



A Brief Examination of Old World
Watchmen

— WATCHMAN —



DESCRIPTION

Originally, cities and towns were responsible for recruiting and maintaining their own watch organisations. Corruption was so widespread that the Emperor gave the job to the army instead. Now, certain regiments on garrison duty must serve as the town watch. This has cut down dramatically on corruption, though the army itself is not immune. Watchmen are responsible for maintaining law and order and are empowered to make arrests. They also double as fire fighters in smaller towns. For some Soldiers, watch duty is a temporary assignment. For others, it becomes a lifelong career.

— Watchman Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+5%	—	+5%	+10%	—	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Law), Dodge Blow, Follow Trail, Gossip, Intimidate, Perception, Search

Talents: Coolheaded or Savvy, Disarm or Street Fighting, Strike Mighty Blow, Strike to Stun

Trappings: Light Armour (Leather Jack), Lantern and Pole, Lamp Oil, Uniform

Career Entries: Jailor, Soldier

Career Exits: Mercenary, Racketeer, Roadwarden, Sergeant, Soldier, Tradesman

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Credits and Further Reading

Article compiled by Dave Allen.

Sources include the *WFRP Core Rulebooks* for both editions, *Shadows Over Bögenhafen*, *Middenheim: City of Chaos*, *Marienburg: Sold Down the River*, *Beasts in Velvet*, *Warhawk*, *White Dwarf Magazine*, *Death's City*, *Ashes of Middenheim*, *Spires of Altdorf* and *Forges of Nuln*.

See Page 8 of *Barony of the Damned* for information about Law and Order in Mousillon.

Anyone wishing to play a Sewer Jack can find the career on page 29 of *Paths of the Damned: Ashes of Middenheim*.

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Thom Pel - Watchman

Thom is from the town of Wurtbad in the province of Stirland. As a youth he was boisterous and often in trouble for a variety of infractions, so it was something of a relief to his parents when he gave up his quarrelsome ways to adopt the green uniform of the Wurtbad Watch. However, Thom's brushes with the law had not led to a reformation of his character – in fact, it enlightened the lad to the fact he could pursue his belligerent ways with some impunity within the ranks of the Watchmen. Given his obvious capacity for violence, Thom's superiors soon had him working the beat of the town's Stahlstrasse, tackling the scum found in the dirty taverns, brothels and gambling dens of the infamously lawless street.

For the last few seasons some anonymous individual has been leaving stacks of pamphlets lying about on tavern tables, or in street corners throughout Wurtbad. The pamphlets are of a mildly seditious nature, as they criticise members of the towns powerful Vintner's Guild, and those who work for them. There are only a handful of printers working within the town, and Wurtbad authorities are convinced that one of them is being used to produce this gossip. On a routine search of the premises of Endal Zahnlos and Son, Thom finds a stack of pamphlets claiming a Rat Catcher who works for the Vintners often performs paid work without informing his own Guild. Thom suspects the subject of these claims might be Jakob, a Rat Catcher who he regularly sees performing cash-in-hand jobs on the Stahlstrasse.

Endal claims he is the victim of a frame-up, claiming the Vintner's Guild are one of his best customers. However, Thom has encountered Endel, somewhat in his cups, stumbling out of one of the inns on the Stahlstrasse in the past, and he was complaining loudly about the exacting standards and meagre commissions he received from the very guild he claims to so happily work for.

So, Thom mentions to Jakob, in a vaguely threatening manner, that his game may be up. Thom can't decide whether or not to bribe the Rat Catcher, or whether it might be more profitable to try to motivate him to get to the bottom of the matter of the leaflets, which could lead to Thom claiming credit for solving such a controversial case.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39*	31	32	33	30	36	37	28
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	2

* An advance has been taken in this characteristic.

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10, Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Coolheaded (added to profile above), Resistance to Disease, Street Fighting, Strike Mighty Blow, Strike to Stun.

Watchmen can be found in most large settlements of the Old World, to act as policemen. Their primary job is to patrol the streets and to be on hand in the event of trouble.

For most Watchmen, this involves patrolling the tight streets of the stinking towns and cities, seeking out criminals, and to be on hand in the event of any trouble. The powers they wield may vary from place to place, but in some places their powers are almost absolute, especially when dealing with the poor and defenceless. Thus, it is the Watchman's curse to be unpopular with the common people.

All too often, local lawmen are recruited from the dregs to combat the dregs, resulting in most being little better than those they police. Only the rare few are professional, upstanding Watchmen. Unfortunately, all too often these soon give up the unequal struggle, and seek a better life elsewhere.

Whilst there are many terms for a Watchman across the Old World, including a variety of colourful and disrespectful slang names, some terms are more common than others. In the Empire, most are simply called *Watchmen*, although some provinces, such as Middenland or Averland, prefer older Reikspiel names such as *Wachmann* or *Wachter*. Other Old World nations also have their own variant names as well, including *Vigilante* in Estalia, *Garde* in Bretonnia, *Straznik* in Kislevian, and *Guardia* in Estalia.

Life on the Beat

As the laws Watchmen are empowered to enforce vary as widely across the Old World as local lifestyles and traditions, it is impossible to talk about Watchmen except in the most general of terms. Most are charged with the protection of property and public order, and the investigation of all crimes that occur within their jurisdiction.

Most can administer on-the-spot justice for minor infringements such as public drunkenness, disturbing the peace, and petty theft.

Most will arrest suspects of serious crimes and incarcerate them until a higher legal authority – such as a Verenan priest, travelling judge, local lord, or magistrate – can take a closer look at the case and make a judgement.

However, none of this is guaranteed. Every corner of the Old World works in a different fashion, and consistency, even in organised provinces such as the Reikland, is very rare.

Optional Rule: Manacles

The Watchmen career listed in *WFRP*, describes a Night Watchman in particular. However, not all Watchmen solely beat the night patrols.

With GM permission, a player who wishes their character not to come from the Night Watch may choose to discard the Lantern and Pole and Lamp Oil Trappings and replace them with Manacles. This represents Watchmen who solely work Day Watches, or from one of the odder examples of Watchmen in the Old World.

Of course, just because a character is a Watchman who does not work night shifts, there is no reason why he would not have been issued with a Lantern, Pole, and Lamp Oil anyway. After all, many locales have to deal with periods of low visibility – in the midst of one of Altdorf's infamous fogs, for example – and some districts of the larger cities have buildings built so close together that sunlight never reaches the streets.

Whatever the local situation may be, most minor crimes are usually dealt with by the Sergeant of the local Watch-house, with punishments ranging from a small fine to a night in jail, from a few hours in the stocks to lashes in the town-centre if the sergeant is in a particularly bad mood.

Just as their powers vary, hours worked by Watchmen are widely different from country to country, from city to city, even from town to town. For example: In Middenheim, Watchmen work for 10 hours a day – one week on daytime patrols, followed by one week on nights, with alternate Festags as days off; by comparison, the Watchmen of Trantio work nine days out of every ten – marking time by the Verenean Calendar (il calendario Vereno) – with each Watchman permanently assigned to either Night, Day, Sewer, or Dock Watch.

A Different Watch

Whilst the typical Watchman works a beat on the streets of the cities, towns and villages of the Old World there are other locations and situations that require a more specialised approach:

Household Watch Nobles and other powerful figures of wealth and authority sometimes hire a personal cadre of Watchmen to guard their estates, temples, town houses, or manors.

Such forces are usually tasked solely with guarding their employer's security and property. They are under no obligation to enforce (or even understand) the law, and may be ordered to ignore or flout it if it does not suit the wishes of their employer. Many are the nobles who have conducted some form of illegal or immoral activity whilst their household guard have dutifully looked the other way (or even partaken).

Who Owns Your Trappings?

A Watchman's trappings – the Leather Jack, Uniform, Lantern, Pole, and Lamp Oil – are all supplied from the armoury of the Watch Station (or its equivalent) the character normally reports to. At the GM's discretion, other trappings carried by the character may also belong to the Watch (such as his hand weapon, for example).

As such these trappings are Watch property, and the character's superiors will look dimly upon them being damaged, lost, or stolen.

Lost, broken, or worn-out gear can be replaced at the Watchman's Watch Station, but some explanation as to what happened will normally be required, and repeated losses will be looked upon with some suspicion. Once a Watchman has aroused suspicion in this way, he will normally be asked to pay for further replacements in part or in full. If he can not cover the costs at once, they will be taken in instalments from his wages. Should a Watchman leave his job and take his trappings with him (to take up the adventuring lifestyle, for example), unless it is somehow in the interests of the Watch to let him keep his equipment he will be regarded as nothing more than a common thief, and will be arrested and tried as such if he returns to the jurisdiction of his former employers and is recognised.

Watchmen wearing their uniforms in areas outside of their jurisdiction (such as a different town, or even a different district if in a large city) may end up in trouble for impersonating a Watchman. A reference from the home Watch Station will usually resolve such matters, assuming the Watchman is on good terms with his fellows. However, it may take some time for the reference to arrive, and usually the suspect Watchman will be jailed until his name is cleared.

Household Watch are normally equipped at the expense of their employer, though some particularly miserly heads of households might insist equipment is provided or paid for by the Watchmen themselves.

Luitpoldstrasse Blues. Sergeant Wigel Esker has just assigned one of his officers to talk to a Hook gang leader about the alleged sighting of a greenskin in one of the warehouses that line the docks. This has got members of The Fish all worked up. They claim The Hooks just fabricated the incident, and others like it, so that they would be seen by the Watch as more upright individuals and therefore win their unwarranted favour in any future disputes between the two gangs.

He's also put a warrant out for the arrest of an Agitator, who has been inciting panic in the populace by distributing leaflets and sticking up bill posters that make irresponsible allegations about there being a race of intelligent and organised man-sized rats, and that they live deep within the Altdorf sewer system.

Some interfering Verenan has been giving him the third degree about the perceived injustice of not allowing women to hold positions in the force, leading to the employment of one Charlot Herwin. She has a certain way with the whores that work the Street of a Hundred Taverns, and now they're being far more cooperative and willing to talk to the Dock Watch than they were before. On the other hand though she has already had one unhappy love affair with a fellow officer, and now Gerhardt Muller is looking to transfer to a force in a different district as a result.

One of the more violent drunks the men hauled in last night is making loud complaints of the "don't you know who I am?" type. He claims to be the nephew of a cousin of the Baroness of Pfeildorf. He's livid at his treatment as a common criminal and is threatening Esker and his men with legal action.

With all this on his plate the last thing Sergeant Esker needs is a new Pattern Killer on the loose. This one only goes for Halflings, and has a taste for murders that are inventive and ironic, feeding a pie salesman his own wares until he expired of the Bloody Flux, forcing a wanted Halfling fence to consume his own wierdroot supply until he was rendered permanently insensible, and so on.

Heironymous Juniper, a self styled representative of Altdorf's Halfling population, has been appearing regularly and demanding to know how the case is progressing. Esker has accused him of wasting Watch time and, in turn, Juniper has accused the Watch of institutionalised prejudice against Halflings, and he has threatened to ask Priests of Altdorf's Temple of Verena to take a close look at the matter.

Returning to the subject of wierdroot, Esker's had to discipline Parzival Kraft for his use of the stuff. The officer was working in deep cover with a gang of suppliers to try and discover the source of the drug. He was stupid enough to start using it himself and now he's an addict and his perceptions of reality have become increasingly dislocated.

Now a group of men are at the front desk, excitedly yammering away in Tilean which none of Esker's men know a word of. Rolf Lindt wants to complain to Esker about the fact that he didn't feel he got his fair share in the last weekly divvy up of confiscated goods. A Sister of Shallya is patiently waiting to petition Esker to kindly consider how unfair it is to fine homeless people for being destitute. Tristran Mahler, one of the local pimps who is well known by the Dock Watch for being a vicious thug, has just stumbled through the station doors. He is covered head to toe in his own blood.

Yes, it's just another working day at the Luitpoldstrasse Station.

A Trip to Tilea. Some years ago a group of adventurers uncovered evidence of Skaven existence in a set of tunnels leading off from a section of the sewers underneath the town of Delberz. As a result the attitudes of the town authorities to stories about the ratmen are less reactionary than they are elsewhere in the Empire.

As a result of this a force of ten full-time Sewer Jacks has been recruited, in groups of five they patrol the pipes and channels of the town's sewer system, accompany Rat Catchers on their trips underground, and make sure that the grates that have been placed over the connecting tunnels remain secure. They have yet to encounter any Skaven, but some of them swear that, on nights when the Chaos Moon waxes fat, they can hear the sounds of activity, and even celebration, emanating from below their feet.

Direktor Liebrecht Schleicher, the head of the Delberz Guild for Safety and Sanitation (which looks after the interests of numerous parties including the town's Rat Catchers, Sewer Jacks and Dung Farmers), has studied accounts of the histories of Tobar and Miragliano, and is planning to finance an expedition to Tilea in order to hire the services of some of the country's most experienced Skaven hunters.

However, the Skaven are keeping a careful eye on their enemies above, and plan to shadow the expedition to make sure they don't return to Delberz. They will send a party of their own to ambush the travellers in some quiet location, and may also try and get in touch with members of the Tavelli family, a Miraglianese clan who have had a longstanding alliance with the Ratmen and remain members of the dwindling Poison Claw Cult. These human followers of the Horned Rat will act to head the party off if they reach Tilean soil.

Cistern Dogs. Sergeant Jacob Dietzgen is a frustrated man. For years now he has been on the trail of a gang of organised criminals who have been part of a smuggling ring within the Salzenmund docks. His keen Watchman's intuition told him that the gang might have some connection to a popular gambling den near the docks. Dietzgen put a lot of effort into training up a spy and patiently waiting for him to win the trust of the gamblers. Sure enough once he earned their confidence Dietzgen's spy was able to report that certain players made particularly devout obsequies to Rnald during tense moments in a game of Find the Empress. Dietzgen ordered his spy to continue to forge bonds with these men and soon enough he was able to report on their movements in great detail. Despite this extra intelligence Dietzgen still can't seem to apprehend any members of the gang, they always seem to be one step ahead of him...

'Slippery' Jachs is a frustrated man. For years now he and his gang have been keeping two steps ahead of the Salzenmund Watch whilst they have happily trafficked all kinds of contraband through the docks, making a proper trove of clank in the process (and always being careful to make sure that The Trickster receives his due ten percent). However, these last few months the Town Watch have been hot on their tails at every turn, and some potentially lucrative operations have had to be abandoned in haste as a result. What's even more annoying is that Jachs has put a lot of effort into training up a spy and waiting patiently for him to earn a place in the Salzenmund Watch. Now he's there and his info is good, but still the Watch seem to know all of Jachs' moves.

If he discovers that one of his gang has turned stoolie he'll have to get Bretonnian on their ass...

This can mean that members of a Household Watch develop clear conflicts of interest with other Watchmen who might wish to investigate claims brought against their employer or his cronies. This can lead to bitterness and rivalry, and the fact that members of a Household Watch are usually better paid than regular Watchmen does not help matters.

Dock Watch The docks of Old World cities such as Altdorf, Magritta, or Marienburg can be a haven for all sorts of criminal activity and violent behaviour. This is usually the result of the rowdy and boisterous lifestyle that stevedores, teamsters, and docked sailors lead, but other reasons also contribute. Fugitives make use of the docks in order to make a quick getaway from a city, or to enter a new one; Smugglers ply their trade here; and thieves raid the warehouses that line the waterfront. The proliferation of dockside taverns also means that, during the evening, plenty of drunk revellers can be found in the area, together with beggars and pickpockets taking advantage of them. In extreme cases, hostile armed forces, like Greenskin raiders, outlaw gangs, or a Chaos Marauders might target the docks as a weak spot in a town or city's defences.

For these reasons many riverside and seaside settlements often allocate a portion of their Watch force to permanently work the docks. Patrols in busy dockland areas will tend to be more frequent than in other districts, and the members of such patrols are often brutal and vicious and they often acquire a reputation for being cheaply bought. The Altdorf Dock Watch, for example, are infamous for administering 'Street Sentences', harsh punitive beatings meted out to potential criminals with very little provocation or justification, to save on forever arresting and ferrying them to the local Watch Station cells.

Sewer Jacks of Middenheim & Nuln

Middenheim is a city built upon a great jutting rock. This rock, called the Fauschlag, is riddled with tunnels, both natural and mined, and all manner of creatures are rumoured to live within them. The Sewer Jacks of Middenheim are a specialised force under the command of the City Watch. Their purpose is to keep the sewer system and the tunnels beneath them, the Undercity, secure. A great deal of courage is required to police the fetid tunnels beneath Middenheim, so the Sewer Jacks are less choosy in their recruiting policies than the other armed forces. At the points where the sewer systems of Middenheim connect to the wider catacomb of tunnels bored through the Fauschlag, Sewer Jacks patrol in high numbers, for the city can be vulnerable to infiltration by attackers from the tunnels below it. Most such patrols comprise of six to eight Sewer Jacks.

Recently in Nuln, an invasion of ratmen swelled upwards from the sewers, so the city has redoubled its efforts to keep the sewers safe and free of undesirables. To this end the city organises a sizeable force of Sewer Jacks based upon on the successful Middenheim model. As it was Dwarfs that first constructed Nuln's sewerage system, the tunnels and channels are safer structurally than most other cities in the Old World. But an unfortunate side effect of this is that all manner of creatures seek to shelter in the relative safety of Nuln's sewers. As of yet, the Sewer Jacks are still not as well trained as the city Watch, and tend to be made up of new recruits (it is the city's least popular beat after all). As a result, Nulner Sewer Jacks have a less formal structure, but are still expected to answer alarm calls from Watch stations. They are also granted official permission to make use of the facilities at Watch stations, but this leads to plenty of griping about the heightened risk of security breaches (as well as the mess and smell) from regular Watchmen, so Sewer Jacks tend to keep clear of the stations unless there is an emergency.

Sewer Jacks Another potential weak point in the defences of a city or town are the sewer systems. Mutants, thieves, footpads, and outlaws may make use of the sewers to hide their activities or to throw a determined pursuer off their trail. Chaos Cultists are rumoured to use secret rooms in the sewers to conduct their rituals and hold private conversations with the Daemonic servants of the foul Gods they worship. Creatures such as Goblins or Beastmen are said to infest certain sewer systems, preparing to make raids upwards against good-thinking folk. And, of course, there are the persistent rumours of a subterranean race of intelligent and highly organised man-sized rats living down there...

Because of these beliefs, and the occasional, yet damning, piece of evidence that supports them, some Old World cities organise a section of the Watch for the sole purpose of patrolling the sewers. These specialist Watchmen, called Sewer Jacks, are less likely to encounter trouble than their fellows on the surface, but this is cold comfort due to other (somewhat obvious) factors that contribute to a lack of job satisfaction.

However, there are other risks, such as pockets of malodorous gas, illness, infection, and worse. Because of this, and the terrible working conditions, many Sewer Jacks are raw or recent recruits. Few want the job for long, and most Sewer Jacks of any experience soon find themselves promoted to the ranks of the regular Watch, unless they have somehow offended their superiors or are driven by an odd compulsion or sense of duty.

Watchmen and the Nobility

In the larger towns and cities of the Old World, the nobility are subject to the rule of law in much the same manner as the commoners – in theory. In practice, they tend to receive a much easier time of things as Watchmen are as easily intimidated by members of the nobility as any other peasant, and most will take a noble's word over that of a commoner in almost all cases (and this is quite besides the fact that most nobles carry far more clout when it comes to offering bribes). There are reports of Watchmen tackling noblemen who are overtly committing crimes – such as the famous Harald Kleindeinst – and a Watchman who arrested and convicted a nobleman might win a medal, but it is unlikely he would ever again be advanced in the service, or ever have the trust of his superiors (in the case of Harald, his career in the Altdorf Watch was effectively over until another noble recommended he be reinstated).

In rural backwaters – especially in Bretonnia – the situation is weighted even more in favour of the nobility, and often quite shocking and violent displays of antisocial behaviour by a member of the upper classes are perpetrated as the local law enforcers have blithely looked on.

In the darker corners of the Old World, such as Mousillon or Sylvania, many stories are told of putative peacekeepers that have enthusiastically assisted their noble lords commit some small-scale atrocity. In such places, it would take intervention by some sort of religious authority figure, or another member of the upper classes, before most Watchmen would ever consider taking action against a member of the nobility.

Those few Elves who do take up the role of a Watchman do so out of desperation, cynicism, or in an attempt to gain some insight into human psychology as a result of living alongside them. However, given the racism most Humans direct towards Elves, this is rarely a rewarding experience.

Ogre Watchmen

There are many tales of Ogres who have joined the forces of a particular Town or City Watch, and invariably they are said to have added much to the clout to their organisations; however, their presence is usually greeted with alarm or derision by members of the local community.

Typically Ogres do not remain in the ranks for long, afflicted by a strange wanderlust and the inability to comprehend the more complicated functions and relationships which concern the Watch. After all, most cannot understand why eating a criminal is wrong.

Skaven Watchmen

In the Under-Empire, the anarchic hurly-burly of Skaven life is kept in check by tyrannous oppression. The agents of this tyranny include a number of guards who are kept in pay and equipment by the authorities of a given lair or stronghold.

These Watchmen patrol busy areas such as bazaars or temples to ensure the degree of theft and casual violence does not exceed that which their masters deem acceptable for that particular week. They also patrol the tunnels near the lair to give advance warning of any uninvited guests.

Adventure Seeds for Watchmen

Splintered Skulls. The Splintered Skull in Wurtbad is one of the more popular taverns along the town's Stahlstrasse. One of the entertainments held at the tavern is a regular rat bait, where dozens of trapped rodents are thrown into a pit and bets taken on which will be the last one standing.

Leopold Arschel, the organiser of the rat baits, is known as something of a bad man to cross. He thinks nothing of hiring local Thugs and Protagonists to work over those who are critical of his baits. Recently a visitor from Middenheim who criticised one of the performances there was soundly worked over and Leopold is thought to be the man who organised his beating.

Unfortunately for Leopold the visitor from Middenheim was one Kurt Keisler, the son of Bruno Keisler who is one of the four captains of the Middenheim City Watch. Kurt has written to his father from his bed in Wurtbad's hospice, and has told him that he suspects Leopold is the man who paid to have him beaten up so badly.

Bruno is greatly angered by the treatment of his son, and has written to the commander of the Wurtbad Watch to demand that some harsh punitive measures are taken.

In societies where Dwarfs mix with other races, such as the situation at Karak Azgal where a shanty town of treasure seekers has sprung up around what remains of the hold, they do organise their own law enforcement agencies. Dwarfs pretty much expect Humans, Halflings and Elves to behave with underhand, if not treacherous, manners, so when they intermingle like this Dwarfs do like to organise a force of law enforcers to see to it that Dwarven interests are insured. Such is the case with the Lawbringers, who enforce law and order in and around Karak Azgal.

Dwarfs who live within Human Towns and Cities can find the prospect of joining the Watch a fairly attractive one if they are hard up. As mentioned earlier Dwarfs can view other races as lacking in the moral fibre they display themselves, therefore they tend to assume that they would make great Watchmen - and many do, at first. After a period of being exposed to the degree of larceny that goes on in Human cities Dwarfs tend to adopt a more pragmatic view of their own abilities though.

Halfling Watchmen

Halflings within the Moot operate a Watch based, very loosely, on the structure found elsewhere in the Empire. Halflings have a love of impressive sounding titles, and this can confuse outsiders who might assume a member of the Watch going by the moniker of Obergrossfeldwebel Engelbrecht Patchpetal is an individual of some responsibility, rather than a simple Watchman Corporal.

Halflings face a great deal of resistance when trying to join the Watch of a Human town or city, but some enlightened Watch Captains recognise that the peculiar qualities a Halfling can bring to investigations, especially when it comes to tracking criminals. And some may even ease a Halfling's entry if there are no others currently in the ranks.

However, most Watch Captains share the commonly held prejudices against Halflings, assuming they are all childish, weak, and larcenous, fit for the role of Sewer Jacks perhaps, but little else.

Elf Watchmen

The concept of needing a police force to monitor Elven affairs is one that is fairly alien to Elves themselves. Wood Elves post guards and waywatchers in their own arboreal communities, and High Elves organise equivalents in the Elven quarters of cities such as Erengard, Marienburg and L'Anguille, but these individuals are not particularly concerned with crimes committed by Elves themselves, but instead on keeping an eye on the non-Elves who enter such enclaves.

Most Elves find the idea of needing a police force to prevent members of a given community from committing crimes quite bewildering, and feel they would have no place attempting to impose human laws and morality even if they did understand it. Most Elves, therefore, would never consider joining the Watch of a Human community they were living in.

The Watchmen of the Empire

The Empire is quite unique in the Old World for how it organises its Watchmen.

Prior to the Great War Against Chaos, there was no standing army in the Empire. In those undisciplined times, after civil war had rent the Empire for centuries and no two Houses saw eye-to-eye, troops were raised by individual nobles, who were obligated to provide quotas of knights, trained soldiers, and militia to join the armies of their local Princes, Grafes, and similar. Many Nobles used these soldiers to help bleed the people for everything they could, corruption of all kinds was rife, and a Watchman was a figure of terror to the average peasant.

After the Great War, the victorious Magnus the Pious, saviour of mankind, united the Empire again and began a program of wide-reaching reforms. In particular, the armed forces were enormously corrupt, so Magnus immediately passed warrants allowing him to command all the State Armies of the Electors, claiming the time for bickering provinces was over. The other electors were appalled, but Magnus was impossible to deny so soon after his great victories, and soon the Emperor had secured the same guarantees from the Electors that they required of their Nobles.

Now Magnus had the power to demand troops from all the State Armies of his Empire, he began the process of reforming them. Primary amongst these changes was his enforcement of Imperial Law. He would not allow the Empire to split again, so charged his Army, and by extension, all of the State Armies of the Empire, to uphold the Emperor's Peace. Soon, Soldiers across the Empire were creating a peace unseen in the Empire for over a thousand years.

Now, over two centuries later, the decree still stands, and most Watchmen are part of the State Armies. In some provinces, the passing decades have slowly eroded the ties between Watchman and Soldier, but legally they are divisions of the same structure. However, in the largest cities, crime reached such a level that it required a dedicated force to deal with it. Thus, local rulers passed decrees that formalised permanent policing regiments distinct from the Army, creating the first truly independent forces of Watchmen in the Empire.

Requisitioning from the Armoury

Watch Station armouries usually contain weapons, armour, and items of equipment beyond those available to Watchmen as part of their starting trappings. For example: most Watch Stations contain a number of halberds, some mail shirts, and a variety of dented helmets. Watch Stations in cities are likely to have an even greater variety of equipment and weaponry on offer, including missile weapons such as crossbows.

Obviously, such items are not there just to be used on the whim of a Watchman. They are handed out to Watchmen who work particular beats, or to particular members of a regular patrol, or during times of civil unrest.

Watchmen may approach the Master of Armouries in their Watch Stations and request a loan of certain items from the armoury in order to undertake a certain task or duty ('halberd needed to break through a securely bolted door' or 'armour required whilst apprehending a violent criminal'). However, they would need a convincing reason for the request, and be made to make their mark in a log recording who has what items at what times.

Loss and unreasonable damage of such items is likely to be looked upon very dimly indeed.

The Watchmen

In general, almost every settlement over 5,000 inhabitants sports a permanent Watch of some kind. Almost all of these Watch forces are under the command of a local regiment of the State Army. However, most of the larger cities also have a force of Watchmen independent of this. In such cities, both the Watch and regiments of the State Army are responsible for civil order, but the army is only drafted in during the worst cases of civil disorder and to police their own, leaving the day-to-day policing to the Watchmen. Smaller cities and towns rarely have independent Watchman forces unless they are independent from provincial authority for one reason or another (such as Kemperbad).

On average, there is about one Watchman for every 150 people policed (which compares to about one Soldier per 60 people), with poorly protected areas and cities having half this, and well-patrolled city districts having a little more. Thus, a typical city of 10,000 people has about 70 Watchmen, with a large fraction of this dedicated to the merchant and noble areas of town (who may also bolster this with Household Watches).

Organisation

The organisation of the State Army is integral to understanding that of the Watch, as most Watches are part of the State Army, and those not controlled by the army still follow a similar ranking system.

Each province has multiple State Regiments that act as town guards, fire watch, police, and, of course, the standing army, in the towns and cities where they are garrisoned. The size of the State Regiments varies from province to province, from regiment to regiment, as does the quality of the troops, and what they are equipped with - often with tradition dictating matters rather than what may be militarily more useful. Each State Regiment is partially funded and led by a local ruler, and is often named after him.

A State Army (all of the State Regiments in one province) is under the control of the Elector Count that helps finance it (through taxes), and swears to the Elector Count, not the Emperor. The Elector Count may lead them directly, or he may appoint a General to command it (although, if the Count is suspicious, he may break up the State Regiments and appoint several Generals).

Each Elector Count swears to provide a section of his State Army to the Emperor to defend the Empire during times of need, although what each individual Elector Count must provide, and under what circumstances, varies for each province.

Each State Regiment is commanded by a Colonel (the older Reikspiel title is *Oberst*), and is comprised of approximately 500 souls (although this varies massively from regiment to regiment, with some numbering many thousands). The regiment is normally named after its colonel, although most regiments also have nicknames.

For example, Schomberg's Regiment of Foot (named after Colonel Schomberg), are more commonly known as the Imperial Ostlanders, and are Elector Raukov's Second Regiment of Foot.

Road Wardens, River Patrols and Watchmen

The relationship between the Watch and other law enforcement agencies varies throughout the Old World. There are areas where a spirit of friendly competition and cooperation ensure that these different types of lawmen work in concert, effectively sharing information on criminal movements or matters of security that may effect each other's jurisdiction.

However, this degree of cooperation and concert is rare, and in many areas lack of resources, poor lines of communication or outright rivalry can mean that these various agencies fail to give each other adequate support. In extreme cases they may even work to undermine or scapegoat one another.

The Altdorf Watch have close ties with the Roadwardens and River Patrols who operate throughout the Reikland. Indeed Altdorf Watchmen are sometimes seconded to road or river patrols to better understand their fellow lawmen and gather any pertinent information they discover. The relationship between the Altdorf City Watch and the Roadwardens and River Patrols is so symbiotic that the jurisdiction of the Altdorf Watch is commonly assumed to extend to the Reikland, though in practice the City Watch are careful not to undermine the efforts of the Roadwardens, River Patrols and the localised Watch forces of towns and villages.

Another area where relations are good is Middenheim. The Roadwardens who patrol the area around the Fauschlag Rock are recruited by the same process that the City Watch undergo, and see them as colleagues as a result. Relevant information is freely shared between the two groups of law enforcers.

In contrast the Roadwardens and River Patrol men who work within Talabecland find that the labyrinthine legal bureaucracy of the City State of Talabheim, and the resulting slew of paperwork that usually results from any form of contact with it, means that circumstances need to be pretty desperate before they seek to consult or advise the Dogheads (as the Talabheim City Watch are known in popular vulgar parlance).

Non-Human Watchmen

The Old World is inhabited by more than just Humans. This section briefly examines the Watchmen of the other PC races.

Dwarf Watchmen

Dwarf holds usually contain many guards, but these tend to perform more military or ceremonial roles than the Watchmen of human cities, and they don't concern themselves with the same degree of law enforcement. As a body, Dwarfs are great respecters of tradition, and the inhabitants of a particular hold tend to get to know one another quite well over the years, so criminal acts are more of an aberration within Dwarf communities. Accusations of law breaking within wholly Dwarven communities are few and far between, but are dealt with very seriously by the authorities of a hold when they are made.

Watchmen and the Cult of Verena

There is a lot of pressure from the temples of Verena for increased communication and cooperation between the different law enforcement agencies and arbiters of justice in the Old World. Verenan Initiates are often dispatched to observe the workings of a particular Watch Station or patrol as part of their training, they seek to advise the Watchmen on best practices, and note down any interesting trends or aberrations they spot for further consideration by their superiors.

Few Watchmen find the prospect of being joined by an initiate of Verena in the manner a happy one. The standards of the Verenans are often seen as high ideals by those with a practical appreciation of day to day law enforcement. As a result such observers are usually welcomed cordially, but coldly, by those they seek to scrutinise.

Should the Verenan Initiate suspect corruption or other bad practices, or should a Priest of Verena hear rumours of corruption in the Watch, the local temple of Verena may send a Verenan Investigator or an Anointed Priest to take a closer look at the matter.

Should significant malpractice be discovered the Verenans may decide to take legal action against the Watch, or may carry out some 'divine justice' of their own in very extreme cases.

Watchmen and the Cult of Ranald

Another religious organisation who can take an interest in the activities of the Watch are the Cult of Ranald. Followers of the Trickster God also scrutinise the movements of Watchmen and are keen to hear rumours about whether or not the members of a particular Watch force are corrupt in order to better work out what sort of cash would be required in order to bribe which officers. Some members of a Cult of Ranald may attempt to join the Watch in order to inform their fellow Ranaldians should the Watch catch wind of their illegal activities.

Needless to say most honest Watchmen loathe the Cult of Ranald with a passion, and they can have a hard time understanding why more isn't done to stamp it out. Some of the cannier ones try to arrange double-agents within the cult. They can meet



Most Regiments are split into one or more Companies of approximately 125 souls, lead by a Captain (*Hauptmann*), seconded by a Lieutenant (*Oberleutnant*), and usually all armed with the same basic equipment (often, entire Regiments favour the same equipment, especially in poorer areas of the Empire).

Some Companies are split into special groups called Detachments. These are formed of approximately 50 men and led by a Second Lieutenant (*Leutnant*). They work tactically with a Company, and are typically armed differently From the Company they support.

The Companies (and Detachments) are further split into groups of approximately 10 (a Squad), lead by, in Companies, a Sergeant-Major (*Oberfeldwebel*), and in Detachments by a Sergeant (*Feldwebel*).

Squads are split into groups of approximately 5 men called Watches (because they are the typical watch size when on guard duties, road warden duties, etc), and are commanded by a Lance Corporal (*Obergefreiter*) in Companies, and a Corporal in Detachments (*Gefreiter*).

The basic Soldier of each Regiment is named according to local traditions, which can vary wildly. Examples include: Private, Trooper, Soldier, Craftsman, Gunner, Halberdier, Swordsman, Watchman, etc (or, obviously, the Reikspiel equivalent).

All of that breaks down to the following (**Title** - Responsibility):

Elector Count - The State Army

Commissioned Officers

Fieldmarshall - Typically temporary rank of an overall commander of several State Armies

General (may also be the Ruler of the Province) – All of one province's State Regiments

Colonel – A Regiment (approx. 500)

Captain – A Company (approx. 125)

Lieutenant – 2nd in command of a Company

Second Lieutenant – A Detachment (approx. 50)

Non-Commissioned Officers

Sergeant-Major – Company Squad (approx. 10)

Sergeant – Detachment Squad (approx. 10)

Lance Corporal – Company Watch (approx. 5)

Corporal – Detachment Watch (approx. 5)

Private (name varies) – 1

There are many other ranks – such as Sergeant Armourer, who is responsible for weapons and armour for his Company (or Detachment); or the Staff Sergeant Paymaster, who deals with Pay and deductions for a Company (or Detachment) – but their existence varies from Regiment to Regiment.

The Keepers of the Emperor's Peace

The following details some of the most famous groups of Watchmen in the Empire, and are presented to provide inspiration for GMs to create their own organisations.

The Altdorf Watch

The Watchmen of Altdorf are comparatively professional by the standards of the Empire. Their jurisdiction extends as far as the Prince of Altdorf's reach extends; however, they are rarely seen outside the capital city. They wear red and yellow tabards with the crest of the House of the Second Wilhelm embroidered over the left breast. Altdorfer Watchmen are well equipped. They carry primitive, wrought-iron handcuffs and neat, hardwood cudgels to manacle and restrain suspects. As well as their uniforms, they are also given copper badges to identify themselves with (this has led to the adoption of the word 'copper' as slang for a member of the Altdorf Watch).

Empire House is the administrative headquarters of the Watch in Altdorf. It deals with all aspects of law enforcement, including issuing bounties on criminals, Beastmen, Mutants and Greenskins, as well as arresting criminals. Persistent rumours suggest that spies also operate from the building, which is large and made of stone. There is little decoration beyond the Imperial arms over the main entrance, and most of the windows are small and suitable for use as gun ports. The walls are thick, and there are storerooms and a well inside the building. It could hold off a determined siege for quite some time and has held off urban rioters (such as those whipped up over the thumb tax about a decade ago) on more than one occasion.

The main doors are open from dawn to dusk, and anyone may enter the front lobby. The hall is large, with a high ceiling, and the room is divided in two by a long wooden counter, which delineates the public and the private parts of Empire House, and is staffed by over a dozen Watchmen during opening hours. Even at night, six Watchmen are permanently on duty here. The walls of the public part of the lobby are covered with announcements of bounties, wanted posters, and other documents. Watchmen mingle with the crowds here at all times, keeping an eye on the numerous Bounty Hunters who visit here to find a jobs or to claim their reward.

The Watchmen at the desk often emit an air of having seen it all before, as successful Bounty Hunters regularly arrive here bearing the heads of wanted criminals, or the body part of some monster they have tracked down and slain. Most of these Watchmen have also seen their fair share of trouble in the lobby of Empire House, and if violence occurs they can be blasé about any resulting injuries.

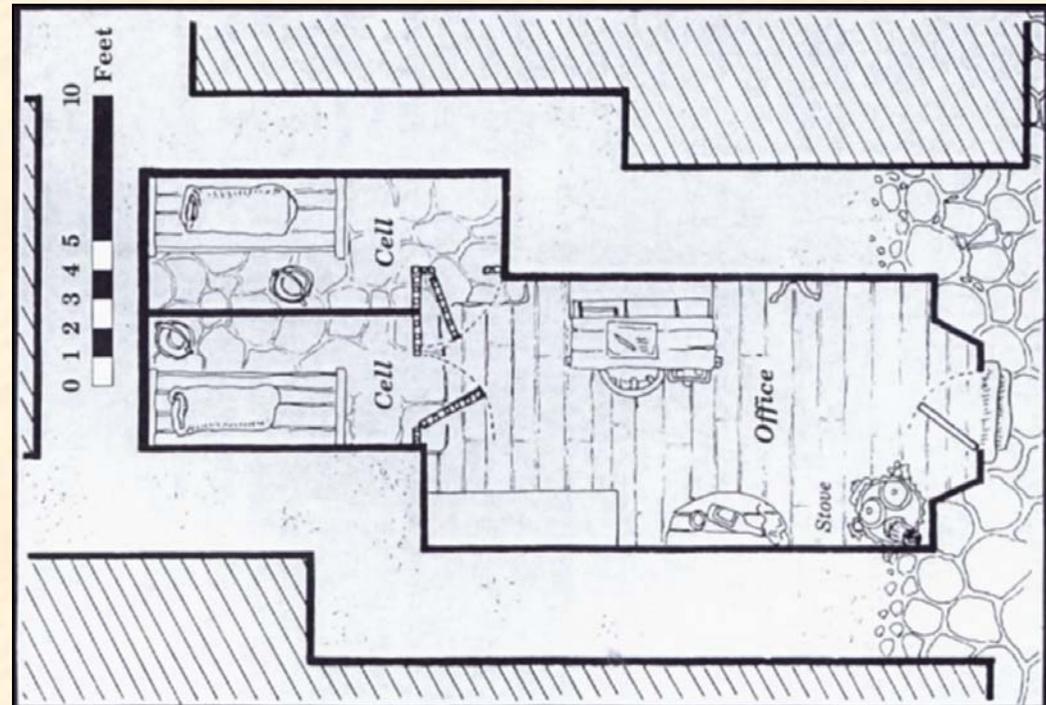
The Altdorf Dock Watch The Altdorf Dock Watch are considered by many to be little better than the Hooks or the Fish, two of the most vicious dockside gangs of stevedores and teamsters in Altdorf whose rackets prey on the honest traders and merchants who make use of the docks. However, the Dock Watch bear the crest of the House of the Second Wilhelm on their tabards rather than tatty gang emblems. Most of the Dock Watch have a thuggish look, with heavily-ridged foreheads, bruised knuckles, three days' stubble, hard arms from hefting clubs, and broad bellies from hefting tankards.

A Typical Watch Station

Here you can see a plan of a typical Watch Station in the Empire, the sort of place your PCs might find themselves after a couple of poor rolls on the Stinking Drunk table. The map shown is a plan of Suiddock Watch Station Number Four in Marienburg, but small Stations of this type could be found throughout the Empire, either as one of a number of such buildings in a city or large town, or as the sole Watch Building in a smaller settlement.

The building stands separate from those around it and there are no windows. Most purpose built Watch Posts in the Old World have similar constructions for the obvious high security that such a design helps ensure. The single door at the front of the Station is of iron-bound oak, with a lock on the outside and bolt on the inside. To break down this door would require a successful **Very Hard (-30%) Strength Test**, or two such tests if the door is bolted. To pick the lock requires a **Very Hard (-30%) Lock Picking Test**, but obviously this has no effect if the door is bolted as well as locked.

The walls are of timber-laced stone. The two cells are separated from the rest of the building by stout iron bars, 1 inch thick and spaced 6 inches apart (a character with the Contortionist Talent could squeeze through on a successful **Agility Test**). Locks on the cell doors may only be opened from the outside. To pick the locks requires a **Very Hard (-30%) Lock Picking Test** from the inside of a cell, or a **Hard (-20%) Lock Picking Test** from the inside of a cell. Each cell is equipped with a hard wooden bunk and a none-too-clean bedroll - spending the night here gives a character a 75% chance of picking up fleas.



Kislev

Unlike the Empire, the Watchmen of Kislev are independent of the Kislevite standing army, and have little to do with the many *rotas* of Kossars, Winged Lancers, and Horse Archers. Instead, the ruler of each city or large stanista organises his own force to maintain civil order and pursue criminals.

Each of these forces is normally led by a *Boyar* (Noble) who is appointed to the position by the local ruler. Such a position can be highly influential, and is much sought after by those without an interest in proper military affairs.

By comparison, very few of the oblast settlements have Watchmen. On the open steppe, civil order is more a community matter, with disagreements resolved by the word of the *Atamans* (community leaders).

Tilea

The Watch forces of other nations tend to adopt a much looser organisation, though the forces of some of the intensely political Tilean City States rival those of the Empire in terms of professionalism and organisation.

However, the levels of corruption in some Tilean Watch forces is said to be so endemic that Randal Himself would shake his head in amazement.

Some mercenary regiments in Tilea become so closely linked with a particular Watch detail that they perform much the same function as Watchmen and are viewed as such, such as the Rat-Catchers of Miragliano who perform much the same role as Sewer Jacks might.

Estallia and the Border Princes

Estallian or Borderlands Watchmen tend to be organised in the manner that best suits their local ruler, resulting in a wide array of different Watch organisations, uniforms and remits.



Harald Kleindeinst

'This is why they call me "Filthy Harald". Every filthy job, Baron. That's when people come to me. That's what I get. Every filthy job.'

Harald Kleindeinst was once a Watch Captain in Altdorf's Luitpoldstrasse District. Tough, honest, and without the terrible cynicism of many Watchmen, Harald killed a nobleman who seemed intent on slaying a young girl. Since the nobleman was an elector's nephew, Harald was quietly bundled off into obscurity so the scandal would remain secret.

Harald has spent his time travelling the roads and waterways of the Empire, Marienburg, and beyond ever since, turning a Crown or Guilder when he could, working in the service of merchants who wanted their cargos protected (or their losses traced). Harald is an intimidating man, over six feet tall and still in excellent physical condition despite his advancing years. Clean-shaven and intense, he is not a man to have as an enemy. In the wake of the Beast murders in Altdorf, Harald was co-opted back into the Watch, earning the enmity of some of his old compatriots who tried, unsuccessfully, to violently settle old scores. Since the events of the Great Fog Riots and the end of the Beast murders, Harald has consolidated his position within the ranks of Altdorf's Watch, earning grudging respect from other members of the force due to his success rate in solving a number of highly publicised cases (and the often Watch-critical commentators of the *Altdorf Speiler* love Harald).

It is clear that a deep desire for justice and integrity burns within Harald just as it always did, and he is no cheap vigilante despite what his detractors may say. He is too honest and decent a man for that, well-versed in the ways of the world, hard to fool, and able to detect lies very readily.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57	52	52	41	52	46	47	48
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	5	4	4	0	0	0

Career Path: Captain, ex-Watchman, ex-Sergeant.

Skills: Academic Knowledge (Law), Academic Knowledge (Tactics), Command, Common Knowledge (the Empire), Common Knowledge (the Wasteland), Consume Alcohol, Dodge Blow +10, Follow Trail, Gossip +20, Intimidate +10, Perception +10, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilean), Swim.

Talents: Ambidextrous, Coolheaded (added to profile above), Disarm, Quick Draw, Seasoned Traveller, Specialist Weapon Group (Throwing), Street Fighting, Strike Mighty Blow, Strike to Stun.

Trappings: Leather Jack, Magnin Throwing Knife (see below), Riverman's Clothing, Uniform of the Altdorf Dock Watch including Copper Badge, 3 Daggers, 12 gcs in Belt Pouch

Special Rules: Harald has a unique throwing knife that was crafted specially for him by the renowned Swordsmith, Magnin. The knife is eighteen inches long and a deadly weapon in Harald's hands. Its balance and weight have been adapted to Harald's grip and strength, making it next to useless as a throwing knife in any other's hands. When throwing the knife Harald gains a +20 bonus to his BS Characteristic; any one else suffers a -20% penalty to their BS. In close combat the knife can be used like a dagger, though Harald avoids this in case the balance and sharpness of the blade is affected.

It is often rumoured that only drunks and losers who foul up elsewhere get assigned to the Altdorf Dock Watch, and a long-standing joke that thieves are more often sent to join the Dock Watch than gaoled within Mundsens Keep. The reputation of the Dock Watch is so poor that shipping lines hire their own men to guard their warehouses, and any skipper worth his pay posts his own watches when moored at a wharf in Altdorf.

The main headquarters of the Dock Watch are found on Luitpoldstrasse, a street leading towards the docks and the infamous Street of a Hundred Taverns. The back room of the station is rumoured to be a treasure trove of pilfered goods, stored there until a weekly divvy-up between the Watchmen. The Station has a well-equipped armoury, with halberds, crossbows and some heavy-duty, iron breastplates and helmets, for use in times of civil unrest.

Shipping companies occasionally complain about the lax attitude of the Dock Watch, and the crimes which their members seem to indulge in as much as the thieves they purport to stop. On the whole, though, the shipping companies find it easier put up with 'tithing' than to put up with the mysterious fires that break out in the ships and warehouses of merchants who complain about law and order. But every once in a while a member of the Dock Watch gets too greedy, and is found hanging in chains from the Fork Wharf. When serious questions about the state of law and order in the docks are asked of the captains and lieutenants of the Dock Watch, the response is typically a curt 'we're undermanned'.

The Watchmen of Marienburg

Officially known as the Honourable Company of Lamplighters and Watchmen, Marienburg's City Watch is best known for the distinctive floppy, black hats they wear. The Black Caps are organised into Watch Barracks, one for each of the wards and boroughs of Marienburg (except for the foreign ghettos, which are under the jurisdiction of a barracks in a neighbouring area). The size of each barracks varies from ward to ward, depending on the area covered and its local character. Small, relatively peaceful areas like Shattinham have a correspondingly small presence, while Suiddock rates the largest Watch presence in the city and a barracks that looks like a fort.

Headquarters is in a large building in the Palace District near the High Court. Typically, though, each barracks is left to handle its own affairs. Ward Captains only request help from Headquarters when a case requires specialised investigators or resources.

Watch posts are placed at strategic points in each of the city's districts. Each post is manned by anywhere between two and twelve Watchmen, depending on the Ward Captain's judgement.

The staff of each post are responsible for patrolling their area and enforcing any laws and bylaws, referring serious crimes to higher authorities. In some areas, these patrols are supplemented by citizen volunteers who help by lending numbers to the Watch patrol and acting as impartial witnesses. In poor quarters like Suiddock or the foreign quarters, anyone doing this is seen as little better than a traitor and a spy, and had better not be caught alone near a convenient canal.

Indeed, Old Fiefer officers often threaten 'demotion' to the Fifers to difficult soldiers, and as few wish to endlessly beat the streets to deal with dangerous criminals or be spewed upon by drunks, most troublemakers quickly change their ways. And as 'demotions' are the primary source of new blood in the Fifers, the Watchmen are some of the rowdiest, most belligerent men the Old Fiefers have to offer. Indeed, many of the Fifers would be criminals themselves if had not become Watchmen.

Each Fifer is armed with a heavy cudgel to beat those not keeping the peace into submission. They all wear a full military uniform of greying white, trimmed and slashed with green and red, with a crowned skull playing a fife on their chests. During Night Watches, one Fifer per group of five or less will carry a lantern on a tall pole.

Village Watches

In some villages of the Empire, families take it in turn to provide a Watchman to man any defensive structures within their settlement. In the village of Kleindorf, for example, the families provide a Watchman for each of the two gates, which are sited across the only road that leads through the village. However, these are rarely full-time positions, and most villages are protected by Militiamen only.

Beyond the Empire

Although the Watchmen of the Empire are the primary focus of this booklet, all of the Old World nations have Watchmen of one stripe or another. This section very briefly examines these, and provides hints for those wishing to create non-Empire characters.

Brettonnia

The Watch in Bretonnian towns and cities are organised by members of the kingdom's peasant class and, whilst they defer to the authority of the nobility when one of the lords or ladies of the kingdom deigns to take an interest in matters of security, they are usually left to their own devices provided they keep a modicum of peace. The jurisdictions and remit of Bretonnian Watchmen are more limited than those of other nations - law and order is more a matter of keeping up appearances in front of the nobility, rather than ensuring that justice is done.

The standard of what constitutes law and order varies wildly from duchy to duchy. The Royal Court at Couronne, for example, ensures that the security of the city is tended to by a core of Watchmen whose standards of professionalism rival, if not exceed, that of their equivalents in the Empire.

At the other end of the scale no kind of formalised policing goes on in the Barony of Mousillon and law enforcement is pretty much at the whim of any powerful group that seeks to protect its own interests.

The Watchmen here suffer from something of a siege mentality, and have dubbed their barracks “Fort Blackfire”, an ironic comparison between their situation and that faced by those who fought in the violent frontier of Black Fire Pass.

Under command from the Main Guard Barracks, Watchmen guard the two main gateways into Bögenhafen; these fortified gateways guard the entrances to the town from Helmgart (the West Gate) and Nuln (the East Gate). The gateways consist of two three-story towers linked by an arch, with battlements covering the whole structure. The gates themselves are two massive iron-bound wooden gates, with a stout wooden portcullis operated from one of the towers on the town side. A detachment of ten watchmen man the gates and are housed in a small barracks on the ground floor of each tower. A sergeant has his office and sleeping quarters on the ground floor of the winch tower.

The Fifers of Grissenwald

In Grissenwald, keeping the Emperor's Peace falls upon Grand Prince Karl-Franz's 12th Regiment of Foot, Pfielbacher-Korber's Regiment of Foot, 'The Old Fiefers'. The Old Fiefers have patrolled the town for over 300 years, and long-ago established a Detachment from their 3rd company especially for the duty. This Detachment – known locally as 'The Fifers' – are based in the Sudwand district in the south of Grissenwald, although they maintain a smaller property by the Nordhafen docks. This secondary property is little more than a collection of cramped cells with heavy docks, used as a temporary lockup for drunkards to sleep off their excesses, and similar petty crimes.

Currently, the 67 Fifers are led by Leutnant Dornacher, an aging veteran from campaigns against the Greenskin menace of the Grey Mountains. He has little concern for the job, and only cares for the opportunity it provides him to secure lucrative bribes from the various mercantile and criminal families and organisations of Grissenwald. Besides this, unless it involves Brandy or Bretonnian Wine, he doesn't give a Snotling's Piss, and delegates any problem to whichever of his 6 Sergeants is closest.

Each Sergeant commands a squad of 10 men, each of which is split into two Watches of 5 men led by a Corporal. At any one time, half the Fifers are on the job, typically with about 20 men on the streets and 10 at the Watch Station. Each Watch of 5 men is given a selection of neighbouring districts to patrol each shift, and it is up to the individual Corporals to decide how they divide this work. Typically, each Corporal splits his men into two groups, with the Corporal personally leading two men, and the remaining two patrolling the harder beat. However, during tense times, Watches often patrol with a full compliment of 5 men.

Even though they are part of the State Army, the Fifers have not seen any active military service apart from the defence of the City Walls in their 212-year existence, even when the Old Fiefers have been called elsewhere. They train separately from their parent Regiment, and only Leutnant Dornacher has any significant contact with it. Most Old Fiefers sneer down upon their counterparts in the Fifers, even though many have served in that Detachment.

Ward Captain Theophilus Graveland, Commander of the Suiddock Black Caps

'Certainly; I'm interested in the money, thank you. By the way, you're under arrest. What about the cash? I'll deliver it to the temple poor box, just as you intended.'

Captain Graveland is most often found wandering the canals and side streets of Marienburg's Suiddock, something he does day or night. A tall, lanky man in his early forties with piercing grey eyes and a withering sneer, he's often in trouble with the Marienburg Watch Commandant, General Escottus van Haaring, who has to deal with angry merchants complaining that Graveland does not respect their status.

Theophilus came to Marienburg from Kalkaat, a town in Kleinland. He started his career as a bounty hunter, tracking smugglers and river pirates. Almost all his hunts led him to Marienburg and the Suiddock. In the time he spent tracking criminals there he came to know its people and found something amongst them that he lacked - something to care about for its own sake, not just for the reward money. So he joined the Black Caps, and only accepted promotions when they allowed him to remain in the Suiddock. He finally made Captain, and has been tirelessly guarding the docklands and its people ever since.

His career has not been easy. Marienburg authorities have left the Suiddock Black Caps underfunded, allowing them just enough resources to stop brawls from becoming riots, but not enough to effectively fight crime. Theophilus knows his men are taking bribes, but he can hardly blame them – just so long as it is only to cover up minor crimes.

Sometimes the only way to really fight crime, in Theo's mind, is to cut corners with the law and not waste time with the formalities. This has given him a reputation for brutality – albeit deserved – which has in turn led to a reputation for corruptibility, this time undeserved. However, he takes advantage of this – it's amazing what criminals will say if they think you're one of them. If forced to consider that he may have trapped an otherwise-innocent man who thought they were only playing the system, Theo reasons they would have done something sooner or later anyway.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
67	55	52	53	64	48	46	42
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	18	5	5	4	0	0	0

Career Path: Captain, ex-Bounty Hunter, ex-Watchman, ex-Sergeant.

Skills: Academic Knowledge (Law), Academic Knowledge (Tactics), Command, Common Knowledge (the Empire), Common Knowledge (the Wasteland), Dodge Blow +10, Follow Trail +10, Gossip +20, Intimidate +20, Outdoor Survival, Perception +20, Read/Write, Row, Search +10, Secret Language (Battle Tongue), Shadowing, Silent Move, Speak Language (Reikspiel), Speak Language (Tilean), Swim, Torture.

Talents: Coolheaded (added to profile above), Disarm, Lightning Reflexes (added to profile above), Marksman, Quick Draw, Rover, Seasoned Traveller, Sharpshooter, Specialist Weapon Group (Entangling), Specialist Weapon Group (Gunpowder), Street Fighting, Strike Mighty Blow, Strike to Stun.

Trappings: Baton of Rank, Brace of Duelling Pistols, Ceremonial Breastplate and Helm, Floppy Black Cap with Badge of Office, Sword.

The Watch Post on Potion Square

On the eastern side of Potion Square, facing the Marienburg Home for Foundlings, stands a Watch post – Suiddock Watch Station Number Four, to give it its full name. To the casual observer, it looks much like any of the other small shops and houses that surround it, save for the strength of the single door and the absence of windows. The building is of stone and timber, and is over two centuries old, like most of the surrounding area. It is typical of the small watch stations that can be found in the city. Station Number Four is manned by two local Black Caps, whose beat includes the whole eastern half of Luydenhoek. These are Dirck Nederbaar and Jan Waat.

Dirck Nederbaar is a tall, stout man who is generally genial and friendly, wanting little more than a peaceful life. He does hold a deep prejudice against Tileans though, as a result of his elder brother being killed after getting involved with Tilean Racketeers who were trying to gain a foothold in Marienburg. Jan Waat is a short man with wavy blonde hair and slightly bulging blue eyes. He is dynamic, but often high-handed, and is motivated by his desire to get on, catch criminals, and ensure the law is respected (in that order). Waat is a very junior member of the Knights of Purity (a group that is publicly a charitable social club, but is also a band of vigilantes who often take the law into their own hands), in which he sees an advantage for his advancement within the Watch. Dirck and Jan report to Captain Valk at the Suiddock Ward Barracks, and can call there for reinforcements if necessary.

The two are equipped in much the same manner as Black Caps throughout the city; although, like many of the Watchmen who work the rough and rowdy Suiddock district, they forgo the large black hats that earn them their nickname in favour of solid iron helmets that protect their heads and necks.

The Watch post consists of an office and a couple of cells that are generally used for holding drunks overnight; occasionally, though, someone accused of a more serious crime will be held here until the necessary paperwork can be drawn up and the suspect can be transferred to the Suiddock Ward barracks.

The building is separate from those around it, with no adjoining walls. The single door is of ironbound oak, with a lock on the outside and bolt on the inside. The walls are of timber-laced stone. The two cells are separated from the rest of the building by stout iron bars, one-inch thick and spaced six-inches apart. Locks on the cell doors may only be opened from the outside. Each cell is equipped with a hard wooden bunk and a none-too-clean bedroll.

'Need to talk to the Watch? Easiest thing in the world. Just get yourself a hatful of stones and start throwing them through windows - ha ha ha! But then there's a Watch-house in Potion Square, opposite the orphanage. Can't miss it - it's a tiny little place with no windows. 'Course, I'm not guaranteein' there'll be anyone at home.'

'That Nederbaar's a hard man. He may look fat and jolly but don't you be taken in. I remember some poor drunk they poured out of the Long Dragon one night - well, to tell you the truth I was helping to carry him - Tilean, he was, just put in from Remas - and he said something to Nederbaar - couldn't make out quite what - and he started laying into that Tilean like he'd just been given a wooden Guilder! We had to drag him off in the end, before he killed the feller.'

'Watch? Don't talk to me about those lamplighters. They spend all day bothering honest folk who just want to make a living, and when you face them with a real crime they just don't want to know. Only last week my brother's shop got broken into, and would they do anything? In a dry winter they did. Too busy, they said, got a murder, they said. Took a bribe, I say.'

The Cult of Ulric has always been influential in Talabecland, and it is not different in Talabheim, where the Wolf God is the second-most influential cult in the city, after that of Taal, of course.

The City Watch is responsible for enforcing the city code, maintaining order, and acting as a reserve in times of siege. They are known for arresting individuals for the slightest infraction, rationalising there must be some law buried in the massive tomes of the Grand Courthouse of Edicts that applies to the given situation. However, Talabheim is unusual in that a citizen arrested by the City Watch may attempt to charge the arresting officer with illegal incarceration if they can bring the case in front of the city's judges – but only the wealthiest and most influential can manage this.

The Hollows – Talabheim's enormous central prison – has so many prisoners that it is the second largest employer of Watchmen in the city after the Dogfaces. These Watchmen not only guard the prison, they also escort gangs of convicts and their Jailors around the city when they are sent to complete slave-labour jobs for the government of the city.

Keeping the Emperor's Peace in Bögenhafen

Bögenhafen is a busy and prosperous Reikland town, and as a result it is heavily fortified for a settlement of its size. As it is not large or important enough to boast much in the way of a standing defence force many aspects of the security of the town is looked after by its force of Watchmen. Whilst it is somewhat better catered for than many other settlements the Watch in Bögenhafen provides a fair template of what to expect from other large towns of the Old World, and those of the south and west of the Empire in particular.

There are two watch barracks, one on either bank of the River Bögen, and from these patrols of four Watchmen, occasionally led by a Sergeant, are sent out around the town both night and day. The Watch in Bögenhafen wear yellow tabards adorned with the town's coat of arms (contrasting with the purple cloth the town is famous for and that many of its richer citizens wear) and they tend to carry either a halberd or a club in addition to their regular trappings.

The main guard barracks are located in the South East of the town, nestled against the town wall and adjacent to a minor entrance to Bögenhafen (the Postern Gate, which is open during the day and manned by two Watchmen at all times). This is the headquarters of the town Watch and is manned by a minimum staff of four Watchmen. The Captain of the Watch is in permanent residence here, and there are quarters for forty men, an armoury and a cell block with ten cells.

Patrols from the Main Guard Barracks have a short walk to get to the Adel Ring, the rich district of the town which is home to its most notable citizens, and as a result it is rare that a patrol isn't seen in the area (in order to keep up appearances as much as keep the peace).

The other side of the river, in the North West of Bögenhafen, is the North Barracks, responsible for keeping the peace in the rough district of town known as "The Pit".



The City Watch

'I have a deep affection for the city of Talabheim (the Ten-Tailed Cat being a favourite inn of mine), not least because, relatively speaking, the streets are quite safe. This is because it is proud to have one of the best city watches in the Empire.

The count ensures they are properly equipped, trained, and paid. Thus they are not like the rowdy, part-time thugs that one sometimes sees in watch uniforms. Patrols are regular, and they are so much a part of city life that they put on parades and drill exhibitions for the amusement of the citizens.

City watches in some of the more provincial towns, particularly in the north, are often less than professional. Their ranks are swelled by unpaid volunteers, and I suspect it is not civic duty that drives them, but rather a desire to cause mischief under the pretence of upholding the law.

The power they wield is open to abuse if not contained by a proper supervising body. Extortion, theft, violence, and dereliction of duty are all accusations which could be levelled against some of our so-called protectors. There are enough ruffians and criminals in the land without adding them into the equation.'

- From *Blood on the Reik, a Journey Through the Old World* by Tobias Helmgart

Note that Tobias's account was written in 2515IC – before the disappearance of Helmut Feuerbach – explaining his use of the word 'count'. It is, of course, the administration of Countess Kreiglitz-Untern who now sees to the creation and upkeep of the Talabheim watch.

The Black Caps also form the core of Marienburg's militia. The law requires that each Ward provides a certain number of volunteer crossbowmen to fill out the ranks of the Watch in times of emergency. However, since the secession of the Wasteland from the Empire, the city has come to rely more on mercenaries and the Watch's militia roles have atrophied.

The Middenheim Watch

Ulrich Schutzmann is the overall commander of the Middenheim Watch, and responsible for the appointment of all Watch Captains. He reports directly to the Graf himself, and is said to be a dedicated 'spit and polish' soldier. He is harsh and unbending, grave and cautious, a strict disciplinarian but a good strategist and a sound tactician. He frequently reserves his judgment on matters and speaks little.

Commander Schutzmann is one of the three Midden-Marshals, the military advisors to the Graf on all matters concerning the security of Middenheim. They are also the senior hierarchy of the Warrior's Guild. The other two Midden-Marshals are General Johann Schwermutt and Marshal Maximillian von Gensher. There are four Watch Captains (one for each of the four city Watch Contingents): Bruno Keisler, Joseph Dreschler, Walter Stekel and Hermann Kammerer. These four report directly to Commander Schutzmann.

There are around five hundred ordinary Watchmen (Volunteers and their Sergeants) and seventy five Elite Watchmen (Professionals and their Captains) in Middenheim. In times of civil unrest (following poor harvests, for example) or when dramatic increase in the number of visitors demands it (during carnival week, for example) this force will be increased by the recruitment of up to three hundred reservist militiamen.

The volunteers are drawn from the households of all tax-paying citizens of the City State (including the area outside Middenheim itself) - each of which is to provide one male or female between sixteen and thirty and in sound physical health for one month's service each year. Whilst this does ensure that there is never a shortage of Watchmen it does mean that nearly everyone in the city has a friend or relative currently on active service. The ranks of the professional Watchmen are filled by suitable applicants, or by ex-volunteers who are promoted. Typical patrols of Watchmen in the city vary between four and seven men led by a Sergeant during the day, and between six and nine men during the hours of darkness. Elite patrols are the same size by led by one of Middenheim's Watch Captains, and may even be accompanied by one of the City's resident Magisters.

Inside Middenheim's city walls and adjacent to each of the great fortified gates that provide entry to the city are the barracks for one of the four Contingents of the City Watch. Under the gatehouses themselves are the cells where criminals awaiting trial are held.

Anyone who has lived in Middenheim for a year and a day is eligible to volunteer to join the Watch, though they will have to convince a Sergeant they are worthy candidates and prove they can handle themselves in a fight. If they are devoutly Ulrican, this induction process is often made somewhat easier; if they are devoutly Sigmarite, volunteers will have a hard time convincing a Sergeant they are worthy candidates.

All Watchmen in Middenheim work ten hours a day, one week on daytime patrols, followed by one week on nights. Alternate Festags are days off (which has had the negative consequence that criminal activity in the city tends to spike on Festags).

People who enlist in the Watch must take the following oath: *'I (name) do most solemnly swear to uphold the laws of the great and glorious City State of Middenheim at all times. I shall obey my superiors without question, and shall lay down my life if necessary to preserve that of his most excellent highness Graf Boris.'*

Whilst it isn't exactly illegal, the Watch make it plain that wearing heavy armour or carrying weaponry within the city is unacceptable (with the exception of knives, daggers or rapiers of course), and they will unflinchingly hassle anyone who makes an overt show of moving about the city whilst heavily-armed.

They will ask questions and may detain the person in order to 'help with enquiries'. They may even make an arrest on a charge of public drunkenness, irrespective of the suspect's sobriety.

The religious divides of the Empire are particularly apparent in Middenheim, and as the Watch in the city is largely comprised of Ulricans, this can colour their views of justice. Petty crimes committed by a follower of Ulric might be lightly punished or even ignored, whilst the same trespass by a Sigmarite might be dealt with in a relatively harsh fashion.

The Watchmen of Nuln

Dressed in their finely tailored, black tabards, the Watchmen of Nuln walk the streets enforcing the Countess's laws with a varying level of vigilance, depending on the district they walk. When patrolling the Aldig Quarter (home to the palace and easily the city's finest district), or the wealthy Altestadt, they are keenly aware of any infraction, even minor ones. Should a person look suspicious, a Nulner Watchman will typically arrest them first and ask questions later.

Halberds

Unsurprisingly – given that most Watchmen are drawn from the State Regiments – many depictions of Watchmen describe them as being armed with halberds. It certainly makes sense for Watchmen to be armed with such weapons, for they are intimidating enough to scare off many who might otherwise assail a Watchman, hefty enough to break down doors with little effort, and can be used to ensnare an object that would otherwise be out of a Watchman's reach.

Therefore, with GM permission a player creating a new character can swap his Lantern, Pole, and free Basic Weapon for a Halberd. After all, the Marienburg Black Caps often carry halberds, and even Watchmen in smaller towns such as Bögenhafen are likely to carry them during their patrols.

However, the GM should consider where the Watchman is based and whether or not his local watch post would want to see the weapon returned to the armoury at the end of each shift. This would certainly be the case in a city with tight controls over the carriage of weapons in public, such as Middenheim or Talabheim. However, there are many other towns and cities where it would be quite reasonable to assume that a halberd is very much part of a Watchman's kit, and a Watchman carrying such a weapon would arouse little suspicion from his peers, his superiors, or the populace of his jurisdiction.

Patrols grow more infrequent the further one travels from the palace, and in the shantytown in the Nauestadt few patrols even dare to stray far from their Watch station. The Watch also has a strong presence in the armouries district, though the Army also attend to matters of security here. Patrols tend to vary in size between two and eleven strong, but are usually led by a Watch Corporal no matter how large or small they are.

In each of Nuln's districts stands a Watch station and, somewhat unusually for a city of the Old World, these buildings conform to a fairly uniform appearance. This is due to the fact that, in the wake of the widespread damage wreaked by the Skaven in Nuln, demand for greater security from the citizens of the city led to the commission of these purpose-built stations. The Watch stations are large, two-storey houses, fortified with bars over their windows and constructed of heavy, crudely dressed stone.

The stations serve as barracks for the Watchmen on duty (about thirty at any one time in any particular district), jails for criminals, and as minor courts for petty crimes. Patrols receive their orders from these sites and regularly report back for fresh instruction. Each building is topped with a bell tower that serves to alert patrols of a dangerous situation and, once rung, patrols in the surrounding area hurry back to report at the Watch Station.

Nulner Watchmen are said to adopt a rather surprising tradition of kindness to the homeless and destitute. They even let such individuals use Watch Station cells to sleep in when they have no other shelters, and some say they give vagrants bowls of gruel in the morning. In reality, they perform these acts very sparingly, and only when they have cells and men to spare for such charity.

The Watchmen of Talabheim

Talabheim's City Watch is known as 'the Dogfaces' for the rather poor heraldry they sport. The city guard were gifted the wolf's head heraldry by the Cult of Ulric during an interregnum in the second millennium that saw Ar-Ulric (the leader of the Cult of Ulric) uproot himself from Middenheim to reside in Talabheim after a particularly heated disagreement with the Graf.

