



# SLEEPING DRAGON, RISING SUN

A Companion for *In Her Majesty's Name*

**Craig Cartmell & Charles Murton**

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CRAIG CARTMELL & CHARLES MURTON

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# FOREWORD

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*'We thought our Christian civilisation was superior to their ancient ways – and we were wrong. We thought to make the world a safer place by plundering their great wisdom and wealth – and we were wrong. None of us understood the powers that we were awakening nor the calamities we could unleash by our actions.'*

Diary of Field Marshal Sir Charles Napier Murton, Private Secretary (Special Duties) to Lord Harrington, Foreign Secretary, 1896

As complicated as things are back home in Europe and America, few in those great nations could have anticipated the influence that affairs in the East are having on the world. In the West, the Great Powers circle the ailing Austro-Hungarian and Ottoman empires with considerable trepidation. Their agents are active in both but no overt acts of aggression have been thought wise thus far.

In the East, however, one can see the naked greed and lust for dominion every day in the actions of those powers that have, or wish to have, influence there.

The British in India have used a combination of enlightened self-interest amongst the native ruling classes and savage oppression of the lower orders to maintain a measure of control – though the achievements of an army only one hundred thousand strong amongst hundreds of millions of subjects are necessarily somewhat limited. The old Roman system of divide and rule, and managing client states along the frontiers, has worked for a century or more. However, some of the indigenous peoples are becoming wise to these tactics. Worse, the Russians are interfering along the North-West Frontier and especially in Afghanistan. And all the while, in hidden valleys deep in the Himalayas, a few bands of simple monks try to prevent the apocalypse.

In China the Great Powers are not simply circling the sleeping dragon but are actively provoking it in order to give them the *casus belli* for all-out conquest. Several have established bases, essentially annexing sovereign territory, from which to pursue their depredations into this ancient empire.

The Empress-Dowager has not been idle though. She has been secretly sponsoring a widespread and moderately successful insurrection against the Western powers. Unfortunately she has lost control of some provinces as former generals and other pretenders to power have raised their own banners.

In the north, and not yet known or understood by all the competitors for the Jade Throne, a truly ancient power is rising, one that may cleanse China once and for all.

Across the pirate-infested South China Sea a new Great Power has risen and is making its first forays into building an Empire of its own. Unlike the Chinese, the Japanese have abandoned their old ways and wholeheartedly embraced those of the West. Not all Japanese are happy with this, and there is some unrest at home, but in the Legation Quarter of Peking you will find Japanese troops standing shoulder-to-shoulder with French, British, Germans and Americans.

Across the entire region treasure-seekers, tomb-robbers, mercenaries and adventurers of all stripes are taking advantage of the chaos to seek glory and riches for themselves.

Behind many of these trials and tribulations there is a single directing force which has crushed one eastern empire and now has its eyes on a second. Few understand the breadth, depth and complexity of its schemes, nor the lengths to which it is willing to go to achieve them. More powerful than any government, the Board of the ironically named Honourable East India Company cares only for its utter dominance of world trade.

# 1.0 INTRODUCTION

*Sleeping Dragon, Rising Sun* (SDRS) is the second supplement for the Victorian Science Fiction ruleset *In Her Majesty's Name* (IHMN); the first supplement was *Heroes, Villains and Fiends* (HVF). SDRS does not stand alone – you will need a copy of IHMN in order to play the game and a copy of HVF to understand some of the terms used in SDRS.

SDRS tells you a little more about the world of IHMN. This time, we have shifted our focus eastwards, where we show you a little of the geo-politics of India and the Orient. As well as some new beasts, equipment, Talents and Mystical Powers we introduce you to four new groups of companies – Indian, Chinese, Japanese and those of the Western Powers operating in the East.

As in HVF, we have included guidance on backward compatibility (SDRS 9.0) so that you can use some of the new material with companies presented in IHMN and HVF. There are also suggestions for new landscapes, new scenarios and new scenario complications.

We hope you will enjoy the additional dimensions which SDRS adds to IHMN. If you have any comments or questions about IHMN, HVF or SDRS, please contact us through our blog: <https://inhermajestysname.wordpress.com>.

## 2.0 THE ARMOURY

### 2.1 WEAPONS

Fighting (ordinary)	Attack Bonus	Hands required	Pluck modifier	Cost	Notes
Garrotte	+0	2	-2	3	A difficult weapon to use in close combat but very effective when properly employed. Often favoured by assassins.

Fighting (extraordinary)	Attack Bonus	Hands required	Pluck modifier	Cost	Notes
Anchor chain	+2	2	-1	5	Can only be wielded by a figure with the Strongman Talent.
Edison Arc truncheon	+1	1	-1	6	Delivers a much stronger shock than an English All-Electric Truncheon and thus ignores all except Faraday armour.

Shooting (ordinary)	Attack Bonus	Range	Hands required	Pluck modifier	Cost	Notes
Grenade (smoke)	+0	3+SV"	1	n/a	2	Creates a 3" radius cloud of smoke which grants Type 3 cover. Like poison gas, it persists for 1d10 turns unless there is a strong wind, in which case it disperses at the start of the next turn. Rocket versions of this grenade cost 3 points.
Grenade (flash)	+0	3+SV"	1	-1	4	Creates a bright flash and loud bang. All figures within 2" must make a Pluck roll or be Knocked Down. Rocket versions of this grenade cost 5 points.
Cannon, light	+2	36"	4	-1	15	A small muzzle-loading artillery piece which takes two crew a full turn to reload after it is fired. If there is only one crewman remains it takes him two uninterrupted turns to reload. The gun fires an exploding shell which attacks all figures in a 3" radius at +4.

Shooting (extraordinary)	FV Bonus	Range	Hands required	Pluck modifier	Cost	Notes
Anchor chain	+2	3"	2	-1	5	See above.
Nock Gun	+3	12"	2	-2	8	If fired into a group, attacks all targets equally. Can only be used by a figure with the Strongman Talent. Takes an entire turn to reload during which the figure cannot Move, Shoot or Fight.
Repeating crossbow	+2	18"	2	-1	6	Has a box magazine which enables it to be fired on every turn but is otherwise identical to a normal crossbow.

## NOTES

**The Nock Gun.** A Nock Gun is a seven-barrelled muzzle-loading weapon which fires pistol bullets. Although fairly short-ranged, its tremendous firepower causes shock and awe in its victims. It was originally used by the Royal Navy in the 18th century and, although no longer in official service, has remained a popular weapon with those who both appreciate its effect and have the strength to fire it without breaking their shoulders.

## 2.2 WEIRD SCIENCE

Item	Description	Cost
Clockwork Tiger	Clockwork Tigers have the same characteristics as normal tigers (HVF 3.0 Bestiary) except that, as automatons, they are Fearless instead of Terrifying and have Iron Will since they have no minds to affect. They are only active when within the field of an Arc generator.	40
Fontwell's Fascinator	This appears to be a rapidly rotating parasol fitted with small electric lights and coloured mirrors. It can be worn on the back in which case the parasol sticks out above the carrier's head. All figures except the carrier within 6" of this device find it extremely distracting, which imposes an attack penalty of -1 on them. It takes one hand to operate this device.	5

## 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 Bangkok or the Shanghai docks water may be as ubiquitous as roads and will thus form a vital part of the landscape.

Water craft	Move	Crew	Passengers	Armour	Cost
Junk	6"	5	25	9	12
Gunboat	12"	24	0	10	65
Outrigger canoe	9"	2	2	7	6

### JUNK

These simple but highly functional vessels are favoured by traders throughout the South China Sea, South-East Asia, the Philippine archipelago and the Indonesian islands. Physically they have much in common with a Thames sailing barge, being shallow-drafted with a moveable keel and a single large sail. They cannot Run. Crew are not included in the cost given in the table. Many Junks are armed and up to four heavy weapons such as machine guns, light artillery pieces and rocket launchers can be mounted on board. The Brotherhood of the Serpent has more than one hundred of these tough old vessels in service.

## THE HARLAND & WOLFF TYPE 1A GUNBOAT

This is a shallow-draft vessel, usually drawing only six feet or less. It is fast with a powerful oil-fired steam engine and is lightly armoured. This makes it much more manoeuvrable than the sailing vessels it often hunts. It can Run (15" move), but only in a straight line. If it does, all crew count as having Run if shot at but any crew above deck, except the helmsman, can shoot back – at the normal penalty for moving and shooting. Standard equipment includes a Vickers machine gun on the foredeck and two fixed Congreve Rocket Guns (one to port, one to starboard), which are included in the cost given in the table. The crew consists of three officers and 21 other ranks. These are often used to form landing parties (SDRS 6.4.7). Crew are not included in the cost given in the table above. Nor are rocket grenades for the Congreve Rocket Guns, which must be purchased separately – any type of rocket grenade may be purchased.

## OUTRIGGER CANOE

An outrigger canoe is similar to an ordinary canoe (HVF 2.3.1) but large enough to enable it to take passengers. Like an ordinary canoe, it can Run. The cost includes the crew (Pluck 6+, FV+0, SV+0, Speed +0, no equipment).

## LARGE VESSELS

Vessels such as the junk and the gunboat above are large, heavily built and much more difficult to destroy than smaller, lighter craft. The same applies to some of the larger water-craft in HVF – specifically the large steam launch, the canal boats and the Thames sailing barge. When any of these large vessels are hit use the table on page 28 of IHMN to determine the outcome – but treat any ‘vehicle is destroyed’ result (i.e. a die roll of 9–10) as ‘no effect’.

## 2.3.2 PERSONAL TRANSPORTATION – VEHICLES

Type	Move	Crew	Passengers	Armour	Cost*
Armoured Steam Lorry	6"	1	0	11	26
Steam Elephant & Howdah	6"	2	4	9	21

As with all other steam vehicles in IHMN, the cost of each steam vehicle presented here includes the cost of a steam dynamo.

## ARMoured STEAM LORRY

This is an armoured version of the standard Hercules steam lorry (HVF 2.3.3) with a slightly more powerful engine to prevent the weight of the armour slowing it down. Like the Hercules, it can carry a mix of goods and up to 12 people in the back. The cost includes the crew (Pluck 6+, FV +0, SV +0, Speed +0, no equipment).

## STEAM ELEPHANT

This was devised by a Scottish engineer, Aidan Macfarlane, to provide a powerful and much more easily managed engine for the many plantations in India and South-east Asia. The cost includes the specially trained crew of two (Pluck 6+, FV +0, SV +0, Speed +0, no equipment). Note that, unlike the Brass Elephant, the Steam Elephant is not designed for combat use.

## 2.4 MECHANISED WALKERS

Type	Description	Speed	Armour	Weapons / Tools	Cost
Baba Yaga	Heavy military walker	6"	11	Two machine guns, Steam Fist	79
Brass Elephant	Heavy military walker	6"	13	Steam Tusks (as Steam Fist) and flamethrower (through the trunk)	54
Kourogi	Light military walker	12"	11	Vertical Spring Translocators and machine gun Vertical Spring Translocators and Congreve Rocket Gun	47 28
Snail	Light military walker	6"	10	None	4

### BABA YAGA

This enormous Walker was developed to combat lightly armed and mounted troops such as Mongol cavalry in Northern Manchuria, Mongolia and the Gobi Desert. They often protect convoys of Russian trucks or are used to spearhead assaults against enemy villages. The Baba Yaga has three crew: one steersman and two machine gunners. If it suffers a 'steersman hit' result, roll a further d10. On a 1–2 the steersman is hit, 3–6 hits one machine-gunner and 7–10 the other. This walker's weight limits its mobility – it can push its way through Type 1 difficult terrain but Type 2 and Type 3 are impenetrable to it. It is also relatively lightly armoured for such a heavy walker; the Russian engineers had to make this compromise to save at least some weight.

### BRASS ELEPHANT

This Walker, created by the Tipoo Sultan, is a full-scale metal replica of an Indian elephant and requires a crew of two. The front steersman controls the weapons and the rear steersman controls the movement. If it suffers a 'steersman hit' result, roll a further d10. On 1–5 the target is the front steersman and on 6–10 it is the rear steersman.

### KOUROGI (CRICKET)

The Japanese Imperial Army has been watching the development of mechanised walkers for quite some time. They decided that the mobility of current western walkers was too restricted, so they have developed one of their own. The Cricket is a lightly armoured walker with the added capability of steam-powered Vertical Spring Translocators; it can literally hop over terrain. Most Crickets are armed with a single machine gun but, unlike many similar walkers, no Steam Fist. This weapon has been sacrificed to reduce weight and because the steam pressure is used instead to power the walker's jumps. A few Kourogi are armed with Congreve Rocket Guns instead of machine guns; in this case the rocket grenades must be purchased separately. Flamethrower fuel tanks were found to rupture too easily during landing, so that variant was quickly abandoned.

### SNAIL

This is the Boxers' answer to the mechanised walkers of their enemies. It is a circular armoured box made of bamboo, reinforced with padded quilts and some brass plates. It is lifted by its crew and carried forward a few yards at a time. Its crew cannot run and are impeded by difficult terrain in the same way as the Baba Yaga, i.e. anything beyond Type 1 is impenetrable. This crude walker gives the crew some protection and allows them to fire out. When they arrive at their destination they can assault out of its side doors. The Snail has a maximum crew of 6 and cannot be moved by fewer than 3 (though figures with the Strongman Talent would count as



2 figures for this purpose). Since this walker has no actual equipment on it, all results of 1–9 on the walker hit table (IHMN 5.5) against it are treated as ‘steersman hit’ results and the individual crew member hit is determined at random. A result of 10 still means the destruction of the Snail and every member of the crew must make a Pluck roll to survive.

## 3.0 THE BESTIARY

Extraordinary Creature	Move / Run	Pluck	FV	Armour	Weapon Bonus	Pluck Penalty	Cost	Talents / Powers
Sea Serpent	4" / +0" <sup>1</sup> (12" / +6")	3+	+4	8	+1	-3 <sup>2</sup>	37	Swimming
Terracotta Lion	9" / +6"	4+	+4	9	+2	-1	52	Antivenom, Fearless, Fireproof, Fiery Breath (treat as flamethrower with SV +0)
Yeti, Tibetan	6" / +3"	3+	+5	9	+1	-1	65	Terrifying, The Path of Shadows, Zone of Shadows, Coldproof

1: The base move figures are for the serpent on land, the bracketed figures apply in water.  
2: Includes poison on the serpent's fangs.

## 4.0 TALENTS

Talent	Description	Cost
Arcproof	The figure is unaffected by Arc attacks – and by any other form of electricity.	5
Fortitude	If the figure is Knocked Down it gets +2 to the Pluck roll to spring back up on its next movement phase. Regardless of the modification, a natural roll of 1 remains a failure.	5
Grenadier	Due to training and practice the Grenadier can throw a grenade further than an ordinary soldier or engineer. The range of a grenade thrown by a Grenadier is 5"+SV.	3
Martyr	This figure is willing to carry a bomb, prepared by an Engineer, and detonate it while still holding it. The figure is automatically killed when the bomb detonates.	5
Mechanic	This figure gets +1 on Shooting and Fighting attack rolls against vehicles and mechanised walkers because it knows exactly where its attacks will do the greatest damage.	5
Nighteyes	The figure can see normally regardless of lighting conditions. Note that this talent means the figure is unaffected by Zone of Shadows. It cannot see through actual obscurants, though, so smoke grenades and the like are still effective against it.	5
Pilot	A person with the Pilot Talent whose flying machine is hit can make a Pluck roll. If successful they can ignore that hit.	5
Skirmisher	Due to training and practice the Skirmisher only gets a -2 penalty for moving on foot and firing instead of the normal -4. In France and the USA this talent is also known as 'Zouave'.	3
Unearthly Beauty	The unearthly beauty of this figure renders those who would attack it harmless. Anyone wishing to make a Shooting or Fighting attack against the figure must first make a Pluck roll or choose another target. If the unearthly beauty attacks them personally the effect is broken, but only for them.	10

## 5.0 MYSTICAL POWERS

### 5.1 NEW MYSTICAL POWERS

Power	Range	Duration	Phase	Effect	Pluck Roll?	Cost
Greater Sigil	6"	Instant	Shooting	Any form of lesser or greater demon in range must make a Pluck roll or be banished and unable to return for the rest of the game.	Yes	8
Heart-rending	Touch	Instant	Fighting	The wielder of this terrible Power can pluck the heart from the chest of his victims. This counts as a Fighting attack with a +2 attack bonus and a -2 Pluck penalty. It is the only Fighting attack the figure can make during that Fighting phase.	No	5
Lesser Sigil	Self	1 turn	Movement	The mystic gains +2 on all Pluck rolls to resist the effects of Mystical Powers.	No	7
Reflection	Self	1 phase	Shooting	Any ranged attack which hits a figure protected by this Power is reflected back at the Shooter. The Shooting figure must roll a fresh attack roll against itself. This works against aimed shots (including group attacks) but not on area effects such as those of grenades.	No	12
Resonant Touch	Self	1 phase	Fighting	Unarmed attacks made by the user of this Power ignore all armour except magneto-static.	No	10

### 5.2 LIMITED MYSTICAL POWERS

In SDRS, we allow some figures to use particular Mystical Powers on themselves but not on others. Where this is the case, the figure pays a reduced cost for the Mystical Power as shown in the table below.

Book	Mystical Power	Cost	
		Normal	Self Only
IHMN	Dragon Wings	13	10
IHMN	Harden	8	6
IHMN	Strengthen	9	7
IHMN	The Path of Light	7	5
IHMN	True Grit	13	10

## 6.0 COMPANIES

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### 6.1 CHINA

The most ancient continuous empire in the history of mankind has withstood the Mongols, several serious civil wars, many dynastic changes, pandemics and decades of famine. Throughout it has seen itself as a bastion of divine civilisation in a world otherwise populated by savages.

In the last few centuries its arrogance and lassitude have proven to be its downfall. The nations of the West have overtaken China in the fields of technology, commerce and war and have now come knocking on the door. What the West sees is a land of fabled riches to plunder, just as they plundered Central and South America, Africa and India.

Led by the Honourable East India Company, the British and Dutch, and later the French, Germans and Americans, have all established trade missions and even naval bases along the Chinese coast. They have driven inland along the great rivers and reached the capital, Peking, with its magnificent Forbidden City.

Where the Chinese have tried to resist this advance, such as during the Opium Wars and along the Yangtze River, they have been crushed by the West's military superiority. What chance do men with muskets and muzzle-loading cannon have against modern rifles, machine guns, artillery, mechanised walkers and dirigibles?

However, as the British learned in India, conquering a country is relatively easy compared to holding it against a hostile population. The wily Empress-Dowager has secretly incited her people to rise up against the Western barbarians and across China poorly armed, yet fanatical, bands of troops, often led by Imperial Soldiers in disguise, are overwhelming garrisons, mission stations and trading houses.

Unfortunately for the Empress-Dowager though, a number of her generals and provincial governors have seen this as an opportunity to raise their own standards and establish warlord kingdoms of their own. Some are independent, others are in league with one foreign nation or another.

Though she is as yet only dimly aware of it, the Empress-Dowager faces an even more imminent and dangerous threat – this one home-grown. Her own agents, seeking to loot the tomb of the first Emperor of China, have awoken Emperor Qin from his immortal sleep. The agents sent to rob him have been turned to his service and he is preparing his forces to strike. These forces should not be underestimated – even though the vast majority of them are made from terracotta.

The whole of China is thus aflame with thousands of small actions being fought everyday between companies of peasants, Boxers, warrior monks, soldiers and mercenaries. Where it will end, no-one can foresee.

### 6.1.1 THE BROTHERHOOD OF THE SERPENT

*‘Captain, you cannot save your crew, they are in the coils of the serpent now. However, you can save yourself. Open the door to your strong room and I shall set you ashore with a message for my father. Refuse and I’ll blow it in anyway and spend many a leisurely hour peeling the skin off you and salting your hide.’*

The Queen of the Isles, aboard the RMS *Venture* in the Malacca Straits, 1895

The armed pirate junks of the Brotherhood of the Serpent operate across the South China Sea, around the Korean Peninsula, along the eastern seaboard of Vietnam and Malaya and throughout the Indonesian and Philippine archipelagos. They appear to have no fixed bases, preferring to keep their junks on the move between Macao, Shanghai, Jakarta and Singapore.

Each captain considers himself to be an independent operator and only defers to greater firepower and the ‘Queen of the Isles’. Captains will come together into flotillas whenever they are threatened or if an opportunity presents itself that is larger than one junk can handle. How they manage to communicate with each other over vast distances is unknown but it is fairly certain that they do. The Directors of the Honourable East India Company believe that the pirates have a remarkable intelligence network with agents in every port in their territory. Local Chinese officials are either bribed, blackmailed or intimidated into passing on information of use to the Brotherhood.

To fall into the hands of Chinese pirates is to face a terrible fate. Male captives are usually tortured to death over many days and their corpses used to terrify the pirates’ next victims. Females are sold into mainland brothels; it is said that an untouched white girl is worth her weight in silver.

The Queen of the Isles is a mysterious figure and only one westerner has met her and lived to tell the tale. Lady Helen Quatermain claims that the Queen is in fact Miss Alice Reynolds, daughter of the Governor of Singapore, Commodore Sir Arthur Reynolds. Alice went missing seven years ago during a bold raid on Singapore by the pirate captain Chun Yat-sen. No one gives this fabulous tale any credence, however, as they cannot believe that these terrifying pirates are led by a nineteen-year-old English girl.

Nevertheless, Lady Helen has the right of it. The Queen wields the Serpent’s Tooth, a remarkable blade that poisons those who should not bear it. This is how Alice became the Queen; she escaped Chun Yat-sen’s bed chamber and took the sword off the wall of his audience hall to defend herself. She did not die and so, after consulting a number of astrologers, Chun Yat-sen declared her the sixteenth reincarnation of the Queen of the Isles. Alice has grown into the position and is now a full-blooded and ruthless pirate ruler.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
The Queen of the Isles	3+	+3	+2	+1	64	Leadership +3, Inspirational, Duellist (Sword), Antivenom	Chain shirt, pistol, the Serpent’s Tooth <sup>1</sup>
Captain Chun Yat-sen	2+	+4	+2	+0	49	Leadership +2, Duellist (Sword)	Chain shirt, pistol, sword
Junk Captain	4+	+3	+2	+0	27	Leadership +2	Chain shirt, pistol, sword
Junk First Mate	4+	+2	+2	+0	20	Leadership +1	Brigandine, pistol, sword
Junk Gunner	5+	+1	+2	+1	16		Lined coat, muzzle-loading rifle, fighting knife
Junk Swordsman	5+	+2	+1	+1	17	Duellist (Sword)	Brigandine, sword
Junk Sorcerer	3+	+1	+1	+1	21+	Antivenom, up to 15 points of Mystical Powers	Lined coat, fighting knife

1: The Serpent’s Tooth counts as a poisoned sword.

## OPTIONS

- Up to two Gunners can exchange their muzzle-loading rifles for Nock guns (+2 points). However, to do so they must also take the Strongman Talent (+5 points).
- A single Gunner can exchange his muzzle-loading rifle for a Congreve Rocket Gun (+1 point) and up to three explosive rocket grenades (+7 points each).
- Any Captain, First Mate or Swordsman may take a Rocket Pack (+5 points).
- Any Captain, First Mate or Swordsman can take throwing knives (+3 points) or throwing axes (+4 points).
- Any Swordsman can upgrade his sword to a halberd (+2 points).
- The Company can be accompanied by one Sea Serpent (SDRS 3.0, 37 points) per Sorcerer deployed. Each Sea Serpent starts play in any substantial body of water on the table (well, lake, stream, etc.) regardless of where the rest of the Company deploys. If there is no substantial body of water no Sea Serpent can be deployed.
- The Company may deploy any number of sampans (equivalent to sailing dinghies, HVF 2.3.1 – 6 points), outrigger canoes (SDRS 2.3.1, 6 points) and/or junks (SDRS 2.3.1, 12 points). Any heavy weapons mounted on junks must be paid for separately.

### 6.1.2 THE CHINESE IMPERIAL ARMY

*'There are times when my hand must be shrouded in the mists of deceit and my actions, especially if successful, attributed to others. Yet there are also times when my strength must be seen in the light of day. This, General, is your duty. You are my fist and my open intent.'*

Letter to General Shiang from the Empress-Dowager, 1890

The Jade Throne is being assaulted by enemies foreign and domestic and the Empress-Dowager needs all of her skills and intellect to hold together all that is left of her once-mighty empire. However, it is easy to forget that, even so assailed, she commands more troops under arms than any other country on the face of the Earth. The majority of the Chinese Imperial Army may be ill-equipped by comparison with western forces but, as the saying goes, quantity has a quality all of its own.

Wherever possible, the Empress-Dowager acts indirectly and deniably through groups such as the Boxers. She does this in order to avoid direct confrontation with the West, which could trigger conflict on a scale that China could not currently sustain. Sometimes, however, direct confrontation is both necessary and appropriate – when foreign powers attempt deniable missions deep within Chinese territory for example. On these occasions, the Empress-Dowager often calls upon the troops who guard the Celestial Court – the Celestial Regiment. These troops are the best-trained and -equipped in her army; they are also (thus far) the most loyal. When deploying for small-scale actions they are occasionally supplemented by conscripts who have only the most basic military training and equipment. These conscripts, of course, serve the same function as they do in the rest of the army – cannon fodder.

The Celestial Regiment is commanded by General Shiang, a long-serving member of the Empress-Dowager's personal staff. He has never shown any ambition beyond advancement in her service and has been rewarded for this with both wealth and promotion. Of course, the fact that all of his family have positions at Court under the eye of the Empress-Dowager may help explain his continuing loyalty. His main



strength lies in planning missions rather than leading them. Shiang is in late middle-age and suffers from occasional ill-health – sometimes conveniently just before a mission – so small actions are often led by a rapidly up-and-coming young officer, Captain Si-mon.

Si-mon is brash, ambitious and talented – a natural leader and skilled fighter. Unknown to all except the Empress-Dowager, Si-mon is also a woman masquerading as a man in order to be able to serve the Jade Throne. The Empress-Dowager actively supports and encourages her, both because of her loyalty and because of her unusual ability to resist Mystical Powers.

Shiang and Si-mon are often accompanied into battle by a court sorcerer – usually Master Yu, who has an impressive range of Mystical Powers at his disposal and also has some skill in unarmed combat.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
General Shiang	3+	+2	+2	+0	57	Leadership +2, Meticulous Planning	SRC breastplate, pistol, sword
Captain Si-mon	3+	+3	+3	+1	68	Leadership +2, Impervious, Inspirational	SRC breastplate, military rifle, sword
Master Yu	3+	+2	+1	+1	32+	Martial Artist, up to 25 points of Mystical Powers	SRC breastplate
Captain	4+	+3	+2	+0	24	Leadership +1	Chain shirt, pistol, sword
Court Sorcerer	4+	+1	+1	+0	10+	Up to 20 points of mystical powers	Lined coat, fighting knife
Sergeant	4+	+2	+2	+0	27	Tough	Brigandine, military rifle, bayonet
Soldier	5+	+1	+2	+0	19		Brigandine, military rifle, bayonet
Conscript	6+	+1	+1	+0	13		Lined coat, muzzle-loading rifle, fighting knife

## OPTIONS

- Any officer may be mounted on a cavalry horse (+9 points); if so they may take the Cavalryman Talent (+3 points).
- Any officer or Sergeant may carry up to three explosive grenades (+6 points each).
- Any officer or Sergeant may take the Marksman Talent (+5 points).
- Any Sergeant can take the Skirmisher Talent (+3 points).
- Any Sergeant or Soldier may take the Bayonet Drill Talent (+3 points).
- A single light cannon may be deployed (15 points). This must be crewed by one Sergeant and one Soldier who exchange their military rifles for pistols (-6 points each).
- Up to three Sergeants can exchange their military rifles for Congreve Rocket Guns (-2 points) and any number of explosive rocket grenades (+7 points each).
- A Court Sorcerer can be accompanied into battle by a single Bixie, Pixiu or Qilin. These supposedly mythical Chinese beasts, which look like stylized lions, count as Lesser Demons (HVF 3.0, 20+ points).

### 6.1.3 CHINESE WARLORDS

*'The price for disobedience is death, the price for resistance is death, the price for aiding an enemy of Zhang is death! Behead them all and place their heads where people passing on the Tientsin road can witness the price they have paid.'*

Zhang Yulin, the Butcher of Tianjin 1893

The rule of the Empress-Dowager has been long and harsh. There are many in her court and her army who would attempt to overthrow her if the opportunity presented itself. Recent events involving foreigners and Boxers have presented the opportunity for which they have been waiting.

A number of former generals and nobles have declared independence and proclaimed themselves warlords. Each has seized territory far from Peking and begun limited campaigns of raiding and looting. Some have allied themselves temporarily with foreigners and other powers operating in China. Thus they have been able to gain access to modern weaponry from such sources as the Russians and Japanese. Some have hired foreign mercenary engineers to help them modernise their forces.

These rebel warlords have proved to be as dangerous to their 'allies' as the forces of the Empress-Dowager. One thing they do seem to share is their low opinion of armed peasants such as the Boxers and rival criminals such as the Tongs. No quarter is expected or given when they meet these opponents on the battlefield.

Each warlord has worked hard to create a reputation for extreme cruelty to bolster their ability to maintain order and loyalty. They have enslaved whole villages and conscripted the able-bodied men into their forces. These poor souls fight because if they don't their families will be slaughtered. The warlords use them as expendable troops or human shields and equip them with almost nothing.

No warlord is more feared than Zhang Yulin, the Butcher of Tianjin. This monstrous psychopath crucifies any Christians he encounters and only employs Russian Bolshevik engineers. Some believe that his upbringing in a Catholic orphanage in Macao led to this intense hatred of Christians. He is a well-known opium addict and often goes into combat drugged up to the eyeballs.

Zhang's right-hand man is his executioner, Jin Fuxing, another psychopath who often has to be physically restrained to keep him from killing anyone he meets with his huge ancestral sword. Once released on the battlefield he becomes a lord of death.

Although they often mount their troops on horses, none of a warlord's men are cavalry and they will usually dismount to fight.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Warlord Zhang Yulin	3+	+4	+2	+0	69	Leadership +2, Terrifying, Numb	SRC breastplate, pistol, sword
Jin Fuxing	2+	+4	+0	+0	62	Terrifying, Berserker	SRC breastplate, sword (large)
Warlord	3+	+4	+2	+0	59	Leadership +2, Terrifying	SRC breastplate, pistol, sword
Lieutenant	4+	+3	+2	+0	29	Leadership +1	Breastplate, pistol, sword
Squad Leader	5+	+2	+1	+0	22	Leadership +1	Lined coat, military rifle, sword
Soldier	5+	+1	+1	+0	17		Lined coat, military rifle, fighting knife
Conscript	6+	+0	+0	+1	7		Spear
Foreign Engineer	5+	+2	+2	+0	21	Engineer	Brigandine, shotgun, pistol

## OPTIONS

- Up to two Soldiers can replace their rifles with Congreve Rocket Guns (-2 points) and up to three explosive rocket grenades (+7 points per grenade).
- Two Soldiers can become a machine gun team by taking a machine gun (+26 points). If they do so, they give up their military rifles (-9 points each).
- Any Squad Leader or Soldier can take the Marksman Talent (+5 points).
- Conscripts may exchange their spears for muzzle-loading rifles (+1 point).
- A Foreign Engineer can take any sort of grenade (points cost depends on grenades chosen) and up to 3 bombs (+7 points each). They can also take the Grenadier Talent (+3 points).
- A Warlord can mount his troops in open-topped steam lorries (+18 points).
- Any Warlord, Lieutenant, Squad Leader or Soldier can be mounted on a riding horse (+4 points).
- Warlords, Lieutenants and Squad Leaders can take the Tough Talent (+5 points).

### 6.1.4 MARTIAL MONKS

*'You come here with your guns and opium in the belief that you can own this land. China is not a country, it is not mountains and rivers and cities. It is the dream of the Celestial Court made manifest and we are their messengers. Heed us well, for not to do so will herald your destruction.'*

Master Kwai Chang, 1894

High in the mountains of China are many hidden monasteries. Some of these are places of prayer, peace and enlightenment. A few are schools in which aspirants seek harmony and oneness with the universe through the practice of ancient martial and mystical arts.

In China's time of peril many of these monks have left their monasteries to fight the foreign devils, especially those who have brought the scourge of opium to the people. They have also fought for peasants being preyed upon by Chinese warlords. They do not fight for the Empress-Dowager, who they regard as a servant of dark powers.

Their greatest enemy, though, is the Emperor Qin and, following his resurrection, they will go to any lengths to thwart the reestablishment of his dynasty.

One of the leading monks who opposes the chaos into which China has fallen is Master Kwai Chang. He and his 108 Wutai Monk followers believe that they are waging a holy war on behalf of the Celestial Court. Few can dispute the effect that they have had in a few short years. They appear out of nowhere, destroy a convoy, a garrison or a raiding party and then depart like spirits in the night. Bullets seem not to harm them, nor do fortress walls prevent their entrance or egress.

A disturbing turn of events, especially for Western interlopers, is that some of these monks are accompanied into battle by mythical beasts.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Abbot	2+	+4	+4	+2	55	Leadership +2, Inspirational, Martial Artist, up to 20 points of Mystical Powers	
Master Kwai Chang	2+	+4	+3	+2	50	Leadership +2, Intervention, Martial Artist, up to 20 points of Mystical Powers	
Master	3+	+3	+3	+2	25	Leadership +1, Martial Artist, up to 10 points of Mystical Powers	
Disciple	4+	+2	+2	+2	13	Martial Artist	
Student	5+	+1	+0	+1	7	Martial Artist	

## OPTIONS

- Any Monk except a student can have up to three Divine Tattoos (+5 points each) that focus their Chi. Each Tattoo allows the figure to re-roll one die per game – except for Pluck rolls. They must accept the result of the second roll even if it is worse.
- Any Monk can be armed with a spear, sword, axe, large axe, quarterstaff and/or throwing knives at the normal points cost.
- Any Monk may take the Stealthy Talent (+5 points).
- Abbots and Masters can take the Fearless Talent (+10 points), the Fortitude Talent (+5 points), the Coldproof Talent (+5 points), the Arcproof Talent (+5 points) and/or the Fireproof Talent (+5 points).
- Abbots, Masters and Disciples can take the Medic Talent (+5 points), the Nighteyes Talent (+5 points) and/or the Antivenom Talent (+5 points).
- Martial Monks with Mystical Powers may select them only from the following list (all from IHMN 7.0 unless otherwise noted): Clouding Men's Minds, Dragon Talons, Dragon Wings, Harden, Levitate, Resonant Touch (SDRS 5.1), Strengthen, True Grit.
- Any Martial Monk may take The Path of Shadows Mystical Power (+9 points); it is their signature power.
- An Abbot or Master can summon up to three Bixie, Pixiu or Qilin to assist them in their endeavours. These supposedly mythical Chinese beasts, which each look like stylized lions, count as Lesser Demons (HVF 3.0, 20+ points each).

### 6.1.5 EMPEROR QIN

*'Once more I find China divided and at the mercy of foreign powers. As I did before I shall unify my domain and all who oppose me I shall feed to my lions.'*

Qin Shi Huangdi

The Empress-Dowager is desperate to find any weapon which might assist her in the struggle against the Jade Throne's many enemies. Recently she commissioned a renegade archaeologist called Doctor Chen, who is really little more than a tomb-robber and dabbler in the occult, to enter the tomb of the first Emperor of China in the hope that he could find powerful weapons to aid her cause. Instead Chen found the crypt of Emperor Qin Shi Huangdi and then foolishly read out loud the inscription on the tomb lid to impress his men.

Qin arose from his deathlike slumber and enslaved Chen and his ragtag band, feasting on their knowledge of the modern age. He is furious that China has become the playground of other powers and intends to clear them out using his loyal terracotta warriors.

Unfortunately for the Empress-Dowager, Qin regards her and her entire dynasty as usurpers and intends to destroy them as well as the foreign devils. Although

effectively immortal, he still seeks to secure the future of his line and is seeking out a very special descendant, a young woman who is currently working as a dancer in Shanghai. He has sent Doctor Chen and his men to search for her, supported by a company of terracotta warriors. All Chen knows is that she is in her twenties, is called Mei and that she has a lion birthmark on her right thigh.

The terracotta warriors are effectively animated statues armed with a variety of real – but ancient – weapons. They lack intelligence or initiative but are driven by the power of Qin’s spirit and will obey the orders of anyone he sets to command them. The Medic Talent does not work on them and if killed they are shattered into pieces, though Qin has an apparently inexhaustible supply of fresh warriors to serve him. This is partly because any prisoners taken by his forces are baked alive in clay to create new warriors. Chen and his men live in fear of such a fate and thus serve Qin loyally if not willingly.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Emperor Qin	2+	+3	+3	+0	63+	Leadership +2, Immortal, up to 20 points of Mystical Powers	Jade Breastplate <sup>1</sup> , Sword of Heaven <sup>2</sup>
Doctor Chen	5+	+1	+1	+0	14+	Leadership +1, up to 10 points of Mystical Powers	Lined coat, pistol, fighting knife
Tomb-robber	5+	+1	+1	+1	14		Jack, shotgun, fighting knife
Terracotta Warrior (Cavalryman)	3+	+2	+1	+0	67	Cavalryman, Antivenom, Fearless, Fireproof	Brigandine, bow, lance, Terracotta Horse <sup>3</sup>
Terracotta Warrior (Infantryman)	3+	+2	+1	+0	40	Antivenom, Fearless, Fireproof	Brigandine, sword, shield
Terracotta Warrior (Archer)	3+	+1	+2	+0	42	Antivenom, Fearless, Fireproof	Brigandine, crossbow, fighting knife

1: The Jade Breastplate provides the same protection as an SRC breastplate.  
2: The Sword of Heaven ignores all armour except magneto-static armour.  
3: A Terracotta Horse has the same characteristics as a Cody Steam Horse.

## OPTIONS

- Chen and any Tomb-robber may take any number of explosive grenades each (+6 points per grenade).
- Chen and the Tomb-robbers may use a steam lorry (18 points) – but the Terracotta Warriors may not ride in this.
- Any Tomb-robber may exchange his shotgun for a military rifle (+4 points).
- Any Terracotta Warrior Infantryman can exchange his sword and shield for a halberd (no change in points).
- This Company can also field the fearsome Terracotta Lions (SDRS 3.0, 52 points). There must never be more Lions deployed than Warriors.

## 6.1.6 THE SOCIETY OF RIGHTEOUS AND HARMONIOUS FISTS

*‘If it takes ten of our men to slay each westerner within our border then that is a price we can easily afford. Arm them with sticks and stones, cooking knives and spears, breathe the power of our ancestors into their lungs and they will be victorious.’*

Attributed to the Empress-Dowager, 1892

Better known in the West as the Boxers, this is a popular movement, secretly encouraged by the agents of the Empress-Dowager, who see the Western Powers as a corrupting and destructive influence on China. Radicalised young men and women have emerged, especially in the great cities, who are willing to give their lives to free China from the evils brought upon them by such organisations as the Honourable East India Company.

Having been ignominiously defeated in the Opium Wars, the forces of the Empress-Dowager are weak and divided. Some elements have seceded altogether from



the Imperial Writ and now follow warlords. The Boxers are determined to defend and reunite China and make it great again. They are not formally acknowledged as forces of the Empress-Dowager – which leaves her free to denounce their actions when it suits her.

The leader of the Boxers in Peking is a former Imperial Army general named only as ‘The Lion’. He is an able tactician who generally directs operations from the rear. However, he and his bodyguards do make reconnaissance sorties where necessary.

He is assisted by the ancient sorcerer Lo Fan. No-one knows how old he is but his powers are formidable. He seems to have a close relationship with the spirit world which he uses to instil mortal fear in his enemies. The Honourable East India Company has tried to assassinate him at least six times but have obviously failed. The fabled Dragon Lady is reputed to be one of his seven daughters. Another may be Lee Mai, the beautiful yet deadly concubine of the Honourable East India Company agent McClellan.

There is a marked difference between the Boxers of China and those found in the stews and alleys of the East End of London and other Western metropolises. In China the Boxer warriors benefit from some rudimentary weapons training given to them by the undercover soldiers of the Imperial Army. They are also led by their heroes in the defence of their homeland, so are generally bolder. Those in London are often pressed into service by the Tong and are poor, desperate wretches.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
The Lion	3+	+3	+3	+0	42	Leadership +3	Breastplate, pistol, sword
Lion Guards	4+	+2	+2	+1	28	Martial Artist	Breastplate, pistol, sword
Lo Fan	2+	+2	+2	+1	37+	Leadership +1, Martial Artist, Immortal, up to 30 points of Mystical Powers	
Boxer Captain	4+	+1	+1	+1	17	Leadership +1	Pistol, sword
Sorcerer	5+	+0	+1	+0	3+	Up to 20 points of Mystical Powers	
Dragon Warrior	4+	+3	+0	+2	24	Fanatic, Martial Artist	Two-handed sword
Boxer Warrior	5+	+1	+0	+1	12	Fanatic	Fighting knife
Boxer Musketman	5+	+0	+1	+1	18	Fanatic	Muzzle-loading rifle, fighting knife
Army Captain <sup>1</sup>	4+	+3	+2	+0	21	Leadership +1	Lined coat, pistol, sword
Army Soldiers <sup>1</sup>	5+	+1	+2	+0	18		Lined coat, military rifle, bayonet

1: These are Imperial Troops acting undercover and wearing civilian dress.



## OPTIONS

- A Boxer Company can deploy a single light cannon (22 points). This is crewed by two Musketmen who give up their muzzle-loading rifles (-6 points each).
- Boxer Warriors can upgrade their fighting knife to an axe or a sword (+1 point).
- Up to three Musketmen can exchange their muzzle-loading rifles for Congreve Rocket Guns (+1 point) and up to three explosive rocket grenades (+7 points per grenade).
- Army Soldiers can take the Marksman (+5 points) and/or Bayonet Drill (+3 points) Talents.
- Any Army Soldier can take a single explosive grenade (+6 points).
- The Company can have any number of Snail walkers (4 points each).

### 6.1.7 THE NEW KHANATE

*'The Mongol is a fascinating breed. Individually they are bandy-legged, Asiatic psychopaths but together they have the power to sweep empires aside as if they were corn dollies. If we are going to expand our interests in the East, gentlemen, I can think of no better force to assist us.'*

Hiram Chezberg, Stockholders' Meeting, New York, 1891

Sweeping out of the plains and falling upon the ancient Silk Road as far as Samarkand, the horsemen of the Mongolian tribes have been a plague on Russian, Tibetan and Chinese caravans, settlements and outposts for centuries. Of late, they seem to have become bolder and more organised. Some freed Chinese hostages have claimed that the usually warring tribes are being united by the 'New Khan'. If so this is very grave news for the fractured Chinese Empire.

It also seems that someone is supplying them with modern weapons and other technology. The Okhrana believe that the British are behind this, while the Chinese consider it to be the work of the Russians. This support is, in fact, coming from a very unlikely quarter – the Americans. Through his local agent, Benjamin 'Big Ben' Peabody, the American industrialist Hiram Chezberg has been assisting the Mongols in return for prospecting and mining rights across their vast lands. This assistance has come in the form of weapons, armour and training.

The New Khan, Temujin, is the son of a tribal chieftain who murdered his father a few years ago and has since led his tribe on a journey of conquest. Temujin is a man of cool intellect and wide ambitions. His astrologers have foreseen that, if he pleases the gods with his actions, he will forge a New Mongol Khanate that will stretch from the Pacific in the east to the Mediterranean and the Baltic in the west.

He is advised by his wise and diplomatic sister Yisui. She has been as influential as Temujin in reuniting the warring Mongol clans. She uses the ancestral powers taught to her by her mother to good effect and has saved her brother's life many times.

'Big Ben' Peabody is one of the legendary engineers who drove the rails west to meet the Pacific. A complete technophile, he never travels anywhere without all the latest gadgets. To look at him, though, you would think that he was a prize-fighter. He first gained audience with Temujin by taking on two mounted Mongol warriors with his bare hands. When accompanying the Mongols into battle Ben keeps up by riding a Cody steam horse; most local mounts would struggle to support his huge frame. Ben is supported by a variety of mercenaries, all funded by Chezberg, who bring modern technology to the battlefield in support of the Mongols.

Temujin always deploys with a warband of his own people, consisting of at least one chieftain and two warriors. He also likes to travel with at least one of his Chinese Astrologers. These wily old men often have remarkable powers that they use to support their lord.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Temujin	2+	+4	+3	+1	77	Leadership +2, Cavalryman, Intervention, Duellist (Sword), Trick Riding	Brigandine, pistol, sword, cavalry horse
Yisui	4+	+1	+3	+1	42+	Leadership +1, Erudite Wit, Cavalryman, Trick Riding, up to 15 points of Mystical Powers	Lined coat, bullwhip, bow, cavalry horse
'Big Ben' Peabody	3+	+4	+2	+0	90	Leadership +1, Engineer, Strongman, Martial Artist	Magneto-static waistcoat, Arc cannon, Arc generator, Cody Steam Horse
Mongol Chieftain	4+	+2	+3	+1	39	Leadership +1, Cavalryman	Brigandine, bow, pistol, sword, cavalry horse
Mongol Warrior	5+	+1	+2	+1	30	Cavalryman	Lined coat, bow, pistol, sword, cavalry horse
Mercenary	5+	+2	+2	+0	23		Brigandine, military rifle, pistol, fighting knife
Chinese Astrologer	5+	+1	+1	+1	10+	Up to 20 points of Mystical Powers	Lined coat, sword

## OPTIONS

- Any Mongol Chieftain or Warrior can exchange his bow for a carbine (+1 point).
- Any Mongol Chieftain or Warrior can exchange his sword and pistol for a lance (-2 points).
- Any Mongol Chieftain or Warrior can take the Trick Riding Talent (+5 points).
- Any Mercenary can be mounted on a cavalry horse (+9 points) or a Cody Steam Horse (+21 points). If he has a mount then he can take the Cavalryman Talent (+3 points).
- Two Mercenaries may give up their military rifles (-9 points each) and take a single machine gun between them (+26 points).
- One Mercenary may exchange his military rifle for a Congreve Rocket Launcher (-2 points) and take up to three explosive rocket grenades (+7 points each).
- Any Mercenary can exchange his pistol for an Arc pistol (+3 points).
- Any Mercenary may take up to three explosive grenades (+6 points each).
- Any Mercenary can take the Engineer Talent (+5 points). If he does he may take an Arc generator (+20 points), exchange his military rifle for an Arc rifle (-1 point), take up to five grenades of any type (points costs depends on grenades chosen). If equipped with a Congreve Rocket Gun, he can take rocket grenades instead (points costs depends on grenades chosen).
- Any Mercenary, Mongol Chieftain or Warrior can take the Marksman Talent (+5 points).
- A Chinese Astrologer may be mounted on a cavalry horse (+9 points).

## 6.2 INDIA

The British Government and public would like to believe that India is both stable and secure. Following the crushing of the Mutiny in 1859 the Indian Army was completely reorganised with more British Troops and heavy recruitment amongst the more loyal tribes of the Punjab and Nepal. Coupled with Sleeman's successful campaign against the Thugs this did indeed quell unrest for a few decades.

However, there has been a recent and troubling increase in Hindu nationalism, especially in the face of the preponderance of Muslim, Sikh and Buddhist soldiers being used by the Raj. This has led to protests, a few attempts at secession by some remote states and the re-emergence of Thuggee, this time in the form of a religious cult aimed at ridding the sub-continent of the 'harmful influence' of westerners. Add to this the Great Game being played between Britain and Russia along the North-West Frontier and the resulting situation could perhaps be described as 'fluid'.

The British reaction to this has been two-fold. The first, and most traditional, has been the use of overwhelming military force wherever rebellion is threatened. The second has been the creation of a network of local agents in every caste supported by a number of small, unorthodox companies. These companies travel light, have a good understanding of the country and its society, and can often nip problems in the bud.

Not helping matters, though, are the agents of the Honourable East India Company, who have continued their rapacious commercial strategies. Every attempt by the British Government to restrict them has been stymied, often through political interference back home.



Up on the North-West Frontier the Russians seem to be making some headway with the Afghan King and the Pathan tribes who control many of the passes down into Baluchistan and the Punjab. Due to the problems elsewhere in the sub-continent, the garrisons along the frontier are only lightly manned and are relying on support from Royal Navy dirigibles and such formations as the Shangri-La Fusiliers. In the same region, the Raj faces further difficulty from the utterly mad, self-styled Tipoo Sultan. His forces strike against targets chosen apparently by whim and no faction is safe from their depredations.

More mysterious are the monks who sometimes journey into India from hidden strongholds in the Himalayas. Their ways seem strange to Indian and Westerner alike and their interference in local affairs is both unwelcome and unfathomable – yet those who oppose them swiftly learn that these monks are more than capable of taking on well-armed troops with their bare hands.

### 6.2.1 THE INDIAN ARMY

*‘For those of you who would have us treat the Hindu better out of respect for their ancient culture and traditions I would remind you of the Mutiny and the appalling atrocities carried out by these savages on civilised men and women. I prefer the Roman model and feel it is more merciful in the longer term to rule with a rod of iron rather than an olive branch.’*

Lt Col Blowhard, Imperial Military College, 1894

The British Army in India is perhaps one of the most diverse on the planet. Besides the British troops the Army recruits local Indians, Sikhs and Ghurkhas to enforce its military, political and economic domination of the Raj.

Few men in India are louder in declaring the superiority of British culture over the ‘uncouth pagan natives’ than Lieutenant Colonel Sebastian Blowhard. The man is a beastly bore and an absolute cad in a way that even Lord Curr would find hard to emulate. Were it not for the loyalty of his officers and men he would have been murdered years ago. During his tenure as the Bombay garrison commander there have been three mutinies by native troops and a rebellion by the Tipoo Sultan, an influential and quite mad maharajah. One thing in which Blowhard has been effective is the pursuit of the newly reformed cult of Kali. His arch-enemy is Singh, leader of the cult, and his army of fanatical Dacoits and Thugs. As a result, Blowhard wears a custom-made steel gorget, even when he sleeps. Blowhard has a habit of seizing the portable assets of those he defeats and then shipping them off home in the dead of night, often with the assistance of Lady Helen Quatermain. This has earned him the moniker of ‘The Robber Baron of Bombay’.

Captain Archibald Proudfoot sees himself as ‘a modern officer in a medieval nightmare’. Originally trained as a Royal Engineer, an unfortunate affair with one of Her Majesty’s nieces saw this capable and handsome young man exiled to the colonies with a regimental commission in the 13th Foot (Prince Albert’s Somerset Light Infantry). He regards Blowhard as a lunatic and considers it his mission to have as many of his command survive ‘that damned man’s schemes’ as he possibly can. He has been moderately successful in this and enjoys the loyalty of both his British and Ghurkha troops. He likes to use modern tactics to win engagements, preferring the application of superior firepower to foolish swordplay.

By far the youngest of the Borrage brothers, Sergeant John ‘Johnny’ Borrage followed his siblings into the British Army and found himself in the 13th Foot. His resolute character and willingness to follow his officer, Captain Proudfoot, into any situation, no matter how dire, has speeded his promotion to Sergeant. He is an excellent shot and has gathered a band of marksmen around him upon which his Captain has come to rely.



Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Lt Col Sebastian Blowhard	3+	+3	+3	+0	46	Leadership +2	SRC breastplate, pistol, sword
Captain Archibald Proudfoot	3+	+4	+4	+1	61	Leadership +1, Marksman	Breastplate, military rifle, pistol, sword
Sgt John 'Johnny' Borrage	4+	+2	+3	+0	34	Leadership +1, Marksman, Bayonet Drill	Brigandine, military rifle, bayonet
British Captain	3+	+4	+4	+1	57	Leadership +2	SRC breastplate, pistol, sword
British Sergeant	4+	+3	+3	+0	31	Leadership +1, Bayonet Drill	Brigandine, military rifle, bayonet
British 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
Sikh Sergeant	4+	+3	+1	+0	26	Leadership +1	Jack, military rifle, sword
Sikh Private	4+	+2	+1	+0	21		Jack, military rifle, sword
Sepoy Private	6+	+1	+2	+1	18		Jack, military rifle, bayonet
Ghurkha Sergeant	4+	+2	+2	+0	24	Leadership +1	Jack, military rifle, kukri <sup>1</sup>
Ghurkha Private	5+	+2	+2	+0	19		Jack, military rifle, kukri <sup>1</sup>
Sapper	5+	+2	+2	0	19	Engineer	Brigandine, pistol, fighting knife
Field Surgeon	4+	+0	+2	+0	15	Medic	Lined coat, Pistol
Sergeant, 9th Lancers	4+	+3	+2	+0	41	Leadership +1, Cavalryman	Brigandine, carbine, lance, sword, cavalry horse
Trooper, 9th Lancers	5+	+2	+2	+0	34	Cavalryman	Brigandine, carbine, lance, sword, cavalry horse
Royal Horse Artillery Bombardier <sup>2</sup>	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: A *kukri* is the signature weapon of the Gurkhas and counts as a fighting knife.

2: Every RHA Bombardier must be accompanied by at least one RHA Trooper.

## OPTIONS

- A Captain may also purchase an Arc pistol (+6 points).
- Sergeants, Corporals and British Privates may take explosive grenades (+6 points each). They may also take the Grenadier Talent (+3 points).
- Sergeants, Corporals and Privates may purchase the Marksman Talent (+5 points) and/or the Bayonet Drill Talent (+2 points).
- Sergeants and Corporals may purchase the Tough Talent (+5 points).
- British Sergeants, British Corporals, British Privates and Gurkhas can have the Skirmisher Talent (+3 points).
- Any figure may purchase a Breath Preserver (+2 points).
- One machine gun (26 points) may be deployed per patrol. It is crewed by two soldiers who can be any mix of Sergeants, Corporals and Privates. These soldiers exchange their military rifles and bayonets for pistols (-9 points per figure) – but if any of the crew are Gurkhas they will always retain their Kukri (and thus be at -6 points per figure instead).
- Gurkhas may take the Fearless (+10 points) and/or Stealthy (+5 points) Talents.
- A Sapper may take a Congreve Rocket Gun (+7 points) and three Rocket Grenades (any type, costed by type).
- A Sapper may take any type of grenade (costed by type) and/or a single bomb (+7 points); he may also take the Grenadier Talent (+3 points).
- A Sapper may take the Mechanic Talent (+5 points).
- One or more armoured steam lorries (26 points each) may be used.
- One or more Scout walkers (IHMN 5.5) may be deployed (59 points each) – the steersmen must be Sappers.

## 6.2.2 MONKS OF THE STAR GODS

*'Relying on the Buddha is like relying on a mountain. You know that it is there but cannot predict when an avalanche might occur. We must act now and decisively to maintain the divine silence and prevent the sleepers from awakening.'*

Abbot Che, Green Mountain Monastery, Tibet 1888

Although most of the monasteries in Tibet are ostensibly Buddhist, in some of the highest and most remote valleys there are communities that revere far more ancient deities. These antediluvian orders were founded five thousand years before the Buddha arose and over the last two millennia have melded his teachings with the worship of their 'Star Gods'.

These primordial deities slumber beneath the Himalayas and it is the role of the monks to prevent them being disturbed for, should they awake, the entire world would be in peril. Each monastery is responsible for the care of a single Star God and by the study of that deity and its teachings they have developed a number of extraordinary powers. Some of these they have taught to lesser orders such as the Shaolin in return for ancient artefacts and strategic influence.

Throughout history some monks have travelled the world in small groups. These monks use neither armour nor weapons, instead relying on their own skills and Mystical Powers. In most cases they are tasked with slowing the advancement of mankind for fear that the increasing 'noise' of the modern world will awake their masters. At this time they seem particularly interested in thwarting the Society of Thule, the Hellfire Club and the reincarnated Pharaoh Akhenaton. They regard each of these as dabbling with forces they do not understand which will significantly increase the 'noise' humanity makes. It is worth noting that it was these monks who assassinated and imprisoned the soul of Akhenaton in the first place.

The most notorious of these monks is Master Choden. He has been around for many centuries and it is generally believed that either he cannot be killed or that a series of monks have taken up his name to continue his work. He is the most active in the pursuit of divine silence. Few have ever fought him and survived so descriptions of him are rare. Inscriptions in a Babylonian temple describe Choden as a demon with a hundred hands, perhaps in reference to his martial arts prowess. Prince Vlad Tepes has said that Choden was both his friend and his enemy at different times and was responsible for the Prince's most recent two-century absence. Choden is also on the Cognoscenti's 'most-wanted' list.

Abbot Che has been the leader of the oldest monastery for the last three hundred years, and is considered to be the wisest of all the abbots. He is a tiny man who walks slowly with a stick. Anyone who has faced him in combat is amazed at the transformation from ancient Tibetan to whirling fury.

Big Yak is a stalwart Tibetan retainer who has been seen at Choden's side several times in the last decade. He is a huge man with appetites to match, but Choden seems to find him amusing and allows him his flaws. The Tibetans he leads always seemed buoyed by his presence and he often chooses to carry a prayer flag strapped to his back.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Abbot Che	2+	+5	+0	+2	96	Leadership +3, Immortal, Martial Artist, Antivenom, Resonant Touch, Lesser Sigil, Greater Sigil	Prayer wheel (see Options)
Master Choden	2+	+5	+0	+2	75	Leadership +2, Martial Artist, Antivenom, Immortal, Resonant Touch, Lesser Sigil	
Big Yak	4+	+3	+2	+0	39	Leadership +1, Marksman, Tough	Brigandine, military rifle, two-handed hammer <sup>1</sup>
Abbot	2+	+5	+0	+2	76	Leadership +3, Martial Artist, Antivenom, Resonant Touch, Lesser Sigil, Greater Sigil	
Master	3+	+4	+0	+2	51	Leadership +2, Martial Artist, Antivenom, Resonant Touch, Lesser Sigil	
Monk	4+	+3	+0	+1	27	Martial Artist, Antivenom, Resonant Touch	
Initiate	5+	+2	+0	+1	8	Martial Artist	
Tibetan Retainer	5+	+1	+1	+0	19		Brigandine, military rifle, sword

1: A two-handed hammer is equivalent to a large axe.

### OPTIONS

- An Abbot can include up to three Tibetan Yetis in his Company (SDRS 3.0, 65 points each).
- Tibetan Retainers can each take a single explosive grenade (+6 points) or smoke grenade (+2 points).
- One Tibetan retainer can take a Congreve Rocket Gun (+7 points) and up to three explosive rocket grenades (+7 points each).
- Any Retainer can take the Marksman Talent (+5 points).
- Any Monk or Retainer can take a coat of yak fur; this gives them the equivalent of the Coldproof Talent (+5 points).
- Any Monk, except an Initiate, can take the Fanatic Talent (+5 points) and/or the Medic Talent (+5 points).
- Any Monk, including an Initiate, can take the Stealthy Talent (+5 points).
- One Monk of any rank, or Big Yak, can carry a prayer wheel or prayer flag (+10 points). This gives them the equivalent of the Inspirational Talent.

### 6.2.3 PATHAN TRIBESMEN

*'The Pathan tribes are always engaged in private or public war. Every man is a warrior, a politician and a theologian. Every large house is a real feudal fortress... Every family cultivates its vendetta; every clan, its feud... Nothing is ever forgotten and very few debts are left unpaid.'*

Lt Winston Churchill, Malakand, 1897

Of the many foes the British face in India not even the Thugs put as great a wariness in the step of a British soldier than the Pathan Tribesmen of the North-West Frontier. Their cunning, tenacity and vicious treatment of captives has made them a primary enemy for several decades.

In these troubled times it gives the British High Command in India great concern that these formidable mountain warriors are making common cause with the Russians as the latter pursue the Great Game. There is also the fact that the Pathans control most of the passes into Afghanistan from the Punjab, Baluchistan and the North-West Frontier Province. Thus, if the British are to quell the uncooperative regime in Kabul they will first need to clear the passes of the Pathan.

In the last few years several of the most quarrelsome tribes seem to have put their differences behind them. Some put this down to the influence of Ivan Rostov, a Russian cavalry officer and emissary to the Afghan Court. Others attribute the change to the mysterious ‘Golden Sheikh’ who now seems to hold over half the passes in an iron grip.

The Golden Sheikh was once a street orphan in the Punjab, where he became an informant for a British officer and learned many things about how the British manipulate the native peoples for their own advantage. One day when he was a young man he discovered an ancient tomb that predated the coming of Islam. In it were many wonders, one of which was a set of golden armour left there by one of the generals who followed Alexander into India (the equivalent of a modern SRC breastplate). Another was a casket containing a magical flute that could summon and control an *efrit*, an ancient demon.

Ivan Rostov is a modern man who uses modern methods to gain what his country needs. He has bribed the Afghan court with Arc weapons, machine guns and field guns, not with gold. He has awed them with the new Russian dirigible bombers he intends to use to take the Punjab and then all of India. All that lies between him and India are the passes controlled by the Golden Sheikh, so now he is working to gain the trust of the Pathans. He has already delivered two thousand modern military rifles and enough ammunition to start a small war.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Golden Sheikh	3+	+3	+3	+0	53	Leadership +2, Intervention	SRC breastplate, sabre, Efriti Flute
Ivan Rostov	3+	+4	+2	+0	47	Leadership +1, Erudite Wit, Impervious	Magneto-static waistcoat, Arc rifle, sabre
Pathan Chieftain	4+	+2	+2	+1	28	Leadership +1, Stealthy	Chain shirt, pistol, sabre
Pathan Rifleman	5+	+1	+2	+1	25	Stealthy	Lined coat, military rifle, sabre
Pathan Horseman	5+	+2	+1	+0	27	Cavalryman	Lined coat, carbine, sabre, cavalry horse
Russian Engineer	5+	+2	+2	+0	22	Engineer	Brigandine, Arc pistol, fighting knife

## OPTIONS

- The Golden Sheikh can use the Efriti Flute once per game to summon an Efriti. This counts as a Demon and its points cost must be paid when building the Company (HVF 3.0, 55+ points).
- Any Pathan Rifleman can take the Marksman Talent (+5 points).
- A Russian Engineer can take an Arc generator (+20 points), any type of grenade (costed by type) and/or a bomb (+7 points).
- Any Russian Engineer can take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- If Rostov is part of the Company then it can take one Baba Yaga mechanised walker (+79 points).

## 6.2.4 THE SHANGRI-LA FUSILIERS

*'Right men, the artillery barrage begins in one hour precisely. We need to take the compound, clear it of Pathans and rescue Reverend Golightly before all hell breaks loose. Sergeant, take your marksmen with the new rifles and the mountain gun onto the heights over there. You shall clear a path for myself, Lt. Carnehan, Billy Fish and our Ghurkha comrades. Once we begin our charge nothing can be allowed to impede us. Leave the wounded where they fall, we shall pick them up as we make our return. Billy, tell your men to take only their rifles, thirty rounds of ammunition and their kukris and nothing else, as everything relies on speed and good shooting.'*

Captain Dravot VC, before the storming of Kebel Pak, April 1894

The British Army in India faces a multitude of problems, but most of its strength is tied down in maintaining public order and protecting its long borders. Recently there has been a rise in problems for which a traditionally constituted Army battalion is ill-fitted to respond. These problems include the return of the Thugs with their fanatical devotion to Kali, a growing rebel movement amongst the warriors of the Sikh Khalsa, a number of devious and sinister maharajahs and the increasing activity of Russian agents amongst the Pathan tribesmen of the North-West Frontier.

General Sir David Alexander's response has been to create a specially constituted Indian Extraordinary Force (IEF) to specialise in counter-insurgency operations. This force acts independently of the local chain of command and reports directly to Alexander's staff. In order to reduce the risk of treachery from within, only those of guaranteed loyalty to the Crown – i.e. British and Ghurkha troops – are assigned to the IEF.

The IEF is led by the maverick Colonel Julius Fox MC. It has based itself in the Punjab from which it sends out patrols to deal with a range of 'intractable problems'. Each patrol is armed and equipped with the best that the Indian Army can provide, something that causes constant friction with local commanders.

The patrols usually deploy in 'mufti' – local civilian dress – and operate far from any support for weeks or even months at a time. The sort of men required for such missions are tough and self-reliant. Thus Fox has recruited some of the most insubordinate coves in the Indian Army. Many are men who have been offered pardons from long sentences in return for serving in what they have come to call the 'Shangri-La Fusiliers'. This is because whenever they ask their officers where they are going next they are told 'Shangri-La'.

Two men who have risen to prominence in the IEF are a pair of rogues called Captain Dravot and Lieutenant Carnehan. Both of these men should have been cashiered long ago for a number of offences including looting, smuggling, desertion (for three years) and even the suspicion of murder. Commanding 2nd Platoon IEF they have gained a reputation for doing the impossible and Fox often sends them on do-or-die missions. Amongst the Fusiliers, members of the platoon are known as the 'Gravediggers'.

Whenever Dravot or Carnehan lead a patrol they are always accompanied by a Ghurkha Sergeant known to everyone in the Fusiliers as 'Billy Fish'. As with so many in the IEF, his background is a little hazy but he is clearly completely loyal to the two British officers.

When asked to describe the 2nd Platoon, Fox likes to misquote the Duke of Wellington: 'I don't know if they frighten the enemy, but they sure enough frighten me, old boy'.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Captain Dravot	3+	+3	+3	+0	44	Leadership +2, Duellist (Sword)	Breastplate, pistol, sword
Lieutenant Carnehan	3+	+3	+3	+0	50	Leadership +1, Marksman	Breastplate, military rifle, pistol, sword
Billy Fish	4+	+3	+2	+0	36	Leadership +1, Fearless	Jack, military rifle, kukri <sup>1</sup>
British Sergeant	4+	+3	+3	+0	36	Leadership +1, Bayonet Drill, Tough	Brigandine, military rifle, bayonet
British Private	5+	+2	+2	+0	22	Bayonet Drill	Brigandine, military rifle, bayonet
Ghurkha NCO	4+	+2	+2	+0	24	Leadership +1	Jack, military rifle, kukri <sup>1</sup>
Ghurkha Private	5+	+2	+2	+0	19		Jack, military rifle, kukri <sup>1</sup>
Sapper	5+	+2	+2	+0	19	Engineer	Brigandine, pistol, fighting knife
Field Surgeon	4+	+1	+1	+1	20	Medic	Brigandine, pistol, fighting knife

1: A *kukri* is the signature weapon of the Ghurkhas and counts as a fighting knife.

## OPTIONS

- Both Dravot and Carnehan may take the Cavalryman Talent (+3 points) and either a cavalry horse (+9 points) or a riding horse (+4 points).
- Any member of the Company may take a riding horse (+4 points).
- A Sapper may take a Congreve Rocket Gun (+7 points) and up to 3 rocket grenades of any type (+7 points each) or an Arc generator (+20 points). If he takes the Arc generator he can exchange his pistol for an Arc pistol (+3 points). A Sapper who takes none of these options may take up to 5 grenades of any type (points cost depends on grenade type); if he does then he may also take the Grenadier Talent (+3 points).
- Any Sapper may take the Mechanic Talent (+5 points).
- Dravot, Carnehan and Sergeants may take a single explosive grenade each (+6 points).
- Any figure equipped with a pistol can exchange this for an Arc pistol (+3 points).
- Any British Sergeant, British Private or Ghurkha may take the Skirmisher Talent (+3 points).
- British Sergeants and Privates may take the Marksman Talent (+5 points) or they can exchange their military rifles for Arc rifles (-1 point each).
- Any Ghurkha may have the Fearless Talent (+10 points) and/or the Stealthy Talent (+5 points).



## 6.2.5 THUGS AND DACOITS

*‘The white devils have taken our land and our crops. They have enslaved our women and our children. They disrespect our culture and our gods. Shiva and Kali demand that we avenge this and our fallen brothers. We shall show the white devils why they fear the darkness...’*

Samarbir Singh

Samarbir Singh, the self-styled Tiger of Hyderabad, claims to have restored the curse of Thuggee to the subcontinent. The Thugs were thought extinct after the valiant efforts of Lt Col Sleeman in the 1830s and 40s but a spate of recent attacks on travellers and plantation owners would suggest that Samarbir Singh’s claims may be true.

Whereas before the Thugs mostly targeted Indians, they now seem to be deliberately seeking out the white man. It is evident that Singh and his *naib subedars* (gang bosses) are displaying a deep knowledge of the British Raj and its ways, coupled with vile cunning. He seems to have recruited hundreds of Dacoits (bandits) and Thugs (highwaymen) into roving bands that plague most of southern India and may even have established himself around Rangoon in Burma. The Consulting Detective recently investigated a murder in Berkshire which seemed to have Thuggee connections.

Among the Thugs, the *phansigars* – ‘noose operators’ – are particularly feared. They tend to operate in teams of three or four. One of them will attempt to garrotte their victim while the others restrain him (see Mobbing – IHMN 3.4.4).

It is said that Singh is the ‘anointed of Kali’ and travels nowhere without a coterie of her awful priests. He is using this ancient cult to intimidate other criminal gangs and absorb them into his growing organisation.

In a recent counter-insurgency action against a suspected Thug gang, officers were disturbed to discover that amongst the gang were several Indian Army deserters equipped with rifles.

Samarbir Singh personally leads many of the more challenging strikes against the might of the Raj. He is frequently accompanied on such operations by Jera, a high priest of the resurgent Cult of Kali. Jera is an absolutely raving fanatic, even by cult standards, and has been known to slaughter even his own followers if they incur his displeasure.

Singh’s other frequent companion is Sardi, a giant of a man who manages to wield both a two-handed sword and a shield. Sardi was originally a *jetti* in the service of the Tipoo Sultan but converted to the religion of Kali. The Tipoo Sultan has put a very large price on his head and his capture is also a priority for the Indian Army as he has considerable inside knowledge of two organisations which are thorns in the side of the Raj.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Samarbir Singh	3+	+3	+1	+0	46	Leadership +2, Intervention	Breastplate, sword, pistol
Jera, High Priest of Kali	2+	+2	+0	+1	38+	Leadership +1, Fanatic, up to 20 points of Mystical Powers	Fighting knife (poisoned)
Sardi	4+	+4	+1	+0	46	Strongman, Tough	Breastplate, shield, two-handed sword
Naib Subedar	4+	+2	+2	+0	22	Leadership +1	Chain shirt, pistol, sword
Priest of Kali	3+	+1	+0	+1	19+	Fanatic, up to 10 points of Mystical Powers	Fighting knife
Dacoit	5+	+1	+1	+1	9		Sword
Thug Phansigar	5+	+1	+0	+1	15	Fanatic	Rumal <sup>1</sup> , throwing knife
Thug Deserter	5+	+1	+1	+0	17		Jack, military rifle, bayonet

1: The *rumal* is a scarf which is used as a garrotte.

## OPTIONS

- Sardi may have the Fortitude Talent (+5 points).
- Dacoits can also be armed with a shield (+1 point) or a muzzle-loading rifle (+6 points).
- A Naib Subedar can take a shield (+5 points) or exchange his sword for a two-handed sword (+2 points).
- Priests can poison their knives (+8 points).
- Any Dacoit or Naib Subedar can take the Tough Talent (+5 points).
- Phansigars can take the Stealthy Talent (+5 points).
- Deserters can take the Bayonet Drill Talent (+3 points).
- Any Priest of Kali can summon a single Hindu Demon once per game (lesser demon, HVF 3.0, 20+ points).

### 6.2.6 THE TIPOO SULTAN

*'There are times when I almost pity Colonel du Breton for being subject to the mad whims of his paymaster. Then I look to my own chain of command...'*

Comment attributed to Captain Archibald Proudfoot in a *Bombay Times* article by Abercrombie Maxwell, 1894

The original Tipoo Sultan, also known as the Tiger of Mysore, was slain in battle with the British in 1799. He was regarded by some as a genius and by others as a madman. His title has now been taken up by a new man – and there is no doubt that this one is truly mad. No-one knows who he really is or where he came from but he shares two other characteristics with the original: fabulous riches and a lust for power. Another defining characteristic is his fascination with exotic technologies and Mystical Powers.

From his hidden base somewhere in the mountains of the India–Afghanistan border, the Tipoo Sultan mounts expeditions to further his ambitions. He seems to be completely fearless and prepared to take enormous risks with his own safety, which inspires his followers almost as much as the fantastic rewards he heaps on them after successful missions. Those who fail him, however, tend to meet horrible (and often very creative) ends. In battle the Tipoo Sultan wears an exoskeleton over a set of exotic robes with the properties of a Faraday coat. The exoskeleton functions in the same way as an All-Electric Limb Prosthesis but also includes a Vertical Spring Translocator.

The Tipoo Sultan's military commander, Colonel Krishna du Breton, is of mixed Indian-French descent. A remarkable pistol shot, he balances the Tipoo's fearless insanity with cold military calculation – for which he is, of course, very well remunerated.

Much of the exotic technology used by the Tipoo and his forces is built and maintained by Aristide Scharn, an engineer from Alsace who has both French and German ancestry. He was once a protégé of Doktor Kobalt but sold out to a higher bidder and is now on the Society of Thule's 'most-wanted' list. There is a rumour that he may be an agent-provocateur of Le Cabinet Noir, encouraging the madman Tipoo to undermine British interests in the region.

Most of the Tipoo's troops have joined him from the British Army, the Honourable East India Company and the local tribes. Although largely rabble, they are well-equipped rabble and generally fight loyally for him as long as things are going their way. Far more personally loyal are his bodyguard of strongmen, the *jettis*. All of them are massively built and well-muscled, none more so than their leader Aamir. They go into battle shaven-headed, unarmoured and bearing both heavy weapons and exotic polearms. The Tipoo also has several mystics in his employ who bring a wide range of Mystical Powers to the battlefield on his behalf.

The most exotic of the Tipoo's troops are his mechanical creations. His clockwork tigers rely on Arc generators to provide them with power and are automatons directed by his engineers. His Brass Elephants, on the other hand, are exotic mechanised walkers and are powered by steam dynamos.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Tipoo Sultan	2+	+3	+3	0	101	Leadership +1, Inspirational, Fearless	Faraday coat, Faraday shield, Arc pistol, sword, Arc generator, All-Electric Limb Prosthesis, Vertical Spring Translocator
Col du Breton	3+	+2	+3	0	54	Leadership +2, Duellist (Pistol), Marksman (Pistol)	SRC breastplate, pistol, sword
Aristide Scharn	4+	+0	+1	+1	42	Engineer	Faraday coat, Arc pistol, Arc generator
Aamir	3+	+4	+2	0	67	Strongman, Tough	Arc cannon, two-handed sword, Arc generator
Sergeant	5+	+2	+2	0	25	Leadership +1	Chain shirt, military rifle, bayonet
Soldier	5+	+1	+1	0	18		Brigandine, military rifle, bayonet
Tribesman	6+	+1	+1	+1	14		Lined coat, carbine, sword
Jetti	4+	+3	+1	0	25	Strongman, Tough	Halberd
Engineer	5+	+1	+1	0	17	Engineer	Magneto-static waistcoat, Arc pistol
Mystic	4+	+1	+1	+1	10+	up to 20 points of Mystical Powers	Fighting knife

## OPTIONS

- Any Sergeant or Soldier may have the Bayonet Drill Talent (+2 points).
- Any Sergeant may have the Marksman Talent (+5 points) and/or the Skirmisher Talent (+3 points).
- Any Tribesman may be equipped with a cavalry horse (+9 points). If he has one, he may also take the Cavalryman Talent (+3 points) and/or the Trick Riding Talent (+5 points).
- Each Jetti may be equipped with a machine gun (+26 points), a flamethrower (+11 points), an Arc cannon (+11 points), a Nock gun (+8 points) or magneto-static projection barrier (+4 points).
- Any Jetti may have the Fortitude Talent (+5 points).
- An Engineer may carry an Arc generator (+20 points).
- An Engineer may carry any number of grenades of any type (cost depends on grenade types); he may also have the Grenadier Talent (+3 points).
- Any Engineer, including Aristide Scharn, may have the Mechanic Talent (+5 points).
- As long as the Company fields at least one Engineer it can have an Edison Beam Translator (25 points).
- A Mystic may have the Medic Talent (+5 points).
- The Company may include one Clockwork Tiger (40 points) for each figure with the Engineer Talent and one for each Arc generator fielded.
- The Company may field any number of Brass Elephants (54 points each). These must be crewed by two Engineers, paid for separately.

## 6.3 JAPAN

No other nation in the East has embraced the ways of the West with such speed and enthusiasm as Japan. After finally removing the stranglehold of the Shogunate and the old samurai clans, it has reorganised its army and navy based on Western – and particularly British – military training and practice. This is particularly noticeable in their approach to transmundane matters and the recently formed Kyoto Company bears more than a passing resemblance to the Prince of Wales's Extraordinary Company.

The Emperor is now supported by a limited parliament and government and the Empire has begun to expand its sphere of influence into Korea and China.

However, not everything is well at home. Numerous political, commercial and criminal interests resent the changes wrought through the modernisation of Japan. A small number of diehard samurai lords, styling themselves the Thousand Ronin, have retreated into the mountains where they are leading government forces a merry dance. Some members of the much-feared military police, the Kempeitai, believe that the rebels are receiving support from the Chinese Empress-Dowager, who would dearly like to see Japan descend into the chaos of civil war. Several Buddhist monks have been captured carrying money and messages to the Ronin from China.

The Ninja provide another complicating factor. No-one can be certain whether they are a continuation or a re-invention of their semi-legendary medieval predecessors. Equally, no-one can doubt their effectiveness as spies and assassins. They operate both at home and overseas – and appear to have no politics or loyalty beyond their clan and their current employer. Many in the government are uncomfortable about their existence – while others, more pragmatic, are happy to be able to place contracts with them.

The Yakuza have welcomed the changes in Japan. Previously limited by the Shogunate, they are now expanding rapidly, especially under the cover of legitimate import-export businesses. Under the new regime they have considerable freedom to develop their networks at home, in South-East Asia, in Korea and along the Chinese coastline. Their main competitor has been the Honourable East India Company, a formidable foe which they are nonetheless keen to take on.

Recently, the Japanese have been competing with the Russians for control of a number of islands north of Japan. As Russia ails from its internal political crises, the Japanese have their eyes on Port Arthur and Vladivostok as potential areas of future expansion. The Germans have been covertly encouraging this and have sent a cadre of instructors to assist in the further modernisation of the Imperial Japanese Army.

### 6.3.1 THE THOUSAND RONIN

*'The code of Bushido cannot be broken by the laws of lesser men. It is a divine duty placed upon the strong.'*

Sensei Todura Mifune

Japan's transition from Shogunate to Empire was bloody. Many of the old samurai clans fought to maintain the status quo – some because they wanted to retain their status, some because they feared change... and some because they actually valued Bushido, the way of the warrior, and wanted to preserve it. As history records, the Imperial Japanese Army's sheer numbers and firepower settled this matter decisively. Not all of the true adherents of Bushido were slain, however. The survivors scattered. Some were hunted down and captured or killed. Many chose to commit *seppuku* (ritual suicide). A very few, though, went into hiding. These few – now known in popular Japanese culture as the Thousand Ronin – have continued the teaching of Bushido, some by living secretly among the population and others in hidden mountain fortresses.

According to the stories, the Thousand Ronin are led by the Three Sensei – masters and teachers – from the old days. Some believe they are very old but possessed of Mystical Powers. Others believe they are *kami* from the spirit world. In truth, it is the possession of three magical relics that gives the Three Sensei their immortality.

Short, thin and bald, Sensei Muromata Kosai is the *kyujutsu* (archery) master and wields a magical bow named 'Susanoo' in honour of the god of storms, which grants Kosai immunity to electrical attacks. Tall and lithe with grey hair in traditional samurai style, Sensei Todura Mifune is the *kenjutsu* (swordsmanship) master and wields a magical *no-dachi* (two-handed sword) named 'Akira', which grants him immunity to fire. The third Sensei is known simply as Reidou – 'Mother'. She is short, broad and white-haired. She's also the master of a wide variety of unarmed combat techniques. Her relic is 'Kabe' ('Wall'), a magical breastplate that grants her immunity to cold. It is almost unheard of for more than one of the Three Sensei to be part of the same Company.

Members of the Thousand Ronin take the field to defend themselves against incursions by the Japanese government or against raids by foreign Companies trying to fathom their secrets. They also occasionally undertake missions to recover texts or artefacts of historical or mystical importance to their way of life. This means that they may be encountered pretty much anywhere in the Far East but only very rarely in the rest of the world.

All of the Thousand Ronin are trained in traditional combat arts and completely eschew modern technology when fighting. Very occasionally, one or two of them will ally with other Companies in a common cause; they will still not use modern technology themselves but will fight alongside those who do. Most Companies will be led by one or more masters, each a graduate student of one of the Three Sensei. The rest of the Company will consist of initiate *ronin* (skilled but not yet masters) and novices who are relatively new to the way of the warrior. Many Companies also include Buddhist priests, who serve both their spiritual and medical needs, or Shinto priests whose focus is more spiritual.

Although the majority of the Thousand Ronin are men, Westerners are sometimes surprised to learn that the group also includes a significant number of women – perhaps as many as a quarter of its total membership. Sometimes its companies include a few outsiders as well, usually Ninja who have been hired for a specific mission.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Sensei Muromata Kosai	2+	+3	+5	+1	106	Leadership +3, Immortal, Duellist (Bow), Eye of Odin	Breastplate, Susanoo, katana <sup>1</sup>
Sensei Todura Mifune	2+	+5	+3	+2	99	Leadership +3, Immortal, Duellist (Two-handed sword), Lightning Draw (Fighting)	Breastplate, bow, Akira
Sensei Reidou	2+	+5	+2	+2	96	Leadership +3, Immortal, Martial Artist, Duellist (Unarmed), The Path of Light (self only)	Kabe, shuriken <sup>2</sup>
Kyujutsu Master	3+	+2	+4	+0	48+	Leadership +2, Duellist (Bow), up to 10 points of Mystical Powers	Breastplate, bow, katana <sup>1</sup>
Kenjutsu Master	3+	+4	+3	+1	51+	Leadership +2, Duellist (Sword), up to 10 points of Mystical Powers	Breastplate, bow, katana <sup>1</sup>
Martial Arts Master	3+	+4	+2	+2	38+	Leadership +2, Martial Artist, up to 10 points of Mystical Powers	Chain shirt, shuriken <sup>2</sup>
Initiate Ronin	4+	+2	+2	+1	21+	Up to 7 points of Mystical Powers	Chain shirt, bow, katana <sup>1</sup>
Novice Ronin	5+	+1	+1	+1	17		Chain shirt, bow, katana <sup>1</sup>
Buddhist Priest	4+	+2	+0	+1	16+	Medic, up to 10 points of Mystical Powers	Quarterstaff
Shinto Priest	4+	+2	+0	+1	11+	up to 15 points of Mystical Powers	Quarterstaff

1: A *katana* counts as a sword.  
2: *Shuriken* count as throwing knives.

## OPTIONS

- Any member of the Thousand Ronin can have a cavalry horse (+9 points); if they do then they may also purchase the Cavalryman Talent (+3 points).
- Any member of the Company can take either the Shooting version of the Lightning Draw Talent (+5 points) or the Fighting version – but not both.
- A Kenjutsu Master can upgrade his breastplate armour to plate armour (+16 points). He can also exchange his katana for a *naginata* (halberd) or *no-dachi*, both of which count as a two-handed sword (+2 points); if he does this then his Duellist Talent will of course be for the upgraded weapon.
- Any Master or Initiate may take the Tough Talent (+5 points) and/or the Fortitude Talent (+5 points).
- Any Master or Initiate who has a bow may take the Marksman Talent with it (+5 points) and may also take the Skirmisher Talent (+3 points).
- An Initiate Ronin can upgrade from chain shirt to breastplate armour (+5 points). If this is done then Leadership +1 can also be taken (+3 points).
- An Initiate Ronin can exchange his katana for a *naginata* or *no-dachi* (+2 points).
- An Initiate Ronin or Buddhist Priest may take the Martial Artist Talent (+3 points).
- If there is a Shinto Priest in the Company then it may also include a Kami. This is a summoned spirit equivalent to either a Lesser Demon (HVF 3.0, 20+ points) or a Demon (HVF 3.0, 55+ points).
- Many members of the Company have the option to take Mystical Powers. A Shinto Priest has the option to choose any available Power as he uses wide-ranging magic. Other members of the Company use their personal *ki* and may only choose their Mystical Powers from the following list: Dragon Wings, Eye of Odin, Harden, The Path of Light, Strengthen, True Grit. All of these Mystical Powers are limited to the individual wielder (SDRS 5.2).
- The Company can hire Ninja – specifically Chunin and/or Genin (SDRS 6.3.4).



## THE THREE RELICS

Relic	Description	Cost
Akira	When this <i>no-dachi</i> hits an opponent it inflicts both a physical hit (as normal for a two-handed sword) and a flame hit (roll a second, unmodified, Pluck roll). It also grants its wielder immunity to fire (as per the Fireproof Talent)	14
Kabe	This breastplate (Armour 11) counts as light armour. It makes its wearer immune to cold (as per the Coldproof Talent) and provides her with the Mystical Power of Reflection.	20
Susanoo	This bow can, at its user's choosing, shoot either normal arrows (with the range and effect of a military rifle) or bolts of electricity (with the range and effect of an Arc rifle and able to Shoot every turn). Its wielder gains immunity from electricity (as per the Arcproof Talent).	23

### 6.3.2 THE IMPERIAL JAPANESE ARMY

*'Honour was used as an excuse by a violent minority to flout the will of the Emperor and murder any they chose. In modern Japan the Imperial Army protects the subjects of the Emperor, it does not treat them as cattle.'*

Tobura Matasake, Japanese Interior Minister, 1895

Imperial Japan came into existence in the 1860s with the fall of the Tokugawa Shogunate. The Emperor and his supporters transformed their country, ending centuries of isolationist policies and dragging it into the modern world. Although starting from behind, the Japanese have used the few decades since to develop themselves into a formidable regional power – with aspirations of becoming a world power. Being short of natural resources at home, they have no compunction about reaching out and taking what they need.

Unsurprisingly, this has brought them into conflict with other Far Eastern powers. Most recently, this resulted in a war with China over the control of Korea which, although officially over, still gives rise to occasional 'unofficial' skirmishes.



Some Western powers – particularly the British Empire – have supported Japan’s military and industrial development. Others have taken a more cautious approach, wondering just how far the Empire’s ambitions might stretch. Nevertheless, Imperial Japan now has a large, well-trained army equipped and organised along European lines. It is also highly motivated, partly due to national character and partly because of the recent victory over China. The Imperial Japanese Navy is also a formidable force, not least because it has been modelled on the Royal Navy. Officers of both armed forces are typically competent graduates of Western military academies.

In spite of the westernisation of their culture, the Japanese have not forgotten their history. Some elements of their ancient culture still survive and show through in their modern military – bowing is at least as common as saluting, officers still carry *katana*-style swords and the way they drink tea has far more to do with their history than it does with their British links.

This blend of old and new is exemplified by the Imperial Japanese Army’s Kyoto Company. Inspired by the Prince of Wales’s Extraordinary Company, this is the force that the Emperor and his government deploys to deal with extraordinary situations throughout the Far East. In one respect, the Japanese have taken the concept further than the British. The Kyoto Company is actually led by a Prince – Prince Otaki. He’s only a junior member of the Imperial family but he has enthusiasm, skill and British training. In fact, he and a certain Captain Napier graduated in the same class. Like Napier, Prince Otaki has a strong supporting cast. Officially Princess Akiko (another minor member of the Imperial family) is the Company’s advisor on transmundane matters. Her family think of her as a bookish scholar and would be horrified to learn that she frequently deploys with the Company on missions requiring her medical or mystical skills. Lieutenant Sega, Prince Otaki’s engineer, is Western-trained and a proponent of Arc weaponry. By contrast, Sergeant Noboru is a wiry former Yakuza with some disreputable skills which he now puts to good use in the Emperor’s service.

The majority of the Company are loyal soldiers of the Empire fighting for the glory of their Emperor. Prince Otaki, however, is smart and pragmatic enough to make best use of the resources available to him – including some with other motivations. On occasion, he has been known to field Ninja and Yakuza mercenaries – whether these have been motivated by money or through other means is a secret shared only between them and Prince Otaki. Despite his Western education, Prince Otaki is Japanese to the core and never relies on the service of foreigners. He despises and distrusts the Kempeitai for this and for many of their other operating methods, which he regards as dishonourable.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Prince Otaki	3+	+3	+3	+1	56	Leadership +3, Martial Artist	SRC breastplate, Arc pistol, katana
Princess Akiko	4+	+3	+1	+2	27+	Medic, Martial Artist, up to 20 points of Mystical Powers	Vulcan coat, Arc pistol
Lt Sega	3+	+1	+2	+0	36	Leadership +1, Engineer	Faraday coat, Arc rifle, fighting knife
Sgt Noboru	3+	+3	+2	+1	46	Leadership +1, Fearless, Duellist (Nagawakizashi)	Chain shirt, shotgun, nagawakizashi <sup>1</sup>
Captain	3+	+3	+2	+0	32	Leadership +2	Chain shirt, pistol, sword
Sergeant	4+	+2	+2	+0	27	Leadership +1, Bayonet Drill	Brigandine, military rifle, bayonet
Corporal	5+	+2	+2	+0	22	Bayonet Drill	Brigandine, military rifle, bayonet
Private	5+	+2	+1	+0	20	Bayonet Drill	Lined coat, military rifle, bayonet
Medical Orderly	5+	+1	+1	+1	17	Medic	Lined coat, pistol, fighting knife
Engineer	5+	+1	+1	+0	16	Engineer	Lined coat, pistol, fighting knife

1: A *nagawakizashi* is a short sword favoured by the Yakuza, equivalent to a fighting knife.

## OPTIONS

- Princess Akiko may deploy with a Fontwell's Fascinator (+5 points).
- Any officer or member of the Imperial family may have a cavalry horse (+9 points) and may take the Cavalryman Talent (+3 points).
- Any Sergeant may have up to three explosive grenades (+6 points each) and may take the Grenadier Talent (+3 points).
- Any Sergeant or Corporal may take the Marksman Talent (+5 points) with their military rifle.
- Any Sergeant, Corporal or Private may take the Skirmisher Talent (+3 points).
- Any Engineer may have any number of grenades of any type (+6 points each); they may also take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- Any Engineer may carry an Arc generator (+20 points). If he does then he may exchange his pistol for an Arc pistol (+3 points).
- The Company can field a variety of heavy-weapons teams. In all cases these must consist of a Corporal and a Private. Both of them give up their military rifles and gain pistols instead. The available teams are as follows (including the cost of the crew): Machine gun (57 points), Flamethrower (42 points), Arc cannon (42 points).
- The Company may deploy any number of armoured steam lorries (26 points each).
- A single Kourogi Walker with a machine gun (47 points) or with a Congreve Rocket Gun (28 points + additional points depending on rocket grenades chosen) may be deployed by this Company. The steersman must be an Engineer, paid for separately; he retains all of his normal equipment.
- The Company may also draw on Ninja and/or Yakuza mercenaries: Ninja Chunin and/or Genin (SDRS 6.3.4), Yakuza Wakagashira, Shateigashira and/or Kyodai (SDRS 6.3.5).

### 6.3.3 THE KEMPEITAI

*'So now we must discuss means and ends. Our "end" is the safety the Emperor and people of Nihon. This is a divine duty. With that in mind what means should we employ? If we look to the West we shall find that they appear crippled by their adherence to what they call "morals" and "ethics". There again they preach like the Roman Church but act like the Roman Empire. They are hypocrites and this dishonours them and their purpose. In this dishonour shall be their downfall. We shall not dishonour the Emperor so we shall make it very clear from the beginning that we will use whatever means are at our disposal. We shall abandon "mercy" and "compassion" as these are restrictions on our effectiveness that we, as a small nation, cannot afford. We shall embrace expediency and directness of action. Your training will harden you and make you worthy of service. Give yourself up to this and you shall succeed.'*

Kempeitai Training Manual, 1895

The military police branch of the Imperial Japanese Army has only recently been established, based on the French Gendarmerie, but is already developing quite a reputation. In addition to the military discipline functions one might expect it to perform, the Kempeitai is fast becoming a very effective secret police force. Officially, their remit extends wherever the Imperial armed forces are deployed – but in practice they are already mounting covert operations across the globe.

While the Kyoto Company's ethos is service to the Emperor, the Kempeitai is all about service to the state. Its members – *kempei* – are usually supreme pragmatists

untroubled by what they see as outmoded concepts of honour. Thus *kempei* tend to be utterly ruthless and to use methods which would revolt other arms of the state. Most ruthless of all are the members of the Tokko, which is the covert operations arm of the Kempeitai. Unsurprisingly, there are rumours of close links between the Tokko and Le Cabinet Noir.

Nominally, the Kempeitai lies in the chain of command of the Intelligence Section of the Imperial Japanese Army General Staff. In practice, the Kempeitai's commanding officer, General Kesago Suma, is largely a law unto himself. The only person with any real influence over him is a 'special advisor' on his personal staff – Colonel Nomoto. It's fairly well known, though not officially acknowledged, that 'Colonel Nomoto' isn't a real military officer but is in fact a senior bureaucrat from the Interior Ministry. Somewhat fewer people suspect that he is the head of the Tokko – and fewer still give voice to that suspicion.

Most Kempeitai operations are carried out by *kempei* from field offices through Japan's sphere of influence. Some Tokko operations are, however, directed from headquarters in Japan. For these, Nomoto maintains a few highly capable *bunkentai* (detachments) of highly motivated, well-equipped individuals who can be deployed anywhere across the world. Such groups are often supplemented by mercenaries recruited wherever the operation is taking place.

An example of such a *bunkentai* is given below. This is the Fifth Special Service Bunkentai, led by Sho-i (2nd Lieutenant) Onoda Jinzo – a small, wiry man with a burning desire to prove himself and a selection of scars from missions which delivered mixed results. His second-in-command is Junshikan (Sergeant Major) Hanaya Kenji, a huge bloody-minded former sumo wrestler. The *kempei* under their command range from experienced military personnel through covert agents to mercenaries loyal only to hard currency.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Onoda Jinzo	3+	+3	+3	+1	57	Leadership +2, Fearless	SRC breastplate, pistol, katana
Hanaya Kenji	4+	+3	+2	+0	56	Leadership +1, Iron Will, Martial Artist, Strongman	Chain shirt, machine gun
Tokko Operative	4+	+2	+2	+1	24	Stealthy	Lined coat, repeating crossbow, fighting knife
Policeman	5+	+2	+1	+0	12		Lined coat, pistol, English All-Electric Truncheon
Soldier	5+	+2	+1	+0	20	Bayonet Drill	Lined coat, military rifle, bayonet
Medical Orderly	5+	+1	+1	+1	17	Medic	Lined coat, pistol, fighting knife
Engineer	5+	+1	+1	+0	16	Engineer	Lined coat, pistol, fighting knife
Foreign Agent	6+	+1	+1	+0	10		Lined coat, pistol, fighting knife
Foreign Mercenary	5+	+1	+1	+0	12		Brigandine, pistol, fighting knife

## OPTIONS

- Both Onoda Jinzo and Hanaya Kenji have the option of taking explosive grenades (+6 points each).
- Hanaya Kenji can take the Fortitude Talent (+5 points).
- A Tokko Operative may take any or all of the following: Poison for either or both of his weapons (+8 points per weapon), the Marksman Talent (+5 points) with his repeating crossbow, explosive grenades (+6 points each), the Martial Artist Talent (+3 points).
- A Soldier may take the Marksman Talent (+5 points) with his military rifle; he may also take the Skirmisher Talent (+3 points).
- A policeman may exchange his English All-Electric Truncheon for an Edison Arc truncheon (+3 points).

- An Engineer may have any number of grenades of any type (points cost depends on grenade type). He may also take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- An Engineer may have a single bomb (+7 points).
- An Engineer may carry either an Arc generator (+20 points) or a Congreve Rocket Gun (+7 points); if he takes the latter option then he can have any number of rocket grenades of any type (points cost depends on type).
- Any figure in the Company equipped with a pistol may exchange it for an Arc pistol (+3 points).
- Foreign Mercenaries can upgrade their pistol to a shotgun (+2 points), a carbine (+2 points) or a military rifle (+6 points). They may have the Marksman Talent (+5 points) with the pistol, carbine or military rifle.
- Any Foreign Mercenary may have up to 3 explosive grenades (+6 points per grenade).
- The Company can deploy any number of armoured steam lorries (26 points each).
- The Company can include up to three of the following mercenaries: Ninja Chunin and/or Genin (SDRS 6.3.4), Yakuza Wakagashira, Shateigashira and/or Kyodai (SDRS 6.3.5).
- Foreign Agents can have the Stealthy Talent (+5 points).

### 6.3.4 NINJA

*'In silence we come, and silence is what we leave behind.'*

Anon

There's no way to tell which of the stories are true. Are the modern ninja true descendants of the medieval ninja, often better known as *shinobi*, or are they a reinvention? Whatever the truth, it's clear that several ninja clans are operating in the Far East and that at least one – the Ogaru – is now accepting contracts even in the West.

Although ninja are often famed as assassins – and can function very effectively in this role – the core of their training is covert activity and stealth. An ideal mission for them is one in which their operative sneaks into the enemy stronghold, obtains whatever information or artefact is required by the contract and departs without anyone being the wiser. When they do fight, however, they are lethally effective against any opponent they catch unawares.

Ninja are pragmatists. They use many training techniques which would be familiar to the traditionalists of the Thousand Ronin – but they also use modern technology wherever it can give them an edge. Storybook images of them fighting to the death are exaggerated. If they are in danger of capture then most ninja will go down fighting or take their own lives but if there is the slightest chance to run away and live to fight another day, most will take it. One of the mantras taught by the Ogaru in particular is 'take no unnecessary risks'.

Each ninja clan is led by a single *jonin*. Under him (or her) are a number of *chunin* (captains) who negotiate contracts and, if the contracts call for it, lead groups of ninja on missions. Most ninja on a mission will be *genin* – these are fully qualified operatives. It is very rare for novice ninja to be deployed unless the interests of the clan are directly involved in the mission, in which case the mission is probably at the personal direction of the *jonin* rather than part of a contract. Perhaps surprisingly, modern ninja can just as easily be female as male – women can often be highly effective as infiltrators in societies or situations where they are not looked on as equals.

Ogaru Mariko is probably the exemplar of female ninja. The current *jonin* of the Ogaru clan, it is she who has extended their reach into the Western world. Rumoured to be from a mixed Western–Japanese bloodline, Mariko speaks fluent English and seems to have an unusual understanding of British culture. Further rumour has it that she was educated at Oxford and that one of her tutors may have been the infamous Professor. Whatever the truth, she has demonstrated an uncanny ability to plan and execute successful ninja operations.

Ogaru Jedai is one of Mariko’s most experienced *chunin*. As a small, gnarled, elderly man he can appear harmless – though he is of course anything but. He supplements his physical skills with an impressive array of Mystical Powers and, most unusually, never fights with weapons.

By contrast, Ogaru Kwai has only recently achieved *chunin* rank. He is a specialist in poisons, both lethal and non-lethal; there are rumours that he may have learned his chemistry skills working for one of the big US industrial conglomerates.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Ogaru Mariko	3+	+4	+3	+2	101	Leadership +3, Stealthy, Martial Artist, Nighteyes, Meticulous Planning, Clouding Men’s Minds	Chain shirt, repeating crossbow, flare pistol, ninjato <sup>1</sup> , 1x smoke grenade, 1x flash grenade, 1x explosive grenade
Ogaru Jedai	2+	+3	+3	+1	109	Leadership +2, Stealthy, Nighteyes, Martial Artist, Dragon Wings, Feet of Lead, Spitfire, Zone of Shadows	Magneto-static waistcoat
Ogaru Kwai	3+	+3	+3	+2	88	Leadership +2, Stealthy, Nighteyes, Antivenom	Chain shirt, repeating crossbow (poisoned), ninjato <sup>1</sup> (poisoned), 3x gas grenades
Jonin	3+	+4	+4	+2	82+	Leadership +2, Stealthy, Nighteyes, up to 15 points of Mystical Powers	Chain shirt, Arc rifle, hand crossbow, ninjato <sup>1</sup> , 1x smoke grenade, 1x flash grenade, 2x explosive grenade
Chunin	3+	+3	+3	+2	64+	Leadership +1, Stealthy, Nighteyes, up to 10 points of Mystical Powers	Chain shirt, military rifle, shuriken <sup>2</sup> , ninjato <sup>1</sup> , 1x smoke grenade, 1x flash grenade, 1x explosive grenade
Genin	4+	+2	+2	+1	34	Stealthy, Nighteyes	Brigandine, hand crossbow, ninjato <sup>1</sup> , 1x smoke grenade, 1x flash grenade
Novice	5+	+1	+1	+1	19	Stealthy	Lined coat, bow, ninjato

1: The *ninjato* counts as a sword.  
2: *Shuriken* are equivalent to thrown knives.

## EQUIPMENT

The list above shows typical equipment which they might use for a covert assault mission – while wearing the infamous ‘black pyjamas’, of course. However, being pragmatists, ninja will always equip themselves for the mission at hand. Therefore the equipment in the table can be swapped for pretty much any armour, weapons, weird science etc. in the game, subject to the following limitations:

- Novice ninja can only use ‘traditional’ equipment such as swords, bows and shuriken.
- No ninja will ever wear medium or heavy armour or carry anything which interferes with their mobility.
- Any ninja can use explosive grenades (+6 points each), flash grenades (+4 points each) and/or smoke grenades (+2 points each) but only ninja with the Engineer Talent can use gas grenades or flame grenades (+6 points each); such ninja can also use bombs (+7 points each).



- Ninja will only deploy with weapons which can be used by an individual – they won't use such things as flamethrowers, machine guns or light field guns. They are, however, rather fond of Congreve Rocket Guns – though only ninja with the Engineer Talent can use them.

### OPTIONS

- Ogaru Kwai is an exception to the usual grenade rules for ninja in that he can use gas grenades (+6 points each).
- Any ninja may have the Martial Artist Talent (+3 points).
- Any Jonin or Chunin may have the Tough Talent (+5 points).
- Any Jonin or Chunin may take the Master of Disguise Talent (+10 points); Genin may take the Part of the Crowd Talent (+5 points).
- Any ninja may have the Marksman Talent (+5 points) with any qualifying ranged weapon with which they are equipped.
- Any ninja may use poison on any qualifying weapon (+8 points per weapon). The poison may be lethal or non-lethal.
- Any ninja may have a garrotte (+3 points).
- Any Jonin, Chunin or Genin may have the Medic Talent (+5 points), the Engineer Talent (+5 points), the Grenadier Talent (+3 points), the Skirmisher Talent (+3 points) and/or the Lightning Draw Talent (+5 points).
- Mariko and Jedai may only have the Mystical Powers listed above. Kwai may not have any. Other Jonin and Chunin may have Mystical Powers drawn from the following list: Clouding Men's Minds, Dragon Talons, Dragon Wings, Levitate, The Path of Shadows, Zone of Shadows.

### 6.3.5 THE YAKUZA

*'We like to think that we are giving our customers a freedom of choice denied them by short-sighted officials.'*

Yutaka Noko

Originating in the 17th century as a form of aggressive businessman, the Yakuza have carved out a deep and secure niche in Japanese society. Like the rest of that society, though, they are having to adapt in order to survive the influx of Western ideas and technology. Traditionally, there are have been two distinct types of Yakuza operation: *tekiya* (trading, both commercial and illicit) and *bakuto* (gambling and loan-sharking). A few enterprising leaders have begun to combine these and export them to other parts of the Far East. So far, the Western colonial powers have had little to do with these criminal clans and their ruthless methods. They are in for quite a shock.

There are several distinct ranks within a Yakuza clan, all of which pay homage to an *oyabun*. This is the leader of a clan, and any bearer of the title will wield complete authority over his underlings, all of whom would readily die for him and his family. The *saiko-komon* is a special advisor to the clan. While rarely found in the field, they have the oyabun's ear, and command considerable respect. A *wakagashira* is a lieutenant, usually in charge of a district or a specific criminal enterprise. He may command a number of *shateigashira*, or sub-lieutenants, who are the front men often seen hanging around the entrances to Yakuza establishments and who directly oversee a number of gang soldiers. These soldiers are known as *kyodai* ('big brothers') or *shatei* ('little brothers'), depending on their experience and seniority, and form the main force of a Yakuza clan.

Some clans are fortunate enough to command the services of a *nee-san* ('big sister'). These rare women possess a variety of Mystical Powers and are a boon

to any oyabun's enterprises. Yakuza clans also frequently use wrestlers from sumo stables as enforcers. These are usually led by a *sekitori*, or senior wrestler.

One of the most advanced Yakuza clans is led by Tanabe Masanori, a relatively young man who rose quickly through the ranks after his clan was decimated in a local territorial dispute. He relocated the clan to Yokohama where he now runs a thriving import-export business, some of which is actually legal.

Masanori is pushing his clan to become more westernised as fast as he dares and is aided in this by his *saiko-komon*, a young woman (and *nee-san*) named Yutaka Noko. More traditional clans would never allow a woman to occupy such an important position but she has proved her worth a dozen times and the men of her clan respect her and the girls she is training in the mystic arts.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Tanabe Masanori	2+	+4	+2	+1	57	Leadership +2, Erudite Wit, Duellist (Nagawakizashi)	Magneto-static waistcoat, nagawakizashi <sup>1</sup> , Dragon Tattoo (Clouding Men's Minds)
Yutaka Noko	3+	+2	+2	+1	25+	Leadership +1, Intuitive, up to 20 points of Mystical Powers	Nagawakizashi <sup>1</sup>
Oyabun	3+	+3	+1	+0	35	Leadership +2, Duellist (Nagawakizashi)	Chain shirt, pistol, nagawakizashi <sup>1</sup>
Saiko-komon	5+	+1	+1	+1	20	Leadership +1, Iron Will	Lined coat, pistol, nagawakizashi <sup>1</sup>
Wakagashira	3+	+2	+1	+0	22	Leadership +1	Lined coat, pistol, nagawakizashi <sup>1</sup>
Shateigashira	4+	+2	+1	+0	19	Tough	Lined coat, pistol, nagawakizashi <sup>1</sup>
Kyodai	5+	+1	+1	+0	15	Tough	Pistol, nagawakizashi <sup>1</sup>
Shatei	6+	+1	+1	+1	12	Stealthy	Nagawakizashi <sup>1</sup>
Nee-san	4+	+0	+0	+1	13+	Intuitive, up to 15 points of Mystical Powers	Nagawakizashi <sup>1</sup>
Sumo Sekitori	3+	+4	+0	+1	30	Leadership +1, Martial Arts, Tough	
Sumo Wrestler	4+	+3	+0	+1	17	Martial Arts, Tough	

1: A *nagawakizashi* is a short sword favoured by the Yakuza, equivalent to a fighting knife.

## OPTIONS

- An Oyabun, Wakagashira or Shateigashira can take a single Dragon Tattoo. This allows them to use one of the following Mystical Powers: Clouding Men's Minds, Dragon Talons, Dragon Wings, Harden, Levitate, Strengthen and True Grit. The cost for the tattoo is the same as for the Mystical Power it replicates.
- Any Kyodai or Shatei can take throwing knives (+3 points), a short shotgun (+5 points) or a single explosive grenade (+6 points).
- A Nee-san can take the Medic Talent (+5 points) and/or the Unearthly Beauty Talent (+10 points).
- Any figure with a nagawakizashi can Poison it (+8 points).
- Any Shatei can take the Part of the Crowd Talent (+5 points).
- Any Sumo may take the Fortitude Talent (+5 points).
- A Yakuza Company can hire Ninja Chunin and/or Genin (SDRS 6.3.4).

## 6.4 THE WESTERN POWERS

The value of the East was recognised quite early in the development of the modern Western empires. First spices, then silk, rubber, opium and tea flowed westwards and made fortunes for those with access to the producers. The Dutch, English and Portuguese all established trading houses in the East.

Then the British took India and the game changed from trading with ancient empires to overcoming them and making them part of your own. The Honourable East India Company changed the world and as a result the balance of power in the West inexorably moved towards Great Britain. Other nations have tried to emulate the British but have largely failed. The French, Germans, Dutch, Portuguese, Americans and Russians are all now gathered at the edges of the last of the great empires of the East: China. Still pre-eminent amongst them is Britain, which has already prosecuted two successful wars to establish the dominance of its trading houses there.

But nowhere in the East is there peace, stability or security. The ancient powers have recovered from the shock of the new technologies used against them and are rallying. One, Japan, has embraced the West, its structures and its inventions, while others are reaching back into their fabled past.

For Europeans and Americans this is a time of great opportunity and of great danger. Many adventurers from those two continents have travelled to the East to make their fortunes. Across Asia you will find them working for and against the indigenous peoples. In China you may find Chinese warlords employing French engineers and Australian mercenaries to fight German Marines who are more rapacious in their approach than the Mongol Horde. In India the British are deploying a mix of military forces and adventurers to counter Pathan tribesmen supplied, sometimes even led, by Russian agents. In the Orient, many skirmishes are coastal and both the ships and landing parties of the Royal Navy are seeing considerable action.

There are a few familiar faces among the westerners. In particular, Lord Edward Ronan Curr has been known to travel to India – ostensibly to visit his sister – and on to the Orient. Wherever he goes, trouble seems to follow...

### 6.4.1 AMERICAN TRADERS

*'Wall Street is watching a new rising star – the trading house of Frobisher & Sons. Though some have questioned the company's methods, their success in the Orient over recent years has been little short of spectacular. We will be publishing a series of articles over the coming months based on the company's exploits, courtesy of Oriental freelance reporter Abercrombie Maxwell.'*

New York Times, July 1878

Trade with the Indian sub-continent is virtually monopolised by the Honourable East India Company but their efforts to establish similar monopolies elsewhere in the East have been less successful, partly due to the predations of pirates (particularly the Brotherhood of the Serpent) and partly due to effective competition from American traders. Often working for, or allied to, major industrialists back home, these traders are becoming very wealthy and are more than happy to use violence to ensure their share of the Oriental markets.

One such Trader is Macaulay Frobisher. His family has been running a small fleet of ships between the United States and the Orient since the end of the American Civil War. His father Alastair is nominally the head of Frobisher & Sons, but is elderly and infirm so it is Macaulay who actually runs the business. He prefers to do this in person and travels regularly to the Orient on the company's flagship, the steamship *Rising Star*.

Everyone knows that Frobisher & Sons will trade in pretty much any commodity and that their ships often outrun or outfight both pirates and navies. Much less well known is Macaulay's fascination with the occult. This results in him seeking out artefacts of ancient power – sometimes through trade but often through theft or outright combat. He keeps a small personal selection of such artefacts and will usually take one of these with him into battle.

The *Rising Star's* captain is Nathan Jones – known as 'J.P.' to his crew after the famous John Paul Jones. J.P. shares his namesake's gifts as a naval commander and has won numerous battles against pirates (and occasionally against naval vessels) during his career with Frobisher & Sons. He often leads shore parties himself and is almost as competent on land as he is on the waves. As a reward for his loyal service, Macaulay presented him with an ancient amulet that provides him with complete protection against fire.

Whenever J.P. goes ashore, his inseparable companion is his bosun, Paddy 'Paddy' Hoolahan, an enormous Irish-American prize-fighter who enforces discipline among the *Rising Star's* crew with an iron fist.

Landing parties from the *Rising Star* also often include an oriental known only as Cho. His loyalty to Macaulay seems to be without question but not even J.P. knows why. Cho appears to have had some 'interesting' training and is often sent on covert operations by Macaulay – sometimes while the rest of his landing party creates a very noisy distraction.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Macaulay Frobisher	3+	+2	+2	0	33+	Leadership +1, Duellist (Pistol)	Magneto-static waistcoat, pistol, monocular targeting array, 1x artefact
Captain J.P. Jones	3+	+3	+2	+1	41	Leadership +2, Fireproof	Chain shirt, flare pistol, cutlass <sup>1</sup>
Bosun Paddy Hoolahan	3+	+4	+1	0	48	Leadership +1, Martial Artist, Strongman, Fortitude	Vulcan coat, flamethrower
Cho	4+	+3	+1	+2	36	Martial Artist, Nighteyes, Stealthy, Clouding Men's Minds	Lined coat, throwing knives
Sailor	5+	+2	+1	0	15		Brigandine, shotgun, fighting knife
Ship's Engineer	5+	+1	+1	0	16	Engineer	Lined coat, pistol, fighting knife
Ship's Doctor	5+	+1	+1	0	16	Medic	Lined coat, pistol, fighting knife

1: A cutlass counts as a sword.

## OPTIONS

- Macaulay Frobisher may carry a single artefact which grants him one of the following Mystical Powers: Clouding Men's Minds, Dragon Breath, Dragon Wings, Eye of Odin, Icy Blast, Mask of Imhotep, Mesmerism, Spitfire, The Path of Light, The Path of Shadows, Water Spout, Zone of Shadows. The cost of the artefact is the same as the cost of the power it grants.
- Any Sailor may take the Tough Talent (+5 points).
- Any Sailor may exchange his shotgun for a carbine (no change in points cost).
- A Ship's Engineer may have any number of grenades of any type (points cost depends on grenade type).
- A Ship's Engineer may take the Mechanic Talent (+5 points).
- Frobisher & Sons always have at least one light industrial walker on each of their ships. Macaulay has taken to carrying a light military walker on the *Rising Star*. Thus his Company can deploy either a Johnson Mk VII walker (22 points) or a Johnson Mk XII Cherokee walker (56 points) if they wish. This must be crewed by one of the Ship's Engineers.
- This Company can deploy any number of rowing boats (5 points), longboats (15 points), small steam launches (11 points) and/or large steam launches (17 points).



## 6.4.2 BRUMBY'S MARAUDERS

*'You employed us to remove resistance to your railroad in the Mekong Valley, Louis. You did not stipulate any terms or restrictions. The Temple was in a direct line between your railhead and the mines, so we eliminated two problems for the price of one. I suggest that you pay up immediately or my sister and her Valkyries will rain fire down on your compound in Biblical proportions.'*

Jack Brumby negotiating with the French Ambassador to the Khmer court, 1895

Brumby's Marauders is an Australian mercenary unit that has been hiring itself out to various Chinese warlords, Indian maharajahs, the Sultan of Brunei and even the Brotherhood of the Serpent. Led by Jack Brumby, a two-fisted former British Army sergeant, and his wild sister Kate, the unit uses its technological skills to give it a valuable edge that its customers love to exploit.

Jack joined the British Army in the 1880s and rose through the ranks thanks to his tenacity, courage and tactical ability. He left after a dispute with an English officer led to him being court-martialled and broken back to the ranks. He has sworn to kill Lieutenant Carnehan should they ever meet again.

Kate has always idolised her brother and, when he formed the Marauders, she ran away from her convent school in Perth to join him in Singapore. There, she

met Mick McFarlane (now of Lord Curr's Incurrigibles), who was training many of the unit's engineers, and worked closely with him on the development of the unit's ornithopter squadron. Mick had to leave in a hurry after Jack discovered his courtship of Kate, but remains on good terms with her, if not her brother.

Brumby's Marauders have three main arms that are deployed on missions. The first is Jack and his men – the core of the Marauders. These are the hard men, mostly ex-soldiers, and skilled fighters. The second arm is Kate and her Valkyries. The pilots of this all-female ornithopter squadron often act as scouts for the Marauders and also use their grenades to rain hell on anyone threatening 'their boys'. The final arm is Patrick Docherty and his Diggers. These engineers are all skilled in demolitions and use both grenades and bombs to level the playing field. Docherty was once a bushranger who rode alongside Ned Kelly in Southern Australia and is reputed to be the man who fashioned the original of the now-patented Kelly Suit. He is a hard man by all accounts and one that even Jack sometimes has difficulty controlling.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Jack Brumby	3+	+3	+3	+0	42	Leadership +2, Tough	Magneto-static waistcoat, military rifle, bayonet
Kate Brumby	3+	+1	+4	+0	70	Leadership +1, Pilot	Magneto-static waistcoat, pistol, 3x explosive grenade, ornithopter
Patrick Docherty	4+	+3	+1	+0	32	Leadership +1, Engineer, Tough	Brigandine, shotgun, fighting knife
Marauder	5+	+2	+2	+0	28	Tough	Brigandine, military rifle, pistol, bayonet
Valkyrie	4+	+1	+2	+0	55	Pilot	Magneto-static waistcoat, pistol, 3x explosive grenade, ornithopter
Digger	5+	+2	+2	+0	34	Engineer	Brigandine, pistol, 3x explosive grenade

## OPTIONS

- Jack and any Marauder can take the Cavalryman Talent (+3 points) and deploy mounted on cavalry horses (+9 points).
- Jack and any Marauder can take the Skirmisher Talent (+3 points), the Marksman Talent (+5 points) and/or the Bayonet Drill Talent (+2 points). They can also take Monocular Targeting Arrays (+7 points).
- Jack and any Marauder can exchange their military rifles for Arc rifles (-1 point each). If they do they cannot take the Bayonet Drill Talent or the Marksman Talent.
- Kate and any Valkyrie can mount a carbine on their ornithopter (+5 points). Because of a special mounting designed by McFarlane, this can be fired while flying.
- Patrick Docherty can take a Patent Kelly Suit (+47 points).
- Any Digger can take a Congreve Rocket Gun (+7 points) and any number of rocket grenades of any type (points cost depends on grenades chosen).
- Any Digger can have additional grenades of any type (points cost depends on grenade type).
- Each Digger can have one bomb (+7 points).
- Any Digger can take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- One Digger can take an Arc Generator (+20 points).
- Any member of the Company can take a Murton Maritime Life Preserver (+1 points) and/or a breath preserver (+2 points).
- The Company can deploy any number of armoured steam lorries (26 points).



### 6.4.3 THE IMPERIAL RUSSIAN EXPEDITIONARY FORCE

*‘When I return to St Petersburg it will be with the deeds to the new Russian province of Manchuria, and perhaps Mongolia as well. Then those who scoffed at me may see that I am an equal to my illustrious forebears who served Mother Russia so loyally and so well.’*

Prince Ivan Pyotr Bagration, 1893

Russia is vast. This seems an obvious statement but few people realise just how vast it is. Its dominion extends from the borders of the Austro-Hungarian Empire in the west all the way to the Alaskan frontier in North America. To travel from St Petersburg to Vladivostok by an express locomotive can take over a week. Thus, it is not surprising when the Imperial Court is unaware of actions taking place in its most remote territories.

So we come to the talented Major-General Prince Ivan Pyotr Bagration, great-grandson of Prince Pyotr Ivanovich Bagration, the famous hero of the Napoleonic Wars. For political reasons, and because he is an outspoken young hothead, he has been exiled to the East with orders to ‘protect Russian interests in the region’. With such loose orders, and his ambitious nature, it should not be surprising that he has taken matters into his own hands. Rather than just fortify Port Arthur and the Vladivostok peninsula, as he might have been expected to do, he has used raids by Chinese warlords as a pretext to launch a full-scale punitive expedition into Manchuria.

Although he is a capable strategist, he is also inexperienced and full of the legend of his great-grandfather leading from the front. Luckily for him, his father ensured that he has a capable bodyguard platoon under the command of an engineer captain, Georgi Rostov. Georgi is the older brother of Ivan Rostov, who is currently attached to the Afghan court.

Rostov is a pragmatist and believes in using superior firepower to win engagements. Between them, the two officers have managed to rout several warlords and destroyed their fortresses. If they go much further south, however, they will begin to meet other foreign forces such as the Kaiserliche Marine or the Japanese. How this will go is yet to be determined.

The quality of the troops in the East leaves much to be desired. Rostov has been retraining them as best he can and Bagration has used his own money to ensure that they are properly equipped. The most effective troops at Bagration’s disposal are the Cossacks he brought with him when he was appointed.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Major-General Bagration	3+	+3	+3	+0	46	Leadership +2	SRC breastplate, pistol, sabre
Captain Rostov	3+	+2	+3	+0	50	Leadership +1, Engineer	Breastplate, pistol, fighting knife, 2x explosive grenade
Captain	3+	+2	+2	+0	27	Leadership +2	Lined coat, pistol, sabre
Sergeant	4+	+2	+1	+0	23	Leadership +1	Lined coat, military rifle, bayonet
Private	5+	+1	+1	+0	17		Lined coat, military rifle, bayonet
Engineer	5+	+1	+2	+0	18	Engineer	Brigandine, pistol, fighting knife
Cossack Captain	4+	+3	+1	+1	39	Leadership +1, Cavalryman	Brigandine, carbine, pistol, sabre, cavalry horse
Cossack	5+	+2	+1	+1	29	Cavalryman	Brigandine, carbine, sabre, cavalry horse

## OPTIONS

- Major-General Bagration and any Captain can take the Cavalryman Talent (+3 points) and be equipped with a cavalry horse (+9 points).
- Any figure with a military rifle may take the Bayonet Drill Talent (+2 points).
- Engineers may be equipped with up to 3 grenades (points cost depends on grenades chosen) and/or a bomb (+7 points). They may take the Grenadier Talent (+3 points).
- Cossacks can be equipped with lances (+5 points).
- One machine gun (26 points) may be deployed per Company. It is crewed by two soldiers who can be any mix of Sergeants or Privates. These soldiers exchange their military rifles and bayonets for pistols (-9 points per figure).
- Sergeants may purchase the Tough Talent (+5 points), the Skirmisher Talent (+3 points) and/or the Marksman Talent (+5 points).
- Any number of Hercules steam lorries (18 points) and/or armoured steam lorries (26 points) may be deployed by this Company.
- The Company may take up to two Baba Yaga mechanised walkers (79 points each).

### 6.4.4 THE HONOURABLE EAST INDIA COMPANY

*'Despite all our recent efforts the Empress-Dowager has not proven amenable to our influences. Our agents within the Forbidden Palace indicate that she is willing to escalate her efforts at resistance and has been sending agents of her own to London and other Western capitals. Gentlemen of the Board, I feel that it is time we eliminated this difficulty once and for all. As India was easier to manage once we had split it into warring states the same must be achieved in China. To this end I wish to send instructions to our station chiefs in Macao, Shanghai and Peking to begin the process. Before you is the budget for the operation and the cost-benefit analysis based on current and projected opium, tea and silk sales figures.'*

Sir Edmund Hallet, Director of Oriental Operations, EICo, 1893

Few men have profited so much from the growth of the British Empire as the directors and shareholders of the Honourable East India Company. In human history no-one, except perhaps the Golden Horde of Kublai Khan, have torn the resources and wealth from others with such ruthlessness and complete disregard for the values of the society from which they came.

There is no act too low, nor policy too venal, that would stay their pursuit of profit for profit's sake. As a recent example, the politically chaotic situation in China is entirely of their making. Their desire to hold a monopoly on the provision of that curse called opium led them to provoke a series of conflicts and even an international war with the Chinese state.

The British Government has twice attempted to introduce laws to curb the Company. In the first case, widespread bribery secured victory at the cost of three Ministers' careers. The second time, the Government introduced a last-minute amendment and managed to surprise the Company. As a result, the Company is now technically extinct in London. In reality, the Company moved its headquarters to Singapore and has continued its activities almost as though nothing had happened.

In all parts of the Orient, the Company maintains trade missions in which are stationed well-trained and -equipped agents led by station chiefs. These men and women are mostly, but not always, British. They have *carte blanche* to advance the cause of the Company by all means both expedient and necessary. In each place they

are stationed they recruit spies, assassins, saboteurs and mercenaries to support their work. They bribe or intimidate officials, destabilise and topple regimes, reward their friends and murder their enemies without remorse.

Few of their agents, however, can match the resourcefulness and intellect of their station chief in Macao. John Francis McClellan, better known as 'Lord Frankie', inspires awe in his subordinates and fear in his enemies. His schemes encompass both years and entire regions, and his reach is unparalleled, ranging from dockworkers to confidantes of the Empress-Dowager herself. McClellan began his career in the shipyards at Govan as an import agent. His ambition and illegal schemes soon drew the attention of both the police and the local East India Company station chief, who became his mentor. Thirty years later, McClellan is in charge of the most important station house in the Orient. Despite his seniority he still likes to oversee important operations in person.

Lee Mai was an imperial concubine until McClellan rescued her. He saw in her some of his own ambition and ruthlessness. He was also enchanted by her incredible beauty. She is now his protégé and the most effective local agent in Macao. He trusts her as much as he can trust anyone. What not even McClellan knows is that Lee Mai is the wayward daughter of the Boxer sorcerer Lo Fan, from whom she learned her Mystical Powers.

Brick is a Russian émigré who McClellan captured trying to muscle in on his Macao gambling operations. He is the only man McClellan could not break so he spared him. Brick is a psychopath, but one with unbreakable loyalty to McClellan. He is now McClellan's bodyguard and a man whom even the Dragon Warriors of the Tongs fear.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
McClellan	3+	+2	+2	+0	50	Leadership +2, Intuitive, Meticulous Planning	Magneto-static waistcoat, Arc pistol, English All-Electric Truncheon
Lee Mai	4+	+2	+1	+2	37+	Leadership +1, Martial Artist, Unearthly Beauty, up to 15 points of Mystical Powers	Lined coat, throwing knives, (poisoned)
Brick	2+	+4	+2	+1	56	Strongman, Fearless	Brigandine, Nock gun, English All-Electric Truncheon
Station Chief	4+	+1	+2	+0	26	Leadership +2, Intuitive	Magneto-static waistcoat, pistol, fighting knife
Agent	4+	+1	+1	+0	18	Intuitive	Lined coat, pistol, fighting knife
Mercenary Captain	4+	+2	+3	+0	27	Leadership +1	Brigandine, military rifle, bayonet
Mercenaries	5+	+2	+2	+0	20		Brigandine, military rifle, bayonet
Assassin	4+	+1	+3	+0	39	Hunter, Marksman	Lined coat, hunting rifle, fighting knife
Saboteur	5+	+0	+2	+0	16	Engineer	Jack, pistol, fighting knife

## OPTIONS

- Brick may take the Fortitude Talent (+5 points).
- McClellan and Brick may exchange their English All-Electric Truncheons for Edison Arc truncheons (+3 points).
- Any Station Chief or Agent can exchange their pistol for a carbine (+2 points).
- Saboteurs can take up to three grenades of any type (points cost depends on grenades chosen) and/or a single bomb (+7 points).
- Any Saboteur may take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- An Assassin can take throwing knives (+3 points).
- An Assassin can poison his/her blades (+8 points per weapon).

- One Mercenary can take a Congreve Rocket Gun (+7 points) and up to three explosive rocket grenades (+7 points each).
- Any Mercenary can exchange their military rifle for a shotgun (-4 points).
- Any Mercenary can take the Marksman Talent (+5 points) and/or the Bayonet Drill Talent (+3 points).
- Any member of the Company can take a breath preserver (+2 points) and/or a Murton's Maritime Life Preserver (+1 point).
- The Company can field any number of Hercules steam lorries (18 points) and/or armoured steam lorries (26 points).
- The Company can deploy any number of any of the following water vessels: rowing boat (5 points), longboat (15 points), small steam launch (11 points), large steam launch (17 points), sailboat (8 points), junk (12 points).

#### **6.4.5 THE KAISERLICHE MARINE SUPPRESSION SQUAD**

*'It is the role of the civilised powers to educate the savage in the ways of war and peace. It is then for them to choose which they would prefer and for us to deliver it. The Kaiser himself sends his congratulations to us this day and wishes that we continue the pacification of this province. We shall begin by starving out the Northern Warlords through denying them access to the rice harvest. That which we cannot gather into the base's warehouses we shall burn in the fields. Make your plans and brief your officers accordingly.'*

General Staff Briefing, Kaiserliche Marine Base, Tsientsin 1895

From their naval base at Tsingtao, the German East Asia Squadron of the Kaiserliche Marine has mounted numerous raids to protect Christian missionaries from the depredations of Boxer groups such as the Red Sword Society. Although ostensibly the upholders of civilised values and good order, they are frequently far more brutal than the Boxers themselves. Collective punishment is not yet considered a crime by the Western powers and the Kaiserliche Marine Suppression Squads regularly use it as a tactic in the field. The ironic thing is that, far from instilling fear and respect in the local Chinese, it drives more and more of them into the arms of the Boxers. The Empress-Dowager even secretly encourages the Boxers to provoke such actions by the Germans.

In the field, the Imperial Chinese army is no match for the ruthless efficiency of the German troops, even though most of them are armed seamen rather than trained marines. Rear Admiral Alfred von Tirpitz has instructed the squads not to waste German lives for the sake of conserving ammunition. Thus the squads' preferred tactic is to open fire first and question survivors later. A common tactic is to roar up to the edge of a settlement in armoured steam trucks, then pepper it with machine-gun fire, grenades and rockets before moving in and clearing it house by house.

Leutnant Herman Krefeld is particularly notorious. His utter disregard for Chinese civilian lives led to him being recommended for the Iron Cross three times by von Tirpitz. A brilliant tactical officer, he is admired and respected by his men for the way he prepares for operations, often leading reconnaissance parties to observe the next targets for himself. What few of his superiors have noticed is that he tends to attack high value targets such as towns with museums, counting houses or banks. The proceeds from these raids he then ships off the through his black market contacts.

Fähnrich zur See (petty officer) Streich is a monster of a man. Two metres tall and built like a gorilla, he strides into combat wielding his favoured Congreve Rocket Gun and a length of anchor chain that he has fashioned into a massive weapon, laughing as he blows houses apart and crushes the survivors.

Ernst Blofeld is a Belgian smuggler and part-time privateer who often accompanies Krefeld on his raids. His men work hand-in-glove with Krefeld's in plundering anything of value that they can find. He is not an easy man to fool, which is made even harder by the looted Tibetan amulet he wears that grants him immunity to Mystical Powers.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Leutnant Krefeld	3+	+3	+3	+0	49	Leadership +2, Meticulous Planning	Brigandine, carbine, sword
Fähnrich zur See Streich	3+	+3	+2	+0	67	Leadership +1, Fearless, Strongman	Jack, Congreve Rocket Gun, 3x explosive rocket grenades, anchor chain
Ernst Blofeld	5+	+1	+1	+0	25	Leadership +1, Impervious, Tough	Magneto-static waistcoat, pistol, fighting knife
Leutnant	4+	+3	+2	+0	25	Leadership +2	Brigandine, pistol, sword
Fähnrich zur See	4+	+2	+2	+0	24	Leadership +1	Jack, military rifle, bayonet
German Sailor	5+	+1	+2	+0	18		Jack, military rifle, bayonet
German Marine	5+	+2	+2	+0	22	Bayonet Drill	Brigandine, military rifle, bayonet
Smuggler	5+	+1	+0	+1	18	Tough	Lined coat, shotgun, fighting knife

### OPTIONS

- Any Sailor can have a single explosive grenade (+6 points).
- Any Sailor can be given the Marksman Talent (+ 5 points) or the Bayonet Drill Talent (+3 points) – but not both.
- A Leutnant may have been to Heidelberg University, so can take the Duellist Talent with his sword (+5 points).
- A Fähnrich zur See can be given the Tough Talent (+5 points).
- Any Marine may take the Marksman Talent (+5 points), the Skirmisher Talent (+3 points) and/or the Grenadier Talent (+3 points).
- A Marine may take up to 3 explosive grenades (+6 points each).
- The Germans may take an armoured steam lorry (26 points) which can have a pintle-mounted Maxim machine gun (+26 points). The driver and gunner must both be Sailors; they exchange their military rifles for pistols (-6 points each).
- The Smugglers may take a Hercules steam lorry (18 points).
- Any Smuggler may exchange his shotgun for a carbine (no change in points).
- Any figure can take a breath preserver (+2 points).
- The Company can deploy with either a small steam launch (11 points) or a large steam launch (17 points).

## 6.4.6 LORD CURR'S EXPEDITION

*'Keeping elephants carries a degree of risk, as my late husband would testify, were he able to do so. They are, however, marvellously beneficial to the gardens.'*

Lady Petunia Branthingham, Bombay, 1896

As well as being the scourge of adventuring companies in the Old World, Lord Curr is building a growing reputation in the East. Although his loyal manservant Mohan Singh rarely leaves his side, it is unusual for Lady Felicity or Mad Mick McFarlane to accompany him on his Eastern travels. Instead, he tends to team up with a few expatriates – who all, of course, have reputations as dubious as his own.

Foremost among these is his younger sister, Lady Petunia Branthingham. Her arranged marriage to the wealthy (and much older) Lord Branthingham, who held a senior position in the Honourable East India Company, was cut short by his untimely death in a not-altogether-convincing accident involving an elephant and a bicycle. Lady Branthingham provided Curr with sanctuary at her Bombay mansion after he was forced to resign his commission in the Queen's Own African Rifles and he always visits her there when travelling in the Raj, or at her only slightly smaller residence in Hong Kong when visiting the Orient. Eccentric, even by British standards, Lady Branthingham is very nearly as tough as her brother, an expert with the rapier, a passable shot and a skilled elephant handler.

Curr's engineer in the East is a Gordon Chen, a Eurasian who has studied both Oriental and Western sciences. A small, harmless-looking man with round glasses, he is an artiste with explosives who has designed and built his own version of the Congreve Rocket Gun.

One of Curr's best information sources in the East is Abercrombie 'Max' Maxwell, a Scottish freelance writer and reporter, who writes both 'boys own' style stories and articles for major newspapers and journals. Regardless of his audience, he never lets the truth get in the way of a good story and is a gifted linguist who immerses himself





in the local culture wherever he goes to an extent that few Westerners can achieve. This lifestyle has meant that he has learned to both talk and fight his way out of difficult situations.

Whether in the Raj or the Orient, Curr is, of course, routinely accompanied by his Incurrigibles. Regardless of their origins, most of these are effectively equivalent to his Western followers. He has, however, also attracted a few more exotic adherents from the fringes of other Companies. He refers to these as his Inscrutables. They comprise a mix of nationalities, with a wide range of fighting skills and an eclectic selection of weapons.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Lord Curr	2+	+3	+3	+1	73	Leadership +2, Fearless, Hunter, Tough	Jack, hunting rifle, pistol, bullwhip
Mohan Singh	4+	+3	+2	+1	47	Strongman	Jack, machine gun, sword
Lady Branthingham	3+	+3	+2	+1	39	Leadership +1, Duellist (Rapier), Tough	Magneto-static bodice <sup>1</sup> , carbine, rapier
Gordon Chen	5+	+1	+1	+0	44	Engineer, Grenadier	Lined coat, pistol, Congreve Rocket Gun, 3x explosive rocket grenades
Abercrombie Maxwell	3+	+2	+2	+1	43	Erudite Wit, Martial Artist, Master of Disguise	Lined coat, pistol, swordstick, 1x flash grenade
Incurrigible	5+	+1	+2	+0	16		Brigandine, military rifle
Inscrutable	5+	+2	+1	+0	14		Lined coat, carbine, fighting knife

1: A magneto-static bodice provides the same protection as a magneto-static waistcoat.

### OPTIONS

- Lord Curr may exchange his hunting rifle for an Arc rifle (-8 points).
- Lady Branthingham may exchange her carbine for a military rifle (+4 points).
- Lady Branthingham may have a riding elephant (HVF 3.0, 32 points).
- Gordon Chen may have any number of additional explosive rocket grenades (+7 points each) and up to 3 of any other type of rocket grenade (points cost depends on grenade type). He may also have any number of explosive grenades (+6 points each), up to 3 of any other type of grenade (points cost depends on grenade type) and/or up to 3 bombs (+7 points each).
- Abercrombie Maxwell can have additional flash grenades (+4 points each) – these are modifications of normal photography flash-powder created for him by Gordon Chen.
- Any Incurrigible may exchange their military rifle for a shotgun (-4 points).
- Any Inscrutable can upgrade their lined coat to brigandine (+1 point).
- Any Inscrutable may exchange their carbine for a shotgun or a short shotgun (no change in points in either case).
- Any Inscrutable may exchange their fighting knife for an axe (+1 point), a large axe (+2 points), a spear (+2 points), a sword (+1 point) or a two-handed sword / halberd (+3 points).
- Any Inscrutable may have the Martial Artist Talent (+3 points).



## 6.4.7 ROYAL NAVY LANDING PARTY

*'We are told that the Chinese troops in the western fort have not been paid for months and spend more time stealing from villages than watching the river. We shall strike hard and strike fast men with the rising sun at our backs. Forget not that our target is the guns not the troops. Spike them and the fort is useless.'*

Lieutenant Halibut, Yangtze Gunboat Squadron

Not all Royal Navy vessels are large enough to carry a complement of Royal Marines. This is especially true of the gunboats that patrol freshwater lakes and large rivers such as the Great Lakes in Canada, the Yangtze River in China, the Ganges in India and the mighty Nile. In the last three years, gunboat squadrons have also been deployed to protect Britain's vital home waterways such as the Solent, the Thames estuary, the Medway, the Clyde, the Mersey and the Orkney anchorage.

One of the Royal Navy's most commonly used gunboats is the Harland & Wolff Type 1A (SDRS 2.3.1). The large crew complement allows it to deploy a well-armed landing party to board other vessels or take part in small actions ashore. Landing parties are formed from the ship's crew and are used to raid, disrupt and deny areas to the enemy. Such parties are well known for their aggression and fairly heavy-handed approach to missions. They like to get up close and personal to compensate for their generally short-ranged weaponry. It is quite common for a landing party to be supported by the gunboat's heavy weapons if close to shore.

Her Majesty's Gunboat *Marlin* is currently commanded by First Lieutenant Jack Halibut. Now, there are angry drunks, funny drunks and sad drunks, but Halibut is none of these. He is a *competent* drunk. When sober, he is a sorry sight – uncoordinated, shy, anxious and cowardly. Give him half a bottle of rum, whiskey or *sake* and he turns into an invulnerable hero. His men thus try to keep him at that magic point between drunk and unconscious whenever he's on duty. Few men have run the gauntlet of the Chinese forts along the Yangtze and lived – Halibut and his crew have done it three times and, as a result General Chun has put a \$1,000 bounty on Halibut's head.

The *Marlin*'s chief petty officer is named Pertwee. Always standing behind the officer he hates with a passion, but unwilling to see him die at another's hand, 'the Chief' is recognised by the crew as the *Marlin*'s real leader. It is his cunning and stratagems that have kept them alive despite Halibut's reckless courage.

Only the Chief knows that one of the most dangerous men on board is in fact the octogenarian cook, Po. His real name is Master Wu-Po and was once the mentor of a certain Wu-Jen. He joined the Royal Navy in order to hunt down Wu-Jen in England, a task with which the Chief has promised to assist him should they both survive their current tour of duty.

Type	Pluck	FV	SV	Speed	Cost	Talents / Powers	Basic Equipment
Lt Jack Halibut (drunk)	2+	+4	+2	+0	57	Leadership +2, Numb, Duellist (Cutlass)	Brigandine, pistol, cutlass <sup>1</sup>
CPO Pertwee	3+	+3	+2	+0	38	Leadership +1, Tough, Intuitive	Lined coat, shotgun, cutlass <sup>1</sup>
Po the Cook	4+	+3	+2	+2	19+	Martial Artist, up to 20 points of Mystical Powers	Lined coat, throwing knives
Lieutenant	3+	+4	+2	+0	34	Leadership +2	Lined coat, pistol, cutlass <sup>1</sup>
Petty Officer	4+	+3	+2	+0	23	Leadership +1	Lined coat, shotgun, cutlass <sup>1</sup>
Midshipman	6+	+1	+1	+1	15	Leadership +1	Lined coat, pistol, cutlass <sup>1</sup>
Able Seaman	5+	+2	+1	+0	15		Lined coat, shotgun, cutlass <sup>1</sup>
Artificer	4+	+1	+2	+0	20	Engineer	Lined coat, pistol, cutlass <sup>1</sup>

1: A cutlass counts as a sword.

## OPTIONS

- Any member of the landing party can exchange their lined coat for brigandine (+1 point).
- A Lieutenant can exchange his lined coat for a breastplate (+8 points).
- Up to two members of the landing party can carry flare pistols (+6 points each).
- Any Able Seaman can exchange his shotgun for a military rifle (+4 points).
- Two Able Seamen can exchange their shotguns for pistols and then form a flamethrower team (37 points for the team).
- Any figure can take a breath preserver (+2 points) or a Murton Maritime Life Preserver (+1 point).
- An Artificer can take any number of grenades of any type (points cost depends on grenades chosen).
- An Artificer can take a Congreve Rocket Launcher (+7 points) and any number of rocket grenades (+7 points each).
- An Artificer may take the Mechanic Talent (+5 points).
- Any Petty Officer or Able Seaman can become an Old Salt by taking the Tough Talent (+5 points).
- Any member of the landing party can take a Rocket Pack (+5 points). This is often used for rapid deployment from ship to shore.
- One Able Seaman can deploy in an armoured diving suit instead of his lined coat. This is identical in all respects to a Patent Kelly Suit (+48 points).
- The Petty Officer may be upgraded to a Chief Petty Officer by buying him both the Tough and Intuitive Talents (+10 points).
- If the scenario allows, a single Gunboat (65 points) may be deployed. A small steam launch (11 points) can also be deployed, as can up to 3 rowing boats (5 points).

## 7.0 SCENARIO COMPLICATIONS

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### 7.1 ANCIENT TEMPLE

These sacred structures are protected by their gods. At the end of each movement phase roll 1d10. On a result of 8 or more, a lesser demon appears at a random point in the temple complex and engages the nearest figure. It continues to do this until it is Knocked Down or slain, at which point it disappears.

### 7.2 CRUMBLING RUINS

Any building hit by an explosive attack must make a d10 roll. On a result of 8 or more, the building collapses and lands on anyone inside or within 2" of it. Each person so caught must make a Pluck roll.

### 7.3 MONSOON

During a monsoon rain storm, all visibility is reduced to 18" and the ground becomes Type 1 difficult terrain for the purposes of movement. Muzzle-loading firearms can only be fired from under rain-proof cover such as buildings. Arc weapons are useless in the open. The high winds accompanying the storm also immediately disperse any gas in the open without it having chance to take effect. Flame attacks still function in the storm but any figure hit is automatically extinguished at the end of the round – i.e. they do not have to spend subsequent rounds attempting Pluck rolls to put out the flames.

At the end of each turn roll 1d10. On a 10, the rain suddenly stops. If it stops, a roll of 10 at the end of each following turn means it starts again. Even if the rain has stopped the ground is waterlogged and still counts as Type 1 difficult terrain for the purposes of movement but other restrictions are lifted.

## 7.4 PADDY FIELDS

All open ground that is not covered by a road or buildings is flooded paddy fields. Raised paths run around the edges of all paddy fields, allowing movement in single file. The fields count as Type 2 difficult terrain. If a figure is Knocked Down in a paddy field they have a -1 penalty on the Pluck roll to get back up again.

## 7.5 PRAYING MONKS

The centre of the table is inhabited by 1d10 praying monks. The players can take turns placing these kneeling/sitting figures within 6" of the table centreline at the beginning of the first turn. Anyone within 3" of a praying monk counts as being on Sacred Ground. Killing a praying monk invokes the Ancient Temple special rule (add 1 to the roll for each monk killed so far). The monks do not move or stop praying for anything short of their death. The monks have Pluck 5+.

## 7.6 RELIGIOUS PROCESSION

A procession of at least ten people, including priests and a large holy icon, proceeds diagonally across the battlefield from one corner to the opposite corner. It comes onto the table at the end of turn two and moves at 6" per turn at the end of each subsequent movement phase. The devout members of the procession have Pluck 5+ and, if attacked, continue regardless of any casualties they may take. If a member of the procession is killed apply the Collateral Damage rule.



## 8.0 LANDSCAPES

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**Note:** Earthquakes are more common in most eastern areas than they are in the west, so the Quake rule (IHMN 9.2.6) could apply to any of the Landscapes below.

### 8.1 THE FORBIDDEN CITY, PEKING

To be caught uninvited within the Forbidden City is a death sentence, yet many would risk it to meet agents, steal precious artefacts, assassinate their enemies and spy on the goings on of the Imperial Court.

**Benefits:** Absolutely none.

**Hazards:** Armed guards everywhere so Armed Civilians (HVF 7.3) and Collateral Damage (IHMN 9.2.3) will apply. Some corners of the Forbidden City are Sacred Ground (HVF 7.1). You could also apply Ancient Temple (SDRS 7.1), Praying Monks (SDRS 7.5) or Religious Procession (SDRS 7.6).

**Suggested Terrain:** Ornate halls, passages and courtyards. Narrow lanes and hundreds of rooms.

### 8.2 INDIA'S TEEMING CITIES

Teeming is the word. Lots of narrow streets and alleyways packed with stalls, handcarts and people of every description, punctuated by the occasional temple or palace.

**Benefits:** Plenty of cover.

**Hazards:** Poor lines of sight. Collateral Damage (IHMN 9.2.3) and The Authorities (IHMN 9.2.5) could apply, as may Moving Vehicles (HVF 7.4). You could also apply Religious Procession (SDRS 7.6) or Monsoon (SDRS 7.3).

**Suggested Terrain:** Many buildings packed in tightly together, lots of alleyways between them, with occasional squares.

### 8.3 JAPANESE CASTLE

The day of the *samurai* is over but their legacy lingers on. Their magnificent fortresses, built over many centuries, are now headquarters for the Japanese government and the Imperial Japanese Army. Some things have not changed, though – there are still plenty of enemies with good reason to want to infiltrate, and maybe even assault, such strongholds.

**Benefits:** Excellent hard protection for the defenders.

**Hazards:** A nightmare to assault, with regular guard patrols within day and night. Not a place to get trapped in. The Armed Civilians (HVF 7.3) rule applies for most routine guard patrols but reaction forces of front line troops (e.g. Imperial Japanese Army, SDRS 6.3.2) will be on stand-by to respond. The Collateral Damage rule (IHMN 9.2.3) applies for the many civilian functionaries to be found within the walls.

**Suggested Terrain:** A tall central building surrounded by smaller ones. Around that, a series of walls and then the 60' deep stone moats that often hold dangerous animals.

## 8.4 JUNGLE TEMPLE

In the East many empires have come and gone and often the most lasting things they leave behind are massive temple complexes. Reclaimed by the jungle, these often hide bandits, secret cults, occult knowledge and ancient treasures.

**Benefits:** Plenty of cover behind trees and stonework (restricted lines of sight and Type 2 or 3 difficult terrain).

**Hazards:** Deep in the jungle everything is cloaked in gloom so Twilight (IHMN 9.2.4) applies, as may Sacred Ground (HVF 7.1). You could also apply Unstable Footing (HVF 7.2), Crumbling Ruins (SDRS 7.2), Ancient Temple (SDRS 7.1) or Praying Monks (SDRS 7.5).

**Suggested Terrain:** Plenty of trees, dense undergrowth and overgrown ruins. Some sort of central temple building.

## 8.5 PATHAN VILLAGE

The mud-brick compounds of the Pathan tribesmen are often linked by a network of small lanes that together form a maze like fortress, with each compound a castle in its own right. Within the compounds are a number of flat-roofed buildings, dwellings, workshops and storehouses. Compounds often have individual wells.

**Benefits:** Excellent protection for the defenders.

**Hazards:** The main hazard is Armed Civilians (HVF 7.3) – every Pathan has a muzzle-loading rifle, carbine or military rifle.

**Suggested Terrain:** A small river with a strip of greenery each side, then several compounds surrounded by fields and irrigation ditches.

## 8.6 ON BOARD SHIP

The action takes place on board one or more junks, gunboats or larger sea-going vessels. For example, this could be a boarding action with two ships already grappled together, a fight on the deck of an ocean-going ship or the vessel in question might be berthed in a port. Although such large vessels cannot usually be destroyed (SDRS 2.3.1), this option could be built into the game by use of pre-placed bombs or identified vulnerable points on the vessel.

**Benefits:** Rather than counting as cover in the normal sense, a vessel's superstructure gives the armour value stated (SDRS 2.3.1) to anyone taking cover behind it.

**Hazards:** Docks and the decks of large vessels could include Active Terrain such as moving machinery (IHMN 4.1.4) and/or Dangerous Terrain (IHMN 4.1.5) such as unstable cargo. Also, if a figure suffers a Knocked Down result while adjacent to the edge of a vessel then they must make a further (unmodified) Pluck roll to avoid being knocked overboard, in which case apply the Swimming Rules (HVF 2.3.2). You may also apply the Unstable Footing rule (HVF 7.2). If the action is taking place alongside while dockworkers are about then the Collateral Damage rule (IHMN 9.2.3) could also apply.

**Suggested Terrain:** Deck template(s) for the ship(s) involved – possibly including the spaces below decks. At least some cover on docks and decks from crates, barrels, etc.

## 8.7 THE PLANTATION

The British, Dutch and French exploit their possessions by taking land and turning it into rubber, cotton, cane and tea plantations. These are ruled with an iron fist by the owner and his guards. It is slavery for the locals in all but name.

**Benefits:** Open lines of sight.

**Hazards:** The owner and his guards count as Armed Civilians (HVF 7.3). You could also apply Monsoon (SDRS 7.3) or Paddy Fields (SDRS 7.4).

**Suggested Terrain:** A large plantation house with many outbuildings surrounded by thousands of acres of plantation crops linked by narrow roads.

## 8.8 SOUTH-EAST ASIAN WATER MARKET

The water markets of Bangkok, Rangoon, Saigon and other cities are challenging environments. Narrow waterways between a warren of wooden buildings (often on stilts) are crossed by rickety bamboo bridges and crammed with narrow boats filled with produce. Difficult to police, they are a haven for smugglers and black marketeers.

**Benefits:** Some cover, though most buildings are incapable of stopping a bullet (Type 1 Difficult Terrain).

**Hazards:** Collateral Damage (IHMN 9.2.3), Unstable Footing (HVF 7.2) and Moving (water) Vehicles (7.4). Getting Knocked Down in this environment may lead to an early bath. You could also apply Monsoon (SDRS 7.3).

**Suggested Terrain:** The waterways are the roads here, with narrow wooden paths on either side and lots of boats between.

## 8.9 WESTERN EMBASSY COMPOUND

Although the various western powers favour different architectural details, the basic design of their embassy compounds is pretty much the same throughout the East. They are imposing buildings, not overtly designed as castles but clearly serving the same function with, for all practical purposes, towers at the corners and ramparts along the walls. Inside there are large open areas – and often gardens – but also strong buildings which can be individually defended if the perimeter wall is breached. Most compounds will include at least a small chapel.

**Benefits:** Plenty of good cover for defenders, often with pre-planned fields of fire.

**Hazards:** Guards will usually be front-line troops drawn from the relevant country's list. There will also be many civilians in the compound, a significant proportion of them armed, so the Armed Civilian (HVF 7.3) and Collateral Damage (IHMN 9.2.3) rules apply. If there is a chapel then it will probably count as Sacred Ground (HVF 7.1).

## 9.0 BACKWARD COMPATIBILITY

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In this slim volume are a range of new options for the companies of SDRS to use. In the pursuit of fairness the section below provides a listing for each of the current published companies showing which of the new options they can also choose. The companies that are not listed do not benefit from any of the new talents, mystical powers or equipment in SDRS.

### IHMN 8.4.1 A BRITISH RIFLE COMPANY

- The Company can use armoured steam lorries (26 points each).
- A Sapper can take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- A Sergeant, Rifleman or Ghurkha can take the Skirmisher Talent (+3 points).
- Sergeants and Grenadier Guardsmen may take the Grenadier Talent (+3 points).

### IHMN 8.4.2 LORD CURR'S COMPANY

- The Company can take a single armoured steam lorry (26 points).
- Mad Mick can take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- Lady Felicity can take a Fontwell's Fascinator (+5 points).

### IHMN 8.4.3 SCOTLAND YARD

- The Company can take a single armoured steam lorry (26 points).
- Any Sergeant or Constable may exchange his English All-Electric Truncheon for an Edison Arc truncheon (+3 points).

### IHMN 8.4.4 THE SOCIETY OF THULE

- The Company can use armoured steam lorries (26 points each).
- Any Jäger can take the Skirmisher Talent (+3 points).

### IHMN 8.4.5 THE BLACK DRAGON TONG

- Master Wu Jen and any Dragon Warrior can have the Fortitude Talent (+5 points).

### IHMN 8.4.6 THE SERVANTS OF RA

- Akhenaton, Abir and/or Sairah can take the Nighteyes Talent (+5 points).

### IHMN 8.4.8 THE LÉGION ÉTRANGÈRE

- The Company can use armoured steam lorries (26 points each).
- A Sergeant can take one or more smoke grenades (+2 points) and/or the Grenadier Talent (+3 points).
- Any Sergeant or Legionnaire can take the Skirmisher Talent (+3 points).
- Amelie can take the Unearthly Beauty Talent (+10 points).

### IHMN 8.4.9 THE BRICK LANE COMMUNE

- An Anarchist with a bomb can take the Martyr Talent (+5 points).



## **IHMN 8.4.10 THE US MARINE CORPS**

- The Company can use armoured steam lorries (26 points each).
- Gunnery Sergeants and Marines may take the Grenadier Talent (+3 points) and/or the Skirmisher Talent (+3 points).
- A Navajo Scout may take the Skirmisher Talent (+3 points).

## **HVF 6.1.1 THE BOER COMMANDO**

- Any Engineer, including Corporal Andreus Boemar, can take the Grenadier Talent (+3 points).

## **HVF 6.1.3 THE QUEENS OWN AFRICAN RIFLES**

- The Company can use armoured steam lorries (26 points each).
- A Sapper can take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- Sergeants, Corporals and British Privates may take the Skirmisher Talent (+3 points).
- Sergeants and Corporals may take the Grenadier Talent (+3 points).

## **HVF 6.1.4 THE SONS OF THE DESERT**

- Hollow Guard may take the Fortitude Talent (+5 points).

## **HVF 6.1.5 THE ZULU**

- Any Zulu may take the Skirmisher Talent (+3 points) unless armed with a firearm.
- An Inyanga can choose the Reflection Mystical Power (+12 points).

## **HVF 6.2.1 THE APACHE**

- Any figure with Mystical Powers may take the Nighteyes Talent (+5 points).
- Any Bear may take the Fortitude Talent (+5 points).
- Scouts can take the Skirmisher Talent (+3 points).

## **HVF 6.2.3 THE INDUSTRIALISTS**

- The Company can use armoured steam lorries (26 points each).
- Indian Scouts can take the Skirmisher Talent (+3 points).
- Any Engineer may take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).

## **HVF 6.2.4 THE LEAGUE OF SOUTHERN GENTLEMEN**

- Any Engineer can take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- Any Infantry veteran can take the Skirmisher Talent (+3 points).
- Any gentleman may have a Fontwell's Fascinator (+5 points).

## **HVF 6.2.5 U-TROOP, NORTH-WEST MOUNTED POLICE**

- NWMP Sergeants may take the Grenadier Talent (+3 points).
- Native warriors can take the Skirmisher Talent (+3 points).

## **HVF 6.2.6 THE RED SECT**

- Any Tonton Macoute may take the Fortitude Talent (+5 points).

## **HVF 6.2.7 THE SECRET SERVICE**

- An OSS Field Specialist can take one or more smoke grenades (+2 points each).
- An OSS Field Specialist can take the Mechanic Talent (+5 points).

## **HVF 6.2.8 THE TEXAS RANGERS**

- A Native American Scout can take the Skirmisher Talent (+3 points).

## **HVF 6.2.9 THE ARMY OF THE FEDERAL REPUBLIC OF MEXICO, ENFORCEMENT COMPANIES**

- The Company can take a single armoured steam lorry (26 points).

## **HVF 6.2.10 MEXICAN REBELS**

- A Mercenary with the Engineer talent can also take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- A Peon may take the Martyr Talent (+5 points) and be given a bomb by a Mercenary Engineer.

## **HVF 6.3.1 LE CABINET NOIR**

- A Saboteur can take one or more smoke grenades (+2 points each).
- A Saboteur can take the Mechanic Talent (+5 points).
- An Assassin can upgrade his crossbow to a repeating crossbow (+1 point).

## **HVF 6.3.2 THE COGNOSCENTI**

- A Martyr can be given the Martyr Talent (+5 points) and a bomb (+7 points).
- A Captain or Knight of St. John can take a Repeating Crossbow (+6 points).
- Swiss Guardsmen may take the Skirmisher Talent (+3 points).

## **HVF 6.3.3 THE ENTOURAGE OF VLAD TEPES**

- Brides can take the Unearthly Beauty Talent (+10 points).
- Vlad Tepes and the Brides can take the Nighteyes Talent (+5 points) and/or the Fortitude Talent (+5 points).

## **HVF 6.3.5 THE OKHRANA**

- Any Okhrana Agent can take the Grenadier Talent (+3 points).

## **HVF 6.3.6 OTTOMAN IMPERIAL COUNTER-INTELLIGENCE SERVICE**

- Any Janissary crewing an Ornithopter can take the Pilot Talent (+5 points).
- Janissaries can take the Skirmisher Talent (+3 points) and/or the Grenadier Talent (+3 points).

## **HVF 6.3.7 THE TEMPLARS**

- Any Sergeant with the Engineer talent can also take the Grenadier Talent (+3 points) and/or the Mechanic Talent (+5 points).
- Any Sergeant with a military rifle may take the Skirmisher Talent (+3 points).
- Any Chaplain can choose the Reflection Mystical Power (+12 points) and the Greater Sigil Mystical Power (+8 points).

## **HVF 6.3.8 THE SOCIETY OF THULE'S TOTENKOPF BATTALION**

- The Company can use armoured steam lorries (26 points each).
- Any member of the Company can take the Grenadier Talent (+3 points).

## **IHMN BLOG THE PRINCE OF WALES'S EXTRAORDINARY COMPANY**

- The Company can use armoured steam lorries (26 points each).
- Any Sapper can take the Mechanic Talent (+5 points) and/or the Grenadier Talent (+3 points).
- Any Sergeant, Rifleman or Ghurkha can take the Skirmisher Talent (+3 points).
- Lord Alberthorne exchange his English All-Electric Truncheon for an Edison Arc truncheon (+3 points).

## **IHMN BLOG LADY HELEN QUATERMAIN'S PRIVATEERS**

- Lady Helen can take a Fontwell's Fascinator (+5 points).

## **IHMN BLOG THE SALAMANDER FIRE INSURANCE COMPANY**

- Barney McGrew can take the Grenadier Talent (+3 points).

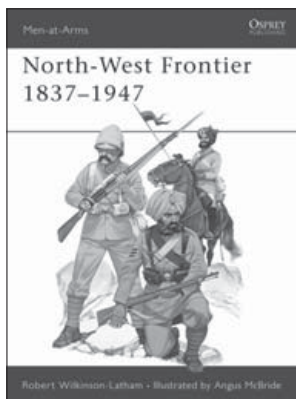
## **IHMN BLOG THE BLOODY THISTLE**

- Any Ghillie can take the Skirmisher Talent (+3 points).

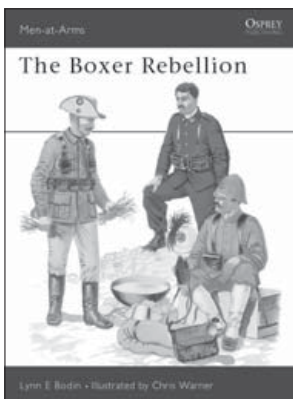
## **IHMN BLOG LA CIRQUE DU TENEBRAE**

- The Beauty can take the Unearthly Beauty Talent (+10 points).

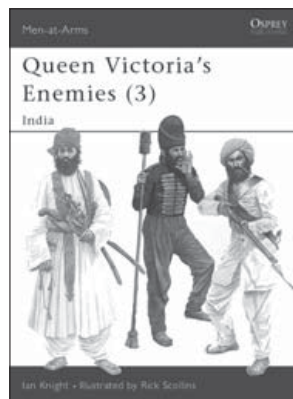
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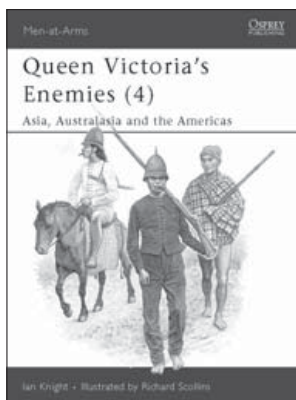
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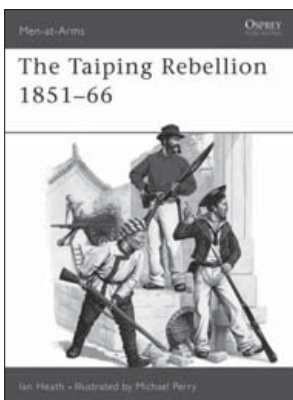
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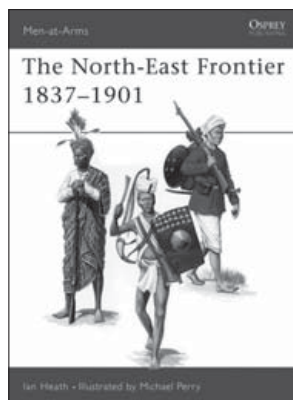
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Note: Conor continues to beat his dad in every engagement.

