

# Blood & Faith

A genre pack for In Her Majesty's Name

## Foreword

As many of you will be aware, In Her Majesty's Name (IHMN) is a set of Victorian Science Fiction (VSF) skirmish wargame rules. Two supplements have been published for these rules: Heroes, Villains and Fiends (HVF) and Sleeping Dragon, Rising Sun (SDRS). A further supplement, IHMN Gothic, has been released in instalments via our blog (see below).

In response to popular demand, we are producing a series of "genre packs". Each genre pack provides a short guide to the elements of a genre that allows you use the IHMN rules for a particular period or setting other than VSF.

In most cases we do not include items or rules in genre packs if we can simply make reference to them with an abbreviation of the book's name (IHMN, HVF, SDRS & Gothic) and the specific section in which it can be found.

Our aim is to be consistent across all books and genre packs, except where the genre itself brings in a significant difference.

## Copyright

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However, you have permission to copy this pack and distribute to your fellow players, to expand upon it and to feature it on your blogs and websites as long as there is no financial gain involved.

We would really like to hear from you on what you do with it so we can share this with others.

You can contact us through:

1. The IHMN blog: <http://inhermajestysname.wordpress.com>
  2. The Lead Adventure IHMN forum: <http://www.lead-adventure.de/index.php?board=82.0>
  3. The IHMN Facebook page: <https://www.facebook.com/groups/InHerMajestysName/>
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## 1.0 Introduction to Blood & Faith

*“This world is an uncertain realm, filled with danger. Honour undermined by the pursuit of power, freedom sacrificed when the weak are oppressed by the strong. But there are those who oppose these powerful forces, who dedicate their lives to truth, honour, and freedom. These men are known as Musketeers. Rise, D'Artagnan, and join them.”*

King Louis of France (Alexandre Dumas, The Three Musketeers)

The first half of the 17<sup>th</sup> century is a time like no other in human history. Protestant Europe is beginning its rise to supremacy over the globe. The English and the Dutch are on the attack, severing the Kings of Spain and Portugal's tenuous grasp on the East Indies and the Orient. In North America the English colonies are thriving and English buccaneers plague the trade routes to central and south America.

In Europe Protestant and Catholic princes are locked in a war that will see hundreds of thousands of soldiers and civilians perish in the name of Christ. For thirty years it will rage, sapping the strength of once mighty empires like Spain, Austria and France. The continent is awash with landless soldiers, mercenaries and brigands, with no loyalty to church or king, only to coin and loot.

In England a King who believes in his divine right to rule clashes with an increasingly powerful Parliament in a battle of wills that will lead to a bloody civil war and regicide.

Yet behind all this is a deeper and most secret war. The foundations are being laid for the coming Age of Reason, when science shall start to provide explanations for things that only religion could before. New technologies, new weapons and new philosophies are unsettling the established order. Men and women are taking up arms against the superstitions of the past, seeking to consign to myth the many monsters and ancient orders that are holding mankind back.

Small companies have been formed by those on all sides and are being sent on missions that may well affect the future of all mankind.

This is a period made popular by such films and books as: The Three Musketeers, Cyrano de Bergerac, The Crucible, Lorna Doone, Solomon Kane, Mathew Hopkins – Witchfinder General, Captain Blood, Flesh & Blood, A Field in England, Day of Wrath, By the Sword Divided, Cromwell, The Scarlet Blade and many more.

It is time for you to buckle your swash and swing into action with your rapier and pistol!

## 2.0 Equipment

### 2.1 Armour

This is a summary of the common types of armour available in Europe in the period. There are more exotic types especially around the fringes of Europe.

Armour	IHMN equivalent
Cuirass	Plate armour
Breastplate & Tassets	Breastplate SRC
Breast & Back	Breastplate
Buff Coat	Brigandine
Leather or Padded Tunic	Jack/Lined Coat

### 2.2 Weapons

This is a summary of the common types of weapons available in Europe in this period. As in IHMN we describe them by general type rather than specific make.

Fighting Weapons	IHMN equivalent
Axe, large	Axe, large
Axe	Axe
Club	Club
Halberd/spetum	Sword (large) or Halberd
Hanger (short sword)	Knife (combat or fighting)
Improvised weapon (large)	Improvised weapon (large)
Improvised weapon (small)	Improvised weapon (small)
Knife/dagger/main-gauche	Knife (combat or fighting)
Pike	Spear (but cannot be thrown)
Quarterstaff	Quarterstaff
Sword (rapier/scimitar)	Sabre/Sword
Sword, large (einhander/claymore)	Sword (large) or Halberd
Unarmed – basic	Unarmed – basic
Unarmed – Martial Artist	Unarmed – Martial Artist
Warclub (Native American)	Quarterstaff

The firearms listed below are the only ones available in this genre and their stats have been rebalanced accordingly.

Shooting Weapons	Hands Required	Weapon Bonus	Range	Pluck Modifier	Cost
Blunderbuss	As described in IHMN				
Bow	As described in IHMN				
Crossbow	As described in IHMN				
Dragoon carbine <sup>1,6</sup>	Two	+2	12''	-1	6
Dragoon pistol <sup>1,5</sup>	One	+2	6''	-1	5
Grenade	As described in IHMN (normally only explosive grenades)				
Improvised weapon, thrown	As described in IHMN				
Knife, thrown	As described in IHMN				
Matchlock musket <sup>1</sup>	Two	+3	18''	-1	6
Wheel-lock pistol <sup>1</sup>	One	+1	6''	-1	4
Cannon, solid shot <sup>2,3</sup>	Four	+2	24''	-3	11
Cannon, grape shot <sup>2,4</sup>	Four	+3	9'' (cone)	-2	11

1: These firearms take a full turn to reload during which a figure may take no other actions.

2: The canon described here is a light, muzzle-loading weapon which can be reloaded by two crew in a single turn (provided they take no other actions) or by a single figure in two full turns. It takes two figures to move this weapon (though one can re-align it) and they cannot run or use Speed bonuses while doing so. The canon cannot be moved (other than re-aligning) and fired in the same turn. All canon can fire either solid or grape shot – the type is chosen when loading starts.

3: Solid shot targets a single figure.

4: Grape shot targets all figures in a cone out to 9” from the cannon and 6” across at the end.

5: The Dragoon Pistol was larger and of a heavier calibre than the standard wheel-lock pistol. It often had a reinforced stock so that it could double as a handy club.

6: The Dragoon Carbine is powerful, if short-ranged, weapon favoured by dragoons and cavalrymen.

## 2.3 Specialist Equipment

In the great war against the unholy many special items are available to the faithful – though some have been used against them as well. We suggest you use the Holy Equipment section in IHMN Gothic.

## 2.4 Personal Transportation

In IHMN, HVF & SDRS there are a number of horse or sail driven methods of transport suitable for this period, to which you can add the following:

Vehicle	Speed	Crew	Passengers	Armour	Cost
Sedan Chair	3”	2	1	7	5

## 3.0 Bestiary

Most of the ordinary and extraordinary creatures listed in IHMN, HVF, SDRS & Gothic are usable in this period.

## 4.0 Talents

All talents in IHMN, HVF, SDRS and Gothic are available to figures in this period.

## 5.0 Mystical Powers

All Mystical Powers in IHMN, HVF, SDRS and Gothic are available to suitable figures in this period. It should be noted that the use of such powers is considered witchcraft by most God-fearing folk and may get your figure hung (in Britain) or burned at the stake (in Europe).

Note that some priests will be able to access such powers, though they will characterise them as blessings or miracles.

## 6.0 The Companies

This section outlines a number of suitable companies for this genre. It does not give you the full company listings you would have in a full IHMN supplement; thus you are free to interpret and devise your own version of these and any other companies you can think of.

To assist you we have created a table showing the stats for a range of typical troops of the period (see 6.4.2).

### 6.1 The English

#### 6.1.1 The Lord Chancellor's Hounds

*“Your watchwords shall be ‘vigilance’ and ‘retribution’ and the good Lord shall stand at your shoulders.”*

Lord Coventry, Chancellor to King Charles I

The Lord Chancellor has been tasked by the King to find those who would use magicke for selfish ends, capturing them if possible and killing them if needed. The Lord Chancellor has many 'packs of Hounds', as he is wont to call them, though the common folk have named them 'Witch-hunters'. A name to be feared as much as respected – but who else can the people turn to when a sorcerer or witch is preying upon them?

The Hounds include former soldiers, men of good birth and the cloth, as well as few reprieved rogues. They are formed into small teams called 'Hunts' and are given the Lord Chancellor's Warrant to find and arrest any who would perform magicke without the leave of the King and later, Parliament.

#### 6.1.2 Gallowsmen

*“Strength lieth not in steel, but in guile. Quick wit is far sharper than any Captain’s sword.”*

Ned Tyler, the Rook

From the flotsam of bloody war have come a breed of dispossessed men who make their way through life by way of highway robbery, arson, theft, pickpocketing, prostitution and smuggling. They work primarily for themselves but are not averse to taking commissions from better men who would stand back from the foul deeds they see as necessary.

A band of Gallowsmen will include many professional brigands skilled in the use of stealth and ambush; there will also be army deserters, dispossessed peasants, border reivers, heretics and other incorrigibles.

Their name comes from their probable fate.

#### 6.1.3 The New Model Army [1642-48]

*“I had rather have a plain russet-coated captain that knows what he fights for, and loves what he knows, than that which you call a gentleman and is nothing else.”*

Letter from Cromwell to Sir William Spring, Sept. 1643

Formed initially amongst the dour and pious men of the Eastern Associations they are the hammer that Parliament used to smash the King’s forces in all the later battles of the Civil War.

What is less well known is that a number of companies of the New Model Army were formed to carry out special missions. These included hunting the King and his family as they fled, assassinating Royalist commanders and sympathisers, winking out papists and heretics, raiding Royalist outposts and causing mayhem in areas the King believed he still controlled.

They are hard, proficient soldiers with a reputation for being both ruthless and relentless, for they believe that the hand of God is upon them.

#### 6.1.4 Buccaneers

*“Yo ho, all hands, hoist the colours high, Heave ho, thieves and beggars, never shall we die...”*

Anon

Originally set upon the Spanish and French by the Tudor monarchs, many Buccaneers still carry commissions to loot and plunder from the Crown. For a monarchy that is short of cash these ‘Gentlemen of the Sea’ offer a cheap alternative to a well-maintained navy.

Unfortunately not all Buccaneers are high-minded loyalists. Their dangerous life has attracted many men who need to escape a dreadful past and whose only motivation is gold and fast living. They smuggle goods, prey upon merchantmen of every flag and even make raids ashore to replenish their ships and acquire new crew.

Buccaneer shore parties are both deadly and profane, giving quarter to neither man, woman, child, minister nor nobleman. They often row their longboats far up rivers like the sea wolves of old.

#### 6.1.5 The Royal Society

*“Nullius in verba (take nobody's word for it).”*

Motto of the Royal Society

The Royal Society consists of a group of early scientists who are resolved to understand the basic truths of the universe. Quite a few are secretly atheist in their beliefs and the Society does not (yet) have any official existence.

They are tasked by the English King and Parliament to produce new and effective weaponry to defend the country against its enemies within and without.

Weapons with which they are experimenting – with very variable success – include :

- Gas grenades
- Flamethrowers
- Wheel-lock pistols and muskets (which work as well in wet conditions as in dry)
- Rifles
- Clockwork Horses
- Armoured wagons [similar to “Hussy wagons – HVF 2.3.3]

Some of their weapons can be bought on the black market, but at greater cost. (Note that we leave the specifics of these innovations to your imagination – just make sure you agree the specifics with your opponents before using such technology in your games!)

#### 6.1.6 Cavaliers (1640-48)

*“Princes are not bound to give an account of their Actions but to God alone.”*

King Charles I of England

Formed around the charismatic Prince Rupert of the Rhine, these dashing young men, bedecked in lace and silk and riding the finest horses, are nonetheless a formidable foe. Many are skilled swordsmen, superlative riders and excellent shots with pistol and carbine.

They have many flaws for they are headstrong, prone to carousing when they should be fighting, mindful of their noble privileges, arrogant and not averse to duelling.

They fight in troops and are often tasked with dangerous missions by the Crown for their loyalty is irreproachable.

## 6.2 The Europeans

### 6.2.1 German Mercenaries

*“We have marched through the streets of Hell and returned unrepentant. Show us your silver and we will show you our steel.”*

Captain Werner Herzog of the Black Eagles

The death of the Holy Roman Empire came as Protestants and Catholics fought for possession of the German princedoms, bishoprics and cities. For thirty years armies marched across this land fighting, looting and burning. Untold thousands of innocent civilians died and the land was put to ruin.

From the midst of this came the most hard-bitten and irredeemable soldiers of the age, the German Mercenaries. Fighting in everything from small bands to entire regiments these are men who have survived the very worst horrors of battle and become inured to them. During the war and afterwards these men sold their services to any that had the silver – and they would do literally anything.

A mercenary band is skilled and well-armed, often led by men destined for the pits of Hell.

### 6.2.2 Dutch & French Pirates

*“We follow no star but our own and where it shines we shall prevail.”*

Captain Harcourt, master of La Liberté

It is not only the English who sail the seas in search of infamy and plunder. Both the French and the Dutch have followed suit and now plunder the sea lanes from the Baltic to Constantinople and across the great ocean to the Caribbean.

### 6.2.3 The King's Musketeers

*“Never fear quarrels, but seek hazardous adventures.”*

Alexandre Dumas, The Three Musketeers

The French King's Bodyguard all through the early part of this period, as immortalised by Alexandre Dumas. This merry band of brothers are often tasked with missions by the King himself, or even secretly by the Queen, and are willing to give their lives in the service of their country.

Small bands of Musketeers have been found in England, Germany, Spain, Italy and even in the New World. They are well-armed, resourceful and brave. They may also include those superb duellists Aramis, Porthos, Arthos and D'Artagnan.

### 6.2.4 The Cardinal's Guard

*“Secrecy is the first essential in affairs of state.”*

Cardinal Richelieu

The self-styled 'Saviour of France', Cardinal Richelieu is a complex and powerful man second only to the King himself – powerful enough to have his own private army, the Cardinal's Guard (sometimes known as the Red Guard).

Hand-picked by his second in command, the truly villainous Captain Rochefort, the Guard contains men who are motivated by both ambition and piety. They are armed with the best the Cardinal can afford.

He often deploys his Guard in support of his many secret agents such as Milady de Winter, a deadly assassin.

### **6.2.5 The Cognoscenti [Vatican agents - Catholic]**

*"We are all that stands between the legions of hell and the faithful and we shall not waver."*

Cardinal Perillo

In this era the Vatican is a political force to be reckoned with. Northern Europe is slipping from its grasp and there is an upsurge in supernatural activity across the known world as the agents of the Age of Reason stoke the fires of a new war.

The Cognoscenti are the secret arm of the Vatican and find themselves betwixt a rock and a hard place, yet they are determined to triumph through faith and sacrifice.

### **6.2.6 Venetian Assassins [Agents of the Doges]**

*"We seek to take only what you know. Whether we leave you a cold and bloodied corpse is up to you."*

Giani di Zorzi

Venice, the pearl of the Adriatic, has for centuries been the pre-eminent naval and mercantile power in the Mediterranean and beyond. However, it is now losing a war with the Italian states and the Turks; it is also competing with Protestant mercantile houses whose ocean-faring skills it cannot match.

When you corner a Venetian, though, he comes out fighting; a favoured weapon is the hidden blade. The Doges are sending out teams of skilled assassins to bring chaos to the royal, mercantile and ecclesiarchical houses of Europe.

### **6.2.7 Spanish Galleon Crew [Catholic]**

*"We claim this land for our King, for Spain and for the Lord God. All that lies within it is ours by divine decree!"*

Captain Cortes of La Concepción

The mighty Spanish Empire spans the Atlantic and dominates the central and southern Americas. Their bold captains explore and reap a golden bounty for the Spanish Court. They do not take threats to their dominions lightly and are prepared to go to the ends of the earth to defend them and the Holy Mother Church.

## **6.3 Others**

### **6.3.1 Necromancer Cult**

*"Your petty beliefs are of no consequence to a man with the power of creation!"*

Master Muerté

Possibly the most sinister enemies of man are the necromancers. These are men who believe they have mastered the secrets of life and death and have renounced all faith in the divine nature of being. They work in secret in the night creating abominations from the bodies of the fallen and gathering to them many who fear death more than the retribution of the Lord God and would have themselves made immortal.

### **6.3.2 Sorcerer's Retinue**

*"Who does not understand should either learn, or be silent."*

John Dee, The Hieroglyphic Monad

There are those who believe that God would not have created the powers of magicke if they were not to be used for the betterment of humanity as a whole. Chief amongst these are John Dee, once the court astrologer of Queen Elizabeth, and the Rabbi Isaac Blum of Prague.

They use the forces of light and darkness in the protection of all they hold dear, even though they know that those they protect would burn them if they were discovered.

A Sorcerer's Retinue may include many supernatural beings including the fey, demons, imps, lesser angels and even a golem or homunculi.

### **6.3.3 Witches' Coven [Pagans]**

*"We were one with the land long before you came and we shall remain long after you return to your sterile and pitiful god."*

Old Meg

In the dark corners of Europe amongst the peasant folk there are still wise women and men who join together to worship gods far older than the Christ. Some are benign and only seek to serve their communities. Others have become darker in their ways in response to centuries of persecution.

These covens can draw upon forces and beings of ancient and terrible power in defence of their ways and ancient sacred sites.

### **6.3.4 Gallowglass Sept [Scots-Irish savage mercenaries]**

*"You have taken much of what was ours. We are here to see it returned with interest."*

Mad Rob Macabe

Their lands are barren or in the hands of the English, so to make their way in the world many Scots and Irish lads have formed Septs (companies) of Gallowglass. They sell their savage skills to the highest bidder while all the time seeking anything that might assist their kinsmen to restore their ancient lines of Kings.

They are often armed with two handed swords or axes and most eschew firearms.

### **6.3.5 Caliph's and Emir's Guard [North Africa and the Middle East]**

*"To think that these barbarous apes are the descendants of once mighty Rome and Greece. We shall bring them science and the blessings of the Prophet, may peace be upon him, or destroy them in the process."*

Sultan Murad IV

All of North Africa and the Middle east lies under the Great Sultan's protection. Each of his many caliphs and emirs are allowed personal guards and these are often used to deal with matters too small to attract the attention of the Sultan's armies.

Many of these guards are Nubian slaves, huge men who are powerful in combat, but there are others from every race within the Sultan's dominions. They are led by well-educated and resourceful men of the Caliph or Emir's court.

### **6.3.6 Native Americans [Eastern seaboard tribes]**

*"They come from across the shining waters and bring death and lies. It is time we returned the gift."*

Chief Opchanacanough of the Pamunkey

Colonies are being established up and down the eastern sea board of North America by the French, the English and the Dutch. Some are backed by ambitious lords and monarchs, others by men and women fleeing religious persecution.

Although the eastern tribes initially met the colonists with open arms, keen to learn more of their technology and ways, many have now realised that the newcomers bring death and disease and seek to push them back into the ocean.

At this point none of the natives have mastered firearms but many have traded pelts and food for good steel blades and axe heads.

### 6.3.7 The Janissaries of Murad IV [Moslem]

*“Convert and you shall know a thousand blessings. Refuse and die the death of an apostate.”*

Anonymous Janissary

The Great Sultan has many armies but none are as feared as his Janissaries. Taken from Christian families in the Balkans when they are only boys, they are trained to become fanatical servants of the Sultan.

The Janissaries are used for many duties including thwarting the ambitions of Christian princes and the Pope. They are well-armed with a fierce reputation.

### 6.3.8 The Templars

*“They have persecuted us through the centuries and believe they have destroyed us. We will show them the depths of their error – but in our own good time.”*

Grand Master Hugues de Payens

Throughout their history, the Templars have had their own agenda – though none outside the Order know exactly what that agenda is. However, it is clear to those aware of their continued existence that the Templars are in an ongoing covert war with the Catholic Church in general and the Cognoscenti in particular.

## 6.4 Typical Troops of the period

The following are some archetypes for you to use or refer to when developing your own companies.

Type	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Colonel	3+	+3	+3	+0	35	Leadership +2, plus up to 3 Talents	Breast & back, wheel-lock pistol, rapier
Captain	2+	+4	+3	+1	40	Leadership +1, plus up to 3 Talents	Breast & back, wheel-lock pistol, rapier
Musketeer	4+	+2	+2	+1	21	May take Marksman Talent	Leather tunic, musket, rapier
Pikeman	5+	+1	+0	+0	17		Leather tunic, pike, hanger
Dragoon	4+	+1	+1	+1	27	May take Marksman Talent	Buffcoat, dragoon carbine, dragoon pistol, hanger, cavalry horse.
Cavalryman	4+	+2	+1	+0	38	Cavalryman Talent	Buffcoat, two wheel-lock pistols, rapier, cavalry horse.
Cuirassier	3+	+3	+1	+0	59	Cavalryman Talent	Cuirass, two wheel-lock pistols, rapier, cavalry horse.
Duellist	3+	+2	+2	+2	28	Duellist (pistol or rapier)	Leather tunic, wheel-lock pistol, rapier
Bravo	5+	+1	+1	+1	13		Leather tunic, wheel-lock pistol, rapier

## 7.0 Scenarios

All of the original scenarios in IHMN are usable in this genre. Add to these the new scenarios in IHMN Gothic, except for 8.1.7 The Mist of Death.

Many of the Gothic scenarios are especially relevant given the supernatural elements in this genre.

## 8.0 Complications

These are what give the scenarios that extra edge.

Book	Suitable scenario complications
In Her Majesty's Name	All of the original complications are suitable for this genre.
Heroes, Villains and Fiends	All but 9.2.1 Achtung Minen!
Sleeping Dragon, Rising Sun	Due to the European focus of this genre pack only 7.1 Ancient Temple, 7.2 Crumbling Ruins and 7.6 Religious Procession are suitable.
IHMN Gothic	Only 8.2.1 Ablaze is suitable.

## 9.0 Landscapes

Although much has changed over the centuries between this genre and the Victorian era, many of the landscapes could be used as long as you take into account the technological differences. After all a horse-drawn cart is the same in both and a city is still a sprawling, crowded and dangerous environment.

Book	Suitable landscapes
In Her Majesty's Name	City streets by day and night, courtyards and alleyways, over the roof tops, the docks, a night at the theatre, the old cemetery, and the cathedral.
Heroes, Villains and Fiends	The castle, the Venetian piazza, the cathedral, Stonehenge and the Egyptian temple complex.
Sleeping Dragon, Rising Sun	On board ship.
IHMN Gothic	All but the Laboratory.

Add to this the following:

### 9.1 The Village

Common across Europe, a small village will have a couple of dozen dwellings, many with a range of small outbuildings. Most will have a church suitable for the prevailing religion and a graveyard. Some will have a larger house, perhaps with a walled garden, for the Squire, Hetman or Landlord. If it is on a main road then there may be an inn with stables.

**Benefits:** Plenty of cover from the buildings, outbuildings, fences, walls and hedgerows.

**Hazards:** There could be Armed Civilians (HVF 7.3) and the Collateral Damage rule (IHMN 9.2.3) may apply. The church could be Sacred Ground (HVF 7.1).

**Suggested Terrain:** Up to a dozen half-timbered buildings spread along a road with a church and its graveyard off to one side. Villages are normally built close to a water source so include a stream (with bridge), a pond or a well in a small square. There should be plenty of fences and walls dividing up the gardens.

### 9.2 The Palace

Kings, Bishops and great Lords often have large palaces. These tend to consist of one large building surrounded by formal gardens and with many outbuildings close by. Some are partly fortified though this is falling out of fashion.

**Benefits:** Open lines of sight, though there will be quite a bit of solid cover in the form of stone walls and monuments. The interiors tend to have long open hallways and chambers with not much in the way of furniture.

**Hazards:** There will be Armed Civilians (HVF 7.3), the Authorities (IHMN 9.2.5) and the Collateral Damage rule (IHMN 9.2.3) will apply. Note that the Authorities will be loyal guards (Captain and Musketeers in 6.4 above). There are many heavy doors throughout the complex which guards can lock or bar.

**Suggested Terrain:** Look up the floorplan of an actual palace or stately home to get a clear idea of what is needed.

### **9.3 The Monastery**

Although in England most of these are ruins thanks to Henry VIII, in Europe many of these remain. They are often large institutions with many buildings surrounding an abbey church.

**Benefits:** No armed civilians or guards to interfere with your mission. Plenty of solid stone cover but also clear lines of sight.

**Hazards:** The Collateral Damage rule (IHMN 9.2.3) will apply.

**Suggested Terrain:** Large, mostly empty, stone buildings with simple but heavy wooden furniture and strong doors. Cloisters are a popular place for duelling.