

THE LONG ARM OF THE LAW 1

INTRODUCTION

There are five types of law in Kaldor: state crimes, privilege crimes, temple crimes, social crimes, and economic crimes. In the following, a *Sentence Modifier* (SM) is given in parenthesis.

State crimes, or felonies, concern actions against the sovereign. They are generally deemed the most serious of all crimes and are usually the only laws that are enforced against nobles. These are all felonies.

- Treason (citizens only) (+75): “action detrimental to the crown, sabotage of crown property, membership in a treasonable or seditious organization”, banishment, death by various means.
- Sedition (+50): “encouraging others to commit treason, disputing the authority of the crown”, banishment, death by various means.
- Espionage (+75): “sabotage of crown property, spying”, death by various means.
- Rebellion (+80): “taking up arms against a lawful liege or denying his rights or privileges”, loss of title, banishment, death by various means.
- Regicide (+100): “killing, or attempting to kill, a member of the royal family”, death after torture.
- Assassination (+100): “murder, or attempted murder, of a noble or lawfully appointed official”, restitution and/or death.

Privilege crimes concern the abuse or usurpation of some kind of privilege, obligation or right, an offense against the social order. Many of these are considered felonies; those that are not, require an accusation to be brought by the offended party.

- Breach of the privilege of rank (+50): “bearing chivalric arms without lawful right thereto, impersonation of a noble, usurpation of the customary or lawful rights of a noble, lack of proper respect for a person of noble birth or rank or lawfully appointed official, laying hands on such a person in a disrespectful manner or without permission”, flogging, branding, imprisonment, death by flogging.
- Abuse of trust (+40): “abuse of office or position, including graft, embezzlement, accepting bribes, failure to properly execute customary or legal obligation, dereliction of duty”, loss of office, title, property and privilege, imprisonment, banishment, death by various means.
- Oathbreaking (+30): “perjury – lying under oath – or oathbreaking, breach of contract”, fine, restitution, confiscation of property, loss of privilege, title, and office, banishment, severing of the tongue, scolding, death by stoning.
- Obstruction of justice (+25): “hindering an officer/noble in the performance of his duty”, fine imprisonment, pillory, hanging.

Temple crimes are tried under temple law in religious courts. Only crimes against legally recognized churches are dealt with under temple law and only after the accused has been bound over by the secular authorities (likely after the appeal options have been exhausted). Temple courts must obtain secular consent to any death penalties. Temple courts often use trial by ordeal. The penalties handed out by temple courts will vary from one temple to another; the church of Peoni, for example, never causes any permanent harm to offenders. None of these are considered felonies; accusations must be made by the injured party.

- Breach of temple privilege (+40): “impersonation of a priest/cleric, usurpation of temple rights”, scolding, flogging, banishment, burning at the stake, impalement.
- Desecration of church property (+50): “disrespect for, or theft of, the property of a lawfully recognized church or the relics/artifacts of a lawful deity”, flogging, branding, mutilation, burning, impalement.
- Blasphemy (+25): “lack of respect for a lawfully recognized deity”, scolding, removal of the tongue.
- Heresy (+30): “denial of a lawful church’s status as arbiter of its deity’s will, denial of the authority of a temple or cleric, disputing church doctrine”, scolding, removal of the tongue, mutilation, burning, impalement.
- Witchcraft (+100): “conjuring or consorting with demons, disposing of souls, casting inimical spells for the purpose of unlawful personal gain” impalement, burning, drowning, hanging.
- Unlawful religious practice (+75): “catch-all to stamp out dubious religious practice not dealt with other temple law”, scolding, removal of the tongue, drowning, burning.

Social crimes are generally crimes of violence against commoners. As a rule, only common folk will suffer the more severe penalties given below; a noble’s liability is unusually limited to restitution in cash or kind, if that. Some are felonies, others require action by the injured party.

- Battery (+40): “attacking a person causing injury”, restitution, pillory, flogging.
- Rape (+50): “sexual assault of a maiden”, flogging, restitution, imprisonment, castration, death by stoning.
- Murder (+75): “killing, or attempting to kill, a commoner without due cause or provocation”, death by hanging, restitution, fine, slavery to family of the deceased.
- Manslaughter (+25): “accidental slaying of a commoner”, restitution, fine, imprisonment.
- Cannibalism (+80): “eating or skinning human bodies”, death by starvation or being thrown to wild dogs, burning at the stake.

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- Abduction (+30): “detention of a person against his will, without good or lawful cause”, restitution, fine, imprisonment, mutilation.
- Obscene practice (+10): “engaging in some proscribed and immoral act such as prostitution, indecent exposure”, fine, pillory, imprisonment, death by stoning.
- Libel/slander (+25): “false accusation, malicious gossip”, scolding, removal of the tongue, restitution, flogging.

Economic crimes are secular crimes that cause only economic harm. With some exceptions, action must be initiated by the injured party. Most are not deemed felonies.

- Breach of guild privilege (+25): “usurpation of the customary or lawful rights of a guild or guildsman, impersonating a guildsman, violation of guild monopoly”, confiscation of property, fine, restitution, banishment.
- Petty larceny (+25): “minor theft of 12d or less”, penalties: pillory, restitution, fine, flogging.
- Grand larceny (+50): “major theft of more than 12d”, pillory, restitution, fine, flogging, mutilation, hanging.
- Horse theft (+80): “theft of a warhorse”, death by hanging.
- Poaching (+25): restitution, fine, flogging, severing of the hand, banishment, death.
- Hoarding (+40): “hoarding food in time of famine, violation of any rationing laws that may be in effect”, flogging, death by starvation.
- Tax evasion (+40): “avoiding payment of any lawful toll or tax”, restitution, fine, pillory, flogging.
- Forgery/fraud (+50): “counterfeiting coins or forging documents, possession of same, obtaining benefits by misrepresentation”, fine, restitution, pillory, loss of property, privilege and office, severing of hand, imprisonment.
- Smuggling (+30): “engaging in transportation, selling, or in possession of any proscribed or contraband goods”, fine, imprisonment, pillory, hanging.
- Piracy/highway robbery (+40): fine, pillory, imprisonment hanging.

THROUGH THE COURTS

[1] DID ANYONE SEE THE CRIME?

If no one spots the crime, then the offender gets away scot free. Chance of being caught is 20% plus modifiers.

- Time of day: 1st watch -15, 2nd watch +15, 5th watch +10, 6th watch -5.
- Location: wealthy district +15, market district +10, poor district -10, red light district -15.

[2] WHO’S THE WITNESS?

There is a 10% chance that the offense is witnessed by a watch patrol (5% chance they are guardsmen), 90% chance the witness is a citizen (type varies by location).

[3] DO THE CRIMINALS GET AWAY?

A crime, witnessed by a citizen, results in: 25% hue-and-cry, 50% send for watch, 25% both.

Watch arrives in

District	Day (min)	Night (min)
Wealthy	2D4	2D4+4
Market	1D6+1	1D6+6
Poor	2D10+10	2D10+20
Red Light	2D10+20	2D10+40

The hue-and-cry has a chance equal to the crime’s *Sentence Modifier* (see above) of catching the criminal (modified by circumstances). Watch Patrols / Guardsmen, who witness the crime, have an additional 20% chance of catching the offender. If the offenders escape capture, the percent chance that an investigation will be started is equal to the *Sentence Modifier*.

[4] ANYTHING YOU SAY...

Once caught, a number of things can happen depending on the Sentence Modifier and the amount of any bribes. For bribes, roll against Rhetoric: CS/MS +1 per KC, MF -1 per KC, CF “Obstruction of Justice” is added to charge. Roll D100, plus modifiers (+SM, +/- bribe, +25 for hue-and-cry), on the table below:

D100 + Mods	Actions of Arresting Body
30-	Let off with warning.
31-60	On-the-spot beatings, fines, or nearest stocks.
61-150	Arrest and charge
151+	Take law into own hands: severe beating, lynching, severe maiming

[5] THE TRIAL

Length of incarceration before being tried is (D100 + 150 – SM – KC bribe) days.

[6] THE VERDICT

To determine whether a character is found guilty or innocent, total the following *Guilt* and *Innocence* modifiers and subtract the latter from the former. The result is the percentage chance of being found guilty. This chance may be reduced by bribery (the costs vary, however – see below), and any monies used to this end must be spent *before the dice are rolled*. Note that a roll of 01-05 is always guilty, while 96-00 is always innocent, so you should always roll the dice, even if the chances of conviction are greater than 100% or less than 0.

Guilt Modifiers

- Victim is enfeoffed nobility +75, other nobility +50, land-owning freeborn +30, other freeborn +15, serf -10.
- Court is town +25, royal +50.

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- Arresting body is hue-and-cry +20, militia +40, guardsmen +60.
- Evidence is confession +80, caught red-handed +50, eye-witness +25, circumstantial +10.
- Accused's record +10 for each previous conviction.

Innocence Modifiers

- Defendant is enfeoffed nobility +60, other nobility +40, land-owning freeborn +20, other freeborn +10, serf -10.
- Litigant/Defendant has MS/CS on oratory +20, MS/CS on intrigue +10.
- Add defendant's rhetoric *minus* 40.
- Defendant's record +25 if no previous convictions.

If a litigant is hired, you may tell the accused PCs what the approximate chances of being found guilty are so that they can decide whether or not to try bribery. In town court, every 10 KC spent reduces the chances by 5. In a royal court, the costs are doubled. If the bribing fails a rhetoric test, the chances of conviction should be increased by twice the amount they would otherwise have been reduced.

[7] THE SENTENCE

In order to determine the punishment you should total the *Mitigation* and *Severity* Modifiers listed below, and subtract the former from the latter. This will give you a *Punishment Rating* which you can use on the *Punishment* table. This number can be altered by bribery (see below). You should be able to compile a list of possible sentences and you can then either pick one or choose randomly. Refer to the crimes above to determine usual punishments related to the crime.

Mitigation Modifiers

- Convict is enfeoffed nobility +60, other nobility +40, land-owning freeborn +20, other freeborn +10, serf +5.
- Litigant/Convict has MS/CS on oratory +25, MS/CS on acting +10.
- Add convict's *rhetoric* minus 40.
- Convict's record +30 if no previous convictions.

Severity Modifiers

- Sentence Modifier (see individual crimes above).
- Victim is enfeoffed nobility +75, other nobility +50, land-owning freeborn +30, other freeborn +15.
- Court is town +25, royal +50.
- Convict's record +20 for each previous conviction.

Punishment

Rating	Sentence Passed
Less than 10	Warning, the character is free to go but the conviction is kept on record.
Less than 40	1D4 days in stocks

Less than 20	Fine (1 x mitigation modifier of convict). If the convict cannot pay, add 10 to <i>Punishment Rating</i> and compile a new list, ignoring 'fine' results.
+10 to +20	Fine (10 x mitigation modifier of convict).
+25 to +50	Fine (25 x mitigation modifier of convict).
0 to 50	Dismemberment (loss of hand, etc.) as appropriate to the crime.
+40 to +200	Banishment from city (or kingdom for royal court). If the convict is ever again arrested within the city (or kingdom) the case is retried. This verdict counts as a previous conviction and adds an extra 50 to the <i>Severity Modifiers</i> .
+50 or more	Death by hanging.
-10 to +25	1D4 months hard labor. Hard labor involves working in a chain gang on public works of the city (or kingdom for royal court).
+25 to +60	2D6 months hard labor.
+35 to +80	1D6 years hard labor.
+50 to +150	Assigned to slave gang for 2D10 years. Assignment to a slave gang is similar to hard labor but the convict forfeits all property (to the crown) and may be bought and sold.
+80 to +200	Assigned to slave gang for life.

You should not regard any of the results described here as hard-and-fast rules. Feel free to over-rule results and impose whatever additional modifiers you need in order to ensure the smooth running of your campaign.

NOTES

The **Wergild** varies according to the status of the victim and the degree of injury. Although negotiable, this is never less than the value of his/her labor for a year, more often three, six, or ten times this amount. The entire family of the accused are liable unless they disassociate themselves by casting him/her out. This is the origin of the terms "**outlaw**" and "**in-law**".

The exclusive rights of the **Nobility** include the right to grant or bear heraldic arms, ride warhorses, organize military forces and the key right to hold and pass judgment at feudal courts.

Under vendetta and feudal law, most crime is a matter concerning only the rights and privileges of those involved. Legal action can be initiated only by the injured party. The concept of **felony** (crimes against the king's peace) has revolutionized law over the last few centuries and is largely responsible for the growth of royal justice.

SOURCES

Crossby, Robin (1984) "Encyclopedia Harnica 2". Blaine, WA: Columbia Games, Inc.

Sargeant, Carl, et. al. (1986) "Warhammer City". Columbia, MD: Games Workshop