

The Prince of Wales's Extraordinary Company

This Company is a unit, based in the barracks at Horseguards' Parade in London, which has been formed as a quick reaction force to deal with the more "unusual" events occurring across the Empire. Its members are drawn from across the British Army's many and diverse regiments. They are well equipped with "normal" weapons and armour but tend to have limited access to the more exotic recent inventions as these take forever to gain Ordnance Board approval. The Company is currently commanded by a very promising young officer, Captain Charles Napier. He will often lead Sections of the Company into battle personally.

A company is, of course, normally commanded by a Major. The Commanding Officer of the Extraordinary Company is, strictly speaking, Major Horace Bullington-Smythe. However he is officially Missing in Action following a particularly disastrous mission in North Africa. There's a strong rumour going round the Company that "Major B-S", as he is known to the troops, is actually in a specialist sanatorium on a remote Scottish island. Whatever the truth, neither the Prince of Wales nor Horseguards has shown any inclination to appoint a new CO. Also, typical Horseguards bureaucracy means that Napier, although the senior Captain, has not yet been granted brevet-Major rank even though he has been "acting up" for some time.

In this updated version of the Prince of Wales's Extraordinary Company we have introduced a few of the new Talents due to appear in the forthcoming supplement Sleeping Dragon, Rising Sun. These Talents are in blue italic text and are explained at the end of this document.

Napier's Section

In the IHMN rules, many of the examples are based on the exploits of one of the Extraordinary Company's Sections – Captain Napier, Sergeant Borrage, Private Davies and others will be familiar to anyone who reads the whole rulebook. NB Their stats here may not all be the same as in the rulebook where the numbers are manipulated to suit the examples.

The bold Captain's normal outfit comprises himself, Sgt John Borrage, Private Davies, Dr James Wilson, Sapper Jones and a group of Riflemen.

Figure	Pluck	FV	SV	Speed	Cost	Talents	Basic Equipment
Captain Napier (Scots Guards)	3+	+4	+3	+1	65	Leadership +3, Fearless	SRC breastplate, pistol, sabre
Sergeant Borrage (Grenadier Guards)	4+	+3	+3	0	41	Leadership +1, Bayonet Drill, Marksman, Tough	Brigandine, military rifle, bayonet
Private Davies	5+	+2	+3	0	29	Bayonet Drill, Marksman	Brigandine, military rifle, bayonet
Riflemen (various regiments)	5+	+2	+2	0	27	Bayonet Drill, Marksman	Brigandine, military rifle, bayonet
Dr Wilson (RAMC ret'd)	4+	+0	+2	+1	16	Medic	Lined coat, pistol
Sapper Jones (RE)	5+	+2	+2	+0	37	Engineer	Brigandine, pistol, Congreve Rocket Gun, 2 x explosive rocket grenade

Options

- Sapper Jones may have additional rocket grenades (points cost depends on grenade type). He may also have the *Grenadier* Talent (+3 points) and/or the *Mechanic* Talent (+5 points).
- Sergeant Borrage may have the *Grenadier* Talent (+3 points).
- Sgt Borrage, Sapper Jones and any of the Riflemen may have explosive grenades (+6 points each).
- Any Rifleman may have the *Skirmisher* Talent (+3 points).
- Any member of the section may have a breath preserver (+2 points), a storm lantern (+2 points) and/or a Murton Maritime Life Preserver (+1 point).

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There are two other Captains in the Company – Carruthers and Keene – who also lead Sections on sensitive missions for the Crown.

Carruthers' Section

As a Lieutenant, Vivian Carruthers served extensively in India. A natural sceptic, he learned there (as did his superiors) that he was impervious to the Mystical Powers wielded by some of the local fakirs. On his return to Horseguards, this most useful talent resulted in his assignment to the Prince of Wales's Extraordinary Company. Carruthers has assembled a rather diverse Section which consists of individual soldiers who made an impression on him earlier in his career. When he leads his section into action, he chooses from the selection below and sometimes adds a few Riflemen (as per Captain Napier's Section above).

Company Sergeant-Major Iain MacNutt comes from an infamous Highland regiment and saw service in Afghanistan where he defended the Khyber Pass from insurgent tribesmen despite being severely wounded. Others present at the battle swear he continued to fight even though he had a spear stuck in his back.

Rifleman Jedediah Harris is a veteran Greenjacket who first saw action in the days of the Baker Rifle. His skirmishing skills and quickness on his feet have served him well over the years.

Corporal Bungdit-din is a loyal former sepoy with considerable skills in Indian medicine. He accompanied Carruthers back to Britain and Carruthers pulled strings to get him into the Royal Army Medical Corps – and then straight back out again to the Extraordinary Company.

Private Gupta is another soldier whose loyalty has impressed Carruthers. As has his ability to work in ways which would be considered "not cricket" by a typical Brit.

Corporal Vick and Private Max are competent heavy-weapons specialists who, although drawn from different regiments, form a very effective fire team.

Figure	Pluck	FV	SV	Speed	Cost	Talents	Basic Equipment
Captain Carruthers (Royal Horse Guards)	3+	+4	+3	0	75	Leadership +2, Cavalryman, Duellist (sabre), Impervious	SRC breastplate, carbine, sabre, cavalry horse
CSM MacNutt (3 rd Foot & Mouth)	4+	+3	+3	0	36	Leadership +1, Bayonet Drill, Tough	Brigandine, military rifle, bayonet
Rifleman Harris (Rifle Brigade)	5+	+2	+3	+1	33	Marksman, <i>Skirmisher</i> , Bayonet Drill	Brigandine, military rifle, bayonet
Cpl Bungdit-din (RAMC)	4+	+0	+2	+1	16	Medic	Lined coat, pistol
Cpl Bailey (RE)	5+	+2	+2	0	28	Engineer	Brigandine, pistol, 2 x explosive grenade
Pvt Gupta (Royal Ghurkha Rifles)	5+	+2	+2	+1	25	Stealthy	Brigandine, military rifle, kukri (fighting knife)
Cpl Vick (Royal Fusiliers)	4+	+2	+3	0	30		Brigandine, pistol, machine-gun
Pvt Max (2 nd /24 th Regiment of Foot)	5+	+2	+2	0	11		Brigandine, pistol

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Trooper (Royal Horse Guards)	4+	+2	+2	0	41	Cavalryman	Breastplate, carbine, pistol, sabre, cavalry horse
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Options

- CSM MacNutt may have the *Grenadier* Talent (+3 points).
- CSM MacNutt and/or Rifleman Harris may have explosive grenades (+6 points per grenade).
- Cpl Bailey may have additional grenades of any type (points cost depends on grenade type); he may also have the *Grenadier* Talent (+3 points) and/or the *Mechanic* Talent (+5 points).
- Private Gupta may have the *Skirmisher* Talent (+3 points).
- Any Trooper may have the Trick Riding talent (+5 points).
- Any Trooper may take a lance (+5 points).
- Troopers may have their breastplate armour upgraded to SRC breastplate armour (+7 points each); if this option is taken it must be applied to all Troopers in the Section.
- Any member of the section may have a breath preserver (+2 points), a storm lantern (+2 points) and/or a Murton Maritime Life Preserver (+1 point).

Keene's Section

Captain Archibald Keene served in the 3rd Foot & Mouth alongside the redoubtable CSM MacNutt. Keene's fearlessness is legendary in the service – fellow officers regard him as “a nice chap but a bit of a loose cannon”, while his men worship the ground he walks on. He's also a little happier to accept some of the new-fangled gadgets which keep appearing on the battlefield. Although Keene doesn't seem to have noticed, he is often assigned missions where high casualty rates seem likely.

Keene's current Senior Non-Commissioned Officer (he's had several) is Colour Sergeant Walter Galbraith. Galbraith has a knack for sensing trouble and has been assigned to Keene's section to try to reduce the amount of danger it tends to find itself in.

A somewhat unusual member of Keene's section is Lord Redvers Alberthorne. Strictly speaking, he is a civilian advisor and non-combatant – but he's also extremely well connected (his father is the Earl of Northampton) so the powers-that-be give him unusual licence. Lord Redvers is an engineer and scientist with a fascination for electricity and particularly Arc weaponry. In theory his attachment to the section is to support them in non-combat tests of a new Arc cannon – in practice he's more interested in field tests and deploys as the number two cannon crew member supporting the gunner, Corporal Granville Smethurst.

As with the other two sections, Keene's is supported by a medic. This post too has had many incumbents since the Company was formed. Its current occupant is the newly promoted Corporal Nathaniel O'Flaherty. Keene draws on Riflemen to form the balance of the section when it deploys.

Figure	Pluck	FV	SV	Speed	Cost	Talents	Basic Equipment
Captain Keene (3 rd Foot & Mouth)	3+	+3	+4	+1	75	Leadership +2, Fearless, Inspirational	SRC breastplate, Arc pistol, sabre
Colour Sergeant Galbraith (Royal Marines)	4+	+4	+2	+1	40	Leadership +1, Bayonet Drill, Intuitive	Brigandine, military rifle, bayonet
Corporal Smethurst (RE)	5+	+1	+3	0	27	Engineer	Lined coat, pistol, Arc cannon
Lord Alberthorne	4+	+2	+2	0	45	Engineer	Vulcan coat, Faraday shield, Arc pistol, English All- Electric truncheon, Arc generator

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Cpl O'Flaherty (RAMC)	4+	+1	+1	0	19	Medic	Brigandine, pistol, fighting knife
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Options

- Col Sgt Galbraith may have explosive grenades (+6 points each); he may also take the *Grenadier* Talent (+3 points).
- Corporal Smethurst may take 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).
- Lord Alberthorne can upgrade his English All-Electric Truncheon to an Edison Arc Truncheon (+3 points). *This has the same combat statistics except that it ignores all except Faraday armour.*
- Any member of the section may have a breath preserver (+2 points), a storm lantern (+2 points) and/or a Murton Maritime Life Preserver (+1 point).

Company Support Section

For particularly challenging missions, any of the three sections of the Company can draw on artillery support from a Battery of the Royal Horse Artillery which has been attached to the Company for this purpose. The support usually only consists of a single gun commanded by a Bombardier and supported by a Trooper. However, in extremis the entire battery of three guns can be deployed. In this case Lieutenant Jeremy Stadward and Sergeant Roderick Moorfield will deploy to command their men in the field; otherwise they tend to remain at Horseguards struggling with the enormous amount of paperwork generated by the Company's activities. Lt Stadward is a somewhat off-beat "Company wit" and a popular after-dinner speaker. Sgt Moorfield is of Irish extraction and often claims to have "the luck of the Irish"; those who have seen bullets whistling past him in battle are beginning to wonder whether this might be true.

Figure	Pluck	FV	SV	Speed	Cost	Talents	Basic Equipment
Lieutenant Jeremy Stadward	3+	+3	+3	0	51	Leadership +2, Erudite Wit	Magneto-static waistcoat, carbine, pistol, sabre, cavalry horse
Sergeant Roderick Moorfield	4+	+2	+3	0	46	Leadership +1, Intervention	Brigandine, carbine, pistol, sword, cavalry horse
Bombardier	4+	+2	+2	0	47		Lined coat, pistol, cavalry horse, light field gun
Trooper	5+	+2	+2	0	23		Lined coat, pistol, sword, cavalry horse

Options

- Any member of the section may have a breath preserver (+2 points), a storm lantern (+2 points) and/or a Murton Maritime Life Preserver (+1 point).

New Talents

Talent	Description	Cost
<i>Grenadier</i>	<i>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.</i>	3
<i>Mechanic</i>	<i>This figure gets +1 on Shooting and Fighting attack roles against vehicles and</i>	5

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	<i>mechanised walkers because it knows exactly where its attacks will do the greatest damage.</i>	
<i>Skirmisher</i>	<i>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'.</i>	<i>3</i>

Transport

Vehicle Type	Move	Crew	Passengers	Armour	Cost
<i>Armoured Steam Lorry</i>	<i>6"</i>	<i>1</i>	<i>0</i>	<i>11</i>	<i>26</i>

The Company can deploy Armoured Steam Lorries. These come with a military driver (Pluck 6+, FV +0, SV +0, Speed +0, no equipment) who can be upgraded to a Rifleman (+26 points).