



HEROES, VILLAINS AND FIENDS

A Companion for *In Her Majesty's Name*

Charles Murton & Craig Cartmell

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FOREWORD

'Of all men in the Empire my friend Sir Robert foresaw the danger that now faces us. If we do not prevail then Europe will fall to darkness, and with it both the Empire and the world. Now is the time we must stand firm and call upon that Christian faith and resolve that has made us the most powerful amongst the civilised nations. His sacrifice must be a lesson to us all. His noble defence of Her Majesty when all others had fled will place him in the pantheon of true British heroes. Let the call "For Delamere!" ring across the Empire!'

General Sir Albert Alexander KCMG, the Eulogy for Lord Robert Delamere, St Paul's Cathedral, London, 18 August 1895

The historians of the future will look back at 1895 and conclude that, Babbage aside, it was the year when everything truly changed. The advances in technology and the resurgence in the understanding and use of mystical powers brought the civilised world to the brink of oblivion. Only the actions of a few courageous men and women kept the flame of hope alive.

Surprisingly, it was often those who were generally considered to be 'villains' whose actions made the difference between peace and a descent into hell. The sacrifice of the Magi of the Hellfire Club against the monster Akhenaton in the Egyptian room of the British Museum is just one such engagement.

Around the globe organisations and individuals thought legendary or long dead walked amongst the living and changed the world for good and for ill.

In the New World, good men fought to preserve the liberty so hard won in the Civil War against forces that sought to bring back slavery and worse. Out West, the advance of industrial civilisation was brought to a shuddering halt by a combination of Native American mysticism and powerful outlaw gangs.

Across the Dark Continent, native forces fought to push back the Pax Britannica. No longer was a Lee-Metford rifle and a disciplined resolve enough to put the foe to flight. Some white men born under African skies, even Britain's greatest living hero, began to understand that there were places where the writ of the Empire could not, or perhaps should not, run.

Meanwhile, darkness gathered in the Old World, especially around the faltering rule of the Austro-Hungarian court. The French, Prussians, Romanovs and the Papacy were all circling this ailing giant, each knowing that, when it died, the whole of Europe could be drawn into a war to end all wars. Even in the Court of St James, the British Government watched this development with increasing anxiety.

Then there were those whose loyalties and ambitions could not be fathomed, such as the infamous Templars. Sometimes they seemed to fight for the light and sometimes for the darkness.

Yet nothing could stop the progress of science. Instead of peace and prosperity its advance often brought more conflict and misery. One had only to walk the back streets of any great 'civilised' capital to see its victims.

The future would depend not upon the actions of governments and their armies but upon those of the Adventuring Companies they employed. It would be moulded by a thousand engagements in city streets, ancient ruins, dense jungles, high mountains and boundless deserts. Guile, fortune and pluck would determine who prevailed and what future was written for mankind.

1.0 INTRODUCTION

Heroes, Villains and Fiends (HVF) is the first supplement for the Victorian science fiction skirmish ruleset *In Her Majesty's Name* (IHMN). HVF does not stand alone – you will need a copy of IHMN in order to play the game.

In HVF, we tell you a little more about the world in which IHMN is set. Just a little – enough to set the context but hopefully not so much that we limit your own imaginative interpretations.

We have focused mainly on new Companies from three continents: Europe (the Old World), North America (the New World) and Africa (the Dark Continent). Many of these companies have equipment, Mystical Powers and Talents which aren't found in IHMN – so there is lots of new material to add variety to your games. Animals, both trained and wild, feature more heavily in HVF – check out the Bestiary (HVF 3.0).

We've included guidance on backward compatibility (HVF 10.0), so you'll know which figures in the original IHMN Companies can benefit from the new introductions in this book. You'll find suggestions for new landscapes and new scenario complications. There is also an alternative campaign system with a worked example.

We hope HVF will add to your enjoyment of the game. If you have any questions or comments about either HVF or IHMN, please let us know on our blog: <https://inhermajestysname.wordpress.com>

2.0 THE ARMOURY

2.1 WEAPONS

Fighting	Attack Bonus	Hands Required	Pluck Modifier	Points Cost	Notes
Incense burner	+1	2	-1	7	Flame attack
Lance	+3	1	-1	5	Only usable from a mount by a character with the Cavalryman Talent

Shooting	Attack Bonus	Range	Hands Required	Pluck Modifier	Points Cost	Notes
Bomb	-	-	-	-2	7	Pre-placed on table as part of deployment, must be detonated by Engineer within 18"; attacks all figures in 4" burst radius at +4
Field gun, light	+2	48"	4	-1	22	Horse artillery piece, fires exploding shell which attacks all figures in a 3" burst radius at +5
Flare pistol	-1	9"	1	-2	6	Flame attack
Hand crossbow	+1	9"	1	0	3	Identical stats to pistol, can be used in exactly the same way, including while Fighting; can be poisoned
Incense burner	+1	3"	2	-1	7	Flame attack

NOTES

Bomb. Any large, pre-placed explosive device that can be detonated under the control of a Company is, for the purposes of IHMN, referred to as a bomb. The term encompasses large quantities of gunpowder, dynamite, nitro-glycerine... and any other explosive substance you can think of.

Controlled detonation, which takes place during the Shooting phase, may be electrical (e.g. a plunger) or fast-burning fuse but only a figure with the Engineer Talent can detonate the bomb (unless otherwise stated in a particular Company list). Any figure with the Engineer Talent can attempt to disarm a bomb by moving next to it and then making a Pluck roll in the Shooting phase (preferably before someone detonates the bomb!). Success indicates that the bomb is disarmed. Disarming cannot be attempted if the Engineer is engaged in a Fight.

Note that if the area of effect of an explosive or flame attack encompasses a bomb, or if it is hit by a deliberately aimed flame or Arc weapon shot, it will detonate on a d10 roll of 7+.

Field gun, light. This is the lightest of breech-loading artillery pieces available in the period. Like other heavy weapons, it requires two crew to both move and fire in the same turn, otherwise it can either be moved or fired. Unlike other heavy weapons, it is designed to be horse-drawn. A single horse can move it at half speed, two horses at full speed. The gun can be manhandled but this requires a minimum of two men and they will move at half speed. Any field gun shell which misses is assumed to be a dud or to have exploded somewhere harmless.

2.2 WEIRD SCIENCE

Item	Description	Cost
Clockwork hound	Accompanies a single figure. When that figure is Fighting the hound harasses a single opponent, reducing its effective armour by 2. The hound can be attacked separately – it has Armour 10 and Pluck 5+. It does not count for the purposes of Outnumbering.	5
Murton Maritime Life Preserver	This flotation aid looks like a bulky waistcoat. The modern fabric is very water resistant and the padding is a mix of cork and artificial materials with high buoyancy.	1
Reliquary	A holy (or unholy!) relic, attuned to a single figure, giving it a single Mystical Power for the duration of the game. In a campaign, the reliquary can be attuned to a different figure in subsequent games. No figure may have more than one reliquary.	*
Siberian Furs	A figure equipped with Siberian Furs gains the benefit of the Coldproof Talent (HVF 4.0).	5

* The points cost for a reliquary is the same as for the Mystical Power it provides.

2.3 PERSONAL TRANSPORTATION

2.3.1 PERSONAL TRANSPORTATION – WATER

Some engagements may involve travelling on, or fighting near to, water. In places such as Venice or the London Docks, water may be as ubiquitous as roads and will thus form a vital part of the landscape.

A number of small water craft are detailed below, along with rules for swimming.

Water craft	Speed	Crew	Passengers	Armour	Cost
Canoe	9"	2	0	7	5
Rowing boat	4"	1	3	7	5
Longboat	9"	9	9	8	15
Steam launch, small	9"	1	3	7	11
Steam launch, large	12"	2	15	9	17
Punt / Gondola	4"	1	4	7	5
Canal boat, horse-drawn	3"	1	30	9	8
Canal boat, steam	6"	2	30	9	12
Thames Sailing Barge	6"	2	30	9	12
Dinghy, sail	6"	1	3	7	6
Sailboat	9"	3	5	8	8

The following rules apply to water craft:

1. Costs in the table above include crew (Pluck 6+, SV+0, FV+0, Speed+0, no equipment) and, where applicable, draught horses (HVF 3.0).
2. Only the canoe and longboat can take the Run action. If they do then all figures in the boat count as having Run for the purposes of incoming Shooting. In this case crew cannot shoot back but passengers can – at a penalty of -4, of course.
3. If you stop the motive power of a watercraft, be it horse-, man-, sail- or steam-powered, the watercraft will move at half speed in the next Movement phase, then stop.
4. Watercraft cannot turn on the spot. They must follow a radius equal to the length of the model.
5. Embarking or disembarking a watercraft takes 3" off the figure's move.
6. Watercraft can be targeted by incoming fire which is why they have an armour rating. If a watercraft is hit, use the table on page 28 of IHMN to determine the effect. If the craft is destroyed, remember that any surviving crew and passengers will end up in the water.

2.3.2 SWIMMING

Unless they have the Swimming Talent (HVF 4.0) or a Murton Maritime Life Preserver (HVF 2.2), figures attempting to swim must make a Pluck roll in order to be able to move at half their usual rate. If they fail this roll they must make a second roll – failure means they drown and are out of the game, success means that they tread water but make no progress.

Figures with the Swimming Talent can move at their full usual rate without needing to make a Pluck roll.

Figures with a Murton Maritime Life Preserver can move at half their usual rate without needing to make a Pluck roll.

Regardless of Talents or equipment, figures swimming during the Movement phase of a turn cannot Run and cannot take any actions during the Shooting or Fighting phases of that turn.

The rider of a swimming mount must hold on with one hand while the mount is swimming but can Shoot and/or Fight with one-handed weapons.

Any figure which is shot at while swimming is treated as having Type 1 cover.

Any figure which is Knocked Down while in water must make an additional Pluck roll immediately to avoid drowning.

No figure can swim in medium or heavy armour – if a figure wearing such armour enters the water it must make an immediate Pluck roll to avoid drowning and the only movement it can make is to climb out if it is adjacent to land or a water vessel.

2.3.3 PERSONAL TRANSPORTATION – MORE VICTORIAN CITY VEHICLES

Type	Speed	Crew	Passengers	Armour	Cost*
Black Maria, horse-drawn (x2)	6"	2	6	10	14
Carriage, horse-drawn (x2)	6"	1	4	7	9
Hansom Cab, horse-drawn (x1)	9"	1	2	7	7
Hercules Steam Lorry**	6"	1	0	8	18
Hussy Wagon, horse-drawn (x6) ***	6"	1	6	10	20
Omnibus, horse-drawn (x4)	6"	2	24	7	n/a
Omnibus, Steam	6"	2	36	7	n/a
Rickshaw	6"	1	2	7	3
Tram, electric	9"	2	48	7	n/a
Tram, horse-drawn (x4)	6"	2	36	7	n/a
Tricycle Carriage	9"	1	2	7	5
Wagon, horse-drawn (x6) **	6"	1	0	7	15

None of these vehicles can enter difficult terrain.
 * Includes crew (Pluck 6+, FV +0, SV +0, Speed +0, no equipment) who can be upgraded at additional cost and, where applicable, draught horses (HVF 3.0).
 ** Usually these only carry goods. They can mix goods and people up to a maximum of 12 passengers – but it isn't a comfortable ride!
 *** The Hussy Wagon can carry up to 6 passengers – or 5 plus a machine gun – all of whom can fire out in all directions. If the driver is armed he too can fire out. For an extra 6 points, the draught horses can all be fitted with brigandine barding, making them Armour 9.
 Steam vehicles include the cost (5 points) of a steam engine (not to be confused with a steam dynamo).
 Large public transport vehicles such as Omnibuses and Trams cannot be bought by Companies.

All of the horse-drawn vehicles in the above table are pulled by draught horses (see HVF 3.0 Bestiary). The following rules apply to horse-drawn vehicles:

1. Any attack against the vehicle can either be made against a specific horse or against the vehicle itself.
2. If the vehicle is hit, roll on the Effect table provided in IHMN (5.4 Personal Transportation) as normal.
3. If one horse of a team is knocked down or killed, the vehicle stops until the horse recovers (i.e. gets up) or it is cut free of its traces (which takes one figure an entire movement phase). For each horse lost, reduce the vehicle speed in direct proportion to the number of horses (e.g. killing one of a two-horse team halves the vehicle's speed).
4. If some of the horses in a team are terrified, the vehicle stops as the driver struggles to control them. If all of them are terrified, they will flee, taking the vehicle with them. They will attempt to bolt in the opposite direction to whatever it is that terrified them. However, if even

- one horse in a team is knocked down or killed the others cannot bolt.
5. If the driver of a vehicle is killed, the horses come to a halt and wait – unless they are terrified, of course.
 6. While harnessed to a vehicle, horses can neither run nor swim.

3.0 THE BESTIARY

In many of the Companies animals and/or extraordinary creatures are listed and there are also beasts that may be encountered during games in natural environments. These are grouped together and listed below for convenience. Unless otherwise noted, all beasts have an SV of +0 and a Speed of +0.

Animal	Move / Run	Pluck	FV	Armour	Weapon Bonus	Pluck Penalty	Cost	Talents
Ape, Great ^{2,4}	9" / +4"	6+	+5	8	+1	0	32	Terrifying
Buffalo / Bison ²	9" / +4"	5+	+3	9	+2	-1	21	Tough
Bear	6" / +3"	4+	+4	9	+2	-1	29	Berserker, Tough
Camel ^{4,5}	12" / +6"	6+	+0	8	+0	0	7	Not slowed by desert sand
Cat, Hunting ^{3,4,5}	12" / +6"	5+	+3	8	+1	-1	19	Stealthy
Crocodile ³	6" / +0"	4+	+3	9	+2	-2	32	Swimming, Tough, Numb
Dog, Fighting ^{2,4}	12" / +6"	5+	+2	8	+1	0	13	
Elephant ^{2,4,5}	6" / +3"	3+	+4	9	+2	-2	32	Berserker, Swimming
Hippo ²	4" / +0"	5+	+3	11	+2	-1	21	Swimming
Horse, Cavalry ^{4,5}	12" / +6"	6+	+1	8	+1	0	9	Swimming, Terrified by camels & elephants
Horse, Desert ^{4,5}	12" / +6"	6+	+1	8	+1	0	10	Swimming, Terrified by elephants
Horse, Draught ⁴	9" / +3"	7+	+0	8	+0	0	2	Swimming, Terrified by all beasts except horses, cannot be used for riding
Horse, Riding ^{4,5}	12" / +6"	7+	+0	8	+0	0	4	Swimming, Terrified by all beasts except horses
Lion/Tiger ³	9" / +6"	4+	+4	8	+2	-1	30	Terrifying
Rhino ²	9" / +4"	4+	+4	12	+2	-2	51	Tough, Fearless
Snake, Huge, Constrictor ³	6" / +0"	5+	+3	7	+2	0	31	Terrifying, Constriction ¹ , Swimming
Snake, Venomous ²	6" / +0"	6+	+1	7	+1	0	17	Lightning Draw (Fighting), Poisonous
Wolf ^{3,4}	12" / +6"	5+	+3	8	+1	0	18	Tough

Extraordinary Creature	Move / Run	Pluck	FV	Armour	Weapon Bonus	Pluck Penalty	Cost	Talents / Powers
Demon, lesser ⁶	6" / +3"	4+	+3	10	+1	-1	20+	Tough, Up to 10 points of Mystical Powers
Demon ⁶	9" / +4"	3+	+4	12	+2	-1	55+	Tough, Terrifying, Up to 15 points of Mystical Powers
Wolf, demonic ^{3,4}	12" / +6"	5+	+3	8	+1	0	28	Tough, Terrifying
Wolf, Siberian ^{3,4}	12" / +6"	5+	+3	8	+1	0	23	Tough, Coldproof

NOTES

1. On the first successful attack the constrictor snake does no damage but the victim can no longer Move and loses his Speed bonus. He can Shoot or Fight only with one-handed weapons and suffers a penalty of -2 on all attacks. In each Fighting phase after that first successful attack, the victim takes an automatic hit. While the snake is constricting any attack made against it by any figure other than its victim is effectively made against both the snake and the victim; roll separately against the Armour rating of each. (Constriction is costed as a unique Talent at 10 points.)
2. These animals are territorial and will attack the first creature that comes within reach of their normal move unless they have a handler/rider. If the victim of their attack dies, or moves beyond their normal move reach, they will cease their attack.
3. These animals are predators. Unless they have a handler/rider they will attack any creature that comes within 6" of them. They will continue to attack the same victim until it dies or until they die or are Knocked Down. They will pursue any prey that attempts to flee.
4. These animals can be trained and if they have a handler or rider they will follow simple commands until that person is killed. They will then revert to type.
5. Camels and horses that lose their rider will leave the field by the shortest route.
6. Demons throughout the world have basically the same stats but their appearance will vary significantly depending on where they were summoned and who summoned them. In general, Lesser Demons are roughly man-sized while Demons are of similar size to creatures such as yeti.

BASE MOVEMENT RATES

Many beasts have a movement rate that is higher than the 6" human norm. This affects their points cost as follows:

Movement Rate	6" or less	more than 6"	9" or more	12" or more	15" or more	18" or more
Cost	0	1	2	4	9	16

OTHER BEASTLY RULES

Most beasts gain a Run bonus equal to half their base movement rate rounded down – though a few exceptions are noted in the table above.

If forced to flee by terror, beasts with a base movement rate of 9" or more will travel 2d10"; those with a base move of 15" or more will travel 3d10".

Animals cannot split their FV to attack multiple opponents. However, shape-changers in animal form and Extraordinary creatures can do this.

Any riding animal can be ridden by any figure which has that riding animal as an option (e.g. Col Mortimer can ride any horse he comes across but Zunduni cannot).

Any figure that has the option of a steam horse can ride a real horse (but not the other way around).

4.0 TALENTS

Talent	Description	Cost
Coldproof	The figure is unaffected by cold attacks – and any other form of cold.	5
Fireproof	The figure is unaffected by flame attacks – and any other form of fire or heat.	5
Intervention	A higher (or lower!) power watches over this figure. Once per turn the figure may re-roll a Pluck roll. It must take the second result, even if it is worse than the first.	10
Iron Will	The figure is immune to Mystical Powers which affect the mind, i.e. Clouding Men's Minds, Feet of Lead, Mask of Imhotep, Mesmerism, True Grit, Water Bullets.	5
Lightning Draw	There are two versions of this Talent; the 'shooting' version applies to all one-handed Shooting weapons while the 'fighting' version applies to all Fighting weapons. If the figure with Lightning Draw is attacked before it has taken its action in the appropriate phase of the turn then it can act before the figure attacking it – but can only attack the figure that was trying to attack it. If the figure with Lightning Draw has already acted during the phase then this Talent has no effect.	5
Master of Disguise	A figure with this Talent can be represented on the table by another figure. This other figure may be another from the same Company list – but not a named character. Alternatively, if there are 'civilians' in the scenario, the Master of Disguise may pretend to be one of those. The owning player should make a note of the disguised figure and may reveal it (i.e. replace it with the proper figure) at any time. Of course, the figure's cover may be blown by its own actions if it reveals unexpected stats or Talents. The Master of Disguise has a third option – impersonating a member of an opposing Company. Again, no named figure may be selected. In this case, the player pays the full cost of both the figure with Master of Disguise and the figure being impersonated. This is chancy – if the opposing player chooses not to field a figure of the type being impersonated then the Master of Disguise must appear on the table as himself and the points spent impersonating the opposing figure are wasted. However, if it does work the player controlling the Master of Disguise may take control of the opposing player's figure at any time. <i>Example: Sherlock Holmes has taken to the field disguised as an Incendiary among the Brick Lane Commune. Holmes' player can choose the right moment to reveal his true identity. He might choose to do this when it's his turn to Move, Shoot or Fight with one of his figures. Alternatively, he might interrupt the Commune player: 'No, she's not going to throw that Bottle Grenade at the policemen in front of her – she casts off her headscarf, revealing the distinguished features of Sherlock Holmes, draws a pistol and shoots the Working Class Hero next to her.'</i> This does potentially allow a player to Move, Shoot or Fight a figure in contravention of the normal initiative sequence. If this happens, the player who has just discovered a figure isn't his after all gets to Move, Shoot or Fight one of his figures immediately after the newly revealed Master of Disguise.	10
Meticulous Planning	When a figure with this Talent is involved everything seems to unfold according to his plan. Each turn he can choose to move a single figure (from either side) a second time at the end of the Movement phase. The normal rules for movement apply but he cannot move them into immediate mortal danger (e.g. into a lava pool, off a cliff or into the path of a moving engine) or off the table. He can move the figure into base-to-base contact with another figure. As this is not a mental attack the figure concerned does not get a Pluck roll to resist it.	15
Part of the Crowd	In scenarios where there are civilians on the field of play, Company agents can be concealed amongst them. The player chooses a civilian figure and makes a note of it. When he needs them to act they will draw their concealed weapons and make themselves known, often with devastating effects.	5
Swimming	Swimming was not a widespread skill in the 19th century, thus it becomes a Talent that any figure in any Company can buy. Figures with this Talent may swim (HVF 2.3.2) at their usual movement rate without needing to make a Pluck roll.	2

5.0 MYSTICAL POWERS

Power	Range	Duration	Phase	Effect	Pluck Roll?	Cost
Blizzard / Desert Twister / Water Spout	Self	1 turn	Movement	A 12" radius effect that reduces visibility to 6" and movement by half for all figures in the area. To use this Power the figure must stand still and cannot use any other Powers, Shoot or Fight during the turn, though he suffers no penalties if attacked.	No	30
Icy Blast	6"	Instant	Shooting	This puts out any fires in a 1" wide line, including the fires in steam engines, steam dynamos etc. Relighting these takes an Engineer one Move phase or any other figure a full turn in which it can take no other action. Figures in the blast area take an automatic hit with a -1 Pluck penalty.	No	15

6.0 COMPANIES

6.1 THE DARK CONTINENT

The competition between the great powers to colonise and dominate Africa has accelerated with recent advances in technology. Every European power wants a slice of the continent and is willing to fight both open and secret wars to achieve this end.

However, the deeper they have pressed into the heart of the continent, the greater the resistance has become, both from their European competitors and from ancient civilisations of which they had no comprehension.

In North Africa, the Mahdi arose and forced the British from the Sudan. Despite a relief expedition in 1885 led by armoured gunboats and protected from above by two early dirigibles, Khartoum fell and the noble Gordon died. The Mahdi perished a few months later from typhus but his successor, the Khalifa, continues to harass Egypt, Libya and Abyssinia from his fortress in central Sudan. It is thought that there may be Europeans assisting this popular religious leader as, in recent engagements with the Egyptian Army, several walkers were deployed by the Mahdists to great effect. The Khalifa has managed to send subversive agents into most of the colonial territories bordering the Sahara and is believed to be arming the Bedouin and Tuaregs. Small groups from these two ancient desert tribes are now causing trouble in Libya, Algeria, Tunisia and Morocco.

In central Africa, the British and Prussians are both pushing deep into the interior. The Prussians are using gunboats and dirigibles to work deep in the Congo, while the British are funding expeditions by the Explorers' Club and other hunting parties to penetrate the interior from Kenya. They prefer small expeditions, supported when necessary by the Queen's Own African Rifles and its new walker squadron.

In southern Africa, the British have had a hard time of it with first the Zulu and then the Boers resisting their colonial ambitions. Despite repeatedly defeating the armies of both they are now faced with a continuous guerilla war carried on by Boer Commandos and independent Zulu chieftains. Recently, the Boers, possibly assisted by the Prussians, have been making trouble back in Britain, with Commandos raiding both the Woolwich Arsenal and King's College Cambridge. It is obvious they have been trying to steal technology to assist them in their struggle for independence from the Empire.

The Dark Continent also provides many natural hazards for the unwary European. Many of its wild animals will attack when their territory is invaded or simply because they are hungry. Some have even been trained by the native population to attack on command.

6.1.1 THE BOER COMMANDO

'Now, you must have heard that the English – or, as they are better known, the Englishmen – took away our country, the Transvaal, or, as they say, annexed it. We then talked nicely for four years, and begged for our country. But no; when an Englishman once has your property in his hand, then he is like a monkey that has its hands full of pumpkin-seeds – if you don't beat him to death, he will never let go – and then all our nice talk for four years did not help us at all. Then the English commenced to arrest us because we were dissatisfied, and that caused the shooting and fighting.'

Piet Joubert, Commandant-General of the South African Republic

The Boers had been smarting under British Imperial bureaucracy and taxes for many years before they decided to break away and try to make a country of their own. This has put them at odds with both the native inhabitants of South Africa and the British. Being mainly farmers, they have little access to cutting-edge technology. However, they make up for this with a combination of grit, determination and cunning.

In addition to their mainstream military and political efforts, they have formed a Special Commando – a small group of their best fighters – to get their hands on anything which will help tip the balance of power away from the mighty British Empire. And to give them complete superiority over the natives, of course.

The Special Commando is led by Kommandant Pieter de Vries, a small man with considerable intellectual and military skills. His unit is equipped with good military grade equipment and a smattering of ‘weird science’ kit – but most of the latter is passed on for use in the mainstream struggle.

The men of the Special Commando are all seasoned fighters who have seen action against both the British and the Zulu. Kommandant de Vries is ably supported by several Veldkornets (roughly equivalent to Sergeants) and Corporals. Of particular note among these is Corporal Andreus Boemar – more usually known to friends and foes alike as ‘Bomber’ for his skill with explosives.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Kommandant Pieter de Vries	2+	+3	+3	+1	80	Leadership +3, Fearless, Fanatic, Cavalryman	SRC breastplate, pistol, carbine, sabre
Corporal Andreus Boemar	3+	+2	+3	+1	32	Leadership +1, Engineer	Brigandine, pistol, fighting knife
Veldkornet	4+	+3	+3	0	38	Leadership +2	Chain shirt, military rifle, pistol, sword
Corporal	4+	+2	+2	0	25	Leadership +1	Brigandine, military rifle, fighting knife
Foot Soldier	5+	+2	+2	0	20		Brigandine, military rifle, fighting knife
Sniper	4+	+2	+3	0	44	Hunter, Stealthy	Brigandine, hunting rifle, pistol, fighting knife
Horse Soldier	5+	+2	+2	0	32	Cavalryman	Brigandine, carbine, pistol, sabre, cavalry horse
Engineer	5+	+2	+2	0	21	Engineer	Brigandine, carbine, fighting knife
Doctor	4+	+1	+1	0	21	Medic	Brigandine, shotgun, fighting knife

OPTIONS

- Pieter de Vries may have a cavalry horse (+9 points).
- Any Special Commando member may have the Marksman Talent (+5 points) and/or the Fanatic Talent (+5 points).
- Any Veldkornet may have a cavalry horse (+9 points) and may take the Cavalryman Talent (+3 points).
- Any Engineer may deploy with up to three explosive grenades (+6 points per grenade).
- Andreus ‘Bomber’ Boemar may have up to three bombs (+7 points per bomb).
- One light field gun can be deployed (22 points). It must be crewed by two Horse Soldiers, both of who carry all their normal equipment as well.

6.1.2 THE HUNTING PARTY

'Man's cleverness is almost indefinite and stretches like an elastic band. But human nature is like an iron ring. You can go round and round it; you can polish it highly; you can even flatten it a little on one side, whereby you will make it bulge out the other, but you will never, while the world endures and man is man, increase its total circumference.'

Sir Allan Quatermain

The London Explorers' Club naturally sends many expeditions to Africa. However, there are also plenty of African hunting parties which are not associated with that prestigious Pall Mall organisation. Many of these parties are led by Great White Hunters – Europeans who have lived most of their lives on the Dark Continent and know its ways as well as any native. Naturally these individuals tend to be looked down on in polite society... not that most of them care about polite society. Other members of African hunting parties include Bush Doctors (with a mix of European and African skills), Overseers, Camp Guards and Native Bearers. A few hunting parties also employ the services of either a Missionary priest or a Shaman.

The list below shows typical characteristics for potential members of an African hunting party. It also lists a few specific individuals who may appear in such parties.

Sir Allan Quatermain is the ultimate Great White Hunter and quite possibly the best rifle shot in the Empire. Although he rarely travels outside Africa these days, he is famous world-wide for his expeditions and exploits. Although getting on in years and injured many times, he remains fit and healthy. Rumour – fast becoming legend – has it that he did a great service for one of the native tribes and their shaman told him 'Africa will not let you die'. Quatermain favours very powerful rifles (elephant guns) and prefers to engage from a distance. In the African heat he also prefers to wear only very light protection. His one real concession to ultra-modern technology is to wear a Faraday coat as he rather looks down on Arc weapons.

Major Marcus Levington is technically still a serving officer with the Queen's Own African Rifles but anyone checking will find that he's been assigned to 'special duties' at Horseguards for some time. In practice this means he's been used for covert actions in Africa, often under the guise of a hunting party. When not on missions, his favourite pastime is, of course, hunting. Major Levington has an unusual characteristic which makes him particularly useful on some missions – he is completely unaffected by Mystical Powers. No-one is certain whether this immunity is natural or whether he possesses some sort of protective charm... and he's not saying.

Leticia Davenport is the daughter of a missionary and was born and raised in Africa. She speaks multiple local languages as well as English, French and German. Her mother is a nurse and Leticia became a bush doctor by learning from the locals as well as from her mother. Lady Letty, as she is known to the natives, is no great beauty but her sheer physical presence, booming voice and ability to verbally shred a man in multiple dialects give her the ability to lead mixed groups of Europeans and Africans without difficulty. She has organised many hunting expeditions and ensured that

the profits go to good causes in Africa – mainly her parents’ mission, of course. Although not in the same league as the Great White Hunters she’s a decent shot and thoroughly capable of looking after herself in a fight. She wears loose, comfortable colonial-style clothing – with a light chain shirt concealed under her jacket.

Jacob N’deba is also a bush doctor and knows Lady Letty very well – he was raised at the Davenport mission and learned many of his skills from her. He doesn’t have her force of personality – and Europeans wouldn’t take direction from an African anyway – but his medical skills and fleetness of foot make him popular on the battlefield.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Sir Allan Quatermain	2+	+2	+5	+0	93	Leadership +2, Immortal, Hunter, Marksman (hunting rifle), Stealthy	Faraday coat, hunting rifle, pistol, fighting knife
Major Marcus Levington	3+	+2	+4	+0	79	Leadership +2, Hunter, Impervious	SRC breastplate, hunting rifle, Arc pistol, sword
Leticia Davenport	3+	+2	+3	+1	44	Leadership +2, Medic, Erudite Wit	Chain shirt, shot pistol (counts as short shotgun), fighting knife
Jacob N’deba	4+	+2	+2	+2	29	Medic, Stealthy	Lined coat, shotgun, fighting knife
Great White Hunter	3+	+2	+4	+0	48	Hunter	Lined coat, hunting rifle, pistol, fighting knife
Bush Doctor	4+	+1	+2	+1	22	Medic	Lined coat, carbine or shotgun, fighting knife
Overseer	4+	+3	+3	+0	24	Leadership +1	Brigandine, shotgun, bullwhip
Camp Guard	5+	+1	+2	+0	16		Brigandine, military rifle
Native Bearer	6+	+0	+0	+2	6		Fighting knife
Shaman ¹	5+	+1	+0	+2	7+	Up to 20 points of Mystical Powers	Club
Missionary ¹	5+	+0	+1	+0	14	Fanatic	Lined coat, shotgun

1: No hunting party can include both a shaman and a missionary.

OPTIONS

- If Major Levington is leading the hunting party then he can bring along a single Sapper from the QOAR (HVF 6.1.4). That Sapper may have any number of grenades of any type (+6 points each).
- A single Great White Hunter may have Leadership +1 (+3 points).
- Great White Hunters may have the Stealthy Talent (+5 points) and/or the Marksman Talent (+5 points).
- Overseers may be Tough (+5 points).
- Any Camp Guard may have a fighting knife (+3 points). He may also exchange his military rifle for a shotgun (-4 points).
- Any Missionary may be Inspirational (+10 points).
- Any European may have a cavalry horse (+9 points) or a desert horse (+10 points).
- Any European may have a Murton Maritime Life Preserver (+1 point).
- Any native bearer may exchange his fighting knife for a spear and shield (+3 points).

6.1.3 THE QUEEN'S OWN AFRICAN RIFLES

'The army doesn't like more than one disaster in a day' – Lieutenant Caine
'Looks bad in the newspapers and upsets civilians at their breakfast' – Lieutenant Baker

This regiment is classically colonial. British officers command a mix of British, local white and African troops – with most of the specialist roles going to the British while the local whites tend to be NCOs and the African troops are the lowly foot soldiers. Since its responsibilities span the whole of Africa this is one of the larger British regiments, consisting of three infantry battalions and (a recent innovation) one squadron of Royal Engineers equipped with walkers.

Although most of the QOAR's duties involve it in platoon-, company- or even battalion-sized actions, small patrols are occasionally formed to carry out 'sensitive operations'. These patrols bear a remarkable resemblance to Adventuring Companies and are typically employed on similar missions.

Two officers are noted for leading the majority of the patrols. One is Lt Caine, a young aristocratic officer with a touch of 'dash'. The other is Lt Baker, who is rather older and came up through the ranks of the Royal Engineers. Baker doesn't have Caine's flair but he is dogged and dependable.

Caine and Baker have a variety of troop types to call on, both from within the regiment and from attached units. Arms and equipment tend to be state-of-the-art military for British troops with a mix of modern and slightly older equipment for local white and native African troops. Caine and Baker both have some unusual equipment available to them.

It's worth noting that the infamous Lord Curr was once Major Curr and a company commander in 2nd Battalion (Infantry) of the QOAR. He was cashiered after losing most of his company in an engagement. The shame of this still clings to the regiment and Curr's name is mud with them. His continued activities in Africa are a thorn in their side and they would dearly love to get rid of him once and for all.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Lt Caine	3+	+2	+3	+1	72	Leadership +2, Cavalryman, Erudite Wit	SRC breastplate, arc rifle, pistol, sword, desert horse
Lt Baker	3+	+3	+2	0	74	Leadership +2, Engineer, Tough, Fearless	SRC breastplate, magneto-static shield ¹ , pistol, sword
Sergeant	4+	+3	+3	0	31	Leadership +1, Bayonet Drill	Brigandine, military rifle, bayonet
Corporal	4+	+2	+2	0	24	Bayonet Drill	Brigandine, military rifle, bayonet
British Private	5+	+2	+2	0	22	Bayonet Drill	Brigandine, military rifle, bayonet
African Private	5+	+1	+1	+1	20	Bayonet Drill	Lined coat, military rifle, bayonet
Local white scout	4+	+1	+2	0	37	Hunter, Stealthy	Lined coat, hunting rifle, fighting knife
Local white cavalry	5+	+2	+2	0	28	Cavalryman	Lined coat, carbine, cavalry horse, sword
Sapper	5+	+2	+2	0	19	Engineer	Brigandine, pistol, fighting knife
Field Surgeon	4+	+1	+1	+1	20	Medic	Brigandine, pistol, fighting knife
Royal Horse Artillery Bombardier ²	4+	+2	+2	0	47		Lined coat, pistol, sword, cavalry horse, field gun
Royal Horse Artillery Trooper	5+	+2	+2	0	23		Lined coat, pistol, sword, cavalry horse

1: Lt Baker's Magneto-Static Shield has the same properties as a Magneto-Static Umbrella.
2: Every RHA Bombardier must be accompanied by at least one RHA Trooper.

OPTIONS

- Sergeants and Corporals may have the Tough (+5 points) and/or Marksman (+5 points) Talents. They may also have explosive grenades (+6 points per grenade).
- British Privates may have the Marksman Talent (+5 points).
- Sappers may have any type of grenade (+6 points per grenade).
- A pair of Sappers may team up to operate a flamethrower (+11 points) – they retain their basic equipment but cannot have grenades.
- One machine gun (26 points) may be deployed per patrol. It must be crewed by a pair of British infantry (any mix of Sergeants, Corporals and British Privates) who exchange their rifles and bayonets for pistols (-9 points per figure).
- Any British figure may have a breath preserver (+2 points) and/or a Murton Maritime Life Preserver (+1 point).
- One or more Scout Walkers (IHMN 5.5) may be deployed (59 points each) – the steersmen must be Sappers.

6.1.4 THE SONS OF THE DESERT

'All men dream, but not equally. Those who dream by night in the dusty recesses of their minds, wake in the day to find that it was vanity: but the dreamers of the day are dangerous men, for they may act on their dreams with open eyes, to make them possible.'

T. E. Lawrence

Out in the deep desert, beyond the reach of the Ottoman Pashas and their Janissaries, is a secret army. This was being trained and armed by the British with the intention of overthrowing the Turk and establishing a series of Princedoms friendly to the Empire. The British also wanted unfettered access to the deserts of Arabia in order to search for oil.

Unfortunately, the men sent to manage this effort seem to have gone native; those that didn't have disappeared. There is talk in the souks of Cairo that a new Emir has arisen. He is only known by the whispered name 'Asadullah' – the Lion of God.

Both the British and the French are beginning to see unrest along the borders of their North African domains, as well as reports of atrocities in Ottoman Baghdad and Damascus. Knife-wielding assassins have been targeting government officials and their families. A French Foreign Legion fort at the edge of the Atlas Mountains has been overrun by unknown assailants. The raids are well-planned, fast and extremely vicious, with no witnesses left to tell the tale. Colonel Sir Edward Hardwicke, commander of the Alexandria Garrison, says his Bedouin scouts reported finding hunting cat tracks at one ambush site near the Qattara depression.

Asadullah is a real person. The eldest son of a pro-British Arabian Sheikh, he was educated at Eton and Cambridge, then went to Sandhurst before returning home to be at his ailing father's bedside. When his father died he went south to Buqqara in the Sudan and joined the Khalifa for a while. It is there that he became an adherent of an ancient Islamic sect. Since leaving the Khalifa he has kept a low profile, building support amongst the deep desert tribes and showing them how to combine their traditional raiding tactics with modern weaponry and an appreciation of the capabilities of Western men. He calls this 'desert power'.

He is beginning to test his capabilities against British, French and Ottoman forces. He does not intend to fight them only in his native deserts and has been slowly infiltrating men and materiel into some of the port cities of the colonial powers. Marseilles, Venice, Barcelona, Bordeaux and now London are beginning to feel the effects of desert power.

He works through a network of Emirs. Each has a loyal and suicidally brave band of young men and women who know that to die in the service of the Lion of God is to be assured a place in paradise. His acceptance of women as fighters caused his separation from the Khalifa.

Each Emir is also accompanied by at least one of Asadullah's Hollow Guard. These men act both as a bodyguards and reminders of their lord's power. They are at one with the spirit of Asadullah and never tire, never retreat and do not seem to feel pain. It is thought that they are heavily drugged and fed a very special diet. The Hollow Guard are trained and inspired by their Imam. Ali is a boy of perhaps fourteen years who was found wandering in the desert. He can hear the whisperings of desert Jinn and seems to be able to channel some of their powers. It is said he can cure wounds with his touch.

An Emir will often take one or two hunting cats with him, especially in the desert. Their ability to close quickly and disrupt enemy tactics has proven very effective.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Equipment
Asadullah	2+	+3	+3	+1	52	Leadership +2, Inspirational	Chain shirt, pistol, scimitar (counts as sword)
Emir	4+	+3	+3	+0	28	Leadership +1, Fanatic	Lined coat, pistol, scimitar (counts as sword)
Imam Ali	3+	+1	+0	+1	28+	Leadership +1, Intuitive, Medic, Up to 20 points of Mystical Powers	Lined coat, fighting knife
Hollow Guard	3+	+4	+0	+0	48	Numb, Fearless	Chain shirt, two-handed scimitar (counts as two-handed sword)
Warrior	5+	+2	+2	+1	29	Fanatic, Stealthy	Military rifle, fighting knife

OPTIONS

- Any member of the Sons of the Desert can take the Cavalryman Talent (+3 points).
- Any figure with Cavalryman Talent can take a desert horse (+10 points) or a camel (+7 points).
- If a Warrior is mounted he must also buy a scimitar (+4 points).
- Two Warriors can become a machine gun team (+26 points). They keep their normal equipment.
- Up to half of the warriors can take the Marksman Talent (+5 points).
- One Warrior can take the Medic Talent (+5 points).
- Each Warrior may be the handler for one hunting cat (HVF 3.0 Bestiary).
- If Imam Ali is with the Company then it can also include a Jinn; this is either a Lesser Demon (20+ points) or a Demon (55+ points) from the Bestiary (HVF 3.0).

6.1.5 THE ZULU

'Akulanga lashona lingendaba.' (No sun sets without its histories)

Zulu proverb

The once proud Zulu nation bit off more than it could chew when it decided to fight the British Empire. After a few initial victories, achieved mainly because the British underestimated them, the Zulus succumbed to the Empire's overwhelming technological advantage. The British broke up the nation into separate fiefdoms, each ruled by a chief, and ensured that old tribal grievances kept these fiefdoms bickering with each other and thus unable to unite in rebellion. Responsibility for policing this classic colonial arrangement has been given to the Queen's Own African Rifles.

However, the Zulus are by no means finished as a power on the Dark Continent. A strong nationalist spirit bubbles beneath the surface and there are occasional acts of rebellion. Sometimes these are against the British, sometimes against the Boer settlers now encroaching on Zulu lands... and sometimes the Zulu and the Boers work together against their common enemy.

The Zulu 'resistance' is led by a man who claims to be of an old Zulu royal bloodline and styles himself Prince Zunduni. He is such a good guerrilla leader that neither the Boers nor the British have ever been able to catch him. Among his own people, there are rumours that he is either blessed by strong ancestral spirits or even that he is actually a spirit himself. The truth is slightly more mundane, in that he is actually a mortal man with excellent strategic and tactical skills. It helps that he is also a powerful warrior.

Although the Zulu term 'impi' is usually taken to mean a formed regiment of troops, the word originally meant any group of armed men. Thus Zunduni can field small but effective impis, i.e. Adventuring Companies, to further his aims. Since these aims are local to Africa, the Zulu have yet to be seen in action outside of that continent – unlike their Boer neighbours. Each impi is led by an 'InDuna' and its warriors may be Unblooded, Blooded or Veteran – the former tend to be the most eager for battle, the latter the most skilled in combat. Each impi may also be supported by an 'Inyanga' (herbalist) who has Mystical Powers that can boost the warriors' fighting abilities. Inyanga are relatively rare and it is unusual – but not unknown – for more than one to accompany each impi.

Technology isn't a strong point for the Zulu. Their martial traditions are so ingrained that they still fight mainly in the historical way with spears ('iklawu'), clubs and hide shields. A few use captured firearms but they are poor marksmen. Their main strengths are their motivation, close-quarter combat skills and speed. Their relatively low points cost means they will often have more figures in a skirmish than their opponents and they will usually try to use this advantage to overwhelm the opposition by sheer weight of numbers.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Zunduni	2+	+4	+1	+2	60	Leadership +3, Inspirational, Tough	Shield, spear, club
InDuna	3+	+3	+1	+2	30	Leadership +2	Shield, spear, club
Veteran Warrior	3+	+3	+1	+2	29	Tough	Shield, spear, club
Blooded Warrior	4+	+2	+1	+2	17		Shield, spear, club
Unblooded Warrior	5+	+2	+0	+2	14		Shield, spear, club
Inyanga	5+	+1	+0	+2	7+	Up to 20 points of Mystical Powers from list below	Club

OPTIONS

- Any Zulu may have the Stealthy Talent (+5 points).
- Any Zulu except an Unblooded warrior may have the Fearless Talent (+10 points).
- An InDuna may have the Tough Talent (+5 points).
- A Blooded Warrior may have the Tough Talent (+5 points).
- An Unblooded Warrior may exchange his shield and spear for a military rifle (+3 points).
- An Inyanga may choose from the following Mystical Powers: Harden, Strengthen, True Grit, Water Bullets.
- If the Company includes an Inyanga then it can also include a Lesser Demon (20+ points) or a Demon (55+ points) from the Bestiary (HVF 3.0). This will appear as a distorted version of an indigenous creature such as a hyena or lion. Note that Bouda (African blacksmiths capable of changing into monstrous hyenas) are covered by this option.

6.2 THE NEW WORLD

In 1868 Jefferson Davis sued for peace after seven years of gruelling war. President Ulysses S Grant gratefully accepted his terms and then set about the enormous task of reuniting and rebuilding his shattered nation. In the latter years of the Civil War the South had only kept going because of its technological superiority and its ability to import food over the Mississippi. Its Armoured Riverboats had kept this vital artery open until Sherman drove his 'Ironclad Army' down its eastern bank to New Orleans. Armoured Trains and huge riverbank forts broke the South's hold on the river and the South starved.

What followed was famine, pestilence and the Southern Diaspora in which one and half million southerners abandoned their homes and moved across the Mississippi to begin new lives in the west. Texas was their first port of call, for it had seceded from both the South and the North in the final year of the War.

In the wreckage of the American South new powers are rising. Due to the Diaspora, the majority of the population in several states are now former slaves. Some of these, influenced by the North, are trying to adopt the ways of the white man and his Christian religion. Many, though, are returning to older, African ways. Outlaws roam the country's remote regions, confident that the Government simply doesn't have the resources to hunt them down. Much of Louisiana and Mississippi has proven almost ungovernable and a hard core of 'civilised' Southern resistance persists in Virginia and the Carolinas. Here the secretive yet powerful League of Southern Gentlemen dreams of reuniting the South in rebellion and does nightly battle with the Secret Service and their Pinkerton spies.

Elsewhere on the continent, California continues to be a vital, though somewhat rebellious, Mexican province. Some of its gold-rich Anglo men have ambitions of becoming independent, or even uniting with Texas, and they see the Diaspora, which contains many former CSA soldiers, as the touch paper for their plans. Texas remains independent but tensions run high with all its neighbours and the Texas Rangers are stretched so thin that conscription has been introduced to bolster their numbers. Mexico remained neutral during the American Civil War but its oppressive military junta is now facing a civil war of its own – and employing ancient Aztec powers as part of its attempts to bring the rebels to heel.

In the North, Grant did his best to establish a firm grip on a war-weary nation. As well as consolidating the Army and Navy, he beefed up the Secret Service which is now pretty much the sole authority for the US Government's covert activities. The country's economy, though, is influenced as much by its leading industrialists as it is by its government – in fact, some suggest that the industrialists actually run the government. Whatever happens behind closed doors, it is evident that many industrialists are none-too-fussy about the methods they use to expand their personal empires, even when it brings them into conflict with the law.

By the time the Civil War was over, the Native American tribes had almost been marginalised out of existence. The majority succumbed to reservation life and gradual westernisation. Some fled north into Canada. A few, however, refused to give up the fight. The area between California and Texas contains wilderness that is still largely unspoiled by

the white man and it is here that the last of the Apache hold out under the leadership of the legendary Chief Shining Bear. They are actually an amalgamation of many tribes, but the Apache dominate and the name carries a certain reputation.

Until recently the British had remained completely neutral in all this – their main concern had been to limit Russian ambitions in the north-west. The mass movement of Native American tribes into Canada, though, has been troubling. The British have also given asylum to many high profile Southerners and settled them around Toronto. This quite deliberate proximity to the US border has attracted action by the Secret Service.

The Russians remain in possession of Alaska and are using it as a base from which to cause trouble for the British, the Californians and the US. Because of their Siberian experience they understand the vast resources which the Great White North could offer to the Russian Empire.

6.2.1 THE APACHE

'The soldiers never explained to the government when an Indian was wronged, but reported the misdeeds of the Indians. We took an oath not to do any wrong to each other or to scheme against each other.'

Geronimo

In the as yet unspoiled wilderness between California and Texas, the last resistance of the Native Americans against the white man is conducted by a group who refer to themselves as Apache. In truth, they are an amalgamation of many different tribes – but the Apache are in the majority and the name sells the reputation. They regularly clash with other New World Companies as they seek to defend their way of life and to recover sacred relics stolen from them during preceding decades.

The Apache reputation is greatly enhanced by their leader, Chief Shining Bear. Uniquely amongst his people, he is both a great warrior and a great medicine man. According to the stories he has travelled beyond death to confer with the Great Spirit and then returned to lead his people. His people are convinced that he is immortal. Their enemies are starting to wonder about that as well, as he has been reported killed in several skirmishes only to be seen in action again a few weeks later.

Shining Bear teaches complete reliance on the 'old ways' – the Apache eschew technology completely, refusing to even fight with firearms, though they do stretch to the use of decent quality metal blades. However, being in close touch with the spirit world means they have access to Mystical Powers.

Each band of Apache will normally be led by a Bear – a warrior trained by Shining Bear himself and granted limited Mystical Powers by the Chief. Part of the initiation ceremony to become a Bear is to defeat a bear (the bigger the better) in combat – as a result, all Bears can be easily identified by their bearskin cloaks and scars. They also earn their names – Running Bear, Smiling Bear etc. from their initiation.

An Apache band will normally also contain at least one Medicine Man who can apply traditional healing techniques as well as bringing Mystical Powers into play against their enemies. Other members of the band will be Champions (great warriors striving to become Bears), Warriors (average fighters striving to become Champions) and/or Scouts (striving not to be noticed).

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Chief Shining Bear	2+	+4	+4	+2	87+	Leadership +3, Inspirational, Fearless, Immortal, Up to 30 points of Mystical Powers	Bow, spear, fighting knife
Bear	3+	+4	+3	+2	52+	Leadership +2, Inspirational, Up to 10 points of Mystical powers	Bow, spear, fighting knife
Medicine Man	4+	+1	+1	+1	15+	Medic, Up to 20 points of Mystical Powers	Fighting knife
Champion	4+	+3	+3	+2	30	Leadership +1	Bow, spear, axe
Warrior	5+	+2	+2	+1	20		Bow, spear, axe
Scout	5+	+1	+2	+2	19	Stealthy	Bow, fighting knife

OPTIONS

- Bears, Champions and Medicine Men can be Fearless (+10 points).
- Bears and Champions may purchase Duellist with bow or fighting knife (+5 points).
- Bears, Champions and Warriors can be Tough (+5 points). They may be mounted on cavalry horses (+9 points); if so they may purchase the Cavalryman (+3 points) and/or Trick Riding Talents (+5 points).
- Scouts may be Intuitive (+5 points).
- Any Apache can be Fanatic (+5 points).
- Any bow-armed Apache can have the Marksman Talent (+5 points).
- Any Apache fighting on foot can be Stealthy (+5 points).
- If there are any figures with Mystical Powers in the Company then it may also include an animal which is possessed by a spirit. This is treated as either a Lesser Demon (20+ points) or a Demon (55+ points) from the Bestiary (HVF 3.0).

6.2.2 THE HIGH SIERRA GANG

If you believe the Penny Dreadfuls, the West is full of bandits, most of whom had short-lived careers that ended in a shoot-out or the lonely walk to the rope. One gang, though, has managed to outlive them all. They are the nemesis of the Pinkerton and Texas Ranger alike and the Industrialists would dearly love to see an end to their depredations. Despite huge bounties they have proven impossible to catch. The Secret Service believe that there are actually several gangs working under the direction of a former Confederate officer known only as The General. It is known that they have been able to strike at up to three different targets at one time.

THE VIRGINIANS

'I knew, however, that the next morning after the fight I would have to get away, and I did just in time, for a full company came early to look for me and were furious because I had escaped them.'

Jesse James

The largest gang is The General's own. This gang is extremely well-organised with many marksmen and even a couple of wagon-mounted Gatling guns in their armoury. They prey especially on the railroads and have perfected the art of raiding trains in motion.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
The General	3+	+2	+3	+0	48	Leadership +2, Inspirational, Cavalryman	Magneto-static waistcoat, carbine, pistol, sabre
Outlaw Lieutenant	4+	+2	+2	+0	24	Leadership +1	Lined coat, carbine, pistol, sabre
Outlaw	5+	+1	+1	+0	16		Lined coat, pistol, carbine, fighting knife

OPTIONS

- Any of the above may be equipped with a cavalry horse (+9 points).
- Any member of The Virginians can upgrade their armour to Brigandine (+1 point).
- The gang can have a Gatling gun, i.e. a machine gun (+26 points). This needs two men to crew it. The gun can be mounted on a wagon.
- Any Outlaw may take the Marksman Talent (+5 points) and/or the Cavalryman Talent (+3 points).

LOS DIABLOS

'It's better to die on your feet than to live on your knees.'

Emiliano Zapata

Havana Pete's gang operates along the Mexican border and is feared by peon farmer and gringo rancher alike. Most of this band are Comancheros. They like to extort money from isolated communities and ranches but they have been known to run with the Apache when it suits both parties. Havana Pete's mother was Sioux.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Havana Pete	3+	+3	+2	+0	39	Leadership +2, Stealthy	Brigandine, pistol, carbine, fighting knife
Comanchero Lieutenant	5+	+2	+2	+0	25	Leadership +1, Stealthy	Pistol, carbine, fighting knife
Comanchero	6+	+1	+1	+0	19	Stealthy	Pistol, carbine, fighting knife

OPTIONS

- Any of the above may be equipped with a cavalry horse (+9 points).
- Comancheros may have the Cavalryman Talent (+3 points each).
- Havana Pete, and any member of his gang, may buy sticks of dynamite (as explosive grenade, +6 points per stick).

THE GOLDEN WHEEL

'I'm not afraid to die like a man fighting, but I would not like to be killed like a dog unarmed.'

Billy the Kid

Madame Petunia Earle, a former dance hall singer whose face was slashed by a drunken Texas Ranger, runs a small and elite band who specialise in bank and coach robbery. This includes The Kid, a peerless gunslinger, and the consumptive Doc Strangeways, a veteran of Berdan's Sharpshooters. From her Cajun mother, Madame Petunia has inherited

the innate mystical ability to inspire her men to incredible feats of bravery. She is based in The Golden Wheel, a prosperous bar and dance hall in Tombstone.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Madame Petunia Earle	4+	+1	+1	+0	36	Leadership +1, Erudite Wit, True Grit	Magneto-static bodice ¹ , Arc pistol
The Kid	4+	+1	+5	+0	38	Lightning-draw (Shooting), Gunslinger	Lined coat, two pistols
Doc Strangeways	6+	+0	+4	+0	40	Hunter, Medic	Lined coat, hunting rifle, pistol
Outlaw	5+	+1	+1	+0	16		Lined coat, pistol, carbine, fighting knife

1: As Magneto-Static Waistcoat (IHMN 5.1)

OPTIONS

- Any of the above may be equipped with a cavalry horse (+9 points each), except Madame Petunia Earle, who prefers her steam carriage (+10 points).
- Outlaws may have the Cavalryman Talent (+3 points).
- Madame Petunia Earle may equip her carriage with an Arc Generator (+20 points).

THE PALE RIDERS

'And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth.'

Revelations 6:8

The last of The General's bands is the most feared. Led by the seemingly unkillable Preacher they take whole towns and subject them to days of terror before melting away into the Sierras. Most of the Preacher's men are former condemned prisoners he has freed from the rope and who are devoted to him and his 'holy crusade'.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
The Preacher	2+	+2	+2	+0	79	Leadership +3, Immortal, Fearless, The Path of Shadows, Zone of Shadows	Lined coat, shotgun (short), bullwhip
Lieutenant	4+	+2	+2	+0	25	Leadership +1, Fanatic	Lined coat, pistol, carbine
Outlaw	5+	+1	+1	+0	16		Lined coat, pistol, carbine, fighting knife

OPTIONS

- Any of the above may be equipped with a cavalry horse (+9 points).
- Any Lieutenant or Outlaw may take the Cavalryman Talent (+3 points).
- Any Outlaw may take the Fanatic Talent (+5 points each).

6.2.3 THE INDUSTRIALISTS

'You have undertaken to cheat me. I won't sue you, for the law is too slow. I will ruin you.'

Cornelius Vanderbilt

War usually pushes technology and industry forward at an accelerated rate and the American Civil War was no exception. Both North and South made great use of the latest advances in science and engineering, such as armoured trains and steam dreadnoughts. Although the resulting carnage laid waste to vast portions of the North American continent, it wasn't bad news for everyone. An elite few individuals invested early in the technology and reaped the benefits, becoming fantastically rich on war production profits. These individuals (mostly but not exclusively men) are so wealthy that they can influence governments – not just in North America but across the whole world.

But, of course, for people such as this there's no such thing as 'enough' money (or power). They continue to invest in the development of steam carriages, oceanic liners, dirigibles, trans-continental rail links and armaments. They are fiercely competitive with each other – and with anyone else who gets in their way.

The Company list provided below is that for a North American rail baron. However, this is just an example of an Industrialist Company – players should feel free to develop other such lists along similar lines.

Hiram Chezberg's Northrail empire provided many of the armoured trains used during the Civil War. He is still developing new lines, locomotives and carriages for use in both North and South America. His attempts to break into Europe and Africa have been largely frustrated – so far – by the established imperial interests there. Hiram works from a skyscraper office 'back East' and never goes into the field himself. For the more deniable operations, he makes use of an unlikely couple – an engineer and a former army officer turned bounty hunter.

Colonel Douglas Mortimer fought for the North during the Civil War. Afterwards he started hunting down specific Southern soldiers who had, in his view, committed war crimes. The ruthlessness with which he did this, not to mention the fact that he wasn't too bothered about 'collateral damage', brought him to Chezberg's attention and then into his employ. Mortimer is an excellent shot who prefers to deal with his enemies at a distance – but is more than capable of working close-up when he must. Age has not mellowed him and, unsurprisingly, he is deeply unpopular with many of the other New World Companies – he's wanted by the Mounties, hated by the Apache and on a League of Southern Gentlemen hit list.

The engineer is Elizabeth Bernhard, a widely travelled German-American with suspected links to the Society of Thule. She is almost as ruthless as her compatriot and has a particular fondness for large explosions. Rumour has it that she is a gifted chemist and makes most of her own explosives. It might be thought that a woman would struggle to exercise any leadership over the sorts of men in this Company but a combination of personality and jiu-jitsu enables her to keep them in their place. No-one, not even Mortimer, calls her Liz.

Depending on the mission, other members of this Company can be selected from a wide variety of options ranging from simple labourers,

through mercenaries, up to and including detachments of the US Cavalry. The technology available to them is first rate (though Hiram can be a bit tight-fisted about it) and it isn't unusual for them to deploy industrial walkers – or even the occasional military walker.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Col Douglas Mortimer	2+	+2	+4	+0	104	Leadership +2, Fearless, Hunter, Marksman (hunting rifle), Lightning Draw (Shooting)	SRC breastplate, hunting rifle, pistol, sword, monocular targeting array
Elizabeth Bernhard	3+	+2	+2	+1	34	Leadership +1, Engineer, Martial Artist	Magneto-static waistcoat, carbine
Engineer	5+	+1	+1	+0	13	Engineer	Lined coat, pistol
Labourer	6+	+1	+0	+0	10		Lined coat, pistol, axe
Gunfighter	4+	+1	+3	+1	28	Lightning Draw (Shooting), Duellist (pistol)	Brigandine, pistol, fighting knife
Foot Mercenary	5+	+2	+2	+0	23		Brigandine, military rifle, pistol, fighting knife
Mounted Mercenary	5+	+2	+2	+0	29	Cavalryman	Brigandine, carbine, sword, cavalry horse
Indian Scout	5+	+1	+2	+2	25	Stealthy	Lined coat, military rifle, fighting knife
US Cavalry Sergeant	4+	+3	+3	+0	40	Leadership +1, Cavalryman	Lined coat, carbine, pistol, sword, cavalry horse
US Cavalry Trooper	5+	+2	+2	+0	31	Cavalryman	Lined coat, carbine, pistol, sword, cavalry horse

OPTIONS

- Mortimer and/or Bernhard can have a cavalry horse (+9 points).
- Mortimer, Bernhard and any Engineer may have a Breath Preserver (+2 points).
- Bernhard can be equipped with any number of grenades of any type (+6 points per grenade). She can also use bombs (+7 points per bomb).
- Other Engineers can have any number of explosive grenades (+6 points per grenade) and can operate detonators for Bernhard's bombs.
- Any Engineer may have an Arc generator (+20 points).
- Any Engineer may swap his pistol for an Arc pistol (+4 points). In Bernhard's case the carbine can be swapped for an Arc rifle (+4 points).
- Any Engineer may have a Congreve Rocket Gun (+7 points) and explosive rocket grenades (+7 points each). If Bernhard takes a Congreve Rocket Gun she can have any type of grenade for it.
- A pair of Engineers may team up to operate a flamethrower (+11 points) or an Arc cannon (+12 points).
- A Gunfighter may have a second pistol (+3 points) and the Gunslinger Talent (+5 points). He may also have a carbine (+5 points) or military rifle (+9 points). For transport, he may have a cavalry horse (+9 points) or a Cody Steam Horse (+21 points).
- Foot Mercenaries and US Cavalry Sergeants may have the Tough Talent (+5 points) and/or the Marksman Talent (+5 points).
- Mounted Mercenaries, US Cavalry Troopers and Indian Scouts may have the Marksman Talent (+5 points).
- US Cavalry Sergeants and Troopers may upgrade their cavalry horses to Cody Steam Horses (+12 points).

- Any number of Johnson Mk VII light walkers or Withall Mk II medium walkers (both 22 points) can be deployed. The steersman may be a Labourer or an Engineer, either of which must be purchased separately (IHMN 5.5).
- A maximum of one Johnson Mk XII Cherokee military walker (+56 points) can be deployed; the steersman for this must be an Engineer, purchased separately (IHMN 5.5).
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).

6.2.4 THE LEAGUE OF SOUTHERN GENTLEMEN

‘True patriotism sometimes requires of men to act exactly contrary, at one period, to that which it does at another, and the motive which impels them – the desire to do right – is precisely the same.’

Robert E Lee, 1875

As far as most of the world is concerned, the League of Southern Gentlemen is a globe-spanning network of gentlemen’s clubs headquartered in the southern United States. Those who are ‘in the game’ know that it is actually rather more – it’s the front for the main remaining resistance movement following the defeat of the Confederacy.

The leader of the League is Colonel Leroy Jethro White, though this is almost certainly not his real name. According to rumour, prior to secession he was a trainee agent with the Secret Service but he returned home before the outbreak of war and ended up as part of the South’s covert intelligence organisation. Being a collection of gentlemen with intellect and money but no real direction or drive, it was rather less organised than the Northern Secret Service and this may well have contributed to the outcome of the war. Nevertheless, Col White established quite a reputation for the success of his deniable operations – often known as ‘White Ops’.

When the war ended, Col White (LJ to his friends) disappeared from view and now lives in the shadows, steering the covert activities of the League. These are, of course, directed towards technological and/or political gain so that, one day ‘the South shall rise again’. Col White rarely appears openly on the field of battle – though he is rumoured to be a master of disguise, so perhaps he’s out there more often than his enemies realise. One of the oft-repeated rumours about him is that he managed to spirit away the last of the Confederate gold reserve before the Union could get their hands on it. If true, this would explain why the League is so well-equipped.

The League is not an equal opportunities organisation – all of its members are wealthy white males from ‘good families’. Consequently, the Companies they field are not particularly diverse. They are, however, very well-equipped with the latest technology. Also, while it would be easy to underestimate well-dressed, middle-aged men with overstated Southern drawls and effete manners... one cannot forget they were all officers in a particularly nasty war during which most of them had a lot of close combat experience. And survived it. They may be a fair bit older now, but remember the maxim ‘old age and treachery will overcome youth and enthusiasm’.

Of course, the League needs youth and enthusiasm too. Each veteran gentleman mentors several protégés. In the table below, the gentlemen are characterised according to their experience and training. In open battle, the

veterans often wear their old uniforms in pride and defiance – particularly against companies of the North.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Col White	3+	+4	+4	+1	82	Leadership +2, Duellist (pistol), Master of Disguise, Fearless	SRC breastplate, pistol, sword
Cavalry (Veteran)	4+	+3	+2	+0	45	Cavalryman	SRC breastplate, pistol, sword, cavalry horse
Cavalry (Protégé)	5+	+2	+1	+0	33	Cavalryman	Breastplate, pistol, sword, cavalry horse
Engineer (Veteran)	5+	+2	+3	+0	40	Engineer	SRC breastplate, Arc pistol, sword
Engineer (Protégé)	5+	+1	+2	+0	30	Engineer	Breastplate, Arc pistol, sword
Infantry (Veteran)	4+	+3	+3	+0	44		SRC breastplate, pistol, military rifle, sword
Infantry (Protégé)	5+	+2	+2	+0	31		Breastplate, pistol, military rifle, sword,
Doctor (Veteran)	4+	+1	+2	+0	23	Medic	Magneto-static waistcoat, shotgun, sword
Doctor (Protégé)	5+	+1	+1	+0	20	Medic	Magneto-static waistcoat, shotgun, sword
Scout (Veteran)	4+	+1	+3	+1	34	Marksmen, Stealthy	Magneto-static waistcoat, military rifle, fighting knife
Scout (Protégé)	5+	+1	+2	+1	30	Marksmen, Stealthy	Magneto-static waistcoat, military rifle, fighting knife

OPTIONS

- Any gentleman may have the Duellist Talent with either sword or pistol (+5 points).
- Any gentleman may have the Marksman Talent (+5 points).
- Any gentleman may have a cavalry horse (+9 points) or a Cody Steam Horse (+21 points).
- Any gentleman may exchange his armour for a Faraday Coat (-11 points if he had an SRC breastplate, -3 points if he had a breastplate, +4 points if he had a magneto-static waistcoat).
- Cavalry and Infantry gentlemen may have Leadership +1 (+3 points).
- Cavalry and Infantry gentlemen may exchange their pistol for an Arc pistol (+4 points).
- Engineer gentlemen may purchase an Arc generator (+20 points).
- Two Engineer gentlemen may purchase and crew an Arc Cannon (+12 points).
- Engineer gentlemen may purchase grenades of any type (+6 points per grenade).
- A single Engineer gentleman may be equipped with an Electrostatic Burst Generator (+25 points).
- Infantry gentlemen may exchange their military rifle for an Arc rifle (no change in points).
- Scout gentlemen may exchange their military rifle for a hunting rifle and the Hunter Talent (+12 points).
- A League Company may field Johnson Mk XII Cherokee Walkers (56 points); the steersmen must be Engineer gentlemen (IHMN 5.5).
- Any gentleman may have a Murton Maritime Life Preserver (+1 point).

6.2.5 U-TROOP, THE NORTH-WEST MOUNTED POLICE

'It is a grievous injury that we do to this nation if we come with talk of God and Justice, yet leave the natives addled with cheap whiskey and forlorn of their ancient and sacred lands just for our earthly profit.'

Inspector Robert Etienne, 1892

While it is far more peaceful than its neighbour to the south, Canada faces its own crises – bandits, separatists, Fenians and a rising tide of unrest fuelled by native spiritualism. Alongside these domestic issues come the cross-border disputes with the USA and the agent-provocateurs and spies of Russia, Japan and the other Great Powers seeking to weaken the Dominion and thus the British Empire. The Canadian Government, seeing the need for a specialised force to take on these threats, asked that the North-West Mounted Police rise to the challenge. Lacking the industrial and technological capabilities of the United States or Great Britain, the government mandated the Mounties to make overtures towards the native tribes of Canada and to seek their assistance against the external threats. While many tribes refused, some volunteered their finest warriors and spiritual leaders.

Thus was born U-Troop, a rapid-reaction force with the toughest and most troublesome constables from amongst the ranks of the North-West Mounted Police at its core. When operating in a region, U-Troop recruits local guides and trappers and seeks support from friendly tribes where possible. This has established a network of reliable allies across the Northwest and Yukon territories, giving the Mounties far more range than their small number of constables might otherwise suggest. Their equipment is mostly standard – .45-75 Winchester carbines and .450 Adams revolvers – but they are allowed a little more latitude in this area than their colleagues on more 'normal' duties.

U-Troop is led by Inspector Robert Etienne, ably assisted by Staff Sergeant Albert Borrage. Etienne, the brains of the outfit, is of mixed Anglo-French parentage but is solidly British in his loyalties. His fluency in multiple languages and inspirational leadership style have helped him lead the disparate and difficult-to-manage members of U-Troop. He has a somewhat unconventional approach, including the carrying of two non-regulation Colt revolvers (with which he is extremely proficient) and the wearing of a light chain shirt under his uniform jacket. Borrage (who has a younger brother serving in the Prince of Wales's Extraordinary Company) is a former British Army Sergeant Major who transferred across to the North-West Mounted Police shortly after they were first formed. He pretty much defines the phrase 'as tough as old boots' – when his Inspector's wits and charm fail to carry the day, Borrage is there to backstop him with sheer physical toughness and force of will. Borrage is more conservative than his Inspector and the only non-issue equipment he allows himself is a British Army rifle and bayonet.

Although relations between the Canadian government and many of the native tribes have deteriorated in recent years, the cooperation between the Mounties and their native allies has, if anything, improved. Several U-Troop expeditions against a Wendigo cult in the Yukon secured considerable goodwill, as did the liberation of several hundred Cree being used as slave labour by the Russians in a gold mine across the Alaskan border. In supporting this latter operation, U-Troop's Cree allies brought

a terrifying and unexpected weapon into play – a Sasquatch that tore apart the mercenaries guarding the slaves. While the Cree have made it clear that such an ally cannot be called upon regularly, some bargain has been struck and Sasquatches have been employed in a small number of U-Troop operations since.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Inspector Robert Etienne	3+	+3	+4	+1	66	Leadership +2, Inspirational, Gunslinger, Cavalryman	Chain shirt, two pistols, carbine, sabre
Staff Sergeant Albert Borrage	3+	+4	+3	+0	58	Leadership +1, Tough, Fearless, Bayonet Drill	Lined coat, pistol, military rifle, bayonet
NWMP Sergeant	4+	+3	+3	+0	27	Leadership +1	Lined coat, pistol, carbine, fighting knife
NWMP Constable	5+	+2	+2	+0	18		Lined coat, pistol, carbine, fighting knife
Trapper	5+	+2	+3	+0	32	Hunter	Hunting rifle, fighting knife
Native Shaman	4+	+2	+1	+1	11+	Up to 20 points of Mystical Powers	Warclub (counts as a nightstick)
Native Warrior	5+	+2	+2	+1	19	Stealthy	Bow, fighting knife
Sasquatch ¹	3+	+4	+0	+1	38	Terrifying, Stealthy	Thick fur (counts as brigandine), fists (count as a club)

1: One Native Shaman is required to control each Sasquatch fielded. If the Shaman is lost, the Sasquatch will finish any Fight in which it is currently engaged and then leave the field by the nearest table edge.

OPTIONS

- Any NWMP figure may take a cavalry horse (+9 points).
- Any NWMP figure may take the Cavalryman Talent (+3 points).
- Any NWMP figure may exchange his carbine for a military rifle (+4 points).
- Any Trapper may take the Stealthy Talent (+5 points).
- Any NWMP figure or Trapper may take the Marksman Talent (+5 points).
- Any NWMP figure or Trapper may have a Murton Maritime Life Preserver (+1 point).
- Up to 2 NWMP figures per Company may have the Medic Talent (+5 points).
- NWMP Sergeants and Constables may have explosive grenades (+6 points per grenade).
- Any Native Warrior may exchange his bow for a carbine (+1 point).
- One light field gun may be purchased for a NWMP Company (22 points). This must be operated by a team comprising one NWMP Sergeant and one NWMP Constable who will have all their normal equipment and must also have horses.

6.2.6 THE RED SECT

'You come around here and talk to us of your almighty God. He no good to us when you make us slaves, when you beats us and takes our womenfolk. So now we pray and sacrifice to them gods of our forefathers and much like the powers they give us, their children.'

Bokor Chicken Jack Le Fleur, 1895

In 1843, President Jean-Pierre Boyer, one of the leaders of the Haitian Revolution that had overthrown the French colonial power, was ousted by a coup. For the next 20 years, a succession of rebel leaders and military strongmen declared themselves Emperor or President but each fell in short order. No matter what titles the generals or rabble-rousers awarded themselves, the true power on the island was the Council of the Loa. Two decades of chaos merely forced them to take a more active role.

Though Catholicism is officially the state religion, much of the Haitian population still follows the old faith that had come across with their forefathers – Vodou. The Council is made up of the seventeen most powerful and most respected Houngans and Mambos on Haiti with three chairs reserved for the chief Olorisha of Cuba, the head Obeah-man from Jamaica and the current Queen of New Orleans. This group of twenty men and women steer Haiti (and much of the Caribbean) along its path, ensuring that the will of the Loa is carried out.

One of the Council's first acts as a newly revitalized force was to declare war on the practitioners of the darker side of Vodou – the Bokor and the malign creatures that preyed upon the population. In the face of this campaign many such practitioners fled to America and Mexico, but those that remained began to band together for mutual protection. Three decades of warfare thinned their numbers, leaving only the strongest and most ruthless. This coalition of Bokor, skin changers and other evils – the Red Sect – has grown in power and influence to the point where it now represents a real threat to the Council's authority. It completely controls some of the more isolated regions of the country and has started making inroads into New Orleans, Miami and the other Caribbean islands.

The Bokor magicians form the leadership of a Red Sect congregation, driving on their minions and supporting them with fearsome mystical powers. A Red Sect follower is known as a Cheval, and these men and women are ferociously loyal to the Sect. Pre-battle rituals work them into a frenzy with some being possessed or 'ridden' by a Loa, granting them certain powers. The Tonton Macoute, the Haitian ogres, make perfect bodyguards and enforcers – tough, vicious and too stupid to be disloyal. Even more loyal are the hordes of Zombi that a Bokor can raise. These poor people are rendered mindless by a combination of drugs and magic and are urged forward by a Bokor's will, seeking nothing but the destruction of the enemy. Far more dangerous allies are the Skinchangers, evil sorcerers with the ability to take on the forms of large predatory animals.

For such a diverse group, the members of the Sect cooperate well – few are above sabotaging or assassinating a rival within their ranks (in fact, such behaviour is encouraged in the belief that it culls the weak from the herd) – but when faced with a common aim or foe, they present a unified and frighteningly effective force.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Bokor	2+	+2	+2	+0	30+	Leadership +2, Up to 30 points of Mystical Powers, Up to 2 additional Talents	Lined coat, machete (counts as fighting knife)
Cheval	4+	+2	+0	+0	14	Fanatic	Machete (counts as fighting knife)
Skinchanger ¹	3+	+0	+0	+0	9+		No equipment – in human form fight unarmed (unskilled) or with improvised weapons
Tonton Macoute	3+	+4	+0	+0	42	Fearless, Terrifying	Thick skin (counts as brigandine), fists (count as a club)
Zombi	5+	+1	+0	+0	13	Numb	No equipment – fight unarmed (unskilled) or with improvised weapons

1: A Skinchanger may switch form into an animal, or back to human, as a Movement phase action. Each Skinchanger has only one animal form, chosen before the game. The entry above gives the attributes for a Skinchanger in his human form. In animal form he retains his Pluck and his ability to act intelligently but otherwise becomes the animal as listed in the Bestiary (HVF 3.0). The form in which he begins the game is the choice of the controlling player. The range of animals from which Skinchangers can select is restricted to those they know from their racial memory and, to a certain extent, by size. They include: great ape, bear, hunting cat, fighting dog, lion, huge constrictor snake and wolf. The points cost of a Skinchanger is equal to 9 + the cost of the animal they choose to emulate.

OPTIONS

- Any Bokor may take a pistol (+3 points) or a shotgun (+5 points).
- Any Bokor may be the handler for up to 3 venomous snakes (HVF 3.0 The Bestiary).
- Any Cheval may choose to be 'ridden' by one of the following loa:
 - Legba – gain Tough and Path of Shadows Mystical Power (+14 points).
 - Damballah – gain Stealthy, Antivenom and Dragon Talons Mystical Power (+15 points).
 - Erzulie – gain the Mesmerism Mystical Power (+14 points).
 - Shango – gain the Dragon Breath Mystical Power (+14 points).
 - Ogoun – gain Berserker, +2 FV and +2 Speed (+14 points).
 - Baron Samedi – gain Erudite Wit and Terrifying (+15 points).
- Any Tonton Macoute may take a large machete (counts as a sword) (+4 points).

6.2.7 THE SECRET SERVICE

'Each point of the Secret Service star represents one of the Service's five core values: justice, duty, courage, honesty and loyalty. To this, add the ability to shoot straight and ask telling questions of the survivors.'

Special Agent James Dempsey, 1892

Following the assassination of President Lincoln and the inconclusive end to the Civil War, President Grant ordered the Secret Service to expand its operations. He placed General William Tecumseh Sherman at its head and gave it a secret budget so that it could protect the USA from the 'various nefarious devices being employed by our enemies'. Sherman soon realised that the best defence was a good offence and set up the Office for Scientific Security as a branch of the Secret Service. Through the next seven presidencies, Sherman continued in his quest to keep the US ahead of its imperial enemies, the agents of the former Confederate states and the Texan Republic.

In 1894, Grover Cleveland renewed his support for Sherman's approach and doubled his budget, insisting that the Secret Service do more work in Europe. Sherman was ailing, his health only being supported by the Romanov

serum which had been ‘acquired’ by the OSS. However, he did manage to set up the London, Paris and Berlin offices before his death. Although his funeral was a private affair, one serving and four former Presidents attended. Three of them owed their lives to his Service.

The Secret Service and OSS are remarkably small for their effect. The Service’s concentration on technological innovation has been its greatest strength. Its agents are mostly bright young men and women who are well-trained and highly motivated.

Typical of this breed are Special Agent James Dempsey and Science Specialist Henrietta (Hetty) Makepeace. These two were responsible for single-handedly ending the Istanbul Affair, the derailment of the armoured battle-train *Robert E. Lee* and the sinking of the *Lucky Seven* paddle steamer as it approached New Orleans loaded with nitro. They have fought privateers in the Caribbean, briefly captured the Ripper in London and fought the Okhrana on the streets of Belgrade.

When the Secret Service needs heavy support, it can call upon the US Marine Corps, whose Rocketeers have saved the lives of more than one Secret Service field team. The US Cavalry is, of course, also available to support the Secret Service whenever required.

The Secret Service has made its fair share of dangerous enemies. The League of Southern Gentlemen, the Ottoman Janissary General Osman Beg and even London’s notorious Abel Caine have all offered handsome rewards for captured agents.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
James Dempsey	3+	+4	+4	+1	51	Leadership +2, Marksman (pistol), Gunslinger	Lined coat, two pistols
Hetty Makepeace	3+	+3	+3	+1	44	Leadership +1, Engineer, Medic, Intuitive	Lined coat, Arc pistol
Senior Special Agent	3+	+3	+4	+1	37	Leadership +2	Lined coat, Arc pistol
Special Agent	4+	+2	+3	+1	19		Lined coat, Arc pistol
OSS Field Specialist	4+	+1	+2	+0	40	Engineer	Lined coat, Arc pistol, Arc generator

OPTIONS

- Hetty Makepeace may carry an Arc generator (+20 points).
- Any Special Agent may replace their Arc pistol with an Arc rifle (+2 points).
- One OSS Field Specialist may buy a Magneto-static Projection Barrier (+4 points).
- One OSS Field Specialist may buy an Edison Beam Translator (+25 points).
- The Secret Service can also call upon the aid of the US Cavalry (from IHMN 8.4.7 The Wild West Show or HVF 6.2.3 The Industrialists) and the US Marine Corps (IHMN 8.4.10).
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).

6.2.8 THE TEXAS RANGERS

'Texas will again lift its head and stand among the nations. It ought to do so, for no country upon the globe can compare with it in natural advantages.'

Sam Houston

Since their secession from the Confederacy and the subsequent founding of the Republic of Texas, the Texan people have faced a sea of troubles.

To the east, the USA would love to drag Texas back into the Union but does not presently have the wherewithal to achieve this. The League of Southern Gentlemen, far from being a natural ally, has been using Texas as a base from which to mount operations against the Union, thus angering this powerful neighbour. Over a million Southerners flooded into Texas at the end of the Civil War and although many then continued further west, more than half of them settled, causing no end of problems, especially after Texas emancipated its small slave population. To the south, a resurgent Mexico, under the monster Cortes, has been sending raiding parties across the border to test the Texan resolve, while the Apache people and their allied tribes to the west are waging a fairly successful guerrilla war against the Republic. To the north of Texas is a lawless territory from which come outlaw gangs eager to plunder the Republic's wealth.

Adrift in a sea of enemies, the Texan senate refuses to raise a regular army – partly for fear of angering the Union and partly because it knows its own people would oppose such a step. Instead it relies on the brave men and women of the Texas Rangers.

Originally entirely manned by volunteers, the Rangers have had to adopt a form of conscription in these tough times. Each community provides a number of men who serve for a year, and these conscripts supplement the regulars and often bring some interesting skills to their companies.

The most successful company of present times is led by two former outlaws who originally joined the Rangers to earn their pardons. Captain Nathaniel Smith and Sergeant William 'Curly' Jones have proved to be brilliant field tacticians, and have gathered around them a unique company of misfits and hard fighters that puts the fear of God into even the Apache.

Two of their regulars are Kodiak Kate and Doc Vacances. Kate was brought up by her father high in the Rockies. He was a legendary mountain man and he raised her as he would any son. She is a deadly shot and a renowned tracker. Doc Vacances was a Creole gambler before he was run out of Mississippi by the League of Southern Gentlemen. He learned many useful skills from his mother who was both a healer and a Creole wise woman.

One former conscript was a professor of Medieval European History in his native Poland. Professor Karol Konieczki re-invented the Hussite wagon for an assault on an outlaw stronghold. It was so successful that twelve were built and are now available to Ranger companies.

Some Ranger companies make use of Native American scouts. These come from tribes who have refused the ways of the Apache and fight in return for a protected reservation within Northern Texas.

Type	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Captain Smith	3+	+2	+4	+1	49	Leadership +2, Gunslinger, Lighting Draw (shooting)	Lined coat, carbine, 2 pistols
Sergeant Jones	3+	+3	+3	+1	38	Leadership +1, Marksman	Lined coat, carbine, pistol, Bowie knife ¹
Kodiak Kate	4+	+1	+4	+0	45	Hunter, Stealthy	Brigandine, hunting rifle, fighting knife
Doc Louis Vacances	5+	+0	+4	+0	28+	Medic, Gunslinger, Up to 15 points of Mystical Powers	Lined coat, 2 pistols
Ranger Captain	3+	+3	+3	+0	35	Leadership +2	Lined coat, carbine, pistol, Bowie knife ¹
Ranger Sergeant	4+	+2	+2	+0	28	Leadership +1, Tough	Lined coat, carbine, pistol, Bowie knife ¹
Ranger Regular	4+	+1	+2	+0	19		Lined coat, carbine, pistol, Bowie knife ¹
Ranger Conscript	5+	+1	+1	+0	16		Lined coat, carbine, pistol, Bowie knife ¹
Native American Scout	5+	+1	+2	+2	19	Stealthy	Bow, fighting knife

1: Almost the signature weapon of the Rangers, the Bowie knife counts as a Fighting Knife

OPTIONS

- Any member of a Ranger Company may take the Cavalryman Talent (+3 points) and/or a cavalry horse (+9 points). Any who take the Cavalryman Talent may also take Trick Riding (+5 points).
- Any non-conscript Ranger may upgrade their lined coat to Brigandine (+1 point). Captains and Sergeants may upgrade instead to chain shirts (+3 points).
- Captains, Sergeants and Regulars may exchange their carbines for military rifles (+4 points). They may also take the Marksman talent (+5 points).
- Ranger Captains and Sergeants may have up to 3 explosive grenades each (+6 points per grenade).
- Each Conscript may have one Talent from the following list: Duellist (may swap fighting knife for sabre for +1 point), Engineer (may take any type of grenade at 6 points each), Erudite Wit, Iron Will, Martial Artist, Medic, Strongman (may swap their carbine for a machine-gun for +21 points), Tough.
- Two Rangers may deploy together as a machine-gun team; they keep all their equipment but must pay the cost of the machine gun (26 points).
- The Rangers can deploy a light field gun (22 points). This must be manned by a Sergeant and a Ranger Regular, both of whom retain all their usual equipment and must have horses.
- Native American Scouts may exchange their bow for a carbine (+1 point). They may take the Marksman talent with either weapon (+5 points). They may also take the Intuitive talent (+5 points).
- The Company may deploy up to two Hussy Wagons (20 points each) (HVF 2.3.3).

6.2.9 THE ARMY OF THE FEDERAL REPUBLIC OF MEXICO – ENFORCEMENT COMPANIES

'Badges? We ain't got no badges. We don't need no badges! I don't have to show you any stinkin' badges!'

El Sombrero de Oro, Enforcement Company captain

Since the American Civil War Mexico has been ruled with an iron hand by Generalissimo Hernando Cortes, the leader of a military coup against the pro-Confederate regime of Don Juan Fernandez.

The Mexican Army was desperate to avoid getting dragged into the American Civil War and reached an agreement with President Lincoln by which the USA guaranteed to respect the sovereignty of Mexico over its province of California and to not support the claims of the Texan Republic.

Cortes was in his fifties when he came to power and now, thirty years later, he seems to have not aged a day. There are rumours that he and his generals have turned from Christianity and are now following the ancient Aztec gods. This has fuelled the fear and hatred with which the common people view Cortes and his junta to the point where they have rebelled and Mexico is now in the grip of its own civil war.

The junta has had a hard time dealing with the rebels, who refuse to fight in the open, and so has established a number of 'Enforcement Companies' whose job it is to root out rebels by any means necessary. These brute squads have enjoyed mixed success, with many of their actions actually driving the peons into the rebels' hands.

Controversially, they have also been carrying out operations across the Republic's northern borders, ostensibly pursuing rebels into Texas, Apache territory, the Rockies and even British Columbia. Many of these operations are, in fact, simply criminal raids for the purposes of rustling cattle, taking hostages for ransom and even robbing banks.

Their leader is Colonel Ernesto Garcia, better known as 'El Diablo', one of the most unscrupulous and double-dealing reprobates ever to walk the earth. There is no depth he will not plumb to enrich himself and to carry out the orders of the Generalissimo, to whom he is surprisingly loyal.

This loyalty might be because he is always accompanied by one of the Generalissimo's 'spiritual advisors' – Cucaracha. This strange man is a pureblood Aztec and a priest of that ancient people. He seems to be able to wield the powers of that supposedly extinct religion – but its blood magic comes at a cost.

Type	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Colonel Garcia	3+	+4	+3	+0	54	Leadership +2, Fearless	Breastplate, pistol, sabre
Cucaracha, Aztec Priest ¹	2+	+1	+1	+1	45+	Fanatic, Terrifying, Up to 20 points of Mystical Powers	Fighting knife (poisoned)
Captain	4+	+3	+3	+0	26	Leadership +2	Lined coat, pistol, sabre
Sergeant	5+	+2	+2	+0	27	Leadership +1, Tough	Lined coat, military rifle, bayonet
Aztec Priest ¹	3+	+1	+0	+1	27+	Fanatic, Up to 10 points of Mystical Powers	Fighting knife (poisoned)
Federale Trooper	6+	+1	+2	+0	17		Lined coat, military rifle, bayonet
Federale Lancer	6+	+2	+1	+0	35	Cavalryman	Breastplate, lance, carbine, cavalry horse

1: No Enforcement Company can have more than two Aztec priests (including Cucaracha).

OPTIONS

- A Captain or Sergeant leading Lancers must take a cavalry horse (+9 points) and the Cavalryman Talent (+3 points).
- A Captain or Sergeant leading Lancers can exchange their lined coat for a breastplate (+8 points).
- A Sergeant leading Lancers can exchange his military rifle and bayonet for a lance and carbine (-2 points).
- Any Federale Trooper, or Sergeant leading them, can take the Bayonet Drill Talent (+2 points).
- Two Federale Troopers can become a machine gun team by exchanging their military rifle and bayonet for a pistol each and a machine gun between the two of them (+42 points for the team).
- Any Sergeant, Federale Trooper or Lancer can take a single grenade each (+6 points).
- An Aztec Priest can sacrifice a member of his own Company (for whom the points cost has been paid) just before the start of the game to summon a Lesser Demon in the form of a humanoid jaguar (HVF 3.0 Bestiary). If the priest should die during the game the demon disappears as well, taking the Priest's soul with it.

6.2.10 MEXICAN REBELS

'My sole ambition is to rid Mexico of the class that has oppressed her and given the people a chance to know what real liberty means. And if I could bring that about today by giving up my life, I would do it gladly.'

Pancho Villa

At first, Generalissimo Cortes had it all his own way. Those nobles who continued to support President Fernandez were quickly rounded up with their families and sent to the Pyramid of the Sun. Their estates and peons were distributed amongst the Junta's generals and colonels.

Soon it became obvious that freedom had died on the steps of the Presidential Palace and, in the fine tradition of Mexican 'democracy', a series of uprisings took place across the country, especially in California. These were ruthlessly put down, regardless of the cost in civilian lives, and the country has been in a state of rebellion, suppression and insurgency ever since.

Only in California has there been any regular organised resistance. Here, a masked leader called 'El Toro' has led a number of rebel bands that include gringos as well as native Mexicans. Unknown to most, El Toro is none other than the wealthy vineyard owner Don Diego de la Sera, a supposed supporter of the regime and confidante of the Provincial Governor, whose daughter, Isabella, has become Don Diego's wife. This feisty young woman is now his second-in-command.

His forces are often led by the hot-headed young sons of the local Dons, who wear masks to hide their identities. They are, to a man, master swordsmen.

These masked men are supported by disaffected farmers, peons, gringo ranchers and even American mercenaries. Most rebel groups can also call upon their local priests to assist them against Cortes' devilry.

Type	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
El Toro	2+	+5	+2	+2	64	Leadership +2, Inspirational, Duellist (rapier)	Lined coat, pistol, rapier
Isabella	3+	+4	+1	+1	35	Leadership +1, Duellist (rapier)	Lined coat, pistol, rapier
Young Don	4+	+3	+2	+1	26	Leadership +1, Duellist (rapier)	Lined coat, pistol, rapier
Catholic Priest	3+	+1	+0	+0	25	Medic, Intervention	
Farmer	5+	+1	+1	+0	12		Shotgun, machete ¹
Peon	6+	+1	+0	+1	6		Machete ¹
Rancher	5+	+1	+2	+0	14		Lined coat, carbine, pistol
Mercenary	4+	+2	+2	+0	26	Tough	Lined coat, military rifle, pistol

1: The machete is equivalent to a fighting knife.

OPTIONS

- A Catholic Priest may have one (only) of the following Talents: Fanatic (+5 points), Fearless (+10 points), Inspirational (+10 points) or Iron Will (+5 points).
- Any Farmer can exchange their shotgun for a carbine (no additional points cost).
- Peons are desperate men and as such can take the Fanatic Talent (+5 points), but only if led by El Toro or Isabella.
- One Peon in every three can be given either a pistol (+3 points) or a shotgun (+5 points).
- Any Rancher can be given a cavalry horse (+9 points) and the Cavalryman Talent (+3 points).
- Any Rancher can take the Marksman Talent (+5 points).
- One Mercenary can take the Hunter Talent (+5 points) and exchange his military rifle for a hunting rifle (+7 points).
- One Mercenary can be given the Engineer Talent (+5 points) and, if so, can take grenades of any type (+6 points each), or a Congreve Rocket Gun and 3 rocket grenades of any type (+7 points each), or up to 3 bombs (+7 points each).
- Any Mercenary can take the Marksman Talent (+5 points) and/or the Gunslinger Talent (+5 points). If he takes the latter, he will also need a second pistol (+3 points).

6.3 THE OLD WORLD

Across the Old World, from the Caucasus to the windswept Atlantic shores, there is a gathering storm. The Great Powers of Europe play the Great Game with each other as they have done for centuries. However, they are now being challenged by other powers – some of them uncomfortably close to home.

In the catacombs beneath the Vatican, wise men look east and north with growing alarm. Their agents tell them of the re-emergence of two ancient enemies. The first, their constant foe down through the centuries: the Templars. Seven times defeated, or so men thought, they are back, once again meddling in the politics of the new powers for their own mysterious ends and seeking vengeance on both France and the Vatican. An equally old enemy, a singular man of subtle and sinister ways, has wormed himself into the pay of the crumbling Austro-Hungarian court. The Prince of Wallachia challenges the men of God and their designs for peace in Europe. He stalks the shadows and encourages those of belligerent intent, while seducing and corrupting those that would bring calm.

To the north, men of great wealth and power are once again meddling in powers beyond their comprehension. The diabolic debaucheries of the Hellfire Club are a canker at the heart of the British aristocracy. If they should succeed, that empire may fall as its Roman predecessor did before. Do they know, or even care, what they do?

From the frozen tundra to the east, the Romanovs have sent cold vengeance in the form of the mesmeric monk Grigori Rasputin. Where he goes, winter follows, and his heart is set on turning Germany into a frozen wasteland.

The infamous and shadowy Cabinet Noir attempts to both defend France from such enemies and to advance the Republic's interest abroad. In discharging these duties, its notorious Agent Dupont and his colleagues are committed to doing whatever is necessary and are unrestrained by any moral scruple.

In the East, the Ottoman Empire is also under pressure – much like Russia, its scientists and engineers have failed to keep pace with the developments of the West. Ottoman Imperial Counter-Intelligence attempts to compensate for this by sabotaging the Empire's competitors, stealing their technology... and, in some cases, even stealing their scientists.

Faced with these ever-mounting threats, the Society of Thule has brought the dreaded Totenkopf Battalion into the field. The Totenkopf Sturm-truppen specialise in a combination of brutality and poison gas that has overwhelmed many opponents in the short time since the battalion's formation.

6.3.1 LE CABINET NOIR

'We must smother the internal and external enemies of the Republic or perish with it; now in this situation, the first maxim of your policy ought to be to lead the people by reason and the people's enemies by terror.'

Maximilien Robespierre, 1794

The Cabinet's origins lie in the pre-Revolution regimes of Louis XIII, XIV and XV, as a bureau of trusted agents established solely for the purpose of intercepting, opening, copying and resealing the private correspondence of ministers and public officials whose loyalties were suspect. This clandestine surveillance not only enabled the government to identify and isolate traitors but also gave them a perfect tool for counter-intelligence operations. Rumour has it that the Cabinet's leaders saw the Revolution coming and, predicting the likely outcome, sided with Robespierre and his colleagues against their former masters.

Cabinet Noir agents sold false information or forged documents to foreign powers and a network of compromised individuals were given a choice – service or the Guillotine. By the late 1800s, the Cabinet Noir had officially disappeared into the intelligence branches of the French regime. Unofficially, it continued to operate, albeit with a different mandate. With its unsurpassed intelligence network and agents in every town from Bordeaux to Saigon, the Cabinet was an ideal weapon with which the French government could fight the secret wars against its rivals in Prussia and Britain.

While the Foreign Legion takes the field when the Republic requires strength of arms, the Cabinet acts in the shadows, its saboteurs, mercenaries and assassins disappearing into the local populace once their objectives are achieved. Its casual use of such tactics has earned the Cabinet a very dark reputation amongst its peers and little quarter is given to its agents.

While the head of the Cabinet (officially, a petty clerk for the Ministry of Transportation) is based in Paris, and answers only to the President, the Cabinet's current role is embodied by its most celebrated agent – the individual known only as Dupont. Dupont is a legend in the intelligence world – depending on who you ask Dupont is both male and female, both old and young, and seemingly capable of simultaneously leading a raid on a Tod-truppen research facility in Bavaria and smuggling a leading American engineer across the Canadian border. Of course, many suspect that 'Dupont' is merely a codename given to a number of agents. The truth, however, is more mundane but far more impressive – there is no Dupont. He's a fiction created by the Cabinet to baffle and confound their rivals. In the paranoid logic of the intelligence community, if it's impossible to convince an enemy that no-one is suspect then the next best thing is to make sure that *everyone* is suspect.

When the Cabinet needs to put a force into the field they can draw upon the not inconsiderable resources of the French police forces, chiefly the detectives of the Sûreté and the officers of the Gendarmerie. Though these troops tend to operate within France where their authority carries more weight, it is not unknown for such forces to be seconded to various French colonial posts. Beyond the borders of France, the Cabinet tends to employ local operatives, though always under the command of a trusted field agent, and occasionally draws upon the resources of the Légion.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Field Agent ('Dupont')	3+	+3	+3	+1	38+	Leadership +2, Master of Disguise, may choose up to 2 Talents at additional cost	Lined coat, pistol
Detective of the Sûreté	4+	+2	+2	+0	15+	Leadership +1, may choose 1 Talent at additional cost	Lined coat, pistol
Gendarme	5+	+2	+2	+0	13		Lined coat, pistol, nightstick
Mercenary	5+	+1	+1	+0	11		Lined coat, pistol, fighting knife
Saboteur	5+	+0	+2	+0	22		3 grenades (explosive)
Assassin	4+	+3	+3	+1	34	Marksman, Stealthy	Brigandine, crossbow, fighting knife

OPTIONS

- The Field Agent or any Detective may upgrade his lined coat to a Vulcan coat (+1 point) or a Faraday coat (+5 points).
- Any Gendarme or Mercenary may exchange his pistol for a military rifle (+6 points) or a shotgun (+2 points).
- Gendarmes and Mercenaries may purchase the Marksman Talent (+5 points).
- Any Mercenary may take explosive grenades (+6 points per grenade).
- Any Assassin may buy a Monocular Targeting Array (+3 points). He may also use poison with his crossbow and/or fighting knife (+8 points per weapon).
- Any Assassin may replace the Marksman Talent with Duellist (no change in points) and his crossbow with either a pistol or a hand crossbow (-3 points). Poison may be used with the hand crossbow (+8 points).
- Saboteurs may have additional explosive grenades (+6 points per grenade).
- Any Saboteur may take the Engineer Talent (+5 points). If he does, he may use any type of grenade and he may also have bombs (+7 points per bomb).
- If the Cabinet is operating outside of France, any non-named figure from the Légion Étrangère list (IHMN 8.4.8) may be used.
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).
- If any Gendarmes are deployed, then a single Black Maria (14 points) may also be used (HVF 2.3.3).

6.3.2 THE COGNOSCENTI

'Of all who claim to stand for love, for good and for God, only one agency can claim the blessing of the Vicar of Christ. We, the Cognoscenti, are God's warriors in this fight, and in this dark time. Pray that we succeed, or all shall fall to darkness.'

Special Admonitor Jacob van Helsing, 1888

Deep within the Vatican is an organisation that has remained secret from even the majority of Cardinals since the time of da Vinci and the Italian Wars of the 15th century. The Conclave for the Protection of the Faith was initially a group of radical priests and monks who worked tirelessly to prevent wars between Christian Nations through guile and diplomacy. It was the very first secret service in Europe.

During the 16th and 17th centuries, a series of Popes chose not to employ its services and one even tried to shut it down. The threat of Protestantism was considered just too great and war justifiable. It was in the burning ruins of Magdeburg that the Conclave was reformed. Never again would the Papacy provoke or support such a slaughter of innocents. Since that time, the Conclave has sought to manipulate kings and governments in order to prevent wars. It has also maintained a close watch on technological and scientific developments as it sees more clearly than most how these can lead to war and to faithlessness, while the greed of lesser men blinds them. In 1862 they assassinated Charles Babbage as he addressed a committee of Parliament and attempted to assassinate Charles Darwin the following year.

The Conclave employs small teams of agents across the globe. These are sent on missions to slow the pace of technological change and to defeat those that would cause war for 'evil' purposes. The men who lead these teams are known as the Cognoscenti. To some, the Cognoscenti are fanatics who use medieval methods to frustrate the natural progress of mankind. To others they are noble martyrs to the cause of humanity.

Some of the Cognoscenti are Jesuits and some are Inquisitors. Whichever is chosen there can only be one Cognoscenti in the Company. The Cognoscenti can call upon elite troops from the noble Knights of St. John and the Swiss Guard. The Knights of St. John, also known as The Hospitallers, have been the 'cutting edge' of Vatican diplomacy for centuries. They defended Rhodes and Malta against the Turk and swept the Mediterranean clean of pirates. They are tough, utterly reliable and the dedicated enemies of all who would do harm to the Vatican and its followers. In particular, they pursue an ancient feud with the Templars. They openly maintain priories in the capitals of all civilised nations, with these often doubling as bases of operations for the Cognoscenti. The Swiss Guard are the professional protectors of the Vatican and its senior personnel. In these dangerous times, every Cardinal, Archbishop and Bishop has a cadre of these men looking after them.

The Cognoscenti may also call upon ordinary people who owe them their lives and their souls. These men and women are known as ‘Martyrs’ because of their willingness to die for the cause.

The two most celebrated modern members of the Cognoscenti are Special Admonitor Jacob van Helsing, brother of the infamous vampire hunter, and the Inquisitor Absalom Curr. Absalom is the brother of Lord Curr and the black sheep of the family. Curr and van Helsing do cooperate from time to time but each holds the other in considerable disregard. The Admonitor cannot stand the reckless and arrogant manner in which Curr does his duty and, in particular, despises the Inquisitor’s belief that, more often than not, the ends justify the means. Curr sees van Helsing’s obsession with prior intelligence and careful planning as unnecessary and dangerous procrastination. The Pope has had no end of trouble keeping these two fighting side by side.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Special Admonitor Jacob van Helsing	3+	+1	+1	+0	36+	Leadership +2, Intervention, Fanatic, Up to 20 points of Mystical Powers	Lined coat, pistol
Cognoscenti (Jesuit)	3+	+1	+1	+0	31+	Leadership +2, Intervention, Up to 1 more Talent at additional cost	Lined coat, pistol, Reliquary (one only, at additional cost)
Absalom Curr	2+	+3	+2	+0	57	Leadership +2, Impervious, Fearless	Chain shirt, shotgun (short), two-handed hammer (counts as large axe)
Cognoscenti (Inquisitor)	3+	+1	+1	+0	30+	Leadership +2, Impervious, Up to 2 more Talents at additional cost	Lined coat, hand crossbow, sword
Knight Captain of St. John	3+	+4	+2	+1	50	Leadership +1, Iron Will, Tough	Breastplate, hand crossbow, sword
Knight of St. John	4+	+3	+2	+1	37	Iron Will, Tough	Breastplate, hand crossbow, sword
Swiss Guard Captain	4+	+2	+3	+0	22	Leadership +1	Brigandine, pistol, sword
Swiss Guardsman	5+	+2	+2	+0	20		Brigandine, military rifle, bayonet
Martyr	2+	+1	+0	+1	32	Fanatic, Part of the Crowd	Lined coat, fighting knife

OPTIONS

- Swiss Guardsmen and their Captain may take the Marksman Talent (+ 5 points).
- Swiss Guardsmen may take the Bayonet Drill Talent (+3 points).
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).

6.3.3 THE ENTOURAGE OF VLAD TEPES, PRINCE OF WALLACHIA

'No my friend, Prince Vlad Tepes is not a "vampire", that is just a silly peasant legend and such things do not exist you understand. If he were a vampire he would have fangs, fear the cross and be unable to walk abroad in the day. All these things you have seen to be false. He is the Prince of Wallachia, descended from Vlad the Dragon, the slayer of the Turk and saviour of Romania. He is in London on private business and has diplomatic protection from the Austro-Hungarian Empire.'

Igor Radetsky

In fact, the Prince is over 500 years old and the victim of a curse laid upon him by Sultan Mehmet the Great that he never be able to reach heaven. He can be killed, only to rise again and again as he is turned back by St Peter. Only his immediate entourage and a few high-ranking members of the Cognoscenti know of this condition.

He is currently working for the Austro-Hungarian Court, carrying out sensitive intelligence missions and the occasional assassination. It is boring work but it gains him certain privileges. One of these is that it allows him to exercise his sociopathic tendencies.

Wherever he goes he always has a selection of beautiful women with him. These he calls his 'brides' and they act as his personal bodyguards. He has converted them to his cursed ways and they share some of his powers. He is also often accompanied by his devoted manservant Igor. Vlad rescued Igor from the burning laboratory of Viktor von Frankenstein. Igor is hideously malformed and has developed a fascination with the sorcerous arts.

Serving the Prince and his brides are usually a dozen or so Wallachian retainers. They take care of all the daily domestic tasks and will fight to the death for their master. They seem to fear and love him in equal measure. Some believe that they are the kin of his brides.

Vlad can command normal wolves with the same ease that he commands his loyal retainers. He is also able to field 'the children of the night'. These are huge ferocious wolves straight out of Grimm's fairy tales. With their glowing red eyes and savage fangs they are a terrifying spectacle to behold.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Prince Vlad Tepes	2+	+4	+2	+2	96	Leadership +3, Mesmerism, Immortal, Levitate, Terrifying & Fearless	Magneto-static waistcoat, sword, pistol
Bride	4+	+2	+1	+1	44	Leadership +1, Mesmerism, Levitate	Pistol, fighting knife (poisoned)
Loyal Retainers	5+	+1	+1	+0	19	Tough	Lined coat, shotgun, axe
Igor	3+	+3	+1	+0	30+	Tough, Fanatic, Up to 15 points of Mystical Powers	Lined coat, two-handed axe or hammer (counts as large axe)

OPTIONS

- Provided Vlad is leading the Company personally it can include any number of Wolves (18 points) from the Bestiary (HVF 3.0).
- Any Bride may be bought a (Fur-)Lined Coat (+1 point).

- Both the Loyal Retainers and Igor may exchange their Lined Coats for Brigandine (+1 point).
- If there are at least three Wolves, one can be a Demonic Wolf (28 points) from the Bestiary (HVF 3.0).

6.3.4 THE HELLFIRE CLUB

'The will is the way, for by the exercise of it doth one bring the very heavens to thy command.'

Lord Israel Grimsdyke

Amongst the very highest levels of society are well-bred, well-educated men and women who have grown bored with the strictures placed upon them by their positions. Some dabble in a variety of societies such as the Freemasons or Rosicrucians but then grow frustrated by the petty politics that infest such organisations. Many descend into vice and drug use and end their days in Bedlam.

A few find their way to the doors of the Hellfire Club. This organisation changes its address weekly and only accepts the most intelligent and amoral of its many aspirants into its unhallowed ranks. This is because the Club encourages its members to throw away the mores of society, to become one with their baser nature and to dabble in the occult. For more than a century they have held long bacchanalian parties in the country houses of their members and have indulged in every venal practice known to man.

In the last decade, the activities of the Club have become more public with a number of outrageous acts that have scandalised London society. What the Club intends to achieve by these vile commissions no-one is yet sure, though some suspect that the very Empire itself could be in peril. Unfortunately, the high-born positions their members occupy have made them virtually impossible to arrest or prosecute. Inspector Allerdyce of Scotland Yard has gone on record as believing the Hellfire Club directly responsible for the Ripper Murders, alleging that they were a satanic initiation rite.

The Club has a strict hierarchy and promotion is by deed. The worse the outrage, the faster the aspirant may rise to the exalted status of Magus. All members begin as Slaves, a position in which they must prove their worth to their Magus through utter obedience. The price of failure is exile from the society, often in a maddened state. Those thought worthy to study the dark arts become Acolytes and, if promising, may soon rise to the rank of Magus of the Outer Circle. Most of the membership are such Magi. These often organise themselves into covens of like-minded individuals, giving themselves grotesque names such as The Highgate Ghouls and The Red Death.

The core of the club are the twelve Magi of the Inner Circle. These are men and women who have survived a series of terrible trials that end with them summoning and controlling a Lesser Demon. Those that fail in this trial see their immortal souls consumed by that creature. Much of what we know of the society is based upon the babblings on one such poor failure – his testimony was recorded and interpreted by Dr Sigmund Freud in his Vienna clinic.

The Club is led by the High Magister who serves for life – which may be cut short by an ambitious Inner Circle Magus. He or she considers themselves to be one of the lords of creation and on a par with the Archangels. There are rumours that the current High Magister is none other than Lord Israel

Grimsdyke, Principal Private Secretary in the Home Office. He recently successfully sued the London Daily Chronicle over this rumour and won an undisclosed sum in damages and a public apology in the House of Lords from the Chronicle's proprietor.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
High Magister	2+	+3	+2	+0	37+	Terrifying, Up to 30 points of Mystical Powers	Lined coat, sword
Magus of the Inner Circle	3+	+2	+2	+0	21+	Up to 20 points of Mystical Powers	Lined coat, pistol, sword
Magus of the Outer Circle	4+	+1	+2	+0	14+	Up to 10 points of Mystical Powers	Lined coat, pistol, fighting knife
Acolyte	5+	+1	+1	+0	11+	Up to 5 points of Mystical Powers	Lined coat, pistol, fighting knife
Slave	5+	+1	+0	+0	10	Fanatic	Club

OPTIONS

- The High Magister and any Magus may wear a chain shirt under their ceremonial robes (+4 points).
- Any non-Slave may take a shotgun (+5 points).
- Any member of the Club can take a riding horse (+4 points) or a cavalry horse (+9 points).
- Any non-Slave can take the Marksman (+5 points) or Duellist Talents (+5 points).
- It is not unknown for members of the Club to practice the ancient English tradition of staff fighting, so any member may take a Quarterstaff (+4 points).
- This Company can also include Lesser Demons (20+ points) and/or Demons (55+ points) from the Bestiary (HVF 3.0). These will usually appear in classic European form, i.e. cloven hooves, forked tail, horns, glowing red eyes etc.
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).

6.3.5 THE OKHRANA

'The Saxe-Coburg-Gotha have a parliament. Our British cousins gave their rights away; so did the Hapsburgs, and the Hohenzollerns, too. The Romanovs will not. What I was given, I will give my son.'

Tsar Nicholas II

Mother Russia is in serious trouble. Assailed on all sides by her enemies, she must also cope with internal dissent made worse by her aristocracy's refusal to cooperate with their weak Tsar's bumbling attempts at reform.

In the East, an ambitious Japan is slowly breaking Russia's grip on Manchuria and China itself. To the south, Great Britain is winning the Great Game in India, Persia and Afghanistan. To the west, the Prussians are pushing the Austro-Hungarian empire ever closer to all-out war. With its armed forces near to mutiny and its Tsar unwilling to adopt the technologies that are fuelling the power of its competitors, it falls to the Okhrana, its secret service, to strike fear into the enemies of the motherland.

The Tsarina has tasked one of her favourites, the dashing Count Vladimir Ilyich Zabatov, to bring the consequences of other powers meddling back to their own front doorsteps. She has also insisted that he

employ the services of her chaplain, the mystical monk Grigori Rasputin. Neither man has any love for the other but their love for Russia and the Tsarina holds them together.

As the previous overseas arm of the Okhrana was riddled with double-agents, Zabatov has started afresh. He has summoned his loyal retainers from Siberian holdings to assist him in putting a chill down the neck of the enemies of Russia. His first act was to hunt down every former member of the Okhrana and kill them. On the streets of Berlin, London, New York, Paris and Peking, dozens of men and women were found frozen to death.

There is a new saying amongst the intelligence services of the West: 'Where the Okhrana goes, winter follows'. This is made reality by Zabatov's Siberian shamans, whose Mystical Powers draw upon the endless winter winds of the taiga and the tundra. He can also call upon the services of the infamous Cossacks, often led by the ruthless, yet utterly loyal, Captain Podyesaul.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Count Vladimir Zabatov	3+	+4	+3	+0	66	Leadership +2, Duellist (Sabre), Erudite Wit	SRC breastplate, sabre, pistol, Siberian furs
Grigori Rasputin	2+	+2	+1	+0	63	Leadership +1, Immortal, Medic, Coldproof, Mesmerism	Incense burner
Okhrana Agent	5+	+1	+1	+0	21	Stealthy, Fanatic	Lined coat, pistol, knife
Siberian Shaman	4+	+1	+1	+0	60	Coldproof, Blizzard, Icy Blast,	Lined coat, knife
Siberian Troops	4+	+1	+2	+0	25	Coldproof	Lined coat, military rifle, fighting knife
Captain Podyesaul	4+	+3	+1	+1	34	Leadership +1, Cavalryman	Brigandine, pistol, sabre, cavalry horse
Cossack	5+	+2	+1	+1	29	Cavalryman	Brigandine, carbine, sabre, cavalry horse

OPTIONS

- Count Zabatov can also carry a military rifle (+9 points) and take the Marksman Talent (+5 points).
- If the force includes Cossacks, Count Zabatov can take a cavalry horse (+9 points) and the Cavalryman Talent (+3 points).
- Cossacks can be equipped with lances (+5 points).
- An Okhrana Agent can take explosive grenades (+6 points per grenade).
- Each Siberian Shaman may be accompanied by a single Siberian Wolf (+23 points, HVF 3.0 Bestiary).

6.3.6 THE OTTOMAN IMPERIAL COUNTER-INTELLIGENCE SERVICE

'The hiding and concealment of secrets is one of the tasks devolving on the sovereign who surpasses all others in the art of kingship and one of the requirements of the character of world-conquering rulers. The benefits derived from concealment of secrets are numerous, while the evil consequences of disclosure of mystery are incalculable.'

Aziz Efendi

Although in the latter years of the 19th century the Ottoman Empire was weakening in the face of European Imperial interference, it still maintained a ferocious counter-intelligence arm supported, where necessary, by the infamous Janissaries.

In 1895 Bashi Ahmet Karabekir led this small organisation in its campaign to counter the work of the agents of the Great Powers. He recruited his men from the cream of the young officer class and trained them in small unit tactics.

Unlike some other arms of Ottoman government, Karabekir's organisation has adopted as much modern technology as it can – it even has a few Babbage engines. It maintains teams in all the major cities of the Ottoman Empire and saw action in both Berlin and London in 1894.

OICIS (as it has become known to its enemies) has become famous for its willingness to use assassination as an arm of foreign policy, silencing critics as far afield as Madrid and New York. Karabekir does not feel that it is enough to wait for his enemies to come to him, instead he wishes to take the fight to them.

One thing that works to Karabekir's advantage is that the Ottoman Empire still recruits many of its Janissaries from Serbian and Bosnian Christian families. Thus in plain clothes many look distinctly Western and can often speak good Italian or German.

In 1893 Karabekir managed to kidnap Hiram Bucknard-Wright II while he was visiting Egypt. This brilliant American inventor had been trying to get finance for his Ornithopter design for several years to no avail. Now, in a hidden base deep in Anatolia, he is secretly producing these for the Ottomans. The Ornithopter is small, lightweight and elegant. It runs off a Benz internal combustion engine and can stay aloft for up to twenty minutes.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Bashi Karabekir	3+	+3	+3	+0	51	Leadership +2, Impervious	SRC breastplate, pistol, scimitar (counts as a sword)
Ottoman Agent	4+	+2	+2	+0	25	Duellist, Stealthy	Lined coat, pistol, fighting knife
Hashashin	3+	+2	+1	+1	41	Fanatic, Stealthy	Chain shirt, throwing knives, fighting knife (poisoned)
Janissary Bashi	3+	+3	+3	+0	44	Leadership +2, Duellist (Scimitar)	Breastplate, pistol, scimitar (counts as a sword)
Janissary Sergeant	4+	+2	+2	+0	33	Leadership +1, Tough	Chain shirt, military rifle, scimitar (counts as a sword)
Janissary	5+	+2	+1	+0	20		Brigandine, military rifle, scimitar (counts as a sword)

OPTIONS

- Any Janissary can take the Marksman Talent (+5 points) or the Fanatic Talent (+5 points).
- Janissaries can buy explosive grenades (+6 points per grenade).
- Two Janissaries can give up their military rifles to form a heavy weapon team and take a machine gun (48 points for the team), a flamethrower (33 points for the team) or an Arc cannon (34 points for the team).
- One Janissary can take an Arc generator (+20 points).
- Karabekir and the Janissary Bashi can replace their pistols with Arc pistols for (+4 points).
- Up to three Janissaries can replace their military rifles with Arc rifles at no additional points cost.
- Up to two Janissaries can each crew an Ornithopter (IHMN 5.4). Each pilot is equipped with a lined coat, a pistol and three explosive grenades. The cost for such an Ornithopter and pilot is 47 points.
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).

6.3.7 THE TEMPLARS

'In hoc signo vinces.' (In this sign thou shall conquer)

The motto of Constantine the Great

History records that the Poor Knights of Christ and the Temple of Solomon – better known as the Templars – took their name from their original operating base above the ancient Temple of Solomon. Legend records that they found something in the Temple which gave them great spiritual power, from which flowed great temporal power. Until, of course, the French king Philip IV and Pope Clement V conspired to dismantle the Order in 1312. History records that they succeeded in breaking up the Templars. Legend says the Order's survivors went underground and that it continues to exist, guarding some great secret down through the ages. The fact that both Philip and Clement were dead within a year of turning on the Templars indicates that, in this case, legend has it right.

The Templars had to become masters of subterfuge and secrecy in order to survive. But they had a head start which few even in the Order knew at the time of the 'Betrayal'. The recorded life story of their first Grandmaster, Hugues de Payens, is rather vague about his death. This is because the power he found in the Temple made him immortal. Every supposed Grandmaster since has in fact been the second-in-command of the Order, and the sole bearer of the knowledge that Hugues still lived as a monastic recluse. Following the Betrayal, however, Hugues came out of the shadows to save the Order he'd founded.

Today, the Order retains its original rank structure but its equipment and methods have evolved considerably. Hugues is the unquestioned Grandmaster, commanding a small number of Masters, each with responsibility for a particular geographic area. The area of responsibility can vary widely – Great Britain and France have a Master each, for example, while another Master has responsibility for the whole of Africa. The rest of the Order is made up of Knight-Brothers, Sergeant-Brothers and Chaplain-Brothers. Most of these are fully integrated into society and many will serve the Order their whole lives without ever taking up arms. All, however, are trained to do so and the Templars are capable of fielding very effective Companies when the need arises. Their primary motivation is to safeguard the secret which has been with them since their founding. Secondary motivations include preventing holy relics falling into the wrong hands, thwarting any plans the Cognoscenti might have and giving the Cabinet Noir a bloody nose whenever the opportunity presents itself.

If the Grandmaster takes the field he will do so with the ancient armour and sword which have served him well for centuries. He also has a healing touch which has saved many faithful Templars both on and off the field of battle. Other Templars carry more modern equipment, with the Knights tending to favour close-quarter arms and the Sergeants preferring ranged weapons. The Chaplains are usually average fighters at best but all share the Grandmaster's ability to heal by the laying-on of hands and also have a selection of Mystical Powers at their disposal.

Figure	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Grandmaster Hugues de Payens	2+	+4	+1	0	106	Leadership +3, Immortal, Fearless, Fanatic, Antivenom, Impervious, Medic	Plate armour, two-handed sword
Master	3+	+3	+2	0	49	Leadership +2, Fanatic	SRC breastplate, pistol, sword
Knight	4+	+3	+2	0	38	Fanatic	SRC breastplate, pistol, sword
Sergeant	4+	+2	+3	0	37	Fanatic	Breastplate, military rifle, sword
Chaplain	5+	+2	+2	0	27+	Fanatic, Medic, Up to 20 points of Mystical Powers from list below	Chain shirt, pistol, sword

OPTIONS

- Any Templar may take the Cavalryman Talent (+5 points) and either a cavalry horse (+9 points) or a desert horse (+10 points).
- Any Templar may have a breath preserver (+2 points).
- A Master may upgrade his SRC breastplate to full SRC plate armour, i.e. a Patent Kelly Suit (+33 points).
- Any Master or Knight may take the Duellist Talent (+5 points) with their sword.
- Any Master or Knight may upgrade their sword to a two-handed sword (+2 points) or take either a metal shield or a Faraday shield (calculate points based on Armour increase in either case – IHMN 5.1).
- Sergeants may take the Marksman Talent (+5 points).
- Sergeants may take the Engineer Talent (+5 points). Any who do this may swap their military rifle for a Congreve Rocket Gun (-2 points) and buy as many rocket grenades (of any type) as they wish (+7 points per rocket grenade). Alternatively they can keep the military rifle and buy normal grenades (of any type) instead (+6 points per grenade).
- One Sergeant in a Templar Company can take the Strongman Talent (+5 points) and exchange his military rifle for a machine gun (+15 points).
- Chaplains can choose from the following Mystical Powers: Feet of Lead (16 points), Harden (8 points), Strengthen (9 points), True Grit (13 points).
- Any member of the Company can have a Murton Maritime Life Preserver (+1 point).

6.3.8 THE SOCIETY OF THULE'S TOTENKOPF BATTALION

'Alles ist klar, alles abgeschlossen ist, ist alles ruhig.' (All is clear, all is complete, all is calm)

Oberst Klimt, Dresden, 1892

The Society of Thule has many ways to advance its agenda. Their infamous Jäger / Tod-truppen groups carry out most of the Society's covert missions, but almost as infamous – for different reasons – are the Sturm-truppen of the Totenkopf Battalion.

Most of the Totenkopf Battalion's officers and all of its other ranks are recruited from Torgau, the notoriously brutal military prison. The governor there is a senior member of the Society and offers men who face the death penalty the option of joining the Battalion instead. Their deaths are then faked and rock-filled coffins buried in unmarked graves in the prison grounds. Roughly a third of these 'volunteers' die during the subsequent training before the battalion commander, Oberst Gustav Klimt, declares the survivors fit for duty. Many wish they had died in training because they get a lot of the Society's dirtiest missions. That said, they do have considerable esprit de corps and joke that they are 'Death's Doormen'. Relationships between Totenkopf Sturm-truppen and Jägers are often strained and, in the interests of discipline, the Society's Grandmaster, Count Otto von Ströheim, will rarely authorise the deployment of both on the same mission.

There are few things more sinister than a line of grey-clad Sturm-Truppen advancing out of the morning mist – especially when that mist is actually poison gas. Heavily armed and with their faces obscured by their Death's-head Breath Preservers, they are an impressive sight. Any opponents who survive the gas are usually butchered without a second thought.

Gustav Klimt was once a rising star in the German High Command but lost his post due to his inability to understand either restraint or mercy. His deployment of poison gas to quell the riots in Dresden led to the deaths of nearly eleven hundred civilians, half of that number being the citizens he was sent to protect. His brief telegram to High Command became infamous worldwide: 'Alles ist ruhig' – 'All is calm'. The man is an absolute brute and his disciplinary methods are considered extreme even by the standards of the German Army. These include crucifixion and a version of the 'gauntlet' that only three men have ever survived. He ran it himself once just to experience it. This is why von Ströheim chose him to command the Totenkopf Battalion – and why few of the Sturm-truppen would ever consider falling back or attending to minor wounds. In combat, Klimt leads from the front and prefers to get in close with his enemies. The Viking-style two-handed axe he carries is very practical in these circumstances and further enhances his reputation.

Doctor Reiner Wolff frequently deploys with the Battalion. One of Dr Kobalt's inner circle, his particular specialisation is chemistry and he has formulated many of the poisons used by the Society. Having been exposed to such toxins over many years he has built up a very high tolerance for them. This, coupled with the specialist medical kit he carries into battle, makes him effectively immune to poison.

Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Oberst Klimt	2+	+4	+2	+0	76	Leadership +2, Fearless, Tough	SRC breastplate, shotgun (short), axe (large), breath preserver
Doktor Wolff	5+	+1	+1	+0	61	Antivenom, Medic, Fanatic	Breastplate, pistol, sabre (poisoned), 3 gas grenades
Kapitan	3+	+3	+2	+0	44	Leadership +2, Tough	Breastplate, pistol, sabre, breath preserver
Feldwebel	4+	+2	+2	+0	39	Leadership +1, Tough	Breastplate, military rifle, bayonet, breath preserver
Sturm-truppen	4+	+2	+1	+0	30		Breastplate, military rifle, bayonet, breath preserver

OPTIONS

- Doktor Wolff can have as many additional gas grenades as he wants (+6 points each).
- A Kapitan can exchange his breastplate for an SRC breastplate (+7 points).
- A Kapitan can exchange his pistol for an Arc pistol (+4 points).
- A Feldwebel may take up to 3 explosive grenades (+6 points each).
- A Feldwebel can exchange his military rifle for a pistol, a Congreve Rocket Gun and 3 gas rocket grenades (+22 points). He may purchase additional rocket gas grenades (+7 points each).
- Any Feldwebel or Sturm-truppen can take the Bayonet Drill Talent (+3 points).
- Any Feldwebel or Sturm-truppen can exchange his military rifle for a shotgun (short) (-4 points).
- Any Feldwebel or Sturm-truppen can buy gas grenades (+6 points each), to a maximum of three per man.
- Any Sturm-truppen can take the Tough Talent (+5 points).
- Two Sturm-truppen can exchange their military rifles for a pistol each and a single flamethrower (59 points for the team).
- One (only) Kaiser Wilhelm mechanised walker (93 points with a machine gun, 89 points with an Arc cannon, or 88 points with a flamethrower) may be deployed with a Totenkopf Company (IHMN 5.5). It must be crewed by a Feldwebel who substitutes his military rifle for a pistol (and therefore costs 33 points).

7.0 SCENARIO COMPLICATIONS

7.1 SACRED GROUND

Mystical powers do not work here unless you are of the religion that holds this ground to be sacred. Includes cathedrals, churches, chapels, henges, mosques, burial grounds etc.

7.2 UNSTABLE FOOTING

The ground in certain parts of the field of battle is slippery, broken, moving or otherwise difficult to safely cross. Any figure trying to move more than half its normal move distance in such an area must make a Pluck roll or be Knocked Down. This happens at the mid-point of their move.

The areas affected by this rule must be agreed by all players before the game.

7.3 ARMED CIVILIANS

The locals often carry lethal weaponry. If fire from a figure hits or passes within 1" of an armed civilian, they will immediately return fire. Assume that they are using the weapons shown on their figures. If an armed civilian is engaged in close quarters and is not equipped with a Fighting weapon, they will respond with improvised weapons or fists. Armed civilians do not wear armour.

An armed civilian has a Pluck of 6+, FV+0, SV+1 and a Speed of +0.

7.4 MOVING VEHICLES

In a busy city or town there are numerous vehicles going about their daily business. The variety of those vehicles has been expanded in the Personal Transportation section (HVF 2.3). Here are some rules for representing their effect on the game:

- Generally at the end of the movement phase roll a d10 for each vehicle not controlled by the players.
- If you roll equal to or less than its maximum speed, the vehicle continues following the road, railway or waterway a number of inches equal to the roll. If you roll more the vehicle has stopped.
- Add +3 to the roll if there are any figures Shooting or Fighting in the path of the vehicle and within 12" of it.
- If the vehicle moves over the spot where a figure is standing that figure must make a Pluck roll or be mown down. The roll attracts a penalty of -1 for each inch of speed over 6" that the vehicle is travelling.
- Particularly villainous figures can shoot at a vehicle, in which case use the Vehicle Hit rules (IHMN 5.4 Personal Transportation).

8.0 LANDSCAPES

8.1 THE OLD WORLD

8.1.1 THE CASTLE IN THE CARPATHIAN MOUNTAINS

Few places can be as dark and forbidding as a partly ruined castle high on a heavily forested crag. For some reason, the moon is always full or there's a storm brewing in these places...

Benefits: Lots of hard cover.

Hazards: Castles such as this are often poorly lit so the Twilight rule may apply (IHMN 9.2.4), as may the Pea Soup rule (IHMN 9.2.2) and/or The Cloak of Night (IHMN 9.2.7). If there is a chapel or a crypt within the castle then the Sacred Ground rule (HVF 7.1) may also apply. The ruined state of the castle could also invoke the Unstable Footing Rule (HVF 7.2) in some areas.

Suggested Terrain: Courtyards, ramparts, stairways, cavernous halls, crypts etc.

8.1.2 THE VENETIAN PIAZZA

Venice is one of those classic locations which cannot be ignored. Few can resist the cinematic effect of a small Venetian piazza (square) bordered by three- to four-storey buildings and at least one canal.

Benefits: Open lines of sight.

Hazards: Venice is cramped and heavily populated both by Venetians and by Gentlemen and Ladies taking the Grand Tour of Europe so both the Collateral Damage (IHMN 9.2.3) and The Authorities (IHMN 9.2.5) rules could apply.

Suggested Terrain: Statuary, a fountain, street vendors' carts, bridges. You may wish to add gondolas and other small watercraft to the canal (see Personal Transportation).

8.1.3 THE CATHEDRAL

Every city of consequence in the Western world has one of these magnificent buildings. They have been the scene of many dramas over the centuries and are often used as neutral meeting ground by the Companies of the Great Powers. Note that this section could equally apply to any of the great mosques. Note that this is an alternate option to the Cathedral Landscape found in the rulebook (IHMN 10.11).

Benefits: Open lines of sight in the main area of the Cathedral. For companies who don't have Mystical Powers at their disposal the Sacred Ground rule (HVF 7.1) could be a leveller.

Hazards: Sacred Ground (HVF 7.1), Collateral Damage (IHMN 9.2.3) and The Authorities (IHMN 9.2.5) rules could apply here.

Suggested Terrain: Huge open space, columns, pews, confessionals, statuary, altar. Unarmed priests, nuns and worshippers.

8.1.4 STONEHENGE

Few places in Great Britain are as evocative as Stonehenge. In Victorian times it was isolated on a windswept landscape, a destination for antiquarians and cultists alike. It should be noted that the Stonehenge of 1895 had far more monoliths on their sides or even partially buried. Many were re-erected in the 1920s.

Benefits: Open lines of sight outside the henge.

Hazards: Not a great deal of cover outside the henge, but within are the huge monoliths. The Sacred Ground rule (HVF 7.1) could easily apply here.

Suggested Terrain: Large monoliths, antiquarians' huts and equipment, dig trenches and spoil heaps.

8.2 THE NEW WORLD

8.2.1 THE SMALL WESTERN TOWN

Another absolutely classic location. This could be a bustling railhead full of cattlemen or some half derelict ghost town out in the sticks. It could even be a mud brick border town, half populated by Mexicans and Native Americans.

Benefits: Open lines of sight on the streets but plentiful cover off them.

Hazards: The Armed Civilians rule (HVF 7.3) will almost certainly apply. The Collateral Damage (IHMN 9.2.3) and The Authorities (IHMN 9.2.5) rules could also apply here.

Suggested Terrain: Clap board or mud brick buildings alongside broad streets – a sheriff's office and jail, a livery stable, bars, gambling houses and brothels, a railway station, telegraph office, a brick-built bank, a barber/surgeon/dentist, a general store, a church and a schoolhouse. Also, horses, wagons, cattle and cattle pens.

8.2.2 THE MISSISSIPPI CASINO PADDLE STEAMER

These run up and down the length of the Mississippi, tying up at small towns along the river to provide a few nights of entertainment with their faro tables, shows and bars, before moving on again.

Benefits: Plenty of cover.

Hazards: The Armed Civilians rule (HVF 7.3) will almost certainly apply. The Collateral Damage (IHMN 9.2.3) and The Authorities (IHMN 9.2.5) rules could also apply here, though the Authorities are likely to be the Casino's security, and will not arrest people so much as club them unconscious and throw them into the river!

Suggested Terrain: At least two decks above the waterline. Casino, music hall and bar, stage.

8.2.3 THE PROSPECTORS' ENCAMPMENT

A confused mass of tents and small temporary buildings along a riverbank.

Benefits: Very few except that there are absolutely no authorities to speak of.

Hazards: The Armed Civilians rule (HVF 7.3) will almost certainly apply.

Suggested Terrain: Tents, prospecting equipment, a river, spoil heaps. Canvas general store and bar.

8.2.4 THE CATTLE RANCH

Usually a large compound incorporating everything the cattle men need to maintain their huge herds. Contrary to what the movies claim, most ranch hands were not armed unless they were expecting trouble.

Benefits: Open lines of sight across the compound, with little cover.

Hazards: The Armed Civilians rule (HVF 7.3) will apply if the rancher was alerted beforehand. If not, the ranch hands will be able to get their hands on pistols, shotguns and a few carbines after the shooting starts – the delay depending on the scenario specifics, of course. Ranch houses were often fortified (Type 3 cover), providing a point of refuge in times of trouble.

Suggested Terrain: Main Ranch-house, bunk houses, stables, barns, forge, horse corrals and cattle pens.

8.3 THE DARK CONTINENT

8.3.1 THE NATIVE KRAAL OR BOMA

This can vary from a small stockade surrounded by a wooden palisade or wall of interwoven thorn bushes to a settlement the size of a small town. It was built to impede access by dangerous animals or surprise attacks by other tribes. It seldom has more than one entrance.

Benefits: The outer 'wall' gives Type 1 or 2 cover to those defending it.

Hazards: The Armed Civilians rule (HVF 7.3) will apply.

Suggested Terrain: Various thatched huts, animal pens, a central open space for meeting and dancing. A big cooking pot for intimidating colonial administrators and missionaries.

8.3.2 THE EGYPTIAN TEMPLE COMPLEX

Luxor, Karnak, Giza and other places along the Nile have large ruined temple complexes. Many of these were being excavated during the late Victorian period due to the Western fascination with ancient Egypt and, if we are to be honest, for the fabulous rewards a successful antiquarian could amass.

Benefits: Lots of hard cover.

Hazards: Some areas could actually still be Sacred Ground (HVF 7.1).

Suggested Terrain: Columns and walls, statuary and stele. Sand dunes and the Nile herself. Archaeologists' huts and equipment, dig trenches and spoil heaps.

8.3.3 THE MISSIONARY STATION

The soft end of the colonial spear, Missionaries served to pacify the natives and bring them both to God and subservience to the paternal rule of the Great Powers.

Benefits: None of the locals are likely to be armed. The amount of cover would depend on where in the Dark Continent the station is found.

Hazards: The Collateral Damage rule (IHMN 9.2.3) could apply as news of massacres of Christian converts at Mission Stations rarely go down well at home.

Suggested Terrain: Mission buildings – chapel, school house, hospital, various outbuildings and pens. Small number of native huts nearby.

8.3.4 THE COLONIAL FORT

From the stone forts of the French and Spanish in North Africa to the wooden palisades further south, these are the true marks of western power on the Dark Continent. They often double as centres for trade and colonial administration.

Benefits: Good cover and open sight lines for the defenders.

Hazards: The Fort may be occupied. Colonial garrison troops were seldom crack units, with the exception of the Légion Étrangère. Give ordinary garrison troops Pluck 6+, FV+1, SV+1, Speed+0, lined coats and military rifles.

Suggested Terrain: Palisade or ramparts, gatehouse, lookout tower, stables, barracks blocks. There may be a small native community alongside the fort.

9.0 CAMPAIGNS

Here is an alternative and more detailed method for planning and managing a satisfying campaign.

At the beginning of the campaign, each player writes up a 300-point Company roster. Then before each game he chooses 250 points' worth of troops from this roster to take part in it.

Victory points can be spent to replace lost comrades up to the 300-point maximum and to add or replace equipment. In the last game of the campaign – the grand finale – the players can use their full 300-point Company roster.

Note that these points levels are advisory only and should be adjusted to suit your fellow players and yourself.

Agree a start point and an end point to the campaign and a scenario, any scenario complications and the landscapes for each of these. Make the grand finale a really big game with lots of fun/splendid/magnificent features. Then agree how many intermediate stages there will be between the start and end. We recommend two for a short campaign and five for a longer one.

For each of these intermediate stages each player writes a scenario/ complication/landscape combination onto a card. When a player wins a game he can then choose which of these cards will be used for the next game. We suggest that when creating the cards the players think about the campaign narrative and what would be the most satisfying way forwards. Note that although the rules do give you a wide range of ideas you do not have to use the options they offer, you can and should make up your own. Just make sure that your fellow gamers agree to them.

At the beginning of each intermediate game, the winner of the previous game lays out the terrain and specifies a number of potential Company starting locations. His opponents can choose their starting location before he does.

It is assumed that each Company has time to rest, recuperate and re-equip between games.

To give a campaign more 'flavour', each player could write a few paragraphs about the battle from their point of view, then combine these into a campaign journal, along with their Company rosters and casualty lists. As the campaign progresses these accounts begin to form a narrative, even a legend, and make the whole thing a lot more fun. Such journal entries could take the form of personal diaries, officers' reports to their superiors, newspaper articles etc.

9.1 CAMPAIGN EXAMPLE

The three players agree that their campaign represents a journey from Egypt to London with a piece of the Regalia of Ra as the ultimate prize.

COMPANIES

- **Player A:** The Servants of Ra – Akhenaton continues his quest to restore the Regalia and take over the world.
- **Player B:** Lord Curr's Incurrigibles – Lord Curr is determined to prevent Akhenaton's quest for power.
- **Player C:** The Society of Thule – Dr Kobalt wants the piece to power another one of his eldritch devices.

GAME 1 – THE OPENING SCENE

- Hidden in the Temple of Karnak at Luxor on the Nile (unique Landscape) are clues as to the whereabouts of The Amulet of Isis (IHMN p.45).
- **Scenario:** Objectives (IHMN 9.1.1) (Set-up 1).
- **Scenario Complication:** Twilight (IHMN 9.2.4).

GAME 2 – LEAVING EGYPT

PLAYER A

- The steamer to Brindisi in Italy waiting at the Alexandria Docks (IHMN 10.4) has only enough berths for the first Company to reach it.
- **Scenario:** Adaptation of Death At Your Heels (IHMN 9.1.7).
- **Scenario Complication:** The Cloak of Night (IHMN 9.2.7).

PLAYER B

- Belgian antiquarian Alphonse Poirot at the Oasis of Saqqara (adaptation of IHMN 10.13) has vital information regarding the Amulet.
- **Scenario:** Bring Him Back Alive (IHMN 9.1.2).
- **Scenario Complication:** None.

PLAYER C

- Each team intends to ambush the others and take care of their leader before leaving Egypt and the Cairo souk (adaptation of IHMN 10.1) offers an excellent hunting ground.
- **Scenario:** Marked For Death (IHMN 9.1.5)
- **Scenario Complication:** Collateral Damage (IHMN 9.2.3)

GAME 3 – TRAVELLING THROUGH ITALY

PLAYER A

- There are important clues in the Roman graffiti on the walls of the Coliseum (adaptation of IHMN 10.11).
- **Scenario:** Objectives (IHMN 9.1.1) (Set-up 2).
- **Scenario Complication:** The Authorities (IHMN 9.2.5).

PLAYER B

- Alphonse Poirot has tried to send a carrier pigeon warning the authorities in London about the Amulet of Isis. It is sitting in the dovecote of a hilltop monastery (adaptation of IHMN 10.11).
- **Scenario:** Catch the Pigeon (IHMN 9.1.9).
- **Scenario Complication:** Sacred Ground (HVF 7.1).

PLAYER C

- The Companies go head-to-head on the Rome to Paris Express (adaptation of IHMN 10.15).
- **Scenario:** Last Man Standing (IHMN 9.1.3).
- **Scenario Complication:** Collateral Damage (IHMN 9.2.3)

GAME 4 – PARIS BY NIGHT

PLAYER A

- A dirigible is coming to pick up one of the Companies from the top of the Eiffel Tower (unique Landscape).
- **Scenario:** King of the Hill (IHMN 9.1.8).
- **Scenario Complication:** The Cloak of Night (IHMN 9.2.7).

PLAYER B

- The Belgian antiquarian Alphonse Poirot has escaped and has run into the Paris Opera (adaptation of IHMN 10.8) during a performance.
- **Scenario:** Bring Him Back Alive (IHMN 9.1.2).
- **Scenario Complication:** Collateral Damage (IHMN 9.2.3).

PLAYER C

- The Companies battle across the barges of the Seine (adaptation of IHMN 10.14).
- **Scenario:** Last Man Standing (IHMN 9.1.3).
- **Scenario Complication:** Unstable Footing (HVF 7.2)

GAME 5 – THE GRAND FINALE

- The Amulet of Isis (IHMN p.45) is held inside an armoured cabinet (Armour 12) in the centre of the British Museum's Egyptian exhibit (IHMN 10.9). Capture the Amulet!
- **Scenario:** Adaptation of Objectives (IHMN 9.1.1).
- **Scenario Complication:** The Authorities (IHMN 9.2.5).

10.0 BACKWARD COMPATIBILITY

This volume introduces a range of new options alongside the new Adventuring Companies. In the interests of fairness, this section lists each of the previously published Companies and shows which of the new options are available to them. Remember that, as stated in the description of the Swimming Talent, *any* member of *any* Company can take the Swimming Talent.

IHMN 8.4.1 A BRITISH RIFLE COMPANY

- One light field gun may be purchased for a Rifle Company (+22 points). This must be operated by two members of Royal Horse Artillery as per the QOAR list (HVF 2.1.3).
- Members of the Blues & Royals may take lances (+5 points).
- Members of any of the Guards regiments may take the Iron Will Talent (+5 points).
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).

IHMN 8.4.2 THE EXPLORER'S CLUB

- Any Explorer, Big Game Hunter or Loyal Manservant may take the Iron Will Talent (+5 points).
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).
- Any member of the Company may take Siberian Furs (+5 points).

IHMN 8.4.2 LORD CURR'S COMPANY

- Mad Mick McFarlane and/or Mohan Singh may take the Iron Will Talent (+5 points).
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).
- Any member of the Company may take Siberian Furs (+5 points).

IHMN 8.4.3 SCOTLAND YARD

- The Consulting Detective and/or one Sergeant may take the Iron Will Talent (+5 points).
- The Consulting Detective may take the Master of Disguise Talent (+10 points) or the Meticulous Planning Talent (+15 points), but not both in the same game.
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).
- Up to two Black Marias (HVF 2.3.3) may be deployed (14 points each).

IHMN 8.4.4 THE SOCIETY OF THULE

- Feldwebel Krieg may take the Iron Will Talent (+5 points).
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).

IHMN 8.4.5 THE BLACK DRAGON TONG

- Master Wu-jen and any Dragon Warrior may take the Lightning Draw (Fighting) Talent (+5 points).
- This Company can also include Lesser Demons (20+ points) and/or Demons (55+ points) from the Bestiary (HVF 3.0). Such monsters will, of course, be classically oriental in appearance.

IHMN 8.4.6 THE SERVANTS OF RA

- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).
- This Company can also include Lesser Demons (20+ points) and/or Demons (55+ points) from the Bestiary (HVF 3.0). These will appear as Anubis warriors or similar.

IHMN 8.4.7 THE WILD WEST SHOW

- Any pistol-armed member of the Company may take the Lightning Draw (Shooting) Talent (+5 points).
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).

IHMN 8.4.8 THE LÉGION ÉTRANGÈRE

- Sgt Major Baptiste and/or any Sergeant may take the Iron Will Talent (+5 points).
- One light field gun may be purchased for a Légion Company (+22 points). This must be operated by two men who will have all their normal equipment and must also have horses.
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point).
- Any member of the Company may take a cavalry horse (+9 points), a desert horse (+10 points) or a camel (+7 points).

IHMN 8.4.9 THE BRICK LANE COMMUNE

- Up to three Anarchists may take a single bomb each (+7 points per bomb). Note that they do not have to be Engineers to explode these crude, yet effective, devices.
- Any Anarchist or Incendiary may take the Part of the Crowd Talent (+5 points).

IHMN 8.4.10 THE US MARINE CORPS

- Any member of the Company may take a cavalry horse (+9 points), a desert horse (+10 points) or a camel (+7 points).
- One light field gun may be purchased for a Marine Company (+22 points). This must be operated by two men who will have all their normal equipment and must also have horses.
- Any Gunnery Sergeant may take the Iron Will Talent (+5 points).
- Any member of the Company may take a Murton Maritime Life Preserver (+1 point) and/or a flare pistol (+6 points).

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