

# **Savage Iron Kingdoms Warmachine**

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Hello all!

The following is a conversion of the excellent Warmachine miniature game by Privateer Press. While this is based on the miniatures game, the rules are well balanced for both regular Savage Worlds RPG and Showdown! play.

I wanted to stay true to the spirit and scale of the source material and as such you'll not that warjacks use a modified vehicular damage table. By doing this, and giving only Heavy Warjacks heavy armor, warjacks should be a much more dynamic and vulnerable opponent than if they were just given d12's in virtually every physical stat and skill. They're still incredibly tough opponents for regular PCs, but don't completely suffer from the frustration of having an armor that no one can ever damage without incredibly lucky aces. In a setting where heavy weapons are rare, I think you'll find this appropriate.

You'll note I did not convert warcasters nor regular troops. While you're on your own for the troops (which should be easy to convert), I've given you the rules to create your own warcaster. You can handle their Feats and Special Abilities through Edges and Spells fairly easily, you'll find.

Well, I hope you enjoy. You can send feedback to [hoodyfrickinhoo@yahoo.com](mailto:hoodyfrickinhoo@yahoo.com) if you like. If you're interested in what the original system has to offer (and some amazing miniatures) you'll want to visit here: <http://www.privateerpress.com/>

----Lucias

## **New Edges:**

Arcane Background - Journeyman Warcaster

Reqs: Veteran

A journeyman warcaster only has the slightest control over his warjacks. He is but learning how to harness his them with his focus. A journeyman warcaster has 1 Focus Point to use. Also, the journeyman warcasters's leadership edges can be used on warjacks.

Arcane Background – Warcaster

Reqs: Heroic, Journeyman Warcaster

A warcaster is someone who has truly mastered the fine art of controlling Warjacks. A Warcaster's Focus Points increase to 5.

Greater Focus

Reqs: Legendary, Warcaster

The Warcaster's Focus Points increase to 8.

## **New Rule: Focus Points**

Every Warcaster has a Focus Points he can use to impose his will upon the warjacks under his command. Focus Points are allocated at the start of each combat turn. Each Warjack with an active cortex may receive as many as three Focus Points. Focus Points replenish at the start of each turn.

Focus points can only be allocated to warjacks within 3 x (spirit die type) inches of the Warcaster.

When a warjack that has been allocated Focus Points is active, the Focus Points can be spent according to the table below. Note, Focus Points that affect rolls must be spent before the roll. Only one Focus Point can be spent on each roll. A warjacks with a destroyed cortex cannot use or be allocated Focus Points.

Spend 1 Focus to make an additional attack with any weapon that isn't destroyed. Ranged weapons are limited by ROF

Spend 1 Focus to Run or Charge

Spend 1 Focus to use a Power Attack

Spend 1 Focus to add the warcaster's wild die to an attack roll

Spend 1 Focus to add 1d6 to a damage roll.

## **New Action: Power Attacks**

Power attacks are special and focused attacks that can cause some serious damage. A Power Attack can only be used once a turn and is the only action a warjack can take (this limit includes Focus Point expenditure). Power Attacks cannot be modified by Focus Points.

## **New Monstrous Ability**

Warjack: Warjacks are heavily armored constructs capable of dishing out and taking a lot of damage. Since they are unloving warjacks gain +2 to Vigor rolls to overcome being shaken but do not gain the construct bonus against attacks as they are composed of some sensitive equipment..

Warjacks are not particularly smart and thus will not run or charge without the use of Focus Points. Warjacks never use combat maneuvers unless it is listed in their description. Spells or effects that heal wounds do not affect warjacks.

Warjacks are extras and are treated accordingly. The major difference is that warjacks do not have wounds, they have a damage chart like vehicles. For every wound that a warjack takes, roll on the following chart to determine what happens:

### **System Damage Table - Roll 2d6**

- 2 – Chips and scratches only. No appreciable damage
- 3 – Crippling Hit. Parry -1
- 4 – Leg Shot. Pace -2
- 5 – Cortex. This can take 2 hits before being destroyed
- 6-8 – Body Blow. -1 to all attack rolls. If the penalty reaches -5 the warjack is deactivated.
- 9-10 – Weapon Hit. Destroy one weapon (defender's choice)
- 11 – Arc Node Destroyed
- 12 – Critical Hit! Warjack is scrapped and deactivates.

Penalties incurred from multiple hits at the same location are cumulative. If a roll results in a wound with a system that has already been destroyed, re-roll the dice.

Arc Nodes: Arc Nodes are special receivers that some Warjacks are equipped with. If a warjack with an arc node is within 3 x (spirit die type) inches of the warcaster, he may choose to cast a spell using the arc node as the source. This ability is lost if the arc node is destroyed.

## Warjacks

### **Cygnar**

**Charger**: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Intimidate d6, Notice d6

Pace 6; Parry 6; Toughness 9 (3)

Weapons:

Dual Cannon: 12/24/48; ROF 2, AP 2, 2d6+2 Heavy

Battle Hammer: Str + 3 + 1d6 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Lancer**: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Intimidate d6, Notice d6  
Pace 6; Parry 8; Toughness 9 (3)

Weapons:

Shock Shield: If attack with Shock Shield hits the target must make a Vigor roll at -2 or become shaken; Parry +2; Heavy

Warspear: Str + 3 + 1d6 Heavy; Reach

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Sentinel**: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Intimidate d6, Notice d6

Pace 6; Parry 8; Toughness 9 (3)

Weapons:

Assault Shield: Str + 3 Heavy; Parry +2

Chain Gun: 10/20/30; ROF 3; AP1; 2d6+2 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

Rock and Roll!

**Defender**: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d8, Intimidate d8, Notice d6

Pace 7; Parry 7; Toughness 11 (4)

Weapons:

Shock Hammer: Str + 4+ 1d6 Heavy; Every time this weapon causes a wound it causes 1 cortex damage in addition to the roll result.

Heavy Barrel: 12/24/48; ROF 1, AP 2, 3d6+1 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Ironclad**: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d8, Intimidate d8, Notice d6

Pace 7; Parry 7; Toughness 11 (4)

Weapons:

Quake Hammer: Str + 4 + 3d6 Heavy; Knockback – each success and raise on the damage roll knocks opponent back 1d4”

Open Fist: Str + 3 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

Power Attack: Termor- Quake Hammer must not be destroyed. Center a large burst template on the Ironclad. Any targets (excluding the Ironclad) covered by this must make and Agility check at –2 or be Shaken.

## **Menoth**

**Redeemer:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d6, Intimidate d6, Notice d6

Pace 6; Parry 6; Toughness 9 (3)

Weapons:

Battle Mace: Str + 3 + 1d6 Heavy

Skyhammer: 12/24/48, Small Burst Template, AP3, ROF 1, 3d6 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Repenter:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d6, Intimidate d6, Notice d6

Pace 6; Parry 6; Toughness 9 (3)

Weapons:

War Flail: Str + 3+ 1d6 Heavy

Flamethrower: 3d6 Heavy, Cone, Fire - all flammable objects check to see if they catch fire

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Revenger:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d6, Intimidate d6, Notice d6

Pace 6; Parry 8; Toughness 9 (3)

Weapons:

Repulsar Shield: Str +2 Heavy, Parry +2, Knockback- Target is knocked back 1d4 inches on a hit and an additional 1d4 for each raise on the attack roll

Halberd: Str + 3 + 1d6 Heavy, Reach

Special Abilities:

Arc Node

Warjack

Large: Attackers get +2 to hit

**Crusader**: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d6, Intimidate d8, Notice d6

Pace 6; Parry 6; Toughness 11 (4)

Weapons:

Inferno Mace: St + 4 + 3d6 Heavy, Fire: Any target hit by the mace must check to see if flammable objects catch fire

Open Fist: Str + 3 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Vanquisher**: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d6, Intimidate d8, Notice d6

Pace 6; Parry 6; Toughness 11 (4)

Weapons:

Flame Belcher: 8/16/24, 3d6 +2 Heavy, Large Burst Template, ROF 1, Fire: Any target hit by the mace must check to see if flammable objects catch fire

Blazing Strike: Str + 4 + 2d6 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

Power Attack: Circular Strike – Vanquisher gains Improved Sweep for one attack with the Blazing Strike. Blazing Strike must not be destroyed

## **Cryx**

**Deathripper**: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Shooting d8, Stealth d8, Notice d6  
Pace: 8; Parry 6; Toughness: 7 (2)

Weapons:

Mandibles: Str + 3 + 1d6 Heavy, Ensnare: Target hit by mandibles must make an agility check or be unable to move for one round.

Special Abilities:

Warjack

Arc Node

Fleet of Foot

**Defiler**: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Shooting d8, Stealth d8, Notice d6

Pace: 8; Parry 6; Toughness: 7 (2)

Weapons:

Corrosive Blast: 6/12/24, ROF 1, Heavy, Corrosion: Target hit by corrosive blast must make a Vigor check or take a wound.

Special Abilities:

Warjack

Arc Node

Fleet of Foot

**Nightwretch**: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Shooting d8, Stealth d8, Notice d6

Pace: 8; Parry 6; Toughness: 7 (2)

Weapons:

Doomspitter: 6/12/18, ROF 1, Small Burst Template, 3d6+1 Heavy

Special Abilities:

Warjack

Arc Node

Fleet of Foot

**Reaper**: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Shooting d8, Intimidate d10, Notice d6

Pace 7; Parry 7; Toughness 10 (3)

Weapons:

Tusks: Str + 3 + 1d6 Heavy

Harpoon: 3/6/12, 2d6 Heavy, AP 2, Winch: If hit with a harpoon shakes or wounds the target, the target is immediately pulled into base contact with the Reaper.

2 x Helldriver: Str + 4 + 2d6 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Slayer:** Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Shooting d8, Intimidate d10, Notice d6

Pace 7; Parry 7; Toughness 10 (3)

Weapons:

Tusks: Str + 3 + 1d6 Heavy

Deathclaw: Str + 4 + 1d6 Heavy

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Special Abilities:

Warjack

Large: Attackers get +2 to hit

Power Attack: Corrosion – Make an attack with one Deathclaw. If the attack the target takes normal damage and must make a Vigor check at –2 or take a wound

## **Khador**

**Destroyer:** Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d8, Shooting d4, Intimidate d8, Notice d6

Pace 5; Parry 6; Toughness 12 (H)

Weapons:

Bombard: 12/24/48, ROF 1, AP 2, 3d6+2 Heavy, Medium Burst Template

Executioners Axe: Str + 4 + 3d6 Heavy

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Destroyer:** Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d8, Shooting d4, Intimidate d8, Notice d6

Pace 5; Parry 6; Toughness 12 (H)

Weapons:

Ice Axe: Str + 4 + 3d6 Heavy, Cold – Target damaged by the Ice Axe must discard every face card it is dealt for initiative and redraw for the rest of the battle.

Special Abilities:

Warjack

Large: Attackers get +2 to hit

**Marauder**: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d8, Shooting d4, Intimidate d8, Notice d6

Pace 5; Parry 6; Toughness 12 (H)

Weapons:

Ram Piston: Str + 4 + 1d6, Double damage vs. inanimate objects\*

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Special Abilities:

Warjack

Large: Attackers get +2 to hit

Power Attack: Combo Slam – Only can be used if both Ram Pistons are active. Target takes Str + 6 + 2d6 damage and is knocked back 1d8 inches plus an additional 1d8 inches for each raise on the attack roll. Double damage vs. inanimate objects\*

\*warjacks are NOT considered inanimate objects unless they are deactivated.