

OPPOSING FORCES

BODYGUARD

Athletics +2, Driving +2, Hand-to-Hand +2, Medic +1, Shooting +6, Weapons +6
Alertness Threshold: +2
Stealth Modifier: +0
Hit Threshold: 4
Weapon: -1 (flexible baton), +1 (9mm SIG-Sauer P226 pistol)
Health: 8

CIVILIAN

Athletics +1
Alertness Modifier: -2
Stealth Modifier: -1
Weapon: -2 (fist)
Health: 2

CIVILIAN — TOUGH GUY

Athletics +1, Hand-to-Hand +4, Weapons +1
Alertness Modifier: -2
Stealth Modifier: -1
Weapon: -1 (club or knife)
Health: 4

DOG

Athletics +2, Fighting +1
Alertness Modifier: +3 (keen smell/hearing)
Stealth Modifier: +1 (if trained to keep silent; otherwise -1)
Hit Threshold: 4
Weapon: +0 (bite)
Pack Attack: 3 dogs vs. 1 target, target suffers -1 Hit Threshold vs. third attack.
Worrying Bite: If 2 bites in a row succeed, dog clamps down. Second attack deals x2 damage. Once worrying, dog does not need to make attack rolls (but is Hit Threshold 3 vs. target they're worrying).
Health: 6

OTHER DOGS:

Guard Dog: Fighting +2
Drug Dog: Conceal +1 (plus Alertness)

MAFIOSO

Athletics +1, Driving +1, Hand-to-Hand +1, Shooting +1, Weapons +1
Alertness Modifier: +0
Stealth Modifier: +0
Weapon: -1 (knife), +1 (9mm Glock 26 pistol)
Health: 5

MAFIOSO — MOB BOSS

Athletics +1, Driving +1, Hand-to-Hand +2, Shooting +1, Weapons +2
Alertness Modifier: +1
Stealth Modifier: +0
Weapon: -1 (knife/chain), +1 (9mm Glock 26 pistol)
Inspiration: Underlings get +1 on rolls while protecting him.
Health: 10

MILITIA

Athletics +1, Driving +1, Hand-to-Hand +1, Shooting +1, Weapons +1
Alertness Modifier: -1 (distractible)
Stealth Modifier: -1 (undisciplined)
Weapon: +0 (machete/pitchfork), +0 (7.62mm AK-47 assault rifle)
Health: 4

POLICE

Athletics +1, Conceal +1, Driving +1, Hand-to-Hand +1, Shooting +1, Weapons +1
Alertness Modifier: +1
Stealth Modifier: +0
Weapon: -1 (baton), +1 (9mm Walther P99 pistol), 12-gauge Franchi SPAS shotgun (+4 point-blank, +2 close, +1 near)
Special: tear gas grenades
Armor: -2 vs. bullets, -1 vs. other (police tactical vest)
Health: 6

NPC Ability Pools: 2 (mook), 4 (default), 8 (boss)
Hit Threshold: 2 (mook), 3 (default)

POLICE — GENDARME

Athletics +1, Driving +1, Hand-to-Hand +1, Shooting +1,
Weapons +1
Alertness Modifier: +1
Stealth Modifier: +0
Weapon: +1 (9mm Beretta 92F pistol), +1 (9mm Beretta M12
SMG)
Armor: -2 vs. bullets, -1 vs. other (police tactical vest)
Health: 6

BORDER GUARD: Conceal +1

POLICE — NATIONAL SECURITY (FBI / FSB)

Athletics +1, Conceal +1, Driving +2, Hand-to-Hand +2,
Shooting +2, Weapons +1
Alertness Modifier: +1
Stealth Modifier: +0
Weapon: -1 (baton), +1 (9mm Walther P99 pistol), 12-gauge
Franchi SPAS shotgun (+4 point-blank, +2 close, +1 near)
Special: tear gas grenades
Armor: -2 vs. bullets, -1 vs. other (police tactical vest)
Health: 6

POLICE — SWAT

Athletics +2, Driving +1, Hand-to-Hand +2, Shooting +2,
Weapons +1
Alertness Modifier: +1
Stealth Modifier: +1
Hit Threshold: 4
Weapon: +1 (9mm Glock 17 pistol), 12-gauge Remington 870
shotgun (+4 point-blank, +2 close, +1 near), +1 (9mm H&K
MP5 SMG; scope + laser sight)
Special: flash bang grenades
Armor: -3 vs. bullets, -1 vs. other (military-grade armor; helmet +
face shield (-1))
Health: 8

SNIPER

Athletics +2, Driving +1, Hand-to-Hand +1, Shooting +2,
Surveillance +2, Weapons +1
Alertness Modifier: +2 (night vision optics)
Stealth Modifier: +1 (+2 in sniper hide)
Hit Threshold: 4
Weapon: +2 (8mm Zastava M76 sniper rifle), +1 (9mm CZ99
pistol), -1 (combat knife)
Armor: -2 vs. bullets, -1 vs. other (tactical vest)
Health: 7

SOLDIER

Athletics +2, Driving +1, Hand-to-Hand +1, Shooting +1,
Weapons +1
Alertness Modifier: +1
Stealth Modifier: +0
Hit Threshold: 4
Weapon: -1 (combat knife), +0 (5.56mm H&K G36 assault rifle)
Special: grenades
Armor: -3 vs. bullets/explosives, -1 vs. other (military-grade
armor; helmet)
Health: 7

OTHER SOLDIERS:

Conscript / National Guard: Athletics +1, Hit Threshold 3
Active Combat Operations: Shooting +2

SOLDIER — SPECIAL OPERATIONS

Athletics +2, Driving +1, Hand-to-Hand +2, Shooting +2,
Weapons +2
Alertness Modifier: +1 (+2 by night vision optics)
Stealth Modifier: +1
Hit Threshold: 4
Weapon: -1 (combat knife), +1 (9mm Izmekh PB silenced pistol),
+1 (9mm AS Val heavy assault rifle; with scope)
Special: grenades
Armor: -3 vs. bullets/explosives, -1 vs. other (military grade
armor; helmet)
Health: 8

TERRORIST

Athletics +1, Driving +1, Hand-to-Hand +1, Shooting +1,
Weapons +1
Alertness Modifier: +0
Stealth Modifier: +1
Weapon: -1 (knife), add firearm or explosive if on mission
Health: 4

THUG

Athletics +1, Driving +1, Hand-to-Hand +1, Shooting +1,
Weapons +1
Alertness Modifier: +0
Stealth Modifier: -1
Weapon: -1 (blackjack/knife), +0 (club), +1 (9mm Makarov PMM
pistol)
Health: 6

OTHER THUGS:

Gym Rat: Athletics +2, Hit Threshold 4
Triggerman: Shooting +2
Rambunctious: +1 damage (9mm TEC-9/Uzi SMG)
Boss Thug: Athletics +2, Hit Threshold 4, Health 8

NPC Ability Pools: 2 (mook), 4 (default), 8 (boss)
Hit Threshold: 2 (mook), 3 (default)

OPERATIVES

ASSASSIN

Athletics +2, Conceal +2, Disguise +2, Driving +1, Hand-to-Hand +1, Shooting +3, Weapons +2

Alertness Threshold: +2

Stealth Modifier: +2

Hit Threshold: 4

Weapon: +3 (sniper rifle; special weapons training), +1 (9mm), -1 (flexible baton)

Hidden Weapon: 1 point spend to produce hidden/prepared weapon.

Armor: -1 vs. bullets (concealed vest)

Health: 8

CON MEN

Athletics +2, Disguise +3, Driving +1, Hand-to-Hand +1, Medic +1, Preparedness +2, Shooting +1, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Hit Threshold: 4

Weapon: +1 (9mm SIG-Sauer P226 pistol)

Cover Pool: 10

Health: 10

CROOKED LAWYER

Athletics +1, Driving +2, Hand-to-Hand +1, Shooting OR Weapons +1

Alertness Threshold: +2

Stealth Modifier: +1

Weapon: -2 (fists/swung briefcase)

Health: 6

CUSTODIAN OF THE LAIR

Athletics +2, Driving +1, Hand-to-Hand +1, Shooting +3, Weapons +2

Alertness Modifier: +1 (+3 on home ground)

Stealth Modifier: +1 (+2 on home ground, +4 with ghillie suit)

Weapon: shotgun (+4 point-blank, +2 close, +1 near), +1 hunting rifle, -1 heavy walking stick

Trap: 1 point spend in lair, PCs make Conceal test (difficulty 5) to spot trap. On failure, IED, fall down pit trap, or put foot in mantrap.

Armor: -2 vs. bullets (tactical vest)

Health: 10

DRIVER

Athletics +2, Driving +3, Hand-to-Hand +1, Medic +1, Piloting +3, Shooting +1, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Hit Threshold: 4

Weapon: +1 (9mm SIG-Sauer P226 pistol)

Health: 10

MARTIAL ARTIST

Athletics +3, Driving +1, Hand-to-Hand +3, Medic +1, Shooting +1, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Martial Arts: 4-point dedicated pool for Hand-to-Hand rolls.

Hit Threshold: 4

Weapon: +1 (9mm SIG-Sauer P226 pistol)

Health: 10

SECURITY SPECIALIST

Athletics +3, Driving +1, Hand-to-Hand +2, Shooting +3, Weapons +2

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +2 (9mm pistol; special weapons training), +1 (assault rifle), -1 (boot knife)

Tight Ship: +2 difficulty to Infiltration/Digital Intrusion checks.

Tactical Coordination: Regular goons get 2-point dedicated Shooting pool and +1 Alertness. (Cancel bonuses if cut off from specialist's guidance.)

Armor: -2 vs. bullets (tactical vest)

Health: 14

SNIPER — ELITE

Athletics +2, Driving +1, Hand-to-Hand +1, Infiltration +2, Medic +1, Shooting +2, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Hit Threshold: 4

Weapon: +4 (VSS Vintorez sniper rifle; special weapons training), +1 (9mm SIG-Sauer P226 pistol)

Health: 10

NPC Ability Pools: 2 (mook), 4 (default), 8 (boss)

Hit Threshold: 2 (mook), 3 (default)

SURGEON — THE SCULPTOR

Athletics +2, Disguise +2, Driving +1, Hand-to-Hand +2, Medic +3, Shooting +2, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Hit Threshold: 4

Weapon: +0 (tranquilizer pistol, see Kolokol-1, NBA p. 81), +1 (9mm SIG-Sauer P226 pistol)

Health: 10

SWALLOW — INFILTRATION SPECIALIST

Athletics +2, Driving +1, Hand-to-Hand +1, Infiltration +2, Medic +1, Preparedness +2, Shrink +2, Shooting +1, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Hit Threshold: 4

Weapon: +1 (9mm SIG-Sauer P226 pistol)

Health: 10

TORPEDO (CONTRACT KILLER)

Athletics +2, Driving +1, Hand-to-Hand +1, Medic +1, Shooting +3, Weapons +1

Alertness Modifier: +2

Stealth Modifier: +1

Hit Threshold: 4

Weapon: +2 (STG-940 Stasi machine gun; special weapons training), +1 (9mm SIG-Sauer P226 pistol)

Health: 10

RENFIELD CONVERSION

+4 Athletics, +4 Health, +4 to any other ability

+1 to Alertness Modifier

+1 to all melee damage

Take 2: -1 Armor, Enhanced Hearing, Infravision, Regeneration (2/round), Tracking By Smell, Unfeeling

Take 1: Apportation, Cloud Men's Minds, Mesmerism, Spider Climb, Strength, Vampiric Speed

NPC Ability Pools: 2 (mook), 4 (default), 8 (boss)

Hit Threshold: 2 (mook), 3 (default)