

Adam Worth and the Whitechapel Syndicate

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Christened by Scotland Yard the "Napoleon of the Criminal World," American-born Adam Worth had a long and successful run of crime, from art theft in London, to illegal gambling in Paris, to bank robbery in America, to diamond theft in South Africa, and much more. His health failing, and sensing his career nearing an end, he developed a remarkable friendship with William Pinkerton, head of the world's largest private detective agency. Over time, a relationship of mutual respect and admiration grew between the two.

Convinced of Worth's innate and ironclad code of honor, Pinkerton introduced Worth to an acquaintance named Donar Vadderung, the head of a private security firm called Monoc Enterprises centered in Norway. The Pinkertons, he explained, have joined with Monoc to combat the growing threat posed by Mystic organizations to modern civilization.

Vadderung, a remarkable man obviously possessed of great and mysterious power, made Worth an offer. In return for intelligence on the movement and designs of certain shady denizens of the Mystical world, Vadderung would provide Worth with the necessary information and resources to become the undisputed crime boss of London. Part of the offer included the service of one of Vadderung's employees named Miss Gard, a coldly beautiful blonde-haired, blue-eyed woman of Amazonian proportions who possesses both expert fighting skills and Mystic abilities. As head of such an organization, and with Miss Gard's Mystical knowledge and expertise, Worth would have an unparalleled

capability to work with the Pinkerton-Monoc alliance while living a life of luxury.

When Worth pointed out that he physically wouldn't be up to such a task, Vadderung came up with the clincher. He offered Worth a one-time Mystical treatment that would restore him to his physical prime, and, as a bonus, would do the same for the love of his life, Kitty Flynn. In addition, due to Kitty's innate aptitude for Mystical manifestation, the treatment would imbue her with the ability to wield Mystical Power.

Worth was already aware of efforts by forces such as the Servants of Ra and the Black Dragon Tong which, he believed, threatened his beloved adopted home of London. He readily agreed to Pinkerton and Vadderung's scheme.

That was five years ago. Now the rejuvenated Napoleon of Crime runs the London underworld. Joining Worth and Flynn is his old safe-cracking friend, Charley Bullard. They call themselves the Whitechapel Syndicate, deliberately invoking Jack the Ripper's old haunts to intimidate their rivals. In fact, Worth operates out of Western Lodge at Clapham Common and a luxurious apartment in Mayfair.

Worth continues to work clandestinely with Pinkerton and Vadderung, all the while building the Syndicate and increasing his wealth. Scotland Yard has been kept in the dark about the Syndicate's true mission because it is feared that they have been infiltrated by Mystic enemies. This is fine with Worth, as he considers the Yard's Inspector John Shore, who is obsessed with apprehending him, "a bumbling idiot."

Worth does not know the true identity of Donar Vadderung, but suspects that he has god-like supernatural power. He is also convinced that Miss Gard is an actual Valkyrie whose real name is Sigrun. He is right on both counts.

The real Adam Worth

Of the story written above, only the first paragraph is true (although he is correctly quoted above in his comment about Inspector Shore). Also, Worth really did purchase Western Lodge and lived in a luxury apartment in Mayfair.

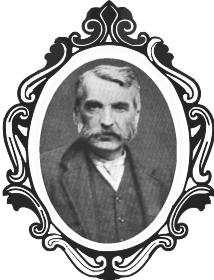
Over a period of years, Adam Worth (b. 1844) did indeed become close friends with William Pinkerton, to whom he eventually described the events of his life in great detail. In 1901, Pinkness' persuaded Worth to return The Duchess of Devonshire by Gainsborough, a painting he had stolen in 1876, and kept because it reminded him of Kitty Flynn.

Worth spent his last years with his children in London, and died in 1902. His son actually became a Pinkerton detective. Worth was buried in a pauper's grave in Highgate Cemetery under his most-common alias, Henry J. Raymond. A small tomb-stone was placed by the Jewish American Society for Historical Preservation in 1997 to mark his resting place.



The Duchess of Devonshire by Gainsborough



	<u>Pluck</u>	<u>FV</u>	<u>SV</u>	<u>Spd</u>	<u>Cost</u>	<u>Talents</u>	<u>Basic Equipment</u>
 Adam Worth	3	3	4	1	59	Leadership +2, Gunslinger, Erudite Wit, Inspirational	2 Pistols, Chain Shirt
 Kitty Flynn	3	0	2	1	19 plus Mystic Points	May add up to 20 points Mystic Powers	Pistol, Chain Shirt
"Piano" Charley Bullard	4	2	3	0	31	Leadership +1, Engineer	Rifle, Chain Shirt
Miss Gard	2	4	4	2	79 plus Mystic Points	Tough, Fearless, Marksman (carbine). May add 13 points of Mystic Powers chosen from the list below	<i>Angurvadal</i> (Mystic Sword), Mauser C96 (Carbine), Chain Shirt
Thief	5	1	1	1	14	Stealthy	Pistol, Lined Coat
Thug	5	2	1	0	10	Pistol, Brigandine	

OPTIONS

Any Figure may add a Knife (+3 points).
 One Thief may add Lightning Draw (Pistol) (+5 points).
 Any Thug may exchange their Pistol for a Shotgun or a Carbine (+2 points).
 Charley Bullard may exchange his Rifle for a Johnson Mk VII or Withal Mk II Industrial Walker (+13 points).
 Charley Bullard may be equipped with an Ornithopter (+20 points).
 Charley Bullard may purchase one Smoke Grenade (+4 points). [*new item*: see description below]
 Any Figure except Thugs may be equipped with a Jet Pack (+5 points).
 The Company may purchase either a Steam Carriage (+10 points) or an Armored Steam Carriage (+19 points).
 Any Figure **not** equipped with a Rifle, Walker, Ornithopter,
 or Jet Pack may add **Part of the Crowd** (+5 points).
 Any named Figure may add a Talent (+5 to

+10 points).

Miss Gard's Mystic Powers

Miss Gard may purchase only **one** of the following three Mystic Powers: **Dragon Wings**, **True Grit**, or **Zone of Shadows**. Each Power is 13 points.

Angurvadal (14 points)

A Norse Sword whose powers only function when wielded by a Valkyrie; in any other hands it is just a normal sword. Its **Weapon Bonus** is +2, **Pluck Penalty** is -2; it is one-handed; it ignores all Electro-Static and Mystic armor enhancements; and allows the bearer use of the Mystic Power **Path of Light**.

Smoke Grenade (4 points)

Thrown as a normal grenade, but with no modifiers for moving (cannot be thrown if running). If a hit is rolled, the grenade creates a 3" radius cloud of smoke which blocks all line of sight. At the start of the next Shooting Phase, roll a d10: on a roll of 1-5 it remains; 6+ the smoke dissipates. If the smoke remains, it will dissipate at the start of the *following* Shooting Phase. In other words, the smoke will never last more than two Shooting Phases.

