



# IN HER MAJESTY'S NAME

Steampunk Skirmish Wargaming Rules

**Craig Cartmell & Charles Murton**

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WARGAMES

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## STEAMPUNK SKIRMISH WARGAMING RULES



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## FOREWORD

*'In these, the twilight years of the nineteenth century, I am amazed at how high mankind has soared, and at how deep it has fallen, because of the myriad advances in our sciences and in engineering. Seldom does a day go by without a gentleman announcing his newest life-changing invention, each claiming it will benefit mankind in some way. It is a pity that we, the leaders of the civilised nations of the Earth, could not have put these marvels to better use. May God have mercy on us all.'*

Robert Delamere, Lord Conway and Prime Minister 1893–95

It is 1895 and the world is in turmoil. In the decades to come historians will reflect upon the cause of this state of affairs and many will point at Charles Babbage. His perfection of the Difference Engine and then his Analytical Engine gave the new scientific establishments in the great imperial nations the tools they had so long needed in order to make a great leap forward. The ability to make huge and repeatable sets of complex calculations revolutionised the world.

Within twenty years came the perfection of miniaturised steam engines, electric lights and motors, Radium Bricks, Arc weapons, Hydrogen and, later, Helium Dirigibles, Road Trains, Calculating Artillery Engines, Sea and Land Dreadnoughts, and, well, the list is almost endless. Nothing is impossible when the wealth of a great nation is coupled to the unlimited imagination of educated men of science and their engineers.

The one thing that all these marvellous advances have not brought is peace. Every Great Power has been jostling its neighbours for resources and, more importantly, the latest technology. None can afford to stand still and allow its neighbours to advance their science and engineering unopposed, or they risk being overwhelmed as the French were in 1861 by the Prussians with the first Mobile Calculating Artillery Engines, or the Northern Americans in 1862, when their ports were put to the flame and successfully blockaded by the South's Armoured Sea Dreadnoughts.

Some nations have also been tapping into spiritual and psychic powers, producing an unholy union of the mystical and the mechanical, such as the ghastly Prussian Tod-truppen.

Although there have been relatively few open conflicts between the Great Powers, there is a state of undeclared and secret war between them all. This is where the Adventuring Companies come in. These are the

Akhenaton's forces clash with Lord Curr's Company amongst the ruins of the past.



deniable clandestine agents of the Great Powers (and of other globe-spanning organisations). They act in the shadows pitting their skills, their wits and the newest technologies against each other to obtain the latest scientific formula, artefact, or other vital component.

Small groups of highly skilled and specialised operatives are brought together for each mission under the command of a trusted leader. In Great Britain they work directly for Her Majesty's Government or out of

the Explorers' Club in London's Pall Mall. In Prussia their patron is the highly secretive Thule Society and in the USA they are mostly sponsored by the Secret Service. There are similar organisations within each of the Great Powers. They all have the choice of their nation's latest arms, armour and other equipment with which to carry out their missions.

*In Her Majesty's Name* pits these small Adventuring Companies against each other in skirmish battles that may be single encounters or form part of longer narrative campaigns. The rules are quick to learn but have sufficient depth to give a satisfying evening's entertainment.

## 1.0 INTRODUCTION

This is a set of skirmish rules for games with two or more players with anywhere between five and twenty figures per side. The key design philosophy has been simplicity. The idea is that the players can learn the rules in a few minutes and then get on with the fun of fighting one another.

The game is based in the realm of the classic Victorian Science Romances and the more modern development of 'Steampunk'.

Each player forms an Adventuring Company led by a heroic officer, a devious foreign agent or one of a selection of other protagonists. They pit their forces against other Companies to advance the power and glory of their nations or causes – and perhaps for a handsome reward as well.

### 1.1 BUILDING A COMPANY

Each player in this game creates an Adventuring Company – a group of loyal comrades who follow a Leader.

A player has a set number of points to spend on his Company. We recommend that you start with between 250 and 300 points. After a few games, this can be increased to whatever limit you agree with your fellow players.

We have provided a selection of potential Companies for you to use (8.4), and also a complete points system (8.1) so that you can devise your own.

### 1.2 WHAT YOU NEED TO PLAY

Unlike many modern wargames rules, these do not require you to spend a huge amount of money to play a satisfying game.

As a minimum you will need five to twenty figures or counters per Company (and you will need at least two Companies for a game), a handful of ten-sided dice, a tape measure, the Reference Sheet from the back of this book and a flat space of about 3'x3' upon which to play.

There are many wargames and hobby companies out there happy to provide all this for you. Having painted figures and nice terrain does enhance the playing experience but is not absolutely necessary.

Lord Curr's Company, a fine body of men and women.

