

FORCES OF KHADOR

THE ARMORED CORPS

by Matt Goetz & Douglas Seacat, with Josh Colón

Bolstered by steel and steam, the Man-O-War are the foremost mechanized heavy infantry of the Iron Kingdoms. These elite warriors meld the might of machinery with Khador's irrepressible patriotism and fighting spirit, bringing ruin to those who oppose the Empire. To be counted among the Man-O-War corps carries a special prestige because of the dedication, skill, and bravery required to pilot a suit of steam armor. Each of these soldiers must also meet certain strict physical requirements and are drawn from among the tallest and hardest of Khadorans.

While the thick plating provides outstanding protection against an enemy's attack, Man-O-War steam armor also brings its own set of unique dangers. A broken coupling can mean a slow and agonizing death as the armor fills with a scalding cloud; a ruptured boiler can end a Man-O-War's life in the roar of a violent explosion. These iron-willed fighters go to war knowing that any one of a multitude of potential malfunctions could kill them as quickly as an enemy's bullet or blade.

Unlike other Khadoran military orders such as the Iron Fang and Winter Guard, the Man-O-War tradition is relatively new, having existed only for the last century and a half.



Yet in that time, many of the greatest champions and noble heroes of Khador have risen from their ranks to fight, and sometimes to die, in the name of the Motherland. Like knights of legend reborn as modern warriors for an ever-changing battlefield, each soldier in Man-O-War armor takes pride in the accomplishments of their peers and in the discipline they share.

Man-O-War and their armor are inseparable components of a united whole. The mind of a living soldier is more cunning and adaptable than the cortex of a warjack, and patriotic duty can drive a soldier to accomplish what would be otherwise inconceivable. Yet the strength of machines and armor

can withstand punishment beyond that of mere flesh. By combining these qualities, Khador has achieved a near-perfect union. The enemies of the Motherland tremble at the earth-shaking advance of a Man-O-War kompany, for they know they fight against a foe that is resolute and almost impervious to their weapons.

ORIGINS

Though steam-powered armor has existed for many centuries, it has only recently been integrated into organized groups of soldiers such as the Man-O-War of Khador. Prior to this development, steam armor was seen only in custom suits built exclusively for the use of individual warriors, with no common standards for manufacturing methods, size, or even materials. Each suit was as individual as its creator, and many different engineers developed unique solutions to problems common across all steam armor. It took some time for the makers of steam armor to combine their talents and their best ideas for power generation, weight compensation, and strength enhancements to produce a standardized suit of armor.

The potential for steam armor was obvious, but it was necessity that drove its development into a branch of the military. Lacking a number of the rare natural resources required to fabricate

cortexes for its warjacks, Khador had long struggled to produce a sufficient number of these expensive mechanical brains. Even in areas where the required minerals and crystals were thought to exist, such as deep in Khador's mountains, they were difficult and costly to extract and refine. These obstacles created a relatively low ceiling on cortex production even in the best-case scenarios.

Accordingly, the Khadoran Army was forced to squeeze the maximum utility from the 'jacks it did have. While other nations had the luxury of producing lighter warjacks to fill the gap between soldier and steamjack, Khador had to house their scarce and precious cortexes in the most durable frames possible. This lack of light warjacks would take its toll in engagements like the Border Wars, where having smaller and more maneuverable warjacks would have helped the northerners contend with enemy machines like the Strider and Javelin, which could better negotiate the terrain and outmaneuver their heavier Khadoran counterparts.



Khador's High Kommand, the army's governing body, put out the call to their foremost mechanical engineers to find a solution to this gap in the military's strength. Many different suggestions were put forward, and found lacking, before senior mechanik Jachemir Venianminov submitted his preliminary design for Man-O-War armor in 470 AR. An avid student of history, Venianminov envisioned his Man-O-War as a modern incarnation of the heavily armored Bastion knights and the original mounted drakhun who fought beside Priest-King Khardovic long ago. These heroes wore armor that was considered impractical for all but the strongest of warriors; in fact, the ancient drakhun were literally unable to fight once unhorsed. But Venianminov knew steam power could make possible what raw muscles could not.

So, while the southerners were embroiled in civil war against their Menite citizens, Khador seized the opportunity to devote its military production to fabricating the first standardized suits of steam armor. Within seven years, two full kompanies of Man-O-War soldiers marched out of the Rigevnya complex in Korsk in a military parade that demonstrated Khador's new contribution to mechanized warfare.

The first generation of Man-O-War were conscripted from all branches of the military. Any soldiers who met the physical requirements for height and strength were put through a battery of grueling physical tests to determine their suitability. Of the many thousands who were subjected to these trials, fewer than one in ten could satisfy the demands of their instructors. The number and diversity of recruits brought its own challenges—some had to completely relearn how to be soldiers in their new role—but also gave the corps a wide range of disciplines and talents to draw upon. Former mechaniks taught former Iron Fangs the tricks needed to keep their armor functioning. The Iron Fangs in turn shared techniques for close-ranked melee combat, while seasoned Winter Guard veterans taught both groups the discipline they would need while under enemy fire. Each specialized group came together to create a unified force of soldiers skilled in almost every facet of warfare.

The early steam armor of the Man-O-War was crude by modern standards, but it fulfilled Venianminov's vision of nearly impervious soldiers. In field tests, the armor was able to turn aside most forms of small arms fire, allowing troops to cross contested territory through a hail of gunfire. Even light artillery shots could be deflected by the thicker breastplate and pauldrons of Man-O-War armor. To counter the potential vulnerability of their more lightly armored limbs, Man-O-War were also equipped with large, thick shields. With this formidable protection and wielding a massive polearm, the first Man-O-War proved to be durable and adaptable soldiers. Thus the shocktroopers were born, a tradition that would continue with only minor adjustments into the modern day.

Man-O-War had their first true test during the First Thornwood War, when King Ruslan Vygor committed to his campaign against Cygnar through the dense forest. The fighting conditions in the Thornwood were a perfect trial of the steam armor. While Berserkers and Juggernauts tore through the forest to create the Warjack Road, the more mobile Man-O-War shocktroopers marched through the trees at their flanks. The Man-O-War allowed Khador to penetrate deeper into the forest than would otherwise have been feasible, proving themselves an ideal complement to the massive 'jacks of the north.

A generation later, Supreme Kommandant Vestrivor Sechekoff further developed the Man-O-War with the creation of the Demolition Corps. In the early 500s AR, Sechekoff demanded a new set of armament and training to provide Man-O-War with the tools to tear down the fortifications of his nation's many foes. He thus set in motion a long series of refinements and new weapons suites that continue to this day, as Man-O-War armor was a suitable platform for any number of different loadouts.

Man-O-War underwent further refinement thanks to the ingenuity of Simonyev Blaustavya. Prior to his role as the premier industrialist of Khador and regent for a young Ayn Vanar XI, Blaustavya was an accomplished battle mechanik assigned to the Khardic 21st Shocktroopers. In this role, he helped to refine many critical components of standard Man-O-War armor, including a self-operating regulator handle to maximize output while reducing the frequency of catastrophic failures. His best-known contribution to the Man-O-War, however, was the modern shocktrooper shield cannon, a weapon that increases the overall battle efficacy of what would become the Assault Corps.

Within a few years, the Man-O-War would expand to include bombardiers as a type of light artillery support. By 530 AR, this armor allowed for the reinvention of the ancient drakhun tradition of mounted Man-O-War—the ultimate heavy cavalry. As the needs of the battlefield evolved, so too did the Man-O-War. It is an unending process of refinement and evolution, taking the best qualities of military traditions from the past and adjusting them to suit the advancements of the day. In time, the Man-O-War became one of the most prestigious and famous military orders in Khador and an undeniable example of Khador's martial innovation. Given the diversity of its soldiery and arsenal of weapons, it was a natural evolution to create the Man-O-War division under newly promoted kommandants Kratikoff and Arconovich, a force now entirely capable of self-sustained operations.

MAN-O-WAR TRAINING

Only the most outstanding individuals are chosen for admission to the Man-O-War training program. Potential recruits must meet stringent physical requirements, as all suits of armor are manufactured to accommodate a relatively narrow deviation in size. An aspiring recruit must be both solid and very tall, even by the standards of Khador, in addition to exhibiting strength and stamina. The standard desired height is six feet six inches, and those who deviate more than a few inches in either direction are considered unsuitable.

Once selected, recruits endure a rigorous training program. Man-O-War armor is both expensive to produce and vital to Khador's war effort, so trainees receive a full year of instruction before taking to the battlefield fully equipped—one of the longest such programs in the Iron Kingdoms. The first month is dedicated to a barrage of physical fitness tests and conditioning to weed out anyone who will not be able to endure the prolonged strain and exertion the steam armor demands. Subsequent months are devoted to familiarizing recruits with the complexities of their armor and the weapons they will wield in combat and to running trainees through a punishing course of exercises that test both physical and mental endurance.

Learning how to fight in steam armor is one of the most critical challenges a potential Man-O-War faces. If used improperly, the mechanisms that enhance the wearer's strength can instead shatter their bones. Moreover, if the burn rate and temperature of the suit's boiler are not carefully controlled, the armor can cause lethal burns. Even minor mechanical failures can result in deadly breaches of steam that will cook a soldier alive.

Because of these dangers, all Man-O-War are extensively trained in the inspection and maintenance of their equipment. They are expected to thoroughly examine their armor prior to donning it to ensure it is safe. Part of this training involves a skilled instructor selectively damaging the armor to test the trainee's adherence to procedures—the type of damage that would cause potentially crippling injuries if not identified and repaired prior to performing strenuous movements such as are required in battle.

After qualifying for basic proficiency with steam armor, recruits are sorted for suitability in different roles. Those demonstrating excellence in marksmanship are earmarked for the bombardiers, with others being sorted into either the Assault Corps or Demolition Corps based on their performance. The Demolition Corps emphasizes offensive tactics and prefers aggressive soldiers, while the Assault Corps values those who are patient and resolute.

A select few recruits are given the opportunity to join the ranks of the drakhun, a discipline adapted from the cavalry traditions of the horselords. These mounted soldiers ride the impressive Karpathan destrier, the largest equine breed in the Iron Kingdoms. The key qualities of the drakhun are outstanding horsemanship and clear martial prowess despite the limitations imposed by the heavy armor. Though their numbers are small, serving among the drakhun is a privilege to which nearly every recruit in the Assault Corps aspires.

Additionally, candidates with a proven skill in maneuvering and fighting in steam armor can be selected for the Tanker Corps and instructed in the use of even larger and heavier Man-O-War armor. Those with superior mechanical aptitude may be chosen to lead specialized teams of battle mechaniks who repair and maintain steam armor in the field.



MAN-O-WAR TACTICS

Man-O-War excel in assaulting hard targets, thanks to the durability of their armor. A kompany of such soldiers fight with the impact and tenacity of light warjacks, and in concentrated efforts there are few forces that can reliably repel them.

The tactical doctrine of the Man-O-War division focuses on a steady advance into enemy-held territory. Steam armor being too cumbersome for swift redeployments or maneuvers, the division drills into its members the importance of closing with the enemy and seizing the initiative through relentless forward progress. This approach is aided by support elements like the suppression tanker and the assault chariot. Both are able to maintain steady fire on infantry positions, allowing phalanxes of Assault Corps to weather a march across the battlefield. Bombardiers assist in this role as well, firing arcing shots from their grenade cannons into defensive positions to burn out defenders.

Shocktroopers of the Assault Corps often form the vanguard of a Man-O-War attack. Advancing with locked shields, they endure the brunt of enemy counterattacks and screen the durable but somewhat more vulnerable members of the bombardiers and Demolition Corps. Upon contact with the enemy, these shocktroopers pin them in melee combat, allowing additional troops such as the Demolition Corps to reach their objectives. The role of the Demolition Corps is to neutralize heavy warjacks or bring down fortress walls, blockhouses, and other hard targets. They are assisted in their efforts by the Man-O-War siege chariot and the strike tanker, both of which mount high-powered ordnance that makes short work of structures and warjacks.

When deployed as part of a combined-arms force of Winter Guard and other elements, Man-O-War often form a strong bulwark at the heart of the army, relying on more agile forces to protect their flanks and provide assistance should they become encircled. When dedicated forces of Man-O-War take the field, squadrons adopt a looser skirmish formation on contact with enemy infantry. Each soldier keeps an eye on the Man-O-War to either side in order to prevent swifter foes from attacking the more vulnerable fireboxes and boilers at their backs.

At times the standard line formations of the Man-O-War are ill-suited to face a certain enemy, such as when they go up against a force with similarly heavy infantry. In those rare circumstances, a kompany adopts a mixed-order formation, with staggered groups of close and ranged infantry flanked by chariots and drakhun. The forward elements maintain a steady barrage of fire on high-value targets while the mobile chariots and riders move to outflank the foe, either striking at the periphery of the battle or trying to reach command units to sow chaos in the enemy ranks.

Supply logistics are vital to any Man-O-War kompany's success. Their armor demands a steady supply of coal and water to function, which can strain supply lines if the kompany extends deep into enemy territory. In addition, the armor requires frequent maintenance that often must be performed in large workshops. Wherever the kompany travels, a small army of supply officers, mechaniks, and specialists follows closely in their wake, usually no more than a half-mile behind the van. In prolonged engagements, the most experienced mechaniks take to the field with the kompany, effecting battlefield repairs on damaged armor to keep the soldiers in the fight.



LIFE AS A MAN-O-WAR

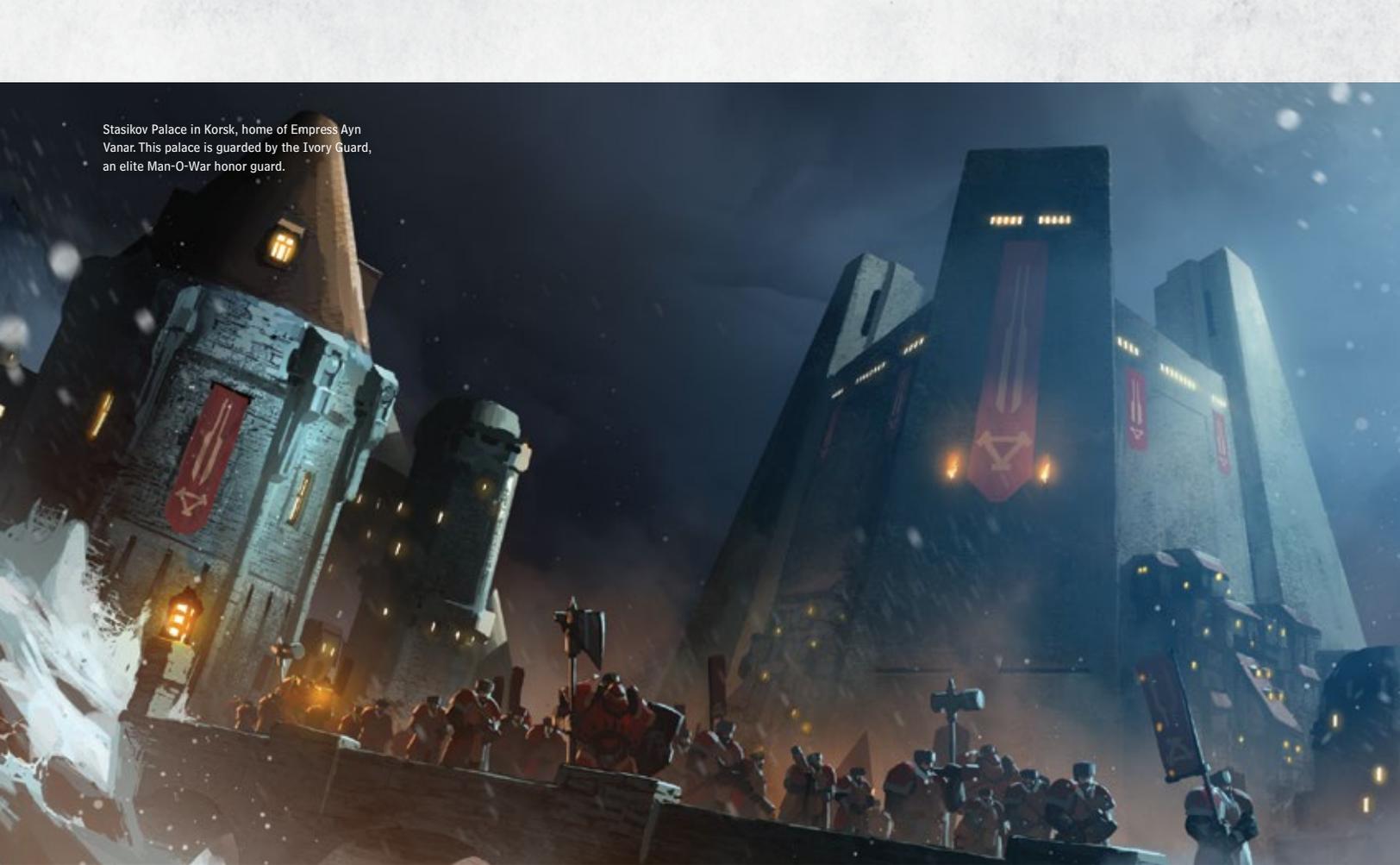
The life of the Man-O-War differs from that of much of Khador's modern military. Given their elite status, Man-O-War soldiers are exempt from the more mundane aspects of army life, such as hauling supplies, maintaining fortifications, clearing roads, and other menial tasks. While not on patrol or guard duty, most Man-O-War are given leave to pursue their own interests. These privileges and liberties, along with the prestige of their organization, create a certain friction between Man-O-War infantry and the Winter Guard. The former often view themselves as more important to the nation's military success and therefore deserving of special treatment, while the latter can see their armored counterparts as simply arrogant, not to mention disdainful of the vital contributions of the Winter Guard in safeguarding the Motherland.

Man-O-War barracks are unusual places, falling somewhere between standard army housing and a mechanik's workshop. Among the usual bunks and footlockers, the Man-O-War also have benches and tool chests so they can upkeep elements of their armor. Most of the soldiers have developed an above-average degree of mechanical aptitude due to their reliance on steam armor, and even if a damaged suit has undergone repairs by a trusted battle mechanik, soldiers carefully inspect each weld and replacement for signs of shoddy work. This is more than just paranoia, as the failure of a single component has the potential to leave a Man-O-War immobilized or broiled alive.

When they are not maintaining their steam armor, Man-O-War participate in frequent drills. Officers oversee training exercises that pit their soldiers against one another in mock combat, war games, and even steam-armored wrestling matches designed to keep their skills honed. Kompanies have a standard suite of drills they employ, but kapitans will eventually develop a modified regimen intended to shore up whatever weaknesses they perceive in their units or to prepare for specific upcoming engagements.

One longstanding informal tradition within the Man-O-War corps is the mentor relationship, in which one or more new recruits are taken under the wing of a veteran soldier. The mentor looks out for the young warriors, providing practical advice along with anecdotes about their own time in the ranks. These relationships are not a part of the formal training structure, and mentors avoid interfering with their recruits' instructors or other superior officers. A mentor serves as a friendly face among the more experienced troops to whom a recruit can turn for advice. These bonds often grow deep and can serve as something of a replacement family within the intensive atmosphere of the Man-O-War garrisons. Not every recruit has a mentor, but those who seek out such a guide can usually find one.





Stasikov Palace in Korsk, home of Empress Ayn Vanar. This palace is guarded by the Ivory Guard, an elite Man-O-War honor guard.

NO COUNTRY FOR OLD MAN-O-WAR

One of the unspoken truths about life as a Man-O-War is the toll steam armor takes on its wearers. On a long timeline, the joints of a Man-O-War break down as they are pulled unnaturally by the actuators of the armor's limb mechanisms. In efforts to conserve coal, many soldiers dampen the burn rate of the armor's boiler, forcing their bodies to bear increasing amounts of weight. Only a handful of Man-O-War can withstand this treatment for longer than a single tour of duty.

Those who make this lifestyle their career generally suffer for it, even as each seeks to persist without complaint as long as they can endure, unwilling to go against the stoicism expected of these soldiers. The vast majority suffer chronic injuries that can significantly diminish quality of life and eventually take them off the battlefield entirely. In the long term, such wear takes its inevitable toll; arthritis is common, as are spinal injuries, bone degradation, and worse. By old age, eight in ten former Man-O-War are debilitated to a greater or lesser degree.

The High Kommand is aware of this and takes measures to prevent the knowledge from spreading among the common citizens. The steam-armored soldiers serve as figures of propaganda for the Empire, and if the truth became known it would shed an unwanted light on the realities of fighting in the name of the Motherland. The invincible and implacable reputation of the Man-O-War soldier has become an iconic aspect of Khadoran military service, one the kommandants are unwilling to dispel.

Retired Man-O-War are encouraged to move to communities of their own kind outside the major cities where their crippled bodies will not be visible to outsiders. These communities often contain multiple Skirov-style saunas, where the damaged veterans can gain some small relief from the aches and pains that plague them. Senior Man-O-War understand that should they survive war, they are likely to die in these isolated communities, surrounded by their own.

Sometimes commanding officers make use of training squads for other tasks, harnessing their steam power for high-priority construction projects, garrison repairs, or similar jobs. This practice provides the benefit of labor equivalent to dozens of light steamjacks while also facilitating increased familiarity with the Man-O-War rigs for those who are new to them. It has also become a common punishment for experienced soldiers deemed guilty of minor infractions, as veteran Man-O-War consider such labor to be beneath them. Having an insubordinate shocktrooper forced to help in paving a road or hauling heavy loads for a few days will usually suffice to reinstate proper discipline.

In mixed kompanies, members of the different corps enjoy a friendly rivalry. The nature of these rivalries varies from company to company but often involve competitions that pit the premier members of the various groups against each other in tests of skill. Chariot races are understandably popular among groups with charioteers, while infantry tend to prefer boxing and similar unarmored sports. The official policy of the High Kommand is that such activities are wasteful and needlessly dangerous, but wise kapitans turn a blind eye to the competitive nature of their soldiers, at least once in a while. Victory in these contests boosts the winners' morale, while the losers are motivated to improve their skills and fight even harder next time.

MAN-O-WAR UNITS

BOMBARDIERS

Armed with grenade cannons, the bombardiers are the mobile light artillery of the Man-O-War and their principal ranged infantry. In the numbers Man-O-War are traditionally fielded, they can find themselves overwhelmed by other infantry. The bombardiers are trained to lay down barrages of coordinated fire in overlapping areas to thin out concentrations of enemy infantry and create safe areas for their fellow soldiers to traverse without fear of being swarmed.

CHARIOTEERS

Charioteers provide the Armored Corps with much-needed mobile artillery and fire support. While not quite as swift or as maneuverable as the lighter chariots fielded by other nations, the standard Man-O-War chariot is as thickly armored as the soldier who controls it. Charioteers must manage not only the task of driving their vehicles but also the effective use of the heavy artillery they carry. These drivers ride at the flanks of a kompany to provide supporting fire when the Man-O-War are outnumbered, closing in to punch through concentrations of troops as the battle line advances.

Charioteers are trained to perform bold pushes to exploit vulnerabilities of light enemy infantry. As troops like trencher infantry or Flameguard are forced to abandon their secure positions, assault chariots surge forward to trample foot regiments or to pin them in place with a stream of barrage gun fire. Conversely, the larger siege chariots keep to more reserved tactics, steadily advancing while screened by infantry and under cover of smoke grenades until their target is within range of their main armament. They must position carefully to take full advantage of their heavy gun's power, blowing warjacks out of position and lobbing devastating shells into fortifications to clear them of entrenched foes.

Charioteers must learn to compensate for the slower reaction time imposed by their cumbersome armor. While the augmented strength allows them to manually operate the chariot's heavy artillery, it takes a moment for the armor to build up pressure and respond to smaller movements. The soldiers learn to anticipate the movement of their targets and to account for the speed of their vehicles in order to accurately time their shots. Because much of the pilot's attention must be focused on operating the main weapon of the chariot, Man-O-War rely on their horses to negotiate the battlefield with minimal guidance. The teams pulling these chariots are trained warhorses and are adept at weaving through—or mowing over—any barriers.

DEMOLITION CORPS

The Demolition Corps makes up one of the two major branches of the Man-O-War. These soldiers are fully trained in the use of their steam armor and armament, but they have also extensively studied fundamental principles of engineering in order to better demolish all that the enemies of the Motherland have built.

Wielding deadly mechanikal ice mauls but lacking some of the protection afforded to the Assault Corps' shocktroopers, the Demolition Corps forms a strong second line of assault. These squadrons exploit breakthroughs the shocktroopers create in enemy formations, penetrating to attack high-value targets like elite infantry, fortifications, and warjacks. Their ice mauls are devastatingly effective up close, and few opponents are able to withstand a coordinated Demolition Corps assault.

DRAKHUN

Astride their towering Karpathan destriers, the Man-O-War drakhun are among the most impressive and intimidating soldiers in the corps. They are the swift hammer of retaliation against those who oppose the Motherland, and each among them is expected to be a master horseman and combatant. When battle is joined, the drakhun ride to areas where the Man-O-War are in danger of defeat. They crash through enemy infantry, bolstering Khador's strength wherever it is most needed, and can intercept flanking maneuvers before they can breach a defensive formation.

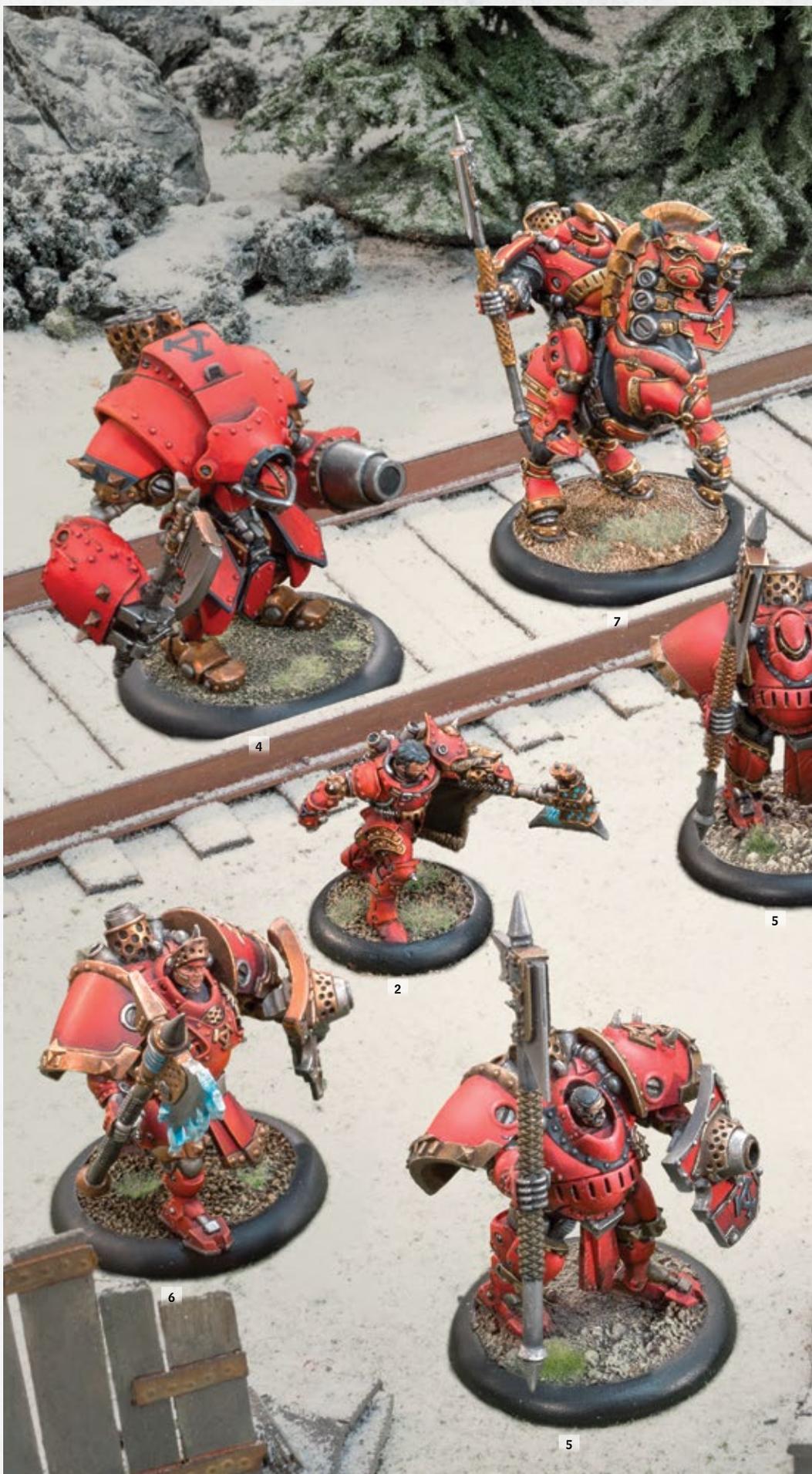
FORGE SEERS

Clad in baroque, rune-inscribed steam armor, Forge Seers are potent masters of the arcane. These Greylords apply their knowledge of magic and mechanika to imbue the weapons of warjacks with the power needed to cut down unnatural foes, those who are more than mere flesh and steel. Greylords are not an official component of the greater Man-O-War corps, but at times they will embed with other steam-armored soldiers in order to carry out missions for the Covenant. Some Man-O-War kapitans resent the autonomy and authority of the Forge Seers, who can demand seemingly limitless resources and manpower of a kompany in order to pursue their objectives. However, the arcane might of the Forge Seers and the support they can provide to a kompany's warjack detail tend to compensate for this inconvenience.



MODELS

- 1 Kommandant Sorscha Kratikoff
Man-O-War Warcaster
PIP 33127
- 2 Lord Kozlov, Viscount of
Scarsgrad
Warcaster
PIP 33118
- 3 Beast 09
Heavy Warjack
PIP 33055
- 4 Destroyer
Heavy Warjack
PIP 33063
- 5 Man-O-War Shocktroopers
Unit
PIP 33084
- 6 Man-O-War Shocktrooper
Officer
Command Attachment
PIP 33120
- 7 Man-O-War Drakhun
Dragoon Solo
PIP 33097
- 8 Man-O-War Assault Chariot
Battle Engine
PIP 33134







MECHANIKS

Not every soldier in a kompany of Man-O-War is best suited to be a frontline warrior. Some contribute to the war effort in other, more pragmatic ways. Dedicated teams of battle mechaniks go to war behind a screen of steam-armored Man-O-War, dealing with the constant minor adjustments and repairs the armor requires over prolonged combat. These mechaniks seldom carry weapons beyond the tools needed to execute their labor, and they wear minimal armor except for a thin steel cuirass. Battle mechanik officers are trained to wear their own suits of steam armor, which they use to shield their more vulnerable subordinates, but officers seldom appreciate soldiers who huddle in their shadow rather than boldly perform their duties.

MAN-O-WAR SHOCKTROOPERS

Armed with long annihilator blades and devastating shield cannons, shocktroopers make up the bulk of the Assault Corps of Man-O-War. These troops form the vanguard of any Man-O-War assault force, enduring a storm of attacks as they drive deep into hostile territory. Combining thick shields with their steam-driven armor, shocktroopers are more resilient than the other Man-O-War. For many years, shocktroopers were the most durable of all Man-O-War variants, though in recent years that distinction has been usurped by the larger and more impressive tankers. Man-O-War tankers are still a developing technology, however, and are fielded in far smaller numbers than the long-established shocktroopers.

MAN-O-WAR TANKERS

When they first took the field, the steam armor of the Man-O-War was impervious to most conventional small arms fire. But war drives technological innovation, and increasingly these soldiers found themselves imperiled by the heavier firepower brought by warjacks and field artillery. Man-O-War suppression tankers and strike tankers were developed in response to the more destructive armaments and engines of war that Khador now finds set against it.

A suit of tanker armor looms over the standard Man-O-War, standing nearly on a level with heavy warjacks. The soldiers who pilot tankers are selected from those with stellar track records of proficiency with traditional steam armor, as a tanker requires a much more deft hand to manage with any degree of success. Man-O-War tankers support their smaller companions in battle, protecting them with massive shields and laying down heavy supporting fire.



Tanker Tower Shield

MODELS

- 1 **Kommander Zoktavir, the Butcher Unleashed**
Warcaster Unit
PIP 33101
- 2 **Rager**
Heavy Warjack
PIP 33106
- 3 **Ruin**
Heavy Warjack
PIP 33108
- 4 **Kommandant Atanas Arconovich & Standard**
Man-O-War Unit
PIP 33128
- 5 **Man-O-War Bombardiers Unit**
Unit
PIP 33067
- 6 **Man-O-War Bombardier Officer**
Command Attachment
PIP 33130
- 7 **Man-O-War Strike Tanker**
Solo
PIP 33131



- 8 **Kommandant Irusk**
Warcaster
PIP 33065
- 9 **Kodiak**
Heavy Warjack
PIP 33093
- 10 **Battle Mechanics Unit**
Unit
PIP 33089
- 11 **Battle Mechanik Officer**
Command Attachment
PIP 33081
- 12 **Man-O-War Suppression Tanker**
Solo
PIP 33132
- 13 **War Dog**
Solo
PIP 33060



KOMMANDANT SORSCHA KRATIKOFF



Sorscha Kratikoff has dedicated her life to Khador, tearing through its enemies with the power and fury of a crimson gale. Her twenty-year service record documents the rise of a legendary patriot, transcending military branches to inspire all who serve the glory of the Empire. Having risen to the rank of kommandant at an unprecedentedly young age, Sorscha has been tasked with sharing command of the full might of Khador's new Man-O-War division. She now leads the most mechanically advanced force the Motherland has ever unleashed upon its rivals.



Sorscha's position is well-earned, yet intrigue played its part in her new commission as well. Rumors of an affair with Great Prince Vladimir Tzepesci have circled the pair for years. After Vlad's engagement to Empress Ayn Vanar, some believe her imperial majesty honored Kratikoff with this position as a way to utilize one of her kingdom's greatest military assets while also distancing her betrothed from potential scandal. Sorscha, for her part, has always known duty and station would keep her and the great prince apart. She has resolved to focus on unifying the Man-O-War into a coherent division and leveraging its strength to destroy the enemies of the Motherland.



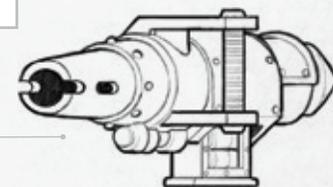
Frostfang, retrofitted for steam armor use

Regulation XK427 "Ear Warmer" cap

Warcaster/Man-O-War hybrid armor

Sorscha began her new assignment with several months of rigorous training to master Man-O-War armor. She wears a unique hybrid of warcaster and Man-O-War armor custom-built to fit her smaller frame and to channel her arcane power. While it is relatively compact by Man-O-War standards, it is still much larger and more cumbersome than the warcaster armor she was accustomed to. Only after weeks of ceaseless drilling and tireless practice did she become fully proficient in her new armor. She proved her readiness by challenging the most skilled Man-O-War of her division to a series of trials. She managed to keep pace with the veterans in one challenge after the next until she had earned the respect of her subordinates. Only then was she fully welcomed as one of them.

3-inch, 6-caliber cannon, retractable



In combat, Kommandant Sorscha fights with the power of an avalanche and the swiftness of a storm. Using her heavier armor combined with her power field to endure barrages of enemy fire, she smashes headlong into her enemies. With her command of winter magic, she conceals the movements of troops under her command, allowing flanking and ambush maneuvers unprecedented among these steam-powered soldiers. While her soldiers outmaneuver and overwhelm the enemy, Sorscha hurls herself into the thick of the fighting, laying waste to warrior, beast, and machine alike with sweeps of her great hammer-scythe Frostfang and shots from her heavy cannon.

Kept in near-constant deployment for over a year, Sorscha Kratikoff has been reborn in steel; her armor's mechanical limbs and the Man-O-War soldiers under her command both act as extensions of her battlefield prowess, amplifying her ability to bring ruin to the enemies of Khador. In brief moments of respite, Sorscha catches herself dreaming of another life, one which is now denied to her. Rather than despair, however, Sorscha chooses to bear the agony of loss like another set of armor and to drive forward once again into her foes.

KOMMANDANT ATANAS ARCONOVICH



Some military leaders arrive in their position by choice or via some oddly circuitous route. But others seem destined to this life, as if nothing else would have suited them, and Atanas Arconovich is one of these. When the High Kommand began to discuss the possibility of creating the Armored Corps as a fully self-sufficient Man-O-War army, Arconovich was the first officer on every supreme kommandant's list.

A decorated officer of the 2nd Army, Arconovich participated in the capture of Northguard and the subsequent occupation of the Thornwood Forest in 608–609 AR. When Cygnar retaliated following the civil war of late 609, Arconovich was one of the few officers who resolutely held his position against the southerners, refusing to give ground. His kommand continued fighting until the truce between Cygnar and Khador, when he was forced to abandon the forest.

In recognition of his bravery, Arconovich received the Star of the Motherland. In the interwar period, he was promoted to the rank of kommandant and given a special assignment to assist in restructuring certain elements of the Man-O-War corps into a dedicated division. Arconovich trained alongside a new batch of recruits as they went through the rigorous Man-O-War training regimen, learning how to operate the steam armor as well as how best to command a force of Man-O-War. Just as this training came to an end and he had set himself to the task of commanding his new force, Cygnar attacked in Khador. The kommandant's new division was to receive its first true test in the crucible of war.

Khardic cavalry sabre & hand cannon scaled for Man-O-War armor

Modified Kommandant Cap KZX007 in gold

Trusty bannerman with gladius (for stabbing)



Arconovich abides by the principle that a true kommandant must lead his soldiers from the front to provide an example of patriotism and bravery and to inspire them to great deeds. He believes an effective order must be simple, direct, and concise, because a soldier cannot be blamed for his superior's inability to efficiently convey his demands. In all of these attitudes, Arconovich found his priorities mirrored by the similarly recently promoted Sorscha Kratikoff, with whom he shares leadership responsibilities. They have together taken the already impressive soldiers of the Armored Corps to new heights.

Arconovich expects the Man-O-War of his division to be able to assess battlefield conditions and respond according to their training and the tactical doctrine of the corps without waiting for orders from their superiors. He is quick to reward excellence but uncompromising in dealing with those who have shirked their duty. Like most individuals in the upper ranks—with the exception of commoners like Kratikoff—Arconovich was born into wealth and title, his being one of the minor noble families of southern Khador. He retains some attitudes from this upbringing, including a general disdain for the lowborn, which he has fought to suppress. He believes in the duty of the nobility, for without a proper example to emulate, the baseborn are likely to succumb to their lower impulses. Arconovich strives to be that example to every soldier he commands.

SERGEANT DRAGOS DRAGADOVICH



In another life, Dragos Dragadovich may have been one of the foremost manhunters to emerge from the forests of Skirov, or perhaps a barbarian warlord with thousands of warriors sworn to him, but his destiny took him down another path. Born in a modest trapping village at the fringe of the Empire, he spent his youth stalking the wilds and defending his family's homestead from wild beasts and feral men from the uncivilized world.

When he reached the age of conscription, Dragos had never even seen a city. He was enrolled as a member of the Winter Guard sight-unseen, never having bothered to try to avoid it, unlike some of his kinsmen who wound up serving as irregulars. When he arrived for training, his instructors took note of the man's impressive physique and immediately transferred him to the Man-O-War program.



From the outset, Dragos excelled at the physical requirements, but he found the military discipline and regimented lifestyle less to his liking. While he enjoyed the sense of indestructibility he felt in armor, he found obedience to others a more difficult hurdle. He pricked at even the thought of being controlled. In particular, his tendency toward insubordination and violent outbursts gave him a certain reputation, one which prevented him from swift advancement in the corps.

He might have been removed from training if his instructors had not seen fit to channel his destructive energies into a more productive outlet: the Demolition Corps. Dragos was transferred there following a series of fights with fellow trainees, and he flourished in his new role. He enjoyed nothing more than seeing structures come crashing down from a blow of his hammer.

Dragadovich rose to prominence after participating in the assault on Deepwood Tower, where he destroyed several blockhouses at the outer perimeter of the fortress. Other members of his unit succumbed to concentrated fire from the Cygnarans, but he was relentless, taking up his fallen sergeant's maul and tearing through the enemy with the fury of a winter storm.

Following this accomplishment, Dragadovich was promoted to sergeant. Unlike others of his rank, however, he does not command a dedicated unit of Man-O-War. Instead, he is given special assignments, traveling between commands as the needs of the ongoing war effort demand.

Improperly repaired and maintained armor

Enthusiastic expression

Timber wolf pelt, non-regulation

Bear teeth, non-regulation

Human skull, also non-regulation

Failure to submit exemption form for second ice maul



HALLS OF HONOR

Since the formation of the Man-O-War division, some individuals have risen to prominence and become legends for their accomplishments. Stories of their exploits are shared among all Man-O-War, who view them as examples of what each soldier should aspire to be.

KOVNIK ROCH LAVOUNOV

Kovnik Roch Lavounov was one of the early heroes of the Man-O-War. A founding member of the shocktroopers, Lavounov fought in the First Thornwood War. During the final Battle of the Tongue, he defended the fallen body of King Ruslan Vygor to prevent the southerners from claiming it as a prize. Lavounov kept waves of Cygnarans at bay until the king's body could be recovered and returned for burial. For his actions, he was awarded the Shield of Khardovic in the winter of 511 AR. He remains one of the most fondly remembered of soldiers by all members of the Assault Corps.

SERGEANT VIKTORIA YAJOVLEV

Without the courage and skill of Sergeant Yajovlev, the steam armor of the Man-O-War would not have reached the level of technical sophistication necessary to produce modern tankers. The sergeant was one of the foremost test pilots of steam armor, enduring all manner of mechanical failures and painful injuries on behalf of her fellow soldiers. Over the course of her career, she lost one leg when an out-of-control suit pulverized it, suffered scalding burns to nearly half her body, and more than once nearly lost her life in boiler explosions. But Yajovlev persisted, becoming one of the first Man-O-War to don a suit of tanker armor to test its mechanical worthiness as well as assisting in refinements to its design.



STAR OF THE MOTHERLAND



SHIELD OF KHARDOVIC



ANVIL OF CONQUEST



SABERS OF SERVICE

PRIVAT SEVASTJAN BORISOV

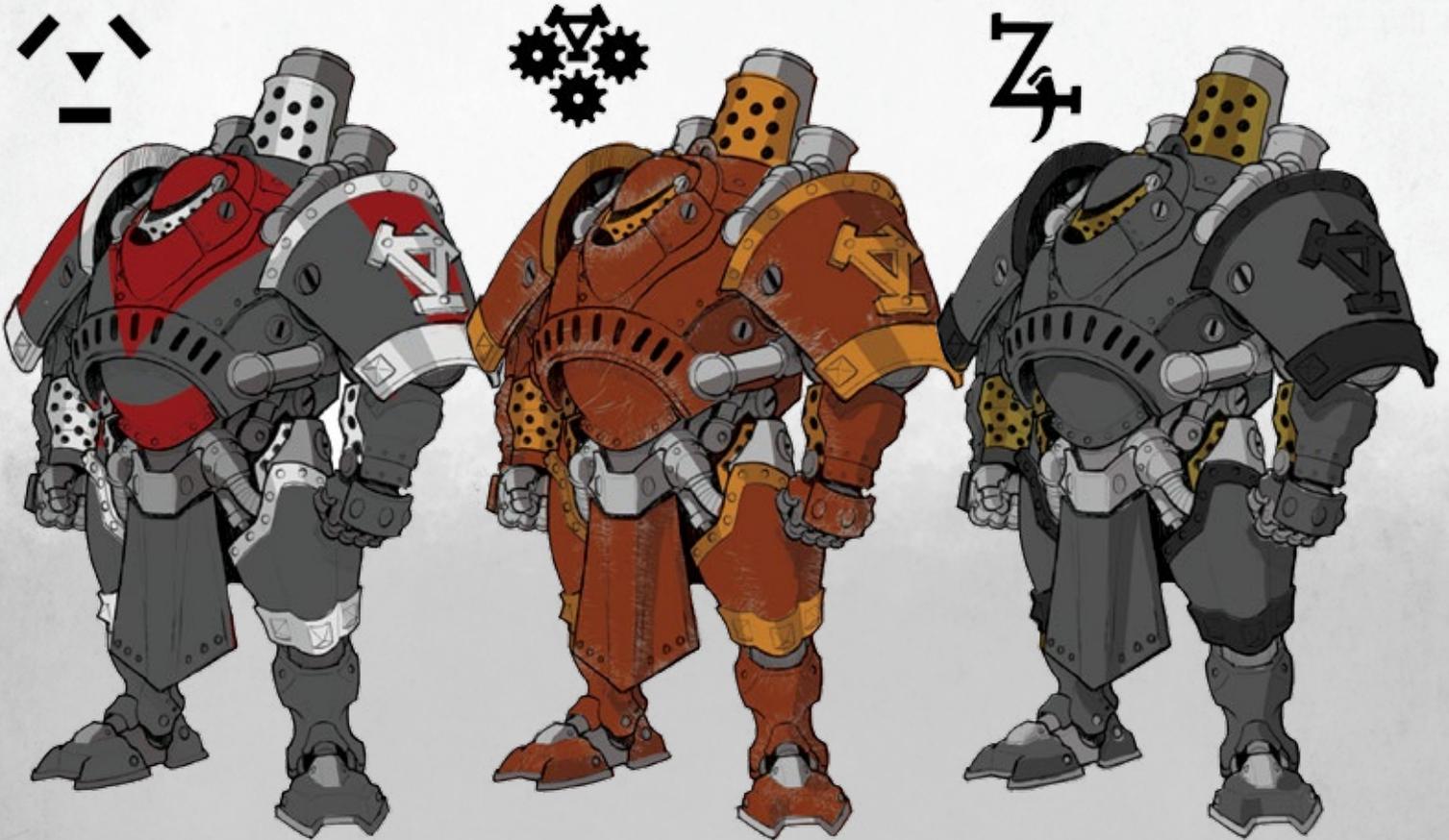
In the early days, a suit of steam armor could be as dangerous to the soldier wearing it as to those they faced, sometimes fatally so. Sevastjan Borisov was one such unfortunate soldier. In his first-generation Man-O-War armor, Borisov participated in the Battle of Formor Pass, when elements of the Coin War spilled over into Khador near Volningrad. The Ordric-backed mercenaries were well-equipped, and Borisov's kompany was outnumbered, but the Man-O-War held their position. During this conflict, Borisov's armor began to fail, venting steam slowly at first and then at an increasing rate, cooking the privat alive. Still Borisov kept on fighting, giving in to death only after the mercenaries were repelled. His armor was left at Formor Pass as a monument, while his blistered body was returned to be displayed at Rigevnnya complex, along with his final words to the engineers: "Do better." Borisov's preserved body is still displayed in a sealed glass coffin as a reminder to those who fabricate Man-O-War armor of what happens if they are lax in their work.

KAPITAN MOVUS DOBROMITCH

A towering Umbrean from the grasslands of southeastern Khador, Kapitan Movus Dobromitch is remembered as one of the greatest drakhun ever to ride into war. His experience and insights helped to refine the tactics and techniques of combining Man-O-War armor and heavy cavalry. Dobromitch served in active duty for over twenty years before suffering a debilitating injury in a clash with Ordric mercenaries along the southern border. Not willing to fully retire, he went on to train new generations of mounted Man-O-War until his death in 575 AR. His saddle is still on display at the Man-O-War stable in Korsk in honor of his invaluable contributions.

KOMPANIES OF RENOWN

In the relatively short period of their existence, Man-O-War have bravely fought in every major Khadoran engagement. Kompanies of steam-armored soldiers have accomplished feats of heroism that resonate not only among the Man-O-War but with every true patriot living in Khador.



*“Our Line Is Drawn
with their Blood”*

“Until All Is Dust”

“Heavy and Sharp”

7TH “RED LINE” MAN-O-WAR KOMPANY

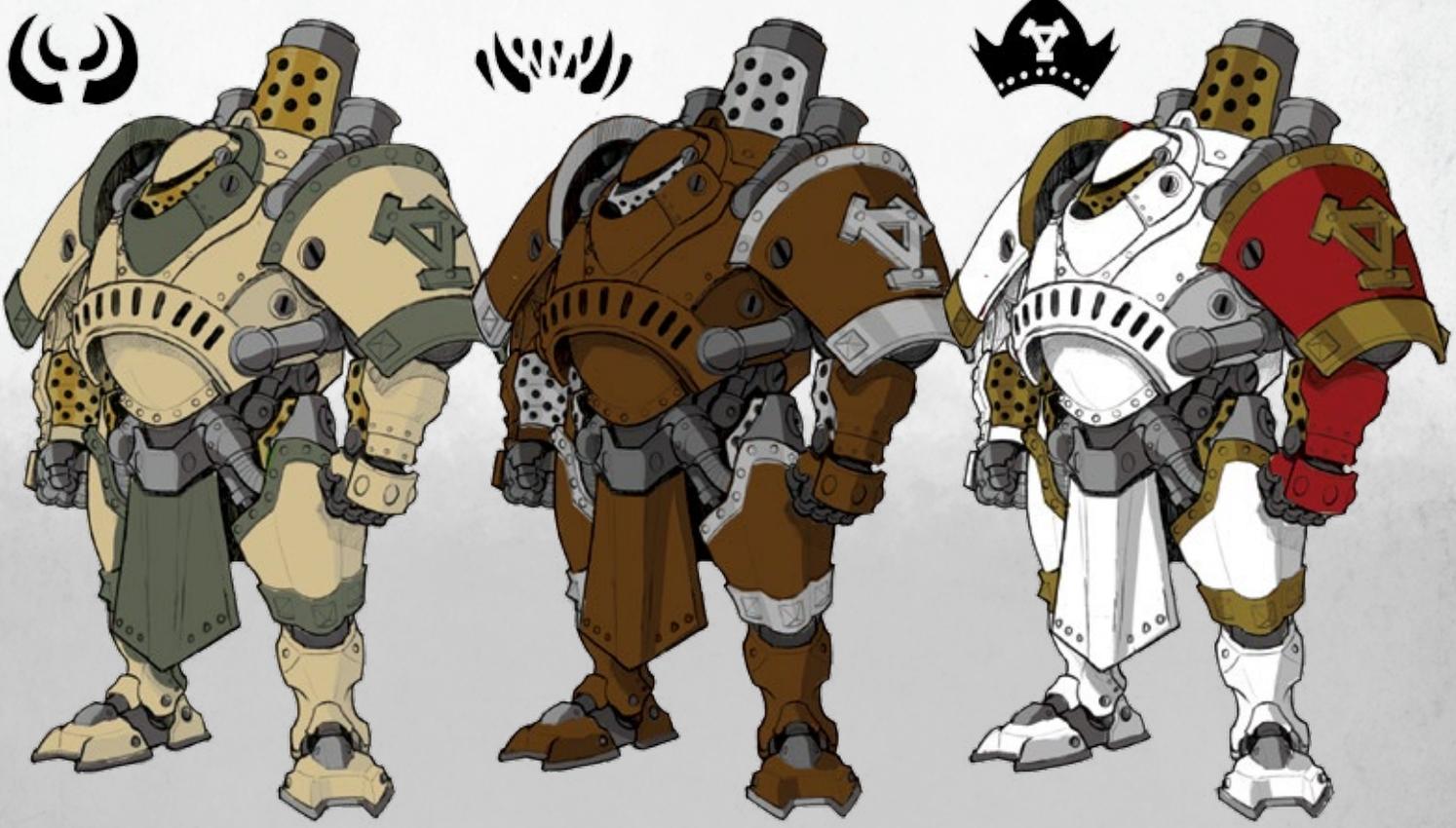
The Man-O-War of the 7th have fought with distinction for decades, participating in such events as the demolition of Deepwood Tower and the subsequent occupation of the Thornwood Forest in 608 AR. A mixed kompany of Man-O-War, the 7th now operates as the vanguard of Kommandant Sorscha Kratikoff’s division. Often, the kommandant takes control of the kompany herself, and her presence inspires the soldiers of the Red Line to feats of heroism on the battlefield.

16TH “HULL GRINDERS” SHOCKTROOPS

The 16th “Hull Grinders” is a kompany of seasoned veterans, its members among the oldest and most experienced Man-O-War in Khador. This kompany has more soldiers with Sabers of Service medals than any other. The steam armor these venerable shocktroopers wear more than compensates for their aging bodies, and the decades of battlefield experience each member has makes them formidable opponents in battle.

KHARDIC 21ST “LEADFANG” SHOCKTROOPS

As the “honor guard” of Man-O-War Kovnik Czarniev Agrobov, the 21st has seen action in Llael, Ord, Rhul, and along the fringes of the Thornwood. The soldiers of the 21st are all veterans and have served Kovnik Agrobov for nearly six years. They possess legendary grit and resolve, having braved every sort of danger western Immoren could throw at them. This was the former unit of Simonyev Blaustavya, and the soldiers of the 21st often field new prototypes well in advance of all other Man-O-War, including the first suits of tanker armor to come off the production line.



“A Boar in an Alchemist’s Shop”

“Victory Calls to Us”

“The Crown Untarnished”

43RD “BOAR’S TUSK” DEMOLITION KOMPANY

The 43rd is among the most decorated kompanies to fight along Khador’s shared border with Ord. Formed in the early days of the Man-O-War, the 43rd was one of the first to receive training and armament as a dedicated demolition kompaniy. During the Battle of Summer’s End in 595 AR, teams of Demolition Corps reached the outer defenses of Scarswall and brought down many artillery towers vital to the defense of the fortress.

66TH “WIDOW BEARS” MAN-O-WAR KOMPANY

Man-O-War soldiers are seldom considered skilled forest fighters, but the men and women of the 66th challenge that perception. Even with their heavy and cumbersome armor, they excel at warfare among the trees and hills. Bombardiers in the kompaniy are especially renowned for their diligence in blazing trails for their fellow soldiers with their buzzing chain blades. They have earned a reputation for cleaving paths through the thickest forests of western Immoren to bring ruination to the enemies of the Motherland.

101ST “IVORY GUARD” MAN-O-WAR KOMPANY

The soldiers of the 101st take great pride in their role as the heavy guard of Stasikov Palace. Membership is a privilege afforded to few Man-O-War, offered only to those who have received the Shield of Khardovic for valor in battle. The 101st has the distinction of serving as Empress Ayn Vanar’s honor guard when the empress travels abroad.

PAINTING THE ARMORED CORPS

SWATCH KEY

B: BASE

S: SHADE

H: HIGHLIGHT

BRASS

-  B: MOLTEN BRONZE
-  S: UMBRAL UMBER
-  H: RADIANT PLATINUM + MOLTEN BRONZE

RED

-  B: KHADOR RED BASE
-  S: EXILE BLUE
-  H: KHADOR RED HIGHLIGHT

BLACK

-  B: THAMAR BLACK
-  H: COAL BLACK
-  H: FROSTBITE

SILVER

-  B: PIG IRON
-  S: UMBRAL UMBER + EXILE BLUE
-  H: COLD STEEL



MAN-O-WAR BOMBARDIER

ARMOR VARIANTS

The armor color of the Man-O-War can vary from detachment to detachment. From special forces to decorated survivors of combat, the armor can be used to differentiate your forces on the battlefield.

BOAR'S TUSK

-  B: HAMMERFALL KHAKI
-  S: BASTION GREY
-  H: MENOOTH WHITE HIGHLIGHT

IVORY GUARD

-  B: MORROW WHITE + TROLLBLOOD HIGHLIGHT
-  S: GREATCOAT GREY
-  H: MORROW WHITE

HULL GRINDERS

-  B: BLOODSTONE
-  S: UMBRAL UMBER
-  H: RUCKSACK TAN



BLACK

When you paint the black areas of your Khador force, be sure to leave 60–70% of the surface as Thamar Black. This helps establish the black armor effect on the element. Use Coal Black, Underbelly Blue, or Frostbite to highlight. Keep the highlights nice and tight to make the area look sharp and polished.

WHITE ARMOR

Painting white armor can be intimidating, but with the right approach, you can get great results. Use a base of off-white by adding Trollblood Highlight or Underbelly Blue to Morrow White. Keep your shadows subtle and do not wash your whites, or they will look muddy. Keep the highlights to a minimum. Only use pure Morrow White as a highlight.



RED ARMOR

For the vivid red of Khadoran armor, highlight it by mixing Menoth White Highlight into Khador Red Highlight for a peach-like color. Then use glazes of 1:15 Red Ink and water to tie the colors together. Several layers will give a bright red effect.



KOMPANIES OF RENOWN



RED LINE

- RED: KHADOR RED BASE
- BLACK: THAMAR BLACK
- STEEL: COLD STEEL



HULL GRINDERS

- ARMOR: BLOODSTONE
- TRIM: RHULIC GOLD + BROWN INK
- STEEL: PIG IRON



LEADFANG

- ARMOR: IRONHULL GREY
- BLACK: THAMAR BLACK
- STEEL: PIG IRON
- BRASS: BLIGHTED GOLD



BOAR'S TUSK

- ARMOR: HAMMERFALL KHAKI
- TRIM: TRAITOR GREEN
- STEEL: PIG IRON
- BRASS: BRASS BALLS



WIDOW BEARS

- ARMOR: GUN CORPS BROWN
- ARMOR SHADE: UMBRAL UMBER
- STEEL 1: COLD STEEL
- STEEL 2: PIG IRON



IVORY GUARD

- ARMOR: MORROW WHITE + TROLLBLOOD HIGHLIGHT
- RED: KHADOR RED BASE
- STEEL: PIG IRON
- BRASS: MOLTEN BRONZE + BROWN INK

EFFECTS FROM THE MOTHERLAND



BATTLE DAMAGE

To get a weathered effect on your machines of war, mix Thamar Black and Umbral UMBER together and apply it on the leading edges of your armor plates in a random manner. You can also draw out some lines on areas such as shoulders to represent different damage sources. Apply lines of Cold Steel over the areas to show the bare metal underneath. Finally, use a mix of Battlefield Brown and Exile Blue to glaze the damaged area and add an extra layer of grime to the model.

WEAPONS & EQUIPMENT

Thanks to the strength imparted by the armor they wear, Man-O-War wield the largest and most devastating armaments of any standard infantry in the Iron Kingdoms. Their weapons would be impossible for a human to wield without augmented strength and are built on a scale otherwise seen only among ogrun and light warjacks. This, combined with their durability, makes a Man-O-War kompany more than a match for the infantry of other nations.

ARMOR & BATTLE DRESS

Created to enable mere humans to go toe-to-toe with warjacks on the battlefield, steam-powered Man-O-War armor imbues its wearer with incredible strength, durability, and protection. There are drawbacks to wearing heavy battle armor powered by a steam boiler, however. Those who wear these rigs are susceptible to heat stroke, exhaustion, and the occasional steam leak that can cook them alive in minutes. A soldier must be extensively trained in the use of the armor merely to walk in it, let alone to control the added strength it grants.

Donning a suit of Man-O-War armor presents more difficulties than suiting up in a traditional full-plated suit of armor. Man-O-War armor unfolds in layers. When open, the chest plate,

legs, shoulder assembly, and cowling provide enough room to allow the soldier inside. Beneath the outer plating of the armor, a steel skeleton provides reinforcement and allows Man-O-War armor to stand freely when unpowered. Without an operator wearing it, the joints of the armor lock into place, allowing it to be transported or worked on more easily than if it were to become slack.

In order to use the armor, the operator must wear a full leather bodysuit with mechanical connectors at key positions along the joints. These connectors interlock with triggers in the mechanical frame within the armor. As the operator moves, these triggers receive the input and cause steam-powered pistons to adjust accordingly. A series of fine controls set into the gauntlets are used to make adjustments on the fly, such as dampening the firebox to conserve coal while outside of combat. The sophisticated mechanisms that allow the armor to function are susceptible to wear, and sufficient impacts can cause them to become damaged or unseated. It is all but impossible for a soldier to affect repairs while wearing the armor—a source of great distress to some first-time operators.

Man-O-War sometimes refer to the outer layer of armor as the *grob*, vulgar slang usually translated as “the coffin.” Once locked inside the armor, new or less experienced soldiers often succumb to a gradually increasing claustrophobia, which is only made worse if the armor loses power and becomes dead weight rather than amplifying every twitch, extension, and flexion through mechanical motivators.



Each suit of Man-O-War is comprised of multiple layers, including an inner harness chassis frame threaded with insulated steam piping onto which an external layer of thick armor pieces are attached. The engine assembly is affixed to the back of the inner chassis with layers of heavy insulating materials between soldier and engine.

Tanker Steam Armor

Man-O-War tanker armor is extra-thick steam armor developed to support the weight of heavy artillery weapons. Significantly larger than standard Man-O-War armor, tanker armor utilizes an adapted Kolstok-class steam engine to provide adequate power.

While the basic design of tanker steam armor is similar to that of the standard Man-O-War, the pilot must master a far more complex system to operate it. Within this complexity, however, tanker pilots have discovered opportunity: by carefully diverting the flow of steam among the armor's many systems, a skilled pilot can truly optimize the rig's effectiveness. In the midst of battle, a tanker can be seen barreling headlong through thickets of pikemen, bulldozing buildings, or cracking open the hull of a heavy warjack with the swipe of its tower shield.

PERSONAL EQUIPMENT

Man-O-War armor offers little opportunity for personal equipment. While suited up, Man-O-War do not even carry their own mess kits, rations, or water. Such supplies are relegated to the support crews, who also assist the Man-O-War in donning and doffing their armor, as well as seeing to its maintenance and fueling. The more pious soldiers may wear tokens of favored ascendants or Menofixes, but even these are discouraged, as even a thin chain or small religious trinket can become caught in the mechanisms of the armor and cause mechanical fouling or even physical harm.

When not in their armor, members of the Man-O-War corps live much as other soldiers do. They are issued standard uniforms to wear during transit and during their down time. This attire resembles the standard Winter Guard uniform, albeit with insignia that designates them as Man-O-War soldiers. Most Man-O-War see this uniform as casual wear, akin to other soldiers' civilian clothes. In their minds, steam armor is the only true uniform of the corps.

ANNIHILATOR BLADE

The primary weapon of the shocktroopers is the annihilator blade, a steel and brass halberd balanced for one-handed use. The two-foot-long cutting edge has a steep, chisel-like grind, and the blade's overall thickness is over three inches, giving it sufficient strength and weight to cleave through armor plating. The head has a penetrating spike, or thorn, on the obverse side to punch through thicker armor or to pull aside an opponent's shield, as well as a short spike for thrusting attacks. The twelve-foot haft has a knurled brass sleeve to enhance the grip, with a heavy conical counterbalance at the butt end.



Demolition Corps
Ice Maul

Man-O-War
Axe Cannon

FROST AXE

Carried by shocktrooper officers, the frost axe is a mechanical annihilator blade containing runeplates that imbue the weapon with freezing cold. The axe radiates this chill several inches beyond the cutting edge and transfers it to the target just before and during impact. At such low temperatures, flesh flash-freezes and metal brittles, greatly amplifying the damage of the weapon's strikes. Few soldiers damaged by a frost axe survive, as the additional trauma it causes is beyond the ability of most medics to treat.

ASSAULT CORPS SHIELD CANNON

Designed by Simonyev Blaustavya in an effort to provide additional protection and versatility to the Man-O-War, the shield cannon is somewhat inaccurate but provides a powerful initial strike when the Man-O-War is about to go toe to toe with more heavily armored opponents. Similar to a slug gun, the cannon fires a solid conical projectile designed to punch through armor. The round is grooved to provide stability in flight, but the short barrel of the cannon limits its effective range.

The weapon's recoil is so great that it cannot be fired by a regular soldier, and even shocktroopers must prepare for a shot by diverting additional steam to their armor's firing arm to compensate for it. The shield cannon only has room for a single shot and must be reloaded between firing, a matter generally handled by support mechaniks. As these soldiers seek to close to melee as quickly as possible, there is rarely opportunity for multiple shots in any case.

BOMBARDIER GRENADE CANNON & CHAIN BLADE

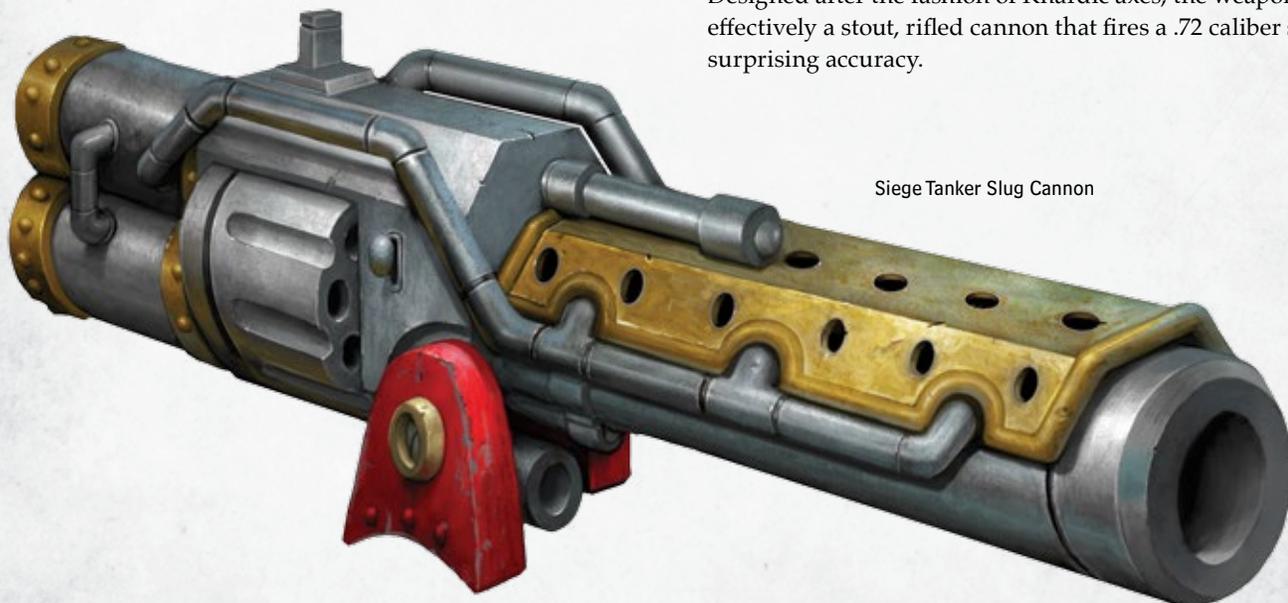
The primary weapon of the Man-O-War bombardiers, the grenade cannon is an indirect fire, Man-O-War-portable light artillery cannon. It fires an 80-millimeter self-propelled explosive charge with a fragmenting iron casing designed to devastate lightly armored targets. Bombardiers are trained to arc their shots over barricades, past friendly soldiers, and into trenches. Grenade cannons are fitted with a steam-driven chain blade for close combat, which can also be used to clear thick underbrush when the bombardiers must cut a path through the wilderness. By varying the speed at which the chain blade rotates, the operator can cut effectively through wood, brush, ice, and flesh.

DEMOLITION CORPS ICE MAUL

The ice maul is a mechanical weapon that flash-freezes any surface on contact, causing the target to shatter from the force of the blow. Carried by the Khadoran Demolition Corps, ice mauls are powered by an arcanodynamic accumulator housed in the weapon's head, which weighs in excess of forty pounds. The haft is knurled steel and approximately three inches in diameter, bringing the overall weight to well over a hundred pounds. A blow from this hammer would be adequate to shatter any living opponent, but its primary application is the destruction of fortifications and warjacks.

MAN-O-WAR AXE CANNON

A weapon produced in limited quantity and most commonly used by officers ranked kovnik or higher, this heavy cannon is set with a stout axe blade perpendicular to the barrel. The weapon is reinforced to allow its use as a ferocious melee weapon without fouling the trueness of the shot. A kovnik axe cannon packs an impressive amount of firepower in a compact package and is intended to be paired with an assault shield. Designed after the fashion of Khardic axes, the weapon's haft is effectively a stout, rifled cannon that fires a .72 caliber slug with surprising accuracy.



Siege Tanker Slug Cannon



SLUG CANNON

Equipped exclusively on the Man-O-War strike tanker, the slug cannon is a shoulder-mounted, high-caliber, armor-piercing cannon fed by a five-chambered rotary cylinder. The cylinder cycles with each shot fired, placing a loaded chamber at the ready while the expended cylinder reloads automatically from an ammunition hopper affixed to the weapon. The slug cannon harnesses steam from the strike tanker's boiler in dual pressure chambers. By diverting additional steam to the cannon, the tanker can build up to a devastating shot. At full power, a slug cannon can breach bunker walls and other fortifications with ease, and its shot is similarly effective against mobile hard targets like battle engines and colossals.

VOLLEY GUN

The volley gun is a multiple-barreled light cannon found only on Man-O-War suppression tankers. The cartridge fired by a volley gun is equivalent to a high-velocity rifle round, slightly heavier than that used by Winter Guard rifle corps. Able to fire single barrels in rapid succession or multiple barrels simultaneously, the volley gun's high-velocity and high-density barrage is ideal for providing covering fire or for engaging lightly armored and unarmored infantry. A cam in the weapon allows for switching between fire modes. The weapon's feed is a rotary drum that sequentially reloads each of the barrels

in combat; however, this ammunition drum cannot easily be replaced in the field. Suppression tankers wield paired volley guns to compensate for this limited ammunition, but in the heat of battle many tankers choose to unleash a storm of lead into concentrations of the enemy rather than conserve their supplies.

MAN-O-WAR CHARIOTS

The two types of Man-O-War chariots bring a much needed element of highly mobile artillery to the Armored Corps, and they represent a refinement of both old and newer technology. Horse-drawn artillery has been utilized by armies in western Immoren since the invention of the cannon, though its limited usefulness and relative vulnerability saw it quickly eclipsed by warjacks. Heavy barding originally developed for the drakhun steeds protects the powerful warhorses pulling the chariots from incidental fire, while the gunner is similarly protected in full Man-O-War armor.

The siege chariot is equipped with an exceptionally powerful but short-ranged direct-shot breaching cannon, its slug capable of smashing through fortress walls as well as heavy warjack armor. The assault chariot has a rapid-firing barrage gun, a multi-barreled cannon loaded with explosive shells capable of shredding through even heavy infantry armor. Both chariots are equipped with rear-mounted bracing arms that are lowered to the earth to help absorb the substantial recoil of these weapons.