

THE ETERNAL COURT

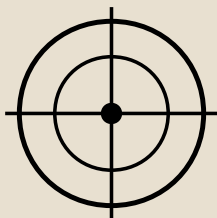
GM QUICK REFERENCE

OPERATOR TACTICS D6



JESSE ALEXANDER

THE ETERNAL COURT · RPG PORT KIT



GM Quick Reference

One-Page Table Aid for Kormor Kirak, 1793

*A one-page table aid: vocabulary, key numbers, and the
most-used rules at a glance.*

KORMOR KIRAK · 1793

JESSE ALEXANDER



Setting Vocabulary Map

OT NAME	EC NAME	SHORTHAND	WHAT IT DOES
SHOOT	MARK	MK	All ranged attacks
FIGHT	STEEL	ST	All melee attacks
TACT	SCHEME	SC	Tactics, coordination, command
OPINT	CIPHER	CP	Stealth, intelligence, social
GUTS	IRON	IR	Resolve, wound checks, pressure
MOBI	STRIDE	SD	Movement -- never rolled
Gene-Forged	The Turned	--	Enhanced operator type
Contaminated Terrain	Blighted Ground	--	Hazardous zone type



Resolution (OT Core)

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

THRESHOLD	NAME	DIFFICULTY
2+	Good	Easy
4+	Ordinary	Standard

THRESHOLD	NAME	DIFFICULTY
5+	Bad	Hard
6	Natural 6	Always succeeds
1	Natural 1	Always fails



III Wound Track (OT Core)

STATE	EFFECT
1 Flesh Wound	No penalty
2 Flesh Wounds	-1 all rolls
3 Flesh Wounds	-2 all rolls; next Flesh → Mortal
1 Mortal Wound	IRON check 4+ at activation start or lose 1 action
2 Mortal Wounds	Down. Bleeds out in d3 rounds without stabilization.



III Alert Level

LEVEL	STATE	DESCRIPTION
0	Cold	No awareness. Stealth viable.
1	Aware	Something's off. Patrols tighten.
2	Suspicious	Active search. Enemies move to last known.
3	Hot	Full response. Reinforcements en route.

LEVEL	STATE	DESCRIPTION
4+	Blown	Everyone knows. Reinforcements every d4 rounds.

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

AT ALERT 3+: Roll d8 for Alarm Consequence (see OT Core).



Blighted Ground

WHAT IT IS: Zones with necromantic contamination -- Hallaset Fields, ritual sites, castle lower levels, anywhere near active undead work.

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

THE TURNED: Start of activation in Blighted Ground → IRON check 4+. Fail: only 1 action this turn. Also: Augment Tag bonus suppressed.

ESCALATION: Active Lich Cult ritual completing expands Blighted Ground by 2 zones.

REMOVAL: Wrecker's Breach Charge destroys ritual site, stops expansion. Physick's Alchemical Kit immunizes one operator for the mission.

PLACEMENT BY MISSION TYPE:

- Hallaset Fields: 30-40% of zones
- Urban (old city): 10-20%
- Castle ground level: 15%
- Castle lower levels / crypts: 60%+



III *Faction Doctrines at a Glance*

FACTION	DOCTRINE	KEY BEHAVIOR
Red Court	Coordinated Pressure	2+ Guards in sight → one repositions for free
Albion Delegation	Attrition Protocol	No retreat, no surrender; wound penalties suppressed
Terrassian Consulate	Calculated Risk	Never overextend alone; wait for support before acting
Lich Cult	Opportunist	Enter from any edge at Alert 2+; strike during chaos
Merchant Web	Calculated Risk	Negotiate first; only fight if negotiation fails



III *New Weapon Properties (EC Only)*

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

Standard OT properties (Accurate, AoE, Loud, Rapid, Silent, Side Arm, Two-Handed, Limited, Unreliable) apply unchanged.



IIII Faction Pressure Quick Reference

TRACK	AT 5: MAJOR OBJECTIVE
Red Court	Kiraline identifies and responds to team -- eliminate, recruit, or expel
Albion Delegation	Albion walks out of summit; recovery requires hard evidence of Whitehallow conspiracy
Terrassian Consulate	Terrassia unilaterally places Albion delegation under magical surveillance; summit crisis
Lich Cult	Whitehallow's transformation completes; possession attempt becomes imminent
Merchant Web	Rozito chooses a side; team's safehouses compromised

ADVANCE EACH TRACK: 1 step per mission by default. Adjust for mission outcomes. REDUCE A TRACK: Per the OT Engine Port GM Guide (section 9).



IX Mission Phase Reminder (Five Zones)

1. INSERTION -- Entry. Low opposition. Sets atmosphere.
2. APPROACH CORRIDOR -- Patrols, checkpoints, alarms.
3. OBJECTIVE ZONE -- Main task. Highest complexity.

- 4. KILL ZONE -- Reaction force. Appears after objective triggers.
- 5. EXTRACTION -- The way out. Affected by Alert Level.



⌘ *Between-Mission Sequence (Seven Steps)*

- 1. Wound Recovery
- 2. Downtime (each operator picks one activity)
- 3. Supply State (assess from mission outcome)
- 4. Field Requisitions (purchase gear)
- 5. Battlefield Evolutions (check Performance Triggers)
- 6. Advance Factions (move Pressure Tracks)
- 7. Brief (present next mission)



⌘⌘ *The Turned -- Tag Summary*

TAG	BONUS	SUPPRESSED IN BLIGHTED GROUND
UNDYING	End of activation: remove 1 Flesh Wound	Yes -- no regeneration
IRONSHELL	AR +1 permanent (stacks, max AR 3)	Yes -- AR bonus lost
GHOST-STEP	Move +1 zone free per round, no Overwatch	Yes -- ability unavailable

Tag	Bonus	Suppressed in Blighted Ground
PREDATOR'S EYE	Never surprised; ignore illumination penalties	Yes -- disadvantage on CP checks

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



⌘⌘⌘ *Class Reference*

Class	MK	ST	SC	CP	IR	SD	Role
Ironclad	2	5	3	2	4	4	Close-quarters enforcer
Sharpshooter	5	2	3	3	3	4	Precision ranged
Shadow	3	3	3	5	3	5	Infiltration & intelligence
Wrecker	3	4	3	2	5	3	Demolitions & forced entry
Physick	2	3	3	5	4	4	Field medicine & alchemy
Artificer	3	2	4	5	3	4	Clockwork & aetheric tech