

Hergé's Adventurers – A Company for In Her Majesty's Name

Introduction

This bold band are dedicated to fighting crime in France and across her colonies. Their unconventional methods and derring-do have earned them a heroic reputation, the support of the French people and, more importantly, the respect of the Gendarmerie.

Hergé Adventurers :

Hergé is a young freelance reporter who works mostly for La Monde and is assisted by his brave little terrier Sooty. Amongst his regular companions are:

Captain Mackerel, a tough English seaman who works best when he is drunk, Professor Sunflower, some kind of a crazy inventor, and The Cocteau Twins, once members of the Sureté, but now Private Detectives.

-Captain John Mackerel was the victim of mutiny by his crew and only regained his ship with the assistance of Hergé.

-Pierre Cocteau lost a leg and Jean an arm foiling a bomb plot in the Marseilles Docks. Hergé rescued them from the burning building in which they were trapped.

-Professor Sunflower is a brilliant inventor . He is deaf, and as most of the inventors, a little scatter-brained . He still have some kind of weird science in his bag .

Followers and good guys :

Nestor, captain Mackerel servant, General Alcatraz, Presidente of San Theodoros or cabaret knife thrower, Fiona Fastaciore opera singer and her maid, Irma, Tchong, young chinese martial artist, Blessed Lightening, thibetan monk, also assist hergé .

Whenever he is on Europa territory he usually has the active support of the local Gendarmerie.

If the company fight on other continents, they can have the support of local good guys , such as Maharaja of Gaipajama and his guard, Mister Wang and the sons of dragon , las guerillas or the palacial guard of General Alcatraz , KAR, Secret Service, Legion Etrangère etc .

These brave men follow the reports of his exploits in the Crime Column of La Monde and regard him as their mascot.

Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Hergé	2	2	3	1	48	Leadership +2 Erudite Wit, Fearless	Lined coat, pistol
Sooty	3	1	0	1	24	Fearless	Bite (fighting knife)
Captain Mackerel	3	4	1	0	41	Tough, Numb	Pistol, fighting knife
Pierre Cocteau	4	1	2	0	24		Lined coat, pistol, nightstick, all electric limb prosthesis
Jean Cocteau	4	1	2	0	24		Lined coat, pistol, nightstick, all electric limb prosthesis
Professor Sunflower	5	0	1	0	33	Engineer-Impervious- Medic	Lined coat , arc pistol, steam dynamo, mononuclear targeting array
General Alcatraz	3	2	3	0	19	duellist	Lined coat, Throwing knives pistol
Bianca Milanese	4	1	2	0	25	The nightingale song	Lined coat , pistol
Nestor	6	0	1	0	8		Lined coat, shotgun
Irma	6	0	1	0	6		Lined coat, pistol
Gendarmes	5	1	1	0	11		Lined coat, pistol, nightstick
Tchang	3	3	0	2	17	Martial artist	
Blessed Lightning	2	3	0	1	24	Levitate, martial artist	
Marajha of Gaipajama	3	3	3	0	28	Leadership +1	Lined coat , arc pistol, sword
Marjaha guards	5	1	1	0	18		Lined coat , military rifle, sword
Monsieur Wang	3	3	0	1	24	Martial Artist , Leadership +1	Lined coat , sword
Fils du dragon	4	3	0	2	10	Martial Artist ,	
General Alcatraz Guards	6	1	2	0	17		Lined coat , military rifle, bayonet
General Alcatraz	5	1	1	0	12		Shotgun, Machete

Guerillas							
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Options

The Cocteau Twins can take a flamethrower (+11 points).

Any member of Hergé's Adventurers, except Sooty, and the Gendarmes can take a Carbine (+5 points).

Any Gendarme with a carbine can take the Marksman Talent (+5 points).

Captain Mackerel can take sticks of dynamite - explosive grenades (+6 points each).

If Professor Sunflower is present, any Any member of Hergé's Adventurers, except Sooty, can take up to 2 items of weird science .

General Alcatraz can take a carbine (+5 points) .

New power (specific to Bianca Milanese) :

The nightingale song :

5" radius , duration 1 turn, movement phase .

All figures within range must take a pluck roll, if failed, they are knocked down .

Affect any figure except deaf ones .