



Adapting IHMN Gothic for  
In Her Majesty's Name  
Second Edition



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The Ministry of Gentlemanly Warfare



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## 1.0 Introduction

The original *In Her Majesty's Name (IHMN)* rules were published in 2013. These were followed by a series of supplements, culminating in 2017 with *Gothic – A Dark Companion for In Her Majesty's Name* which introduced classic Victorian gothic horror to the game.

In 2021, the Ministry of Gentlemanly Warfare released the Second Edition of *In Her Majesty's Name (IHMN2)*. This new book is solidly based on the original *IHMN* but with considerable refinements and many new elements. A free Ministry Information Pamphlet describing the key changes in the Second Edition is available for download from the *IHMN* page of the Ministry of Gentlemanly Warfare blog <https://theministryofgentlemanlywarfare.wordpress.com/in-her-majestys-name>.

A few elements of the *Gothic* supplement have been incorporated into the Second Edition, but *Gothic* remains a book in its own right. Much of it can be used unchanged with *IHMN2* but there are some aspects which need updating to make it fully compatible.

The purpose of this free Information Pamphlet is to provide those updates.

The section numbering in this Pamphlet mirrors that in *Gothic*. Within each section we explain which elements are superseded by the new rules and which require slight modification for use in *IHMN2*.

Any *Gothic* element not mentioned in this Pamphlet can be used without modification in *IHMN2* games.

### 1.1 New Rules – Flying

This entire section is superseded by the flying rules in section 3.2.7 of the *IHMN2* rulebook.

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## 2.0 The Armory

### 2.1 Weapons

The rules for aerial bombs are superseded by those in section 5.2.6 of the *IHMN2* rulebook.

The radius of effect for a Darkbane grenade is reduced to 2" in line with the other grenade types in section 5.2.4 of *IHMN2*.

The rules for all the other *Gothic* weapons stand under *IHMN2* but the points costs for each of them change as follows:

Fighting Weapon	Cost
Arc whip	7
Holy Water vial	2
Quarterstaff, iron	7
Stake, wooden	4

Shooting Weapon	Cost
Grenade, Darkbane	4
Holy Water vial	2
van Koppler projector	9

### 2.2 Special Weapon Properties

Everything in this *Gothic* section, including the points costs, can be used unchanged in *IHMN2*; see also *IHMN2* section 5.2.9.

## 2.3 Special Equipment

The Relic and Ward rules are superseded by the Reliquary and Ward rules respectively in section 5.3.2 of *IHMN2*.

The other items in this section can be used unchanged in *IHMN2* games. Note that the Arc suit could also be powered by a steam dynamo.

## 2.4 Transportation

### 2.4.1 Luft Harness

The Luft harness does not appear in the *IHMN2* rules; you may wish to consider using a rocket pack (*IHMN2* section 5.3.2) instead.

### 2.4.2 Ornithopter

The rules for ornithopters are superseded by those to be found in section 5.4.4 of the *IHMN2* rulebook.

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## 3.0 Bestiary

### 3.1 Animals

Revised animal points costs are as follows; there are no other changes.

Animal	Cost
Bat, giant	27
Rat, giant	16
Raven	25

### 3.2 Extraordinary Creatures

The stats for a zombie are replaced by those in section 6.3 of *IHMN2*.

The rest of the creatures in this section remain unchanged except for their points costs.

Extraordinary Creature	Cost
Barghest	32
Ghost	47
Nightmare	20

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## 4.0 Talents

The only change in this section is that the cost of the Miasma Talent is reduced to 2 points.

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## 5.0 Mystical Powers

Some of the *Gothic* Powers are superseded by Powers defined in *IHMN2*. In all other cases, the *Gothic* Powers need to be graded as either Lesser or Greater as per section 8.0 of the *IHMN2* rules rather than having individual points costs.

Power	Superseded / Lesser / Greater
Angelic / Diabolic Aura	Lesser
Beast-Master	Lesser
Bless Weapon #	Lesser
Bless, Greater	Greater
Bless, Lesser	Lesser
Break Enchantment	Superseded by <i>IHMN2</i> Greater Power of the same name
Chilling Mist	Lesser; figures with the Coldproof Talent are immune to the Pluck penalty
Curse, Greater	Greater
Curse, Lesser	Lesser
Darksight	Lesser
Extinguish	Superseded by <i>IHMN2</i> Lesser Power of the same name
Exorcism	Superseded by <i>IHMN2</i> Greater Power of the same name
Fear Not	Greater
Hold	Lesser
Horrify	Lesser
Incorporeal	Greater
Inspire Dread	Greater
Lay on Hands	Superseded by <i>IHMN2</i> Greater Power 'Heal'
Magic Lantern	Lesser; can be put out by <i>IHMN2</i> Lesser Power 'Deluminate'
Possession	Greater
Raise Zombie	Greater
Repulse	Lesser
Sanctify Armour	Lesser
Shapeshift	Greater
Wings of Thought	Superseded by <i>IHMN2</i> Lesser Power 'Soar'

# This Power can be used along with another action in the phase.

## 6.0 The Companies

In most cases, the descriptive material for each company stands unchanged; any specific changes are described below.

All of the figure tables and options are re-provided here as there are many changes in detail and points cost.

### 6.1 Airship Pirates

	Pluck	FV	SV	Speed	Armour Rating	Cost
Captain Mal	2+	+3	+3	+0	Shooting 8, Fighting 8	69
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [3 Hero Points], Inspirational, Leadership +2, Tough				lined coat, pistol, sword	
First Mate Zoe	3+	+2	+3	+0	Shooting 8, Fighting 8	53
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1, Marksman				lined coat, carbine, pistol, large knife	
Captain	3+	+3	+3	+0	Shooting 8, Fighting 8	45
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Leadership +2				lined coat, pistol, sword	
First Mate	4+	+2	+2	+1	Shooting 8, Fighting 9	39
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1, Tough				lined coat, pistol, sword	
Gunner	5+	+1	+2	+0	Shooting 8, Fighting 8	35
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Marksman				lined coat, military rifle, large knife	
Crewman	5+	+1	+1	+1	Shooting 8, Fighting 9	21
	<b>Talents / Powers</b>				<b>Equipment</b>	
					lined coat, pistol, sword	
Engineer	5+	+1	+1	+0	Shooting 8, Fighting 8	25
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer				lined coat, pistol, large knife	
Pilot	4+	+1	+2	+0	Shooting 8, Fighting 8	51
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Pilot				lined coat, pistol, explosive grenades x2, ornithopter	

#### Options

- Any Airship Pirate may exchange their lined coat for brigandine armour (+1 point).
- Any Captain or First Mate may have the martial arts [basic] skill (+3 points).
- Any Captain, First Mate or Gunner who is part of a landing party may upgrade their lined coat to a chain shirt (+3 points).

- A Captain may take any of the following additional Talents: Erudite Wit (+3 points), Fearless (+5 points), Gunslinger (+5 points), Lightning Shot (+5 points), Lightning Strike (+5 points), Marksman (+7 points), Snaphooter (+5 points), Tough (+5 points), Weapon Master (+7 points).
- A First Mate may take any of the following additional Talents: Gunslinger (+5 points), Lightning Shot (+5 points), Marksman (+7 points), Medic (+7 points).
- Any First Mate or Gunner can take any of the following Talents: Grenadier (+5 points), Skirmisher (+3 points), Snaphooter (+5 points).
- Any First Mate or Gunner may take explosive grenades (+5 points each); if they have the Grenadier Talent, they can take grenades of any type (points cost depends on grenade type).
- Two Gunners may form a machine gun team, giving up their military rifles and Marksman Talent in exchange for a pistol each and a machine gun between them (total 50 points for the team, replaces cost in table above).
- Any Engineer may take a Congreve rocket launcher (+3 points) and any number of rocket grenades of any type (points cost depends on grenade type).
- A pilot may exchange their pistol for a carbine (+3 points). If they do so, they may also outfit their ornithopter with a weapon mount (of similar type to that used by Kate's Valkyries, *IHMN2* 9.4.3) which allows them to fire their carbine one-handed but fixes it to the ornithopter (no additional cost).
- A Pilot may carry a single bomb of any type on their ornithopter (points cost depends on bomb type).
- Any Airship Pirate may have a breath preserver (+2 points).

## 6.2 Anarchist Cadre

	Pluck	FV	SV	Speed	Armour Rating	Cost
Emil Rotenburg	3+	+2	+2	+1	Shooting 8, Fighting 9	51
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Erudite Wit, Hero [2 Hero Points], Inspirational, Leadership +2				lined coat, pistol, club	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Katerina Rotenburg (Vampire Bride)	2+	+3	+1	+2	Shooting 7, Fighting 9	78+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Invulnerable, Leadership +1, Mystic, Nighteyes, Toxinproof Shapeshift [giant bat] plus up to 2 Lesser and 1 Greater Mystical Powers				large knife	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Big Oleg	4+	+2	+1	+0	Shooting 10, Fighting 10	41
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Strong, Tough				chain shirt, pistol, large knife	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Cadre Leader	4+	+1	+1	+1	Shooting 8, Fighting 9	30
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1				lined coat, pistol, large knife	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Comrade	5+	+1	+1	+1	Shooting 8, Fighting 9	19
	<b>Talents / Powers</b>				<b>Equipment</b>	
					lined coat, pistol, large knife	

## Options

- Big Oleg can deploy with a machine gun (+38 points) which, since he has the Strong Talent, he can carry and use unaided.
- Any Cadre Leader may have any of the following additional Talents: Erudite Wit (+3 points), Inspirational (+10 points). They may also upgrade their Leadership from +1 to +2 (+3 points).
- Any Cadre Leader or Comrade may have any of the following Talents: Engineer (+8 points), Fanatic (+5 points), Fearless (+5 points), Grenadier (+5 points), Marksman (+7 points), Martyr (+5 points), Medic (+7 points).
- Any Cadre Leader or Comrade may upgrade their pistol to a carbine (+3 points), shotgun (+1 points) or short shotgun (+2 points). Up to half of them may instead upgrade to a military rifle (+10 points). Up to half of those with military rifles may further upgrade to a hunting rifle (+15 points over and above cost to upgrade to military rifle).
- Any Cadre Leader or Comrade may carry a single explosive grenade (+5 points); if they have the Grenadier Talent, they may have any number of grenades of any type (points cost depends on grenade type).
- If at least one member of the cadre has the Engineer Talent, then any member with the Martyr Talent can have a bomb of any type (points cost depend on bomb type).
- The cadre can deploy with a single steam lorry (+30 points).

## 6.3 Baron von Frankenstein

	Pluck	FV	SV	Speed	Armour Rating	Cost
Baron Victor von Frankenstein	3+	+1	+1	+0	Shooting 9, Fighting 9	71
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer, Hero [2 Hero Points], Leadership +2, Medic				Magneto-Static Repulsor, steam dynamo, Arc truncheon, Arc rifle	
Igor	3+	+3	+1	+0	Shooting 8, Fighting 8	57
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1, Tough				lined coat, Arc pistol, Arc truncheon, light Arc generator	
Creature	2+	+4	+0	+1	Shooting 10, Fighting 11	57
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Arcproof <sup>1</sup> , Dreadful				tough hide (chain shirt), mighty fists (sword)	
Bride	3+	+3	+0	+0	Shooting 9, Fighting 9	51
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Arcproof <sup>1</sup> , Mystic, Unearthly Beauty, Mesmerism				Magneto-Static Repulsor, steam dynamo, large knife	
Leftover	5+	+3	+0	+1	Shooting 9, Fighting 10	24
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Arcproof <sup>1</sup>				tough hide (brigandine), mighty fists (large knife)	
Assistant	6+	+0	+1	+1	Shooting 8, Fighting 9	17
	<b>Talents / Powers</b>				<b>Equipment</b>	
					lined coat, carbine, club	

1: If any figure in this company with the Arcproof Talent is Knocked Down, any hit on them by an electrical attack allows them an immediate Pluck roll to recover from being Knocked Down. (This special ability is costed at 2 points.)



## Options

- Igor can drive a steam carriage (+19 points); if he does so then he may fit his Arc generator to the carriage for the duration of the game rather than carrying it himself.
- Any Leftover may have the Terrifying Talent (+5 points).
- Two Assistants can crew an Arc cannon (+26 points).
- Any Assistant can swap their carbine for a shotgun (-2 points).
- Any Assistant can have either the Engineer Talent (+8 points) or the Medic Talent (+7 points).
- Any Assistant with the Engineer Talent can exchange their carbine for an Arc pistol (+1 point) or an Arc rifle (+8 points).
- Any member of the company with the Engineer Talent may take a light Arc generator (+10 points).

## 6.4 Carpathian Gypsies

	Pluck	FV	SV	Speed	Armour Rating	Cost
Mother (Maiden)	3+	+1	+0	+1	Shooting 7, Fighting 8	73+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Inspirational, Leadership +2, Medic, Mystic, Uearthly Beauty Shapeshift [Crone] plus up to 3 other Lesser and 1 Greater Mystical Powers				large knife	
Mother (Crone)	3+	+1	+0	+1	Shooting 7, Fighting 8	73+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Dreadful, Hero [2 Hero Points], Leadership +2, Medic, Mystic, Terrifying Shapeshift [Maiden] plus up to 3 other Lesser and 1 Greater Mystical Powers				large knife	
Aunt	4+	+0	+0	+1	Shooting 7, Fighting 8	27
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Leadership +1, Medic, Mystic up to 2 Lesser and 1 Greater Mystical Powers				large knife	
Champion	2+	+4	+0	+2	Shooting 7, Fighting 9	64
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Berserker, Hero [1 Hero Point], Tough				two-handed axe [silvered]	
Warrior	4+	+2	+1	+2	Shooting 8, Fighting 10	20
	<b>Talents / Powers</b>				<b>Equipment</b>	
					lined coat, sword	
Gypsy	5+	+1	+0	+1	Shooting 7, Fighting 8	10
	<b>Talents / Powers</b>				<b>Equipment</b>	
					large knife	

## Options

- The Mother and the Aunts can poison their knives (+4 points per figure).
- Any Mother or Aunt can take one or more of the following additional Talents: Erudite Wit (+3 points), Fanatic (+5 points), Fearless (+5 points), Iron Will (+7 points).
- Any Mother or Aunt can have one (only) of the following Talents: Arcproof, Coldproof, Fireproof, Toxinproof (all +5 points).
- Any Warrior or Gypsy may take a crossbow (+8 points), small knife (+6 points) or a bullwhip (+4 points).
- A Warrior may take the Cavalry Talent (+7 points) and a Gypsy (riding) horse (+10 points). If they do so then they may also take the Trick Riding Talent (+5 points).
- A Warrior with a crossbow may take the Marksman Talent (+7 points) and/or the Skirmisher Talent (+3 points).
- A Warrior may take the Mystic Talent with the Shapeshift Mystical Power (+15 points) and use it to become a Barghest (3.0).
- Any member of the company can take a silvered version of their weapon or silvered ammunition for it (+5 points). They may also take a lined coat (+1 point) if they do not already have one.
- Any Gypsy may drive a Gypsy caravan, which is the equivalent of a horse-drawn carriage (*IHMN2* 5.4.2; +14 points).
- Any member of the company can take the Swimmer Talent (+2 points).

## 6.5 Carpathian Villagers

	Pluck	FV	SV	Speed	Armour Rating	Cost
Ratnov (Elder)	3+	+2	+2	+0	Shooting 8, Fighting 8	58
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Iron Will, Leadership +2				lined coat, pistol [silvered bullets], sword [silvered]	
Vestina (Witch)	3+	+1	+1	+0	Shooting 8, Fighting 8	67
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1, Mystic Break Enchantment, Heal, Bolt of Fire				lined coat, quarterstaff [silvered]	
Borkoy (Smith)	4+	+3	+0	+0	Shooting 9, Fighting 9	48
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Impervious, Tough				brigandine, two-handed axe [silvered]	
Drenyaya (Undertaker)	4+	+2	+2	+1	Shooting 8, Fighting 9	50
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [1 Hero Point]				lined coat, pistol [silvered bullets], two-handed axe [silvered]	
Elder	3+	+1	+2	+0	Shooting 9, Fighting 9	40
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Leadership +2, Tough				brigandine, sword	
Priest	4+	+0	+0	+0	Shooting 8, Fighting 8	21
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Leadership +1, Medic				lined coat, quarterstaff	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Witch	3+	+1	+0	+0	Shooting 8, Fighting 8	25+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Leadership +1, Mystic up to 2 Lesser and 1 Greater Mystical Powers				lined coat, quarterstaff	
Smith	4+	+3	+0	+0	Shooting 9, Fighting 9	27
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				brigandine, two-handed axe	
Undertaker	4+	+2	+1	+0	Shooting 8, Fighting 8	28
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless				lined coat, pistol, one-handed axe	
Hunter	5+	+1	+2	+1	Shooting 8/9, Fighting 9	30
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Stealthy				lined coat, crossbow, spear	
Woodsman	5+	+2	+0	+0	Shooting 8, Fighting 8	22
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				lined coat, two-handed axe	
Villager	6+	+0	+0	+0	Shooting 7, Fighting 7	2
	<b>Talents / Powers</b>				<b>Equipment</b>	
					large, improvised weapon	

### Options

- Any Elder can take a wooden stake (+4 points).
- Any Priest may take vials of Holy Water (+2 points per vial), a garlic censor (+5 points) and/or a wolfsbane censor (+5 points).
- A Witch can take a ward (points cost depends on ward type) and/or a wooden stake (+4 points).
- If there is a Priest in the company then each Elder, Smith or Undertaker can have up to two vials of Holy Water (+2 points per vial).
- Any Elder, Priest, Witch, Smith or Undertaker may have silvered versions of their weapons (+5 points per weapon).
- Any Priest, Witch, Smith or Undertaker may have the Hero Talent with 1 Hero Point (+6 points).
- Any Villager can take exchange their improvised weapon for a spear (+8 points), a bow (+8 points), a crossbow (+8 points), a shotgun (+7 points) or a muzzle-loading rifle (+13 points).

## 6.6 The Carrion Birds

	Pluck	FV	SV	Speed	Armour Rating	Cost
Marcus Todt	2+	+4	+2	+2	Shooting 8, Fighting 10	79
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Berserker, Dreadful, Hero [2 Hero Points], Leadership +2, Miasma				lined coat, pistol, large knife	
August Herrick	3+	+4	+2	+0	Shooting 10, Fighting 10	57
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [2 Hero Points], Weapon Master [sword]				chain shirt, pistol, sword	
Ghoul Lieutenant	3+	+3	+1	+1	Shooting 8, Fighting 9	44
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Berserker, Leadership +1, Miasma				lined coat, pistol, large knife	
Ghoul	4+	+2	+1	+1	Shooting 8, Fighting 9	34
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Berserker, Miasma				lined coat, pistol, large knife	
Carrion Bird	5+	+1	+1	+0	Shooting 8, Fighting 8	14
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				lined coat, nightstick	

### Options

- Any Ghoul can exchange their pistol for a shotgun (+1 point) or short shotgun (+2 points).
- Any Carrion Bird can also carry a carbine (+9 points), a pistol (+6 points), a shotgun (+7 points) or a short shotgun (+8 points).
- Any Carrion Bird can choose to wear brigandine (+1 point) instead of their lined coat.
- August Herrick can call upon the assistance of up to two Vampire Thralls (6.11).
- The company can deploy with a steam lorry (+30 points), a steam hansom (+11 points) and/or a steam carriage (+19 points).
- Any member of the company can deploy with a bicycle (+1 point).

## 6.7 The Dread Monks of Sucevita

	Pluck	FV	SV	Speed	Armour Rating	Cost
The Abbot	2+	+3	+0	+0	Shooting 9, Fighting 9	73+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Dreadful, Hero [2 Hero Points], Immortal, Leadership +2, Mystic up to 4 Lesser and 2 Greater Mystical Powers				Dead Flesh <sup>1</sup> , iron quarterstaff [cursed]	
Hierro-Deacon	3+	+2	+0	+0	Shooting 9, Fighting 9	62+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Dreadful, Hero [1 Hero Point], Leadership +1, Medic <sup>2</sup> , Mystic, Tough, Toxinproof up to 2 Lesser and 1 Greater Mystical Powers				Dead Flesh <sup>1</sup> , iron quarterstaff	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Hiero-Monk	4+	+2	+0	+0	Shooting 9, Fighting 9	31+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Mystic, Tough, Toxinproof up to 2 Lesser Mystical Powers				Dead Flesh <sup>1</sup> , iron quarterstaff	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Dread Monk	4+	+2	+0	+0	Shooting 9, Fighting 9	26
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough, Toxinproof				Dead Flesh <sup>1</sup> , iron quarterstaff	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Doomed	6+	+0	+0	+1	Shooting 8, Fighting 9	13
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic				lined coat, quarterstaff	

1. The Monks' time-hardened Dead Flesh protects their vitals, giving them the equivalent of brigandine armour and costing the same.

2. A Dread Monk may only use the Medic Talent on a fellow Monk.

### Options

- The Abbot and any Hiero-Deacon may have a ward which grants them the equivalent of the Arcproof, Coldproof or Fireproof Talent (+8 points per ward).
- Any Hiero-Deacon may have the cursed property for their iron quarterstaff (+5 points).
- Any Hiero-Monk and any Hiero-Deacon can be granted the Numb Talent (+10 points each) by the Abbot before battle.
- Any Hiero-Monk may have the Medic Talent (+7 points) but is subject to the limitation in Note 2 above.
- Any Doomed can be armed with a muzzle-loading rifle (+13 points).
- The company can include a single lesser or greater demon (*IHMN2* 6.2).

## 6.8 The Grand Tour of Miss Beaufort Summers

	Pluck	FV	SV	Speed	Armour Rating	Cost
Miss Beaufort	2+	+4	+2	+3	Shooting 8, Fighting 11	91
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [4 Hero Points], Leadership +1, Slayer				lined coat, martial arts [advanced], pistol, wooden stake	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Miss Aurora	4+	+2	+1	+2	Shooting 8, Fighting 10	47
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Slayer				lined coat, martial arts [basic], pistol, wooden stake	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Miss Wilhelmina	4+	+0	+1	+1	Shooting 8, Fighting 9	45+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Mystic up to 2 Lesser and 1 Greater Mystical Powers				lined coat, crossbow, large knife [silvered], holy water x3	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Sir Rupert Giles	3+	+2	+2	+0	Shooting 8, Fighting 8/9	60+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Erudite Wit, Hero [2 Hero Points], Leadership +2, Mystic up to 3 Lesser Mystical Powers				lined coat, crossbow, large knife [silvered], holy water x3	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Mr Harris	4+	+1	+1	+0	Shooting 8, Fighting 8	
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [3 Hero Points], Tough				lined coat, nightstick (actually a baseball bat)	
The Angelus	3+	+4	+0	+2	Shooting 7, Fighting 9	65
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Dark Immortality, Invulnerable, Nighteyes, Toxinproof, Uncurseable				sword	
Smitten Officer	5+	+2	+2	+0	Shooting 11, Fighting 11	23
	<b>Talents / Powers</b>				<b>Equipment</b>	
					steel breastplate, sabre	
Servant	5+	+1	+2	+0	Shooting 9, Fighting 9	24
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic				brigandine, pistol, large knife	

### Options

- Miss Beaufort and/or Miss Aurora may upgrade their lined coat to brigandine (+1 point) or chain shirt (+3 points).
- Mr Harris may swap his baseball bat for an Arc truncheon (+6 points).
- A Smitten Officer may have a pistol (+6 points). They may also have the Hero Talent but with no Hero Points (+5 points).
- Any Servant may take a carbine (+9 points), shotgun (+7 points) or short shotgun (+8 points).
- Any member of this company may have a silvered version of any weapon they possess (+5 points per weapon).
- Sir Giles may have access to single reliquary or ward (*IHMN2* 5.3.2) through his organisation, which he can give to any of the company.

## 6.9 The Illuminati

	Pluck	FV	SV	Speed	Armour Rating	Cost
Adam Weishaupt	2+	+3	+2	+1	Shooting 9, Fighting 10	71
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [3 Hero Points], Immortal, Leadership +3				Magneto-Static Repulsor, steam dynamo, pistol, swordstick (i.e. rapier)	
Milady de Winter	3+	+3	+3	+1	Shooting 8/9, Fighting 9	71
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Marksman, Mystic, Snaphooter, Stealthy Mesmerism				lined coat, hand crossbow, large knife	
Secret Master	2+	+3	+2	+1	Shooting 9, Fighting 10	51
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Leadership +2				Magneto-Static Repulsor, steam dynamo, pistol	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Master	3+	+3	+2	+1	Shooting 9, Fighting 10	34
	Talents / Powers				Equipment	
	Leadership +1				Magneto-Static Repulsor, steam dynamo, pistol	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Adept	4+	+2	+2	+1	Shooting 8, Fighting 9	18
	Talents / Powers				Equipment	
					lined coat, pistol	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Acolyte	4+	+1	+2	+0	Shooting 8, Fighting 8	15
	Talents / Powers				Equipment	
					lined coat, pistol	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Pawn	5+	+1	+1	+0	Shooting 7, Fighting 7	5
	Talents / Powers				Equipment	

### Options

- Milady de Winter can apply poison to her weapons (+7 points per weapon). She may also have any number of smoke grenades (+3 points each), flash grenades (+5 points each) and/or poison gas grenades (+6 points each).
- Any member of the Illuminati can take one or more of the following Talents: Engineer (+8 points), Fanatic (+5 points), Grenadier (+5 points), Marksman (+7 points), Medic (+7 points), Snaphooter (+5 points), Stealthy (+5 points).
- Any company member with the Grenadier Talent can take any number of grenades of any type (points cost depends on grenade type).
- Any company member with the Engineer Talent can take a light Arc Generator (+10 points) or a Congreve rocket launcher (+7 points) with any number of rocket grenades of any type (points cost depends on grenade type).
- Any Pawn or Acolyte may take the Martyr Talent (+5 points) and if they do they may also take a bomb of any type (points cost depends on bomb type).
- Any Acolyte or Adept may upgrade their lined coat to brigandine (+1 point).
- Any Pawn may take a lined coat (+1 point).
- Any figure with a pistol may replace this with an Arc pistol (+4 points).
- Any member of the company may take a shotgun (+7 points), short shotgun (+8 points), carbine (+9 points), a military rifle (+16 points), an Arc rifle (+17 points) or a hunting rifle (+33 points).
- Any member of the company may take any of the following fighting weapons: Arc truncheon (+7 points), club (+2 points), nightstick (+3 points), large knife (+5 points), small knife (+6 points), swordstick (+5 points), one-handed axe (+8 points), sword (+7 points).
- Any Secret Master, Master or Acolyte may have silvered versions of any of their weapons (+5 points per weapon).
- Any Secret Master or Master may carry a ward (*IHMN2* 5.3.2; points cost depends on ward).
- Any Secret Master (including Weishaupt) may be privy to ancient and terrible knowledge. If so they can take the Mystic Talent (+5 points) with up to 2 Lesser and 1 Greater Mystical Powers at additional cost.
- Any member of the company may have a breath preserver (+2 points).

## 6.10 Imperial Nightwatch

	Pluck	FV	SV	Speed	Armour Rating	Cost
Kapitan Scheer	2+	+4	+3	+0	Shooting 12, Fighting 12	102
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [3 Hero Points], Leadership +2, Weapon Master [sabre]				SRC breastplate [sanctified], Arc pistol [blessed], sabre [blessed]	
Feldwebel Osman	3+	+3	+2	+0	Shooting 10, Fighting 10	59
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Iron Will, Leadership +1, Tough				chain shirt, Nock gun, sword	
Chaplain Schulz	4+	+1	+0	+0	Shooting 10, Fighting 10	41
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Fearless, Hero [2 Hero Points]				chain shirt, sabre [blessed]	
Kapitan	3+	+3	+2	+0	Shooting 12, Fighting 12	58
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Leadership +2				SRC breastplate, pistol, sabre	
Feldwebel	4+	+2	+2	+0	Shooting 10, Fighting 10	44
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Bayonet Drill, Leadership +1, Tough				chain shirt, military rifle, bayonet	
Watchman	5+	+1	+2	+0	Shooting 9, Fighting 9	31
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Bayonet Drill				brigandine, military rifle, bayonet	
Medic	5+	+1	+1	+0	Shooting 9, Fighting 9	25
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Medic				brigandine, pistol, large knife	
Engineer	5+	+1	+1	+0	Shooting 9, Fighting 9	30
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer				brigandine, Arc pistol, large knife	
Chaplain	4+	+1	+1	+0	Shooting 10, Fighting 10	18
	<b>Talents / Powers</b>				<b>Equipment</b>	
					chain shirt, sabre	

### Options

- Feldwebel Osman may exchange his Nock gun for a military rifle (+6 points).
- Any Kapitan may exchange his pistol for an Arc pistol (+4 points). His armour may be sanctified (+3 points) and some or all of his weapons may be blessed (+7 points per weapon).
- Any Feldwebel or Watchman can exchange his military rifle for an Arc rifle (+1 point).
- Any Feldwebel or Watchman can take the Marksman Talent (+7 points).



- Any Feldwebel, Watchman or Engineer can take a single explosive grenade (+5 points) or Darkbane grenade (+4 points). They may also take the Grenadier Talent (+5 points); if they do then they may have up to three grenades of any type (points cost depends on grenade type).
- An Engineer can take a light Arc generator (+10 points).
- An Engineer may have one of the following additional equipment sets:
  - a single bomb (points cost depends on bomb type);
  - an Arc cannon (+23 points) – this requires a crew of two Engineers or a single Engineer with the Strong Talent (+7 points);
  - a Congreve rocket launcher (+3 points) and up to three rocket grenades of any type (points cost depends on grenade type);
  - a flamethrower (+12 points) – this requires a crew of two Engineers or a single Engineer with the Strong Talent (+7 points);
  - a van Koppler Projector (+9 points) – this also requires a crew of two Engineers or a single Engineer with the Strong Talent (+7 points).
- A Chaplain may have up to two of the following Talents: Fearless (+5 points), Iron Will (+7 points), Medic (+7 points), Mystic (+5 points).
- A Chaplain with the Mystic Talent may have up to three Lesser Mystical Powers (+5 points each); a Chaplain with no Mystical Powers may instead be equipped with a single ward (see *IHMN2* 5.3.2 for points cost).
- A Chaplain may take up to 3 flasks of Holy Water (+2 points each) and/or up to 3 Darkbane grenades (+4 points each). They may also take the Grenadier Talent (+5 points).
- Any figure may take silvered weapons (+5 points per weapon).
- Any figure may take the Fanatic Talent (+5 points).
- Any figure may take a breath preserver (+2 points).
- The company can deploy with (or indeed in) a dirigible (*IHMN* 5.4.4, +28 points). Each of the dirigible's two hard-points can be fitted with a bomb (points cost depends on bomb type), a machine-gun (+38 points) or an Arc cannon (+26 points); if at least one Arc cannon is fitted then the dirigible can also have a light Arc generator on board (+10 points) or a heavy Arc generator fitted to one of the hard-points (+20 points).

## 6.11 Noble Vampire

	Pluck	FV	SV	Speed	Armour Rating	Cost
Baron Pietr Yvgenivich (Noble Vampire)	3+	+3	+0	+3	Shooting 7, Fighting 10	139
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Dark Immortality, Dreadful, Hero [2 Hero Points], Invulnerable, Leadership +2, Mystic, Nighteyes, Toxinproof Break Enchantment, Chilling Mist, Move in Safety, Raise Zombie, Shapeshift [giant bat]				martial arts [advanced], sword	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Llana (Vampire Bride)	4+	+2	+0	+2	Shooting 7, Fighting 9	80
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Invulnerable, Leadership +1, Mystic, Nighteyes Horrify, Mesmerism, Shapeshift [giant bat]				large knife	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Arkady (Retainer)	4+	+2	+1	+0	Shooting 10, Fighting 10	40
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Tough				chain shirt, shotgun, two-handed axe	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Nicolai Koslov (Lesser Vampire)	4+	+2	+0	+2	Shooting 7, Fighting 9	92
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Invulnerable, Leadership +1, Mystic, Nighteyes, Toxinproof Clouding Men's Minds, Lesser Curse, Shapeshift [wolf], Zone of Shadows				martial arts [basic], sword	
Noble Vampire	3+	+3	+0	+3	Shooting 7, Fighting 10	94+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Dark Immortality, Hero [2 Hero Points], Invulnerable, Leadership +2, Mystic, Nighteyes, Toxinproof Shapeshift <sup>1</sup> plus up to 5 Lesser or Greater Mystical Powers				martial arts [advanced], sword	
Vampire Bride	4+	+2	+0	+2	Shooting 7, Fighting 9	65+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Invulnerable, Leadership +1, Mystic, Nighteyes, Toxinproof Shapeshift <sup>1</sup> plus up to 3 Lesser or Greater Mystical Powers				large knife	
Lesser Vampire	4+	+2	+0	+2	Shooting 7, Fighting 9	67+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Invulnerable, Leadership +1, Mystic, Nighteyes, Toxinproof Shapeshift <sup>1</sup> plus up to 4 Lesser or Greater Mystical Powers				martial arts [basic], sword	
Retainer	5+	+1	+1	+0	Shooting 9, Fighting 9	19
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				brigandine, shotgun	
Thrall	5+	+1	+1	+1	Shooting 8, Fighting 9	23
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Nighteyes, Numb				lined coat	

1: Each vampire can transform into either a giant bat or a wolf; once the choice has been made, it is fixed.

**Note:** There can only be one Noble Vampire in a company.

### Options

- A Noble Vampire may have either the Dreadful Talent (+10 points) or the Terrifying Talent (+5 points) but not both.
- A Noble Vampire's sword may be cursed (+5 points).
- A Bride or Lesser Vampire may have the Miasma Talent (+2 points).
- Any Vampire may have the Flying Talent (+7 points).
- Any Retainer or Thrall may have one of the following Fighting weapons: one-handed axe (+8 points), two-handed axe (+11 points), club (+2 points), large knife (+5 points), sword (+7 points).

- Any Retainer may have the Fanatic Talent (+5 points).
- A Retainer can exchange their shotgun for a military rifle (+9 points). If they do so, they may take the Marksman Talent (+7 points).
- Any Vampire Thrall may be armed with a pistol (+6 points) or a carbine (+9 points). They may also upgrade from a lined coat to brigandine armour (+1 point).
- A Vampire Thrall can take the Stealthy Talent (+5 points).
- If the company is led by a Noble Vampire with the Beast-master Mystical Power then it may contain any or all of the following under the control of the Beast-master:
  - Giant bats (+27 points each).
  - Fighting dogs (+17 points each; *IHMN2* 6.1).
  - Giant Rats (+16 points each).
  - Wolves (+24 points each; *IHMN2* 6.1).
  - Demonic Wolves (+37 points each; *IHMN2* 6.2); these Exotic Creatures will be allies rather than being under the direct effects of the Beast-master Power.

## 6.12 The Order of the Bringers of Salvation

	Pluck	FV	SV	Speed	Armour Rating	Cost
Sampson Caine	2+	+3	+3	+0	Shooting 11, Fighting 11	92
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [1 Hero Point], Immortal, Iron Will, Leadership +2				steel breastplate, short shotgun, two-handed sword	
Mother Superior	3+	+2	+1	+0	Shooting 9, Fighting 9	46
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Inspirational, Leadership +1				brigandine, pistol, quarterstaff	
Pure Sister	4+	+1	+1	+0	Shooting 8, Fighting 8	24
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic				lined coat, pistol, quarterstaff	
Damned	4+	+2	+2	+0	Shooting 9, Fighting 9	18
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Iron Will				brigandine	

### Options

- Any Mother Superior or Pure Sister may also have any of the following Talents: Fearless (+5 points), Impervious (+10 points), Iron Will (+7 points), Medic (+7 points), Slayer (+15 points), Tough (+5 points), Uncurseable (+5 points).
- Any Mother Superior or Pure Sister may have blessed versions of their weapons (+7 points per weapon). They may also have up to 3 vials of Holy Water each (+2 points per vial). They may also have a wooden stake (+4 points).
- Any Mother Superior may have a reliquary (*IHMN2* 5.3.2).
- Any Mother Superior or Pure Sister may have a ward (*IHMN2* 5.3.2).
- Any Pure Sister may exchange her pistol for a shotgun (+1 point) or a short shotgun (+2 points).
- One Pure Sister may take either a garlic censor or a wolfsbane censor (+5 points).
- A Damned may have any one of the following Shooting weapons: pistol (+6 points), crossbow (+8 points), shotgun (+7 points), short shotgun (+8 points), carbine (+9 points), military rifle (+16 points).
- A Damned may have any one of the following Fighting weapons: bullwhip (+4 points), club (+2 points), nightstick (+3 points), large knife (+5 points), one-handed axe (+8 points), two-handed axe (+11 points), spear (+8 points).
- Any Damned may have silvered versions of any of their weapons (+5 points per weapon).

## 6.13 The Peasants' Crusade

	Pluck	FV	SV	Speed	Armour Rating	Cost
Simon Peter (Crusader)	2+	+2	+0	+0	Shooting 10, Fighting 10	112
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [4 Hero Points], Inspirational, Iron Will, Leadership +3, Medic, Mystic Exorcism, Greater Bless				chain shirt, quarterstaff [blessed]	
Magda	3+	+3	+1	+1	Shooting 8, Fighting 9	44
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Hero [2 Hero Points], Leadership +1				lined coat, pistol, large knife	
Crusader	3+	+2	+2	+0	Shooting 8, Fighting 8	40
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Hero [3 Hero Points], Leadership +2				lined coat, quarterstaff	
Soldier	5+	+1	+1	+0	Shooting 8, Fighting 8	23
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				lined coat, shotgun, large knife	
Flagellant	3+	+0	+0	+1	Shooting 7, Fighting 8	28
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Iron Will				bullwhip	
Gypsy Warrior	4+	+2	+1	+2	Shooting 8, Fighting 10	20
	<b>Talents / Powers</b>				<b>Equipment</b>	
					lined coat, sword	
Peasant Labourer	6+	+1	+0	+0	Shooting 7, Fighting 7	3
	<b>Talents / Powers</b>				<b>Equipment</b>	
					Large improvised weapon	
Peasant Hunter	6+	+0	+1	+0	Shooting 7, Fighting 7	11
	<b>Talents / Powers</b>				<b>Equipment</b>	
					crossbow	

### Options

- Any Crusader may have a ward (*IHMN2* 5.3.2).
- Any Crusader may have any of the following additional Talents: Fearless (+5 points), Fortitude (+5 points), Inspirational (+10 points), Iron Will (+7 points), Medic (+7 points), Slayer (+15 points), Tough (+5 points), Uncurseable (+5 points).
- Any Soldier can exchange his lined coat for brigandine (+1 point).
- Up to half of the Soldiers in the company can exchange their shotguns for military rifles (+9 points each).
- Any Gypsy Warrior may take the Cavalry Talent (+7 points) and a cavalry horse (+18 points). If they do so, then they may also take the Trick Riding Talent (+5 points).
- Any Gypsy Warrior can take a crossbow (+8 points); if they do so, they can take the Marksman Talent (+7 points) and/or the Skirmisher Talent (+3 points).

- Any Peasant may take a large knife (+5 points).
- Any Peasant Labourer can upgrade their large improvised weapon to a quarterstaff (+5 points) or a spear (+8 points). They can also have the Tough Talent (+5 points).
- Any Peasant Hunter may exchange their crossbow for a shotgun (-1 point) or a muzzle-loading rifle (+6 points). If armed with a crossbow or rifle, they may take the Marksman Talent (+7 points) with that weapon.

## 6.14 Tesla's Travelling Exhibition

	Pluck	FV	SV	Speed	Armour Rating	Cost
Anto Tesla	3+	+3	+1	+0	Shooting 9, Fighting 9	69
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Erudite Wit, Hero [3 Hero Points], Leadership +2, Weapon Master [whip]				Magneto-Static Repulsor, light Arc generator, Arc pistol, Arc whip	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Mihajlo Tesla	4+	+1	+2	+0	Shooting 9, Fighting 9	48
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer, Hero [2 Hero Points], Leadership +1				Magneto-Static Repulsor, light Arc generator, Arc pistol	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Bulba	3+	+4	+1	+0	Shooting 10, Fighting 10	67
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [1 Hero Point], Leadership +1, Tough				chain shirt, short shotgun, two-handed sword	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Showhand	4+	+2	+1	+0	Shooting 9, Fighting 9	28
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				brigandine, pistol, Arc truncheon	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Engineer	5+	+0	+1	+0	Shooting 9, Fighting 9	47
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer, Fanatic				Arc suit, Arc pistol, light Arc generator	

### Options

- Mihajlo can exchange his Magneto-Static Repulsor for an Arc suit (+8 points).
- Any Engineer, including Mihajlo, can exchange their Arc pistol for an Arc rifle (+7 points each).
- Any Showhand can exchange their pistol for a shotgun (+1 point each).
- One Showhand can take the Medic Talent (+7 points).
- Any Engineer may take an Arc truncheon (+7 points).
- As long as the company deploys at least one figure with the Engineer Talent, it can also deploy Electrical Automata. These have the same statistics as mechanical soldiers (*IHMN2* 6.3) except that their Fighting attacks are Arc attacks as long as they are within an Arc generator field. They cost 39 points each.

## 6.15 The Unborn

	Pluck	FV	SV	Speed	Armour Rating	Cost
Adele	2+	+4	+0	+3	Shooting 8, Fighting 11	82
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Immortal, Leadership +2, Medic, Unearthly Beauty				lined coat, martial arts [advanced]	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Byron	3+	+3	+2	+2	Shooting 8, Fighting 10	63
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Erudite Wit, Hero [1 Hero Point], Immortal, Leadership +1, Weapon Master [sabre]				lined coat, pistol, sabre	
Unborn	4+	+3	+0	+2	Shooting 8, Fighting 10	17
	<b>Talents / Powers</b>				<b>Equipment</b>	
					lined coat, martial arts [basic]	
Sergeant Kabeck	4+	+2	+2	+0	Shooting 10, Fighting 10	50
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1, Tough				chain shirt, military rifle, sword	
Janissary	5+	+2	+1	+0	Shooting 9, Fighting 9	31
	<b>Talents / Powers</b>				<b>Equipment</b>	
					brigandine, military rifle, sword	
Hassim	5+	+2	+2	+0	Shooting 8, Fighting 8	33
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Leadership +1, Tough				lined coat, pistol, large knife	
Syrian Thug	6+	+1	+1	+0	Shooting 8, Fighting 8	21
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Tough				lined coat, pistol, large knife	

#### Options

- Every Unborn has either the Unearthly Beauty Talent (+10 points) or the Dreadful Talent (+10 points).
- If Byron is in the company, the Unborn can be equipped with sabres (+7 points each).
- Any Janissary can take the Marksman Talent (+7 points).
- Any Janissary may carry up to two explosive grenades (+5 points per grenade).
- Hassim and any of his Syrian Thugs can upgrade their lined coats to brigandine (+1 point each). They can also be equipped with carbines (+9 points each) and up to two gas grenades each (knockout gas; +6 points per grenade).
- If they have gas grenades, they must also have breath preservers (+2 points each).
- Hassim and any of the Thugs can take the Stealthy Talent (+5 points).

## 6.16 van Helsing

	Pluck	FV	SV	Speed	Armour Rating	Cost
Professor Abraham van Helsing	2+	+3	+3	+1	Shooting ?, Fighting ?	80+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer, Fearless, Hero [5 Hero Points], Iron Will, Medic, Tough				see below	

#### Options

- van Helsing can take the field with any armour, weapons, weird science or other equipment from *IHMN2* and from *Gothic*.

- van Helsing may ally himself with any one of the following companies.
  - From *IHMN2*: Cabinet Noir, Légion Étrangère, Lord Curr's Incurables, Mounties, Prince of Wales Extraordinary Company, Royal Naval Landing Party, Scotland Yard, Templars, US Secret Service.
  - From *Gothic*: Carpathian Gypsies, Carpathian Villagers, Grand Tour of Miss Beaufort Summers, Imperial Nightwatch, Order of the Bringers of Salvation, Peasant's Crusade, Tesla's Travelling Expedition.

## 6.17 Vlad Tepes, Prince of Wallachia

	Pluck	FV	SV	Speed	Armour Rating	Cost
Prince Vlad Tepes	2+	+4	+2	+2	Shooting 9, Fighting 11	134
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fearless, Hero [3 Hero Points], Immortal, Leadership +3, Mystic, Nighteyes, Terrifying Soar, Mesmerism				Magneto-Static Repulsor, steam dynamo, pistol, the Dragon's Fang <sup>1</sup>	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Bride of Tepes	4+	+2	+1	+1	Shooting 9, Fighting 10	58
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Leadership +1, Mystic Soar, Mesmerism				Magneto-Static Repulsor, steam dynamo, pistol, large knife [poisoned]	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Igor	3+	+3	+1	+0	Shooting 8, Fighting 8	66+
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Medic, Mystic, Strong, Tough up to 3 Lesser Mystical Powers				lined coat, Nock gun, two-handed axe	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Loyal Retainers	5+	+1	+1	+0	Shooting 9, Fighting 9	32
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Fanatic, Tough				brigandine, shotgun, one-handed axe	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Thrall	5+	+1	+1	+1	Shooting 8, Fighting 9	29
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Nighteyes, Numb				lined coat, pistol	

1: The Dragon's Fang is a terrible (*Gothic* 2.2.5) silvered (*Gothic* 2.2.4) medieval two-handed sword.

### Options

- Prince Vlad may deploy up to three demonic wolves (*IHMN2* 6.2, 37 points each).
- Vlad may take the Beast-master Mystical Power (+5 points); if he does so he may include any number of wolves (*IHMN2* 6.1) in his company under control of that power (24 points each).
- Vlad and any of his Brides may exchange their pistol for an Arc pistol (+4 points each). They may also exchange their steam dynamo for a light Arc generator (+5 points).
- Any Bride may have the Miasma Talent (+2 points).
- Igor can take an Arc pistol (+10 points) and/or a heavy Arc generator (+20 points). If he does this he may choose to (but does not have to) discard his Nock Gun (-10 points).
- Any Retainer or Thrall may take one of the following Fighting weapons: one-handed axe (+8 points), two-handed axe (+11 points), club (+2 points), large knife (+5 points), sword (+7 points).
- A Retainer can exchange his shotgun for a military rifle (+9 points). If they do so, they may take the Marksman Talent (+7 points). Alternatively, they may exchange the shotgun for an Arc rifle (+10 points).
- Any Thrall may upgrade their pistol to a carbine (+3 points). They may also upgrade from a lined coat to brigandine (+1 point).

- Any Thrall can take the Stealthy Talent (+5 points).
- Any member of this company may have silvered versions of their weapons (+5 points per weapon).

## 6.18 Werewolf Pack

**Note:** The Mystical Power 'Greater Sigil' no longer appears in the game under *IHMN2*. Instead, using Exorcism against a Werewolf in hybrid or wolf form will force it into human form for the remainder of the game if it fails its Pluck roll. There is no Modifier for this roll. Accursed are immune to this effect.

**Note:** Werewolves have the Shapeshift Mystical Power as it is part of their inherent nature; they do not – and cannot – have the Mystic Talent or any other Mystical Power (see *IHMN2* 6.2).

	Pluck	FV	SV	Speed	Armour Rating	Cost
Mohammed Beg: hybrid <sup>1</sup>	2+	+4	+0	+2	Shooting 9, Fighting 11	99
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Immortal, Invulnerable, Leadership +2, Terrifying Shapeshift				tough hide <sup>3</sup> , fist <sup>4</sup>	
Mohammed Beg: wolf <sup>2</sup>	2+	+4	n/a	+2	Shooting 9, Fighting 11	99
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Immortal, Invulnerable, Leadership +2, Terrifying Shapeshift				tough hide <sup>3</sup> , bite <sup>5</sup>	
Heissman: human	3+	+3	+2	+1	Shooting 7, Fighting 8	97
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Invulnerable, Leadership +1, Marksman Shapeshift				military rifle, pistol, sword	
Heissman: hybrid <sup>1</sup>	3+	+3	+2	+1	Shooting 9, Fighting 10	97
	<b>Talents / Powers</b>				<b>Equipment</b>	
					tough hide <sup>3</sup> , fist <sup>4</sup> , military rifle, pistol, sword	
Heissman: wolf <sup>2</sup>	3+	+3	n/a	+1	Shooting 9, Fighting 10	97
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [2 Hero Points], Invulnerable, Leadership +1, Marksman Shapeshift				tough hide <sup>3</sup> , bite <sup>5</sup>	
Accursed: hybrid <sup>1</sup>	2+	+4	+1	+1	Shooting 9, Fighting 10	91
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Immortal, Invulnerable, Leadership +2 Shapeshift				tough hide <sup>3</sup> , fist <sup>4</sup>	



	Pluck	FV	SV	Speed	Armour Rating	Cost
Accursed: wolf <sup>2</sup>	2+	+4	n/a	+1	Shooting 9, Fighting 10	91
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Hero [1 Hero Point], Immortal, Invulnerable, Leadership +2 Shapeshift				tough hide <sup>3</sup> , bite <sup>5</sup>	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Werewolf: human	4+	+2	+1	+0	Shooting 7, Fighting 7	48
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Invulnerable Shapeshift					
	Pluck	FV	SV	Speed	Armour Rating	Cost
Werewolf: hybrid <sup>1</sup>	4+	+2	+1	+0	Shooting 9, Fighting 9	48
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Invulnerable Shapeshift				tough hide <sup>3</sup> , fist <sup>4</sup>	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Werewolf: wolf <sup>2</sup>	4+	+2	n/a	+0	Shooting 9, Fighting 9	48
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Invulnerable Shapeshift				tough hide <sup>3</sup> , bite <sup>5</sup>	

1: In hybrid form, base movement rate is 9" and Run bonus is +4".

2: In wolf form, base movement rate is 12" and Run bonus is +6".

3: A Werewolf's tough hide gives it the same protection as brigandine (Armour Rating 9).

4: In hybrid form, a Werewolf's gnarled fist is as effective as a club (+1 attack bonus, +0 Pluck modifier).

5: In wolf form, a Werewolf can deliver a bite equivalent to a fighting knife (+1 attack bonus, -1 Pluck modifier).

### Options

- Each Accursed has either the Dreadful Talent (+10 points) or the Terrifying Talent (+10 points) but cannot have both.
- If there is no Accursed with a pack it will be led by an Alpha Werewolf; this is a Werewolf with the additional Talents of Leadership +1 (+3 points) and Tough (+5 points).
- A Werewolf who starts the game in human or hybrid form can take any or all of the following weapons: shotgun (+7 points), pistol (+6 points), large knife (+5 points), sword (+7 points) and/or one-handed axe (+8 points). These weapons are discarded for the rest of the game if the Werewolf transforms into wolf form.
- Any Werewolf can take the Stealthy Talent (+5 points).
- If the pack is led by an Accursed then it may include a Demonic Wolf (37 points, *IHMN2* 6.2) as these creatures sometimes ally themselves with Werewolves to further various dark plans.

## 6.19 White Slavers

	Pluck	FV	SV	Speed	Armour Rating	Cost
Abdul Dovric	3+	+3	+2	+0	Shooting 10, Fighting 10	56
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Erudite Wit, Hero [2 Hero Points], Leadership +2				lined coat & Magneto-Static Repulsor, steam dynamo, Arc pistol, swordstick	
	Pluck	FV	SV	Speed	Armour Rating	Cost
Fergus O'Connell	4+	+2	+2	+1	Shooting 9, Fighting 10	66
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer, Grenadier, Hero [1 Hero Point], Leadership +1				brigandine, military rifle large knife, explosive grenades x3	

	Pluck	FV	SV	Speed	Armour Rating	Cost
Dr Lucile Bétaines	5+	+1	+2	+0	Shooting 8, Fighting 8	47
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Engineer, Hero [1 Hero Point], Medic				lined coat, large knife, breath preserver, gas grenades x2	
Gang Leader	3+	+3	+2	+0	Shooting 10, Fighting 10	39
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Leadership +2				chain shirt, pistol, sword	
Lieutenant	4+	+2	+2	+0	Shooting 9, Fighting 9	27
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Leadership +1				brigandine, pistol, sword	
Soldier	5+	+2	+1	+0	Shooting 9, Fighting 9	22
	<b>Talents / Powers</b>				<b>Equipment</b>	
					brigandine, carbine, large knife	
Collector	5+	+1	+1	+1	Shooting 8, Fighting 9	40
	<b>Talents / Powers</b>				<b>Equipment</b>	
	Grenadier				lined coat, Arc truncheon, breath preserver, gas grenades x2	
Gang Member	6+	+1	+0	+1	Shooting 7, Fighting 8	7
	<b>Talents / Powers</b>				<b>Equipment</b>	
					club	

### Options

- If Fergus is in the company then any number of bombs of any type may be deployed (points cost depends on bomb type).
- Fergus may deploy with additional grenades of any type (points costs depend on grenade type).
- Lucile can deploy with additional grenades of any type (points costs depend on grenade type).
- Any Gang Leader or Lieutenant may have any of the following additional Talents: Engineer (+8 points), Fortitude (+5 points), Gunslinger (+5 points; +6 points for additional pistol), Marksman (+7 points), Tough (+5 points).
- Any Soldier may exchange their carbine for a shotgun (-2 points) or short shotgun (-1 point).
- Up to half of the Soldiers may exchange their carbine for a military rifle (+7 points each).
- Any Soldier may take any of the following Talents: Fortitude (+3 points), Tough (+5 points).
- Two Soldiers can exchange their carbines for a pistol each and a machine gun between them (total of 52 points for this "fire team").
- Any Gang Member can have the Stealthy Talent (+5 points).
- Any Gang Member may have a lined coat (+1 point). They may also have a pistol (+6 points) or a short shotgun (+8 points).
- Any member of the company can have a breath preserver (+2 points).
- Any member of the company can have the Swimming Talent (+2 points).
- The company can take a steam launch (+30 points) or a steamer (+26 points).

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## 7.0 Scenarios and Complications

### 7.1 Scenarios

All of the Scenarios in this section remain valid, though obviously the cross-references to the original *IHMN* rules and supplements are no longer relevant.

### 7.2 Complications

This section is still usable as it stands with the following exceptions.

#### 7.2.1 Ablaze

This Complication is superseded in *IHMN2* (10.2.2.3).

#### 7.2.3 Traps

This Complication is superseded in *IHMN2* (4.2, 10.2.2.1).

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## 8.0 Landscapes

All of the Scenarios in this section remain valid, though obviously the cross-references to the original *IHMN* rules and supplements are no longer relevant.

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## 9.0 Campaigns

All of the Scenarios in this section remain valid, though obviously the cross-references to the original *IHMN* rules and supplements are no longer relevant.

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## 10.0 Backward Compatibility

Not all of the companies mentioned in this section have made it into *IHMN2*. For those that have, the additional options stand as written.