



By Craig Cartmell and Charles Murton

MARTIANS FOR *IN HER MAJESTY'S NAME*

# THE HUMAN RESISTANCE FORCES

*"It has been an honour and a privilege to serve as your Queen and Empress. Never has a monarch had such industrious, courageous and loyal subjects as the people of Britain and her Empire. While I send my son away to continue the struggle, I shall remain here as a symbol of our resistance to these savage foes. My brave boys shall continue to fight until the last bullet and then bring the bayonet to any who enter this ancient Tower. Know that none of us regrets our final stand and we urge you to fight until your last breath also, for the sake of generations to come."*

— Victoria Regina et Imperator  
Final telegraph from the Tower of London.

**M**artians are cloned creatures and thus the majority of them are physically identical; any differences in game statistics arise from the training they receive for their professions, to which they are assigned when they hatch. They generally display high intelligence, but lack imagination and initiative. These latter qualities are reserved for their Commanders, who are larger and far more intelligent. The minds of Commanders are so alien and so powerful that they are effectively immune to external mental influence. It has been theorized that there are other Martians even more powerful than the Commanders, but these have not yet been seen on Earth – at least not by anyone who has lived to tell the tale.

## THE COLLABORATORS

The most reviled and successful collaborator is Lord Humphrey De'Ath, known as 'Humpty Dumpty' to the Resistance. He is a silver-tongued former Foreign Office diplomat, who still clings to the belief that humanity can come to a rapprochement with the Martians and share the Earth. He looks on the Resistance as fools and he directs the collaborators for his new masters. He hates

Lord Curr with a passion, an emotion that is reciprocated. Lord De'Ath has been known to take the field in person, usually when there is an opportunity to kill or capture a key Resistance leader.

Collaborator companies are rarely allowed to operate in the field without at least one Martian to keep them under observation.

0-1 Martian Patrol Leader  
0-3 Martian Soldiers  
1 Collaborator Leader  
3-12 Collaborators

## THE RESISTANCE

Although there are many pre-Invasion companies fighting to free Earth from the grip of the Martians, a few new companies have been formed since then.

*"We are the Resistance. We fight for God, King, Country, and Lord Curr. We are many, we are faithful, and we cannot be defeated. For each one of us that falls this day, two shall step forward to continue the fight. Huzzah!"*

— The London Resistance Prayer.

The Collaborators							
Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Lord Humphrey De'Ath	4+	+2	+3	+0	30	Leadership +1, Erudite Wit	Magneto-static body armour, Heat Ray pistol, sabre
Collaborator Leader	4+	+2	+2	+0	24	Leadership +1, Fanatic	Lined coat, military rifle, fighting knife
Collaborator	5+	+1	+1	+0	22	Fanatic	Lined coat, military rifle, fighting knife

\* Any Collaborator (including a Leader) may take the Marksman Talent (+5 points) and/or the Stealthy Talent (+5 points).

### Caine's Cadre

In London, the Resistance has been organized by an unlikely figure – Abel Caine. His innate cunning, ruthlessness, and intimate knowledge of the city's tunnels have made him the natural leader of the capital's Resistance groups.

Lord Curr counts him as his best lieutenant in the British Isles and the Martians have come to fear falling into the hands of 'Caine's Cadre'. Many Martian soldiers have been captured and then crucified, so that Earth's pathogens can deliver a long and agonizing death.

Supporting Caine are the Fighters. Some are ex-military, many are former criminals, but all are willing to die in defence of their patch. Alongside them are many Navvies, who provide engineering support. The Navvies' booby-traps have killed hundreds of Martian soldiers, Drones and collaborators. They have also created large 'no-go areas' for enemy patrols.

Every Resistance cadre can also call upon its Civilian Militia. These are just ordinary people, survivors of the Invasion, whose desperate courage can turn the tide in battle.

### Options

- Any Fighter or Navvy can take the Tough Talent (+5 points each).
- Any Fighter or Navvy can take a single Brick Lane Bottle grenade (+6 points).
- Any Navvy can take a Congreve Rocket Gun and three explosive rocket grenades (+28 points).
- Up to three Civilian Militia can take the Martyr Talent (+5 points) and a bomb (+7 points).
- One Navvy can take a Johnson Mk VII Mechanized Walker (+22 points).

### Cunningham's Hunt

*"Remember that our only advantage is speed of horse, so take them on the up and leave them on the down."*

— Lady Adele Cunningham, Windsor Great Park.



**Is this the end for Queen Vic?**

Lady Adele Cunningham was once a woman of great privilege with a house in Berkeley Square and a business empire that reached all four corners of the Earth. A long-time friend of the Currs, after the Invasion she gathered the finest young people left in the capital and formed her own Resistance cadre.

Her 'Hunters' specialize in hit-and-run tactics. They do not defend fortified ruins or protect ragtag bands of survivors, but instead, they take the war to the Martians and, in particular, to the Collaborators. The sound of her hunting horn is often enough to put them to flight, for to stand against a charge of her horsemen and women is to embrace death.

Whenever the Hunters take to the field, they are covered from above by Adele's Angels, a squadron of ornithopter pilots. On the ground, the riders are supported by Beaters, who either lure or drive the enemy into areas where they can be ridden down.

The Resistance - Caine's Cadre							
Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Abel Caine	3+	+2	+2	+0	54	Leadership +2, Fearless, Inspirational	Magneto-static waistcoat, shotgun (short), fighting knife, Clockwork Bulldog
Resistance Leader	4+	+2	+2	+0	35	Leadership +1, Tough, Fanatic	Brigandine, military rifle, fighting knife
Resistance Fighter	5+	+1	+2	+0	24	Fanatic	Brigandine, military rifle, fighting knife
Resistance Navvy	4+	+1	+2	+0	39	Engineer, Fanatic	Brigandine, pistol, axe, 3 x explosive grenade
Civilian Militia	6+	+0	+0	+1	11		Lined coat, shotgun, fighting knife

\* Clockwork Bulldog (unique item, 5 points): The Bulldog reduces one designated enemy's Armour value by 2, as it distracts him by attacking his legs and feet. It has Armour 10 and Pluck 5+. It is of no use against mechanical walkers, tripods or vehicles.

### Options

- Any Huntsman can also take a Lance (+5 points).
- Huntsmen can take the Marksman Talent (+5 points).
- Angels can take the Grenadier Talent (+3 points); they can also take additional explosive grenades (+6 points each).
- Any Beater can exchange their shotgun for a military rifle (+4 points).
- Any Beater can be mounted on a riding horse (+4 points).
- Any Beater can take a fighting dog (+13 points).

### American Minutemen

*"The founding fathers, who now stand at the right hand of Almighty God, are watching us. They will expect no less than our best in the cause of liberty from this monstrous enemy. Let our cry be 'Liberty or Death'!"*

— Belle Revere, Appomattox Courthouse.

The Americans have made their stand in the woods, mountains, and farmsteads of the Appalachians and mid-west. Following the initial assault, many soldiers and militiamen fell back on the tactics that had won their freedom from the British. Thus, the Minutemen were reborn.

Operating in small militias and living off the land, the Minutemen have been almost impossible to hunt down and bring to their knees. They raid and retreat, infiltrate and destroy, set ambushes and bring their forces to bear, wherever the enemy is weakest.

Their leader is a young woman called Belle Revere, the granddaughter of the revolutionary hero. Though not formally schooled in warfare, she has a natural backwoods cunning that has served her well.

Most of a Minuteman force is made up of Minutemen, but they are often supported by Sharpshooters, Artillerymen, and Pathfinders; many of the latter are Native Americans using their skills to scout and harass the common foe.

### Options

- Any Minuteman can take the Marksman Talent (+5 points).
- Artillerymen can form a team of two and use a light field gun (+22 points).
- Any or all of the company can be mounted on riding horses (+4 points).
- A single Minuteman can take the Medic Talent (+5 points).
- Any Pathfinder may exchange their bow for a carbine (+1 point).
- Any Minuteman or Pathfinder can take the Skirmish Talent (+3 points).
- A single Pathfinder can be a Medicine Man and take up to 15 points of mystical powers. **WS&S**

*You can find lists for the Martians and information over technology and transport in WS&S issue 76.*

The Resistance - Cunningham's Hunt							
Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Lady Adele Cunningham	2+	+1	+3	+1	49	Leadership +2, Cavalryman	Magneto-static bodice, pistol, sabre, cavalry horse
Master of the Hunt	3+	+2	+2	+0	54	Leadership +1, Cavalryman, Tough	Breastplate, carbine, pistol, sabre, cavalry horse
Huntsman	4+	+2	+1	+0	40	Cavalryman	Breastplate, carbine, pistol, sabre, cavalry horse
Angel	5+	+1	+2	+0	52	Pilot	Lined coat, pistol, 3 x explosive grenade, ornithopter
Beater	5+	+1	+1	+0	12		Lined coat, shotgun, club

  

The Resistance - American Minutemen							
Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Equipment
Belle Revere	3+	+1	+1	+0	40	Leadership +2, Inspirational	Lined coat, military rifle, fighting knife
Minuteman Captain	3+	+3	+3	+0	37	Leadership +2	Lined coat, military rifle, sabre
Minuteman Sergeant	4+	+2	+2	+0	25	Leadership +1	Lined coat, military rifle, axe
Minuteman Soldier	5+	+1	+2	+0	19		Lined coat, military rifle, axe
Sharpshooter	5+	+1	+3	+0	37	Hunter, Marksman	Lined coat, hunting rifle, fighting knife
Artilleryman	5+	+0	+2	+0	12		Lined coat, pistol, axe
Pathfinder	4+	+2	+2	+1	22	Stealthy	Lined coat, bow, axe