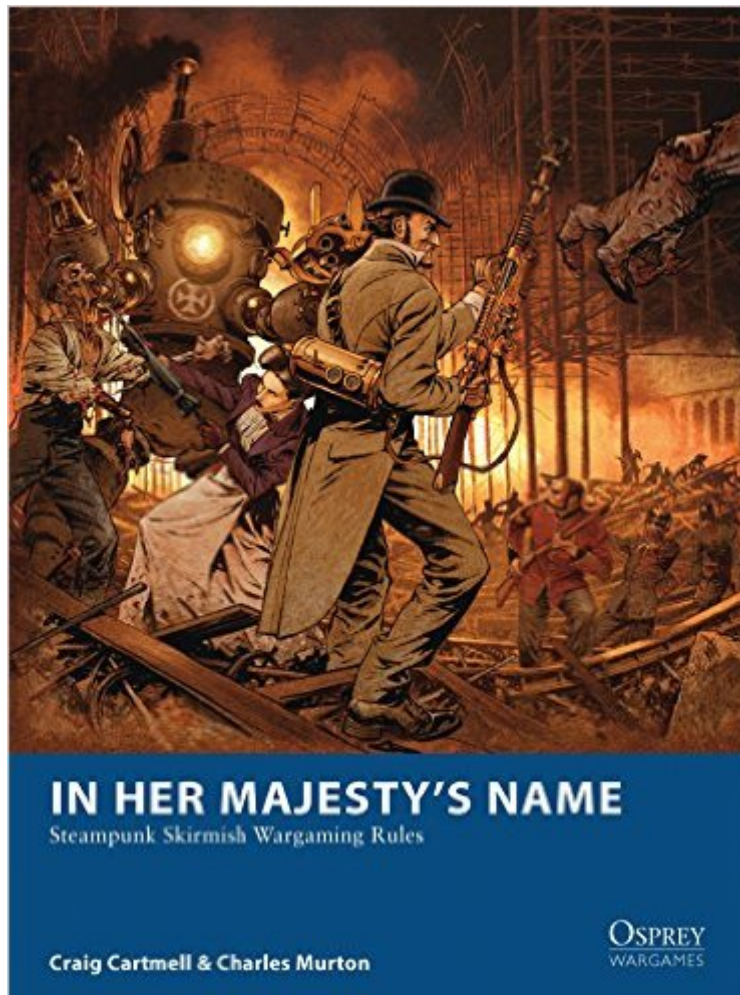


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# In Her Majesty's Name: Steampunk Skirmish Wargaming Rules (Osprey Wargames)



## Synopsis

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 squarely at Charles Babbage. The perfection of first his Difference Engine, and then his Analytical Engine, gave the new scientific establishment in the Great Powers the tool they had so long needed in order to make a dramatic leap forward. The ability to make huge and repeatable sets of complex calculations revolutionized the world. Within twenty years came the 'invention' of Cavorite, the perfection of miniaturized steam engines, electric light and motors, Radium Bricks, Arc weapons, Hydrogen and Helium Dirigibles, Road Trains, Calculating Artillery Engines, Sea and Land Dreadnoughts - the list is almost endless. Nothing is impossible when the wealth of a Great Power 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 unmolested. If they do, they risk being overwhelmed as the French were in 1861 by the Prussians' mobile Calculating Artillery Engines, or as the Union was the year after that, with their ports put to the flame and successfully blockaded by the Confederacy's Armoured Sea Dreadnoughts. Some nations have also been tapping into older, more sinister powers, in order to produce an unholy combination of the mystical and the mechanical, such as the Prussian Todt-truppen. Although there have been relatively few open conflicts between the Great Powers, a state of undeclared and secret war exists between them all. This is where the Adventuring Companies come in. These are the deniable clandestine agents of the Great Powers (and of other globe-spanning organizations). They act in the shadows pitting their skills, their wits and the latest technologies against each other, to obtain the latest scientific formula, artefact or other vital component. Small groups of highly skilled and specialized operatives are brought together for each mission under the command of a trusted 'Captain'. In Great Britain they work out of the Explorers' Club in London. In Prussia their patron is the highly secretive Thule Society. In the USA they are mostly sponsored by the Secret Service. There are similar organizations in each of the Great Powers. They each have the choice of their nation's latest arms, armour and other equipment with which to perform their missions.

## Book Information

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## Customer Reviews

This is a splendid set of miniatures wargaming skirmish rules for Victorian Science Fiction/steampunk gaming. Each side (and multi-player is supported) uses "companies" of approximately 5-15 figures. Although written for 28mm, it is easy to convert to other scales. A logical point system is provided. Game flow proceeds with a roll for initiative, modified by leadership. Winner nominates one of his figures to move, with alternate play from there. Shooting follows subsequently in the same alternate play, heavily modified by movement and terrain. Melee, here called Fighting, comes last in the same fashion. Each figure has its own ratings, with the most important of these called "Pluck," which is important in resisting fire and in a number of other circumstances. Art in the rulebook is very nice. There is a large number of pre-prepared Companies, each with some very interesting background and fluff. These Companies tie in with figures now being made by Northstar Figures. The game covers most normal smallarms extant in 1895, with the addition of machine guns, grenades, and a number of science fiction type add-ons including arc weapons, etc. In all, the system is simple without being simplistic, there are some fun tactical questions these rules can pose. This is not a "Kill 'em all" game, there are some very nice scenarios provided. Highly recommended.

A good fun quick game rules. That don't take a number of complicated dice. It isn't that expensive to get involved into. The background to this rule set is that its turn of the 19th century into the 20th century. That time frame similar to the "League of Extraordinary Gentlemen". Where you have the various sort of characters like a detective from 221B or the legions lead by Fu Manchu like character. There are also some stock government units like the Germans and Royal Marines or the

French Foreign Legion. Add into this as well there is mysticism and steam punk like walkers or armor bot with these various units. You never field more than 5-10 characters on the table and most of the time combat is resolved with a standard six-sided die and every so often a ten side die. Just move, measure, roll and shoot. Most of the time that I have played a game using these rules I can get a game in and done within an hour or two. It is open ended enough that if you have read a classic adventure story like a Tarzan novel or a Holmes novel or some other steampunk novel. Then you could recreate it here. Even better although there are preset units you can buy into, there is no requirement and you could build your own as you see fit. The only downside is that there are many tables for these rules, but I would suggest you head to the publisher's website to get them downloaded and printed for quicker game play. Otherwise, for folks looking for something slightly different that doesn't require a massive investment in rules and army books; then this is the rules for that.

Game mechanics are simple yet elegant and they work well. A very good game system at a very reasonable price. Lots of customization options allow you to use virtually any late 19th century era models for a Victorian Sci Fi adventure.

For any super hardcore miniature gamers, this may not be what you're looking for. This is a very easy, low-fuss system for skirmish level battles of 5-20 models per player. It's designed for one-on-one and multi-player games, offers a nice collection of differing "Companies" to fit most any play style, and has an open Company Creation Engine to allow you to point up most any model and collection you can imagine. Good job in giving background and settings for engagements, as well as laying out interesting game complications. A few of the rules seem too light, but some of the issues are resolved in the expansion "Heroes, Villains and Friends". Army list leaves a bit to reference, but book contains reference sheets on back pages. Also, the authors have a blog on which they give free support documents, additional armies, and new rules - and they seem active on Facebook fan sites.

In Her Majesty's Name is a simple fun set of Steampunk Skirmish Rules. Grapically, this rule book like the others from Osprey is excellent. I highly recommend this set of rules for a relatively quick and fun skirmish game.

In Her Majesty's Name (and its supplements) are, quite simply, my favorite rules for 28mm

steampunk skirmish gaming. Bar none, and I own many. For bigger battles, I still prefer GASLIGHT. I have also purchased the two supplemental rules, Heroes, Villains and Fiends and the Asian one whose name escapes me at the moment (Rising Sun??). I like IHMN so much that I am dedicating the next issue of my VSF gaming e-zine, The Aethergraph, to it. Look for that around Christmas at my blog, Victoria's Boys in Red (<http://vbir.blogspot.com>) It's free, and there are back issues available as well. The rules are simple and fast playing, and could be adapted easily to almost any wargaming genre or figures.

Love this rules system. There is great customization available with this system, and rules for customized characters, weapons, etc. is included. This is a fun game that keeps the spirit of Victorian Science Fiction but it can be Victorian Adventure without Steam Punk or Science Fiction. Steam Punk and Science Fiction is there but is not integral to the game, so you can go in different directions with your gameplay. It is well supported online, at

<http://inhermajestysname.wordpress.com/> There you will find a QRS, Errata, and many new companies listed. There is also new Gothic supplement free to download or view. This book includes many Companies, which are: a British Rifle Company, the Explorer's Club, Scotland Yard, the Society of Thule (evil secret society,) the Black Dragon Tong, the Servants of Ra, the Wild West Show (cowboys,) the French Foreign Legion, the Brick Lane Commune (revolutionaries,) and the US Marine Corps.

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