



Watchmen

The Black Caps

The Honourable Company of Lamplighters and Watchmen is the appointed constabulary for investigating dry crimes and meting out justice in Marienburg. Each patrol force is stationed at a watch post, or watch station. Patrols are barracked at a watch barracks situated near to the station and there is one watch post for each city district and named ward.

Combating criminal groups committing 'dry' crimes citywide is the City Watch. A local constabulary is patrolling in each of twenty wards. Watch posts, anchored in most wards. Law enforcers patrol the labyrinthine streets of Marienburg, each wearing distinctive hats, black and voluminous. Better known as the Black Caps, the city guard is a constant, if unobtrusive presence. Law enforcement is haphazard, but a few guilders in the right place can ensure that the city guard will keep a careful eye on your business – or discreetly ignore it, if that is preferred.

City watchmen have a familiar look, with heavily-ridged brows, bruised knuckles and three days beard. Big, hard arm muscles from hefting clubs and big, soft stomachs from hefting tankards.

Brutal methods are used by watchmen of the old school. Faced with a crime, and no obvious culprit, street coppers sometimes haul in someone obscure and hit them until a confession comes out. While looking impressive today on the court books this doesn't solve crime. When serving justice in Marienburg, the truth is not always the preferred solution.

All they know is they've been ordered onto the streets and docks to keep order, to patrol the quayside warehouses and will be brusque with anyone who is asking too many questions. At each station the Watch Captain appoints two sergeants to lead patrol forces on the night shift and the graveyard shift.

Many of the upstanding agents of the law take bribes from criminals; a shilling here or there to look the other way when some act of petty theft has forced itself on their attention, or a levied more fines than they declared back at the watch house. Such action is not the course of all agents, as a few keep from picking up bad habits from older, more cynical watchmen.

"There's nothing wrong with killing, just so long as the right people get killed. But you don't get to be a hero by doing the same thing murderers do."

— Captain 'Filthy' Harald Kleindeist, Watchman

Citizens volunteering to assist the watch are branded as traitors. Watch stations always have at least one spy in their midst reporting back to the League of Gentlemen Entrepreneurs.

The city is divided into twenty wards. At least it is for administrative purposes. In addition to the officially recognised districts there are a bewildering number of so-called boroughs, areas with their own distinct identities and remarkably fluid boundaries. The largest of which in the Craftsmarket is the Halfling Quarter known colloquially as the Little Moot. Each of these has its own watch barracks and watch houses, with the exception of the Elftown, where the elves live which is outside the watch's jurisdiction, and the Dead Canal which is treated as a no-go area left strictly alone aside from occasional incursions in force.

Official law enforcement agencies are not the only groups interested in fighting crime. Marienburg is host to countless sleuths; sryers, bounty hunters and the odd private eye are licensed to uphold the law. Templars will put their oar in when they have no jurisdiction, especially the Witch Hunters.

Black Caps: City Watch patrols may requisition one Watch Carriage with two horses before every battle.

River Watch

The Marienburg Secretariat for Trading Equity are the wardens of order on the city waterways. From their headquarters in the Palace District the River Watch operates what they call Port Law. At any time the Secretariat is authorised to commandeer the services of the City Watch to help their own investigations. This arrangement contributes to the mutual resentment and rivalry between the two forces since the Black Caps loathe being associated with the unpopular taxmen, while the River Watch consider their landlocked counterparts to be corrupt slackers.

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.

Occasionally the River Watch patrol is tasked to support the Caps in a joint operation. These clashes have been known to end in violence. There is little love lost between the Black Caps and their opposite numbers, charged with maintaining maritime law. In theory, the River Watch's jurisdiction is city-wide rather than being organised ward by ward, and although it is strictly restricted to the docks and waterways, they use the wider mandate they've been given to interfere in other matters to an extent most Black Caps find irksome in the extreme.

Secretariat: River Watch patrols may commandeer a River Boat before the start of every battle.

An inspection of the constabularies courtesy of the ceaseless audit trail of playwright, street performer and suspected werecreature Stuart Cresswell policing whistle-blowers allegations of corruption that threaten our great city by undermining justice on its docks and waterways.

Although everything on dry land belongs to the Black Caps and everything wet is the River Watch's, like most things in Marienburg, it is open to interpretation. The remit of the excise men on land is limited to within a hundred yards of a waterway. If a sewer runs underneath a crime scene of interest to them, the River Watch can justify claiming jurisdiction on the grounds of the subterranean waterway. There is no City Watch post in the Dead Canal so the responsibility for maintaining law and order, which theoretically falls to the Craftsmarket caps as the nearest barrack, can reasonably be argued that their despised colleagues have a better claim.

Joint operations are occasionally organised between the two constabularies. Such assignments have been known to deteriorate into rivalrous leadership contests, where each side feuds over operational control, and battles for custody. The 'waterboys', as the Black Caps like to refer to the River Watch, will try to claim the perpetrators arrest from their dry crime-solving counterparts on a joint venture and vice versa.

Knights of Purity

The forerunner in unofficial crime fighting comes courtesy of the Knights of Purity who are vigilantes honouring Solkan the Merciless. Notorious vigilante The Swords of Solkan must have contacts within the Black Caps – not surprising since magistrates and some officers of the watch, usually captains, are members of the Knights of Purity themselves.

Clerics of the Law, is what priests of Solkan believe themselves to be. Their activity is not exclusive to Marienburg, as the cult is known to have a powerbase in Altdorf. Devotees wear an amulet of Solkan.

Men of iron, merciless and utterly incorruptible preaching Solkan is Law. Scourge to the followers of evil. Fierce, disciplined with strictures of austerity and repression. Commanders of their own will serving under an angry god with the Lexicon of Banishment giving power to Law's servants to drive daemons back to their hellish seats and cleanse the world of change and chaos. A sword of Solkan conquers with a mighty hymn of Order and Destruction.

Special rules

Whistling: Watch patrols can summon assistance in the recovery phase by blowing their whistles. D3+1 Watch Officers arrive in D3 turns, and further whistling after they arrive will bring more help.

Assuming the patrol whistles on the first turn then reinforcements will arrive in the recovery phase of a following turn unless the game has ended. Once reinforcements arrive the patrol can immediately whistle again in the hope of receiving assistance. Officers whistled for are armed with a club and deployed within 6" of a randomly determined table edge after compulsory moves and charges resolve. They do not count for the purpose of rout tests.

Jurisdiction: Instead of rolling on the Serious Injury Chart the warrior chooses to go quietly. Warriors taken *out of action* in close combat are placed *under arrest* whenever an Injury Chart result rolled is a natural 6, unless the warband following this plot routed. Any equipment belonging to warriors placed *under arrest* cannot be kept by the warband unless they were impounded in accordance with campaign objectives. Confiscated items cannot be sold or traded.

Interrogation: Instead of searching for a rare item during the post battle sequence, the leader of the Watch can interrogate a suspect Hero being held *under arrest*. On a successful Leadership test, the torturer prizes a secret from the Hero. The Watch patrol gain 1 extra Campaign Point. Whichever warband the *captured* Hero belonged to loses 1 Campaign Point. Suspects placed *under arrest* may only be interrogated once.

Fanatical: Knights of Purity are vigilante crusaders with twin identities hell-bent on the destruction of Chaos, and no heretic or daemon holds any terror for them! Any Hero of the Watch with 30 experience points becomes a crusader of Law. Knights of Purity automatically pass all Leadership based tests they are required to take.

"Prophecy in upon us, my brothers. Our duty is clear, our purpose is pure, and our faith is resolute. Go forth, friends, and do the will of Solkan!"

— Captain Georges Sandler, Knight of Purity

Choice of warriors

A patrol of Watchmen must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your patrol. The maximum number of warriors in the patrol is 12.

Watch Captain: Each patrol of Watchmen must have one Watch Captain. Choose one of the constabularies to represent; City Watch, River Watch or Marsh Watch.

Sergeant: Your warband may include up to two Sergeants.

Private Sleuth: Your warband may include one Sleuth.

Rookies: Your warband may include up to two Rookies.

Officers: Your warband may include any number of Officers.

Turnkeys: Your warband may include up to two Turnkeys.

Sewer Jacks: Your warband may include up to four Sewer Jacks.

Starting experience

A **Watch Captain** starts with 20 Experience.

A **Sergeant** starts with 8 Experience.

A **Private Sleuth** starts with 12 Experience.

Rookies start with 0 Experience.

Henchmen start with 0 Experience.

Watchmen equipment lists

The following lists are used by Watch patrols to pick their equipment.

WATCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Boat Hook	8 gc
Sword	10 gc
Spear.....	10 gc
Halberd.....	10 gc
Double-handed weapon.....	15 gc

Missile Weapons

Bow	10 gc
Pistol.....	15 gc (30 for brace)
Crossbow.....	25 gc
Blunderbuss	30 gc
Handgun.....	35 gc

Armour

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

Miscellaneous Equipment

Lantern	10 gc
Falconry glove*.....	10 gc
Hunting bird*.....	25 gc
Wardog	25 gc
Watch carriage/Stage coach	100 gc
Riverboat.....	100 gc

*Sergeants only

PRIVATE SLEUTH EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Staff	3 gc
Sword	10 gc
Spear.....	10 gc

Miscellaneous Equipment

Lock picks	15 gc
Marienburg Map	20 gc



Watchmen skill table

	Combat	Shooting	Academic	Strength	Speed
Watch Captain	✓	✓	✓	✓	✓
Sergeant	✓	✓		✓	✓
Private Sleuth	✓		✓		✓
Rookie	✓	✓			✓

Hunting bird

25 gold crowns Availability: Rare 12

Special Rules: Falconer

A good bird, trained, schooled, almost from the egg, to be a huntress, is a lethal pet. Huge she-hawks and some male warhawks still require josses to restrain their ankles and a hood to cover their eyes, but a well-trained bird does not take to the air until signalled. Faithful servant, devoted companion, murderous pet. Barbs attached to feet, a good attack-bird should have weapons as grown-in as a never-removed wedding ring.

SPECIAL RULES

Falconer: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

Hawking is a popular pastime amongst the Great Families of Marienburg. Gentlemen of noble lineage enjoy nothing greater than "...discussing the moor country and its prospects for falconry." A well trained fighting falcon is fully capable of blinding an opponent. Hunting birds including hawks, owls, ospreys and eagles are specially trained raptors suited to the sport.

Hunting birds can be used as missile weapons and as weapons in hand-to-hand combat as well by any warrior with the Falconer skill. The range of the falcon is 24". When shooting, roll to hit using the warrior's Ballistic Skill. This represents his skill in directing the falcon to its target in flight.

After a falcon attacks it flies back to the falconer. In close combat, falcons strike first with a single attack and use the warrior's Weapon Skill. Each successful falcon attack inflicts a Strength 3 hit.

If the Hero is taken *out of action* the falcon flies away, returning after the battle. Falcons cannot be attacked or slain, but if the Hero is slain the falcons are lost with him just like any other equipment.

A warrior must wear a leather or mesh falconry glove, otherwise be seriously injured when the raptor landed on his arm during each battle. Make a roll on the Serious Injury chart in the post battle sequence for a warrior using a hunting bird without a falconry glove.

Unless stated elsewhere a falconer may only supervise a single hunting bird.

1 Watch captain

60 gold crowns to hire

A well-connected captain will keep himself apprised of the various Watch commanders in the city. A word in the right ear at a convenient moment can get a captain noticed by his commanding officers and promoted to a safer district. On the other hand an ill word at the wrong time can assign a captain to policing a lawless borough or worse, a sentence served on Rijker's Isle!

Profile	M	WS	BS	S	T	W	I	A	Ld
Captain	4	4	4	3	3	1	4	1	8

Equipment: The Watch Captain may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

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



0.2 Sergeants

35 gold crowns to hire

When thief-takers who rise to become sergeants were formerly part of the armed forces, it shows when drilling their subordinates. On top of their patrol duties they train regularly in combat techniques and may consult priests from the cults of Manann, Myrmidia and Verena on how best to defend themselves whilst dispensing justice. Sergeants easily establish contacts in the nobility allowing them to engage instructors in military pursuits, falconry, and training for emergencies such as fires or coach crashes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	3	3	3	1	3	1	7

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

SPECIAL RULES

Falconer: Hunting birds may only be used by a Hero with the animal handling skill 'Falconer'.

0.2 Rookies

15 gold crowns to hire

Young officers of the Watch have everything to prove meaning they will answer an alarm at any time. Protesting from Priests of Verena that the Watch recruit women and halfling officers has received recognition by Watch command, with the change having made steady progress in some districts of the city. Officers of shorter stature spend most of their initiation in filth chasing beady-eyed rodents, with strike teams from the sewer-watch.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rookie	4	2	3	2	2	1	4	1	8

Equipment: Rookies may be equipped with weapons and armour chosen from the Watchmen equipment list.

0.1 Private sleuth

55 gold crowns to hire

In the case of violent crimes and pattern murders the constabulary will turn to a private detective. Operating as consultants to the Watch will be a Sleuth or Scryer. Amongst the private specialists available for hire are mentalists and psychometrists; practicing scientific techniques to examine blood and other clues found at crime scenes. Talented consultants use divination, intuitive visions, and informative half-trances to gather evidence.

*"Throat torn out with a docker's book.
Gang killing. Fifteen crowns please, Temple
Father."*

— Rosanna Ophuls, Scryer

Profile	M	WS	BS	S	T	W	I	A	Ld
Sleuth	4	3	2	3	3	1	4	1	8

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

SPECIAL RULES

Scryer: A Sleuth can re-roll any rolls in close combat. You must accept the second result.

In addition, a Sleuth can use her psychometric intuitions to help the Watch patrol when they are scouring the city for evidence. If the Sleuth is not put *out of action* in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

Hypnotist: The Sleuth is able to hypnotise a suspect using practiced half-trances. The trance may be applied at the beginning of the combat phase to any living warrior in base contact that is not Immune to Psychology.

The suspect must pass a Leadership test or be entranced. An entranced warrior may not attack in close combat and is treated as being knocked down for the purpose of being attacked. The trance ends when the entranced warrior or the Sleuth has been attacked. The Sleuth may choose to end the trance.

Gentlemen

Officers

25 gold crowns to hire

Lamplighters and constables patrol the wards of Marienburg maintaining law and order. Streetlight deters burglary so authorities come down hard on crooks interfering with the nightly duty of lampers – Due to the risk of fire culprits can be punished with death. Watchmen are empowered to make arrests. When a criminal is apprehended the copper will decide on the punishment. Spot fines can be charged for public offences. In slums where poverty is endemic a policeman may see it as practical to administer punitive beatings for petty crimes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Watchman	4	3	3	3	3	1	3	1	7

Equipment: Officers may be equipped with weapons and armour chosen from the Watchmen equipment list.

"When we were on the leg we always used to split up as soon as possible. Don't let the watchmen know who to follow and you're halfway free."

— Porter, Mercenary Quartermaster

0·2 Turnkeys

35 gold crowns to hire

Marienburg jail cells are wet dungeons smelling of brine and excrement. Turnkeys are bulky wardens upholding the penal code with little sense of justice or pity. Some of the brutes are considered sadists by patrolling officers of the Watch – Most of their tortured guests would be inclined to agree! These bloated trustees sit behind desks minding prisoners, that is, unless the jailer needs to clear his gambling debts with a local racketeer first...

Profile	M	WS	BS	S	T	W	I	A	Ld
Turnkey	4	3	3	4	3	1	2	1	7

Equipment: Turnkeys may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

Immune to Poison: Jailers have the constitution of an ox allowing them to shrug off the effects of almost any poison. After developing a resistance during years of contraband substance abuse, Turnkeys are not affected by any poison.

"We're passing through the fringes of the Drakwald now. Where the forest thins into the Cursed Marshes. Oh aye, the Fen-Guard have been having running battles with bands of mutants and beastman in the Marshes, or so the gallows-patterers scream. Something has stirred them up, that's for sure."

— Captain Stiglitz, Ferry Captain

0·4 Sewer jacks

20 gold crowns to hire

The Sewer Jacks are a specialised strike force under the command of the City Watch. Their responsibility is to drive out squatters, smugglers, goblins, ghouls and vermin of all shapes and sizes. In the gloom of the passages sewer watch wear no uniform except the ubiquitous scarves wrapped round their heads like Araby turbans, with a long fold obscuring their mouths. Tunnel delvers are possessed of unique expertise after a career wading through effluence in the fetid web of the Grand Sewer Network.

"All sorts of scavengers in the sewers. There are things you wouldn't believe living in the stew."

— Acting Sergeant Rudi, Sewer Watch

Profile	M	WS	BS	S	T	W	I	A	Ld
Sewer Jack	4	3	2	3	3	1	3	1	6

Equipment: Sewer Jacks may be equipped with weapons and armour chosen from the Watchmen equipment list.

SPECIAL RULES

Immune to Disease: Sewer Jacks spend every day waist-deep in slimy filth. Their hardiness has no rival – at least not amongst the living! A Sewer Jack is able to shrug off the effects of almost any malady. They are not affected by any disease.

Tunnel Rat: Sewer Jacks are at home beneath the city. They pick their way along the ledges as sure-footed as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.

The Fen-Guard

Marsh-watch patrols clutching wicked tridents, wearing breast-plates engraved with Manann's scowling visage and bronze full-face helms. Their masters rarely employed beyond the boundaries of the Cursed Marsh.

Prince Aloysius Ambrosius, Master of the Marsh and Lord Justicar of Marienburg, is as cunning a snake as ever slithered. Though declared Master of the Fens in title at least, there are wily brigands inhabiting the deepest reaches within the swamp that dare to defy the rule of law as laid down by the Lord Justicar.

Fenland Striders: Marsh-watch Heroes and Officers re-roll any failed Initiative tests when fighting on causeways, jetties and gangplanks or crossing a marsh.