

MEDIEVAL FANTASY MECHS POWERED BY STEAM, MAGIC, OR THE LABOR OF A THOUSAND SLAVES

DRAGONMECH™



SWORD & SORCERY

20
system

REPAIRING DAMAGED MECHS

Damaged mechs can be repaired using the Craft (mechcraft) skill, as described on page 40. Repairs are made according to hit points lost or, in the case of critical hits and special effects, the category of repair. Unless noted otherwise, critical hits resulting from the green or yellow threshold are minor repairs, those resulting from the orange threshold are major repairs, and those resulting from the red threshold are critical repairs.

MECH GALLERY AND TECHNICAL READOUTS

Mechs are now quite common on Highpoint, and a number of standard models have emerged. At the same time, plenty of unique mechs are crafted by ingenious (or crazy) gearwrights. This section describes some of the most common and most interesting mechs.

This section could be organized in a number of ways: by name, by mech size, or even by the race or nation that deploys the mech. We've opted for the simplest solution: alphabetical by name. Table 2-20 offers additional summaries for easy reference.

Explanation of Terms

Mech stats are presented using this format:

Size: The mech's size.

Power Source: The mech's power source.

Payload Units: The mech's PU.

Height: The mech's height.

Space/Reach: The mech's face and reach.

Note that a mech's stride is equal to its reach (half its height).

Crew: This entry indicates the crew necessary to keep the mech functional. (In parentheses is the number of crew members required to fire every weapon on board in one round.

TABLE 2-20: MECHS

MECH NAME	FACTION	SIZE	POWER	PRICE (GP)
Barbagula	Irontooth	Huge	Steam	3,000
Bastion	Dwarves (obsolete)	Colossal	Steam	5,624
Daughter, The	Irontooth	Colossal	Clockwork	19,310
Dignitary	Human traders	Colossal II	Steam	13,911
Fangbiter	Irontooth	Gargantuan	Steam	4,250
Incinerator	Dwarves (Stenian)	Colossal II	Steam	11,765
Iron Maiden	Irontooth	Colossal III	Steam	16,639
Janzeter's Amazing Mobile				
Cannon, Mk. I	Dwarves (Stenian)	Colossal III	Steam	40,937
Juggernaut	Dwarves (Stenian)	Gargantuan	Steam	7,788
Lancer (dwarven)	Dwarves (Stenian)	Gargantuan	Steam	10,699
Lancer (elven)	Elves	Gargantuan	Animated	32,390
Mother, The	Irontooth	Colossal IV	Clockwork	61,198
Rodwalker	Elves	Huge	Animated	112,616
Scale Hunter	Dwarves (Stenian)	Colossal II	Steam	19,702
Scorpion	Dwarves (Stenian)	Colossal II	Steam	15,932
Skull Crusher	Orcs	Colossal IV	Manpower	18,301
Slaughtergore	Unknown (unique)	Gargantuan	Undead	20 gp + 16 corpses
Smiggenbopper's				
Perambulatory Orc	Gnomes	Gargantuan	Clockwork	8,702
Talon	Dwarves (traders)	Colossal	Steam	12,400
Totem	Mech tribes	Gargantuan	Manpower	1,988
Verdant Fury	Elves (unique)	Huge	Animated	232,616
Viper	All	Gargantuan	Clockwork	10,756

If the mech has less crew than this number, it cannot fire every weapon, unless it uses special rules indicated in the profile. Most mechs have more weapons than they can fire in one round, for versatility.)

Fireing Ports: How many members of the crew can fire personal weapons from the mech.

Hit Dice: The mech's hit dice. This is rarely used.

Hit Points: The mech's maximum hit points. Most mechs will have some unrepaired battle damage, actually clocking in at less than their hit point entries.

Critical Thresholds: The hit point totals at which the mech drops from one critical threshold to another (e.g., Green, Yellow 264, Orange 132, Red 53 means the mech goes to yellow threshold at 264 hit points, orange at 132, and red at 53). This affects the severity of critical hits.

Base Initiative: The mech's base initiative modifier, which is further modified by the pilot's bonuses or penalties.

Speed: The mech's base speed. Its maximum speed is twice this number. See page 71 for miles-per-hour equivalents.

Maneuverability: The mech's maneuverability class. See page 73 for details on the various maneuverability classes.

AC: The mech's armor class. If the pilot has the Mech Dancer feat, his Dexterity further modifies the mech's AC.

Hardness: A number indicating the mech's hardness and where it is derived from. This number is subtracted from damage inflicted on the mech.

Base melee attack: The mech's base melee attack bonus, before the gunner or pilot's modifiers are factored in.

Base ranged attack: The mech's base ranged attack bonus, before the gunner or pilot's modifiers are factored in.

Unarmed damage: How much damage the mech does with an unarmed blow.

Trample: Details on how much damage the mech does with a trample, and what size

Total Cost: The total cost to build the mech, including weapons.

Construction Time: An estimated construction time based on a reasonable number of laborers. Shorter or longer construction times are possible with more or fewer laborers.

Height: 15 ft.

PU	Use
1	Crew
6	Onboard weaponry
7	Total

Barbagulas are used to ambush isolated mechs and to fight in packs against more difficult targets. They are built for speed. A skilled mech jockey can execute extremely effective hit-and-run attacks with a barbagula. The lance is used in the initial charge, followed up by a trip attack from the changler. Once the target is down, it is either boarded or lance-charged repeatedly by other barbagulas.



No consistent design is seen among barbagulas. The basic concept was perfected by the Irontooth clans, who built several variations.

Copycat models have since been seen among other forces, often with iron or steel armor.

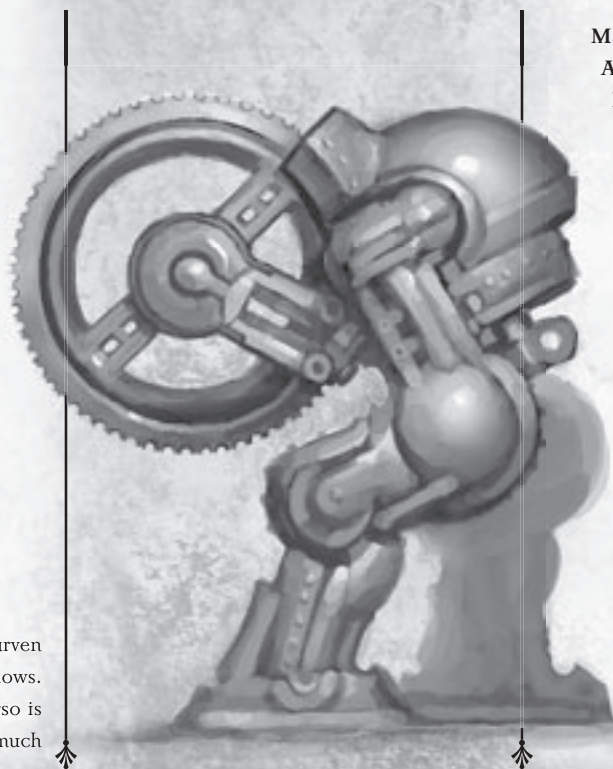
BASTION

Size: Colossal
Power Source: Steam
Payload Units: 16
Height: 35 ft.
Space/Reach: 15 ft. by 15 ft./15 ft.
Crew: 4 (weapons: 3)
Firing Ports: 13
Hit Dice: 48
Hit Points: 264
Critical Thresholds: Green, Yellow 132, Orange 66, Red 26
Base Initiative: -1
Speed: 60 ft.
Maneuverability: Average
AC: 2
Hardness: 9 (stone, Colossal)
Base melee attack: +2
Base ranged attack: -1
Unarmed damage: 1d12 +10
Trample: largest Large; safe Medium; damage 4d6
Saves: Fort 0, Ref -4, Will —
Abilities: Str 30, Dex 8, Con —, Int —, Wis —, Cha —
Mechcraft DC: 39
Base Planning Time: 78 days
Base Cost: 2,622 gp
Total Cost: 5,624 gp
Labor Requirements: 3840 man-hours
Construction Time: 48 days
 (10 avg. laborers plus 1 overseer)

PAYLOAD USAGE

PU	Use
4	Crew
12	Onboard weaponry
16	Total

The bastion was one of the first dwarven models ever to be constructed ... and it shows. It is essentially a walking castle. The torso is disproportionately tall and narrow — much



like the castle towers it was modeled on — with squat, heavy legs and short, stubby arms. It has no head per se. The internal frame is iron but the armor is stone, identical to that used in most castles. In fact, if the bastion were to rest itself alongside a castle wall, from a distance it would look like part of the castle.

DAUGHTER, THE

Size: Colossal
Power Source: Clockwork
Payload Units: 18 (extra weapon mounts)
Height: 35 ft.
Space/Reach: 15 ft. by 15 ft./15 ft.
Crew: 2 (weapons: 1)
Firing Ports: 14
Hit Dice: 48
Hit Points: 264
Critical Thresholds: Green, Yellow 132, Orange 66, Red 26
Base Initiative: 3
Speed: 60 ft.
Maneuverability: Good
AC: 2
Hardness: 13 (steel, Colossal)
Base melee attack: +2
Base ranged attack: +3
Unarmed damage: 1d12+10
Trample: largest Large; safe Medium; damage 4d6
Saves: Fort -4, Ref 0, Will —
Abilities: Str 30, Dex 16, Con —, Int —, Wis —, Cha —
Mechcraft DC: 52
Base Planning Time: 104 days
Base Cost: 6,925 gp
Total Cost: 19,310 gp
 (does not include weapons)
Labor Requirements: 7,680 man-hours
Construction Time: 96 days
 (10 avg. laborers plus 1 overseer)
Special: Extra weapon mounts (2)



PAYLOAD USAGE

PLI	Use
2	Crew
16	Onboard weaponry
18	Total

The daughter is usually deployed in pairs by the mother (see page 109). The daughters harry and harass enemy mechs while the mother pulls them in. Generally the daughters are there only to defend the mother, but they will engage offensively if necessary. They look like walking buzzsaws — the buzzsaw takes up more than two thirds of their height, placed vertically in their torso.

DIGNITARY

Size: Colossal II
Power Source: Steam
Payload Units: 41
Height: 50 ft.
Space/Reach: 25 ft. by 25 ft./25 ft.
Crew: 8 (weapons: 3)
Firing Ports: 27
Hit Dice: 96
Hit Points: 528
Critical Thresholds: Green, Yellow 264, Orange 132, Red 53
Base Initiative: -2
Speed: 70 ft. (fast legs)
Maneuverability: Average
AC: 2
Hardness: 14 (steel, Colossal II)
Base melee attack: +4
Base ranged attack: -2
Unarmed damage: 3d6+12
Trample: largest Huge; safe Medium; damage 5d8
Saves: Fort 0, Ref -4, Will —
Abilities: Str 34, Dex 6, Con —, Int —, Wis —, Cha —
Mechcraft DC: 42
Base Planning Time: 84 days
Base Cost: 5,725 gp
Total Cost: 13,911 gp
Labor Requirements: 7,680 man-hours
Construction Time: 96 days (10 avg. laborers plus 1 overseer)
Special: Fast legs (+20 ft.)

TABLE 2-21: ONBOARD WEAPONS

LOCATION	ARC OF FIRE	WEAPON (DAMAGE, RANGE IN FT., OTHER)	PLI	CREW
BARBAGULA ONBOARD WEAPONS				
Left arm	Melee	Large lance (2d6+6/x3)	2	1
Right arm	Melee	Huge changler (1d10+6, +4 to trip checks)	4	1
Total			6	2
BASTION ONBOARD WEAPONS				
Right arm	Melee	Huge axe blade (2x8+10/x3)	4	1
Left arm	180° forward	Gargantuan ballista (3d10/x3, 200)	8	2
Total			12	3
THE DAUGHTER ONBOARD WEAPONS				
Torso	Melee	Colossal buzzsaw (3d12/19-20/x3)	16	1
Total			16	1
DIGNITARY ONBOARD WEAPONS				
Left arm	180° forward	Gargantuan steam cannon (3d10/x3, 950)	8	2
Right leg	360°	Gargantuan flame nozzle (2d8, 50)	8	1
Total			16	3
FANGBITER ONBOARD WEAPONS				
Left arm	Melee	Huge sword blade (2d8+8/19-20)	4	1
Right arm	Melee	Huge barbed sword blade (2d8+8/19-20/x3)	4	1
Total			8	2
INCINERATOR ONBOARD WEAPONS				
Right foot	180° left	Huge flame nozzle (2d8, 30, fire)	4	1
Right foot	180° right	Huge flame nozzle (2d8, 30, fire)	4	1
Torso	90° forward	Huge steam cannon (2d10/x3, 1,000 ft.)	4	2
Left foot	180° left	Huge flame nozzle (2d8, 30, fire)	4	1
Left foot	180° right	Huge flame nozzle (2d8, 30, fire)	4	1
Total			20	6
IRON MAIDEN ONBOARD WEAPONS				
Right arm	Melee	Huge bore puncher (1d10, 5 ft. reach, ignores hardness)	4	1
Right arm	Melee	Huge hooked axe blade (2d8/x3)	4	1
Left arm	Melee	Gargantuan bore puncher (2d8, 10 ft. reach)	8	1
Total			16	3
JANZETER'S AMAZING MOBILE CANNON, MARK I ONBOARD WEAPONS				
Center torso	90° forward	Colossal III steam cannon w/explosive shells (8d12+1d10, 800)	64	3
Total			64	3
JUGGERNAUT ONBOARD WEAPONS				
Right arm	Melee	Huge axe blade (2d8+8/x3)/sword blade (2d8+8/19-20)	4	1
Right arm	180° forward	Medium flame nozzle (2d8, 10, fire)	1	1
Left arm	180° forward	2x linked Medium flame nozzles (2d8, 10, fire)	2	1
Shoulders	360°	Huge steam cannon (2d10/x2, 1,000)	4	2
Total			11	6

PAYLOAD USAGE

PU	Use
8	Crew
9	Secure passenger quarters
8	Room for up to 8 Medium passengers
16	Onboard weaponry
41	Total

The dignitary was developed by human traders based out of Edge. It is designed to impress wealthy travelers with the solid protection it affords. The passengers are secured in what is essentially a large iron vault. The mech's fast legs ensure it can out-run most enemies, and its two simple weapons give it basic protection against most enemies, whether they attack in numbers or singly.

Dignitaries do not include sleeping quarters; they are designed for short hauls. Trips are priced according to time required, generally on the order of 20-40 gp per hour. When city-mechs come near Edge or other trading towns, small swarms of dignitaries will approach them, acting as well defended taxis for those who fear assault.

A number of larger dignitary models incorporate sleeping quarters for longer excursions.

FANGBITER

Size: Gargantuan
Power Source: Steam
Payload Units: 13 (extra weapon mounts)
Height: 25 ft.
Space/Reach: 10 ft. by 10 ft./10 ft.
Crew: 3 (weapons: 2)
Firing Ports: 13
Hit Dice: 24
Hit Points: 132
Critical Thresholds: Green, Yellow 66,

Orange 33, Red 13
Base Initiative: -1
Speed: 40 ft.
Maneuverability: Average
AC: 6
Hardness: 8 (stone)
Base melee attack: +4
Base ranged attack: -1
Unarmed damage: 1d10 +8
Trample: largest Medium; safe Small; damage 3d6
Saves: Fort +2, Ref -2, Will —
Abilities: Str 26, Dex 8, Con —, Int —, Wis —, Cha —
Mechcraft DC: 36
Base Planning Time: 72 days
Base Cost: 1,311 gp
Total Cost: 4,250 gp
Labor Requirements: 1,920 man-hours
Construction Time: 24 days (10 avg. laborers plus 1 overseer)

Special: Extra weapon mounts (3)

PAYLOAD USAGE

PU	Use
3	Crew
2	Passengers
8	Onboard weaponry
13	Total



A black and white illustration of a heavily armored, mechanical warrior in a dynamic pose, holding a large sword and a dagger. The warrior is surrounded by smoke and debris, with a large, stylized mechanical figure visible in the background.

four rust
tech (four
argantuan



height for attacking infantry. The incinerator's arms are disproportionately large, particularly its hands, which are in the shape of gigantic fists. Protruding from each hand are two firing ports. Two dwarven gunners sit in each fist, equipped with whatever their mission calls for: crossbows, steam guns, or flasks of burning oil. Their high elevation gives them a good vantage point for firing at nearby infantry, especially as the mech pilot maneuvers the arms into the best possible position.

The mech's fifth firing port is in its torso, next to the steam cannon mounted there. The steam cannon is almost always used for firing at tough-looking or distant infantry targets rather than other mechs, but it is available for antimech use if the need arises.

There is one more distinguishing feature of the incinerator. Its legs are almost perfectly smooth. The muzzles of the flame nozzles extend less than 3" from the mech's legs, and the seams between the armored plates are perfectly snug. This makes the legs extremely difficult to climb, as described below.

Special

The entire surface of the mech is made as smooth and rounded as possible, to minimize the ability of infantry to climb it. Climb checks against an incinerator have a -2 circumstance penalty. Moreover, ranged touch attacks to latch a grappling hook or other climbing device on also suffer a -2 penalty.



IRON MAIDEN

Size: Colossal III

Power Source: Steam

Payload Units: 64

Height: 75 ft.

Space/Reach: 35 ft. by 35 ft./35 ft.

Crew: 16 (weapons: 3)

Firing Ports: 35

Hit Dice: 144

Hit Points: 792

Critical Thresholds: Green, Yellow 396, Orange 198, Red 79

Base Initiative: -2

Speed: 80 ft. (fast legs)

Maneuverability: Poor

AC: 2

Hardness: 14 (iron, Colossal III)

Base melee attack: +6

Base ranged attack: -2

Unarmed damage: 2d12 +1d6 +14 (combat spikes)

Trample: largest Gargantuan; safe Large; damage 6d6

Saves: Fort 0, Ref -4, Will —

Abilities: Str 38, Dex 6, Con —, Int —, Wis —, Cha —

Mechcraft DC: 45

Base Planning Time: 90 days

Base Cost: 11,130 gp

Total Cost: 16,639 gp

Labor Requirements: 15,360 man-hours

Construction Time: 96 days (20 avg. laborers plus 2 overseers)

Special: Fast legs, combat spikes

PAYLOAD USAGE

PU	Use
16	Crew
32	Boarding party
16	Onboard weaponry
64	Total



The iron maiden is one of the most feared mechs on Highpoint, with good reason. Not only is it operated by the Irontooth Clans (whose mech devil pilots are superior to those from all other mechdoms), but it is built from the ground up for one purpose: boarding and capturing enemy mechs. Since very few mechs have security crews on board, a single enemy boarder can usually take out even the most heavily defended mech. On top of that, the iron maiden is ferocious in appearance: Its face is a stylized skull, it is covered in jagged spikes, and its

Space/Reach: 35 ft. by 70 ft./15 ft.
Crew: 16 (weapons: 3 plus see below)
Firing Ports: 44
Hit Dice: 144
Hit Points: 792
Critical Thresholds: Green, Yellow 396, Orange 198, Red 79
Base Initiative: -2
Speed: 60 ft.
Maneuverability: Poor
AC: 2
Hardness: 14 (iron, Colossal III)
Base melee attack: +6
Base ranged attack: +2 (precision aiming)
Unarmed damage: 2d12 +14
Trample: largest Gargantuan; safe Large; damage 6d6
Saves: Fort 0, Ref -4, Will —

body and weaponry are twisted and demonic in appearance.

A fully equipped iron maiden holds 32 raiders plus crew and weapons. Usually the raiders are seated 16 to a bore puncher. They are equipped with daggers, hand axes, and longswords (the former for close-quarter fighting, if necessary), and sometimes magnet bombs as well. The magnet bombs aren't useful for mechs that are to be captured, but for getting inside a mech and rapidly disabling it, they can't be beat.

Iron maiden crew are well aware of the effectiveness of their tactics. They are always armed and armored for close-quarters fighting, in case they themselves should be boarded.

JANZETER'S AMAZING MOBILE CANNON, MARK I

Size: Colossal III
Power Source: Steam
Payload Units: 80 (extra weapon mounts)
Height: 40 ft.

Abilities: Str 38, Dex 6, Con —, Int —, Wis —, Cha —
Mechcraft DC: 45
Base Planning Time: 90 days
Base Cost: 11,130 gp
Total Cost: 40,937 gp
Labor Requirements: 15,360 man-hours
Construction Time: 96 days (20 avg. laborers plus 2 overseers)
Options: Extra weapon mounts (16), precision aiming



TABLE 2-22: ONBOARD WEAPONS

LOCATION	ARC OF FIRE	WEAPON (DAMAGE, RANGE IN FT., OTHER)	PU	CREW
LANCER ONBOARD WEAPONS				
Right arm	Melee	Huge sword blade (2d8+Str/19-20)	4	1
Head	360°	Wand of magic missile (level 9) (5x 1d4+1, 190)	1	1
Left arm	Melee	Huge lance (2d8+Str/x3)	4	1
Total			9	3
THE MOTHER ONBOARD WEAPONS				
Right arm	180° forward	Gargantuan chain tentacle (2d8, 100)	8	3
Left arm	180° forward	Gargantuan chain tentacle (2d8, 100)	8	3
Total			16	6
RODWALKER ONBOARD WEAPONS				
Left arm, top	180° forward	linked <i>fireball</i> (lvl. 10) wand (10d6, 800, 20 ft. area)	1	1
Left arm, bottom	180° forward	linked <i>fireball</i> (lvl. 10) wand (10d6, 800, 20 ft. area)	1	0
Right arm, top	180° forward	linked <i>fireball</i> (lvl. 10) wand (10d6, 800, 20 ft. area)	1	0
Right arm, bottom	180° forward	linked <i>fireball</i> (lvl. 10) wand (10d6, 800, 20 ft. area)	1	0
Total			4	1
SCALE HUNTER ONBOARD WEAPONS				
Left shoulder	360°	Gargantuan javelin rack (2d8 (x5), 250)	8	2
Left arm	Melee	Gargantuan lobster claw (2d12/19-20)	8	2
Right shoulder	360°	Gargantuan chain tentacle (2d8, 100)	8	3
Right arm	180° forward	Huge steam cannon (2d10/x3, 1,000)	4	2
Right arm	Melee	Huge axe blade (2d8+12/x3)	—	1
Total			28	10
SCORPION ONBOARD WEAPONS				
Left arm	Melee	Huge lobster claw (2d8/19-20)	4	2
Left arm	180° forward	Gargantuan steam cannon (3d10, 950)	8	2
Right arm	Melee	Huge lobster claw (2d8/19-20)	4	2
Tail (rear)	360 degrees	Gargantuan chain tentacle (2d8, 100 ft., ignore hardness)	8	3
Total			24	9/special
SKULL CRUSHER ONBOARD WEAPONS				
Right shoulder	360°	Colossal ballista (4d10/x3, 200)	16	3
Right arm	Melee	Colossal axe blade (3d12+12/x3)	16	1
Left shoulder	180° forward	Colossal catapult (4d8, 400)	16	3
Left arm	Melee	Colossal axe blade (3d12+12/x3)	16	1
Total			64	8
SMIGGENBOPPER'S PERAMBULATORY ORC ONBOARD WEAPONS				
Location	Arc of Fire	Weapon (damage, range in ft., other)	PU	Crew
Right arm	Melee	Huge axe blade (2d8+8/x3)	4	1
Right arm	90° forward	Medium flame nozzle (2d8, 10)	1	1
Left arm	Melee	Huge ballista (2d10/x3, 200)	4	1/special
Total			9	3/special

PAYLOAD USAGE

PU	Use
16	Crew
64	Onboard weaponry
80	Total

Janzeter's amazing mobile cannon was the first howitzerlike device constructed on Highpoint. It is one of the oddest-looking mechs in existence. The chassis is long and short, unlike other mechs, and supports a single enormous steam cannon for practically its entire length. Balanced in the exact center of the barrel are two legs that bend backward, like a horse's. At the rear of the cannon rests a large, clear glass dome, laced by iron bands like those on a B-52 bomber, from which the gunners take their aim.

To make the picture all the more bizarre, a thirty-foot-long zeppelin floats from each end of the massive barrel. One crew member mans each zeppelin. The zeppelins help support the weight of the cannon and its huge ammunition supply, which cannot be lifted by the legs alone. When the mech is resting, the legs lock into a backward position and the zeppelins descend. When it is ready to move again, the zeppelins rise up, providing the extra lift necessary for the mech's legs to propel it. They also serve another crucial purpose: keeping the barrel steady while the mech moves. Without both zeppelins, the mech tilts like a seesaw as it walks, giving it an effective Dex of 0 and a speed of 30 ft.

Janzeter's model has since been refined into a four-legged version that does not require the zeppelins (mark II), as well as more reasonably proportioned models that carry weapons more suited to their size (mark III and IV). The original mark I is the classic that established Janzeter's reputation as a top-notch coglayer, however, and thus it is worth examination by any student of mecraft.

The amazing mobile cannon is generally used for guarding strongholds, mountain passes, river routes, and other controlled terrain zones. Janzeter's invention is unwieldy and ponderous to maneuver, but it is nonetheless ten times easier to position than horse-drawn cannons, and far more powerful.



Special

Precision Aiming: Janzeter designed his mobile cannon for use as nothing more than a cannon on legs. As such, he installed a complicated system of different-sized gears that allows extremely precise positioning of the cannon barrel without moving the mech itself. A large wheel allows for big shifts in position (measured in yards), a second small wheel swings the barrel in one-foot increments, and a third wheel shifts its position one inch at a time. As a result, the mobile cannon receives a +4 bonus to ranged attacks (reflected in the profile above) at an additional cost of +2,000 gp. This system works only on mechs whose weapons are housed on the main chassis.

Zeppelin Rangefinding: The zeppelins are usually retracted once the cannon is parked, so as to reduce its profile. They can be raised to a height of up to 300 ft. above ground level, however. From this position they afford a spectacular view of surrounding terrain (especially when the mech is already positioned on a mountain) and can assist the mech in finding targets and firing ranging shots. Additionally, the crew member in the zeppelin can help the cannon fire indirectly by shouting coordinates for targets that the ground-based crew cannot see.

The zeppelin crew is usually equipped with steam guns, which it uses to pick off any infantry that approach the mech.

Critical Hits: Any critical hit that would normally cause damage to the mech's arms instead hits one of the zeppelins, puncturing it and impeding the mech's movement as described above. Crew in a deployed zeppelin that is punctured fall to the ground, taking damage as usual. The zeppelins can be targeted independently; they have AC 12 and hardness 10 (due to multiple

overlapping layers of reinforced canvas). If a zeppelin takes even a single point of damage, it is punctured.

JUGGERNAUT

Size: Gargantuan

Power Source: Steam

Payload Units: 14 (extra weapon mounts)

Height: 25 ft.

Space/Reach: 10 ft. by 10 ft./10 ft.

Crew: 3 (weapons: 5)

Firing Ports: 14

Hit Dice: 24

Hit Points: 132

Critical Thresholds: Green, Yellow 66,

Orange 33, Red 13

Base Initiative: -1

Speed: 40 ft.

Maneuverability: Average

AC: 6

Hardness: 10

(iron)

Base melee

attack: +4

Base ranged

attack: -1

Unarmed

damage: 1d10

+8

Trample:

largest

Medium; safe

Small;

damage 3d6

Saves: Fort

+2, Ref -2,

Will —

Abilities:

Str 26, Dex 8,

Con —, Int —,

Wis —, Cha —

Mechcraft DC: 36

Base Planning Time: 72 days

Base Cost: 1,391 gp

Total Cost: 7,788 gp

Labor Requirements: 1,920 man-hours

Construction Time: 24 days

(10 avg. laborers plus 1 overseer)

Options: Extra weapon mounts (4)



PAYLOAD USAGE

PU	Use
3	Crew
11	Onboard weaponry
14	Total

The juggernaut is the archetypal dwarven mech.

As were the earliest dwarven mech prototypes, it is built to resemble a heavysset, 25-foot-tall dwarf, complete with a stylized face and metal beard. Charging into battle at the head of an army, it is inspiring — at least to dwarves, who often use juggernauts to lead virtually any assault, whether or not mechs should be involved. Juggernauts are deployed even in defensive situations, if only to rally the troops.

A juggernaut has no hands. Instead, its arms terminate in rounded, fistlike appendages bristling with weapons. An axe head is built into the sides of its right fist, and a huge punching blade extends from the front. A total of three flame nozzles are built into the arms, one behind the axe head on the right and two on the left fist. Finally, a steam cannon is mounted between the shoulders.

The juggernaut is an all-purpose mech, intended for combat in almost any situation. When fighting other mechs, it uses its steam cannon until it has reached close combat range, then fights with axe and punching blades. Juggernauts generally reserve their flame nozzles for infantry, but in desperate times they are not above turning all three nozzles on full blaze. Even with the risk of explosion, a round or two of three full-blaze flame nozzles will destroy most opponents very quickly.

Special

Weapon Combos: With the left arm, the juggernaut can attack with either its flame nozzle or an axe blade or the punching blade, which is

treated as a sword. The flame nozzle on the left arm cannot be used while also using the melee weapons unless it is left on full blaze.

The driver may operate the arms or the steam cannon. With a full crew, the steam cannon may fire in the same turn the arms also attack.

For construction purposes, the axes and punching blades are considered one weapon. The cost is double the sum of the two weapons' normal cost.

LANCER

STEAM VERSION

Size: Gargantuan

Power Source: Steam

Payload Units: 12
(extra weapon mounts)

Height:
25 ft.

Space/Reach:
10 ft. by 10 ft./10 ft.

Crew: 3 (weapons: 3)

Firing Ports: 12

Hit Dice: 24

Hit Points: 132

Critical Thresholds: Green, Yellow 66,
Orange 33, Red 13

Base Initiative: -1

Speed: 40 ft.

Maneuverability: Average

AC: 6

Hardness: 10 (iron)

Base melee attack: +4

Base ranged attack: -1

Unarmed damage: 1d10+8

Trample: largest Medium; safe Small; damage 3d6

Saves: Fort +2, Ref -2, Will —

Abilities: Str 26, Dex 8, Con —,
Int —, Wis —, Cha —

Mechcraft DC: 36

Base Planning Time: 72 days

Base Cost: 1,391 gp

Total Cost: 10,699 gp

Labor Requirements: 1,920 man-hours
(plus magic items)

Construction Time: 24 days (10 avg. laborers plus 1 overseer)



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