

# Masters, Minions & Mooks – Ordinary Villains in Carbon City

## Introduction

This is a collection of ready to use 'ordinary' villains that the games master may like to use against his heroes.

Although 'ordinary' they should not be underestimated. The Heroes are 1930's supermen, not the invulnerable ones you get in today's films, Fire enough bullets at them and they will eventually fall.

Note that the Police Force is listed here as they will often oppose masked vigilantes on their streets.

## The Corporations

The Corporations that run Carbon City are slick operations that tend to hire professionals. And they back them up with a battalion of lawyers.

### Corporate Assassin

A deniable arm of Corporate financial 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: 9mm Automatic, Sniper Rifle

### Corporate Security

Often ex-Cops who have chosen money over duty. Although arrogant, they are cautious and tend to wait for sufficient back-up 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: None

Weapons: Revolver, or Shotgun. The leader of a Corporate Security team may well have an Energy Pistol.

### Corporate Bodyguard

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: 9mm Automatic

### Corporate Fixer [Usually a Lawyer]

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

Corporate staff have access to armoured limousines, vans and trucks.

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

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

## Cyborg

A result of the Corporations' fascination with creating super-soldiers the Cyborgs are usually controlled by a Scientist nearby, unless they have gone rogue. Captured or killed specimens will be collected by the US Army.

STR: 4, DEX: 3, INT: 1, SPT: 2.

AGI: 6, CFT: 4, FTG: 8, KNW: 0, PCP: 3,

PRS: 0, STG: 4, SPD: 7, STL: 2, TGH: 12.

Armour: Heavy [Steel plating]

Weapons: Arm Blades [+1 to FTG]

Note that a wounded or KO'd Cyborg can self-repair using its Craft skill. This takes 1D6 turns.

## The Mob

The Mob regards itself as an extended family bound by ancient and unbreakable bonds of 'honour'. Every Soldier, Capo and Don will lay down his life for his family.

In return the it family protects them and nurtures their ambitions. It is almost impossible to wring a confession out of such men.

### Mafia Soldier

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

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

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

Armour: None

Weapons: Revolver, or Shotgun or Thompson SMG

### Mafia Capo

A Capo controls a neighbourhood for the Mob, overseeing all their activities.

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: 9mm Automatic

### Mafia Don

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

Mafia members travel around in Armoured Limousines. These have Medium Vehicle Armour giving 4 points of protection to their occupants or people using them as cover.

Mafia Soldiers will fight to the death if defending a Capo or Don. The latter are far more pragmatic and will surrender if obviously losing. They then rely on their lawyers and the Judges they own to keep them out of jail.

## The Police

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

Dominated by Irishmen and Poles, this mostly Catholic institution still does take its oath to 'Protect by all legal means' seriously.

For reasons of self-preservation the Police generally have a shoot first and question the survivors policy.

### Beat Officer

The public face of the Force. These know their neighbourhoods like the back of their hands. They often turn a blind eye to Mob 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: None

Weapons: Revolver, or Shotgun. Nightstick.

### Special Squad Officer

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: 5, KNW: 2, PCP: 2,

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

Armour: Medium.

Weapons: Revolver, Shotgun or Thompson SMG, Stun Grenades. One man in six is a marksman with a Sniper Rifle.

## Detective

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, and quite a few are on the take.

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: 9mm Automatic.

## Police Captain

Forced to face impossible odds every day these men are frequently heavy drinkers. Many create pacts with the devils they know, the Mob, 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: Light Armour [Lined Coat]

Weapons: 9mm Automatic

The Police have access to a fleet of unarmoured squad cars, now with wireless radios. They also have armoured trucks for the Special Squads.

## Odds & Ends

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

### The Anarchist/Saboteur

"For the revolution!"

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 homemade explosive or incendiary devices.

### 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: Thompson SMG or even a flamethrower.

### Mugger or Street Punk

"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.

### Mercenaries

"They used us and then threw us out, now it's our turn!"

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] or Medium.

Weapons: 9mm Automatic & Military Rifle. Possibly Grenades or a Thompson SMG.