

HAND CANNON





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From the Journal of Professor Tengar

By Jason Lang

Fifth day of Rowen, in Rowen. 603 A.R.

I have left Llael with the vague intention of heading to Rorschik. I have a few relatives in the area, and admit that the west isn't that well known to me. By fortunate coincidence, a caravan was heading out in a similar direction. It quickly became apparent to me that this was no normal trading caravan. The bright wagons and broad, bronze-skinned people quickly made it apparent that I had signed on to a wagon-clan of Sinari(1).

I have never traveled with the Sinari before, and am finding it quite the experience. They claim to be devout Morrowists, and Ascendant Ellena features prominently. For some reason, however, they take to painting her figurines solid blue. Also with or perhaps alongside is a kriel of Gobbers. The two groups are fairly intermeshed, often sharing supplies, food, and on occasion even carts. I've only a passing familiarity with Molgur, and the high-speed dialect they fire off is hard to follow. The Sinari speak a dialect of Cygnaran, with a few odd declensions. Both groups seem to use plenty of borrowed words from each other, which makes following a conversation a somewhat startling affair. Still, they let me tag along, which has been a fascinating experience. The red and pink wagon that I'm bunked in belongs to a polite young Gobber named Oranekananhek. It's quite cramped, as he is a mechanic of some sort, and fills the wagon with scrap and various projects that he is working on. The cart makes a unholy racket as we travel, so to preserve my ears, I have taken to walking alongside quite often. He was working on a project the whole way, a great contraption involving gears and chains and great lengths of canvas sheeting. When I asked what it was, he mysteriously answered "A surprise for the Summerfaire".

Passing north of the Thornwood, we kept quiet and quick as possible. The rumors from other travelers was that the Tharn tribes were restless, and many more didn't make it past then did. Interestingly enough, one of the differences in Sinai Cygnaran is they refer to it as the "Tharnwood". They also claim that theirs is the truer version 'unlike those soft stone-dwellers'. If that is true, then the question becomes, which came first? The Tharn or the Tharnwood?

Our party numbered two dozen carts, and perhaps twice that in able bodies, so the likelihood of being attacked I thought was small. But was quickly dispelled of that thought when we were attacked on three separate occurrences. These were small bands, of less then a dozen warriors. But all during the fights, I had the feeling that these were more feints, testing us, and that more were watching from the sheltering trees. An old Dwarf's paranoia? Perhaps. Though I am glad to report the tales of them changing to Warpwolves and monsters are untrue(2).

A few days out of Rorschik I was proven right. A huge group attacked; they must have numbered over a hundred. The wagons were circled, but there was little hope of repelling them for long. I went through the first of my Ordic Crossbow clips and switched to the second, handing the empty to Oran, but he wasn't there. Seven bolts later, I was out of bolts, and was down to a dagger. When the roof of the wagon (my wagon!) suddenly tilted wildly, sending me flailing to the ground. Imagine my amazement when, after tucking and rolling clear, instead of a horde of Tharn warriors, I saw a large dun colored dragon crouching in the bottom half of my wagon! With a whirr and a few clangs it turned to face the oncoming horde. But they had already seen, and were fleeing. As their cries faded into the distance, the absolute quiet of the night stole over us all. The drake remained motionless, only making a very faint noise.. was it giggling??

A flap of skin between it's wings (one of which, I suddenly realized, was a wooden frame) pulled back, and Oranekananhek rolled out, laughing uncontrollably.

Suddenly it hit me. He was making a drake for Bait-the-Drake!(3). It wasn't too much longer before everyone was laughing as well, and Oran was the hero of the day.

Summerfaire has been falling out of favor in the bigger cities, quite often being seen as rustic, old-fashioned, and a good place to get one's purse lifted. While it is all those things, it is also vitally important to the smaller towns. Business and weddings are arranged, goods are bought and sold. What is hard to acquire for farmers, trappers, and fishers are stocked up. And perhaps most importantly, it is a chance to go out and meet people and act improper. In Rorschik, the tradition is to dress in one's finery, and show off. Tent cities spring up all around, and beer and wine is sold in impressive quantities. It's wild, chaotic, and a blast. Music is everywhere, ranging from Ordic pipe and drum songs, Morridane chants, Llaelese four-part songs, and all sorts of folk music. Games and races abound, and the usual bragado follows. I watched with some amusement as a drunken Khard and an even more drunk Umbrian got into an argument as to which was a better horseman. After fifteen minutes of failing to get on their horses, the Umbrian managed to mount facing backwards, which gave him a perfect view of the Khard snoring in the hay. So I guess that answers that old debate.

I caught two people with their hands in my purse, and kindly asked them not to try that again or I would be forced to remove their lively hoods. I never did catch the third one though, which means that I might be forced to do some translation work or copying to earn a few Talons to continue on to Korsk.

Oranekananhek.'s drake was a huge success, by the way.

(1) - Sinari are nomadic peoples that wander the coast from Carre Dova to Highgate, mentioned in the Character Guide (p. 45). What this group was doing in Merywyn is anyone's guess.

Suggested racial package:

Optional Ability Adjustments: +2 Charisma, -2 Wisdom

Automatic Class Skill: Animal Handling

Skill Bonuses: +2 racial bonus to Ride and Perform checks

Base Height: Male 5' 3", Female 4' 9" (+2d10 in)
Base Weight: Male 140 lbs, Female 100 lbs (+ height mod. x 2d4 lbs)

Automatic Languages: Cygnaran (spoken), Molgur (spoken)

Bonus Languages: Cygnaran (written), Ordic (spoken), Ordic (written), Molgur (written)

(2) - Luckily for the good Professor, none of the Tharn "Channeled the Worm". DMs should feel free to make up whatever rumors they wish, especially when dealing with uncommon creatures. Dregg can dig through solid stone, Satyxis men are even bigger and nastier than their women, but there are only a few of them, so they stay at home and... err... 'tend the herd'. Razorbats steal shiny objects. Skiggs wait by water for dogs to drink, so they can sit on their heads and drown them. Any kind of 'common knowledge', folklore, or oddball story you know could be a good source.

(3) - Bait-the-Drake is an old, old game, played during summerfares all over Immoren for thousands of years. In the old days, several people dressed in a suit (similar to the dragons used in Chinese New Year). The game has gotten a resurgence in recent years due to mechanical dragons being built.

The game is quite simple. A few bales of hay are placed right at the 'drakes' feet. These are then covered with 'treasures' of various sorts, so it looks like a formidable pile. The players get to keep whatever they can grab from the pile, but if they are touched by the drake, they are out. Many variations on this game exist all through the Kingdoms. In the Protectorate, you are safe if you shout out a line from the Book of Law. Kossite versions pit multiple players against each other as well as the drake, and it's considered fair play to knock each other into the claws of the drake. The Midlunder version usually pairs up players, one playing the 'Knight' the other the 'Damsel'. The Knight can use his sword (usually a wooden rod or a practice blade) to block the drake's attacks, but cannot touch the treasure. The Damsel cannot touch or be touched by the drake, but can gather treasure. Most of the treasure is worthless, costume jewelry, a few copper coins, and the like, but a few gold coins, a semiprecious stone, fancy clothing or minor jewelry is possible.

FOG OF WAR

By Stephen Tomas

DESCRIPTION:

TWO ARMIES ATTEMPT TO DEPLOY AGAINST EACH OTHER UNDER COVER OF THICK FOG. SUDDENLY THE FOG BREAKS TO REVEAL THE ENEMY AND BATTLE ERUPTS...

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 a d6. Highest may choose deployment edge and deploys his whole force within 10' of it. His opponent then does the same.
3. Units with advanced deployment are then placed in the same order starting with the player that won the deployment roll. Advance deployed units may be placed up to 12" beyond the regular deployment zone.

THE FOG:

Both forces may attempt to use the cover provided by the fog to conceal their actual deployment and approach to the other. Starting with the player that won the deployment roll he may choose a model/unit (including advanced deployed units) to try to advance. The chosen model/unit may move d6" from it's current location including towards the enemy and/or out of the regular deployment zone. His opponent may then do the same. Players are not obligated to advance units/models and may pass. Players may pick different models/units to advance or may advance the same model/unit multiple times, etc. After each pair of advances roll a d6 and consult the chart below. The chart below shows the number or higher that if rolled that will signal the breaking of the fog and the start of the battle:

1st advance: 6+
2nd advance: 5+
3rd advance: 4+
4th advance: 3+
5th or greater advance: 2+
(Continue advancing models/units until the fog breaks)

ALL MODELS/UNITS ARE CONSIDERED TO HAVE CONCEALMENT TURN ONE DUE TO THE DRIFTING FOG.

TAKING FIRST TURN:

Both armies are potentially surprised and thrown off guard by the sudden realization that the enemy is upon them. Both players roll 1d6 and the highest takes the first turn.

VICTORY CONDITIONS:

Use normal VP to determine winner.

GAME LENGTH:

Eight turns or two hours whichever comes first.

THE ARMY OF ORD

PART 1:

WARCASTERS & WARJACKS

Revision 1.1

By Stew “phroggle” Walker

With thanks for feedback to: Dacarnix, Dareith, Diego, Greedo1379, Liquid Violence, Morningstar, PitLord, Verlos, and wminsing.

One of the perennial complaints we see on the Privateer Press Forum is the lack of customization and conversion allowed in WARMA-CHINE. So we at HAND CANNON have chosen to indulge the wishes of the WARMA-CHINE 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.

BACKGROUND PREMISES

Ord is renowned as a naval power, and as such the units presented here have a distinctly naval flavour. Ord is not renowned for having warcasters and warjacks, in fact the IKCG states that King Baird is distinctly quiet about Ord’s capabilities in this regard, although it is quite certain they have access to the technology.

The basic premise used in developing these rules is that Ord, due to its relative poverty and emphasis on naval power has only a few warcasters who have been trained and developed surreptitiously by rogue and mercenary warcasters and arcane mechaniks. Warjacks are rare and primitive when compared to the ‘jacks of the other kingdoms.

All specialised warjacks in Ordic service are based on the Nomad and Talon warjacks. Unlike warcasters from other kingdoms, Ordic warcasters may also employ the Nomad, Talon and any other generic mercenary warjacks, in the same way as mercenary warcasters. Again to represent the relative poverty of the Ordic crown, Ordic warjacks have a limited Field Allowance.

“BOXED SET” GAMES

For “Boxed Set” games, I would suggest Castellan Simona di Lasca, a Nomad Heavy Warjack, a Bomb Ketch Light Warjack, and a Privateer Light Warjack. This comes to 296 points. Alternatively, a boxed set game could be played with Dermot Corcoran, a Frigate Heavy Warjack, a Privateer Light Warjack and a Talon Light Warjack; this comes to 317 points.

WARCASTERS

A Note On Ordic Warcasters

Due to the secretive nature of the Ordic warcaster program, Ordic warcasters are generally regarded as mercenary warcasters by most in the Iron Kingdoms. When not fighting for Ord, Ordic warcasters may not use any Ordic military units other than warjacks in their force. As mercenaries, Ordic warcasters will work for any faction, usually in conjunction with an espionage mission from King Baird. However, Ordic Warcasters will not work as mercenaries against the interests of Cygnar. If Cygnar were to prove hostile in the future, Ordic Warcasters would certainly be among the first to leap to Ord’s defense. Again, Ordic warcasters can use the Nomad Heavy Warjack, the Talon Light Warjack and any other generic mercenary warjacks, in the same manner as Mercenary warcasters.

CASTELLAN SIMONA DI LASCA

Simona di Lasca was the only daughter of a low-ranking Castellan from Northern Ord. She discovered her arcane abilities early when at the age of four she accidentally set fire to a stable. Gripped by fear, not only for her life, but of the punishment she would receive, Simona extinguished the fire by simply wishing it away.

She started experimenting with her skills by playing pranks on the household staff. She would extinguish candles right after the maids had lit them; she would put out the oven fire in the middle of cook's baking. As her skills grew she realised that she was able to generate small localised weather effects, creating rain over her flower garden; or, when Simona was in a peevish mood, over the gardener's head.

In her tenth summer she discovered she could control the labour 'jacks on her fathers holdings. Simona entertained herself by making the 'jacks dance and do bizarre things. It got to the point where her father was unable to hire 'jack marshals, as word had gotten around about his "possessed" steamjacks.

Simona's singular abilities were finally uncovered when at the age of twelve she tried her pranks on a visiting arcane mechanik who had little trouble detecting the source of the strange occurrences in the di Lasca household. He convinced Simona's father that she needed formal training of her arcane powers for her own safety as well as the safety of those around her.

So began Simona's initial period of training. She progressed rapidly, demonstrating a particular talent for weather control. Later Simona was tutored by several mercenary warcasters, including, some say, the notorious Magnus the Traitor. There is also an unsubstantiated rumour that Simona may have had some contact with Cryxian warcasters, but this may just be due to the corrosive effects of some of her spells and weapons.

Due to the secretive nature of Ordic warcasters, Simona has never been witnessed fighting under the colours of Ord, though she is well-known as a mercenary warcaster. However, with increasing tensions in the Iron Kingdoms this may soon change.

FEAT: MONSOON

Castellan Simona di Lasca has great command over wind and water, and is able to conjure extreme weather effects seemingly out of thin air. However, this takes great concentration on her part, so she reserves this feat for the most opportune moment of a battle. When Simona uses her feat, she calls down a deluge within her control area accompanied by high wind for one round. The extreme weather causes a flash flood in her control area. All non-elevated terrain becomes shallow water for one round (See pg. 61 of WARMACHINE: Prime). All models suffer -2 RAT from reduced visibility and wet powder. Living models suffer an additional -1 CMD. All AOE ranged attacks that miss their target deviate one extra inch and have no minimum deviation range. All cloud effects are dispersed at the end of each turn.

SPECIAL RULES

SALT STING

Critical Corrosion – A critical hit with Salt Sting causes corrosion, a continuous effect that slowly corrodes its target. Corrosion does one point of damage per turn during the model's maintenance phase until it expires on a d6 roll of 1 or 2. Corrosion is not affected by water.

DERMOT CORCORAN

It is well known in the Iron Kingdoms that the Ordic city of Five Fingers is a disreputable spot; a place where the seamy underbelly of Ordic society is exposed for all to see. What is less known is that among the rogues and cutthroats of Five Fingers, are those who exhibit arcane ability, including one who can control warjacks with the best of the Iron Kingdom's warcasters.

Dermot Corcoran's origins could best be described as murky. It is probable that he never knew his father; and if he knew his mother, he never speaks of her. What is known, is that he was one of the countless street urchins who run in packs through the streets, alleys, and sewers of Five Fingers. Dermot knew he was different at an early age, when he used to wrest control of steamjacks from their handlers for the amusement of his pack mates. One such escapade caught the notice of one of the leading lights of the Five Fingers underworld. Dermot was quickly whisked away and taught to use his arcane ability for profit rather than fun.

For the next few years Dermot learned the rogue's trade, as he used his talents as a "Jack 'Jacker" to line the pockets of his employers and keep himself in women and drink. As his skill grew, so did his arrogance which eventually led to his downfall ... and ultimately his redemption.

Dermot went out that night full of confidence, looking forward to a new challenge which he was sure he was up to. A small Cygnaran Battlegroup was encamped near Five Fingers, and Dermot's bosses wanted one of the warjacks. Dermot located the Battlegroup easily enough and attempted to gain control of a Lancer; unfortunately, Dermot had underestimated the security protocols in military 'jacks. While he managed to sever the arcane connection between the 'jack and its 'caster, he was unable to control the warjack. It located and charged him. Only Dermot's arcane escape abilities saved his skin. He managed to slip into the darkness and back to Five Fingers.

Two days later Dermot was awoken by agents of the Unseen Hand, who had been dispatched by King Baird, who was under diplomatic pressure from Cygnar to capture this upstart. Baird, however had his own agenda. Dermot was brought before King Baird and informed that as far as Cygnar was concerned, he was dead. Baird gave Dermot a choice ... he could hang, or he could start working for the Ordic crown. Dermot became a "patriot" in quite a hurry.

Since then Dermot has honed his craft as a warcaster in various mercenary companies, biding his time until he is called to fight for his King and his country.

In combat, Dermot favours two double-barreled sword cannon combination weapons. Perhaps poking fun at one of his Protectorate opponents, he has dubbed his blades slice and dice.

FEAT: HIJACK

As a child, Dermot Corcoran used to "hijack" steamjacks for fun. Later he "jacked 'jacks" for various crime syndicates in Five Fingers. Dermot's ability was never strong enough to highjack warjacks, but by drawing deeply on his arcane powers, Dermot can sometimes disrupt the connection between a warcaster and his warjacks.

All enemy warjacks in Dermot's Control Area are "disconnected" from their controlling warcaster or jack marshal and become autonomous warjacks. Autonomous warjacks function normally, but cannot be marshaled or allocated focus, though they may receive focus from other sources. These warjacks can be re-controlled by their warcaster or jack marshal as outlined on pg. 17 of WARMACHINE: Escalation.

SPECIAL RULES

DOUBLE-BARRELED HAND CANNON

Volley (Attack) – If Dermot has not made a ranged attack this activation, he may make a Volley Special Attack. Dermot simultaneously discharges both barrels of both guns for a devastating attack. Make one roll for the attack. If it succeeds, the target model suffers two POW 16 damage rolls. Dermot cannot spend focus to make additional ranged attacks after a Volley attack.*

WARJACKS

A Note On Ordic Warjacks

Ord is a poor kingdom where resources are scarce, as a result the Ordic military has to make do with the basic mercenary warjacks, modified for Ordic use. All Ordic Heavy Warjacks are designed on the basic Nomad frame, and their Light Warjacks are based on the Talon frame. Like Khador, the Ordic military doesn't use arcnodes. Ordic warcasters can also use the Nomad Heavy Warjack, the Talon Light Warjack and any other generic mercenary warjacks, in the same manner as Mercenary warcasters.

FRIGATE HEAVY WARJACK

The Frigate is the standard Heavy Warjack in the Ordic arsenal. Based on the Nomad frame, it is primitive compared to the Heavy warjacks of the other Iron Kingdoms. However this warjack does have a modification in the form of a naval pattern auto-loading heavy gun which helps it to pull its weight and then some on the battlefield.

The auto-loading heavy gun is a fairly recent innovation in the Ordic armoury. The gun is capable of firing three types of ammunition common in naval combat: round shot, chain shot, and grape shot. Round shot is the most common and has the longest range, it is used to punch large holes in its target.

Chain shot is used in naval combat to damage the rigging of sailing ships, but enterprising Ordic Fitters realised that it was perfect for entangling the legs of opposing warjacks. Grape-shot is the standard anti-personnel ammunition, sending out a spray of lead shot guaranteed to decimate enemy infantry.

The auto-loading mechanism is intricate and while generally reliable, it can on occasion jam, rendering the heavy gun useless.

SPECIAL RULES

HEAVY GUN

Critical Jam – On a critical Attack Roll which misses, the auto-loading heavy gun jams and is unusable unless repaired by a Fitter.

Chain Shot (Attack) – RNG 6; ROF 1; POW 14; When used against warjacks, one point of damage, in addition to normal damage, is applied to the first available movement box, and the warjack is knocked down.*

Grape Shot (Attack) – RNG SP; ROF 1; POW 12.*

Modeling Suggestion:

I will be using a Nomad Heavy Warjack for this model. For its Right Arm I plan to use a Bombard from a Khadoran Destroyer Heavy Warjack modified to make the barrel longer.

BOMB KETCH LIGHT WARJACK

In the Ordic Royal Navy, bomb ketches are small vessels which house a large mortar. They are generally used to rain explosive charges onto shore emplacements and towns.

Like its naval namesake, the Bomb Ketch Light Warjack packs an explosive punch in the form of a grenade launcher. Grenades can be launched individually, but the Bomb Ketch also has the capability of launching a rapid salvo, raining death and destruction upon its hapless target.

The gaff spear, the Bomb Ketches melee weapon is a refinement of an Ordic boatman's tool. In its more benign form, the gaff spear has a large hook which is used to retrieve items from the water or to pull a boat into a dock. The Bomb Ketch uses its gaff spear as a deadly weapon, using the hook to trip its enemies.

SPECIAL RULES

GRENADE LAUNCHER

Salvo (* Attack) -- *The Bomb Ketch launches three grenades in rapid succession at the same target. Make one roll for the attack. If it succeeds, the target model suffers a POW 18 damage roll. All other models under the 4" template suffer a POW 9 damage roll. The damage rolls may be boosted individually. If the attack roll is unsuccessful, each grenade deviates individually as outlined on pg. 47 of WARMA-CHINE: Prime. The Bomb Ketch cannot make a Salvo attack if it has already made a ranged attack that turn; and it cannot use additional focus to make further ranged attacks after a Salvo attack.*

GAFF SPEAR

Reach -- 2" melee range.

Trip (* Attack) -- *The Bomb Ketch uses the gaff spear's Hook to trip its target. A successful attack roll causes the target model to be knocked down.*

Modeling Suggestion:

The Bomb Ketch is a relatively simple conversion of the Talon Light Warjack. Replace the head of the Talon's spear with one which incorporates a hook, and the Talon's shield arm with the dual cannon of a Cygnaran Charger. The ambitious may want to modify the dual cannon to look more unique.

PRIVATEER LIGHT WARJACK

The Privateer was one of the earliest attempts at a specialist light warjack for Ord. The Privateer utilizes some captured Khadoran hardware to augment the venerable Talon frame. It also incorporates a spike on the head to enhance its head-butt attack.

SPECIAL RULES

Head Spike -- *While not a weapon on its own, the head spike gives the Privateer POW +2 for Head-butt attacks.*

Modeling Suggestion:

The Privateer is a simple conversion of the Talon Light Warjack. Replace the Talon's spear with an Axe, and the Talon's shield with a Man-o-War Shield Cannon. Model a head spike with greenstuff.

This is not the end!

Next month will see the second article in the ARMY OF ORD series, covering Solos and Troop Units.

Character Chassis

By Jeremy Morten

Stormblade

Description:

In many ways, the warriors known as Stormblades serve as a metaphor for Cygnar itself. Strong, skilled, and armed with cutting edge Mechanika, the Stormblades are an elite fighting unit within the Cygnaran Military. Being part of this prestigious order is a great honour, and only the best are chosen to be among its ranks.

The Stormblades get their name from their trademark weapons, massive mechanical swords called Stormglaives. Battleglaives of utmost quality, in the hands of a trained user they can be used to fire bolts of lightning at enemies. They require a lot of training to use properly, most of which is done at Fort Falk. They are also trained in Jack Handling, which allows them to go into battle alongside Cygnar's famed Warjacks.

The Stormblades are prospering under Leto's rule; they supported him during the coup of the Elder, and a small number of Stormblades even serve as the King's personal guard. They are a small order, due to their intense screening process. But even so, a unit of Stormblades is a match for forces twice their size. With open war so close on the horizon, the Stormblades will see their share of combat.

Requirements:

Base Attack Bonus: +6

Feats: Weapon Focus (Battleglaive), Iron Will, Power Attack, Combat Expertise

Proficiencies: Must be Proficient with Heavy Armour, Battleglaive, and Glaive.

Affiliation: Cygnaran Military


Special: Must spend at least 3 months training at the Strategic Academy or Fort Falk.

Hit Dice: d10

Class Skills: The Stormblade's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jack Handling (Cha), Jump (Str), Knowledge (tactics, mechanika) (Int), Ride (Dex), and Swim (Str).

Skill Points: 3 + Int modifier.

Level	Bab	Fort / Ref / Will	Abilities
1	+1	+1/ +0/ +1	Issued Equipment, Son of Cygnar, Code of Conduct, Throw Bolt 1/day
2	+2	+2/+0/+1	Bonus Feat
3	+3	+3/+1/+2	Throw Bolt 2/day
4	+4	+4/+1/+2	Bonus Feat
5	+5	+5/+1/+3	Throw Bolt 3/day
6	+6	+6/+2/+3	Promotion: Sergeant, Leadership, Bonus Feat
7	+7	+7/+2/+4	Throw Bolt 4/day
8	+8	+8/+2/+4	Bonus Feat
9	+9	+9/+3/+5	Throw Bolt 5/day
10	+10	+10/+3/+5	Promotion: Lieutenant, Bonus Feat



Issued Equipment: After joining the order, the Stormblade is issued the mechanical creations that make them famous. In addition to the Stormglaive, a Stormblade is given a suit of mechanical Fullplate and a Masterwork Buckler. When he is promoted to Sergeant, the Stormblade is issued either a Storm Rod or an Improved Stormglaive, and when promoted to Lieutenant, he is issued a Greater Stormglaive. Stormblades are not allowed to sell their Equipment, but if they are able, can have it upgraded through other means (such as replacing runeplates). Keep in mind the Issued Equipment is property of the Cygnaran Military.

Bonus Feats: Are chosen from the Fighter Bonus Feat list.

Son of Cygnar: +2 to will saves related to fear and fear effects.

Promotion: It is assumed that as the Stormblade is earning levels, that he is doing missions on behalf of Cygnar. Thus, as his skills increase he is given promotions. If the DM does not think that the Stormblade has earned the promotion (if he has for instance undertaken no missions for Cygnar, but instead has been galavanting about on personal quests) or a promotion would ruin a story or adventure, then the DM should feel free to withhold the Promotion. Keep in mind though that both the Issued Equipment and Leadership class features are tied to rank.

Leadership: At 6th level, the Stormblade receives the feat Leadership, regardless if he meets the prerequisites. The followers gained through this feat are always Human Fighters with at least 1 level of Stormblade. This ability is tied to the Stormblades rank. If for some reason the Stormblade does not have sufficient rank, then this ability does not function.

Throw Bolt (Ex): Due to intense training in its use, the Stormblade can unleash the full potential of the Stormglaives. In any other hands, they are merely close combat weapons, but in the hands of a Stormblade, they can strike foes several feet away with magical lighting. If a Stormblade is wielding his Stormglaive or Stormrod, then he may, 1/day, fire a bolt of electricity. This is the equivalent of a Lightning Bolt spell, with caster level equal on the Stormblade's level. When a Stormblade does this, excess electricity shoots up and down his body, causing 1d6 lightning damage (which is absorbed by his issued armour, if he is wearing it). This also drains the Stormglaive's or Stormrod's accumulator of 1 charge. As they Stormblade gains more levels, he gain use his Throw Bolt ability more often, +1/day every two levels. If through some kind of accident or negligence the Stormglaive or Stormrod has it's Shock Runeplate removed, then it may not be used in conjunction with Throw Bolt. If the Accumulator on the Stormglaive or Stormrod has 0 charges, then it cannot be used to Throw Bolts.

Code of Conduct: The Stormblade must at all times follow the commands of his superiors, including higher level Stormblades (who have been promoted) and the various other officers in the military. If they fail to do this, they may be discharged, and are required to return their Issued Equipment. If they fail to do this as well, then they are declared traitors and are then pursued by the proper authorities. Needless to say, the character can not advance any further in the Stormblade class.

Issued Equipment

Stormglaive: +1 Mechanical Shock Battleglaive

Components: Masterwork Battleglaive, Shock Rune Plate, +1 Enhancement Runeplate, Trickle Socket, Conduits (2), Standard Accumulator (10 charges)
Market Price: 4046gp

Improved Stormglaive: +2 Mechanical Shock Battleglaive

Components: Masterwork Battleglaive, Shock Rune Plate, +2 Enhancement Runeplate, Trickle Socket, Conduits (2), Standard Accumulator (10 charges)
Market Price: 8546 gp

Greater Stormglaive: +4 Mechanical Shock Battleglaive

Components: Masterwork Battleglaive, Shock runeplate, +4 Enhancement Runeplate, Trickle Socket, Conduits (2), Standard Accumulator (10 charges)
Market Price: 26546 gp

Stormrod: +1 Mechanical Shocking Burst Glaive

Components: Masterwork Glaive, Trickle Socket, Conduits (2), Standard Accumulator (10 charges), +1 Enhancement Runeplate, Shock Runeplate, Market Price: 4006 gp

In addition to allowing the Stormblade to use his Throw Bolt ability, the Stormrod allows a unit of Stormblades to focus their power into a single, powerful bolt. Each of the Stormblades gives up a single charge of their accumulator, as lighting arcs from their sword to the tip of the Stormrod. After they have all given a charge (or when the wielder of the Stormrod decides), the wielder of the Stormrod, usually an officer, uses his Throw Bolt ability. This specially charged bolt causes an extra d6 damage for every Stormblade that sacrificed a charge.

Stormblade Armour: +1 Mechanical Electricity Resistance Full Plate Components: Masterwork Fullplate, reflexive spell trigger, +1 Enhancement Runeplate, Electricity Resistance runeplate, conduits (2), hybrid socket, Heavy accumulator (20 charges) Market Price:

DM Notes: If you are running a game with a high amount of magical items or mechanika, then you may want to beef up the Issued Equipment.

Revenger

Protectorate light warjack

"Barak-thur. Allas hic solomie... nis is solomie..."

"Tha thing is an abomination, `tis!" Shouted the field mechanik. It was two days after the Protectorate denied knowledge of the armed group of warjacks that was raiding in the King's Vine area. "Lookit this thin! Those arms. They're from a old-style Mucker. Slapped a armor plate on top. The boiler? Straight outta an Arcane, maybe a Sentinel. Mosta the body work too. Cortex is Greylord work, though. See the mark?"

"Antallas so Menoth va, Menoth vis oronothia..."

"So what you are saying," said Lieutenant Stryker, "Is that there isn't a single bit that we can trace back to the Protectorate?"

"Thas right. Might just be mercenaries. Mercenaries this far from the border." replied the field mechanik.

"Mercenaries who paint Menoth symbols all over their equipment." said Stryker. He still wasn't used to being in command. If only Nemo or Magnus were here... someone who has been around... "Keep looking. They are only human, they have to have left some sign..." Stryker sighed. Field Mechanik Smythe shook his head and felt sorry for the boy. Newly promoted and things already didn't look good. Everyone knew that these raids were coming from out of the Protectorate. Nobody could prove it.

"Menoth todallis is en farvillias Menoth an vis et." Severius brought the prayer to close. He knew his aide was waiting for him to finish. He let him wait, he already knew the message.

"My lord?"

"The raid went off well?"

"We lost a squad of Zealots and two of the new Warjacks."

"Better then we expected. Consider the new design approved. Start production immediately."

"Yes, Lord."

"Oh."

Large construct (Steamjack)

Hit Dice: 14d10+30 (107 hp)

Initiative: +2

Speed: 25 ft. (can't run)

AC: 28 touch 11, flat-footed 24

Attacks: +17 melee Full +17/+12/+7, or +14/+9/+4 and +9 (shield)

Damage: Slam 1d8+7

Halberd: 1d10+7 dam, x3 crit

Shield: 2d6+7 dam

Face/Reach: 10ft./ 15 ft.

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

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

Feats: (even though a construct cannot normally have feats, treat the Revenger as having the following) Two-weapon fighting, improved shield bash

Challenge Rating: 12


Treasure: None (itself worth 45,000+ gp)

Alignment: Always neutral

Special Qualities:

Equipment notes:

Medium master-crafted halberd: No enchantment. It is medium to be used in one hand by the jack. If the `jack uses a ready action to set a halberd against a charge, it deals double damage on a successful hit against a charging character. It can use a halberd to make trip attacks. If it is tripped during its trip attempt, it can drop the halberd to avoid being tripped. The halberd adds 5' to the reach of the Revenger, but cannot attack adjacent squares.



Large Mechanical Bashing heavy shield of Repulsion: 2d6 dam, x2 Crit. If hits, target is also pushed back (treat as a Bluff Rush that does not cause an attack of opportunity. Remember the Revenger is Large and has a 25 Strength)

Mark II Divinity Arc Node: A Warcaster (i.e., someone with the Journeyman training feat) can cast any divine spell through the Arc Node of a warjack they control. Treat the point of origin as the warjack for the spell, though the `jack does not count as casting the spell for components or attacks of opportunity.

Aurum Grade Cortex: can perform all standard tasks without supervision. Reduce handling DCs by 10.

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 no 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. Newer steamjacks require refueling (One hundred pounds of coal and one hundred gallons of water) every five to six hours.

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. Older steamjacks may require refueling after a single hour, as does any steamjack engaged in strenuous activity or combat.

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

Variations:

The Revenger (and other `jacks built on the Repenter frame) are all designed to be quickly disguised as labor jacks. The Revenger especially can be made so, simply by dropping it's weapon and shield.

One Repenter version still occasionally seen uses the weapons of Menoth, a Large flail and a Menofix. These are quite often enchanted and/or Mechanikaly enhanced.

Rumors persist of a unique Revenger that wields a Huge halberd in both hands. It also constantly sheds an anti-magic field that seems to specifically work on arcane (not divine) magics. No reliable sightings of this unusual `jack have been confirmed, and the ones who would know in the Protectorate aren't talking!

Submission Information

HAND CANNON ISSUE #8 TIMELINE

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.
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:

PanzerGeist@shaw.ca

July 11th: Deadline for all written submissions for review by staff editors.

July 25th: Deadline for all art & map submissions.

July 25th: Deadline for all editors to be finished.

August 1st: Hand Cannon release.

Hand Cannon is a bi-monthly E-zine and will be released on the first monday of the month. We will be released on the months that there is not a "No Quarter Magazine".

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