

The League of Extraordinary Gentlemen – A Company for In Her Majesty’s Name

This list has been created as an extreme example of what can be done with the Company Creation rules. It is based on the characters portrayed in the film, rather than their original portrayals in the various books they came from. The characters, special equipment and unusual powers herein are presented as a bit of fun and should not be used in other IHMN companies.

Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Sir Allan Quatermain	2+	+2	+5	+0	85	Leadership +2, Immortal, Hunter, Marksman (Hunting Rifle), Stealthy	Lined Coat, Hunting Rifle, Knife
Captain Nemo	3+	+3	+3	+0	44	Leadership +2, Engineer	Sub-machine Gun ² , Sword
Mrs Mina Harker	3+	+4	+1	+1	58	Mesmerism, Fearless, Terrifying	Fangs & Talons ³
Dorian Gray	4+	+3	+2	+0	35	Immortal, Impervious, Duellist (Sword)	Lined Coat, Sword
Tom Sawyer	4+	+2	+4	+1	38	Marksman (Carbine), Gunslinger	Lined Coat, Carbine, 2 Pistols
The Invisible Man	5+	+2	+2	+0	31	Invisibility ¹	Nothing, not even clothes
Dr Jekyll	5+	+1	+1	+0	65	Transmogrification ⁵ , Medic	Lined Coat, Pistol
Mr Hyde	2+	+5	+0	+1		Fearless, Terrifying	Impenetrable Hide, Huge Fists ⁴
The crew of The Nautilus	5+	+1	+2	+1	20		Brigandine, Military Rifles & Swords

1. An invisible figure is placed and moved on the table as normal. It cannot be attacked at a distance at except by weapons or mystical powers capable of attacking groups (e.g. machine gun or grenade) and even these must be within 12". Any aimed shooting at it (e.g. machine gun) suffers a penalty of -3 on the attack roll but any un-aimed attack (e.g. grenade) does not. When Fighting, the invisible figure gains +3 on its attack rolls and its opponents suffer penalty of -3 when attacking it. However, if the invisible figure picks up anything visible, such as a weapon, the penalties to attack it drop to -1 (whether Shooting or Fighting) as does its Fighting attack bonus.
2. A Sub-machine Gun is a lightweight machine gun that fires pistol bullets. It has a range of 18", an attack bonus of +3 and a Pluck penalty of -1. It can be used to attack groups and for "walking fire" in the same way as a Machine Gun. It requires two hands to use. It costs 11 points.
3. In Mrs Harker's case this counts as being armed with a sword.
4. Mr Hyde's huge fists count as being armed with a Steam Fist. His Impenetrable Hide counts as Armour 10.
5. **Transmogrification** (unique talent): The first time Jekyll fails a Pluck Roll for any reason he transmogrifies into a terrible hulking beast. He will then rampage through his enemies until all are dead. He always charges the nearest enemy, he cannot choose his targets (+20 points). He loses everything he's carrying when he changes and he cannot change back during the game.

Options

- The crew of The Nautilus can only be deployed if Captain Nemo is part of the LXG.
- The crew of The Nautilus can buy explosive grenades (+6 points each).
- Up to 1 in 3 of the crew of The Nautilus can replace their Military Rifle with a Sub-machine Gun (+2 points).

The cost of deploying the entire LXG, even without adding the crew of The Nautilus, is prohibitive (398 points). However, one use for a company like this would be to acts as a scenario in itself:

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Finish them all!

Moriarty has decided to end the League’s meddling once and for all and has lured them to a remote location. He has manipulated a number of companies to attack and either kill or capture them.

Put the LXG in the centre of the table and throw your best companies at it. Each attacking company gains VPs equal to the points cost of the members of the LXG they put down and take prisoner. The crew of The Nautilus do not count towards these VPs.

Of course you will need a player to run the LXG, which could be amazing fun.