

IN HER MAJESTY'S NAME

Steampunk Skirmish Wargaming

THE WHITECHAPEL SPECIALS

a company for In Her Majesty's Name



The "Whitechapel Specials" are a police unit formed to deal with the uncanny goings on in the city's underbelly. Where regular police units and the Watchmen deal with common criminals the Specials are called in to deal with the more unusual crimes: anything from escaped Martian prisoners of war to the risen dead or just your common-or-garden demonically possessed. The Constables are equipped with the latest weaponry, rubberised coats and breathing masks to allow them operate in the city's more hazardous environments.



The Specials are led by Inspector Edmund Dougherty, a veteran of the Martian Uprising of 1888 and the last man to leave the wreck of the tragic Aeronef Princess Alexandria. He left the army upon his return to Earth, refusing the medals proffered to him and pursued a career as a professional drunk and bare knuckle fighter. He was 'rescued' by Chief Inspector Abelard and given the opportunity to create a more aggressive police unit to deal with London's more unusual criminals.

Figure	Pluck	FV	SV	Speed	Talents/Powers	Equipment	Cost
Inspector Dougherty	2+	+3	+3	+0	Fearless, Inspirational, Leadership +2, Martial Arts	Magneto-static waistcoat, Breath Preserver, Pistol	60
Sergeant Burke	3+	+3	+1	+0	Leadership +1, Tough	Lined Coat, Breath Preserver, Shotgun, English All-Electric Truncheon	36
Sergeant Jones	4+	+1	+2	+0	Leadership +1, Medic, up to 15 points of mystical powers	Lined Coat, Breath Preserver, Pistol	21+
Constable	5+	+1	+1	+0	Tough	Rubberised Coat, Breath Preserver, Shotgun, English All-Electric Truncheon	24

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Sergeant John Burke also served on Mars but was dismissed for 'excess enthusiasm' in the suppression of Martian civilian unrest. He is a brute of man who is known for his motto "the dead commit no more crimes". His partner in the Specials is Sergeant Elias Jones who is his complete opposite. Jones is a very pious man who prefers to use the power of God to 'persuade' villains to come quietly. Most of the Constables fear Burke but are terrified of Jones.

The Constables are known in the Metropolitan service as the 'last chancers'. These are all men who, if it were not for the need to keep refilling the ranks of the Specials, would have been dismissed or even prosecuted. They are hard-drinking, hard-fighting men, generally hated by the people whom they protect from harm.



Options

- Any Constable can take a Carbide Lamp [+3 pts]
- Any figure can exchange their English All-Electric Truncheon for an Edison Arc Truncheon [+3 pts]
- One Constable can exchange their shotgun for an Edwards Patent Gum Gun [no change in pts]
- Up to three Constables can be issued with a single gas grenade each [+6 pts]
- Any Constable can be issued with a single smoke grenade each [+2 pts]

Special equipment

Rubberised Coats (2 points)

Ostensibly to keep the worst of the slime and detritus of London's foul underbelly from their uniforms these actually act as reasonable armour and give limited protection against Arc weapons. They are Armour 8 against most attacks and Armour 9 against Arc weapons.

The Edwards Patent Gum Gun (5 points)

An experimental weapon presented for trial to the Specials. The two pressurised tanks small enough for one man to carry have chemicals that when combined at the nozzle produce a jet of fast hardening gum that coats a villain soon rendering harmless.

In game terms it is a weapon with a +2 attack bonus and a 9" range that ignores all except magneto-static armour. A failed Pluck roll causes the victim to be Knocked Down. They then get just one attempt to get up on the next turn before the gum hardens and they are out of the game. Victims with the Strongman talent or who are wearing an All Electric Limb Prosthesis get +2 to this second Pluck roll.



Note that figures taken out of the game by this weapon automatically pass their post-game survival checks.

The Figures

The figures for this company are available through Northstar Miniatures at the following address:

<http://www.artizandesigns.com/prod.php?prod=2029>

The game of In Her Majesty's Name pits small Steampunk Adventuring Companies against each other in skirmish battles which may be single encounters or part of longer narrative campaigns. The

rules are quick to learn but have sufficient depth to give a satisfying evening's entertainment. We make the official miniatures range for this game, have a look in our In Her Majesty's Name section for more details.

