



Freebooter

FREEBOOTER WARJACK

The Freebooter comes stock with a pair of clamps. Freebooters also integrate the combat reflex array (p. 199) and jury-rigged boiler (p. 315) upgrades.

CLAMPS (HEAVY STEAMJACK ONLY)

Cost: 450 gc (pair)

Type: Melee

Location: Arm

Attack Modifier: 0

POW: 3

Description: Though these massive cargo clamps are more commonly fitted on laborjacks, they are also popular with mercenary outfits and merchant marine forces who mount them on warjacks for added versatility.

Special Rules: These weapons are always used in pairs.

Clamps have the Open Fist rule and can be used to make Headlock/Weapon Lock, Push, Throw, and Two-Handed Throw power attacks. Clamps cannot be used to pick up other weapons.

Clamps gain an additional die of damage against knocked down targets.

Mounting this weapon on a heavy steamjack chassis requires the mechanic to remove the steamjack's old arm and replace it with the clamp (see "Removing or Replacing Arms" in *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*).

TORO CHASSIS

TORO HEAVY WARJACK CHASSIS

Cost: 9,000 gc (WITH CUSTOM CORTEX), 6,000 gc (CHASSIS ONLY)

DESCRIPTION: THE TORO CHASSIS IS THE POWERFUL WORKHORSE WARJACK OF ORD. THOUGH PRODUCED IN VERY SMALL NUMBERS, THE TENACIOUS WARJACK HAS BEEN EMBRACED BY THE ORDIC SOLDIERY FOR ITS STRENGTH, RESILIENCE, AND FIGHTING SPIRIT. THE ORDIC TREASURY HAS RECENTLY ALLOCATED FUNDS TO INCREASE THE PRODUCTION OF TORO CORTEXES, DRAWING ON TRADE ARRANGEMENTS WITH CYGNAR FOR ESSENTIAL MATERIALS AND ENABLING MORE OF THESE MACHINES TO WALK OFF THE PRODUCTION LINE THAN EVER BEFORE. IN RECENT YEARS, SOME MERCENARY COMPANIES HAVE COME TO EMBRACE THE TORO OVER THE VENERABLE AND MUCH MORE NUMEROUS NOMADS.

HEIGHT/WEIGHT: 11'8" / 7.2 TONS

FUEL BURN/LOAD USAGE: 660 LBS / 5.2 HRS GENERAL, 70 MINS COMBAT

INITIAL SERVICE DATE: 586 AR

ORIGINAL CHASSIS DESIGN: CASTELLAN IRONWORKS IN MERIN

STOCK CORTEX: TOROS HAVE A CUSTOM CORTEX EQUIVALENT TO AN AURUM-GRADE CORTEX. THESE CORTEXES HAVE BEEN INTENTIONALLY DESIGNED TO IMPART THE TORO WITH A HEIGHTENED SENSE OF AGGRESSION IN COMBAT. AS A RESULT, THESE MACHINES ARE AS FAMED AS THEY ARE NOTORIOUS FOR CHARGING HEADLONG INTO COMBAT. THE WARCASTERS WHO CONTROL THEM CONSTANTLY STRUGGLE TO KEEP THEIR CONTROL OVER THESE WARJACKS. FOR THE SOLDIERS WHO FIGHT ALONGSIDE THE WARJACKS, THEY HAVE COME TO SYMBOLIZE THE INDOMITABLE SPIRIT AND DOGGED PERSISTENCE OF THE ORDIC PEOPLE.

AS A RESULT OF THIS INCREASED AGGRESSION, TORO WARJACKS WITH A STOCK CORTEX CAN RUN OR CHARGE WITHOUT SPENDING A FOCUS POINT OR BEING 'JACK MARSHALED.

ADDITIONALLY, A TORO WARJACK WITH A STOCK CORTEX GAINS COUNTER CHARGE – WHEN AN ENEMY ADVANCES AND ENDS ITS MOVEMENT WITHIN 36 FEET (6") OF THE WARJACK AND IN ITS LINE OF SIGHT, THIS WARJACK CAN IMMEDIATELY CHARGE THE ENEMY. THE WARJACK CANNOT MAKE A COUNTER CHARGE WHILE ENGAGED.

PHY	11
STR	11
SPD	5
AGL	4
PRW	5
POI	4
INT	2
PER	2
Initiative	12
MAT	6
RAT	5
DEF	11
ARM	19

DAMAGE GRID

	1	2	3	4	5	6
1						
2						
3						
4		L			R	
5	L	L	M	C	R	R
6		M	M	C	C	

Special Rules: Initiative is rolled only in the case of an uncontrolled steamjack; otherwise the 'jack activates on its controller's initiative.

Initiative MAT, RAT, and DEF assume a stock cortex.

TORO WARJACK

The Toro comes stock with a pair of fists. It is generally armed with a single hand-weapon and fights with its other fist.

ORDIC UPGRADE

JURY-RIGGED BOILER

Cost: 250 gc

Description: Desperate mercenary warcasters make substantial modifications to their steamjacks' boilers and pressure valve systems in hopes of increasing the speed of their machines. The jury-rigged boiler helps to overcome the shortcoming of having to adapt industrial machines to wartime applications. When engaged, this modification enables the steamjack to force pressure through the 'jacks pistons, allowing it lurch forward with a sudden burst of steam. This modification can damage the steamjack's internal systems, but as long as the damage is repairable, it is considered worth the risk by some.

Special Rules: At the start of its turn, a steamjack with a jury-rigged boiler can spend 1 focus point to gain +2 SPD that turn. At the end of its turn, the steamjack suffers 1 damage point to its first available M system box. A steamjack cannot use this ability if its M system is crippled. A jury-rigged boiler can be used only once per turn.

Integrating a jury-rigged boiler into a steamjack requires the proper tools, eight hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Having a jury-rigged boiler integrated into a steamjack costs an additional 120 gc.



Toro Warjack