

The Salamander Fire Insurance Company – A company for In Her Majesty’s Name.

In the late 19th century many Fire Brigades are independent contractors. They go around a district selling insurance in the form of their services. If you pay them they put their symbol on your building. When a building catches fire several crews might turn up and most will then leave when they realise it isn't one of their customers.

In some areas competition between the Brigades is very fierce and their service often becomes a protection racket. Some members of the Brigades secretly set fires in the premises of people and businesses that have refused their insurance or who are paid up to a competitor.

The Salamander is by far the largest and most aggressive Fire Insurance Brigade in North London. Its men are more than willing to commit arson, extort 'insurance' payments, rob burning buildings, intimidate other brigades and attack anyone who gets in their way.

Led by 'Captain' Josiah Flack they have been getting into a lot of trouble recently with the Metropolitan Police, the Brick Lane Commune and various criminal factions.

Flack's ace in the hole is his chemist. Barney McGrew always had an unholy interest in fire and explosives. He was cashiered from the Royal Engineers after an 'incident' at the Woolwich Arsenal, and soon gained name for himself as a professional arsonist. Flack gained his loyalty after saving him from the clutches of Able Cain.

Flack is supported by the huge John Dibble. A bit simple, Dibble is equally happy controlling a hose or a flamethrower; John just loves playing with fire.

Flack's men are a mixed bunch of hard nuts and ne'er-do-wells, bullies, thieves and ex-convicts. They are generally recruited for their size and their brutality. That said two of them died a few months ago trying to rescue a child from a burning public house, a sacrifice that earned the Salamanders some respect from the locals.

Type	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Captain Flack	3+	+4	+0	+0	46	Leadership +2, Fearless, Tough	Vulcan Coat, Fire Axe*
Barney McGrew	4+	+3	+2	+0	28	Leadership +1, Engineer	Vulcan Coat, Pistol.
Dibble	4+	+3	+1	+0	37	Tough, Strongman	Vulcan Coat, Flamethrower, Fire Axe*
Fireman	5+	+2	+1	+0	17	Tough	Vulcan Coat, Fire Axe*

* A Fire Axe counts as an axe (large).

Options

- Fire Hose: SV+2, Pluck -1, 4 Hands. Range 12". It can attack groups like a flamethrower and walk its fire. It ignores all armour. Failed pluck rolls result in knock downs. (+10 points). It must be fitted to a vehicle (see below). Note: Any figure which has been hit with a flame attack may have the flames extinguished by subsequently being hit by the jet of water from a fire hose (i.e. this is an alternative to spending a full turn extinguishing the flames).
- Armoured Steam Carriage, The Salamander (+19 points); this is usually fitted with either one or two fire hoses.
- Any Fireman can take a single Brick Lane Bottle Grenade (+6 points).
- McGrew can take up to six sticks of Dynamite (Explosive Grenade, +6 points each).
- The company can deploy up to one Withall MkII Mechanised Walker (+22 points). This is crewed by a Fireman (usually Grubb – see below). It can take a Flamethrower (+ 11 points) or a single fire hose (+10 points).

The Salamander Fire Insurance Company – A company for In Her Majesty's Name.

- One Fireman can take the Medic talent (+ 5 points).
- Any figure may be equipped with a Breath Preserver (+2 points) and / or a carbide lamp (+3 points).

One of the few known images of the Crew taken, we believe, by Captain Flack himself.



(left to right; Dibble, McGrew, Pugh, Pugh, Grubb & Cuthbert)

Flack's standard approach is to roar up to their objective in The Salamander and then jump out to engage their targets.

An unusual tactic used by this Brigade is to assault a group of enemy and then have Dibble hose them all down with his Flamethrower. The Brigade men will be immune because of their Vulcan Coats, but their opponents will not be.