IHMN Gothic, Part I

Foreword
"Once I believed that there was no worse fate than to die having failed to do the Lord’s work. Then I met the people of Carpathia and saw their utter hopelessness in the face of forces so dark and demonic as to defy description. To suffer without the hope of salvation, this is truly a living death. We shall bring the light of the Lord to these benighted souls and root out the source of the evil that has enslaved them."

Inquisitor Absalom Curr to the Conclave of Cardinals 1894.

In the eastern reaches of the Austro-Hungarian Empire lie the dark, mist-shrouded forests and mountains of Carpathia and Transylvania. Here, it is said, the laws of Man and God do not run. Despite their territorial claims, the court of the Austrian Emperor know in their hearts that this region has always been beyond their power to effectively control. So, for four hundred years they have followed the twin strategies of containment and appeasement. The abomination Count Vlad Tepes and self-styled ‘Prince of Wallachia’ even attends court and represents the region in the Empire's councils.

However, there are a few brave men and women who see a different future for the downtrodden peoples of this region. They wish to harness the energy of the age and bring light into its darkened villages and towns. The Holy Mother Church stands behind these people despite knowing that their task is so great as to be effectively futile.

1.0 Introduction
“Let us start at the beginning, there is no better place you know than the beginning. As a child I was a hostage of the Ottomans, and in Istanbul I learned such mysteries as man is not supposed to know.”

The Testament of Vlad Tepes, 1476.

IHMN Gothic is the third supplement for the Victorian science fiction skirmish ruleset In Her Majesty’s Name (IHMN). It does not stand alone, you will need a copy of IHMN in order to play the game, and access to the other two supplements will be useful as we do refer to material within them.

In the original IHMN rules and its two supplements we quite deliberately concentrated upon those aspects of Victorian life that both reflected our slightly alternative view on the military and social history of the period, and took into account the works of the classic Victorian Science Fiction writers. Except in a few cases we did not directly address the works of the great Gothic Horror writers of the period.

This volume takes IHMN into a darker vision of this world we have created. A vision that encompasses much of the Gothic Horror genre of the period and adds our own twist.

We also felt that the great canker at the heart of Europe had not been addressed fully enough in the earlier volumes. The decline and fall of the Austro-Hungarian Empire provides a fitting backdrop for this work.

We’ve included guidance on backward compatibility, so you’ll know which figures in the original IHMN Companies can benefit from the new introductions in this book. You will also find suggestions for new landscapes and new scenario complications.

We hope that IHMN Gothic will add to your enjoyment of the game. If you have any questions or comments about either this supplement or IHMN, please let us know on our blog: https://inhermajestysname.wordpress.com, or on the Lead Adventure IHMN forum: http://www.lead-adventure.de/index.php?board=82.0

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