcomes adjust this.

PACING NOTE: The Eternal Court is designed for a 5-8 mission campaign. With 5 factions advancing simultaneously, most tracks will hit 5 around sessions 4-6. That's intentional -- the campaign builds to a convergence of crises, not a clean resolution. The Lich Cult track is the one to manage most carefully; it is the campaign clock. If a mission directly disrupts a Whitehallow operation, hold that track. If the team ignores it for two missions in a row, advance it twice. For all other factions: advance by default, reduce only for specific mission outcomes listed under each faction's pressure table. A track at 5 does not end the campaign -- it changes what the campaign is fighting against. Manage the Lich Cult clock; let the others escalate.

RED COURT -- "THE QUEEN'S PATIENCE"

TRACK	NARRATIVE
0-1	Standard patrols. Red Guards are present but unfocused.
2-3	Kiraline has noticed something. Guard density doubles in active zones. Alert Level starts at 1 in those zones.
4	Operators are being described but not yet identified. Social cover compromised near Red Court locations.
5	MAJOR OBJECTIVE: Kiraline identifies the team and responds -- eliminate, recruit, or issue formal expulsion.

Reduce pressure by: Operations that demonstrably benefit the city's stability, or that remove threats Kiraline has also been tracking.



ALBION DELEGATION -- "CROWN'S INVESTMENT"

TRACK	NARRATIVE
0-1	Standard delegation security. Automatic Assassins patrol the compound.
2-3	Albion has requested expanded patrol rights. Two Assassin units now operate in the market district.

TRACK	NARRATIVE
4	Crown Prince's security detail doubled. Albion has lodged a formal complaint with the Red Court.
5	MAJOR OBJECTIVE: Albion walks out of the summit. Recoverable only by delivering evidence of Whitehallow's conspiracy.

Reduce pressure by: Demonstrating the threat is internal to the Albion delegation, removing illegally deployed Assassins, or providing leverage that makes the delegation more cooperative.



TERRASSIAN CONSULATE -- "THE KOSS CALCULATION"

TRACK	NARRATIVE
0-1	Terrassian observers cataloging the city's magical topology. Quiet work.
2-3	Blood-magic wards appear on two transit corridors the team has used.
4	A senior attaché has identified the team as persons of interest. Their surveillance construct (bat-form) begins tracking one specific operator between missions.
5	MAJOR OBJECTIVE: Terrassia places the Albion delegation under magical observation. Summit enters crisis.

Reduce pressure by: Providing the consulate with accurate intelligence that redirects their suspicion toward the Lich Cult.



LICH CULT -- "WHITEHALLOW'S HOUR"

This track is a progress clock, not just a threat escalation.

TRACK	NARRATIVE
0-1	Whitehallow moves through the delegation compound, visibly declining. Cult members establishing positions.
2-3	Ritual enters middle phase. Unusual deaths and missing persons near the Hallaset Fields.
4	Whitehallow drawing power from the Fields directly. Blighted Ground expands by 1d3 zones.
5	MAJOR OBJECTIVE: Transformation completes. Whitehallow is a lich. Possession attempt becomes imminent.

Reduce pressure by: Destroying ritual components, eliminating senior Cult members, disrupting the Field connection, or exposing the conspiracy to a faction with power to act.



MERCHANT WEB -- "ROZITO'S LEDGER"

TRACK	NARRATIVE
0-1	The Web is cooperative. Standard prices, reliable contacts.
2-3	Rozito has noticed the operators. Information is available but slightly more expensive.
4	The Web is actively selling intelligence on the team. Known safehouses and contacts compromised unless relocated.
5	MAJOR OBJECTIVE: Rozito chooses a side. The Web becomes hostile to the team and fully cooperative with one faction.

Reduce pressure by: Paying Rozito directly and repeatedly, completing operations that benefit the Web's long-term commercial stability, or providing information valuable enough that the team is worth more as clients than as product.



PART FIVE: THE ENEMY



Stat blocks use EC shorthand: MK/ST/SC/CP/IR/SD



⌘⌘⌘⌘ *Red Court*

RED GUARD -- PATROL

Grunt Tier -- 40 pts

MK 3 / ST 3 / SC 3 / CP 2 / IR 3 / SD 4 Wounds: 2 Flesh | IRON die: 3 | Doctrine: Coordinated Pressure | Keyword: Entrenched (at post) Equipment: Flintlock Pistol, Sabre, Reinforced Coat (AR 1) | Motivation: Professional

Running them: Hold position and call for support before engaging. When 2+ Guards can see the same operator, one repositions for free. Do not pursue outside patrol zone without orders.



RED GUARD -- SERGEANT

Elite Standard Tier -- 55 pts

MK 4 / ST 4 / SC 4 / CP 3 / IR 4 / SD 4 Wounds: 3 Flesh / 1 Mortal | IRON die: 4 | Doctrine: Coordinated Pressure | Keyword: Flanker Equipment: Clockwork Repeater, Sabre, Armored Plate Vest (AR 2) | Motivation: Professional

COMMAND THE LINE: Once per round, spend 1 action to Suppress an operator at Short or Long range (no attack roll -- target suffers -1 to all rolls until their next activation).

Running them: Sergeants lead. Position them at the back. They move to cover the best angle, not the most dangerous one.



VAMPIRE SPAWN

Elite Hardened Tier -- 85 pts

MK 2 / ST 6 / SC 4 / CP 4 / IR 6 / SD 5 Wounds: 3 Flesh / 2 Mortal | IRON die: immune | Doctrine: Opportunist | Keyword: Aggressive Equipment: None -- natural weapons | Motivation: True Believer (loyal to Kiraline)

UNDYING: End of each activation, remove 1 Flesh Wound. Suppressed in Blighted Ground. **CANNOT BE SUPPRESSED** by standard firearms -- only melee, fire (Burn property), or silver weapons suppress normally. **PREDATOR'S PATIENCE:** Spawn never attack on the first round they detect operators. They observe and raise Alert Level +1. They move to contact on round two.

Running them: Extensions of Kiraline's will -- precise, not hungry. They close only when they have position. The **UNDYING** ability makes extended fights terrifying; players should feel the clock.



⌘⌘⌘⌘⌘ *Albion Delegation*

AUTOMATIC ASSASSIN

Elite Hardened Tier -- 85 pts

MK 4 / ST 4 / SC 2 / CP 1 / IR 6 / SD 4 Wounds: 3 Flesh / 2 Mortal | IRON die: immune | Doctrine: Attrition Protocol | Keyword: Relentless Equipment: Integrated Clockwork Repeater (built-in, Short/Long range), Clockwork Chassis (AR 2) | Motivation: None

NO WOUND PENALTIES: Ignores all wound state penalties until final Mortal Wound. Cannot be Suppressed. **LOUD CONSTANT:** Every activation it fires, raises Alert Level +1 (unless already at max). **OVERRIDE TARGET:** Artificer Override (CIPHER 4+, adjacent, full action). **Failure:** acts immediately outside normal sequence. **DATA LINK:** When it spots an operator, all Albion units in the mission zone are treated as having also spotted that operator on their next activation.

Running them: Inexorable. They don't cover, retreat, or panic. They move toward the target and fire. The only options are Override, fire, or run.



CLOCKWORK SCOUT

Grunt Tier -- 40 pts

MK 3 / ST 2 / SC 2 / CP 5 / IR 4 / SD 6 Wounds: 2 Flesh | IRON die: 4 | Doctrine: Opportunist | Keyword: Flanker Equipment: Integrated short-range pistol arm (Short range only), AR 1 chassis | Motivation: None

RECONNAISSANCE TRANSMIT: When it spots a concealed operator (instead of attacking), it transmits their position -- raises Alert Level +1 without a body or alarm. **OVERRIDE TARGET:** Same as Automatic Assassin. **SMALL PROFILE:** -1 to all attacks targeting the Scout.

Running them: The Albion delegation's eyes. When a Scout spots the team, telegraph it -- players have 1 round before the Assassins know.



⌘⌘⌘ Terrassian Consulate

TERRASSIAN ATTACHÉ GUARD

Grunt Tier -- 40 pts

MK 3 / ST 3 / SC 3 / CP 2 / IR 3 / SD 3 Wounds: 2 Flesh | IRON die: 3 | Doctrine: Calculated Risk | Keyword: Shielded (blood ward, AR +1 while in cover) Equipment: Blood-Iron Crossbow, Street Clothes | Motivation: Professional

Running them: Never fight alone. If isolated, fall back to the Necromancer. Fight from prepared positions. Don't pursue aggressively.



TERRASSIAN NECROMANCER

Elite Standard Tier -- 55 pts

MK 2 / ST 2 / SC 4 / CP 6 / IR 3 / SD 3 Wounds: 3 Flesh / 1 Mortal | IRON die: 4 | Doctrine: Calculated Risk | Keyword: Shielded (ritual circle, AR 1) Equipment: Blood-Iron Crossbow, Ritual Components | Motivation: Professional

BLOOD WARD ZONE: The zone the Necromancer occupies counts as Blighted Ground for all non-Terrassian operators while they remain in it. Moves with the Necromancer. **RAISE DEAD (ONCE PER MISSION):** 1 full action adjacent to a deceased enemy -- that unit rises as an Undead Shambler under the Necromancer's control on their next activation. **SURVEILLANCE SIGHT:** Always knows Blighted Ground status of all zones in line of sight.

Running them: Keep them back. Their Blood Ward Zone makes pushing toward them costly. Players should want to isolate them -- and isolation is exactly what Calculated Risk makes difficult.



XX Lich Cult

CULT ACOLYTE

Grunt Tier -- 40 pts

MK 2 / ST 2 / SC 2 / CP 2 / IR 3 / SD 3 Wounds: 2 Flesh | IRON die: 3 | Doctrine: Opportunist | Keyword: Unaware (unless ritual active) Equipment: Trench Knife, Street Clothes (often disguised as civilians) | Motivation: Roll d6 -- 1-3 Zealot, 4-6 Paid

RITUAL PARTICIPANT: If an Acolyte is not neutralized within 3 rounds of a ritual beginning, the ritual advances one step on the Lich Cult Pressure Track.

Running them: Not fighters. They scatter, hide, and delay -- buying time for Whitehallow's ritual. Paid Acolytes surrender when wounded; Zealots do not.



CULT ENFORCER

Elite Standard Tier -- 55 pts

MK 3 / ST 4 / SC 3 / CP 2 / IR 5 / SD 3 Wounds: 3 Flesh / 1 Mortal | IRON die: 5 | Doctrine: Opportunist | Keyword: Aggressive Equipment: Flintlock Pistol, Sabre, Reinforced Coat (AR 1) | Motivation: True Believer -- never surrenders

FANATIC: On first Mortal Wound, instead of taking cover, moves toward the nearest operator. FALSE INTEL: If captured, provides plausible false information. CIPHER check at 5+ to identify a lie.



LORD BARRON WHITEHALLOW

HVT -- 120 pts

MK 3 / ST 3 / SC 5 / CP 6 / IR 6 / SD 2 Wounds: 3 Flesh / 2 Mortal + Lich Wards | IRON die: immune | Doctrine: Calculated Risk → Attrition Protocol (post-transformation) Equipment: Ritual Armament, Lich Wards | Motivation: True Believer

LICH WARDS (2 TOKENS): Each Ward token reduces one wound by one step (Mortal → Flesh, Flesh → no effect). Broken by Breach Charges at his ritual space, the Artificer's Counter-Ritual specialization, or the Physick's Alchemical Kit against the ritual site. DYING MAN: Before transformation, STRIDE 2. After transformation (Track 5), STRIDE 4 + UNDYING. POSSESSION SEQUENCE: When his track reaches 5, the campaign enters a milestone scene. This is not a standard combat.

Running him: Whitehallow is not a boss fight -- he's a clock. When operators finally face him, the question isn't whether they can defeat him. It's whether they can stop what he's already set in motion.



XXG Undead

UNDEAD SHAMBLER

Grunt Tier -- 40 pts

MK 1 / ST 4 / SC 1 / CP 1 / IR 6 / SD 2 Wounds: 3 Flesh (special) | IRON die: immune | Doctrine: Attrition Protocol | Keyword: Aggressive Equipment: None | Motivation: None -- mindless

MINDLESS: Immune to morale, Suppression, and all IRON-based abilities.
SLOW: STRIDE 2. Cannot Sprint. **RISES:** In Blighted Ground, a Shambler at 3 Flesh Wounds keeps acting at -2 to all rolls. Only fire (Burn property), prepared weapons, or physical destruction of the head/motive core drops them permanently. Outside Blighted Ground, 3 Flesh Wounds is a normal down.
MASS: For every 3 Shamblers in a zone, standard operators suffer -1 to all rolls.

Running them: Environmental hazard as much as enemy. Threatening in numbers in Blighted Ground. Players should find exits, not just fight.



NECROTIC BULK

Elite Hardened Tier -- 85 pts

MK 1 / ST 6 / SC 1 / CP 1 / IR 6 / SD 2 Wounds: 3 Flesh / 2 Mortal | IRON die: immune | Doctrine: Attrition Protocol | Keywords: Aggressive Equipment: None | Motivation: None -- mindless

MINDLESS: Same as Shambler. **BLIGHT AURA:** The zone containing a Necrotic Bulk is always Blighted Ground, regardless of designation. **SLAM:** On a melee hit resulting in a Flesh Wound or worse, target is moved 1 zone and Suppressed until their next activation. **SLOW:** STRIDE 2. Cannot Sprint.

Running them: Zone-denial unit. Place in open spaces where players have to decide whether to engage or route around.



PART SIX: THE MISSION



XXXX Callsign Generator ($d_{20} \times 2$)

Roll once in each column. Combine.

d20	COLUMN A	COLUMN B
1	Pale	Accord
2	Crimson	Baron
3	Iron	Crown
4	Hollow	Chalice
5	Shroud	Dirge
6	Ashen	Enfield
7	Dusk	Fog
8	Black	Griffin
9	Sable	Hand
10	Gilt	Jackal
11	Blood	Knave
12	Bone	Lantern
13	Veil	Mantle
14	Wraith	Night
15	Thorn	Oath
16	Gallow	Pyre
17	Cipher	Quill
18	Mortem	Rook

D20	COLUMN A	COLUMN B
19	Shadow	Stag
20	Rook	Warrant



XXXV *Operational Liabilities (d12)*

Roll once during the Brief phase.

D12	LIABILITY
1	A Red Guard patrol has changed its route -- the expected window is 4 turns shorter.
2	Your primary contact went silent yesterday. Someone may have found them.
3	The target location is also being used for a Lich Cult ritual tonight. They arrive d3 rounds after insertion.
4	An Albion Automatic Assassin is already on-station, pursuing an overlapping objective. It will not cooperate.
5	The city has imposed an emergency curfew. Civilian cover is gone.
6	A Terrassian blood-mage has placed a ward on the ingress route. CIPHER 5+ to bypass silently.
7	The Merchant Web is auctioning intelligence on your team's identities. Assume at least one faction knows you're coming.
8	One operator has a prior connection to the target or someone protecting them. At GM's discretion.
9	A diplomatic gathering is being held in the adjacent zone -- civilians are present throughout the objective site.
10	Evidence from a previous operation has surfaced. The city watch is actively investigating. Alert starts at Level 1.
11	

DI2	LIABILITY
	A vampire spawn patrol is operating outside scheduled hours in the target zone. No one authorized this.
12	The extraction route passes through Blighted Ground that wasn't on any map. Expand the Blighted Ground area by 2 zones.



XXV *Mission Types (d8)*

d8	MISSION TYPE	THE JOB
1	EXTRACTION	Get someone out before the cult, a delegation, or the Red Court finds them. The target may not want to leave.
2	ELIMINATION	Remove a specific individual threatening the summit or advancing the ritual timeline. Leave no evidence.
3	INFILTRATION	Access a secured location -- the Albion airship berths, the Terrassian consulate vaults, the lower castle crypts.
4	INTELLIGENCE	Steal documents, photograph a cipher, surveil a meeting, plant a listening device. No disruption.
5	PROTECTION DETAIL	Keep a key figure alive through an ambush or an open social event where you can't show weapons until it's already happening.
6	SABOTAGE	Destroy a piece of machinery (Albion's Assassin fabrication unit) or a ritual site before it's complete.
7	NEGOTIATION COVER	Provide covert security for a clandestine meeting between two parties who shouldn't be seen together.
8	RECOVERY	Retrieve an artifact, document, or person from hostile possession before it changes hands again.



XXX Scenario Seeds (d6 × 4 Columns)

d6	THE JOB	THE PROBLEM	THE LOCATION	THE COMPLICATION
1	Retrieve a stolen cipher	A Red Guard patrol is already on scene	The Albion airship berths	The target is sympathetic and doesn't want to be retrieved
2	Extract a defecting Terrassian attaché	The Lich Cult wants the same target	The Hallaset Fields after dark	Your contact sold your identities to the faction you're moving against
3	Destroy a ritual component	The delegation compound is on lockdown	The castle's lower crypts	An Automatic Assassin has been tasked with the same objective
4	Photograph documents before dawn	A vampire spawn is loose and uncontrolled	The Merchant Guild hall during a gala	The job requires passing as legitimate guests
5	Kill an assassin before they reach their target	A competing team is running a parallel operation	The Terrassian consulate roof gardens	The weather is catastrophic -- roll d6: 1-2 heavy fog (all ranged attacks at -1, zone visibility 1), 3-4 driving rain (Loud weapons' noise suppressed; Slow-Load reload takes 2 actions), 5-6 violent wind (ranged attacks at -1; Artificer devices require SCHEME 4+ to deploy)

D6	THE JOB	THE PROBLEM	THE LOCATION	THE COMPLICATION
6	Recover an operator taken during the last mission	The building is warded by Terrassian blood-magic	The old city aqueducts beneath the market district	One operator has a personal stake that might override the mission



OPERATION: THE GALA ACCORD

XXVGG *A Complete First Mission*



THE SITUATION

Three days before the peace summit formally opens, a Terrassian diplomatic attaché named SERAVA KOSS-TINDAL reaches out through a Merchant Web intermediary. She has seen something in the Hallaset Fields -- the senior Terrassian necromancer met privately with Lord Barron Whitehallow's aide near the old cemetery gate, late, when no one was supposed to be watching. She photographed documents she wasn't supposed to see.

She wants out. She will trade what she has for safe passage to neutral ground.

The meeting is tonight, at Rozito's seasonal gala -- invitation only, masks required. Getting her out is the team's problem.

COMPLICATION (OPERATIONAL LIABILITY #4): The Albion Crown Prince's security detail has flagged Serava as a potential intelligence asset. An Automatic Assassin has been dispatched with standing orders to neutralize her before she can speak to anyone.



OBJECTIVES

PRIMARY: Extract Serava Koss-Tindal alive.

SECONDARY: Secure the documents she's carrying. She'll hand them over if she trusts the team -- SC check at 4+ during extraction. On a failure she keeps them; a second attempt is possible if the team demonstrates competence under pressure.

HIDDEN (BONUS): The Automatic Assassin carries encrypted Albion operational orders in its chest compartment proving the Crown Prince's security detail is acting outside the summit's agreed terms. Requires Override (CIPHER 4+) or physical extraction from a deactivated unit.

MISSION TIMER: 8 rounds from first contact with Serava. After 8 rounds, Terrassian response force arrives in force.



ZONE MAP

```
[5: ALLEY / EXTRACTION]
    ↑ service door
[4: SERVANT STAIRS]
    ↑ east          ↑ west
[3: UPPER SALON]    [3a: BALCONY]
    ↓ main stairs
[2: GALA FLOOR]
    ↓
[1: SERVICE ENTRANCE]
```



ZONE 1 -- SERVICE ENTRANCE

Insertion. Alert Level 0.

A side alley and service door. Two kitchen staff moving in and out. One bored Red Guard stationed here -- he's here because Rozito pays the Red Court to provide a presence, not because he expects trouble.

CONTENTS: 1 Red Guard Patrol (stationary), 2 civilian kitchen staff (scatter on any violence).

TACTICAL NOTES: The Guard can be avoided, bribed (CP check 3+, cost 5 credits), or neutralized quietly. Kitchen staff who witness violence will run toward Zone 2 -- GM secretly rolls d6 on 4-6 Alert Level +1.



ZONE 2 -- THE GALA FLOOR

Approach. Alert Level 0.

The ground floor of Rozito's hall. Fifty guests in formal attire and masks. Two Red Guard Sergeants flank the main stairs to the upper salon.

CONTENTS: 2 Red Guard Sergeants (at stairs, won't leave unless Alert 2+), ~50 civilian guests (scatter and panic if violence erupts -- immediately Alert 3), Rozito (non-combatant), 1 Merchant Web Informant (the team's contact, dressed as a waiter).

ROZITO: He knows something is happening tonight. He always does. He'll confirm the Automatic Assassin entered through the front -- "full diplomatic escort credentials." He finds this darkly amusing.

THE INFORMANT gives the team one piece of intel before contact: "Serava's in the upper salon. She has her attaché escort -- one man, armed. He doesn't know she's leaving."

THE STAIRS: The two Sergeants challenge anyone without an upper-salon invitation -- SC check 3+ with credible cover. Visible weapons trigger a detailed search (SC 5+ to conceal weapon).



ZONE 3 -- THE UPPER SALON

Objective Zone. Alert Level rises to 1 when the team enters.

Fifteen guests, mostly senior diplomats and merchants. Serava is in the northeast corner with her escort, Davin Tark, pretending to study a painting.

The Automatic Assassin entered twenty minutes ago. It is standing in the southwest corner, dressed in Albion diplomatic formal wear. It has identified Serava. It is waiting for a moment without witnesses.

CONTENTS: Serava Koss-Tindal (extraction target), Davin Tark (Terrassian Attaché Guard -- will fight to bring her back), 1 Automatic Assassin (acts on Round 2 after the team enters Zone 3 unless they intervene), ~15 civilian guests.

ZONE 3A -- THE BALCONY: Empty. Excellent position for the Sharpshooter. Also an alternate extraction route -- grapple line to alley, reaches Zone 5 directly (skip Zone 4).

SERAVA: When a team member makes contact (SC check 2+ to establish trust without alerting Davin), she says: *"I have the documents."* *"There's a machine in the corner that's going to kill me."* *"Get me out of here and you can have everything."*

DAVIN TARK: Does not know Serava is leaving. When he realizes she's being extracted, he acts. He will not fight in the salon -- he talks, delays, signals. On the move to Zone 4, he goes hostile. If captured: Motivation d6 -- on 5+, Conflicted. He'll cooperate for protection.

THE AUTOMATIC ASSASSIN: On Round 2 after the team enters Zone 3, it moves to Serava and acts on highest-threat priority. (It is patient -- it waited this long, it can wait until witnesses are briefly sparse. The pressure is on the team to reach Serava before Round 2 concludes, not before they reach the room.) When it fires, Alert immediately goes to 3 and every clock accelerates.

Override window: The Artificer has Round 1 to attempt Override while the Assassin is stationary. CIPHER 4+, adjacent. Success neutralizes it and opens the Hidden Objective. Failure: Data Link triggers, it acts immediately.



ZONE 4 -- SERVANT STAIRS

Kill Zone. Enemies redirect here when extraction begins.

Narrow. Two abreast. When the team begins moving Serava toward extraction, the mission timer starts if it hasn't already.

KILL ZONE ACTIVATION: On round 5 from timer start, if Alert 3+, roll d4 -- that many Red Guard Patrol units arrive from Zone 2.

CHOKE POINT: The Ironclad's Iron Breach is extremely effective here. So is a smoke canister.



ZONE 5 -- THE ALLEY

Extraction. Variable difficulty.

The team’s exit. A carriage at the north end, waiting, driven by a Merchant Web contact.

EXTRACTION COMPLICATION: The carriage driver spotted the Assassin and has moved 2 blocks north. If the Assassin is deactivated, the driver returns immediately. If not, operators must reach the carriage on foot (2 additional move actions through a public street).

IF ALERT 4: A Red Guard patrol of 2 has sealed the south end. North end (toward the carriage) is still open -- one round before they close the distance.



OPPOSITION BY ALERT LEVEL

ALERT LEVEL	CHANGE
0	Standard gala. Assassin waiting.
1	Team enters upper salon. Consulate surveillance flags activity. Davin becomes watchful.
2	Loud weapon fired OR Assassin acts OR Davin signals. Sergeants leave stairs. 8-round timer begins.
3	Assassin fires in upper salon OR civilian witnesses violence OR alarm triggered. Full Red Court response.
4+	Building sealed. No exits without force. Consulate response en route to Zone 4.



KEY NPCs

SERAVA KOSS-TINDAL -- Terrassian diplomatic attaché, late 30s, composed under pressure. She speaks four languages and has been lying to her own delegation for six weeks. Not a combatant. Will do what she’s told if she trusts the team.

DAVIN TARK -- Serava’s escort, 40s, professional soldier in diplomatic clothes. Follows orders. Suspects something is wrong in the delegation but hasn’t acted. Motivation d6 on capture: 5+ Conflicted.

ROZITO -- Present throughout the gala. Neutral. Finds the situation commercially interesting. Will present a very large invoice to whichever faction broke his gala.



AFTER THE MISSION

OUTCOME	CONSEQUENCE
Serava extracted alive	Lich Cult Track -1. She becomes a Contact (Reliability starting at 5).
Documents secured	Roll on Intel & Leverage table below (two-column result).
Assassin's orders retrieved	Albion Delegation Track -1.
Serava killed	Lich Cult Track +1. Documents may survive.
Gala went loud (Alert 4+)	Red Court Track +1. Bastion Inn may have a watcher when team returns.



INTEL & LEVERAGE TABLE

Roll d8 twice -- once on each column. Apply both results.

d8	INTEL (WHAT YOU NOW KNOW)	LEVERAGE (WHAT YOU CAN DO WITH IT)
1	Guard rotation for a specific faction location -- that location's Alert starts 1 lower, one mission	Reduce one Faction Pressure Track by 1 (your choice)
2	Name of a Lich Cult sympathizer inside a faction (d6: 1-2 Red Court, 3-4 Albion, 5-6 Terrassia)	+2 Edge at the start of the next mission
3	Whitehallow's ritual schedule -- Lich Cult Track advance delayed 1 mission	New Contact at Reliability 5 (faction of the sympathizer, or Merchant Web if none applies)
4	Albion Assassin dispatch codes -- Albion units in one mission act at -1 SCHEME	Operational Liability for the next mission revealed before deployment
5	Terrassian surveillance blind spots -- one zone in the next Terrassia-adjacent mission has no patrols	Supply State improves one step for the next mission
6	Whitehallow's current safe house in the old city -- once used, removes access permanently	One operator arrives at Zone 2 of the next mission without passing Zone 1 (already inside)
7	Red Court patrol gap -- one zone of your choice has no Red Guard patrols for one mission	One free Downtime activity this cycle (any operator)
8	Summit negotiating position for a faction -- that faction's Doctrine suppressed for one mission (they play cautious, not aggressive)	The GM reveals one false element of the next mission's Operational Liability before play begins



APPENDIX A: OPERATOR ROSTER



XXXXXXXX OPERATOR RECORD

CALLSIGN: _____ CLASS: _____

FACTION ALLEGIANCE: _____ THE TURNED: [] Yes --
Tag: _____



ATTRIBUTES

MK	ST	SC	CP	IR	SD

MK=MARK / ST=STEEL / SC=SCHEME / CP=CIPHER / IR=IRON /
SD=STRIDE (never rolled)



MORALE

STARTING MORALE: _____ (= IRON score at mission start)

Current: [][][][][][][]

Morale resets to full IRON value at end of mission. Loss: fail IRON 3+ check in Blighted Ground. Restore: Physick action.



WOUND TRACK

[] Flesh 1	No penalty
[] Flesh 2	-1 to all rolls
[] Flesh 3	-2 to all rolls; next Flesh Wound becomes Mortal
[] Mortal 1	IRON 4+ at activation start or lose 1 action
[] Mortal 2	Down. Bleeds out in d3 rounds without stabilization.

PERMANENT

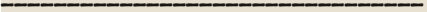
SCARS:



SPECIALIZATION

SELECTED: _____

NOTES:



THE TURNED

TAG: [] UNDYING [] IRONSHELL [] GHOST-STEP [] PREDATOR'S EYE

Universal Complication: IRON 4+ at start of activation in Blighted Ground or lose 1 action. Tag bonus also suppressed.



GEAR LOADOUT

Item	Range / AR	Cost	Properties	Uses

SPECIALIZATION GEAR: _____



BATTLEFIELD EVOLUTIONS & XP

[] _____
[] _____
[] _____

XP: Earned ___ / Spent ___ / Available ___



XXX SQUAD RECORD

SQUAD CALLSIGN: _____ SAFE HOUSE: The Bas-
tion Inn

OPERATOR'S EDGE POOL

STARTING EDGE: _____ | Current: [] [] [] [] [] [] [] [] [] []

Earn Edge: Primary obj complete (+1), Stealth obj complete (+1), Natural 6 on critical roll (+1, GM awards once per mission)

SUPPLY STATE

[] Abundant [] Restricted [] Depleted [] Critical

FACTION PRESSURE TRACKS

RED COURT	0	--	1	--	2	--	3	--	4	--	[5]
Current:	[]										
ALBION DELEGATION	0	--	1	--	2	--	3	--	4	--	[5]
Current:	[]										
TERRASSIAN CONSULATE ..	0	--	1	--	2	--	3	--	4	--	[5]
Current:	[]										
LICH CULT	0	--	1	--	2	--	3	--	4	--	[5]
Current:	[]										
MERCHANT WEB	0	--	1	--	2	--	3	--	4	--	[5]
Current:	[]										

BETWEEN-MISSION SEQUENCE

[] 1. Wound Recovery	[] 2. Downtime	[] 3. Supply State
[] 4. Field Requisitions	[] 5. Evolutions	[] 6. Advance Factions
[] 7. Brief		

APPENDIX B: GM QUICK REFERENCE



XXX *Vocabulary Map*

OT	ETERNAL COURT	SHORT	FUNCTION
SHOOT	MARK	MK	Ranged attacks
FIGHT	STEEL	ST	Melee attacks
TACT	SCHEME	SC	Tactics, coordination
OPINT	CIPHER	CP	Stealth, intelligence, social
GUTS	IRON	IR	Resolve, wound checks
MOBI	STRIDE	SD	Movement -- never rolled



XXXS *Resolution (OT Core)*

Roll 1d6. Modifiers shift the DIE, not the threshold.

THRESHOLD	DIFFICULTY	NATURAL
2+	Good (Easy)	6 = always succeeds
4+	Ordinary (Standard)	1 = always fails
5+	Bad (Hard)	--



XXXXSS Wound Track

STATE	PENALTY
1 Flesh	None
2 Flesh	-1 all rolls
3 Flesh	-2 all rolls; next Flesh → Mortal
1 Mortal	IRON 4+ at activation or lose 1 action
2 Mortal	Down. d3 rounds to bleed out.



XXXXSSS Alert Level

LEVEL	STATE	KEY TRIGGER
0	Cold	--
1	Aware	Patrols tighten
2	Suspicious	Active search
3	Hot	Reinforcements en route
4+	Blown	Reinforcements every d4 rounds

RAISES +1: Loud weapon, body found, operator spotted and not neutralized within 1 round, alarm triggered, enemy escapes.



XXXX Blighted Ground

MORALE: Starts at IRON score. Tracked per operator on roster.

STANDARD OPERATORS: End of activation → IRON 3+. Fail: -1 Morale. At 0: withdraw, won't re-enter.

THE TURNED: Start of activation → IRON 4+. Fail: 1 action only. Tag bonus also suppressed.

ESCALATION: Active ritual completing → +2 zones Blighted Ground.



XXXX Faction Doctrines

FACTION	DOCTRINE	BEHAVIOR
Red Court	Coordinated Pressure	2+ in sight → one repositions free
Albion	Attrition Protocol	No retreat, no surrender, no wound penalties
Terrassia	Calculated Risk	Never solo; wait for support; position first
Lich Cult	Opportunist	Enter any edge at Alert 2+; strike in chaos
Merchant Web	Calculated Risk	Negotiate first; only fight if it fails



XXXXXXXXX *New Properties*

PROPERTY	EFFECT
Slow-Load	Reload 1 action after firing
Burn	Zone ignites; 1 Flesh Wound per activation in fire; d3 rounds
Blind	Targets Suppressed + lose line of sight until next activation
Concealable	Passes checkpoints without detection (unless actively searched)



XXXXXXXXX *The Turned -- Quick Reference*

TAG	BONUS	LOST IN BLIGHTED GROUND
UNDYING	End of activation: remove 1 Flesh	Yes
IRONSHELL	Permanent AR +1 (max AR 3)	Yes
GHOST-STEP	+1 free zone/round, no Overwatch	Yes
PREDATOR'S EYE	Never surprised; ignore light penalties	Disadvantage on CP



Good luck. Hepsabeth says to be back by curfew.