

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Knave of Wands	
Alleyman’s Tarot Card:		Knight of Rings (Page No. 90)	
No. & Name of Faction		104. The Black Watch	
Expansion		Forgotten Factions	
Timeframe			
Alignment		N/L	
Politics	Conservative	Category	Executive
Enemies	Anarchists		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Spymaster, The Mole Hunter, The Watcher from Shadows		
Location A	Any vacant space for an Expansion being played	Area A	Variable
Location B		Area B	
Resources	Spies, Informers, Shadow Watch		
Circle		Forest	
Otherworld		Domain	
Random Event	Secrets of the Black Watch, including the identity of agents, are said to be on sale in the Rumour Market.		
Background	The Black Watch is the Overlord’s spy network, operating from a secret location somewhere in Tehmor. Its purposes are to protect the Council, Overlord and other Executive agencies of government from threats, to counter the activities of foreign spy networks and to conduct espionage abroad to further the interests of Tehmor (in particular in the rival Free Cities of Vavistor and Iklaron). Officially the Black Watch does not exist, although it is an open secret that it does. It has no official budget, but is secretly funded out of the budgets of the City Watch and Citadel Guard (which provide cover for its operatives). Its spies have infiltrated many Factions and there are often concerns that the Watch is out of		

	<p>control and pursuing its own agenda, but it continues to provide useful information and reports of useful services it has undertaken for the government, which help to allay such concerns. Various rival organisations attempt to infiltrate the Watch (in particular the Secret Services of Vavistor and Iklaron, the Troublemakers of the Temple of TERRIK, the Anarchists and the Assassins' Guild) and The Mole Hunter co-ordinates its attempts to counter such infiltrations and turn their agents, resulting in double and triple agents, etc. The Black Watch has its own covert dirty tricks group that is secret even from most of its members, referred to by some as the Shadow Watch, headed by The Watcher from Shadows. It is not clear which of the Shadow Watch or the Assassins' Guild has infiltrated the other, or maybe the Shadow Watch is simply subcontracted to the Guild.</p>
Notes	<p>May place a Location Pawn on a vacant numbered space on the Main Board for a Faction from an Expansion that is being played, but must move the Pawn to another such space if that Faction is Activated or another Faction places a Location Pawn there. / Spies: Once per Game Turn and at any time during that Turn you may specify that a Character of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn) is a secret agent of your Faction. The Faction may be controlled by a Player Allied with you or an Enemy of this Faction. The Character must be one specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be an agent of another Faction (in which case they are now a double-agent). You must specify the Character is a secret agent of your Faction to the DM and all Players, but the other Factions will not be aware of this in-character unless the agent betrays him or herself. You now role-play the agent and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the agent in subsequent Game Turns (where relevant to current Plots). The agent must be role-played consistently with how the Player who controls their Faction is role-playing current Plots, except to the extent it may further the purposes of your Faction. Double or triple agents may have their actions specified by the Players of all Factions of which they are agents, but the last Player to specify them as an agent of his or her Faction / a member of his or her Conspiracy has the final say as to their actions. Champions of ATAVAR may not be secret agents unless they have previously gone rogue or the Player of the Champions of ATAVAR targets this Faction and specifies an existing agent is in fact a Champion (in which case he or she now plays that agent).</p>