

# Machinations - Adversaries

## Introduction

As a Free Company, the adventurers will come up against a range of clever and deadly adversaries. To assist the Games Master herein are a selection of the more common adversaries.

## The Houses Mercantile

The Houses that run The Republic are huge, bureaucratic organizations that will only hire professionals. And they back them up with a battalion of lawyers... and less subtle men.

### House Assassin

*"It's not personal you understand..."*

A deniable arm of House economic policy. They are used sparingly against enemies that cannot be removed any 'legal' way.

STR: 2, DEX: 3, INT: 3, SPT: 3.

AGI: 6, CFT: 6, FTG: 6, KNW: 6, PCP: 6,

PRS: 6, STG: 8, SPD: 5, STL: 6, TGH: 10.

Armour: Light Armour [Lined Coat]

Weapons: Pocket Pistol, Dagger

### Household Guards

*"I was just doing my duty, now where's my Lawyer?"*

Often ex-soldiers who have chosen money over duty. Although arrogant, they are cautious and tend to wait for sufficient support before risking their lives.

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 5, KNW: 2, PCP: 2,

PRS: 2, STG: 5, SPD: 4, STL: 3, TGH: 6.

Armour: Brigandine

Weapons: Heavy Revolver, or Sawn-off Shotgun.

The leader of a Household Guard team may well have a Tesla Gun.

### Household Retainer

*"Step back please Sir, or they may be consequences"*

Highly paid men, many of whom are ex-soldiers or mercenaries. They are loyal to the men they protect and will take a bullet for them.

STR: 2, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 4, FTG: 5, KNW: 6, PCP: 5,

PRS: 5, STG: 5, SPD: 4, STL: 4, TGH: 8.

Armour: Light Armour [Lined Coat]

Weapons: Heavy Revolver

### House Solicitor

*"The needs of the few often outweigh the needs of the many, but this is business you know"*

The ultimate weasels. Cunning, vicious and with no regard for the rule of law. They will spend money and lives to achieve their master's ends.

STR: 2, DEX: 2, INT: 3, SPT: 3.

AGI: 4, CFT: 5, FTG: 6, KNW: 8, PCP: 6,

PRS: 8, STG: 7, SPD: 4, STL: 6, TGH: 10.

Armour: Light Armour [Lined Coat]

Weapons: 9mm Automatic

House staff have access to armoured carriages, wagons and trucks.

Unless caught literally red-handed the Police will not arrest them, Even if they do it is likely they will be released by morning.

They are also quite likely to surrender to Police or the Adventurers if outmatched – after all 'they know their rights'.

## The Committee for Public Safety

The future safety of the Republic lies in the compliance and cooperation of its citizens both meek and mighty.

The Auditors of the Committee can detain and question anyone and go anywhere.

Though they are always painfully polite about it.

By nature they are both relentless and humourless.

They usually work in teams of three, their roles defined by their badge numbers (see below).

No-one wants an Auditor on their case as the result is almost certain to be both unpleasant and short.

### Auditor (Numbers 100-999)

*"Cooperation is required Citizen"*

These are the Auditors you see on the street each day, investigating crimes against the safety of the people of the Republic.

STR: 2, DEX: 2, INT: 3, SPT: 2.

AGI: 4, CFT: 5, FTG: 5, KNW: 6, PCP: 5,

PRS: 4, STG: 5, SPD: 4, STL: 4, TGH: 8.

Armour: Lined Coat

Weapons: Auditor Pistol

### Auditor (numbers 21-99)

*"Who you are, or even who you know, has no bearing in this matter Citizen"*

These are specialist Auditors who investigate high crimes & misdemeanours.

STR: 2, DEX: 2, INT: 4, SPT: 3.

AGI: 4, CFT: 5, FTG: 6, KNW: 8, PCP: 7,

PRS: 6, STG: 6, SPD: 4, STL: 5, TGH: 10.

Armour: Lined Coat

Weapons: Auditor Pistol

### Auditor (numbers 01-19)

*"Oh good, you are conscious again. Shall we begin again?"*

The most important Auditors. If one of these is after you then even death will not protect you and your secrets.

STR: 2, DEX: 2, INT: 5, SPT: 5.

AGI: 4, CFT: 7, FTG: 7, KNW: 10, PCP: 10,

PRS: 10, STG: 7, SPD: 4, STL: 7, TGH: 14.

Armour: Lined Coat

Weapons: Auditor Pistol

## The Police

The Republican Police Force is rough, tough and frequently corrupt. The pay is low, the hours long and few make it to the minimal pension.

Despite this many still do take their oath to 'Protect by all legal means' seriously.

There are no Automaton in the Police.

### Constable

*"Hello, hello, hello. What's all this then?"*

The public face of the Force. These know their neighbourhoods like the back of their hands.

They often turn a blind eye to Auditor activities and a fair proportion are on the take.

When faced with danger they are brave but not foolhardy.

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 5, KNW: 2, PCP: 2,

PRS: 2, STG: 5, SPD: 4, STL: 3, TGH: 6.

Armour: Lined Tunic.

Weapons: Service Revolver, Truncheon.

### Special Constable

*"Come quietly son, no-one needs to get 'urt"*

In these increasingly dangerous times the Commissioner has formed a number of Special Squads. These heavily armed teams are deployed to maintain order through superior firepower.

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 6, KNW: 2, PCP: 2,

PRS: 2, STG: 6, SPD: 4, STL: 3, TGH: 8.

Armour: Brigandine.

Weapons: Service Revolver, Combine Carbine.

One man in six is a marksman with a Combine Rifle with Telescopic Sights.

### Detective

*"I have a bad feeling about this case"*

The least glamorous and possibly most dangerous job in the Force is the Detective. Charged with investigating crimes these men are always in danger. As a result many are very cautious.

STR: 2, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 4, FTG: 5, KNW: 6, PCP: 5,

PRS: 5, STG: 5, SPD: 4, STL: 4, TGH: 8.

Armour: Lined Coat.

Weapons: Service Revolver.

### District Commander

*"Even Justice has a price you know"*

Forced to face impossible odds every day these men are frequently heavy drinkers. Many create pacts with the devils they know to maintain some peace on the streets.

STR: 2, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 4, FTG: 5, KNW: 6, PCP: 5,

PRS: 5, STG: 5, SPD: 4, STL: 4, TGH: 8.

Armour: Lined Coat

Weapons: Service Revolver

The Police have access to a fleet of unarmoured Carriages. They also have armoured Wagons for the Special Squads and Prisoner Transfer.

## Odds & Ends

The following are a few less well organized types that the Adventurers may encounter.

### Fenians

*"A Free Ireland or Death!"*

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 5, KNW: 2, PCP: 2,

PRS: 2, STG: 5, SPD: 4, STL: 3, TGH: 6.

Armour: None

Weapons: Dagger, Revolver or homemade explosive or incendiary devices.

Usually work in small bands of 3-5 men, plotting the overthrow of the Republic through acts of sabotage and murder.

### The Ingenious Bank Robber

*"You'll never take me alive copper!"*

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 5, KNW: 2, PCP: 2,

PRS: 2, STG: 5, SPD: 4, STL: 3, TGH: 6.

Armour: Heavy [Ned Kelly Suit].

Weapons: Sawn-Off Shotgun or even a flamethrower.

### Street Criminal

*"Give me what you got...now!"*

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 5, KNW: 2, PCP: 2,

PRS: 2, STG: 5, SPD: 4, STL: 3, TGH: 6.

Armour: None

Weapons: Revolver or Knife or Piece of Pipe.

### Deranged Automaton

*"Make the pain go away or die!!!"*

STR: 4, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 9, KNW: 2, PCP: 2,

PRS: 2, STG: 5, SPD: 6, STL: 3, TGH: 12.

Armour: Medium or Heavy Sheathing

Weapons: Heavy Revolver, Retractable Blades.

A few Anima cannot take the horror of their new existence, especially those forced to fight. They go mad and become solitary psychopaths just hunting and killing without mercy or restraint until they are destroyed.