

THE ETERNAL COURT

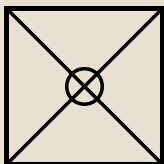
ENEMY ROSTER

OPERATOR TACTICS D6



JESSE ALEXANDER

THE ETERNAL COURT • RPG PORT KIT



Enemy Roster

Combat-Ready Profiles for Kormor Kirak, 1793

*Ready-to-run stat blocks for the foes of Kormor Kirak,
with their setting-specific abilities.*

KORMOR KIRAK • 1793

JESSE ALEXANDER

Stat blocks use the Eternal Court attribute shorthand: MK / ST / SC / CP / IR / SD

All wound, doctrine, and keyword rules are in the OT Core Rulebook. Setting-specific abilities are noted under each profile.



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 (when at post) Motivation: Professional

Equipment: Flintlock Pistol, Sabre, Reinforced Coat (AR 1)

Running them: Pairs or trios. They hold position and call for support before engaging if at all possible. When 2+ Guards can see the same operator, one repositions for free -- this is their defining behavior. They do not pursue outside their patrol zone without a direct order.



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 Motivation: Professional

Equipment: Clockwork Repeater, Sabre, Armored Plate Vest (AR 2)

Special -- **COMMAND THE LINE**: Once per round, the Sergeant may spend 1 action to Suppress an operator at Short or Long range (no attack roll -- the target suffers -1 to all rolls until their next activation, representing suppressing fire and shouted commands).

Running them: Sergeants lead. Position them at the back of their unit. When their Grunts are in trouble, the Sergeant moves to cover the most valuable 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: 5 Doctrine: Opportunist | Keyword: Aggressive Motivation: True Believer (loyal to Kiraline)

Equipment: None -- natural weapons only.

Special -- **UNDYING**: At the end of each activation, the Spawn removes 1 Flesh Wound. This ability is suppressed while in Blighted Ground.

Special -- **CANNOT BE SUPPRESSED** by standard firearm fire -- only melee, fire (Burn property), or silver weapons suppress them normally.

Special -- **PREDATOR'S PATIENCE**: Spawn never attack on the first round they detect operators. They observe and report (raises Alert Level +1). On round two they move to contact.

Running them: The Spawn are extensions of Kiraline's will. They are not aggressive by instinct -- they are precise. They close only when they have a clear angle and superior position. The **UNDYING** ability makes them terrifying in extended fights; operators should feel the clock.



SS *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 (see below) Doctrine: Attrition Protocol | Keyword: Relentless Motivation: None -- no surrender, no negotiation

Equipment: Integrated Clockwork Repeater (cannot be disarmed; range Short/Long), Clockwork Chassis (AR 2 built-in).

Special -- NO WOUND PENALTIES: The Assassin ignores all wound state penalties until its final Mortal Wound. Suppression effects do not apply.

Special -- LOUD CONSTANT: Every activation the Assassin takes a ranged action, it raises Alert Level +1 unless already at maximum. (The gears are unmistakably audible.)

Special -- OVERRIDE TARGET: A successful Artificer Override (CP check 4+, adjacent, 1 full action) neutralizes it for the mission. Failure immediately triggers an Automatic Assassin alert response -- it acts this round outside the normal sequence.

Special -- DATA LINK: When the Assassin 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 take cover, don't retreat, don't panic. They move toward the target and fire. The only real options are Override, fire, or run. Let the players feel the weight of that.



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 Motivation: None

Equipment: Integrated short-range pistol arm (Short range only, AR 0), AR 1 chassis.

Special -- RECONNAISSANCE TRANSMIT: When a Scout spots a concealed operator (instead of attacking), it may transmit their position. This raises Alert Level +1 without requiring a body or active alarm.

Special -- OVERRIDE TARGET: Same rules as the Automatic Assassin.

Special -- SMALL PROFILE: -1 to all attack rolls against a Scout (it presents a small target).

Running them: These are the Albion delegation's eyes. They precede the Assassins. When a Scout spots the team, the GM should telegraph what's coming -- the players have 1 round before the Assassins know.



III 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)
Motivation: Professional

Equipment: Blood-Iron Crossbow, Street Clothes (AR 0, but blood ward provides +1 while stationary).

Running them: They don't fight alone. If a Guard is isolated, it falls back to its Necromancer rather than engaging. They fight from prepared positions and don't pursue aggressively.



TERRASSIAN NECROMANCER (FIELD ATTACHÉ)

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)
Motivation: Professional

Equipment: Blood-Iron Crossbow, Ritual Components.

Special -- BLOOD WARD ZONE: The zone the Necromancer occupies counts as Blighted Ground for all enemy (non-Terrassian) operators while they remain in it. This is not placed -- it moves with the Necromancer.

Special -- RAISE DEAD (ONCE PER MISSION): Spend 1 full action adjacent to a deceased enemy. That unit rises as an Undead Shambler under the Necromancer's control at its next activation. The Shambler acts in the Threat Phase.

Special -- SURVEILLANCE SIGHT: The Necromancer always knows the Blighted Ground status of all zones within their line of sight.

Running them: Necromancers are support. Keep them back, protected by their Guards. Their Blood Ward Zone makes pushing directly at them costly. Players

should want to isolate them -- and isolating them is exactly what the Calculated Risk doctrine makes difficult.



III 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 is active) Motivation: Roll d6 -- 1-3 Zealot, 4-6 Paid

Equipment: Trench Knife, Street Clothes. Often disguised as civilians or servants.

Special -- 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. This is tracked per-mission.

Running them: Acolytes are not fighters. They scatter, they hide, they delay -- buying time for Whitehallow's ritual. When they fight, they fight with the desperation of people who have crossed a line they can't uncross. Paid Acolytes surrender immediately 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 Motivation: True Believer -- never surrenders

Equipment: Flintlock Pistol, Sabre, Reinforced Coat (AR 1).

Special -- FANATIC: When the Enforcer receives their first Mortal Wound, instead of taking cover they move toward the nearest operator. They are past caring about survival.

Special -- FALSE INTEL: If captured and interrogated, the Enforcer provides plausible false information. CP check at 5+ to identify a lie.

Running them: The Enforcer is someone who has already decided how this ends. Use them to create pressure at key moments -- when the team is occupied with the ritual, when extractions get complicated. They are not suicidal; they are committed.



LORD BARRON WHITEHALLOW (HVT -- LATE CAMPAIGN)

HVT Tier -- 120 pts

MK 3 / ST 3 / SC 5 / CP 6 / IR 6 / SD 2 Wounds: 3 Flesh / 2 Mortal + special (see below) | IRON die: immune Doctrine: Calculated Risk (early) → Attrition Protocol (post-transformation) Keyword: Shielded (lich wards, AR 2 magical) + Relentless (post-transformation) Motivation: True Believer -- he believes completely in what he's doing

Equipment: Ritual Armament, lich wards (reduce all damage to Flesh Wounds until wards are broken -- see below).

Special -- LICH WARDS: Whitehallow begins each encounter with 2 Ward tokens. Each Ward token reduces the severity of one wound by one step (Mortal → Flesh, Flesh → no effect). Wards can be broken by Breach Charges

detonated in his ritual space, the Artificer's Counter-Ritual specialization, or the Physick's Alchemical Kit used against the ritual site.

Special -- POSSESSION SEQUENCE (CAMPAIGN CLIMAX): When Whitehallow's Lich Cult Pressure Track reaches 5, he does not fight -- he uses the possession ritual. This is a campaign scene, not a standard combat. Intervention requires operators acting during the ritual sequence (see Starter Scenario for the mission structure framework).

Special -- DYING MAN: Before his transformation is complete, Whitehallow moves at STRIDE 2 (his body is failing). After transformation (Pressure Track 5), this increases to STRIDE 4 and he gains the UNDYING ability.

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



Undead

UNDEAD SHAMBLER

Grunt Tier -- 40 pts

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

Equipment: None.

Special -- MINDLESS: Immune to morale checks, Suppression, and all IRON-based abilities. Never surrenders, never retreats.

Special -- SLOW: STRIDE 2. Cannot Sprint.

Special -- RISES: A Shambler reduced to 3 Flesh Wounds in Blighted Ground does not fall -- it continues acting at -2 to all rolls. Only fire (Burn property weapons), a successful attack with a specifically prepared weapon, or physical destruction of the head/motive core drops them permanently. Outside Blighted Ground, 3 Flesh Wounds puts them down normally.

Special -- MASS: Shamblers are threatening in numbers. For every 3 Shamblers in a zone, standard operators in that zone suffer -1 to all rolls (the weight of the dead, the smell, the horror of recognition).

Running them: Slow, dumb, and hard to stop permanently in the wrong terrain. They should feel like an environmental hazard as much as an enemy. When they appear in Blighted Ground, the players need to 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 | Keyword: Aggressive Motivation: None -- mindless

Equipment: None.

Special -- MINDLESS: Same as Shambler.

Special -- BLIGHT AURA: The zone containing a Necrotic Bulk is always Blighted Ground, regardless of zone designation. This applies to all operators, including The Turned.

Special -- SLAM: On a melee hit that results in a Flesh Wound or worse, the target is moved 1 zone (attacker's choice of direction) and Suppressed until their next activation.

Special -- SLOW: STRIDE 2. Cannot Sprint.

Running them: The Bulk is a zone-denial unit. It makes the space around it too costly to occupy. Players need ranged options, elevation, or the Wrecker's explosives. Don't put them in narrow corridors -- that just kills people. Put them in open spaces where the players have to decide whether to engage or route around.



Quick-Reference: Enemy Stat Block Summary

ENEMY	MK	ST	SC	CP	IR	SD	WOUNDS	TIER
Red Guard Patrol	3	3	3	2	3	4	2F	Grunt
Red Guard Sergeant	4	4	4	3	4	4	3F/1M	Elite Std
Vampire Spawn	2	6	4	4	6	5	3F/2M	Elite Hard
Automatic Assassin	4	4	2	1	6	4	3F/2M	Elite Hard
Clockwork Scout	3	2	2	5	4	6	2F	Grunt
Terrassian Guard	3	3	3	2	3	3	2F	Grunt
Terrassian Necromancer	2	2	4	6	3	3	3F/1M	Elite Std
Cult Acolyte	2	2	2	2	3	3	2F	Grunt
Cult Enforcer	3	4	3	2	5	3	3F/1M	Elite Std
Whitehallow (HVT)	3	3	5	6	6	2	3F/2M+	HVT
Undead Shambler	1	4	1	1	6	2	3F*	Grunt
Necrotic Bulk	1	6	1	1	6	2	3F/2M	Elite Hard

*F = Flesh Wound, M = Mortal Wound. Shambler\ = special Rises rule applies.**