

# HAND CANNON





# CREDITS



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# ROGUES GALLERY

by Jason Lang

Welcome to the latest section of Hand Cannon! The Rogues Gallery is a section of the magazine devoted to those lovable characters one runs into in the world of the Iron Kingdoms.

## Vohas Gantrey Mercenary Beastmaster (D20)

*Tandall could hear the guy talking to someone at the fireside as he crept up.*

*"...`Course, back then, the bleeders used `em for combat. Train up a`horde off them, throw them atta force in droves.."*

*Who in the blazes was he talking to? Tandall wondered. Still, a bounty was a bounty, and this particular mercenary was getting on the wrong side of the Protectorate, and Tandall was just a easy rifle shot away from getting his.*

*The loon kept talking "...So when he came up to me and started saying that we could no longer train the critters... Not our horses, not our Kaelram... Ken you imagine that? A Yohada tribe without Kaelram? Well, me daddy said no, so the Scrutinator sends in his soldiers..."*

*Tandall swept the campsite with the scope on his rifle. Was he talking to himself? No matter. He turned the knob so the black silhouette of the man sitting at the campfire came into sharp relief, a cross-hair quartering the back of his head. He was sitting with his head down. Did he have something on his lap?*

*"...My great grandfather found the first of ya, Wore that skull for years. By the time it came down to me, I had a better idea. Why wear a dead one, when you could have a live one? I got the idea when I met that feller back in Cyril. "You`re pretty good with critters. I need a trainer and vet."*

*He said. I said yes. Rescued yer pop a few years later. Wanned to put him down they did..." Tandall was defiantly creeped out. From this angle, he couldn't see anyone or thing that the guy was talking to. He mentally went over the description he was given. Young guy, Irdian by the sharp profile and accent.*

*Wanted by the Protectorate for supporting Irdian rebels. Sounded like the right guy... was that a noise behind him?*

*Vohas leaned over the mewling Gorax cub and tickled under it's chin, apparently unaware of the screams and horrific wet tearing noises coming from out of the darkness behind him "But you, you little sprout. I`ma gonna raise you to be big and strong, just like your mam and pop..."*

## Vohas Gantrey

Male Idrian (human), Rgr 3: CR 5; Size M (5' 9"); HD 3d10+3, hp 23; Init +0; Spd 30'; AC 14 (+4 armor); Atk +2 melee (2d4+1 dam, 19+/x2, double damage if set for charge, +2 trip/disarm); AL LN; Sv Fort +3, Ref +2, Will +0; Str 12, Dex 10, Con 13, Int 12, Wis 10, Cha 16.

**Languages spoken:** Sulese, Idrian, Khadoran

**Skills & Feats:** Climb +2 (Str+1, 1 rank), Creature Lore +9 (Int+1, 6 ranks, +2 syn), Handle Animal +11 (Cha+3, 6 ranks, +2 AA), Heal (cross class), +5 (Wis+0, 3 ranks, +2 SS), Hide +1 (Dex+0, 1 rank), Knowledge (nature) +8 (Int+1, 5 ranks, +2 syn), Knowledge (tactics) +6 (Int+1, 5 ranks), Listen +1 (Wis+0, 1 rank), Move Silently +3 (Dex+0, 1 rank, +2 rac), Search +3 (Int+1, 2 ranks), Spot +1 (Wis+0, 1 rank), Survival +7 (Wis+0, 5 ranks, +2 SS), Swim +3 (Str+2, 1 rank), Use Rope +1 (Dex+0, 1 rank), Animal Affinity, Self Sufficient, Track, Unearthed Arcana (giants)

## Special Abilities:

Jingoistic: -2 social skills outside of Protectorate.

Favored enemy (humans): +2 Bluff, Listen, Sense Motive, Spot, Survival

Wild Empathy: 1d20+1vl+Cha to Diplomacy

check to influence animals.

**Gear:** Hunting Spear, whistle, knife, Healer's Kit  
**The Goraxes:**

All three Goraxes are devoted to Vohas. He rescued Broke-Tusk from the arenas, captured Redmane in the wild, and has raised Ratcatcher from a cub. While they are still dangerous while berserk, they are used to and trust Vohas enough to treat him as another member of the tribe. Broke-Tusk is the closest to the human, with Redmane being indifferent. Ratcatcher seems to see him as another alpha to be obeyed for now, but as he grows more, he will challenge his father and Vohas. So far, Broke-Tusk has dealt with the increasing challenges, but it won't be long before Ratcatcher either is driven off or defeats his father. Vohas is hoping that day will never arrive.

**Broke-Tusk**

(Alpha Hunter Male Gorax): CR 4, Large Giant, 3d8+8 HD (42 hp); Init +4; Spd 40'; AC +16; Atk +7/+2 melee; +3/-2 and -1 off-hand (1d6+6 claws); SV Fort +7, Ref +3, Will +3; Str 23, Dex 10, Con 14, Int 5, Wis 10, Cha 7

**Skills & Feats:** Listen +2, Spot +2, Intimidate +14, Scent, Improved Initiative, Run, Leadership

**Berserk:** 5% chance when under half hit points to attack anything close.

**Shinies:** Will save (DC 8) or get distracted.

**Redmane**

(Female Gorax): CR 2, Large Giant, 3d8+6 HD (36 hp); Init +3; Spd 30'; AC +13; Atk +5 melee; +1 and -3 off hand (1d6+4 claws); SV Fort +5, Ref +0, Will +1; Str 18, Dex 8, Con 14, Int 5, Wis 10, Cha 5

**Skills & Feats:** Listen +2, Spot +2, Scent, Improved Initiative, Run

**Berserk:** 5% chance when under half hit points to attack anything close.

**Ratcatcher**

(Bloodthirsty Juvenile Gorax): CR 3, Large Giant, 3d8+6 HD (36 hp); Init +5; Spd 30'; AC +11; Atk +8/+3 melee; +4/-1 and +0 off-hand (1d6+7 claws); SV Fort +8, Ref -2, Will -1; Str 20, Dex 8, Con 16, Int 5, Wis 6, Cha 5

**Skills & Feats:** Listen +2, Spot +2, Scent (double for blood), Improved Initiative, Run, Blood Rage

**Blood Rage:** 5% per hp damage dealt to rage. Additional attack, -4 AC. Fight to -10 hp. Immune to fear

**Berserk:** 5% chance when under half hit points to attack anything close.

**Shinies:** Will save (DC 8) or get distracted.

**Roleplaying Hooks:**

- Word has come to the PCs that a man with several monsters at his command has begun attacking villages near the Cygnar-Protectorate border. Upon investigation, several small communities have been attacked, with dozens killed. Following the wake of destruction, the players track down Vohas who is busy cutting supply lines for the next Protectorate push into Cygnar by going north to King's Vine. While wiping out villages will undoubtedly stop this northern push, is it worth all the lives of these innocent borderlanders? Or is there another way??

- Ratcatcher has always been temperamental, but after the last battle (perhaps the PC's participated in) he has completely gone off his nut. A hurt Gorax is a dangerous creature, but this one is headed to a nearby city. Vohas can undoubtedly track him down. But might need some help bringing him back in alive...

- A string of horrific murders has started in Corvis, the only connection being that all the victims were low-ranking members of the Gertens. Now Tomas Gertens (a Captain of the 'family') is offering a bounty for anyone who can bring him a name. Of course, Vohas is at the bottom of this, having tracked down a group that has been importing Goraxes for blood sports. Rather than going to the authorities, he has decided to take things into his own hands, and arranged for the importers to meet a few Goraxes themselves. Needless to say, best intentions or no, the Guard and the most powerful underworld family are now gunning for him. Can the PCs find a way to get him out of town? Will the law or money from justice lure them? Is there some way they can shut down the arena so this won't happen again?

# Vohas Gantrey

## Mercenary Beastmaster

(WARMACHINE)

### Warmachine Stats:

	Vohas	Gorax
SPD	6	6
STR	8	10
MAT	8	6
RAT	4	4
DEF	14	12
ARM	14	15

Damage 5 10

CMD 8 5

Vohas: 35

Up to three Gorax: 10

No additional troops: -

Field Allowance: C

Victory Points: 3

Vohas: (base size: small)

Spear (Pow 3, 2" reach)

Leader

Mercenary – Vohas will not work for the Protectorate.

Pathfinder: Vohas ignores movement penalties from rough terrain.

Beastmaster (3) - This ability works similar to a 'Jack Marshalls, but only with regards to beasts. Should there be an uncontrolled animal in Vohas' command radius, he can attempt to take control.

\*Heal [9] - Vohas is skilled in beast lore and battlefield medicine. If he makes a successful roll on a Gorax model in contact, he may add a box to any wounded Gorax model. Note that the model being healed must also forgo actions this turn, but defends itself as normal.

Gorax: (Base size: medium)

Claw (Pow 5)

Claw (Pow 5)

S

cent - Treat enemy models as being 5" closer than they are for purposes of targeting only. Should this reduce their distance to 0" or less, they are automatically spotted and can be targeted and lose any concealment bonuses, regardless of other rules. Please note that this is for targeting only, and does not actually move models closer. While only the Gorax have this rule, Vohas has spent enough time with and trained with them enough to pick up on their clues. He can take advantage of this rule only while there is at least one Gorax alive.

Blood Rage - Roll a die for every wound taken by that Gorax. If a 6 is rolled, the model is Berserk for the turn. It may add an additional die for damage, but every time it destroys a model in melee, it must make an additional attack on another model in contact, friendly or enemy.

### Modeling Notes:

As there are no official models, you will have to find your own. For Vohas, I recommend Eredain, or Hans Bullman, from Reaper miniatures, though Privateer's own Monster Hunter could also do.

For the Goraxes, the Vor Growlers line offers some good choices, as do several of Reaper's trolls, though you may wish to convert your own from one of the ogrun or trollkin models, with a suitable headswap.

## Out of Focus



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# THE ARMY OF ORD PART 2: SOLOS & UNITS

Stew “phroggle” Walker  
(with plenty of help from “Dacarnix”)

One of the perennial complaints we see on the Privateer Press Forum is the lack of customization and conversion allowed in WARMACHINE. So we at Hand Cannon have chosen to indulge the creative side of the WARMACHINE community and provide you with an army that has no official miniatures, so go nuts, and convert to your hearts content with THE ARMY OF ORD. These rules are for fun only, they are driven more by fluff than play-testing ... so be warned. These rules are the creation of the author and are in no way official, balanced or exhaustively play-tested. Any constructive suggestions are appreciated, and may be included in future revisions.

This is the second article of the ARMY OF ORD series, and covers Solos and Troop Units which might be present in an Ordic army. Unlike the Ordic Warcaster Characters from Part 1, these units are not able to act as mercenaries and can only work for the Ordic Crown.

## A NOTE ON COLOUR SCHEMES

Some enquiries have been made about the “official” colour scheme for Ord. The short answer is that this isn’t an “official” army, so there isn’t one. However, any colour artwork produced for these articles will use a Dark Green and Gold colour scheme. The symbol for Ord is a broken sword, it can be found on page 16 of Lock & Load: Iron Kingdoms Character Primer, published by Privateer Press.

## A NOTE ON MERCENARIES

Ord, more than any of the other Iron Kingdoms, operates upon the principal that money talks. It is reasonable then, to suppose that the Ordic Crown would make liberal use of any available mercenaries to further its goals. At present, all mercenaries in WARMACHINE will work for Ord. If future mercenary units state their allegiances in terms of who they will work for rather than who they won’t work for, this may change.


## SOLOS

### COLONEL PIERO SANTORO

Forty-two years ago, Piero Santoro walked up the gangplank of the Maria Benuto, a small merchant ship, to begin his career as a seafarer. As the third son of a minor merchant, Piero could expect little from life unless he made it for himself; his father’s only legacy to him was a berth aboard a friend’s vessel. At 14 years of age, Piero was ready to chart his own course.

The departure from Carre Dova was uneventful, and the Maria Benuto beat westward on the first leg of her voyage. Two days out, however, fortune glared at the Maria Benuto and Piero Santoro’s life took an unexpected turn. As is often the case in the waters around Western Immoren, the merchantman was overhauled by a vessel of the Ordic Royal Navy which took a draft of the ship’s company and pressed them into the service of the Ordic Crown. Piero was forced into service on the deck of the Royal Ordic Naval Steamer Retribution.

Santoro quickly settled into his new situation. While he wasn’t happy that his fortunes had taken a turn in an unexpected direction, he was not one to let disappointment rule his life. Several



months passed uneventfully as the squadron Santoro's ship was attached to patrol the coast of Cygnar and Ord. Life at sea tends to consist of weeks of monotony which are punctuated by hours of terror or exhilaration. So it was that while on patrol near the Broken Coast, a black sail was spied on the horizon. Young Piero's life was about to change again.

The black sail belonged to a Cryxian pirate reaver. The decks aboard the Retribution were cleared for action as the captain gave chase. The reaver headed towards a nearby island and the Retribution steamed after her, not realizing that she was being lead into a trap. The reaver fled into a narrow bay where the larger steam vessel was limited in its ability to maneuver; there two more reavers joined the battle. Superior gunnery from the Ordic ship managed to dispatch two of the vessels sinking one and severely damaging the other. The third vessel, however, managed to close with the Retribution and started to board her.

The ensuing melee swirled around the quarterdeck. At the climax of the battle, Piero found himself in a small group of officers and men surrounding the captain and the helmsman as they sought to move the Retribution back to the open sea where she would once again have the tactical advantage. Santoro fought as a man possessed as he fought for his life, and the life of his captain. The tide of the battle turned as the Retribution managed to break free and made for the open sea. When Captain Randasi finally had an opportunity to take stock of the situation aboard he found himself in the company of his helmsman, a boatswain's mate and the young Piero Santoro ... the rest around the helm, both friend and enemy, were dead. The ship's company had been bloodied, but apart from the loss of several officers, it was largely intact. In part to replace his officer deficit and in part in gratitude for saving his life and his ship, Captain Randasi promoted several of his crew who had distinguished themselves, among them was Piero Santoro.

At fifteen years of age, Piero stood on the deck of an Ordic Man o' War standing his first watch. The rough and tumble life of growing up with two older brothers had prepared Piero more for the life below decks than that of an officer, yet he tried to make the best of his "good fortune". In addition to his watch-keeping duties, Santoro was expected to learn the craft of seamanship and the martial disciplines needed to lead sailors in battle. It quickly became evident that Piero was indifferent to the intricacies of operation of a modern warship, however he showed a flair for the study of tactics, both on land and sea; and he was seemingly without peer aboard ship in the disciplines of the sword and the pistol. In friendly fencing and shooting contests he routinely bested men of twice his age and experience. Despite his youth, he had a flair for leading men and getting the best out of them.

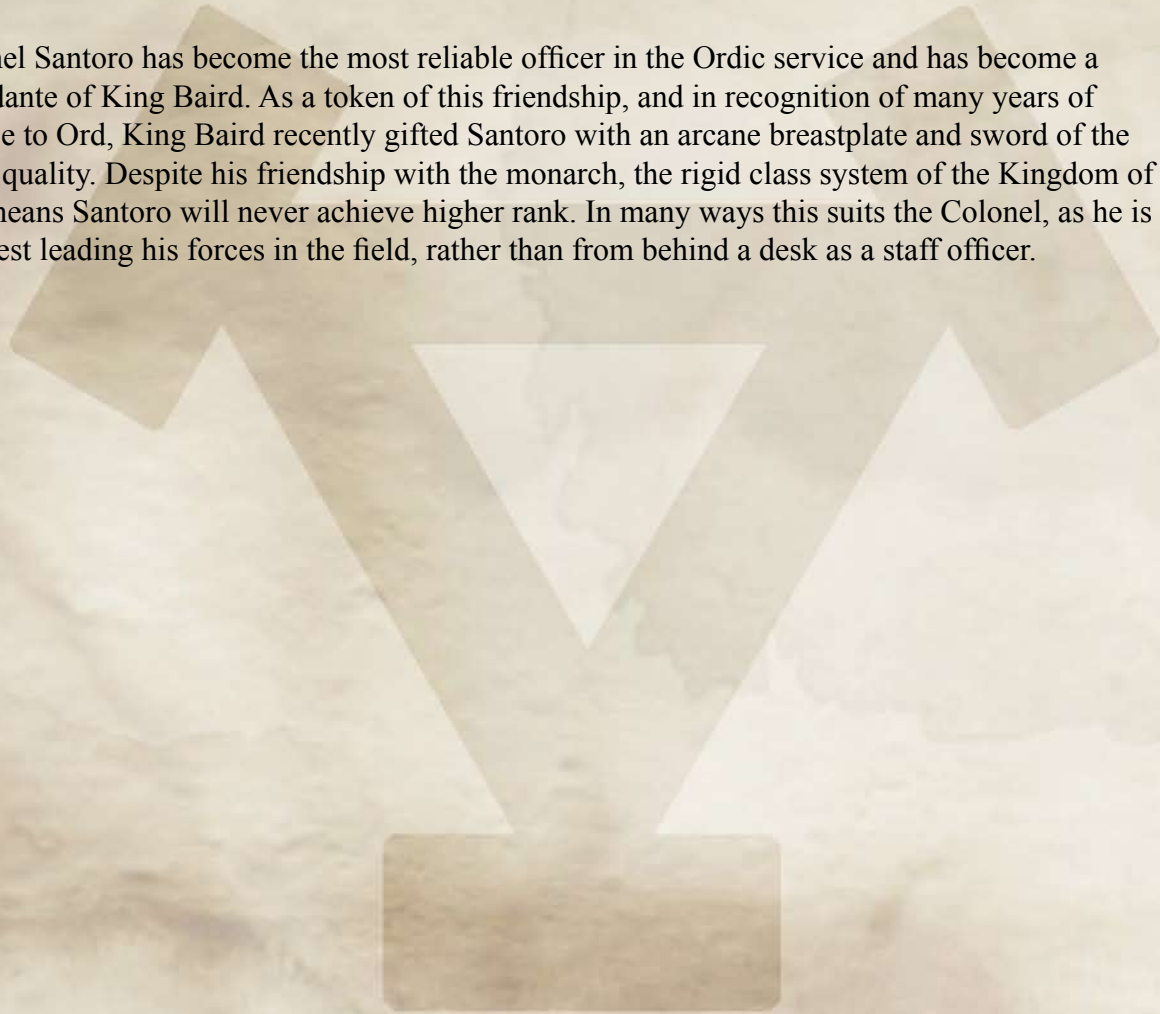
Captain Randasi was beginning to despair of making a good naval officer of this young man. Despite Piero's deficiencies as a seaman, he had many qualities which made him a good officer ... just not a naval officer. "For the good of the service" was how Captain Randasi phrased it, when he suggested that Piero should transfer to the Royal Marines, where his skills and abilities could be developed to their fullest potential. Santoro jumped at this new opportunity, and Captain Randasi agreed to sponsor Piero to the Trident School at Berck where his training could be properly completed. So began the next chapter in Piero Santoro's life.

Piero Santoro lived up to his sponsor's expectations and excelled in his training as a marine officer. He continued to dominate with the blade and pistol, and was top of his class in tactics and leadership. Upon graduation he was transferred to the Auldscomb Military Academy for advanced studies in tactics; it was here he was introduced to the warjack. Piero quickly realised that this was an area of military science in which Ord was deficient. While he had no aptitude as a warcaster, he learned how to marshal the huge metal constructs, and urged the development

of Ordic warcasters. This stand in the face of opposition from traditionalists in the Ordic Army brought Santoro to the attention of the young King Baird. Santoro is credited with the genesis of Ord's clandestine warcaster development program.

After so many years of study, Santoro was now sent to put all his theoretical knowledge into action. He has lived up to the high expectations which Captain Randasi had for him. Santoro has faced forces from the three belligerent Kingdoms; Cryx, Khador and the Protectorate, and has yet to be bested on the field of battle. He has participated in joint operations with Cygnar and former kingdom of Llael, and won the respect of commanders from those kingdoms as well. Despite his dour appearance Colonel Santoro is loved by the men he leads, and never fails to inspire as he strides around the battlefield with his trademark cigar clenched between his teeth, flanked by two warjacks.

Colonel Santoro has become the most reliable officer in the Ordic service and has become a confidante of King Baird. As a token of this friendship, and in recognition of many years of service to Ord, King Baird recently gifted Santoro with an arcane breastplate and sword of the finest quality. Despite his friendship with the monarch, the rigid class system of the Kingdom of Ord means Santoro will never achieve higher rank. In many ways this suits the Colonel, as he is happiest leading his forces in the field, rather than from behind a desk as a staff officer.



## FEAT: TACTICAL SUPERIORITY

Santoro's genius as a battlefield commander gives him an almost arcane ability to sense the ebb and flow of combat. This allows him to execute his orders with uncanny timing and authority.

Santoro and all friendly models in his Command Area may choose to attack before moving instead of after moving, and may make ranged attacks even if engaged in melee combat.

## SPECIAL RULES

**Assault** -- As part of a charge, after moving, Santoro makes a single ranged attack followed by a charge attack with his sword. **Attack (Drive)** -- Colonel Santoro can attempt to Drive each warjack under his control within his marshaling range. To Drive a warjack, Colonel Santoro must make a CMD check at any time during his activation. If the check succeeds, the warjack can make an additional attack, either ranged or melee, with any weapon during its activation this turn. If the check fails, the warjack does not benefit from Jack Marshal this turn.

**Fearless** -- Colonel Santoro never flees.

**Field Commander** -- Colonel Santoro counts as a warcaster when determining Field Allowances or Encounter Level. Colonel Piero Santoro has a command range equal to his CMD in inches. Friendly Ordic models or units within command range may use the Colonel's CMD when making a command check. Colonel Santoro can rally and give orders to friendly Ordic models within command range.

**Field Orders (\* Action)** -- Colonel Santoro may issue one of the following Field Orders to friendly Ordic Warrior models/units within his Command Area as a Special Action, instead of his performing his Combat Action. Only one Field Order may be in effect at a time.

- "For King and Country" -- Friendly warrior models/units in Santoro's Command Area become fearless and gain an additional damage die on all melee attacks for 1 round. This order may be used in conjunction with unit specific orders and effects.
- "Move Out!" -- Friendly warrior models/units in Santoro's Command Area gain +1 SPD for one round. This order may be used in conjunction with unit specific orders and effects.
- "Take Cover!" -- Friendly warrior models/units in Santoro's Command Area gain +1 DEF for one round. This order may be used in conjunction with unit specific orders and effects.

COLONEL SANTORO				CMD 10	
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	6	15	17
HAND CANNON					
	RNG		ROF	AOE	POW
	12		1	--	12
HAND CANNON					
	RNG		ROF	AOE	POW
	12		1	--	12
BAIRD'S BRAND					
	Special		POW	P+S	
	--		6	12	
Damage				18	
Point Cost				52	
Field Allowance				C	
Victory Points				5	
Base Size: Small					

**Jack Marshal (2)** -- Colonel Santoro may control up to two war-jacks at the start of a game. Colonel Santoro has a marshaling range equal to his CMD in inches. If a controlled warjack is within the Colonel Santoro's marshaling range, it can run, charge, or boost an attack or damage roll once per activation. If the Colonel Santoro is destroyed, his warjacks do not become inert. Colonel Santoro may reactivate one friendly inert Ordic warjack per turn in the same manner as a warcaster. The reactivated warjack comes under his control unless he already controls two other warjacks.

**Marksman** -- Colonel Santoro adds an additional die to his Ranged Attack rolls.

**Swordmaster** -- Colonel Santoro may make one additional melee attack.

**Weapons Master** -- Colonel Santoro adds an additional die to his Melee Damage rolls.

**Modeling Suggestion:** I am using the Games Workshop Ursarkar Kreed model from their Warhammer 40,000 Imperial Guard Line for this character.

## SHIP'S CHAPLAIN

The ability to "whistle up a wind" was much prized by Ordic sea captains in the days when sail was the only way of moving a ship across the waves. Morrowan Clerics who were devotees of Ascendant Doleth were often found on the wealthiest merchantmen and on the ships of wealthier captains of the Ordic Royal Navy. The advent of steam power has meant that the weather controlling ability of these specialised clerics is of less utility at sea, but the Ordic Army still finds use for Ship's Chaplains on the battlefield, where they fulfill a role similar in most respects to that of Morrowan Battle Chaplains.

## SPECIAL RULES

**Divine Magical Ability [7]** -- A Ship's Chaplain calls on the intercession of Morrow and the Ascendant Doleth, and can make one of the following divine magic attacks during her activation. Instead of making a skill check, determine the success of a magic attack by rolling 2d6 and adding the Chaplain's Magic Ability score of 7. If the roll is equal to or exceeds the target's DEF, the attack succeeds. Ship's Chaplain magic attacks are considered spells.

- **Doleth's Wrath** -- A powerful wind slams into the target model. This spell may target a model within 8" of the Ship's Chaplain. All models in a 3" AOE of the target model take a POW 10 damage roll and are knocked down.

- **Entangle** -- One of the peculiarities of the devotees of Dolet is the ability to animate rope. All Ship's Chaplains carry a coil of rope with them which they use to great effect upon the field

SHIP'S CHAPLAIN				CMD 10	
SPD	STR	MAT	RAT	DEF	ARM
6	4	5	4	13	14
HEAVY MACE					
		Special		POW	P+S
		--		4	8
Damage				5	
Point Cost				22	
Field Allowance				1	
Victory Points				1	
Base Size: Small					



of Battle. If successful, the target model within 5" of the Ship's Chaplain is immobilized. An immobilized model may activate normally, but it suffers -3 DEF and cannot move at all until it is released or its attacker is destroyed. The immobilized model is released if the Ship's Chaplain moves or makes another magical attack.

• **Sea Spray** -- Control of wind and water is one of the hallmarks of Doleth's clerics. A target model within 10" of the Chaplain is engulfed in a sea spray cloud effect with AOE 5"; this disrupts and prevents ranged attacks for one round. The cloud remains centered on the model even if it moves. If the magic attack roll fails nothing happens; do not roll for deviation. If target model is destroyed, the effects of Sea Spray instantly expire.

**Fearless** -- A Ship's Chaplain never flees.

**Rally the Faithful** -- All units within 10" of the Ship's Chaplain may use her CMD stat when making Command Checks.

**Modeling Suggestion:** I am using Privateer Press' IKRPG Daniera Madise, Cleric of Morrow model for this

## TORDORAN RANGER

The borders of Ord are rugged and over the years have been subjected to the depredations of Khador and others. The Corps of Rangers are elite scouts charged with watching for those who would violate Ordic sovereignty. Using a stealth inherent to those who live upon the land, Rangers watch and wait, striking hard when the need arises.

### SPECIAL RULES

**Advance Deployment** -- Place Rangers after normal deployment, up to 12" beyond established deployment zone.

**Camouflage** -- A Ranger gains an additional +2 DEF when benefiting from concealment or cover.

**Pathfinder** -- A Ranger ignores movement penalties from rough terrain and obstacles. A Ranger can charge across rough terrain.

**Sniper** -- After a successful ranged attack, a Ranger may automatically inflict one damage point instead of making a damage roll. Against a warjack, the attacker chooses which column takes this damage.

**Stealth** -- All attacks against a Ranger from greater than 5" away automatically miss. A Ranger greater than 5" away from an attacker does not block line of sight or count as an intervening model.

**True Sight** -- A Ranger ignores Camouflage, Concealment, and Stealth.

**Modeling Suggestion:** I am using Privateer Press' IKRPG Lazar Grigsov, Khadoran Rifleman

TORDORAN RANGER					CMD 8	
SPD	STR	MAT	RAT	DEF	ARM	
6	5	4	6	14	12	
HUNTING RIFLE						
		RNG	ROF	AOE	POW	
		14	1	--	10	
SWORD						
		Special	POW	P+S		
		--	3	8		
Damage				5		
Point Cost				27		
Field Allowance				1		
Victory Points				1		
Base Size: Small						

# UNITS

## FITTERS

Often disparagingly referred to as “Shitter Fitters”, these are the mechanics who build and maintain the ships of the Royal Ordic Navy. Accustomed to working in both wood and steel, they are armed with the tools of their trade which they can wield with deadly effect. Like Cygnar, Ord lacks prejudice when it comes to skilled workers; many Fitters are Ogrun.

CHIEF FITTER				CMD 7	
SPD	STR	MAT	RAT	DEF	ARM
5	6	5	4	13	12
RIVET GUN					
	RNG	ROF	AOE	POW	
	6	1	--	10	
BROAD AXE					
	Special	POW	P+S		
	--	3			
Base Size: Small					

### SPECIAL RULES

#### CHIEF FITTER

##### Leader

**Repair[8] (\*Action)** -- A Fitter may attempt repairs on any Warjack of the same faction that has been damaged or disabled. The Warjack must forfeit its activation and cannot channel spells on the turn repairs are attempted. To make repairs, the Fitter must be in base-to-base contact with the damaged Warjack and make a skill check. If successful, the player rolls a d6 and may subtract that number of points from anywhere he chooses on the Warjack’s damage grid.

#### ASSISTANT FITTERS

**Assist Repair[+2] (\*Action)** -- When the assistant assists the Chief with a repair, he adds +2 to the skill check. The Assistant Fitter must be in base-to-base contact with the Warjack that is being repaired by the Chief.

**Repair[6] (\*Action)** -- Same as Chief, above.

ASSISTANT FITTER					CMD 6	
SPD	STR	MAT	RAT	DEF	ARM	
6	8	5	4	12	14	
RIVET GUN						
		RNG	ROF	AOE	POW	
		6	1	--	10	
BROAD AXE						
		Special	POW	P+S		
		--	3	11		
Leader & 2 Troops					26	
No Additional Troops					--	
Field Allowance					2	
Victory Points					1	
Base Size: Medium						

I’m going to use the IKRPG Gajan Vasco, Ordic Adventurer model for my Chief Fitter and suitably modified IKRPG Trollkin Adventurer or Arquebus Jonne models for my Assistant Fitter.

## MERIN ROYAL GUARD

These are the elite of the Ordic military, the Royal bodyguards. While usually found guarding Royal castles and palaces, they are extremely capable fighters and are often found where a heavily armored presence would be useful.

GUARD CAPTAIN				CMD 9		
SPD	STR	MAT	RAT	DEF	ARM	
6	6	7	5	13	14	
HAND CANNON						
		RNG ROF		AOE POW		
		12		1	--	12
		12		1	--	12
GREAT AXE						
		Special		POW P+S		
		--		4	10	
		--		4	10	
Base Size:			Small			

### SPECIAL RULES

#### CAPTAIN

Leader

#### UNIT

**Combined Melee Attack** -- Instead of making melee attacks separately, Royal Guardsmen in melee range of the same target may combine their attacks. The Royal Guard with the highest MAT in the attacking group makes one melee attack roll for the group, adding +1 to the attack and damage rolls for each Royal Guard, including itself, participating in the attack.

**Weapons Master** -- A Royal Guardsman adds an additional die to its melee damage rolls.

#### HALBERD

**Reach** -- 2" melee range

**Set Defense** -- A Royal Guard gains +2 DEF against Charge and Slam attacks.

**Modeling Suggestion:** I am using Privateer Press models for this unit. The Captain is the IKRPG Bastien Kinnet, Battle Chaplain; the Guardsman are the IKRPG Cygnar City Guard.

ROYAL GUARDSMEN					CMD 7	
SPD	STR	MAT	RAT	DEF	ARM	
6	6	6	4	13	14	
PISTOL						
		RNG	ROF	AOE	POW	
		8	1	--	10	
HALBERD						
		Special		POW	P+S	
		--		4	10	
Leader & 5 Troops					63	
Up to 4 Additional					10ea.	
Field Allowance					2	
Victory Points					2	
Base Size:					Small	

## ROYAL MARINES

Royal Marines are the classic naval infantry found on all Ordic Royal Navy vessels. They are trained to rain fire down on the decks of opposing ships from high in the rigging and to fight in boarding actions and landing parties.

SERGEANT					CMD 8	
SPD	STR	MAT	RAT	DEF	ARM	
5	5	6	5	13	12	
MILITARY RIFLE						
		RNG	ROF	AOE	POW	
		10	1	--	11	
CUTLASS						
		Special	POW	P+S		
		--	3	8		
Base Size: Small						

### SPECIAL RULES

#### SERGEANT

Leader

#### UNIT

**Combined Ranged Attack --** Instead of making ranged attacks separately, Royal Marines in open formation may combine their attacks against the same target. The Royal Marine with the highest RAT in the attacking group makes one ranged attack roll for the group, adding +1 to the attack and damage rolls for each Royal Marine, including itself, participating in the attack.

**Modeling Suggestion:** I am using American War of Independence 5th Light Infantry in Horse Tail Helmets from Wargames Foundry for this unit.

## ROYAL MARINE CAPTAIN AND DRUMMER UNIT ATTACHMENT

### SPECIAL RULES

#### CAPTAIN

**“Beat to Quarters” --** The Captain may use this ability when he is in base-to-base contact with the Drummer. The unit he is attached to gains +2 SPD for one turn. This ability may be used once per game and may be used in conjunction with run and charge orders. This ability can be used in conjunction with the Drummer’s Communication ability.

MARINE					CMD 6	
SPD	STR	MAT	RAT	DEF	ARM	
5	5	5	4	13	12	
MILITARY RIFLE						
		RNG	ROF	AOE	POW	
		10	1	--	11	
CUTLASS						
		Special	POW	P+S		
		--	3	8		
Leader & 5 Troops					58	
Up to 4 Additional					9ea.	
Field Allowance					2	
Victory Points					2	
Base Size:					Small	

**“Clear the Decks” (Order)** -- When issued this order, each Royal Marine charges an eligible target, firing as he closes. As part of the Charge, after moving, the Royal Marine makes a ranged attack followed by a charge attack with its cutlass. A Royal Marine is not considered to be in melee when making the “Clear the Decks” ranged attack.

**Officer** -- The Captain is the unit leader.

## DRUMMER

**Communication** -- While in base to base contact with the Captain the drummer allows the Captain to use his CMD stat as a Command Range, out-of-formation Royal Marines within his Command Area receive orders as if they were in formation. Royal Marines are still required to remain in formation if possible.


**Unit Drummer** -- When the Drummer takes sufficient damage to be destroyed, a non-leader trooper model of this unit within 1” of the Drummer may take up the drum. Remove the trooper model from the table and replace it with the Drummer model. Any effects or upkeep spells on the replaced trooper are applied to the Drummer model. Effects and upkeep spells on the destroyed Drummer expire.

## UNIT

**Unit Attachment** -- The Royal Marine Captain and Drummer Unit Attachment can be added to any Royal Marine unit. The unit’s Victory Point total is increased by 1.

**Modeling Suggestion:** I am using American War of Independence 5th Light Infantry in Horse Tail Helmets Command figures from Wargames Foundry for this unit.

MARINE CAPTAIN				CMD 9	
SPD	STR	MAT	RAT	DEF	ARM
5	6	7	6	13	12
HAND CANNON					
	RNG		ROF	AOE	POW
	12		1	--	12
CUTLASS					
	Special		POW	P+S	
	--		3	9	
Base Size:			Small		

MARINE DRUMMER				CMD 6	
SPD	STR	MAT	RAT	DEF	ARM
5	5	5	4	13	12
CUTLASS					
		Special		POW	P+S
		--		3	8
Captain & Drummer				29	
Field Allowance				1	
Victory Points				+1	
Base Size:				Small	

## CARDOVAN LIGHT HORSE

Due to the depredations of the legendary horselords of the Khardic Steppe, the Army of Ord developed a strong cavalry tradition. This tradition is upheld today by a growing number of light cavalry units riding small horses bred for speed and stamina. These units, while few in number strike swiftly and powerfully and can turn the tide of a battle if deployed at the right moment.

LIEUTENANT				CMD 8	
SPD	STR	MAT	RAT	DEF	ARM
8	5	6	5	11	12
HAND CANNON					
	RNG		ROF	AOE POW	
	12		1	--	12
CAVALRY SABRE					
	Special		POW		P+S
	--		4		9
Base Size:			Medium		

### SPECIAL RULES

#### LIEUTENANT

Leader

#### UNIT

**Flank Attack** -- When attacking enemy models that are engaged in melee combat, Light Horsemen gain +2 on attack rolls and add an additional damage die to successful attacks.

**Reserve Deployment** -- Light Horsemen do not have to be put in play at the start of the game. The Light Horsemen's controlling player may put them in play during his control phase on any turn. When put into play, place the Light Horsemen unit in skirmish formation within 3" of any table edge except the back of the opponent's deployment zone. Light Horsemen may not charge on the turn they are deployed.

#### LANCE

**Powerful Charge** -- Light Horsemen get a +2 bonus to their Charge attack roll.

**Reach** -- 2" melee range.


**Modeling Suggestion:** I am using the Prussian Reserve Lancers Models from Wargames Foundry's Napoleonic Line to represent this unit.

TROOPER					CMD 6	
SPD	STR	MAT	RAT	DEF	ARM	
8	5	5	4	11	12	
PISTOL						
		RNG	ROF	AOE	POW	
		8	1	--	10	
LANCE						
		Special	POW	P+S		
		Multi	5	10		
Leader & 4 Troops				63		
No Additional Troops				--		
Field Allowance				1		
Victory Points				2		
Base Size: Medium						

## NAVAL FIELD GUN CREW

The Ordic Royal Navy employs some of the finest artillerymen in Western Immoren. The ability to hit a target from the unstable platform of the pitching deck of a Ship of the Line is not a feat to be sneered at. The Ordic Navy has been called upon many times to provide artillery support for land based battles, and has developed a mobile field gun for this purpose.

GUNNER				CMD 8	
SPD	STR	MAT	RAT	DEF	ARM
1	5	4	5	12	11
NAVAL FIELD GUN					
	RNG		ROF	AOE	POW
	16		1	--	14
RAMROD					
	Special		POW	P+S	
	--		2	7	
Base Size: Large					

GUN CREW				CMD 6	
SPD	STR	MAT	RAT	DEF	ARM
6	5	4	5	12	11
RAMROD					
	Special		POW	P+S	
	--		2	7	
Gunner & 2 Crewmen				26	
No Additional Troops				--	
Field Allowance				2	
Victory Points				1	
Base Size:				Small	

### SPECIAL RULES

**Targeting (\*Action)** -- The Gunner gains a cumulative +1 RAT for one round. The Crewman must be in base-to-base contact with the Gunner and not engaged to use Targeting.

### UNIT

**Weapon Crew** -- The Naval Field Gun Crew is made up of a Gunner and 2 Crewmen. The Gunner is mounted on a large base with the Field Gun. A weapon crew cannot run or charge. The Gunner gains +2" of movement per Crewman with which he begins activation in base-to-base contact. If the Gunner takes sufficient damage to be destroyed and a Crewman is within 1", the Crewman is removed from the table instead, the Crewman is destroyed instead. Any effects or upkeep spells on the Gunner expire. Any effects or upkeep spells on the removed Crewman are applied to the Gunner.

### NAVAL FIELD GUN



**Artillery** -- The Naval Field Gun cannot be used to make ranged attacks if the Gunner moves. The Gunner does not receive an aiming bonus for forfeiting movement.

**Canister (\*Attack)** -- RNG SP; ROF 1; POW 12.

**Modeling Suggestion:** I am using the British 12 Pounder Field Gun and British Naval Artillery Crew from the Wargames Foundry Crimean line for this unit.

## NAVAL RAIDING PARTY

The brothels and flop houses of Five Fingers have long been the source of much of the manpower of the Ordic Royal Navy. Pressgangs roam the streets forcing those too weak or drunk to run, into the service of the Crown. Hard work and harsh discipline hone the dregs of Ordic society into a formidable fighting force; there are few who can withstand the ferocity of an at-

BOATSWAIN				CMD 8	
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	5	12	11
PISTOL					
		RNG	ROF	AOE	POW
		8	1	--	10
		CUTLASS			
		Special	POW	P+S	
		--	3	8	
		Base Size: Small			

### SPECIAL RULES

#### BOATSWAIN



##### Leader

**“Clear the Decks” (Order)** -- When issued this order, each Raiding Party Member charges an eligible target, firing its Pistol as it closes. As part of the Charge, after moving, the Raiding Party Member makes a ranged attack followed by a charge attack with its cutlass. A Raiding Party

### UNIT

**Combined Melee Attack** -- Instead of making melee attacks separately, Raiding Party Members in melee range of the same target may combine their attacks. The Raiding Party Member with the highest MAT in the attacking group makes one melee attack roll for the group, adding +1 to the attack and damage rolls for each Raiding Party Member, including itself, participating in the attack.

**Modeling Suggestion:** I am using models from the Wargames Foundry Cutthroats line for this unit.

CREWMAN				CMD 6	
SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	12	11
PISTOL					
		RNG	ROF	AOE	POW
		8	1	--	10
CUTLASS					
		Special	POW	P+S	
		--	3	8	
Leader & 5 Troops				44	
Up to 4 Additional				7ea.	
Field Allowance				3	
Victory Points				2	
Base Size:				Small	

# MERCENARY SOLO

## ELIANA LIONI, ORDIC PISTOLEER

by Stew “phroggle” Walker

*I originally envisioned this model as a solo for the Ordic Army, but the more I thought about it, the less it fit the fluff that had been developed for Pistoleers as a class in the Iron Kingdoms RPG material. Since I'd developed some rules for the Pistoleer, I thought rather than scrap it, I'd rework it as a mercenary solo ... so here's your bonus by-product of the Army of Ord project.*

\* \* \*

*Eliana walked down the alley toward the Inn. Despite the late hour and the unsavoury neighbourhood, she walked confidently. She had no fear of molestation, only the extremely drunk were foolhardy enough to challenge a pistoleer; and very few of those who weren't that drunk had the skill to be a threat to her. She was a woman on a mission, and that mission was vengeance.*

*As she walked, Eliana thought of her Tordoran mother and father, and her mind went back to that day 18 years ago. Word had reached the village of Deshevek that a small Khadoran force was on its way, this wasn't completely unexpected given that the village had just decided to secede from Khador and join Ord. The force was led by the young Orsus Zoktavir, and his actions this day were going to make him notorious for all time.*

*The history of what has become known as the Boarsgate massacre has been well chronicled. Some would say that Eliana was one of the lucky ones ... she survived! But she didn't feel lucky that day as she emerged from her hiding place and began the gruesome task of finding her parents among the body parts strewn about the village. When she found them, they were among the dead. As she sat in the gutter clutching her father's hand, she wept uncontrollably and vowed that the big man would rot in Urcaen if it was the last thing she did.*

*Orphaned, Eliana was sent to live with relatives in Ord, but she never forgot her vow as she sat, drenched in blood, over the dismembered corpses of her mother and father. Her entire life had been devoted to developing the skills that would send the Butcher to Urcaen, and this was to be the night that it happened.*

*A sudden movement and a glint of steel caught Eliana's eye. She drew two pistols in a fluid motion, seemingly firing them as they cleared their holsters. Two attackers lay dead in the alley, two more checked their attack, stunned at the speed at which their compatriots had been dispatched. Casually Eliana reholstered the two discharged pistols and drew the remaining two. One of her attackers recovered his wits and turned to flee; he received a bullet in his spine for the impertinence of turning his back on a lady. Eliana aimed the remaining loaded pistol at the forehead of the last man standing.*





*“Who put you fools up this?” she demanded.*

*“The B-B-Butcher!” stammered her would be assassin.*

*“Run little man! Tell your master it was a clumsy attempt! ... If you have the nerve to face him! Tell him I'll see him in Urcaen yet!” Eliana raged.*

*“The miserable bastard set me up!” she murmured to herself as she watched the thug run away. Orsus Zoktavir was not as foolish as she had thought. She turned and quickly retraced her steps; she needed to be out of town as quickly as possible. As she left she renewed her vow of so long ago, she would not rest until Orsus Zoktavir was moldering in his grave.*



ELIANA LIONI				CMD 8	
SPD	STR	MAT	RAT	DEF	ARM
6	4	4	7	13	10
PISTOL					
		RNG	ROF	AOE	POW
		8	1	--	10
PISTOL					
		RNG	ROF	AOE	POW
		8	1	--	10
PISTOL					
		RNG	ROF	AOE	POW
		8	1	--	10
PISTOL					
		RNG	ROF	AOE	POW
		8	1	--	10
Damage				5	
Point Cost				26	
Field Allowance				C	
Victory Points				1	
Base Size: Small					

## SPECIAL RULES

**Crack Shot** -- Eliana Lioni's targets do not benefit from being screened.

**Enmity** -- Eliana Lioni has an especial hatred for Orsus Zoktavir. If she is on the same battlefield as the Butcher of Khardov, her controlling player must make a CMD check during the Maintenance Phase of each round. If this CMD check fails, Eliana Lioni will immediately move by the safest possible route towards The Butcher. Eliana Lioni may not be activated normally in a turn in which she has failed this CMD check. If she closes to within Pistol Range, she will discharge all four of her pistols in a Rapid Fire Special Attack. She will then turn and move half her SPD towards the closest table edge. If Eliana does not close within Pistol Range, her controlling player may attempt to regain control of her in the maintenance phase of the next round by making a successful CMD check; if the CMD check fails, Eliana continues her assault. Once Eliana has made the Rapid Fire Special Attack under the influence of enmity, she cannot be recontrolled by the player, and will run by the safest route towards the closest board edge and exit play.

**Hit 'n Run** -- After her Combat Action, Eliana Lioni may move up to half her SPD in any direction.

**Loner** -- Eliana Lioni may not be the target of friendly spells or special actions.

**Marksman** -- Eliana Lioni adds an additional die to her Ranged Attack rolls. Mercenary -- Eliana Lioni will not work for Cryx.

**Rapid Fire (\*Attack)** -- If Eliana Lioni has not made a ranged attack this activation, she may make a Rapid Fire Special Attack. Eliana Lioni fires all four of her pistols in rapid succession at one target model. Make one roll for the attack. If it succeeds, the target suffers a single POW 16 damage roll. When using the Rapid Fire Special Attack, Eliana Lioni may not use the Marksman ability.

**Sniper** -- After a successful ranged attack, Eliana Lioni may automatically inflict one damage point instead of making a damage roll. Against a warjack, she chooses which column takes this damage.



**NB:** The Enmity rule is for fluff purposes and to provide a tactical challenge. This model plays very well without enmity, but should have its point cost increased to 32.

**Modelling Suggestion:** Duh! This one has a beautiful model already use Valeria Alvaro, Ordic

Simona di Lasca

Focus 	Desiccate <sup>-2 SPD</sup> <sup>-4 DEF</sup>	Corrosion
Focus 	Desiccate <sup>-2 SPD</sup> <sup>-4 DEF</sup>	Corrosion
Focus 	Desiccate <sup>-2 SPD</sup> <sup>-4 DEF</sup>	Corrosion
Focus 	Desiccate <sup>-2 SPD</sup> <sup>-4 DEF</sup>	Corrosion
Focus 	Desiccate <sup>-2 SPD</sup> <sup>-4 DEF</sup>	Corrosion
Focus 	Desiccate <sup>-2 SPD</sup> <sup>-4 DEF</sup>	Corrosion
Focus 	Fire Out	Corrosion
Temper Metal	Fire Out	Corrosion
Water Walker	Fire Out	Corrosion
Wind Rush <sup>-4 DEF</sup>	Fire Out	Corrosion

Dermot Corcoran

Focus 	Backlash	Hijacked
Focus 	Temper Metal	Hijacked
Focus 	Evade	Hijacked
Focus 	Evade	Hijacked
Focus 	Evade	Hijacked
Focus 	Evade	Hijacked
Disrupted	Scrambled	Scrambled
Disrupted	Disrupted	Disrupted

Frigate

Gun Jammed	Gun Jammed
------------	------------

Colonel Santoro



Marine Captain



Ship's Chaplain



Unit Counters



# NEW SCENERIOS

by Stephen Tomas

## *A Clash of Patrols*

### **DESCRIPTION:**

Two enemy forces stumble across each other unexpectedly. The encounter soon escalates into a bloody engagement.

### **SET UP:**

1. The scenario is played on a 4'x4' table. Players may set up terrain first in any agreeable manner.

2. Each player rolls 1d6. The highest roll may choose a corner of the board; his opponent gets the opposite corner by default.

3. Each player rolls 1d6. Lowest must place a single unit or battle group anywhere with 18" of his corner point. His opponent then does the same. All other units or battle groups on either side start the game off-board in reserve. Units with forward deployment may also deploy up to 18" on the board at the beginning of the game as well rather than start in reserve.

4. Each player rolls 1d6. Highest may choose to go first or second.

### **RESERVES:**

Starting on the first turn and every turn thereafter, each player rolls 1d6 for each unit/battle group in reserve at the start of his maintenance phase each turn. On a 4+ it moves onto the table from any point up to 24" along either table edge that connects to his corner. Anything that has not come on previous will automatically come on turn four.

### **GAME LENGTH:**

The game lasts eight turns or two hours whichever comes first.

### **VICTORY CONDITIONS:**

Use the standard Victory point method to determine the winner of this mission.

## *Spoils of War*

### **DESCRIPTION:**

A number of recent engagements has left the surrounding area littered with inert war jacks in various states of disrepair. Both sides are attempting to recover their own when they stumble upon each other.

### **SET UP:**

1. The scenario is played on a 4'x4' table. Players may set up terrain first in any agreeable manner.

2. Each player may place d3 inert warjacks from his collection anywhere on the table that is at least 18" from any table edge. These jacks do not count against his force total. Roll 1d6 for size for each: 1-3 light 4-6 heavy. Each jack has 3d6 points of damage allocated in groups of three rolled after placement. Factions which have no jacks of the size rolled may place the other size instead but with an extra 2d6 of damage. Roll 1d6 for each jacks starting posture: 1-3 standing 4-6 prone when placed.

3. Players roll 1d6 with the highest choosing deployment edge and deploying his force within 10". His opponent has the other edge by default and deploys after his opponent.

4. Each player rolls 1d6 with the highest having the option of taking first turn.

### **GAME LENGTH:**

The game lasts eight turns or two hours whichever comes first.

### **VICTORY CONDITIONS:**

The game is scored using victory points. The value of any inert jacks reactivated and functioning at game end are added to each sides victory points. Likewise any jacks reactivated and then disabled or destroyed award victory points as normal to the enemy.

# CHARACTER CHASSIS

by Jason Sonia

This month, Jason Sonia brings us four new character classes for your Iron Kingdoms D20 adventures - the Infernal Disciple, the follower of the Urcaen's most vile inhabitants, the Tavern Con, masterful manipulator of men's minds and monies, the Field Marshal, commanding men as a Warcaster commands 'Jacks, and the Revolutionary, rabble rouser, malcontent, and general thorn in the side of authority figures everywhere!

## The Infernal Disciple

### Description:

The Infernal Disciple represents a darker path often whispered about in churches and among the young aspirants of various faiths. To many good clerics in their earliest days, this 'darker' path represents a series of challenges to be overcome as they seek greater glory for their perspective deities. Unfortunately for some, this challenge is lost and the path is embraced. As the clerics' host deities remove their divine blessing (often leaving a young cleric with no access to spells or abilities), an Outsider steps in and fulfills the young cleric's needs, often providing spells and spell-like abilities without question or request. As time goes on, the young cleric begins to sicken with nightmares, plagued with the knowledge that their deity no longer fuels their magic. When this time realization comes to many, atonement is made and the cleric takes steps to purge himself or herself of the vile influence. For those who forsake atonement, the Dark Path is embraced and they become Infernal Disciples.

**Hit Dice:** D8

### The Infernal Disciple In the Iron Kingdoms:

Of the faithful of Morrow, a few young clerics often report being tempted by strange and dark entities during moments of weakness. Often, it is in the late night or in dark, forgotten

ruins that the whispers come. Many write this off as the despicable influence of Tamar and look to the glory of Morrow to purge them of this. However, a few do eventually give into the dark whispers and eventually become Infernal Disciples.

The Infernal Disciple can be readily found anywhere in Immoren, but are more common in and around Cygnar and Ord, especially in high population centers like Corvis. Strangely, no real Infernal Disciples are known to exist in Lord Toruk's realm, and the Scharde Islands remain free of such. Some speculate that the Infernals are somehow connected to the Orgoth, but no one really seems to know for sure.

### Requirements:

To qualify as an Infernal Disciple, a character must fulfill all the following criteria.

**Alignment:** Any non-good.

**Base Attack Bonus:** +1

**Skills:** Concentration 4 ranks, Knowledge (religion) 4 ranks, and Knowledge (arcana) 4 ranks.

**Feats:** Infernal Mark, Infernal Pact.

**Special:** Must be approved by the DM.

**Spells:** Ability to cast Divine spells of 2<sup>nd</sup> level or higher.

### Class Skills:

The Infernal Disciple's class skills (and the key ability for each skill are) Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Creature Lore (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Use Magic Device (Cha)

**Skill Points at Each Level:** 2+ Int modifier.

### Class Features:

All the following are class features of the Infernal Disciple prestige class.

**Weapon and Armor Proficiency:** Infernal Disciples gain proficiency with the whip, the gaff, the garrote, and the stiletto. Infernal Disciples do not gain any proficiency with armor or shields.

**Spells per Day:** At every level, starting at 1<sup>st</sup> level, the Infernal Disciple gains new spells per day as if he had gained a level in a spellcasting class to which he belonged to before entering this prestige class. He does not gain any other benefits as a member of that class except for increased spellcasting level. If the character had more than one spellcasting class before becoming an Infernal Disciple, he must decide which class he adds the new level to in order to determine spells per day. The Difficulty Class for a saving throw against an Infernal Disciple's spell is 10 + the spell level + the Infernal Disciple's Intelligence modifier.

**Shadow Healing (Sp):** At 1<sup>st</sup> level, the Infernal Disciple gains the ability to heal allies (or enemies) without suffering from "The Pain of Healing". However, each time an Infernal Disciple heals a creature this way he or she automatically leaves the target fatigued and sickened for one minute per hit point healed. This also leaves the target marked with a taint of evil that lasts for 24 hours.

**Lesser Infernal Gift (Su):** At 2<sup>nd</sup> level, the Infernal Disciple gains one of the following gifts:

- Fast Movement (as per a 1<sup>st</sup> level barbarian)
- Favored Enemy (as per a 1<sup>st</sup> level ranger)
- Sneak Attack (as per a 1<sup>st</sup> level rogue)
- Summon Familiar (as per a 1<sup>st</sup> level sorcerer)

**Shadow Might (Su):** At 3<sup>rd</sup> level, an Infernal Disciple gains the ability to silently call upon his Infernal patron to temporarily bolster his prowess in combat. When he or she does, the temporarily gain the following: +2 to hit, +2 to damage, and +1 dodge bonus to AC. This ability lasts for 1d6 rounds + 1 round per point of Intelligence ability modifier. This power can only be used once per day.

**Greater Infernal Gift (Su):** At 4<sup>th</sup> level, the Infernal Disciple gains one of the following gifts:

- *Channel Dark Fire* (similar to the "Channel Holy Might" [society] feat, however the Infernal Disciple does not need to meet the prerequisites, and it does 2 points of damage per level. It only damages good aligned creatures).
- *Night's Grasp* (identical to the arcane spell *Shocking Grasp* as cast by a fourth level caster). This ability can be used once per day.
- *Shadow's Skin* (the Infernal Disciple gains damage reduction 1/silver).
- *Night's Secret Embrace* (the Infernal Disciple gains a +10 Infernal bonus when using the Hide skill at night).

**Shadow Magic (Su):** At 5<sup>h</sup> level, an Infernal Disciple gains the ability to cast a selection of necromantic spells, taught to him as bonus spells by his or her Infernal patron. The player may select three spells from the following list: *Cause Fear, Chill Touch, Command Undead, Disrupt Undead, False Life, Ghoul Touch, Halt Undead, Ray of Enfeeblement, Ray of Exhaustion, Scare, Shadow Conjunction, Shadow Evocation, Shadow Walk, Spectral Hand, Touch of Fatigue, or Vampiric Touch.*

Note: Infernal Disciples casting any of these spells are still subject to the “Dangers of the Dark Arts” as explained on the IKCG (pg 263).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ability	Spells per day
1	+1	+2	+0	+0	Shadow Healing	+1 level of existing level
2	+2	+3	+0	+0	Lesser Infernal Gift	+1 level of existing level
3	+3	+3	+1	+1	Shadow Might	+1 level of existing level
4	+4	+4	+1	+1	Greater Infernal Gift	+1 level of existing level
5	+5	+4	+1	+1	Shadow Magic	+1 level of existing level

## New Infernal Disciple Feats

### Infernal Mark [Faith]

The character has accepted help from a diabolical patron, and has been marked as a sign of this.

**Prerequisite:** The ability to cast 1<sup>st</sup> level Divine spells, Int 12.

**Benefit:** The character gains a +2 infernal bonus to Concentration, Spellcraft, and Use Magic Device checks when casting or identifying spells from the school of Necromancy or with the Evil descriptor.

**Special:** This feat can only be removed by an *Atonement, Miracle*, or similar spell.

### Infernal Guardian [Faith]

This character has summoned and bound a minor diabolical entity to serve him or her as a guardian.

**Prerequisite:** Infernal Mark feat, possession of a familiar summoned by you.

**Benefit:** The character performs a vile and dark ritual in which he slays his own familiar, sacrificing it to an Infernal in exchange for an Infernal Guardian. When the character does this, he permanently loses 400 xp per level (no save permitted) and gains a Quasit in its stead.

## **Infernal Pact** [Faith]

The character has elected to align himself or herself with a diabolical patron, and has entered in a contract with that entity.

**Prerequisite:** Infernal Mark feat.

**Benefit:** The character enters into a pact with an Infernal, and permanently gains a +2 infernal bonus to Diplomacy and Gather Information checks when dealing with outsiders and creatures aligned with outsiders.

**Special:** This feat can only be removed by a *Miracle* spell.

## The Tavern Con

### Description:

Not all those who seek to master the ability to influence men through song and spell have noble and just hearts. No, some are just plain greedy. These men take an ignoble path, using their songs and poetics to weaken the wills of those around them, fleecing them of what little coin they may have. As they develop their abilities as conmen and rogues, they hone their musical abilities to a keen edge, using them to eventually create areas of intense chaos.

Unlike simple cons (and even some of their fellow bards), the Tavern Con specializes in using drinking songs and alcohol to maximize his abilities. With a sharp eye, a Tavern Con can follow the spirit of a crowd, craftily manipulating it to capitalize on all the coins flowing into a tavern's coffer.

However, a Tavern Con is dangerous in all walks of life, and can use his abilities easily outside of a tavern or inn. Whether using his shrewd diplomacy to haggle with a merchant or his ability to bluff his way out of a king's court, the Tavern Con excels in perfecting skills to shape the hearts and minds of men.

**Hit Dice:** D6

## The Tavern Con in the Iron Kingdoms:

The Tavern Con is rare in the Iron Kingdoms, but has been known to crop in dark taverns in places like Five Fingers or Blackwater. In Five Fingers, two Tavern Cons are employed by High Captain Hurley to increase profits in his various taverns and casinos he operates in the Emerald District.

While the Tavern Con is a rare sight, those who do perfect their skills to this level are often mistaken for common rogues with knack for working the crowd, making it hard to know their true numbers.

### Requirements:

To qualify as a Tavern Con, a character must fulfill all the following criteria.

**Alignment:** Any non-lawful, non-good.

**Base Attack Bonus:** +3

**Skills:** Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks, Performance 6 ranks, and Sense Motive 6 ranks.

**Feats:** Skill Focus (Performance), Skill Focus (Bluff).

**Special:** Must have the Bardic Music Ability.

**Spells:** Ability to cast Arcane spells of 2<sup>nd</sup> level or higher.

### Class Skills:

The Tavern Con's class skills (and the key ability for each skill are) Bluff (Cha), Craft (gunsmithing, small arms) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Use Magic Device (Cha)



**Skill Points at Each Level:** 4+ Int modifier.

**Class Features:**

All the following are class features of the Tavern Con prestige class.

**Weapon and Armor Proficiency:** Tavern Cons gain no proficiency with additional weapons or armor.

**Spells per Day:** At every level, starting at 1<sup>st</sup> level, the Tavern Con gains new spells per day as if he had gained a level in a spellcasting class to which he belonged to before entering this prestige class. He does not gain any other benefits as a member of that class except for increased spellcasting level. If the character had more than one spellcasting class before becoming a Tavern Con, he must decide which class he adds the new level to in order to determine spells per day. The Difficulty Class for a saving throw against a Tavern Con's spell is 10 + the spell level + the Tavern Con's Charisma modifier.

**Enchanting Smile (Ex):** At 1<sup>st</sup> level, the Tavern Con can attempt improve his diplomatic standing with another character or NPC by evoking an enchanting smile that acts much like they *Charm Person* spell. The Tavern Con and the target make opposed Cha checks, and if the Tavern Con wins, he is automatically treated as a trusted friend (the target's attitude becomes friendly). However, if the Tavern Con loses the contest, then the target's attitude automatically worsens two degrees (often to outright violence). Like the *Charm Person* spell, the target receives a +5 to his save if he or his allies are under attack from the Tavern Con or his party. The Tavern Con can use his Enchanting Smile ability once per day.

**Grace Under Fire (Ex):** At 2<sup>nd</sup> level, the Tavern Con gains the feats Combat Reflexes and Dodge during melee combat while in enclosed and congested places, such as inns and taverns.

**Tavern Tune (Su):** At 4<sup>th</sup> level, a Tavern Con with 9 or more ranks in a Perform skill can use a song or poetics to influence those imbibing alcohol (or other mind-altering substances) in his or her favor, reducing their ability to resist his or her lure and appeal. At the beginning round of the Tavern Tune, the Tavern Con makes a Perform check. Each creature within 60 feet of Tavern Con (excluding himself) must make a Will Save, where the DC is equal to the Tavern Con's Perform check. Each creature that has been drinking receives a -1 to their Will save for every drink they have had in excess of their Con ability modifier. Those who fail his or her save suffer a -2 penalty to all future Will saves made against the Tavern Con. The effect lasts for as long as the target creatures hear the Tavern Con sing and for 5 rounds thereafter. Those who successfully save are unaffected.

**Impressive Facade (Ex):** At 6<sup>th</sup> level, the Tavern Con gains ability to make the false and far-fetched seem extraordinary, but believable. Once per day (per point of Cha ability modifier) the Tavern Con gains a +4 to the Bluff, Diplomacy, or Intimidation skills.

**Rowdy Drinking Song (Su):** At 8<sup>h</sup> level, a Tavern Con with 12 or more ranks in a Perform skill can use song or poetics to inspire reckless and unruly behavior in those around him, provided they are imbibing alcohol (or other mind-altering substances). At the beginning round of the Drinking Song, the Tavern Con makes a Perform check. Each creature within 60 feet of Tavern Con (excluding himself) must make a Will Save, where the DC is equal to the Tavern Con's Perform check. Those who fail their saving throws are *Confused* for as long as the creature hears the Tavern Con sing and for 5 rounds thereafter. Those who successfully save are unaffected.

**Rogue's Delight (Ex):** At 10<sup>h</sup> level, a Tavern Con gains a number of skills equal to 3 + her Charisma modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ability	Spells per day
1	+0	+0	+2	+2	Enchanting Smile	+1 level of existing level
2	+1	+0	+3	+3	Grace Under Fire	+1 level of existing level
3	+1	+1	+3	+3		+1 level of existing level
4	+2	+1	+4	+4	Tavern Tune	+1 level of existing level
5	+2	+1	+4	+4		+1 level of existing level
6	+3	+2	+5	+5	Impressive Facade	+1 level of existing level
7	+3	+2	+5	+5		+1 level of existing level
8	+4	+2	+6	+6	Rowdy Drinking Song	+1 level of existing level
9	+4	+3	+6	+6		+1 level of existing level
10	+5	+3	+7	+7	Rogue's Delight	+1 level of existing level

## The Field Marshal

### Description:

Many men swear fealty to a lord or kingdom, intent on defending and bringing honor to both. Unfortunately, many men will buckle in the face of great danger, dying shallow deaths on the chaos of the battlefield as they flee in fear. As the skies turn black with smoke and the ground runs wet with the blood of the dying, even more will fail in their hopes to bring honor to lord and land. When the tides of great battles begin to turn for the worst, it is the duty and honor of the Field Marshal to win the day. However, few men have the intellect, intent, and sheer will to accomplish this great task. Of those men that do, only a rare group of privileged men will excel enough to ever earn the title 'Field Marshal'.

The Field Marshal is both an officer and a gentleman, trained to command men in battle using expert tactics and a voice capable of speaking for the spirit of a kingdom. For the Field Marshal, there can be no greater honor then to valiantly serve his liege as a diplomat, carrying the very badge of his kingdom into the lands of his allies. During times of war, the Field Marshal can be expected to be seen leading men to the throats of his kingdom's enemies.

Trained to deliver encouragement that defies common explanation, the Field Marshal uses his stout voice and noble will to shake the fear from his men and rally them in the face


of foes many would cower before. Many also excel in such areas as close-quarter fighting, dueling, and tactical patrols and maneuvers.

**Hit Dice:** D8

### The Field Marshal in the Iron Kingdoms:

Of all those War Bards who dedicate their lives to encouraging their company, few can compare themselves to the very prestigious graduates of the Strategic Academy in Corvis. These "Field Marshals", as they call themselves, are the best of the best among War Bards and military officers alike. Trained rigorously while attending the University, these War Bards are given basic and extended training in the such fields of study as battlefield tactics, patrol maneuvers, and so on. Trained to assist field grade officers in their nation's military, these men are hardened for battle long before many men pick up a rifle.

The Field Marshal is almost exclusive to Cygnar, although some claim that Khador has a unique rank of War Bard exclusive to the Winterguard. Rumors persist that these men are so precise in their skills that they can bolster soldiers against even the very weather itself!



### Requirements:

To qualify as a field marshal, a character must fulfill all the following criteria.

**Alignment:** Any non-chaotic, Cha 12, Int 12.

**Base Attack Bonus:** +4

**Skills:** Concentration 6 ranks, Diplomacy 6 ranks, Knowledge (Tactics) 8 ranks, Sense Motive 6 ranks, and Spot 6 ranks.

**Feats:** University Education, Leadership.

**Special:** Must have the Bardic Music Ability.

**Spells:** Ability to cast Arcane spells of 2<sup>nd</sup> level or higher.

### Class Skills:

The Field Marshal's class skills (and the key ability for each skill are) Concentration (Con), Craft (gunsmithing, small arms) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Points at Each Level:** 6+ Int modifier.

### Class Features:

All the following are class features of the Field Marshal prestige class.

**Weapon and Armor Proficiency:** Field Marshals gain proficiency with all light and medium armors.

**Spells per Day:** At every other level, starting at 1<sup>st</sup> level, the Field Marshal gains new spells per day as if he had gained a level in a spellcasting class to which he belonged to before entering this prestige class. He does not gain any other benefits as a member of that class except for increased spellcasting level. If the character had more than one spellcasting class before becoming a Field Marshal, he must decide which class he adds the new level

to in order to determine spells per day. The Difficulty Class for a saving throw against a Field Marshal's spell is 10 + the spell level + the Field Marshal's Charisma modifier.

**Rally the Troops (Ex):** At first level, the Field Marshal can attempt to rally allied troops who are panicked due to *Fear* (or similar mind-affecting spell or ability). As a standard action, the Field Marshal can attempt to rally all of his allies within a 60' radius by making an Intimidation check opposed to the original Will Save DC. If his Intimidation check meets or exceeds the original Will Save DC (the failed save that panicked them in the first place), then each ally may elect to use the Field Marshal's Intimidate check as his or her new saving throw. Once the Field Marshal has rallied his troops, they remain immune to the original *Fear* effect for 24 hours. A Field Marshal can Rally the Troops once per day per point of Cha modifier.

**Bonus Feat:** At 2<sup>nd</sup> level, 4<sup>th</sup> level, 7<sup>th</sup> level, and 9<sup>th</sup> level the Field Marshall can choose a bonus feat from the Fighter Bonus Feats.

**Battle Hymn (Su):** At 3<sup>rd</sup> level, a Field Marshall with 6 or more ranks in a Perform skill can use song or poetics to inspire valor in his allies, improving their combat abilities. To be affected, an ally must be within 60' and able to hear the Field Marshal's hymn. The effect lasts for as long as the ally hears the Field Marshal sing and for 5 rounds thereafter. An affected ally receives a +2 morale bonus on attack and weapon damage rolls. Battle Hymn is a mind-affecting ability.

**Field Tactics 1 (Ex):** At 5<sup>th</sup> level, the Field Marshal gains the ability to order otherwise chaotic troops by giving quick and decisive instructions on the field of battle. Once per day, as a free action, the Field Marshall can make a Knowledge (Tactics) check, where the DC is equal to the total number of levels of allied troops under his direct command. If he succeeds, then all of his troops gain a +2 dodge bonus to AC and a +1 bonus to Reflex Saves for the remainder of the battle.

**Crusader's Anthem (Su):** At 6<sup>th</sup> level, a Field Marshal with 6 or more ranks in a Perform skill can use song or poetics to inspire bravery in his allies, improving their resolve in combat. To be affected, an ally must be within 60' and able to hear the Field Marshal's Anthem. The effect lasts for as long as the ally hears the Field Marshal sing and for 5 rounds thereafter. An affected ally receives a +4 morale bonus on Will and Fortitude saves. Crusader's Anthem is a mind-affecting ability.

**War Song (Su):** At 8<sup>th</sup> level, a Field Marshal with 9 or more ranks in a Perform skill can use song or poetics to inspire valor in his allies, improving their combat abilities. To be affected, an ally must be within 60' and able to hear the Field Marshal's Song. The effect lasts for as long as the ally hears the Field Marshal sing and for 5 rounds thereafter. An affected ally receives a +4 morale bonus on attack and weapon damage rolls. War Song is a mind-affecting ability.

**Field Tactics 2 (Ex):** At 10<sup>th</sup> level, the Field

Marshal gains the ability to order otherwise chaotic troops by giving quick and decisive instructions on the field of battle. Once per day, as a free action, the Field Marshal can make a Knowledge (Tactics) check, where the DC is equal to the total number of levels of allied troops under his direct command. If he succeeds, then all of his troops gain a +4 dodge bonus to AC and a +2 bonus to Reflex Saves for the remainder of the battle.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ability	Spells per day
1	+0	+0	+0	+2	Rally the Troops	+1 level of existing level
2	+1	+0	+0	+3	Bonus Feat	
3	+1	+1	+1	+3	Battle Hymn	+1 level of existing level
4	+2	+1	+1	+4	Bonus Feat	
5	+2	+1	+1	+4	Field Tactics 1	+1 level of existing level
6	+3	+2	+2	+5	Crusader's Anthem	
7	+3	+2	+2	+5	Bonus Feat	+1 level of existing level

# The Revolutionary

## Description:

When corrupt governments or foreign invaders threaten the peace and well being of a people or nation, one unique type of individual arises to fight for justice. The revolutionary prevails as the last bastion of hope for a conquered people, and invests his every energy into overthrowing his oppressors.

While the revolutionary may be known as a freedom fighter to his people, he is often marked as a vigilantly by his oppressors, which can cause as much pain to those who know or associate with him. The revolutionary may fight what he believes to be the good fight, but he often does so with little or no help from he fellows.

**Hit Dice:** D6

## The Revolutionary in the Iron Kingdoms:

While the revolutionary isn't a common sight in the streets of occupied Llael, his presence is slowly beginning to be felt. Often, these elusive individuals live and work common jobs by days (many in the mines), and fight by night. Some, having lost everything they love to Khador's swift invading force, have embarked upon a life of hit-and-run tactics aimed at driving out Khador and the puppet government she has fashioned. Marked as 'terrorists' by the Queen Ayn Vanar herself, many of those left capable to fight Khador in Llael have went into hiding. Acting as snipers and saboteurs, they do everything they can to harass Khador's occupation of their beloved nation.

Revolutionaries are not common to just Llael, however. Many believe that the Menite cleric Sul was secretly a revolutionary before he led an open rebellion in Caspia. Even now, the western side of the Black River is home to countless revolutionaries who work in secret to 'liberate' all of Caspia from both Cygnar and the Church of Morrow.

## Requirements:

To qualify as a Revolutionary, a character must fulfill all the following criteria.

**Alignment:** Any non-lawful.

**Base Attack Bonus:** +5

**Skills:** Hide 4 ranks, Knowledge (geography) 4 ranks, Knowledge (local) 4 ranks, and Move Silently 4 ranks.

**Feats:** Iron Will

## Class Skills:

The Revolutionary's class skills (and the key ability for each skill are) Balance (Dex), Bluff (Cha), Climb (Str), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Move Silently (Dex), Spot (Wis), and Survival (Wis).

**Skill Points at Each Level:** 4+ Int modifier.

## Class Features:

All the following are class features of the Revolutionary Prestige Class.

## **Weapon and Armor Proficiency:**

Revolutionaries do not gain proficiency with any armor or weapons.

**Favored Enemy (Ex):** At 1st level, a revolutionary must select a favored enemy. This enemy must be one who is currently in power or has recently invaded the revolutionary's homeland or host nation. This enemy cannot change once it has been selected. The revolutionary gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this enemy. Likewise, he gets a +2 bonus on weapon damage rolls against this enemy. (Example enemies include: a nation's soldiers, a nation's officers, a nation's police force, or a nation's sailors).

**Bonus Feat:** At 2<sup>nd</sup> level and 4<sup>th</sup> level the Revolutionary may choose a bonus feat from the Fighter Bonus Feats.

**Resilient Will (Ex):** At 3<sup>rd</sup> level, the Revolutionary gains a +2 competence bonus to all will saves against spells and spell-like abilities with the mind-affecting descriptor that are cast by his Favored Enemy.

**Courage of the People (Ex):** At 3<sup>rd</sup> level, the Revolutionary gains a +1 competence bonus to all Balance, Climb, Jump, and Survival Skill checks made while fighting his favored enemy.

**Discerning Eye (Ex):** At 5<sup>th</sup> level, the Revolutionary gains a +2 competence bonus to Spot and Sense Motive checks to identify enemy officers, units, and ambushes.

**Strike from Cover (Ex):** At 5<sup>th</sup> level, whenever a Revolutionary has cover and his more than 30 feet away, he gains a +2 competence bonus to strike his favored enemy with missile weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ability
1	+1	+2	+0	+2	Favored Enemy
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Resilient Will, Courage of the People
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Discerning Eye, Strike from Cover

# JACK HANDLING - THE REPENTER

by Jason Lang

*"And He watches over me, and keeps me, and saaaaaves me from all harm..."* Hamil Oberen didn't have a good singing voice. But he was thourouly enjoying warbling through the old hymn from the top of the step ladder he was perched upon.

"For His sake, will you shut the heck up!" Shouted Gum Gaddock from where he was oiling the heel of the Repenter jack they were working on.

"Aw, c'mon Gum! Tomorrow is Tempenfest, and we are ahead of schedule." Hamil whined, tossing his soapy rag into a bucket. "We got just two more to finish with, and then we are done! Done! Done! Done! A whole week off to celebrate and get drunk and just put down the tools for a while!"

"Fine! Fine. Just stop singing!"

The two men worked in silence for a few moments then, "I hear Hasia will be there tomorrow..."

"Hamil! Will you just shut up and work for once in your short life!!"

Hamil shrugged. "She was asking Marrie about you."

"Wh... She was?"

Hamil grinned. "Guess I'd better get some more water. You want a new flask while I'm up there?"

Gum glared. "No, I'm fine. Go on then."

*"...He watches over me, and keeps me, and saaaaaves me from all harm..."* Hamil sang at the top of his voice as he strode off, completely oblivious to the poisonous glare that Gum was giving him.

Gum finished tightening up his bolts, then relit the pilot light. Then he sat back to wait for the boiler to heat up. *"...And He watches over me, and keeps me..."* Damn that Hamil! Now I've got that song stuck in my head! Arg!" A steam valve began to whistle, so Gum stood and walked in front of the eighty-five hundred pound machine. "Repenter! Run to that rock outcrop and fire your flamethrower.

Then return here for further instructions."

With a groan of metal the Repenter turned and began to move. While not a run, it was a respectable waddle. Gum watched the action of the freshly-repaired ankle as it moved. "Hasia was asking about me, eh?" He muttered to himself. Maybe this would be a good Tempenfest after all...

## Repenter

Light Warjack

Large construct (Steamjack) (9' 10", 4.25 tons)

Hit Dice: 14d10+30 (107 hp)

Initiative: +2

Speed: 25 ft. (can't run)

AC: 26 touch 11, flat-footed 24

Attacks: +17 melee Full +17/+12/+7, or +13/+8/+3 and +9 (off-hand)

Damage: Slam 1d8+7, or by weapon.

Face/Reach: 10ft./10 ft.

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 25, Dex 15, Con: --, Int 8, Wis 11, Cha 1

Challenge Rating: 11

Treasure: None (itself worth 39,000+ gp)

Alignment: Always neutral, but used in Protectorate forces.

## Weapons:

Flamethrower: Treat as a breath weapon 40' range, 1d10 damage, and DC 18 for half damage. Each shot requires two rounds to reload, and a DC 8 Craft (small arms) roll by the `jack.

War Flail: 2d6 Bludgeoning dam, 19-20/x2 crit, 10 lbs. +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). The War Flail can also be used to make trip attacks. If the Repenter is tripped during its own trip attempt, it can drop the flail to avoid being tripped.

### Special Qualities:

**Construct:** A steamjack is an artificially constructed creature. Jacks have no constitution scores. A Jack is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, morale) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save (unless the effect also works on objects). A Steamjack is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, it cannot be raised or resurrected. Steamjacks cannot heal damage on their own, though they can be healed. Steamjacks can also be repaired in the same way an object can.

### Steamjack Qualities:

**Cold Vulnerability:** A steamjack suffers no damage from cold attacks, but is slowed one round for each 6 points of damage done to it. The effects are not cumulative.

**Firebox Vulnerability:** A steamjack's firebox fails when the unit is completely submerged in water or other liquid. Jacks without a burning firebox are considered stunned.

**Reliance on fuel:** Steamjacks need to consume coal and water to function. The Repenter requires refueling (75 Kgs of coal and 75 Kgs of water) every six hours of use (1.5 hours of combat or heavy labor). If not refueled, the steamjack's next half hour of operation is spent fatigued. After that, the unit becomes exhausted for thirty minutes, after which it is stunned. At this point its firebox needs to be re-lit before it can function again.

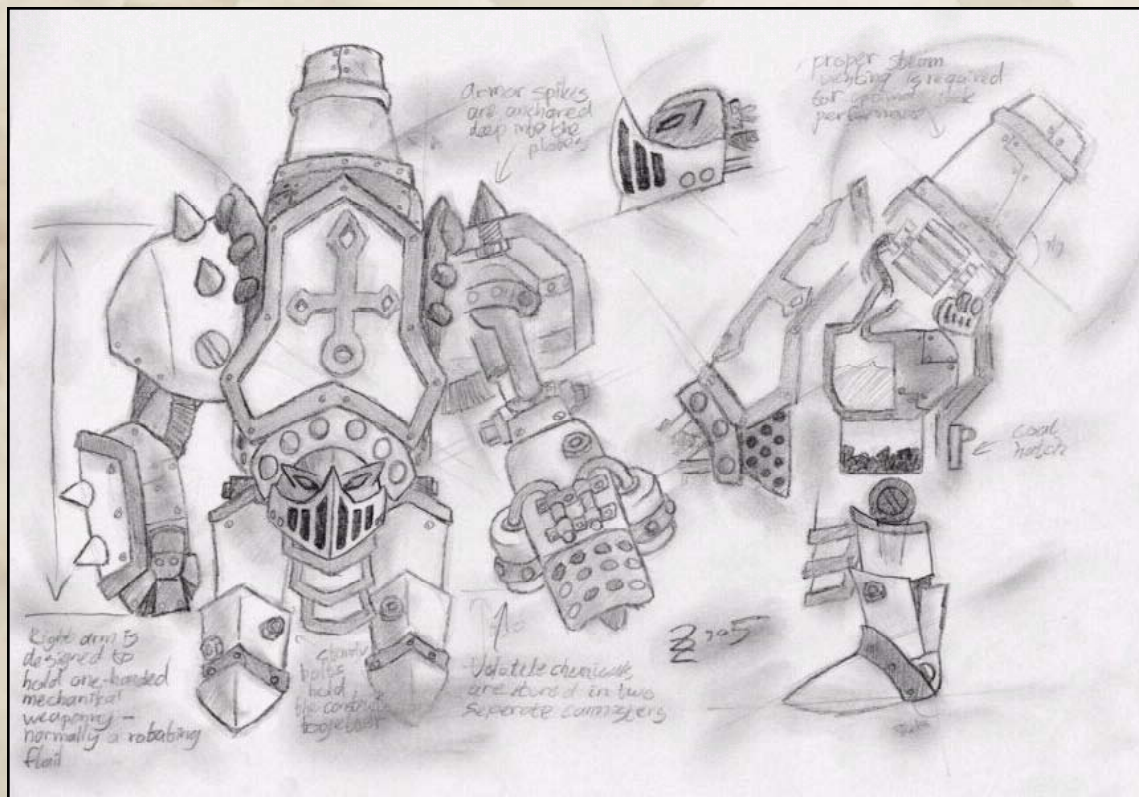
Steamjacks using inferior fuel are considered shaken in addition to any other effects on it.

**Resistances:** Steamjacks have fire and electrical resistance 20.

**Damage Reduction:** 10/serricsteel

**Darkvision:** 60'

**Low-light vision**



Drawing by Zaphod Zarniwoop

# Editorializing

By now, Hand Cannon's gained something of a reputation for constant editor-switching, and this month is no exception. Once again, editorial duties have been handed to your friendly neighborhood webcartoonist, Brian "Lexington" Solomon, ie. me.

So, what with the new editorialship and such, I figure it's time to set a few goals. Full permission is given to have me repeatedly flogged if these goals aren't in some way met (didn't I say something similar when *Out of Focus* started? Oh, crap.).

Goal One - Timeliness! On the last day of every other month, Handcannon will be available for public consumption, even if the issue consists of nothing but drunken ramblings, fill text, and a recipe for a delicious Gorax stew (all of which are a remarkably similar read, actually).

Goal Two - Larger scope! The Privateer Press community is a big ol' thing, and Hand Cannon will cover all aspects of it. Fewer new rules next issue (though they'll definitely be around!), and more focus on the hobby areas, events, etc.

Goal Three - Art! A number of very talented individuals have popped in to show off their skills in the new Fan Art Forum, and I'd like to invite all of them to start contributing to the magazine, both for original pieces, and to work with authors to illustrate articles.



## SUBMISSION INFORMATION

Aspiring artists, writers, mappers and all those who would like to contribute to Hand Cannon, the following information is for you!

1. Hand Cannon is a free E-zine and as such we do not pay any of our writers. If it's any consolation, we don't pay ourselves, either!

2. You can contribute to the E-zine through the Hand Cannon Yahoo group:

<http://games.groups.yahoo.com/group/handcannon/>

or via email at:  
[lexington@lexingtonnet.com](mailto:lexington@lexingtonnet.com)

## HAND CANNON ISSUE #9 TIMELINE

**March 19<sup>th</sup>:** Deadline for all written submissions for review by staff editors.

**March 22<sup>nd</sup>:** Deadline for all art & map submissions.

**March 26<sup>th</sup>:** Deadline for all editors to be finished.

**March 31<sup>st</sup>:** HandCannon #9 released

*Hand Cannon is an unofficial, bi-monthly magazine, released on the last day of the month, alternating publishing months with "No Quarter" Magazine.*

*No competition with "No Quarter" magazine is intended, aside from the sport of Curling, which we think we'd whoop their asses at.*

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