



MAN-O-WAR
TANKERS

Mechaniks of Khador seek new ways to wage war on the modern battlefield. With the aggression of forces like the Cygnaran Army, the Llaelese Resistance, and the Crucible Guard threatening its holdings in Llael, the Khadoran Army constantly strives to improve its battle-tested designs. The latest innovation to come from the mechanikal engineers of the Rigevnya Complex in Khador is the Man-O-War tanker. Larger than the heavy warjacks of some nations, a suit of tanker armor transforms its wearer into an armored piece of mobile artillery, able to wage war against a multitude of foes.

Man-O-War tankers are a new evolution of steam-powered armor. They stand nearly as tall as a Khadoran warjack, and their pilots are elite soldiers selected from the Man-O-War corps. They wield new armament purpose-built for the ongoing war effort in Llael, and they fill a critical heavy-support role in Man-O-War kompanies. With oversized tower shields to protect them and their less-armored compatriots, tankers are mobile bulwarks in battle, delivering death to the enemies of the Motherland.

NEW ARMOR

Man-O-War Tanker Armor

Cost: 2625 gc. Tanker armor is advanced military hardware and is not commonly available for sale, but some retrofitted suits of armor have been recovered from battlefields and repaired for resale by mercenaries seeking extra finances.

SPD Modifier: -3

DEF Modifier: -4

ARM Modifier: +11

Description: Man-O-War tanker armor is a heavy suit of steam armor more akin to a powered vehicle than traditional armor. With a frame similar to the smaller warjacks of Khador, tanker armor is a large and ponderous target that is able to withstand volleys of concentrated fire and acts as an ideal weapons platform in support of Man-O-War kompanies. Tanker armor is typically deployed as either a strike tanker equipped with a tower shield and slug cannon or as a suppression tanker equipped with dual volley gun shields.

Tanker armor can carry a full fuel load of 50 pounds of coal and 250 pounds of water. It will burn a full load of fuel in 8 hours of general operation or in 1.5 hours of combat operation. Every day a suit of tanker armor is in operation, whether in combat or not, it should be refueled and refilled with water.

Special Rules: A character must have the Ironhead ability to use Man-O-War tanker armor. It can be worn only by characters with human-like proportions and is optimized for wearers approximately six-and-a-half feet tall.

Getting into or out of tanker armor requires five minutes. The locking joints are all contained within the armor and cannot be accessed from outside; thus, a character cannot receive assistance to get out of tanker armor. While in tanker armor, the character's height increases to over eleven feet, and the armor weighs five tons when fully loaded. The character's size increases to large, and the character gains +4 STR.

A character in tanker armor gains the Bulldoze ability. (When a character with Bulldoze is B2B with an enemy character during its Normal Movement, it can push that character up to 2" directly away from it. A character can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this character makes a trample power attack.)

A character wearing tanker armor gains fifteen additional damage boxes that must be lost before the character starts losing vitality on their life spiral. These boxes represent additional protection granted by the armor. After these boxes are gone, the wearer suffers damage to their life spiral normally.

Despite being incredibly durable and resilient, tanker armor also houses extremely complex and sophisticated machinery that is subject to damage and wear. Whether the damage is applied to the armor's damage boxes or the wearer's life spiral, when a character wearing tanker armor suffers 5 or more points of damage as a result of a damage roll, a roll must be made on the Man-O-War Armor Internal Damage Table (*Kings, Nations, and Gods*, p. 183) to determine if any internal systems are also damaged.

Repairing damage to tanker armor requires access to sheet metal, scrap, and a full repair kit. Every hour a mechanik labors over a damaged suit of tanker armor, they can repair an amount of damage equal to their Mechanical Engineering skill level. If the character has access to a full machinist's shop and/or a ready supply of replacement parts, they can remove an additional d3 damage points each hour. A mechanik who is assisted by additional characters with the Mechanical Engineering skill can remove one additional damage point for each other character assisting. Paying to have non-internal damage to a suit of Man-O-War tanker armor repaired costs 10 gc per hour per mechanik working on it.

IT'S JUST A BIG BOY

Man-O-War tanker armor is, simply put, massive. It is much too cumbersome for many of the activities PCs find themselves caught up in, like sneaking into encampments, exploring forgotten ruins, or crossing bridges with a weight capacity below 10,000 pounds. Anywhere bringing a Juggernaut would be inconvenient, a suit of tanker armor is equally so.

Tanker armor isn't the best for day-to-day adventuring, but it can be a great reward for a PC. The opportunity for a character to jump into a suit and wade through an approaching army or hold a critical point against the foe can be a highlight at the end of a scenario or even a campaign. An NPC in tanker armor makes for an intimidating villain for your stories as well, having the durability of a heavy warjack and the abilities provided by careers or templates. Approach tanker armor as a resource in your storytelling toolbox, not necessarily as something a PC has for daily use.

NEW WEAPONS

RANGED WEAPON

Slug Cannon

Cost: 200 gc

Ammo: 5 (slug rounds)

Effective Range: 72 feet (12")

Extreme Range: 360 feet

Skill: Light Artillery

Attack Modifier: 0

POW: 12

AOE: —

Description: The slug cannon improves on the traditional slug gun with increased range and stopping power. Rather than relying on blasting powder, a suit of tanker armor feeds steam into the cannon's pressure vessel, allowing it to build up to an incredible amount of force and velocity. The slug cannon's ammunition houses a hardened steel rod at its core that, on impact, pierces through armor.

Special Rules: Only a character with STR 9 or greater and the proportions of tanker armor can wield this weapon. It relies on a suit of tanker armor with a functioning boiler system.

Ignore the ARM bonus applied by worn or natural armor when determining the damage dealt by this weapon.

If this weapon is used to attack a building, object, or similar structure, it rolls an additional damage die.

Reloading each chamber of a slug cannon takes one quick action and cannot be performed while in Man-O-War tanker armor.

It costs 1 gc for blasting powder, slug, and casing for each slug round.

MELEE WEAPONS

Tanker Tower Shield

Cost: 60 gc

Skill: Shield

Attack Modifier: 0

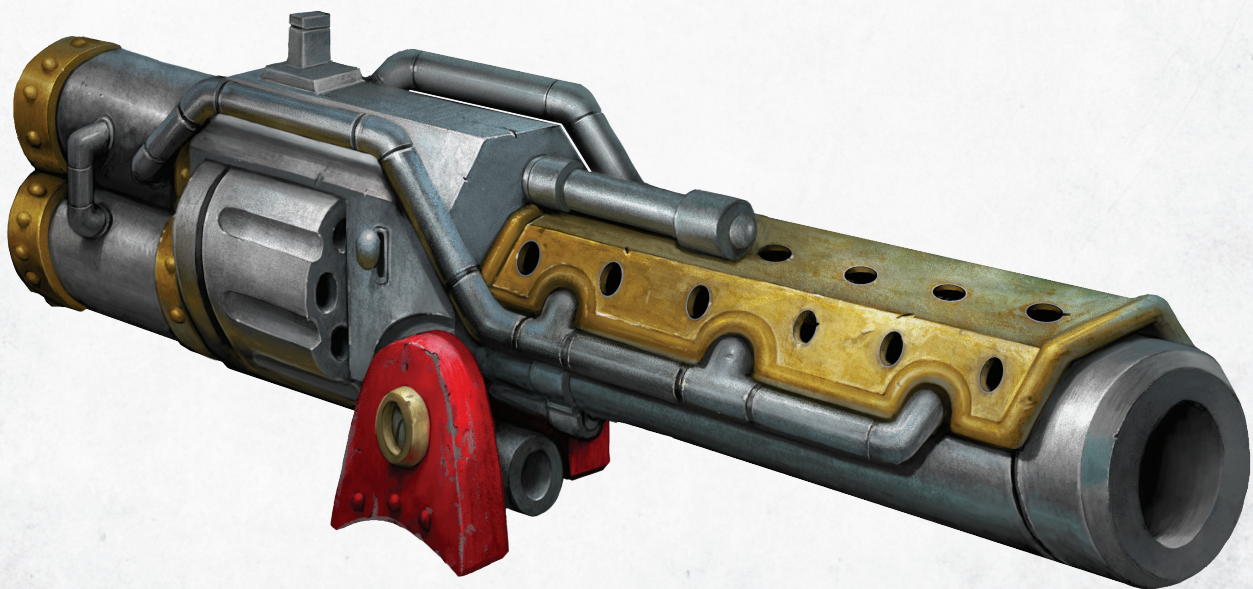
POW: 3

Description: Nearly three yards tall and equally broad, the tanker tower shield is a massive piece of protective equipment. Similar to the volley gun-equipped model carried by suppression tankers, strike tankers typically come equipped with a standard tower shield with hardened conical spikes to cause greater damage in melee.

Special Rules: Only a character with STR 9 or greater and the proportions of tanker armor can wield this weapon.

A character armed with a shield gains +1 ARM for each level of the Shield skill they have against attacks originating in their front arc. A character with the Girded and Ironhead abilities can claim the bonus of two tanker tower shields while in tanker armor. Otherwise, this bonus is not cumulative with additional shields.

Characters with a smaller base B2B with a tanker can treat a tanker equipped with a tower shield as an obstacle for the purpose of gaining cover.



Volley Gun Shield

Cost: 210 gc

Ammo: 24 (metal-cased light rounds)

Effective Range: 60 feet (10")

Extreme Range: —

Skill: Light Artillery

Attack Modifier: 0

POW: 12

AOE: —

Description: The tanker's volley gun shield combines a towering slab of metal with rapid-fire multi-chambered antipersonnel weapons. Each chamber of the volley gun fires in rapid succession, spraying a storm of projectiles that can eradicate lightly armored infantry.

Special Rules: Only a character with STR 9 or greater and the proportions of tanker armor can wield this weapon.

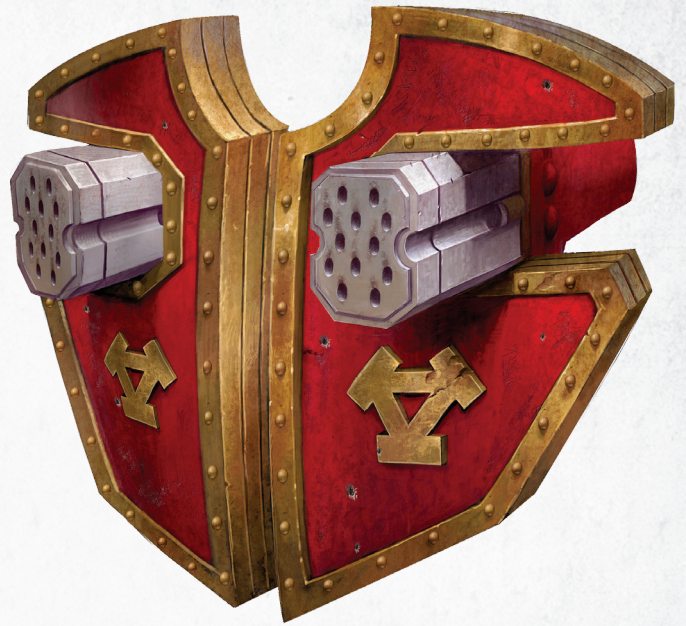
This weapon counts as a shield for the purposes of the Shield skill and can be used as a weapon with an attack modifier and POW of 3. A character with the Girded and Ironhead abilities can claim the bonus of two tanker tower shields while in tanker armor. Otherwise, this bonus is not cumulative with additional shields. Characters with a smaller base B2B with a tanker can treat a tanker equipped with a volley gun shield as an obstacle for the purpose of gaining cover.

A character that performs an attack with this weapon can use Burst Fire instead of making a standard attack. When a character performs Burst Fire, they make d3 attack rolls but expends six rounds of ammunition. These attacks must target a primary target and any number of secondary targets within 2" of the primary target. Ignore intervening characters when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target.

If a character armed with two volley guns performs Burst Fire, they can instead choose to perform a Concentrated Burst. The character makes a single attack, but RNG becomes SP 10 and POW increases to 16.

Reloading each chamber of a volley gun takes one quick action and cannot be performed while in Man-O-War tanker armor.

It costs 3 gc for blasting powder, bullets, and metal casings for five light rounds.



Volley Gun Shield



Tanker Tower Shield

