

Low Kings

Nobsmen

Murder in Marienburg is a commonplace and street duels even more so. There are battles aplenty within the confusing jangle of Marienburg's almost organic streets. Every minor princeling with a grudge is on the warpath six months out of a given year, looking to increase his portfolio of influence. Notwithstanding so-called claimants to the long-vacant Barony of Westerland, whose arrival in the free-city of Marienburg is weekly in occurrence.

Criminal enterprises transport goods through bolt-holes connected by the Marienburg Grand Sewer network. When appropriate bribes have been placed with the City Watch and duties have been paid to the League, then black market goods can be transported overland on a cart. Established strong-armed gangs transporting significant quantities of fenced merchandise use the canals. The city is riddled with private lagoons and forgotten cisterns, which provide ample space for boats to moored and loaded with contraband in secrecy.

Racketeers are an established part of the city's underworld. Great rivalries exist between gangs and gentlemen's agreements are made by the mob leaders who operate the rackets.

'Low Kings' rule the crime syndicates of any Old World city. Local lords of the criminal underclass, monarchs of the underworld, absolute rulers of the streets, lords of the dark – The men who run the real city, run the whores, traffic drugs, fund the gaming houses, control the streets or in the case of Marienburg, its waterways.

Ceaseless territorial disputes grind on in the slums and refuges. Old Tilean mobs find ragged junk markets encroaching on their turf, operated by newcomers from the spice port of Copher sailed in by corsairs of Lashiek. A larger scale gang war has been brewing in the Marienburg underworld for some time.

Illegal profit, smugglers circumvent the revenue men and illicit outlay. Marienburg Fish – The Fish and the Hooks are also the criminal gangs of Altdorf.

"Vampires don't bother Fish. It's one thing to have a cult on a campaign to wipe you out, but it's a lot more serious if one of the dock gangs gets a down on you."

— Lady Melissa d'Acques, Vampire Elder

League of Gentlemen Entrepreneurs

Although the city of Marienburg is governed by the merchant elite, the streets are under the rule of the League of Gentleman Entrepreneurs. The current leader of the "Guild We've Never Heard Of" is a racketeer known as Casanova. Adalbert Henschmann is an unpleasant individual with his fingers in many pies. He lords over the city's underbelly from his headquarters at the Marienburg Gentlemen's Club, which sit opposite the Guild of Stevedore's and Teamsters on Riddra Isle in the South Dock district.

The flow of trade in Marienburg is directed by one man who sits in charge at the Guild of Stevedore's and Teamsters. Lea-Jan Cobbius is the most powerful man in the city because he controls the docks and commands all of the stevedore teams who work them. By his edict all goods would cease to move through the port.

Crime Syndicates

Crime syndicate leaders, slum lords and members of the League include; Miguelito Nuñez 'Little Round Head', Racketeer; Guan Lo Fat, Racketeer, Herbalist and Slavemaster; Lisette Leerer, Leather-Merchant, Intelligence Officer, Enforcer and Assassin; Venk Kataswaran the Lascar, slaver and trader, proprietor of the Golden Lotus Dreaming House.

The warehouse at Haagen's Wharf at the eastern end of Riddra Isle is managed by Jochen Kaaimans who is a merchant nicknamed 'Breukrots' after the wrecker's rocks. House van Haagen owns the wharf but its charge has free reign to pursue malpractice; the petty frauds and dodges he runs on Gravel Street. He has illicit dealing with Thijs Modegekker and his smuggling gang.

Just off the south side of Potion Square on Silver Street is Kluger's Emporium. The antiques and curious shop contains towering heaps of jumbled miscellany. The death of his has Hans him with a deep grudge against the law and its minions. Through his father's shady dealings Hans Kluger has been left with extensive contacts in Marienburg's underworld. Many of his childhood friends are among the most feared and respected members of the city's criminal fraternity. Hans (has dealing with Ruud Vilager?) does a good imitation of an outraged honest trader but he will buy and sell anything. Unless recommend by one of his contacts then strangers needing his services as a fence must make the first move. Valuable items rarely stay on the premises long. Hans has buyers lined up and particularly hot items are shipped to contacts in the Empire, Bretonnia and Kislev.

"My father used to call moons like this 'smugglers moons'. I can see why. Dark. The excisemen would find it hard to see you on a night like this."

— Felix Jaeger, Poet

The secrecy of private saltwater lagoons and smugglers dens means that skiffs, water coaches, rowboats, sailing ships & galleons are all suspect transportation for contraband. In the fight against wet crime the watch has to contend with the smuggle of illegal cargo; drugs, stolen trophies, forbidden magic artefacts, living spoils and other less savoury body parts. Most seized valuables and magical items are swiftly claimed through back channels as the property of the League.

A keen appraisal of smuggling skulduggeries within organised crime culture by playwright, street performer and suspected werecreature **Stuart Cresswell** tracing vendetta law exemplified in the ghetto violence of deal brokering gangsters on the channels that feed into the Empire.

Special rules

Underworld Contacts: A Hero visiting a bordello, casino, dream parlour etc (see Infamous Haunts) can re-roll any dice rolls made. The second result must always be accepted.

Choice of warriors

A Criminal Gang must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your gang. The maximum number of warriors in the gang is 15.

Racketeer: Each Criminal gang must have one Racketeer.

Enforcer: Your gang may include a single Enforcer.

Fence: Your gang may include a single Fence.

Guttersnipes: Your warband may include up to two Guttersnipes.

Smugglers: Your warband may include any number of Smugglers.

Bruisers: Your warband may include up to two Bruisers.

Rapscallions: Your warband may include up to four Rapscallions.

Starting experience

A **Racketeer** starts with 20 Experience.

An **Enforcer** starts with 8 Experience.

A **Fence** starts with 12 Experience.

Guttersnipes start with 0 Experience.

Henchmen start with 0 Experience.

Mobsmen equipment lists

The following lists are used by Mobsters to pick their equipment.

MOBSMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

| | |
|---------------------------|---------------|
| Dagger..... | 1st free/2 gc |
| Club/Mace..... | 3 gc |
| Knuckledusters..... | 5 gc |
| Sword..... | 10 gc |
| Spear..... | 10 gc |
| Double-handed weapon..... | 15 gc |
| Morning star..... | 10 gc |
| Spiked gauntlet*..... | 15 gc |

Missile Weapons

| | |
|----------------------------|----------------------|
| Net..... | 5 gc |
| Pistol..... | 15 gc (30 for brace) |
| Throwing stars/knives..... | 15 gc |
| Crossbow..... | 25 gc |
| Blunderbuss..... | 30 gc |
| Handgun..... | 35 gc |

Armour

| | |
|-------------------|-------|
| Shield..... | 5 gc |
| Buckler..... | 5 gc |
| Light armour..... | 20 gc |

Miscellaneous Equipment

| | |
|-------------------------------|-------|
| Rope & hook..... | 5 gc |
| Lantern..... | 10 gc |
| Thief's cloak..... | 15 gc |
| Lock picks**..... | 15 gc |
| Fence's iron strongbox**..... | X gc |

*Enforcer only

**Fence only

Mobsmen skill table

| | Combat | Shooting | Academic | Strength | Speed | Special |
|-------------|--------|----------|----------|----------|-------|---------|
| Racketeer | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Enforcer | ✓ | ✓ | | ✓ | ✓ | ✓ |
| Fence | ✓ | ✓ | ✓ | | ✓ | ✓ |
| Guttersnipe | ✓ | | | | ✓ | ✓ |

1 Racketeer

75 gold crowns to hire

The mob leader is an aspiring smuggler whose outfit discreetly operates protection racketeering alongside small-time smuggling, blackmailing and loansharking deals. The tricky part is to avoid being noticed by the League of Gentlemen Entrepreneurs. Once a series of gentlemen's agreements are established the mobster has his sight set on becoming an established member of the League with ambitions to gather enough influence to put himself in charge!

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Racketeer | 4 | 4 | 4 | 3 | 3 | 1 | 4 | 1 | 8 |

Equipment: The Racketeer may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Racketeer may use his Leadership value instead of his own when taking Leadership tests.

Looter: The Hero is an expert in finding valuables on a victim before moving on. If the Hero takes any warriors of the enemy warband *out of action* (and he was not taken *out of action* himself), the Hero's warband receives one additional Treasure, in addition to the normal +1 Treasure he might already add through the Cutpurse skill. This does not affect the opposing warband's number of Treasures.

0:2 Guttersnipes

25 gold crowns to hire

Street urchins are toughened flotsam orphans turned teenage cutpurses recruited into Marienburg's criminal underworld. Guttersnipes dress in a distinctive gang uniform, acting thuggish and frightening lone citizens with the occasional mugging. Young ruffians fulfil their quota by picking pockets for the racketeer whilst they serve as recruiters for the gang.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Guttersnipe | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |

Equipment: Guttersnipes may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Tea-Leaf! Naturally thieves are most adept at picking pockets! A Guttersnipe may attempt to steal one item during the post battle sequence. Choose any item, if it is a common item the Guttersnipe successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6.

Any items stolen may be used in exactly the same way as one that was bought. If the Guttersnipe fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is caught by whatever authorities there may be and is hung. Remove him from the warband roster.

0:1 Enforcer

40 gold crowns to hire

The crime lord's right-hand man is regularly used as a frightener when clients are slow to pay for protection. Masters of spycraft and deception are usually elevated to act as the racketeer's chief intelligence officer.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Enforcer | 4 | 4 | 3 | 4 | 3 | 1 | 3 | 1 | 7 |

Equipment: The Enforcer may be equipped with weapons and armour chosen from the Mobsmen equipment list.

0:1 Fence

55 gold crowns to hire

Racketeers use a black marketer to safeguard and improve availability of contraband items using their acute knowledge of the city's underbelly.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Fence | 4 | 2 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |

Equipment: A Fence may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Sham: A Fence has an eclectic range of items procured from sources best left unspoken. Offered at incredible prices, traders should be wary for their word is not their bond and such items are often flawed...

All of the items purchased through the Fence are at their base price (ie, do not add the random gold modifier for items). All items bought from the Fence are also at half price but once the item is first used roll a D6. On a roll of 1 the item breaks and is useless – an elaborate fake!

At the end of each battle (whether or not the Halfling Fence actually took part), roll a D6 and consult the following chart.

| D6 | Result |
|----|----------------------------|
| 1 | Halfling cookbook |
| 2 | Ithilmar weapon |
| 3 | Gromril weapon |
| 4 | Tome of magic or Holy tome |
| 5 | Hunting rifle or Elven bow |
| 6 | Brace of duelling pistols. |



Henchmen

Smugglers

25 gold crowns to hire

Stevedores working the dock are thugs, trulls, bravos, gangsters, hustlers, blackmailers, drug-dealers, felons, crooks, hoodlums of every stripe! Common smugglers are armed with knives, clubs, knuckledusters (brass knuckles or chain gloves) or occasional sword. Successful racketeers can afford to arm their lackeys with flintlocks and sharp blades.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Smuggler | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Equipment: Smugglers may be equipped with weapons and armour chosen from the Mobsmen equipment list.

0.2 Bruisers

30 gold crowns to hire

Bull-necked flunkies are pit wardens in the baiting arenas. Bouncers and bailiffs with lantern jaws are always on-hand to protect the crime boss. Bodyguards and alley bashers with broken noses, bullies and varlets with scarred scalps; hard men armed with clubs and cudgels.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Bruiser | 4 | 3 | 3 | 4 | 3 | 1 | 2 | 1 | 7 |

Equipment: Bruisers may be equipped with weapons and armour chosen from the Mobsmen equipment list.

0.4 Rapscallions

20 gold crowns to hire

Underworld contacts such as fences provide work and a safe place to hide should protagonists need it. A crime lord who fancies a minion with a little more flair than a common thug might offer pickpockets regular employment. Immigrant cutpurses and footpad urchins are plucked from mobs of street children the moment they display skill as thieves.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Rapscallion | 4 | 3 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |

Equipment: Rapscallions may be equipped with weapons and armour chosen from the Mobsmen equipment list.

SPECIAL RULES

Hide In Shadows: Rapscallions can blend into the shadows so that opponents will not see them before a mugging. As long as they are within 1" of a wall or other linear obstacle (hedge, fence, well etc), opposing models must pass an Initiative test in order to charge or shoot at them.

"It has to be smugglers. They dress like servants of the priests of Morr, so that they can move merchandise around... The only people never stopped by citizens of the Watch in this city are dead. And bearers of the dead."

— Kruza, Middenheim Cutpurse



Mobsmen special skills

Mobsmen may choose to use the following skill list instead of the standard skill lists.

Backstabber: The Hero specializes in attacking his targets when their back is turned. The Hero may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the Serious Injuries chart are at +1. The bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Pick Locks: The Hero knows how to open doors that others find impossible. When testing to open a locked door, the Hero just needs to make an Initiative test in order to be successful.

Poisoner: A warrior with this skill knows how to prepare lethal poisons and potions. The Hero knows exactly where to resource the drugs and arcane herbs required to produce them himself. The Hero starts each game with his weapons coated with Black Lotus or Dark Venom. The controlling player decides which poison the Hero is armed with before the game starts, and the poison does not need to be traded for. The Hero cannot poison other warrior's weapons, nor will he loan his out!

Slaver: Any Hero or Henchman put *out of action* by the Slaver in hand-to-hand combat will automatically be *captured* (see 'Captured' on the Serious Injuries chart, p.119 of the Mordheim Rulebook) unless the Mobsmen warband is routed.

Any Hero or Henchman *captured* must be sold or exchanged to another warband during the post battle sequence. If an arrangement cannot be reached with another warband, then that particular Hero or Henchman is sold into slavery and removed from the warband roster.

There may never be more than two warriors with this skill in the warband at any one time.

Stealthy: The Hero can hide even after running, and can run while within 8" of enemy models if he starts and ends his move *bidden*.

Cutpurse: The Hero makes his profession by finding items others have lost. At the end of the game when the warband rolls to find Treasures, they receive one additional Treasure as long as the Hero was in the battle, and wasn't taken *out of action*.

Nobsmen special equipment

This equipment is only available to Criminal Gangs, and no other warband may purchase it.

knuckledusters

5 gold crowns
Availability: Rare 6

Thugs and robbers infest mighty cities of the Empire. Marienburg has more than its share of hoodlums who would not hesitate to strike their enemies with a low blow! Easily secreted, knuckledusters used in pairs. While of limited use in a street fight, simple brass knuckles have an effect that most brutish crooks can appreciate.

Range: Close Combat **Strength:** As user
Special Rules: Pair, Concealable

SPECIAL RULES:

Pair: Knuckledusters are used in pairs, one in each hand. A warrior armed with knuckledusters gets an additional attack.

Concealable: Knuckledusters are small enough to stow away in any pocket. They do not count towards the two close combat weapons a model may carry. They may be used in any scenario which prohibits use of weapons, such as 'Last Orders!' or 'Pit of Blood'.

fence's iron strongbox

30 gold crowns
Availability: Rare 10

The strongbox has a hidden compartment providing storage space for a fence to smuggle goods past watch patrols and excise men. One item can be concealed inside the iron strongbox. A wyrdstone item can be sealed in this way meaning its hazardous side-effects may be ignored by the bearer.

The strongbox never leaves the possession of the warband but it cannot be used unless the warband includes a Fence. Two models are required to move the strongbox.

spiked gauntlet

15 gold crowns
Availability: Rare 7

The baiting pits of the underworld are no place of the feint hearted. Blood soaks the sawdust covered floors of the fighting arenas! Chain gloves are a popular tool amongst the bruisers who participate in prize bouts hosted in these seedy dens of vice.

Range: Close Combat **Strength:** As user
Special Rules: Parry, Chain glove

SPECIAL RULES:

Chain Glove: The spiked gauntlet counts as a hand weapon and a buckler. The gauntlet does not count as having a second weapon or buckler in hand when using another weapon that is 'Difficult to use'.

The gauntlet may be used in any pit-fight scenario which prohibits weapons, such as 'Pit of Blood'.

"Heinrich Klug and some fellow merchants formed a cartel with the aim of making Marienburg the sole trade route between Tilea and the Empire."

— Liliana Falcone, Assassin

thief's cloak

15 gold crowns
Availability: Rare 9

Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. The distance required to spot a warrior wearing a Thief's cloak when *bidden* is doubled.

"We've made our bargain now and it was a good one. You don't play foul with the lords of the marsh and get away with it."

— Schafer, River Pirate

Beasts in Velvet

By Jack Yeovil

The River Rat, pride of the Reik and Talabec line, had the Marienburg to Altdorf run, carrying wines from Bretonnia, cloth from Albion and scrimshaw baubles from Norsca. And, during its twenty-five year life, it had never arrived in Altdorf with exactly the same cargo that left Marienburg. Rather, while the cargo might have entered Altdorf intact, it always seemed peculiarly diminished by the time the unloaded goods were inventoried.