



A FREE
fan-written
"IRON KINGDOMS"
Adventure *

Jack of All Sides



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Jack of All Sides

A -FREE- Iron Kingdoms RPG Adventure
for PCs of Levels 2-4



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*Dedicated to our wargaming and roleplaying buddy
Tom Fraiponts (1980-2004)*

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Special Thanks

- A big "Hrrrrrrrrrrrrrrrrrrb!!!" to the pirates at Privateer Press.
- Thanks to Tim 'As he hands me back the gun,
> I pull the trigger.' Derkoningen for the adventure idea.
- The new pets on the block : Truffel the rabbit and Kruimel & Loki the cats

Page 5

Alright, I'm sure you're all familiar with the fuss about page 5.

Well, we here in the Bass feel a bit frustrated. All the WARMACHINE players get to be cool and act all tough and what do we get?? Nothing. We have to sit quietly in the corner of the gaming store, playing the Iron Kingdoms roleplaying game and act as a bunch of lawful good Morrow-worshipping paladins. Did the Witchfire trilogy feature a page 5 statement? No, Sir, it didn't. Did the Lock & Load have a page 5 statement? NO !! And then the Iron Kingdoms Character and World Guide were released and again we were left hungry, no, STARVING for a bit of coolness, for that spark that makes the WARMACHINE players shred metal, hurl devastating spells and pop feats with a ferocity never before seen in any game.

Well, that does it. We're going to take matters in our own hands now. Here's the Buccaneer Bass page 5 so all you RPG fanatics will feel pride swelling in your chests when the name of your character is mentioned, you will rise up to epic levels of heroism, smite evil whenever you can and make those Monsternomicon buggers wish they had dug their dungeons a bit deeper and leagues away from your singing blades and mind-ripping spells.

This world is called the Iron Kingdoms, where we all yearn for the next longest night, where we can hail the lily-white beauty of the Virgin Moon, where we stare right back at the Eye of the Wurm and have the Devourer send shivers down our spine, where the warbards awe us with tales of brave mercenary companies and military heroes, where Arcane Mechaniks boss around steamjacks and bodgers are tossing their hammers, where the mighty trollkin fellcallers deafen us with their piercing cries and runes flicker brightly on the magelock pistols of the gunmage, where the fierce battle chaplains heal in the name of Morrow and the blackdad seeks to destroy their work, where the elven magehunters skulk in the shadows and pistoleers handle their disputes in a duel, where the riflemen can't decide who to give a headshot first, where second-story men hesitate when confronted with our mighty chimneys and we all giggle and blush in the presence of the stunning Gwenneth Bylethorpe.

Is this a world for the feint of heart? No, this is a grim world covered in the steam and ashes of warjacks, destined to be immersed in military strife and prone to the musings of courtly intrigue.

This is where the warcasters dwell.
This is your world, your legacy.
This ... is the Iron Kingdoms.
And YOU are the hero!

Roleplay like you got a pair.



The Buccaneer Bass Crew

Introduction

This adventure was developed for the European Toy Fair 2004 in Ghent, Belgium and is designed for three to four characters of levels 2-4. At the convention we used 7th level characters but that was just to introduce some of the cool prestige classes which were featured in the ICKG. The pre-generated characters used at the convention will also show up some day in the NPC section of our website. As you will notice, this adventure can very easily be upgraded for higher level play: just throw more and stronger Khadoran troops at your players.

The adventure was written with the "Iron Kingdoms"-RPG setting in mind. This RPG setting is published by "Privateer Press", and names as "Cygnar" and "Khador" are fully detailed and explained in the gaming products they produce. Want to know more?

You could visit www.privateerpress.com, or even better: run to your FLGS and start gaming!

"Jack of all sides" is a fan-written adventure, developed by the Buccaneer Bass crew who are nothing less than a bunch of mad hatters and "Iron Kingdoms" fans. They even made a website, to share their love for the coolest fantasy setting in the world with everyone willing to listen or read. Want to know more? Visit us at www.buccaneerbass.com. You're more than welcome!

To play the adventure, the ICKG, IKWG and Monsternomicon - Volume 1: Denizens of the Iron Kingdoms will provide you with steamjack loads of cool setting information. For this particular adventure also the WARMACHINE books Prime and Escalation might come in handy as several of the units/jacks featured in those books will make an appearance.

As Privateer Press has included an evolving storyline into WARMACHINE and the Iron Kingdoms, we thought it would be a good idea to follow their trail. Therefore this adventure is best suited for DM's running a campaign during the timeline described in the Escalation book. Llael? There is no Llael, only the Motherland.

Please note we've taken the liberty to change the world a bit as every GM will probably do once in a while. We know there's no description of a maze of trenches being dug between Deepwood Tower and Northguard, nor is there a small village of Czarnograv on the IK map, let alone a railroad going from Rorschik to this little village.

At the time when we started writing this adventure, the IKWG wasn't released yet (Yes, it has taken us THAT long to finish the bloody bugger) so we figured we could easily adapt the IK map. In the meantime we've checked the IKWG,

updated where necessary and hopefully aren't contradicting anything in print

Conventions

To save some space, you won't find stats for NPCs and Monsters all over the place. Instead, the NPCs are fully described in the appendix. The monsters, and where you can find them, are also hiding in this appendix.

Text that should be read aloud to the players is enclosed in a grey box. Of course, the other information we've included might add to your gaming experience: In the end, you should really try to make the world, characters and monsters come alive!

Adventure Summary

"Those damn Khadorans are after Nemo's convoy. Quick! Get your men together."

- Lieutenant Harold Jennings -

Ideally the PCs are all serving in the Cygnaran military as privates. Mercenary work would be a good alternative. The PCs are part of the 7th Cygnaran Infantry Division and are manning the trenches close to the border with Khador and Lael. At a certain moment they are attacked by Khadoran Winterguard and Kossite Woodsmen. As these trenches are located on the second line of Cygnar's defence, lieutenant Harold Jennings, on a standard inspection trip from the Northguard fortification, fears that the Khadorans might have breached multiple sites and asks the PCs to accompany him to a convoy that is scheduled to pass near the area.

When the PCs encounter the convoy, it's under attack by the 7th Border Legion lead by

Orsus Zoktavir. The convoy is transporting a prototype warjack created by Commander Adept Sebastian Nemo. Khadoran spies have infiltrated the Cygnaran army and now the Butcher is after this prototype to enhance Khador's own research. During the assault the PCs will spot a spy trying to disassemble the prototype. When that spy has finally been dispatched, the PCs learn he was really a Cygnaran journeyman warcaster, trying to disable the warjack before it would fall into the wrong hands. But now the Butcher has gotten away with the prototype and the characters are sent after him, in order to make up for what they've done.

The prototype is headed to Czarnograv where it will be loaded on a train to Korsk. The characters will have to keep a tight timing schedule in order to reach Czarnograv and destroy the prototype before it's on its way to Khador's icy capital.

The 7th Cygnaran Infantry Division

The 7th isn't what you would call 'Cygnar's Finest'. Much of their ill-fated reputation was brought to them by Captain Gerald Custler. Although Captain Custler was a smart and educated man, he behaved quite jumpy in the field, ordering often disastrous manoeuvres and getting many loyal Cygnarans killed.

A week ago, during a border skirmish with Khadoran troops, he led his men into an awkward position where they got caught between friendly and enemy fire.

Much of the 7th was slaughtered that day... What remains of the division has been sent to the second line of defence for a much needed rest.

A few hours after the battle, Captain Custler was found dead, shot through the head from behind. Rumours abound that a spy is active on the

front. Some even whisper one of the men of the 7th is responsible for his death...

A day in the trenches

"Entrenchments are only used when, owing to further advance being impossible, the efforts of the attacking force must be limited temporarily to holding ground already won. The advance must be resumed at the first possible moment."

- From the Khadoran Infantry Training Manual -

Death is a constant companion to those serving in the trenches, even when no raid or attack is launched or defended against. In busy sectors the constant shellfire directed by the enemy brings random death. New recruits are cautioned against their natural inclination to peer over the parapet of the trench into No Man's Land. Many men die on their first day in the trenches as a consequence of a precisely aimed sniper's bullet. Combine this with rats, disease, lice, cold, 'trench foot' and the likes and it's obvious: trench duty is hard. This is what a day in the trenches looks like:

Stand to.

The daily routine of life in the trenches begins with the morning 'stand to'. An hour before dawn everyone is roused from slumber by the company's orderly officer and ordered to climb up on the fire step to guard against a dawn raid by the enemy, bayonets fixed. This daily ritual is dubbed 'the morning hate' by veterans.

Rum, rifles and breakfast.

With stand to over, in some areas rum might then be issued to the men, who then attend to the cleaning of their rifle equipment. Breakfast will be used after this.

Inspection and Chores.

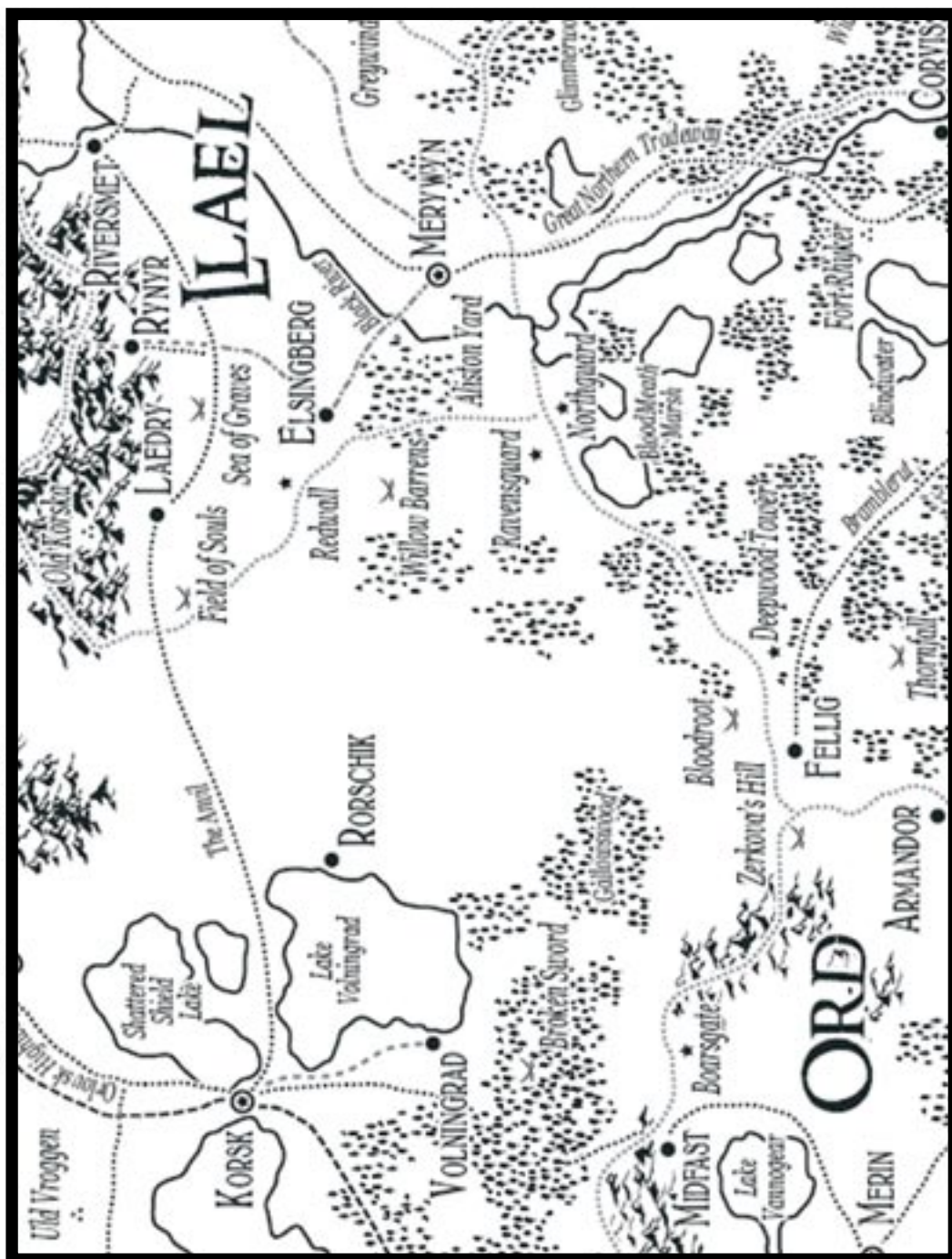
After breakfast, the men will be inspected by either the company or platoon commander. Once this had been completed NCOs will assign daily chores to each man. Examples of daily - and necessary - chores include refilling of sandbags, repairing the duckboards on the trench floors, draining trenches, enforcing walls, preparation of latrines, and so on.

Daily Boredom.

Given that the front line is often under watch by enemy snipers and scouts during daylight, movement outside the trenches is logically restricted until nightfall. Thus, once men have concluded their assigned tasks they are free to attend to more personal matters, such as the reading and writing of letters home. Meals are also prepared. Sleep is snatched wherever possible - although it is seldom that men are allowed sufficient time to grab more than a few minutes rest before they are detailed to another task.

Dusk: Stand To, Supply and Maintenance.

With the onset of dusk the morning ritual of stand to is repeated, again to guard against a surprise attack launched as light falls. This over, the trenches become a hive of activity. Supply and maintenance activities can be undertaken, although danger invariably accompanies these as the enemy might be alert for such movement. Men are sent to the rear lines to fetch rations and water. Others will be assigned sentry duty on the fire step. Generally, the men are expected to provide sentry duty for up to two hours. Any longer and there is a real risk of falling asleep on duty - for which the penalty is death by firing squad.





Act I

Wherein the player characters are enjoying a nice cup of hot coffee when their wake-up call arrives



The Trenches

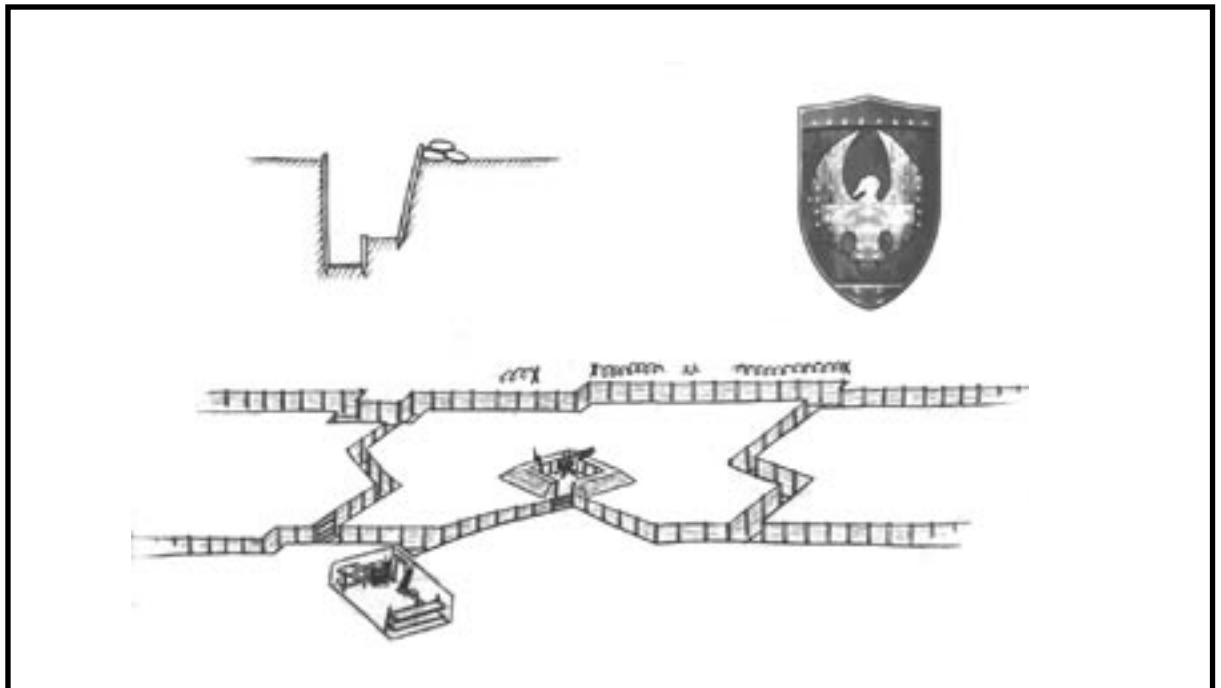
"Usually the men are lazy about digging at first, but after a little shelling they are all the other way, and it is most important that you prevent them digging the trench so deep that they can't fire out of it."

- Colwyn Philipps, Cygnaran Trencher Captain. -

Due to Khador's invasion of Llael, tensions are running high and the Cygnaran border with Khador and Llael is on high alert. A huge maze

of trenches was dug between Northguard and Deepwood tower to prevent Khadoran incursions into Cygnar.

The part of the trenches the PCs are in is located somewhere in the middle between Northguard and Deepwood tower, about 150 miles south-east of Rorschik and 110 miles south-west of Merywyn.



Just Another Day

Summary: The PCs meet Lieutenant Jennings who is on his way from Northguard to Deepwood Tower. The lieutenant is inspecting the trenches in order to report back to the senior staff of command. Suddenly explosions can be heard and the trenches are under attack. The Khadorans have broken through the first line of defence and the PCs will have to hold the line to prevent further incursions into Cygnar.

The DM should start the adventure somewhere in the evening hours after a boring day in the trenches. The characters have a small part of the line appointed to them. The only other soldiers in their part of the trenches are two privates manning a chain gun. Winter is upon us and it has been snowing all day. Temperatures are freezing and many a soldier yearns for some hot soup or a cup of coffee. Place the characters near one of the supply rooms where a small fire is warming a kettle of soup.

As with most published adventures, information you can share with or read aloud to your players will be provided in the format of boxed texts. The other texts are additional information for the DM only, or mechanics.

"It's about ten o'clock in the evening and you find yourselves near the supply room of your part of the trenches.

Two privates, manning a chain gun, are watching the line as you gather around a small fire to prepare some well-deserved soup. One of you is stirring in a small copper kettle as the rest wait eagerly with a wooden bowl in hand. Small puffs of smoke cringle from your mouths as you discuss today's and last week's events.

Suddenly sergeant Krogan comes into view

accompanied by an unknown officer, a lieutenant by the views of his uniform. The lieutenant brandishes a quick salute as he gathers closer to warm his hands near the fire.

"At ease gentlemen. My name is lieutenant Jennings from the Northguard fortifications. Do you mind if I help myself to some soup?" Sergeant Krogan is clearly not pleased to see your part of the line only manned by two while the rest of you stand around eating but says nothing of it in front of the lieutenant.

Jennings, in the meanwhile, enjoys the soup and looks over your company's insignia. "The 7th eh? I hear you boys had some rough times last week. I can imagine all too well. I myself once served under Custler. The jumpy bastard nearly got me killed on a few occasions. Unfortunately his mistakes were never reported. Or maybe they were, and he had a friend in the upper echelons.

Who knows... Anyway, I got transferred to Northguard before it got to me."

Introducing lieutenant Jennings



It's up to the DM how long the conversation with the lieutenant will take. Jennings can be persuaded to impart the following information:

- The 7th will probably be disbanded after last week's disastrous campaign. The remaining soldiers might be transferred to different detachments although he has heard that serving a tour in Rannigh's Cliff fortress is more likely.
- The lieutenant is on his way from Northguard to meet up with a small convoy somewhere to the south-west of the PCs current locations.
- A spy seems to be active in the ranks of the Cygnaran military. The Khadoran army has attacked several strategic locations near the border and these assaults could have only been coordinated with information from the inside.
- It is rumoured that Custler died of friendly fire. The Cygnaran military are investigating the possibilities of Custler being shot by one of his

Bendek Bloodbone, breaking bones...



own men. Should this come to be true, the guilty will be charged with treason and will face the firing squad.

As soon as lieutenant Jennings finishes his second bowl of soup, he and sergeant Krogan leave to inspect the rest of the trenches. Jennings' jovial approach doesn't sit well with Krogan and he might return later to reprimand the characters for their lack of duty.

A Nightly Attack

About fifteen minutes after Krogan and Jennings have left, an explosion can be heard to the west. Suddenly all hell breaks loose. Flares light the air and alarm whistles are blown all over the line...

"After finishing your soup, you head back towards the line to switch places with the privates at the chain gun to allow them some rest as well.

Suddenly something screeches overhead, and the rolling thunder of an explosion shakes the ground under your feet.

Immediately alarm whistles are being blown all over the line and flares are shot in the air casting a gloomy red light over the clearing in front of the trenches.

Dark forms start pouring out of the forest and the chain gun starts rattling !"

Before the players can react to the sudden chaos, the chain gun crew takes an indirect hit from a nearby shell, killing the crew and toppling the chain gun.

Craft (gunsmithing), craft (mechanika), craft (small arms) or any mechanically inclined skill at DC 15

can be used to get the chain gun in working order again.

The attacking forces are Khadoran Winterguard and Kossite woodsmen. This should be simple fighter types armed with axes and/or bows. The level of the opponents depends on the level of your players however the stats shouldn't be followed to the letter as this combat is mainly intended to get the characters whipped up in a combat frenzy and to let them act without thinking.

This state of mind will be very handy in the next scene. In order to do this the characters should be able to kill off a lot of opponents and defend their part of the line successfully. The mightier and more heroic they feel after this combat, the easier they will fall for the trap in the next scene.

The DM is advised to give all the players their moment of glory. Below are some examples of what can be done.

- Characters armed with ranged weapons can make a Spot skill check to pick out Khadoran officers barking commands. These officers should preferably be killed with one or two shots regardless of level and hit points.
- Riflemen (or other characters with ranged weapons) should spot one of the Winterguard soldiers sneaking towards the trenches. The Khadoran is carrying a small wooden barrel. When observed, the players see him open the barrel and start pouring black powder in the direction of the trenches. The players should take the bait and try to fire at the barrel and blast the soldier into bits and pieces before he reaches the trenches.
- Mechanically inclined characters should be pushed towards repairing the chain gun and mowing down opponent after opponent. Note however that two players are needed to effectively man the gun. One to do the killing, one to feed the bullets to the

gun.

- Characters preferring melee combat should suddenly be jumped by a couple of Kossites who snuck through the snow unseen and were able to reach the trenches unscathed.
- Pistoleers or dextrous characters armed with a firearm could come face-to-face with a Khadoran officer. Such a situation might pop up while the character is reloading. The officer aims at the PC and grins evilly, convinced of an easy kill. Then his gun malfunctions, causing him to frantically pull out a second firearm or look for one on the corpse of a dead soldier nearby. Try to give this a bit of a western duel feel with both characters trying to get a loaded gun in their hands and be the first one to pull the trigger.
- Priestly types should witness a Khadoran soldier towering over a badly wounded sergeant Krogan. Right before the Khadoran deals him the final blow, the character should be able to intervene

Viktor Keller oversees the field of battle...



and afterwards treat some of the sergeant's wounds.

It's important that the PCs have a favourable outlook towards lieutenant Jennings.

Therefore the DM should insert him at a critical moment in the combat, either to rescue one of the characters or to get rescued by one of them. The PCs should get the impression that the lieutenant is a very able leader and can take care of himself in combat, a welcome change after serving under Custler's rule. Jennings will rally the remaining soldiers and make a powerful charge causing the Khadorans to turn tail and retreat.

After the combat, the wounded are gathered in an improvised field hospital. While their wounds are being tended, the characters are visited by lieutenant Jennings who congratulates them on holding their part of the line with only so few. The following information can be given to the players during their conversation:

- Khadoran troops have apparently broken through the first line of defence, as they're now assaulting the second line. Chances are that this has happened on several locations, and possibly other Cygnaran defences have not been able to withhold the attack.
- The convoy mentioned earlier is carrying a prototype warjack designed by Commander Adept Sebastian Nemo. The lieutenant fears that this convoy is in danger now that the Khadorans are so close.
- As Jennings is impressed with their battle prowess, he wants the characters to escort him to the convoy. They will get a few hours rest at most. Jennings insists on leaving as soon as they all have had their wounds treated.
- When the characters prove themselves

worthy, Jennings will clear their names of any effect being a member of the 7th might have on them. He will personally recommend them and perhaps have them transferred to Northguard. The least he'll be able to do is make sure they don't end up in Rannigh's Cliff fortress.

At dawn the next day, the players will accompany lieutenant Jennings in search of the convoy. If they don't accept his offer out of their own free will, Jennings will make his rank count and orders them to obey.

Should this happen, Jennings won't say a word during the trip except to bark orders. The players will have to get on his good side again.

Tiana Mirella Casini showing off...





Act II

Wherein the characters get to battle the Butcher.



A Convoy Ambushed

Summary: Lieutenant Jennings and the PCs locate the convoy only to find it in the middle of an ambush by the 7th Border Legion. The characters must help defend the convoy and will notice someone trying to dismantle the prototype warjack. Then the Butcher moves in, grabs the prototype and heads back north towards the Motherland. The characters are sent after him on a mission to destroy the prototype.

While on route with lieutenant Jennings nothing much happens. This is a good point for the characters to get to know the lieutenant a bit better. Have him tell some of his experiences with Custler as this is something he has in common with the PCs. Also have him mention the spy again when discussing Custler's death. This should stick in the players' memory when the next encounter occurs.

Suddenly the characters become aware of a combat transpiring close to their location.

The horses pulling the wagons are all dead.

About thirty Winterguard soldiers are pouring from the forest to attack the convoy while several others are staying behind the forest's edge to provide suppressing fire.

The Cygnaran soldiers are spread out between the wagons and several of them have already fallen to the rain of bullets coming from the forest."

At this point lieutenant Jennings will give the order to charge.

Before he and the PCs can reach the wagons however, they are taken under fire by some of the Winterguard and a part of the attacking soldiers start heading towards them on an interception course to prevent them from reaching the convoy. The idea is to keep the characters occupied. Don't let them reach the wagons too soon. Make sure they have their hands full with the Winterguard.

If necessary, throw in a couple of rounds of melee combat.

"As you reach a clearing you see a convoy of 5 low wooden wagons covered by canvasses lying under heavy fire.

The Trap

While the PCs are heavily engaged, have them notice a soldier wearing Cygnaran garb near one of the wagons.

"Suddenly you notice a Cygnaran soldier near one of the wagons. He's wearing a grey hooded cloak but you can make out a blue uniform featuring a golden Cygnus from underneath it.

He removes the canvas from one of the wagons and a Cygnaran warjack is revealed. None of you have ever seen this particular type of warjack before. The warjack is inactive and lying prone on its back.

The soldier climbs on top of the wagon and reaches underneath the warjack's armor. Then he starts ripping out wires from within the headsystem, obviously trying to disable the warjack.

The convoy defenders fail to notice him as everyone is occupied keeping the Khadorans at bay... "

The idea is to have one of the characters shoot the soldier who should obviously be made to look like the spy in action. If none of the characters takes the initiative, have lieutenant Jennings order them to shoot the soldier. Worst case scenario, have the lieutenant himself shoot the guy. Jennings will then head for the wagon.

When the 'spy' has been shot, throw some more Winterguard towards them to prevent them from going near the wagons.

The soldier is actually a journeyman warcaster, one of Nemo's students and not a spy at all. He's just trying to destroy the prototype so it won't fall in the hands of Khador.

The Butcher

In the meantime the Butcher has arrived on the scene with a Destroyer and a Juggernaut warjack.

The Destroyer will stay near the Butcher and unleash a couple of bombards, thereby trashing one of the wagons and all near it. The Juggernaut will head for the wagon with the prototype warjack, grab it and make its way back towards the Butcher.

Together the three of them will disappear into the forest while the rest of the Khadoran forces cover their retreat.

"The shot's a clean hit...

While the soldier slowly tumbles over and falls from the wagon, you hear a clanging noise coming from the forest as metal feet are thundering towards the clearing.

The tree line is suddenly torn apart as two huge Khadoran warjacks move into the clearing, splintering trees on their way as twigs. Both 'jacks are wielding heavy axes and one of them has an enormous bombard cannon instead of a hand.

The 'jacks are accompanied by a lone figure, a towering giant brandishing a huge axe. You have heard of this man.

This is the infamous Butcher of Khador, Orsus Zoktavar himself.

A fierce battlecry howls over the battlefield chilling you to the bone as he casually strolls next to the Destroyer warjack.

The Juggernaut suddenly speeds up and runs towards the wagon carrying the prototype. With its open fist, it grabs the wagon and starts pulling it back towards the Butcher..."

It's obvious the characters are no match for the Butcher and his 'jacks. Therefore the DM should try to avoid having them come into close contact with each other. In order to show the players the might of a warjack, you could have it whack around lieutenant Jennings as he ran towards the wagon earlier. If Jennings was the one who shot the soldier or who gave the order to shoot, let the warjack destroy him. The PCs will be held responsible for shooting the journeyman warcaster. Trying to blame it on a dead officer with a spotless record would only worsen their case.

Should one of the characters try to take a shot at the Butcher (and believe us, they will!), let them have a go. Give Zoktavir an AC of at least 20 and when they do manage to actually hit him, have him feel the wound, taste his own blood, peer around for the culprits and respond the way only the Butcher would respond: with the Destroyer's bombard.

You should try to avoid melee combat with the Butcher at any time as he would utterly destroy the characters without breaking a sweat.

While all this is transpiring, the majority of the Khadoran forces have retreated back into the forest and a new threat presents itself.

Doom

To keep the risk of running into Cygnaran forces as small as possible, Commander Zoktavir and his troops will try to get back across the border as soon as they acquire the prototype warjack. To cover their retreat - and to kill off any surviving witnesses - Orsus leaves behind a couple of Doomreavers.

At this point the gunsmoke, warjack steam and dust explosions have covered the battlefield in an all obscuring mist. Visibility has been reduced to a mere 10 feet.

"As the last of the Khadoran attackers retreat back into the woods and the sounds of battle die away, a few silhouettes emerge from the darkness between the trees, reddish eyes shining and blades shimmering with an eerie green light.

You have heard tales about these Doomreavers, dreaded criminals chained to a cursed blade.

The Doomreavers make their way to the surviving Cygnaran forces, slaughtering those unlucky Khadorans that are unable to get out of their reach fast enough. As they approach, they speed up and you hear their footsteps ending in a charge by the time they reach the surviving convoy defenders. Howls of dread encircle the wagons. Through the thick fog of war, you notice a green glow slowly approaching.

One of them is heading your way..."

Quinn Byrne, highly skilled rifleman...



Throw a couple of Doomreavers in the game. You can use one or two, depending on the strength of your group. The main purpose is to give the players something to worry about (their lives, for instance) so they can't follow Zoktavar and the Khadoran forces.

As official stats for Doomreavers haven't been released yet, we're going to make something up. The DM should characterize them as formidable fighters chained to cursed swords. Add a couple of fighter levels, the berserk ability, a no-magic special quality and a fear causing effect. You'll find an example Doomreaver in the Appendix. Further background information can be found in Warmachine Prime on page 150.

The DM is advised to use the Doomreaver as a mindless killing machine that will stop at nothing, not even damage that would stop any other living creature.

When the remaining Cygnaran soldiers with the help of the PCs have taken care of the Doomreavers, you as the DM will face a new problem. At this point the gear-happy hotshot in the group (there is one in every group) might want to get his grubby little hands on one of those cursed Fell Blades.

If anyone tries, read the following:

"You see the dim reddish shimmer slowly dying out behind the openings in the steel plate that hides the face of the Doomreaver.

Even in death his fists are still clenched firmly around the hilt of the massive Fell Blade.

You notice that the blade is chained to his arm but most of all you notice the blade itself: It shimmers with an eerie green glow and faces seem to swirl in agony on the blade.

As you get closer to the blade, hollow voices seem to call out your name, your nose start bleeding and you feel as if an enormous weight has been placed on your shoulders.

Dark whispers in some unknown language fill your head."

The fact that these blades are cursed is common knowledge, especially to characters serving in the military as the Doomreaver units are outright infamous. So don't let them pick up the sword. Anyone coming close to the blade will get a severe headache and "feel" the evil force of the blade. Priestly characters might even experience vivid and horrifying visions.

If they still don't get the message, turn up the volume a bit: throw in bleeding ears for one of the characters closest to the blade, let them hear whispering voices and make it as if their raised heartbeats sound like "KILL-KILL-KILL". Go wild, the basic idea is to spook them away from the blade.

Just for the record: anyone actually taking up the sword will be a slave of the Fell Blade and will turn into a Doomreaver. This doesn't mean any enhanced stats, munchkins. It means going berserk and attempting to kill all living creatures until either they or you are dead. Should this happen, well ... it's not as if you didn't try to warn them. During our play-testing and convention-run adventures we didn't have anyone pick up one of those swords.

After all this, the survivors of the Cygnaran convoy (at least have one NPC survivor who outranks the PCs) and the players will come together, wounds are taken care of and the situation can be evaluated.

And it's not going to be good...

Act III

Wherein the player characters are confronted with one of their own bullets, to be followed by loads of Khadoran bullets at the station.

Summary: The characters will learn the truth about the 'spy' and face the consequences. They are sent after the Butcher to try and destroy the prototype.

The Situation

A wounded officer from the Cygnaran convoy comes to the players explaining that they were on their way towards Northguard, transporting a prototype Warjack that isn't operational yet. The prototype is a design of Nemo himself and has some brand new electrical experiments in it. It's a disaster that Zoktavir got away with it!

The officer is very upset by the death of the accompanying journeyman and once he learns the characters are involved, he will interrogate them at length about the incident. Apparently several witnesses saw the shot coming from the characters (even if it was Jennings), killing the journeyman warcaster, one of Nemo's students. If the characters try to blame lieutenant Jennings, his corpse is brought forward. The officer will scoff at the characters trying to blame a dead fellow officer.

If you kept Jennings alive and he did give the order (we told you not to!), have him try to reason with the officer. Not that it helps much. The characters will still be sent after the Butcher

and Jennings is taken to Northguard for further investigations.

Tool-up Time

Eventually the officer will understand that the characters misunderstood what was happening and the shooting was a simple mistake. But now he wants restitution from the PCs for a dead journeyman, a stolen prototype and morally broken troops.

Kayleigh D'Elyse, hot shot



Here is the lay-down: Face military court (and almost certain death before the firing squad) or go on a daring mission to destroy the prototype.

Assuming that your players know what's good for them, they'd better choose the mission. The characters will get the opportunity to take along the following equipment:

- 1 explosive grenade (KCG p191) per character.
- All the rope they care to drag along.
- Lots of extra ammo.
- One healers kit.
(Yup, just one.
What did you expect after that fight?)
- Anything they can salvage from the battlefield or corpses of fallen Khadoran soldiers.

If the characters think about searching the Khadoran corpses, they will find the following:

- 2 Khadoran uniforms that fit and aren't all shot up. Please note that these uniforms will not be able to be used by gobber or trollkin characters for example. Only human-sized characters will fit.
- Several documents in the coat of a Khadoran sergeant. (see the handouts in the appendix)

If the players don't search the fallen bodies, one of the soldiers will come to the ranking officer whilst the characters are preparing for departure, stashing away the extra ammo and such.

The captain informs the characters that important papers were found on the body of a Khadoran sergeant.

The Handouts

These include the following:

- A map of the surroundings.
- Two versions of the mission briefing. One in Cygnaran (English), one in Khadoran (Russian).

We've made a couple of assumptions for the purpose of this adventure.

1. On the Iron Kingdoms map we found a rather large area of plains south-east of Rorschik. This area is empty on the map so we thought we'd fill it out. The map of the surroundings will show you this area.

Towns as Czarnograv, Radovan and Zakorov do not officially exist in the IK. They were made up by us.

Consider them to be small villages filled with peasants working the fertile plains. (Well, it's winter time now so they must be doing something indoors then, eh?)

2. The river Narew also doesn't exist in the IK but for this adventure it will run to the north and head towards Lake Volningrad.

3. There's no railroad between Korsk and Rorschik. For the purpose of our adventure

Meg, locked and loaded



however, we assume that there is. There's even a railroad from Rorschik to Czarnograv.

4. The mission briefing is added both in English and in Cyrillic. We know Khador isn't Russia but it's close enough for our purposes.

These handouts were included as a little bonus for characters who can read Khadoran. Give the English version to those players and the Cyrillic version to the characters who don't know Khadoran.

The mission briefing contains information about the planning of the attack on the Cygnaran convoy and about how and when the prototype must be brought to a nearby station.

As the map of the surroundings only features one village with a railroad ending in it, it should not be hard to figure out where the prototype 'jack has been taken.

Assume the characters are coming from the south and will have to head north towards Czarnograv.

"A simple but sturdy stone bridge leads up to a small guardhouse on the other side of the river. A bit of light leaks through the cracks of the window shutters.

A single guard can be seen near the door of the guardhouse. Tiny clouds of smoke crinkle from his pipe as he keeps moving to defeat the cold."

The bridge is a simple stone structure with a small guardhouse on the other side of the river. Outside the guardhouse is a lone guard struggling against the bitter cold. A listen check at DC 18 will reveal voices from the inside. If the roll equals or exceeds DC 25, the PC will be able to determine that there are two more guards inside. If you are running this adventure with higher level characters, you might want to include an Argus as a watchdog in this encounter.

Characters who have skills such as knowledge (geography), profession (cartographer), survival, ... can make a skill check at DC 15. If they pass, they will realize that they are quite close to Czarnograv and the sounds of gunfire might travel all the way to the village.

The Bridge

The map features a couple of bridges. Should the characters try to cross one of them, you can use the following information. The river will be frozen but the ice won't be extremely thick. Crossing the river over the ice will be possible on foot, but not on horseback.

Please note that the characters shouldn't be able to catch up with the Butcher. The Doomreavers and the whole interrogation provide enough time for Kommander Zoktavir to reach Czarnograv well ahead of the PCs. If they do make good progress, this bridge scene can stall them a bit more.

This means the characters will have to come up with a silent way to dispatch the guards, sneak on by or ignore the guardhouse altogether and cross the river at a different location. Another option is to dress up in the Khadoran uniforms they found at the ambush and bluff their way past the guards.

The guard outside is smoking a pipe and isn't expecting anyone to come this way. He might be convinced that the characters are Khadoran forces that were separated from the others since the attack. Zoktavir and the others passed by a couple of hours ago. Obviously anyone trying to bluff their way through will have to speak Khadoran fluently.

In the event of resulting gunfire, the troops stationed at Czarnograv will get alerted and 2 squads of winterguard will be sent to investigate. During playtesting we used an increasing percentage of chance to be detected with every gunshot fired starting at 20%.

Czarnograv

Czarnograv is a small farming community which is being held hostage by the Khadoran troops stationed there on direct order of Kommander Zoktavor. The Butcher values the importance of this mission and won't have peasants interfere with important military matters. Yes, they are probably all loyal Khadorans but it's for the good of the Motherland.

The military encampment and railroads have only very recently been added to the village and have been constructed especially for this mission.

Map: Czarnograv

A: Barracks

4 barracks that were used for storage of goods before the war. They still contain some crates and barrels. The fourth barrack is used to hold the imprisoned villagers.

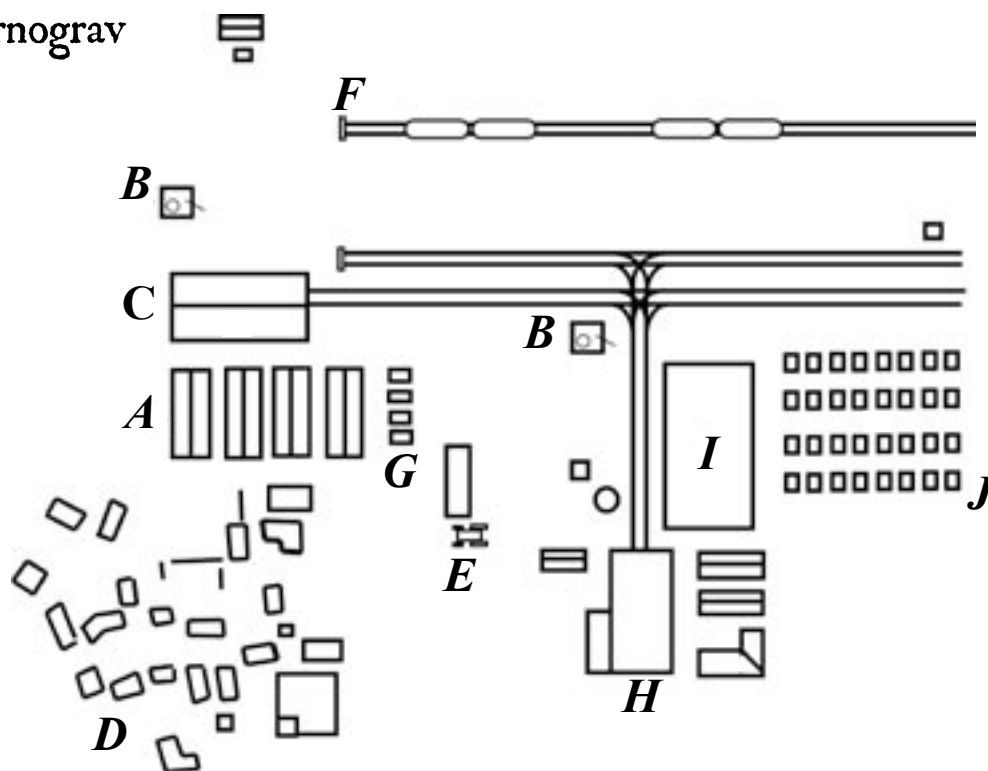
B: Watchtower

Wooden watchtower fitted with a searchlight, 2 guards and a chain gun.

(during our play tests we had every character that was not in hiding throw a die. First round had a 10 % chance to be caught in the searchlight; second round 20 % and so on.

Obviously, characters in Khadoran uniforms that don't act suspicious are left alone.)

Czarnograv



C: Barracks

Barracks containing the prototype warjack. The 'jack has been chained to a train wagon.

There are 4 elite guardsmen playing a game of cards at a table and 1 soldier with an Argus is standing guard near the main entrance. Another guard is posted outside and makes regular tours around the barrack.

D: Abandoned village.

E: Old steam-tractor.

Might be made to run again but it's very noisy. It could come in handy when used as a diversion.

F: Wagons

Several old train wagons, half snowed in.

G: Tents

Khadoran army tents. Considering the hour and the cold weather, almost all soldiers are in their tents but will come out when there an alarm or gunshots tear apart the silence.

H: Barracks

Barracks containing some guards and mechanics. This area is mainly used for repairs.

I: Station

Main station building. Used by the officers for lodging and for storage of the extra ammunition and weapons.

It's basically filled with experienced soldiers and valuable gear: bad idea to take the fighting here.

J: Tents

Tents of Khadoran soldiers. If an alarm or gunshots can be heard, this is the area the main force of Khadoran soldiers will come from.

There are many ways for the PCs to tackle the village. They can infiltrate the camp dressed as Khadoran soldiers, create a diversion to lead the soldiers from the camp, or simply wait for the train to arrive and then sabotage the railroad.

This part of the adventure is mainly left up to the GM and the players and will require a lot of freewheeling on the part of the GM.

If the characters choose to infiltrate the camp and make it to the right barrack, the prototype will be able to be destroyed using 2 explosive grenades if placed on the inside of the hull or 5 explosive grenades if placed on the outside of the hull. Extra grenades can be salvaged from defeated Khadoran soldiers. If they choose to sabotage the railroad, 2 or 3 explosive grenades should be sufficient to damage it so badly that the train will derail.

We noticed during playtesting that there are many different options the PCs can come up with so we felt it would be better to leave this part entirely up to the GM instead of railroading it completely.

Concluding The Adventure

If the characters manage to destroy the prototype warjack, they should be able to reach the Cygnaran fortification of Northguard or Deepwood Tower without too many interruptions. Dodging the occasional Khadoran scouting party can spice up the attempt to rejoin their fellow Cygnarans, but this is left to the DM's tastes.

A couple of options upon arrival in Cygnar are:

- Honourable discharge from the Cygnaran army. This would mean that the PCs face military court. They will be charged with the death of the journeyman but due to their efforts in destroying the prototype, the death of the journeyman will be seen as involuntary and they will just be discharged from the military.
- Due to the displayed skills of penetrating the Khadoran border, the PCs will be hired by the military on a freelance/mercenary basis for sabotage missions into Llael and Khador.
- The PCs will receive a battlefield promotion and will be assigned to specific elite units. A rifleman could be assigned to the longgunners, a gunmage could join the Arcane Tempest, ...
- Should the characters fail to destroy the prototype however, they will have worn out their welcome in Cygnar. Not at first, of course, as they probably won't report back to the Cygnaran military authorities. But the Cygnaran spy network will catch up with their failure at some point and measures will be taken to remove them from Cygnaran soil. Most likely they will be branded traitors and a contract will be put on their heads.

Hi guys ...



Appendices

Where the critters roam.

A. Creatures

Argus

CR 3; Medium-size magical beast; HD 3d10+3; Init+2; Spd 40 ft.; AC 14; Atk 2 bites +5 melee (1d6+2, bite); SA Doppler Bark, Grappling bite; SQ Scent; AL usually neutral; SV Fort +4, Ref +5, Will +1; Str 14, Dex 14, Con 13, Int 3, Wis 10, Cha 10.

Skills & Feats: Hide +5, Listen +6, Spot +5, Swim +5; Alertness

Note: Further information on the Argus can be found in the *MN&M* p8

Light Warjack

CR 11; Large construct; HD 14d10+30; Init+2; Spd 25 ft.; AC 26; Atk +17 melee (1d8+7, slam); SQ construct traits, damage reduction 10/serricsteel, darkvision 60 ft., low-light vision, steamjack abilities; AL N; SV Fort +4, Ref +6, Will +4; Str 25, Dex 15, Con -, Int 8, Wis 11, Cha 1.

Heavy Warjack

CR 13; Large construct; HD 18d10+30; Init+0; Spd 20 ft.; AC 29; Atk +23 melee (1d10+10, slam); SQ construct traits, damage reduction 15/quenched serricsteel, darkvision 60 ft., low-light vision, steamjack abilities; AL N; SV Fort +6, Ref +6, Will +6; Str 30, Dex 11, Con -, Int 8, Wis 11, Cha 1

Note: These are the generic stats which can be found in the *IKCG* p349. They can of course be adjusted to represent certain Cygnaran or Khadoran warjacks however unless you're running this adventure with a high level party, we would recommend not having the PCs encounter combat with warjacks.



B. NPCs

Major NPC's



Jennings, Harold
Harold Jennings is an experienced officer in the Cygnaran Army. Stationed at the Northguard fortification, he has seen his share of combat.

He has led several reconnaissance missions through the maze of half-flooded trenches between Northguard and Ravensgard, dodging widowmaker bullets as he went along.

After graduating from the Strategic Academy he was assigned to serve as an assistant of Captain Gerald Custler. During his period under Custler he became more and more frustrated over the incompetence of the Captain. Even the simplest of military exercises like orientation runs would meet disaster if led by Custler which provided him with the nickname 'Captain Competent'.

Lieutenant Jennings even went so far as to file an official report on Custler and send it to none other than Lord General Duggan in Fellig. He

didn't have high hopes however that the general would get to see the documents himself.

When the position of lieutenant at Northguard presented itself, Jennings didn't hesitate and applied for the job. Due to the increasing number of skirmishes along the border, his application was accepted immediately and Jennings has spent the last four years among the veteran trenchers and longgunners of Northguard.

Although not many would cherish a position so close to the Khadoran border nowadays, Jennings calls it home.

Captain Harold Jennings, male human Ftr6:

CR 6; Size M (6 ft., 1 in. tall); hp 45; Spd 30 ft., AC 14 (+5 Breastplate); Atk longsword +8/+3 (+6/+1 Base, +1 Str, +1 masterwork), military pistol +10/+5 (+6/+1 base, +3 Dex, +1 Feat); Damage longsword 1d8+1, military pistol 2d6; SV Fort +6 (+5 Base, +1 Str), Ref +5 (+2 Base, +3 Dex), Will +3 (+2 Base, +1 Wis); AL NG; Str 13 (+1), Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 12 (+1), Cha 10 (+0).

Languages spoken: Cygnaran, Khadoran.

Skills & Feats: Climb +2 (+1 Rank, +1 Str), Craft (Small arms) +10 (+9 Rank, +1 Int), Handle animal +1 (+1 Rank), Intimidate +5 (+5 Rank), Jump +2 (+1 Rank, +1 Str), Knowledge (Military tactics) +4 (+3 Rank, +1 Int), Ride +6 (+3 Rank, +3 Dex), Swim +2 (+1 Rank, +1 Str). Cleave, Combat Reflexes, Exotic Weapon (military pistol), Leadership, Point blank shot, Power attack, Quick Draw, Weapon Focus (military pistol).

Possessions: A military pistol and a masterwork longsword.

Minor NPC's

Generic soldier: Ftr 1:

ed humanoid (human); hp 10; Init +0; Spd 30 ft.; AC 14; Atk +2 melee, +1 ranged; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Craft (Small arms) +3, Knowledge (Military tactics) +2, Ride +1, Swim +2; Combat Reflexes, Improved Disarm, Improved Initiative.

Generic soldier (officer): Ftr 3:

CR 3; Medium-sized humanoid (human); hp 20; Init +0; Spd 30 ft.; AC 15; Atk +4 melee, +3 ranged; SV Fort +4, Ref +1, Will +1; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +2, Craft (Small arms) +6, Knowledge (Military tactics) +3, Ride +1, Swim +2; Combat Reflexes, Improved Disarm, Improved Initiative, Quick Draw

- Doomreavers:

A Doomreaver is basically a berserking swordfighter who is controlled by a demonic sword.

We would propose to up their level to Ftr5, give them 50 hitpoints, an AC of 13, a +10 melee attack (1D12+4). The Doomreaver is fearless and if anything he instills fear which could cause not-so-brave opponents to turn tail and run. He is a berserker so you should check out the effects of rage.

According to the Warmachine books, the Doomreavers possess an ability called Spellward. This would mean they can't be targeted by magic. Don't tell your players this, they'll notice soon enough. Whatever kind of magic they throw at a Doomreaver just fizzles. Keep in mind though, that a Doomreaver can still be hurt by the indirect effects of a spell (tree falling, etc)...

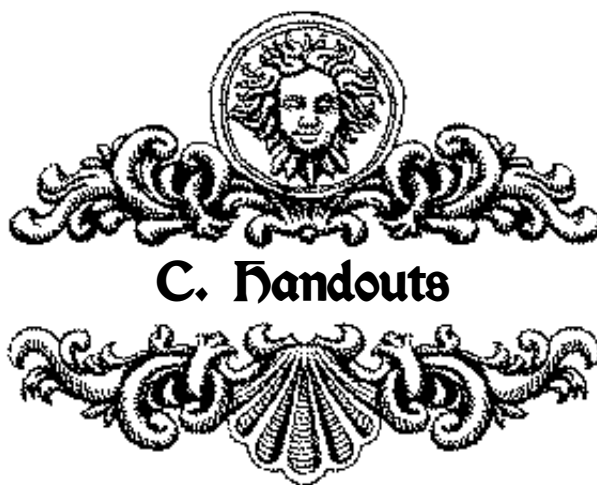
Note: These are just some generic stats and small adjustments should be made for specific Khadoran or Cygnaran soldiers. Below you can find some adjustments.

- Khadoran soldiers:

+2 Str, -2 Int for Khards (Winterguards), +2 Con, -2 Int, -2 Cha for Kossites (Woodsmen). You might want to have the Power Attack or Toughness feat for the Khards and the Track or Two Weapon Fighting feat for Kossites.

- Cygnaran soldiers:

+1 Fort for Midlunders and +2 Wis, +2 Cha, -2 Dex for Caspians. Iron Will and Power Attack are popular starting feats for both Midlunders and Caspians.



C. Handouts

Page 28: Handout in English
(For PCs who know the Khadoran language)

Page 29: Handout in "Khadoran"
(For PCs who don't...)

Page 30: Map of general surroundings

Handout in English

N A T I O N O F K H A D O R  M I L I T A R Y F O R C E S

D num 1241-06

TOP SECRET

OPERATION:	Good Neighbour
OP Kommander :	Kom O. Zoktavir
<p>Modus :</p> <ul style="list-style-type: none"> * Assemble at Borkav Station. Kommander Zoktavir has full command and under his guidance all troops will travel to point GREEN. Flanks will be covered by the 4th scouting regiment. * At point GREEN all troops will be deployed according to the orders of Kommander Zoktavir. Main goal for Company A will be to keep the defenders of the target busy. Kommander Zoktavir will take the target and transport it out. * When the target is being safely extracted, retreat all troops. * At this point the Doomreavers will be brought in to destroy all enemy survivors. * Escort Kommander Zoktavir back to the station. * When the Target is safely deployed in the station, Kommander Zoktavir will travel to his new destination leaving Kapitan Rotov in command of guarding the target. * ETA station : 03:00 * ETA Train : 05:00 * ETD Train and Target : 06:00 * Remain in station and await further orders for Company A. 	



Handout in "Khadoran"

О Б Ф Й П О П Ж Л И Б Д П Т Н Й М Й Ф Б Т Щ Ж П Т Г Е У



Д о х н 1241-06

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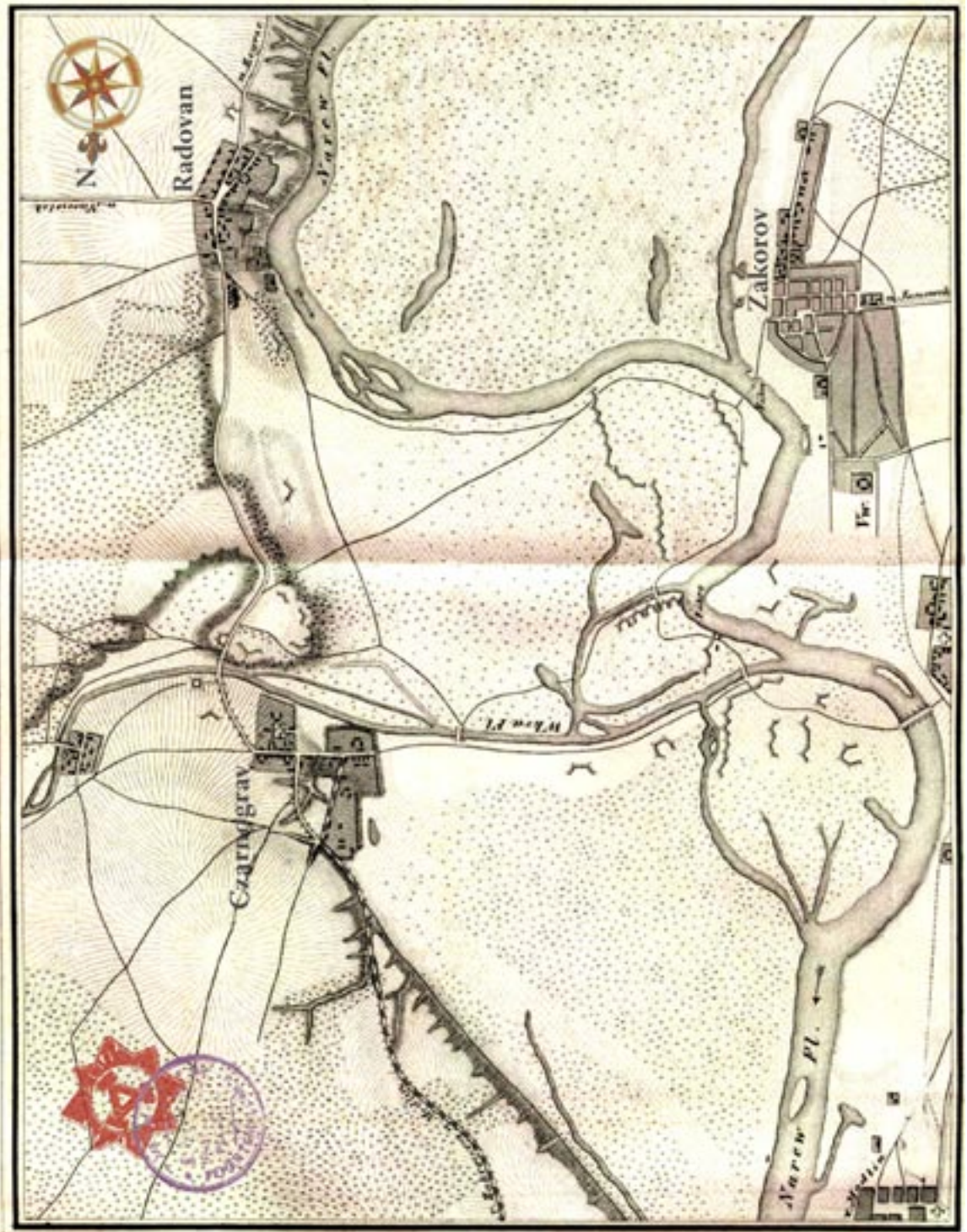
ПРЕТБФЙПО:	Зппд Оейзивпхт
ПР Лппнбодет :	Лпп Л. Ёплфбцйт

Нпдху :

- * Бууенвие бф Вптлбц Уфбфйпо. Лппнбодет Ёплфбцйт ибу жхмм гппнбод бод ходет ийу зхйдбоге бмм фтппру чймм фтбцем фп рпйоф ЗТЕЕО. Жмболу чймм ве гпцетед вц фие 4фи угпхфйоз тезйнеоф.
- * Бф рпйоф ЗТЕЕО бмм фтппру чймм ве дерипщед бггптдйоз фп фие птдету пж Лппнбодет Ёплфбцйт. Нбйо зпбм жпт Ёнрбоц Б чймм ве фп леер фие дежеодету пж фие фбтзеф вхуц. Лппнбодет Ёплфбцйт чймм фбле фие фбтзеф бод фтбоурптф йф пхф.
- * Чиео фие фбтзеф йу вейоз убжеиц евфбгфед, тефтебф бмм фтппру.
- * Бф фийу рпйоф фие Дппнтебцету чймм ве втпхзиф йо фп деуфтпц бмм еоенц ухтцйцпту.
- * Ёугптф Лппнбодет Ёплфбцйт вбгл фп фие уфбфйпо.
- * Чиео фие фбтзеф йу убжеиц дерипщед йо фие уфбфйпо, Лппнбодет Ёплфбцйт чймм фтбцем фп ийу оеч деуфйобфйпо мебцйоз Лбрийфо Ёпфпц йо гппнбод пж зхбтдйоз фие фбтзеф.
- * Ефб уфбфйпо : 03:00
- * Ефб фтбйо : 05:00
- * Ефд фтбйо бод фбтзеф : 06:00
- * Ёенбйо йо уфбфйпо бод бчбйф жхтфиеп птдету жпт Ёнрбоц Б.



Map of general surroundings



About Buccaneer Bass

The Buccaneer Bass consists of four members: Koen, Steven and Ralph have been roleplaying together for several years and Tom is the latest addition to the gaming group (although he already was an active member of the Golden Goblin club).

We had been playing with the idea of writing some 'real' roleplay-related material for some time and when Koen became a Press Ganger, things got on a roll. Our first efforts were some Iron Kingdoms and Warmachine demos at the Gamesworld 2003 Convention.

Then the idea of a fan site blossomed and we founded the Buccaneer Bass Inn, aiming to provide you with fan-written material in the veins of our source of inspiration, the - sadly enough currently defunct - Kargatane website for Ravenloft.

About Privateer Press

Privateer Press was founded in December 2000 by Brian Snoddy, Matt Staroscik and Matt Wilson. They've been striving to provide us with quality material ever since. And who are we to complain?

A lot of cool Privateer Press stuff has hit the shelves as we speak, including the Monsternomicon, the IK Character and World Guides, the Witchfire Trilogy, No Quarter Magazine (current issue is # 5) and loads of metal miniatures and books like Prime, Escalation and Apotheosis for the wargame WARMACHINE...

All the above books will provide you with more great reading and gaming material...

But be careful: rumor has it that this stuff inspires people to write their own adventures set in the steam powered realms of the Iron Kingdoms...

Enjoy the Iron Kingdoms.
I know we do ;o)

See you in the "Bass"!!!



www.buccaneerbass.com