



Key Changes Between
In Her Majesty's Name
and
In Her Majesty's Name
Second Edition



An Information Pamphlet issued by
The Ministry of Gentlemanly Warfare



Charles Murton & Craig Cartmell
January 2021

Introduction

The original *In Her Majesty's Name (IHMN)* rules were published in 2013. These were followed by a series of supplements: *Heroes, Villains & Fiends (HVF, 2013)*; *Sleeping Dragon, Rising Sun (SDRS, 2014)* and *Gothic (2017)*.

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. Along with the original *IHMN* rulebook, both *HVF* and *SDRS* are now out of print but some material from these supplements has been incorporated into *IHMN2*.

Note: The *Gothic* supplement remains available and an Information Pamphlet on using it with *IHMN2* is available for free download from the *IHMN* section of the Ministry of Gentlemanly Warfare blog <https://theministryofgentlemanlywarfare.wordpress.com/in-her-majestys-name>.

There are many detailed changes in *IHMN2* when compared to the original *IHMN* – too many to list here. The purpose of this Pamphlet is to highlight the key changes between the original *IHMN* and *IHMN2*. The Ministry hopes that this will provide sufficient guidance for you to update your existing Adventuring Companies appropriately for use under the new, much improved, rules.

If you have any questions, you can always contact us through the *IHMN* Facebook group <https://www.facebook.com/groups/InHerMajestysName> or through our blog.

Playing the Game

Movement

The Flying rules in *IHMN2* have been significantly updated.

Rules are now provided for climbing, crossing gaps, mounting / dismounting and embarking / disembarking.

Shooting

The original *IHMN* rules for shooting into a Fight were somewhat cumbersome and difficult to comprehend. They have been much simplified under *IHMN2*: when shooting into a Fight, you target a random figure in that Fight unless the shooting figure has the appropriate Talent – Snapshooter – and a precision weapon, in which case you can pick your target.

Rules have been added for mounts.

Fighting

Rules have been added for disarming attacks and for mounts.

Heroics

This is a new section in *IHMN2* – see the Hero Talent below.

The Playing Area

This *IHMN2* section incorporates both new and enhanced rules on Terrain, Structures, Traps, Visibility and Deployment. It also introduces the new concepts of Sea State and Wind Force.

The Armoury

Armour

Faraday and **Vulcan** are now Armour Properties that can be applied to any type of armour rather than being specific types of armour in their own right.

A **Magneto-Static Repulsor** requires a power source which can either be a steam dynamo carried by the figure or an Arc generator field.

Weapons

A few weapons (e.g. blunderbuss, English All-Electric Truncheon) have been removed from the game. Despite this, the variety of available weapons has been increased and the weapon stats have been rebalanced; points costs have changed accordingly.

We now define several weapon characteristics, such as

- **Disarming.** Some Fighting weapons can be used to get rid of an enemy figure's weapon.
- **Precision.** Applies to some Shooting weapons – these can be used with certain Talents (e.g. Marksman, Snaphooter).
- **Wrecking.** Applies to Shooting and Fighting weapons which are able to make effective attacks against Structures, Vehicles and Walkers.

Equipment

Arc generators now come in two types: light and heavy. The heavy version is normally fitted to a Vehicle or Walker but can be carried by a figure with the Strong Talent. The light version can be carried by any figure but has a smaller radius of effect.

The steam dynamo is now a small figure-portable device that provides electrical power, as distinct from a steam engine which provides mechanical power.

The Edison Beam Translator – which was a form of teleportation device in *IHMN* – has been removed from the game.

The Luft harness has also been removed from the game; players could consider replacing this with a rocket pack.

Rules are now included for the disabling and repair of equipment.

Vehicles and Mechanised Walkers

The rules for Vehicles and Walkers have been much enhanced for *IHMN2* – these are some of the biggest changes in the game. A wide variety of sample Vehicles and Walkers is also presented for potential player use. Should you wish to design your own Vehicles and Walkers, the rules cover this too.

The Menagerie

As well as updated stats for Animals, *IHMN2* provides details for Exotic Creatures and Automata.

Talents

There are some new Talents in *IHMN2* which broaden the capabilities available to your figures.

Hero is the most significant of these. Most 'personality' figures within a Company will have this Talent. The figure starts with between 0 and 5 Hero Points. In each Phase, it can spend a maximum of 1 of these points to re-roll a d10 roll that has just been made. The second roll counts, even if it is worse. Each time a figure with the Hero Talent takes an enemy figure out of the game, it earns a Hero Point. If a figure with this Talent is taken out of the game, it may have the chance to carry out a 'last heroic act' before it falls.

Some original *IHMN* Talents have been dropped from the game, mostly because the rule mechanics for them did not work very well in practice. If figures in your *IHMN* Companies have any of these Talents then hopefully the following guidance may help you update them for *IHMN2*.

Significant changes to previous Talents include the following.

Antivenom (*IHMN*). This is still present in *IHMN2* but has been renamed Toxinproof.

Duellist (*IHMN*). Removed; give the figure the Weapon Master Talent instead with an appropriate weapon.

Gunslinger (*IHMN*). This Talent appears in *IHMN2* but the rule mechanics for it have been rewritten.

Hunter (*IHMN*). The nearest equivalent in *IHMN2* is the Snaphooter Talent.

Intervention (*IHMN*). Removed; give the figure the Hero Talent.

Intuitive (*HVF*). Ditto.

Martial Artist (*IHMN*). In *IHMN2*, this is a weapon type rather than a Talent.

Master of Disguise (*HVF*). This has been dropped from the game completely as the rule mechanics were far too complicated; there is no equivalent in *IHMN2*.

Mechanic (*SDRS*). The capability that this provided in *IHMN* has been subsumed within the Engineer Talent in *IHMN2*.

Meticulous Planning (*HVF*). Removed; this could be reflected in *IHMN2* by the figure having a higher Leadership score and/or the Inspirational Talent.

Part of the Crowd (*HVF*). Removed; consider giving the figure the Stealthy Talent instead.

Mystical Powers

Under original *IHMN*, Mystical Powers were individually defined and costed. This led to some balance issues in play. Under *IHMN2*, all Powers are graded as either Lesser (costing 5 points each) or Greater (costing 10 points each). Many of the original Powers from *IHMN* and its supplements have been incorporated into *IHMN2*, though some of them have been significantly rewritten. New Powers (inspired by the Ministry's other rulebooks) have been added. Some *IHMN* Powers have been dropped because they did not work within the game balance which we wanted to achieve with *IHMN2*.

The Companies

The points cost system has been completely rewritten so that it covers everything in the game in a balanced way. As a result, there are changes to the points costs of all the figures which appeared in *IHMN*.

Many of the companies that appeared in *IHMN*, *HVF* and *SDRS* have been rewritten and included in *IHMN2*. There are also quite a few which failed to make the cut. The Ministry hopes to publish updated versions of the remaining companies in one or more future *IHMN2* supplements.

Scenarios, Complications and Landscapes

Most of the Scenarios, Complications and Landscapes from *IHMN*, *HVF* and *SDRS* have been updated and included in the *IHMN2* rulebook – along with many new entries.

Campaigns

The rules for Campaigns in *IHMN2* have a similar basis to the rules originally published in *IHMN* and its supplements but have been considerably refined.