

Minds of Metal, Hearts of Fire

For use with [Savage Requiem](#), an Iron Kingdoms translation for Savage Worlds

About this Translation

Those entries that are Wild Cards are indicated by a ⚙️.

This document provides [Savage Worlds Adventure Edition](#) (SWAdE) rules and stat blocks for creatures and NPCs found in the Iron Kingdoms: Minds of Metal, Hearts of Fire DLC for 5th Edition. We strongly recommend that you purchase the [Iron Kingdoms RPG](#), [Into the Deep Wild](#), and [Monsternomicon](#) by Steamforged Games for complete details about the setting and entries presented here.

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Credits

Iron Kingdoms created by: Matthew D. Wilson ([Privateer Press](#))

Savage Worlds game designed by: Shane Hensley, with Clint Black

Setting adapted by: Peter Adams (architech99) & Michael Scott. Find out where you can find us online at www.mymegaverse.org/about/communities!



Cygnar

Melee Weapons

Item	Damage	Weight
Generator Blade*	Str+d10	60
AP 4, Reach 2, Storm (3d6)		

* Heavy 'jacks only

Ranged Weapons

Item	Range	Damage	Shots	ROF	Weight
Storm Blaster	12/24/48	3d6	2/shot	1	35
AP 2, Chained Power Modifier (electrical)					

Protectorate of Menoth

Melee Weapons

Item	Damage	Weight
Flame Fists	Str+d4	70
AP 2, Special, Targets hit are lit on fire (2d8), 45 minutes of fuel		

Flame Fists: Instead of a standard attack, the 'jack can spray all characters within 2" with refined Menoth's Fury. This attack does 2d8 fire damage, and characters are lit on fire (2d8). This can be evaded. This attack consumes 15 minutes of fuel.

Ranged Weapons

Item	Range	Damage	Shots	ROF	Weight
Skyhammer	30/60/90	3d6	20	2	30
Inaccurate (Subtract 2 from attack rolls), Snapfire, MBT					

Condemner*	12/24/48	3d8	8	1	40
With a successful attack, the target is affected by the Glow Power Modifier.					

* Heavy 'jacks only

Khador

Melee Weapons

Item	Damage	Weight
Shield Fist	Str+d4	90
Heavy shield. The 'jack's hands remain free for other tasks. Tests for delicate work using this arm are at -1.		

Ranged Weapons

Item	Range	Damage	Shots	ROF	Weight
Shoulder Cannon*	8/16/32	3d10	8	1	60
SBT. Requires Shoulder Mount. May be fired in melee.					
Dozer*	12/24/48	3d10	6	1	80
Knockback (see Knockback in <i>Savage Worlds Super Powers Companion</i>)					
Shoulder Launcher	5/10/20	3d6	3	1	40
MBT. Requires Shoulder Mount.					

* Heavy 'jacks only

Crucible Guard

Notes

In addition to the notes/gear Traits in the *Savage Worlds core rules*, the following appear in the tables below:

Formula Chambers: This weapon is designed to fire various alchemical payloads. It can store up to three alchemical formulas and switch between them once per round. If the alchemical formula doesn't cause damage (such as acid), the attack won't cause any damage.

Ranged Weapons

Item	Range	Damage	Shots	ROF	Weight
Enthalpic Distillator	Cone Template	2d8	6	1	45
Alchemical Weapon, Formula Chambers, Special.					
Pyrodraulic Jet*	Cone Template	3d6	6	1	30
Alchemical Weapon, Formula Chambers. The 'jack's hands remain free for other tasks. Tests for delicate work using this arm are at -1.					
Multi-Chambered Compression Cannon*	20/40/80	3d10	9	1	50
Alchemical Weapon, Formula Chambers, MBT. When taking the Aim action with this weapon change its Range to 30/60/90 for the aimed attack, may be fired indirectly (see Bombards rule in <i>Savage Worlds core rules</i>)					

* Heavy 'jacks only

Alchemical Formulas

Uncommon Formulas

Item
Aetheric Blast
This formula explodes on contact with air, causing normal damage for the weapon type. Any cloud, or fog (including the <i>darkness</i> power with the fog trapping) is dispersed. Treat the attack roll as the arcane skill roll for the <i>dispel</i> power if dispersing <i>darkness</i> .
Black Humor
This formula deals damage as an Acid Hazard with the necrotic damage type.
Accelerant
A character hit by an attack with this formula gains the Environmental Weakness (Fire) Special Ability until the accelerant is washed off.

Cryogenic Fluid
The attack gains the Hinder Power Modifier.

Steamjack Equipment

Item	Weight
Storm Accumulator	80
At the beginning of each of the steamjack's turns, if there is a character that has a weapon with the Storm special rule within 2", the steamjack gains a Benny. The steamjack gains the Environmental Resistance (Electricity) Special Ability.	
Shoulder Mounts	225
This allows a steamjack to equip a shoulder-mounted weapon and fire the attached weapon as a limited free action. After firing a shoulder-mounted weapon, the steamjack must make a Strength Test or be knocked prone.	
Heavy Shield System	125
The steamjack can benefit from carrying two shields at once.	

Warjacks

⚙ Toro Heavy Warjack

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d12+1

Skills: Athletics d6, Fighting d8, Notice d4

Pace: 5; **Parry:** 8 (2); **Toughness:** 17 (6)

Hindrances: —

Edges: Ambidextrous, Charge

Gear: Battle blade (Str+d8, Reach 1), heavy shield (+2 Parry, -2 Cover)

Special Abilities

- **Armor +6:** Heavy Armor.
- **Built for War:** -4 to Called Shots to ignore the Toro's Heavy Armor.
- **Cortex:** Aurum-grade.
- **Size 3:** The Toro is 12' tall and weighs 7 tons.

⚙ Suppressor (Variant Toro Chassis)

As Toro, but substitute the following:

Skills: Shooting d6

Gear: 2 x pyrodraulic jets (Cone Template, 3d6 damage, Alchemical Weapon, Formula Chambers)

⚙ Vindicator (Variant Toro Chassis)

As Toro, but substitute the following:

Skills: Shooting d6

Gear: Battle mace (Str+d6), multi-chamber compression cannon (Range 20/40/80, 3d10 damage, Alchemical Weapon, Formula Chambers, When taking the Aim action with this weapon increase its Range to 30/60/90 for the aimed attack, may be fired indirectly)

⚙ Devastator Heavy Warjack

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d12+2

Skills: Athletics d6, Fighting d8, Notice d4

Pace: 4; **Parry:** 10 (2); **Toughness:** 18 (6)

Hindrances: —

Edges: Ambidextrous, Charge

Gear: 2 x Shield fist (Str+d4, +2 Parry, -2 Cover), flak field, heavy shield system.

Special Abilities

- **Armor +6:** Heavy Armor.
- **Built for War:** -4 to Called Shots to ignore the Toro's Heavy Armor.
- **Cortex:** Aurum-grade.
- **Flak Field:** As an action, other characters in a Large Blast Template centered on the devastator take 3d6 damage. This can be evaded.
- **Heavy Shield System:** The devastator can gain the benefits of two shields at once.
- **Size 3:** The devastator is 12' tall and weighs 16 tons.
- **Sturdy:** Roll one less die for Knockback.

⚙ Demolisher (Variant Devastator Chassis)

As Devastator, but substitute the following:

Skills: Shooting d6

Gear: 2 x Shield fist (Str+d4, +2 Parry, -2 Cover), heavy shield system, 2 x shoulder cannons (Range 8/16/32, Damage 3d10, SBT, may be fired in melee).

⚙ Spriggan (Variant Devastator Chassis)

As Devastator, but substitute the following:

Skills: Shooting d6

Gear: Heavy shield (+2 Parry, -2 Cover), spear (Str+d8, Reach 1), 2 x shoulder launchers (Range 5/10/20, Damage 3d6, MBT).