



GRAVEDIGGERS

EXPANDED TRENCHER OPTIONS



Since its inception, the Trencher Corps has been a strong backbone of Cygnaran military power. Trenchers have participated in every major engagement, ranging from the deep Thornwood Forest to the distant shores of the Nightmare Empire.

While the Cygnaran military is moving forward with new technologies and a focus on potent storm technology, the simplicity of the Trencher Corps combat discipline has seen them remain a staple of national defense.

Across its many companies, Trenchers have developed minor variations in training and combat focus. While their overall approach to battle remains consistent, adapting to the many different battlefields on which they fight has diversified the secondary skills of different units.

BACKGROUND VARIANTS

The following variants of the Trencher background allow players to play as a member of one of the renowned companies of the Trencher Corps. Each of these variants includes different options for skill and tool proficiencies and an alternate feature to better represent the most famous companies of the Trenchers.

THE BLACK WATCH

"Now You See Me"

113th Trencher Company, 6th Infantry Battalion

The 113th is a distinguished company of trenchers from Corvis that has fought in repeated engagements against Cryx.

THE IRON KINGDOMS - GRAVEDIGGERS

deep in the Thornwood Forest. Due to the rugged terrain they protect, they train closely with the CRS, with many having served as rangers prior to joining. Members of the Black Watch have sworn never to withdraw from the enemy if noncombatants are in peril.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Two from Nature, Stealth, Survival

Tool Proficiencies: Choice of Herbalism Kit or Navigator's Tools

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp

ALTERNATE FEATURE: FOREST SHADOWS

Long periods spent fighting in the Thornwood Forest has accustomed you to moving unseen through dense and rugged terrain. You can attempt to hide even when you are only lightly obscured by foliage, trees, undergrowth, or other natural vegetation.

Recommended Class: Ranger. Many members of this company have one or more levels of ranger.

CASPIAN JAILBIRDS

"Penance Through Pain"

87th Trencher Company, 12th Infantry Battalion

The men and women of the 87th hold to one of the earliest traditions of the corps: with few exceptions, they are all penal



conscripts. Many of them had served as trenchers in other companies and were given the option to either join the 87th or do a tour behind bars.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Two from Athletics, Stealth, Survival

Tool Proficiencies: Choice of Steamjacks or Thieves' Tools

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp

ALTERNATE FEATURE: THICK AS THIEVES

As a penal conscript, the history of crime you and your company share has given you advantages on the battlefield. While within 20 feet of an ally, you and your allies add your proficiency bonus to initiative checks.

Recommended Class: Rogue. Many members of this company have one or more levels of rogue.

THE DEAD SET

"Last and First"

22nd Trencher Company, 15th Infantry Battalion

Stationed at Fort Falk, the 22nd holds the distinction of being in one of the last battalions to be driven from Llael by the Khadoran Invasion and the first to hold ground in Occupied Llael following the most recent battle at Riversmet. It has become a common tradition of the Dead Set to carry mementos of their fallen Llaelese allies in battle as reminders of the sacrifices of the kingdom's defenders against the Khadoran menace.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Two from Insight, Perception, Persuasion

Tool Proficiencies: Choice of Steamjacks or Vehicles (Land)

Languages: Llaelese

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp



ALTERNATE FEATURE: Impressive Display

The soldiers of the Dead Set are known for their impressive precision with firearms, earned by drilling alongside the defenders of Llael, for whom marksmanship is a point of personal honor. When you make an attack roll with a firearm and roll a 20 on the die, a hostile creature of your choice that can see you must make a Wisdom saving throw with a DC equal to $8 + \text{your Dexterity modifier} + \text{your proficiency bonus}$ or become frightened of you for 1 minute on a failed save.

Recommended Class: Gunfighter. Many members of this company have one or more levels of gunfighter.

THE FURIOUS FIRST

"Against All Odds"

1st Trencher Company, 35th Infantry Battalion

The 1st Trencher Company has a long and storied past, having been attached to more than one army over the decades. Now a part of the 35th Infantry Battalion stationed at Westwatch, they help protect Cygnar's vulnerable coast from Cryxian and pirate landings. The Furious First often supports the marines of the Third Fleet and receives cross-training to serve aboard landing vessels striking at the islands of the Broken Coast.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Two from Athletics, Investigation, Perception

Tool Proficiencies: Choice of Vehicles (Water) or Navigator's Tools

Language: Five Cant

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp

ALTERNATE FEATURE: Horizon Watchers

As a member of the 1st Trencher Company, you are used to maintaining a vigil on the horizon for the first sign of necrotite smoke or Cryxian sails. You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Recommended Class: Gunfighter or Ranger. Many members of this company have one or more levels of gunfighter or ranger.

THE GHOST DOGS

"Without a Trace"

15th Trencher Company, 18th Infantry Battalion

The trenchers of the 15th are a distinguished group of soldiers garrisoned at Fellig. For nearly three years, Fellig was cut off from the rest of Cygnar while the Khadorans held the Thornwood, forcing the Ghost Dogs to stretch their supplies and personnel to the limit in numerous stealthy nighttime raids and hit-and-run engagements. Despite no longer being cut off from the rest of Cygnar, the Ghost Dogs maintain their austere traditions.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Two from Nature, Perception, or Stealth

Tool Proficiencies: Choice of Cartographer's Tools or an Herbalism Kit

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp

ALTERNATE FEATURE: Untraceable

As a member of the Ghost Dogs, you have learned the stealthy techniques used by the company to evade enemy notice. You can hide when you are only lightly obscured from a creature by natural foliage, and Wisdom (Survival) checks made to follow your tracks are made with disadvantage.

Recommended Class: Ranger or Rogue. Many members of this company have one or more levels of ranger or rogue.

NORTHGUARD GRAVEDIGGERS

"Dug In to Stay"

95th Trencher Company, 58th Infantry Battalion

The 95th Trencher Company serves on the frontline of Cygnar's northern theater and boasts the longest and most storied history of battle against Khador among the entire corps. Serving with the Gravediggers is a point of intense pride, and they are the example against which all other trenchers must be measured.

Ability Score Increase. Your Strength or Constitution score increases by 1.

Weapon Proficiencies: Bayonet, trench knife

Skill Proficiencies: Two from Nature, Perception, or Stealth

Tool Proficiencies: Choice of Steamjacks or Vehicles (Land)

Equipment: A bayonet or trench knife, an entrenching spade, enlistment papers, a set of common clothes, a greatcoat, a small souvenir of a specific battlefield (a piece of a wall, an expended shell casing, an enemy insignia, etc.), and a pouch containing 5 gp

ALTERNATE FEATURE: Dug in Deep

As a veteran of the frontlines of battle against enemies ranging from the armies of Khador to the impossible horrors created by the infernals, you know firsthand the importance of a good piece of cover. When you take cover, you treat half-cover as three-quarters cover and three-quarters cover as full cover, and being prone does not impose disadvantage on your attack rolls.

Recommended Class: Gunfighter. Many members of this company have one or more levels of gunfighter.

WEAPONS

CINDER BOMBER

The cinder bomber is an indirect-fire weapon that launches incendiary shells to burn defenders out of fortified positions and leave behind obscuring clouds of smoke.

After firing, the weapon's AOE becomes filled with thick smoke and the area is heavily obscured for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.



WEAPONS

Name	Cost	Damage	Weight	Properties
Cinder Bomber	75 gp	2d8 fire	10 lb.	AOE (10), Firearm (range 80/240), Magazine (1), Misfire (1), Special
Bannfield Model 603SV	55 gp	2d8 piercing	12 lb.	Firearm (range 200/600), magazine (1), two-handed
Raevhan Express	110 gp	2d12 piercing	35 lb.	Firearm (range 200/600), heavy, magazine (2), two-handed
Trencher Chain Gun	500 gp	2d8 piercing	200 lb.	Firearm (range 100/300), magazine (30), special, volley
Thatcher Trench Carbine	45 gp	2d8 piercing	6 lb.	Firearm (range 60/180), magazine (5)



BANNFIELD MODEL 603SV SNIPER VARIANT

The Bannfield Model 603SV is the sniper variant of the standard rifle and is issued to trencher sharpshooters after they pass advanced marksmanship testing. The sniper variant is machined to more exacting specifications, has a longer barrel, and replaces the standard open sights with a long eye relief scope.

TRENCHER CHAIN GUN

A two-person crew is the preferred method of using this heavy, semi-mobile piece of light artillery. The multi-barreled weapon and its support tripod take up a five-foot area and provide half-cover to the weapon's gunner. The weapon must be set up and readied as an action before it can be fired. The weapon's ammunition is supplied by a belt mechanism, allowing it to fire for an extended period of time.



RAEVHAN EXPRESS

The Raevhan Express is a break-action double-barreled rifle adapted from the heavy rifles used to hunt the enormous Raevhan buffalo, and its immense caliber makes it extremely unwieldy in human hands. From the beginning, trencher recruiters searched for trollkin with proven marksmanship aptitude to handle these guns, taking advantage of their strength and endurance. As an added benefit, a trollkin's

natural regenerative abilities mitigate potential damage caused by the weapon's punishing recoil, which can quickly cripple a human operator on repeated firing.

A Raevhan Express has two barrels. Each can be fired independently, or both can be discharged together to produce a massive single blast. When you make an attack with a Raevhan Express, you can choose to fire one or both barrels. If you fire both barrels, you make the attack with disadvantage, but if the attack hits, you score a critical hit.



THATCHER TRENCH CARBINE

Thatcher trench carbines are shorter overall than the Bannfield rifles and are the standard-issue weapon of the trencher commando corps. They are also issued to trenchers in some support roles, such as combat engineers and supply teams, where a standard rifle would be cumbersome.

The Thatcher has a compact ammo wheel with a five-round capacity, useful for prolonged firefights and quick actions where reloading during combat is unrealistic. Despite its shorter barrel, it boasts a respectably effective range, sacrificing only some of its accuracy at longer distances. The carbine uses the same cartridge as the Bannfield rifle, allowing ammunition to be shared between infantry and commando units.

NPC STATISTICS



CAPTAIN MAXWELL FINN

Medium humanoid (human), chaotic neutral

Armor Class 16 (infantry armor)

Hit Points 187 (22d8+88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Cygnaran

Challenge 9 (5,000 XP)

Brute. A melee weapon deals one extra die of its damage when Maxwell Finn hits with it (included in the attack).

Iron Fortitude. If damage reduces Maxwell Finn to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is necrotic or from a critical hit. On a success, Maxwell Finn drops to 1 hit point instead.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Maxwell Finn can regain 20 hit points.

ACTIONS

Multiattack. Maxwell Finn makes 3 attacks with his trench knife.

Trench Knife. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Mini-Slugger. Ranged Weapon Attack: +6 to hit, range 60/180 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

REACTIONS

Killing Spree. When Maxwell Finn drops a creature to 0 hit points, he can use his reaction to move up to his current speed and make a Trench Knife attack.

LEGENDARY ACTIONS

Maxwell Finn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Maxwell Finn regains spent legendary actions at the start of his turn.

Move. Maxwell Finn moves up to his speed.

Weapon Attack. Maxwell Finn makes a weapon attack.

Ain't Got Time to Bleed. Maxwell Finn regains 10 hit points provided he has at least 1 hit point.

Storm of Lead (Costs 2 Actions). Maxwell Finn chooses a 20-foot cube within his mini-slugger's normal range that he can see. Up to ten creatures of Maxwell Finn's choice must make a DC 14 Dexterity saving throw or take 11 (2d8 + 2) piercing damage.



TRENCH BUSTER

Medium humanoid (ogrun), any alignment

Armor Class 18 (infantry armor, assault shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +6, Intimidation +2, Perception +2, Survival +2

Senses passive Perception 12

Languages any one language (usually Cygnaran)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The trench buster makes one attack with its assault shield and one with its bayonet.

Assault Shield. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Bayonet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Cinder Bomber. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 11 (2d8 + 2) fire damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target.



TRENCHER COMMANDO

Medium humanoid (any race), any alignment

Armor Class 16 (infantry armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +4, Perception +2, Survival +2

Senses passive Perception 12

Languages any one language (usually Cygnaran)

Challenge 1 (200 XP)

Special Equipment. One in four trencher commandos carries a scatter gun and 5 explosive grenades instead of a carbine and bayonet. Each trencher commando is issued 3 explosive grenades.

ACTIONS

Multiattack. The commando makes one attack with its Trench Knife and one with its Carbine.

Trench Knife. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Carbine. Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Explosive Grenade. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 16 (3d10) piercing damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target. A trencher commando can use an action to reload the rifle grenade with another explosive. **Smoke Grenade.** The trencher commando throws a smoke grenade at a point it can see within 30 feet of it. 1 round after the grenade lands, it fills a 10-foot-radius sphere with dense smoke that lightly obscures the affected area. The smoke lasts for 10 minutes.





TRENCHER SNIPER

Medium humanoid (any race), any alignment

Armor Class 16 (infantry armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2, Survival +2

Senses passive Perception 12

Languages any one language (usually Cygnaran)

Challenge 1 (200 XP)

Dead Eye. The sniper's ranged weapon attacks ignore half cover and three-quarters cover.

Dig In. A sniper can use an entrenching tool to dig a foxhole. The foxhole is a 5-foot-by-10-foot area that provides a Medium or smaller creature with three-quarters cover or a Large creature half cover. Digging a foxhole takes 10 minutes.

Special Equipment. Each sniper is issued 3 smoke grenades.

Steady Aim. If the sniper does not move during its turn, making a ranged attack at long range does not impose disadvantage on the attack roll.

ACTIONS

Bayonet. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Model 603SV. Ranged Weapon Attack: +4 to hit, range 200/600 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Smoke Grenade. The sniper throws a smoke grenade at a point it can see within 30 feet of it. One round after the grenade lands, it fills a 10-foot-radius sphere with dense smoke that lightly obscures the affected area. The smoke lasts for 10 minutes.

TRENCHER OFFICER

Medium humanoid (any race), any alignment

Armor Class 16 (infantry armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2, Survival +2

Senses passive Perception 12

Languages any one language (usually Cygnaran)

Challenge 2 (450 XP)

Dig In. An officer can use an entrenching tool to dig a foxhole. The foxhole is a 5-foot-by-10-foot area that provides a Medium or smaller creature with three-quarters cover or a Large creature half cover. Digging a foxhole takes 10 minutes.

Special Equipment. Each officer is issued 3 smoke grenades.

ACTIONS

Multiattack. The officer makes three melee attacks or two ranged attacks.

Bayonet. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Military Rifle. Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the officer can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the officer. A creature can benefit from only one Leadership die at a time. This effect ends if the officer is incapacitated.

Smoke Grenade. The officer throws a smoke grenade at a point it can see within 30 feet of it. One round after the grenade lands, it fills a 10-foot-radius sphere with dense smoke that lightly obscures the affected area. The smoke lasts for 10 minutes.



PATROL DOG

Small beast, unaligned

Armor Class 12

Hit Points 10 (3d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1/8 (25 XP)

Good Dog! When an allied humanoid within 60 feet of the patrol dog takes the attack action, it can forgo one of its own attacks to allow the patrol dog to make an attack of its own as a reaction.

Keen Hearing and Smell. The patrol dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

On Patrol. When the patrol dog spots a hidden enemy, it can begin barking to alert allies. When it does, all allied creatures within 60 feet that can hear it can immediately perform the Search action as a reaction and have advantage on Wisdom (Perception) checks.

STEAMJACKS

Most trencher companies are allocated two to four light warjacks or, less commonly, a single heavy warjack. The light 'jacks most often deployed with trenchers are Chargers, Grenadiers, and Sentinels; the most common heavies are Defenders and Cyclones. Grenadiers were specifically designed to be deployed with trencher squads, equipped with a reloading mechanism that benefits from trained infantry assistance. Some trenchers consider such warjacks almost as full members of their company, giving them nicknames based on their personalities.

A company's captain, as well as the chief engineer and certain skilled lieutenants and squad sergeants, will learn to marshal the company's warjacks. There is always the looming possibility that the company 'jacks suddenly needed elsewhere might be reissued to warcasters in the field. The loss of a warjack is taken nearly as gravely as the loss of a fellow soldier, however, and callous or careless warcasters may find themselves at odds with trencher companies whose warjacks they have "casually thrown away."

HUNTER LIGHT WARJACK CHASSIS

Height/Weight: 8'5"/2.75 tons

Initial Service Date: 603 AR

Original Chassis Design: Cygnaran Armory

The Hunter is among the newer chassis designs in the Cygnaran military. Developed in 595 AR during the first year of former King Leto's reign, the Hunter is a light, agile platform that has proven effective as a dedicated 'jack hunter, and as a mobile artillery supporting trencher platoons. The Hunter's features combine to make it a true mechanikal triumph and a versatile tool in any warcaster's arsenal. Swift, deft, able to avoid incoming fire, and not apt to run afoul of its surrounding environment, it can be brought to bear with great ease to lend support where it is needed most and respond rapidly to the shifting winds of a skirmish. The Hunter warjack comes stock with an augmented cortex receiver, pathfinder module, long arm cannon, and battleaxe.

Its main variants are the Grenadier and Minuteman.

GRENADIER WARJACK

Tempered in the relentless firefights and waterlogged trenches riddling the frontlines, the Grenadier has proven a worthy addition to the battlefield. It is a welcome companion to trenchers, and the combined power of warjack and trencher forces working in unison presents a devastating partnership. Wielding a massive mattock, the 'jack easily tears up great clods of earth to dig makeshift emplacements. Its low profile makes for a hard target when it is nestled into a rough and muddy pit amid the farrow spikes and foxholes. The Grenadier comes stock with a warjack grenade launcher and mattock.

MINUTEMAN WARJACK

Able to swiftly reach any part of the battlefield and obliterate the enemy with a punishing short-range assault, the Minuteman fills a critical role. It was designed to circumnavigate any obstacle, giving the Cygnaran Army a warjack with unparalleled mobility. Over time, it has become a favorite of Cygnar's warcasters, particularly those who favor rapid assault tactics in the otherwise impassable trenches of no man's land. The Minuteman comes stock with a heartfire propulsion system, augmented cortex receiver, flak field, and twin underslung slug guns.





HUNTER LIGHT WARJACK

Large construct (steamjack), unaligned

Armor Class 16

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	8 (-1)	10(+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the languages of its manufacturer but can't speak

Challenge 7 (2,900 XP)

Cortex. The Hunter's cortex allows it to understand basic commands from its controller (spoken verbally by most but

usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Hunter will carry out these commands with no regard for its own safety.

Enhanced Firing. The Hunter doubles its Dexterity modifier when making ranged weapon attacks.

Heavy Metal. The Hunter's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Powered. The Hunter requires coal and water to function. When not in combat, it can function for 8.5 hours with a full fuel load of 400 pounds of coal and fresh water in its boiler. While in combat, the Hunter can function for 1.5 hours with a full fuel load. If the Hunter's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Hunter has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The Hunter makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit 8 (1d8 + 4) bludgeoning damage.

WARJACK WEAPONS					
Name	Cost	Damage	Weight	Properties	
Long arm cannon	275 gp	2d12 piercing	60 lb.	Firearm (range 80/240), Magazine (10), Special	
Underslung slug gun	450 gp (pair)	2d12 piercing	36 lb.	Firearm (range 10/30), Magazine (10), Special	
Warjack grenade launcher	75 gp	Per grenade	50 lb.	Firearm (range 40/120), Magazine (5), Special	

WARJACK GEAR

LONG ARM CANNON

The long arm cannon is a precision made high-velocity weapon. The Long Arm is capable of loading and firing ammunition with a disproportionately powerful propellant charge that increases range and muzzle velocity. The Long Arm's dedicated ammunition further enhances its effectiveness. The shells are among the finest examples of Cygnaran ballistics, crafted from a hardened steel alloy laboriously derived through alchemy and designed with a conical, pointed shape to better pierce armor plating. A long arm cannon can't be reloaded during combat.

Reloading a long arm cannon outside of combat takes 5 minutes but doesn't require specialized tools or training. The cannon fires standard artillery rounds in metal casings.

Armor Piercing. Shots made with the long arm cannon are made with advantage against targets with an armor class of 20 or higher.

WARJACK GRENADE LAUNCHER

This weapon propels grenades in a high arc to land within enemy emplacements. It is able to deliver a variety of grenade types, but the most commonly used are traditional explosive grenades. A feeding mechanism on the weapon allows for an increased rate of fire and manual reloading of the launcher in the heat of battle. The cannon fires standard grenades.

Indirect Fire. The weapon can be fired in a high arc to bypass intervening obstacles and hit targets behind full cover. When fired in this way, the attack is made with disadvantage.

Manual Reload. A creature within 5 feet of a steamjack with a grenade launcher can manually load grenades into the weapon as an action.

UNDERSLUNG SLUG GUN

These weapons, typically used in pairs, are mounted beneath a warjack's forearms, thus allowing it to keep both hands free for other uses. Many warjacks equipped with these weapons seem to prefer grabbing hold of their targets and delivering a point-blank blast. A slug gun can't be reloaded during combat.

Reloading a slug gun outside of combat takes 10 minutes but doesn't require specialized tools or training. The slug gun fires standard slug rounds in metal casings.

Arm Mounted. Being within 5 feet of a hostile creature doesn't impose disadvantage on a steamjack's ranged attack rolls made with this weapon.

WARJACK GEAR AND UPGRADES

All-Terrain Compensator Module. All-terrain compensators take many forms, but all exist for one purpose: to enhance a steamjack's ability to traverse rough terrain. Compensators involve any combination of sophisticated leg designs, increased articulation, gyroscopic components, or enhanced treading.

All-terrain compensators are not unique to Cygnar, though the Cygnaran military does integrate this hardware into some warjacks.

A steamjack equipped with this module ignores movement penalties imposed by nonmagical difficult terrain.

Augmented Cortex Receiver. The augmented cortex receiver, or ACR, is a device that extends a steamjack's cortex signature, enabling a warcaster to keep control of a 'jack over a greater area. This device enables a steamjack to scout in advance of its warcaster.

The ACR is not unique to Cygnar, though the Cygnaran military does integrate this hardware into some warjacks.

The control range of a warcaster bonded to a steamjack with an augmented cortex receiver is doubled when determining if the steamjack is within their control range.

Flak Field. As an action, a steamjack equipped with a flak field can fire a series of powerful short-range grenades that fill the air with shrapnel.

Each other creature within 20 feet of the steamjack must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one. A steamjack's flak field carries enough explosives for three uses before it must be reloaded.

Heartfire Propulsion System. Utilizing an exaitingly designed series of compression chambers, a steamjack can vent its heartfire through an arcane turbine that powers a special propulsion system in order to briefly launch itself into the air.

A steamjack equipped with a heartfire propulsion system can spend 1 focus point to activate the system. Until the end of the steamjack's turn, its long jump is 30 feet and its high jump is 15 feet, with or without a running start.

WARJACK GEAR AND UPGRADES

Item	Cost	Weight
All-Terrain Compensator Module	400 gp	20 lb.
Augmented Cortex Receiver	300 gp	5 lb.
Flak Field	250 gp	25 lb.
Heartfire Propulsion System	400 gp	110 lb.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Iron Kingdoms: Requiem, Iron Kingdoms: Monsternomicon, and Iron Kingdoms: Legend of the Witchfire are © 2021 Privateer Press, Inc. The following terms are © 2001–2021 Privateer Press, Inc.: archon, argus, athanc, blackclads, bog trog, boneswarm, bratya, burrow-mawg, cephalyx, The Claiming, cortex, deathjack, deathless, devil's gasp, doom reaver, dracodile, excruciator, farrow, fell caller, grymkin, gun mage, hollowman, Iron Kingdoms, 'jack, junker hulk, mage hunter, mechanika, mechanikal, mechanithrall, ogrun, pistol wraith, proper names (including those used in the names of spells or items), raevhan buffalo, razorbait, riven, saqu, scylla flock, skigg, slaughterhouse, steamjack, tatyilwurm, thrall, thrullg, totem hunter, vektiss, warcaster, warjack, warpwolf, witchwood, wold guardian, wold watch, wold wight, wold wyrd

Writers: Matt Goetz, Randy Newnham • **Editor:** Michael G. Ryan • **Graphic Designer:** Andrew Hess
Illustrators: Marco Brunelleschi, Eric, Deschamps, Luke Mancini, Nezt, Néstro Ossandón, Andrea Uderzo, Mike Vaillancourt

All contents © 2001–2022 Privateer Press, Inc. All right reserved. All trademarks contained herein and their logos are property of Privateer Press, Inc. 21220 87th Ave. S.E., Woodinville, WA 98072

www.privateerpress.com

Published under Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

