War Memorials from the Rosergaard Pillar

A lancer supplementary frame collection

Version 1.1 – Peer-Reviewed Corrections

Changes from previous version:

- Going over Kian's corrections. Too many too be listed, they are catalogued in a separate list. In short, basic revision and correction of almost all text
- Finished up Aconcagua and Mayon
- Added Diplomat talent
- Rules for call-ins
- Added explanation for Laser
- Added explanation for Radiation Poisoning
- Added explanation for Gas effects
- Changed LSL core experimental valve to 1/mission
- Slightly reworked most NHPs
- Made Mini Solar Lance a Rifle
- Removed AP tag from chain cannon.
- Renamed Minerva to Menrva
- Changed Colloa Core

Planned additions:

- History Overview of the Rosengaard Pillar
- Kian's addition of SSC and Horus frames
- Graphical representations for Manufacturers and Frames
- Talent for call-ins (Grand Strategist?)

Notes:

Chainsaw might be op.
Attakulla Core should be more on support.
Snow Cannon needs improvement.
Boom Barrier Nexus might need a rework.
Galdhøpiggen core is incredibly confusingly worded.

New Rules and Tags:

Call-in

Call-ins are supplementary units deployed on the battlefield to aid you in pursuit of your objectives. Unlike drones, they can move and act on their own, even though they generally share your turn with you. Whoever requested them acts as their commanding officer laying out their actions however, they are capable of autonomous decision on so might leave a battlefield if their chances of survival become low enough.

Laser

Laser weapons are focused beams of light that damage through immense punctual heat. Weapons with this tag usually have below average damage output, however they always deal their target Heat equal to the Damage they inflict.

Radiation Posioning

Once hit with radiation poisoning, a target is stuck with it until it can be cleared as part of a full repair. Suffering from radiation poisoning, a character must start each and every turn with an Engineering Save and should they fail, take 1d3 AP Energy Damage.

Gas cloud

Gas can be affective on the field but is also hard to control. Unless specified otherwise they move on your next turn and dissipate the one after effectively ending. Gas moves because of weather or ventilation, so in space, this effect will not trigger. When gas moves, you have no sway over it. You must roll a 6d and the position it lands on decides the direction the gas travels at in a direct line.

GMS-HIPS / Humanitarian Intervention and Pioneering Supplier

Your peacekeeper at the front.

Formed during the Union intervention on Casve after the infamous flight of the dragonfly destroyers, General Massif Systems-Humanitarian Intervention and Pioneering Supplier is an autonomously operating department of its parent company. Attached directly to the Union department of justice and human rights, most of its frames will only be found with the military and represent the results of Unions most advanced R&D in de-escalation. Some systems have even reportedly been developed in joined programs with Harrison's Think Tank.

In the war-torn parts of the Rosengaard Pillar, GMS-HIPS is the most active part of Union's reconstruction efforts. Their pioneers have long settled down in more quiet offices as well though. Not only to develop new methods of reversing harm of previous decades but also new tools for upcoming crisis. With increasing normality, the local factories also started to work in the civilian fields though after some time had passed. They are mostly constrained to constructing heavy agricultural machinery but after heated debate, they also started offering some of their wartime designs to Lancers across the stars.

Today the pallet includes some of the best chassis on offer for any kind of humanitarian intervention. Some Lancers may gripe about the comparative lack of firepower, but no other manufacturer will ever measure up to GMS-HIPS' dedication to bring even the most cumbersome machinery to where it's needed. Unlike the products of the parent company, the tools from Casve necessitate proper licensing and are only handed out to trusted Lancers who work for the three pillars.

GMS-HIPS licenses:

Midzor

Rank I	Rank II	Rank III
Gibraltar Barbed Wire Drums	LMG	Milorg Removal Device
Anti-Frame Barricade	Pigeon Mine Launcher	Domovoy Class NHP

Attakulla

Rank I	Rank II	Rank III
Smart Targeting Relay	Orbital Guidance Scanner	SAM Launcher
Lazer Guided Missile	Nighthawk Scope	Thor Class NHP

Kilimanjaro

Rank I	Rank II	Rank III
Greywash Monitor	Whitewash Stirrup Pump	Rescue Code
Ablative Burner Plates	Radiator Shield	Hydrolic Rescue Tool

Collao

Rank I	Rank II	Rank III
Teargas Lobber	Satellite Plating	Pacifier Gas Mines
Nitro Overdose	Bullmoose Drone	Prism Shield

Uluru

Rank I	Rank II	Rank III
Sunrise Charges	Ghost Diversion	Whistling Scarecrow
Delayed High Explosives	Sunset Charges	Rainbow launcher

Galdhøpiggen

Rank I	Rank II	Rank III
Precision Crossbow	Snowfall Beacon	Plasma Capacitor
Coolant Sabotage	Forced Insulation	Spark Cracker

Mauna Kea

Rank I	Rank II	Rank III
Cargo Ropeway	Shelf Breaker Punch	Parabolic Punch
Analogue Controls	Improvised Explosive Device	Shard Cloud

GMS-HIPS Core Bonuses

- ### Intervention Dispatch
  Constructing to protect. Some Lancers understand that there's more value in building new things then destroying the old.
  When you activate a system with the Deployable tag you gain 5 Overshield.

- ### Optimised Small Arms Assortment
  Widespread across the stars, there's nothing quite like finetuned weapons for the job.
  Your auxiliary weapons deal +2 bonus damage.

- ### Emergency Foam
  Detonating frames are reportedly the cause for over half the collateral damage in contemporary urban warfare causing untold suffering completely preventable through better safety practice.
  Your frame can no longer be fully destroyed, deploying a hardening foam screen that prevents uncontrollable damage. You will always be able to rep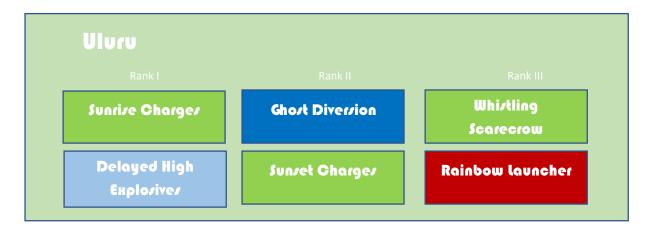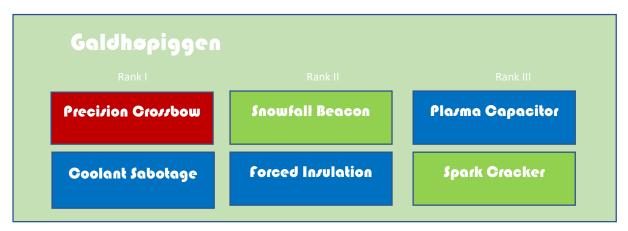air your mech given enough rest and the necessary Repair Cap (2 per Structure). Undestroyed systems will always be salvageable.

- ### Partial Compatibility
  While not quite as universal as the widespread Everest parts, all of GMS and her subcontractors construct with longevity and replaceability in mind.
  1/mission: as a Free Action your frame can repair 1 Structure Damage at no cost.

- ### Reactor Safety Redundancy
  The second most frequent cause of a Lancer's death is his own reactor.
  When you take Stress Damage, roll 1d6. On a 4+, an emergency valve vents off the Heat that would have caused you to take Stress Damage instead. This system can only successfully trigger once per Full Repair.

- ### Readiness Reset
  Parts compatibility is an opportunity for new synergies in the interplay of systems.
  When you Stabilise, you can choose to repair and clear all Heat at the same time but can't take any of the other benefits doing so.

Midzor / Controller/Support

SIZE 3

The Midzor presents the most extensive pioneering frame on the market offering great tools for hazard removal as well as area denial. Be it through mines or barbed wire, the experienced pioneers at GMS-HIPS got your back. Standout feature of the hulking behemoth is of course the mobile bridge integrated into its design. Once deployed, crossing all varieties of hazards will be a breeze. Its peerless frontline service has been proved since its first deployment on the frontlines at Helibep. Now it has the privilege of being one of our few designs openly available to all licensed Lancers. - Excerpt from the sales brochure.

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
7	6	8
HEAT CAPACITY	SENSORS	TECH ATTACK
7	10	0
REPAIR CAPACITY	SAVE TARGET	SPEED
5	11	3
SYSTEM POINTS		
8		

MRAP
The Midzor is immune to all effects from Dangerous Terrain.

Colossus
Adjacent allied characters can use the Midzor as Hard Cover.

Heavy frame
The Midzor can't be Pushed, Pulled, knocked Prone or Knocked back by smaller characters.

AUX/AUX	MAIN/AUX

Onboard Core System:

Advanced Frontline Pioneering

Active - Bridge Deployment (Protocol)
The Midzor deploys it's integrated temporary bridge aiding allies in crossing even the harshest of terrain. You extend yourself over a line 5 (centre to centre) with width 3. Doing so:

- You become Immobilized and can't be moved by any means.
- You ignore all kinds of difficult or dangerous terrain beneath you as well as obstacles of size 1 and below.
- Characters can move across the surface covered by you ignoring the terrain beneath, standing on you as if you were flat terrain.
- You gain resistance to all damage.

You can end your deployment as a quick action becoming mobile again.

This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used.

Attakulla / Controller/Striker

SIZE ½

Developed in a joint effort with the Union Navy, Attakulla presents one of the premiere platforms of joint arms operation offering superb tools to coordinate air strikes and orbital support. Initially received with complaints by front line troops the introduction of dedicated drone wings to every frame soon proved the capability of the chassis making it and it's NHP assistance the preferred choice for many DOJ/HR NCOs. Minted by HORUS so widespread they gave up and engaged in regulated trade.

STRUCTURE		STRESS		ARMOUR
4		4		0
HP		EVASION		E-DEFENSE
6		10		8
HEAT CAPACITY		SENSORS		TECH ATTACK
5		15		+1
REPAIR CAPACITY		SAVE TARGET		SPEED
4		11		4
SYSTEM POINTS				
8				

No-flight-zone

1/round: The Attakulla can force any adjacent character of its choice to land immediately (this counts as falling without any damage) and prevent them from flying until they break adjacency.

Fragile

The Attakula receives +1 Difficulty to Hull checks and saves.

AUX/AUX	AUX/AUX

Onboard Core System:

Flight Coordination Relay

Passive – Combat air patrol

At the start of each of your turns, you may roll a d6 as a Free Action. On 4+ you successfully make contact with strike command and may call in an airstrike as a Quick Action, rolling an additional d6 to determine the wing sent to your aid. All of these can be done within Range 15 ignoring requirements for Line of Sight.

1 – Recon overhead flight: Lock-On one enemy.
2 – Smoke bomb advance: Draw a Line 5 Area which grants all characters within soft cover until the end of your next turn, at which point the smoke disperses.
3 – Raisin Cover: You deploy a size 1 piece of Hard cover (10hp 5eva 5e-def) in a free space.
4 – Firefly Ammunition: You deploy a size 1 Incendiary Ammo Pack. It can be picked up by adjacent allied characters and makes their next attack deal burn damage.
5 – BH-Carpet bombing: Draw a line 8 area. All targets within the area take 2 Explosive Damage.
6 – Kaneda-X orbital strike : Deal 1d6 AP Energy Damage to one enemy

Active – High Alert Status (Protocol)

For the rest of this scene you roll 2d6 at the start of each round instead of 1, making successful contact with Strike Command on 3+. If both rolls result in a success, you can now use up to two strikes each round, each with a separate Quick Action. These count as different Quick Actions for the sake of Action limitations.

Kilimanjaro / Support

SIZE 1

Developed from reverse engineered Harrison reactors, the Kilimanjaro fire suppression and heat management chassis presents a breakthrough in reactor safety. Ongoing Union trials are conducted to employ the system as a countermeasure to total biome kills, combining the strongest heat pump ever used on chassis with superb ABC-protection. No matter if it serves on carriers at the reactor unit, pushes rapid deployment units to their limit or suppresses wildfires, the Kilimanjaro is a favorite to everyone looking to fight heat.

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
6	7	8
HEAT CAPACITY	SENSORS	TECH ATTACK
10	10	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
4	12	4
SYSTEM POINTS		
7		

Superior Reactor

The Kilimanjaro gains +1 Accuracy on Engineering checks and saves.

Reactive Heat Shielding

1/Scene: When receiving any amount of Burn Damage, the Kilimanjaro first gains Overshield equal to 4 + GRIT before taking damage. Additionally, it has immunity to all heat from external sources as long as it benefits from this overshield. (This does not apply to heat from your Thermal Control Package)

Emergency Heat Spew

When taking stress, the Kilimanjaro cools off by ejecting flaming reactor fuel in a Cone 3 spew. All characters within the affected area take 1d6 Explosive Damage.

> AUX/AUX

Onboard Core System:

Thermal Control Package

Passive – Boltzmann Heat Pump

As a quick action, you may latch onto any adjacent character. Whenever your Ally takes Heat, you may take half of it for them, no matter the source. This effect ends when either of you breaks adjacency.

Active – High Enthalpy Reduction (Full Action)

For the rest of this scene, the Bolzman Heat Pump takes on all the heat suffered instead of half, once activated.

You also gain the ability to use the Nitrogen Emergency Packs. This system can only be used when your core is active and holds three charges. This amount can't be raised by any means. By expending a charge as a Quick Action, you cool down completely as you clear all Heat. This doesn't count as Stabilizing and does not gain additional benefits from any other source.

Collao / Defender

SIZE 2

PLACEHOLDER

STRUCTURE	STRESS	ARMOUR
4	4	3
HP	**EVASION**	**E-DEFENSE**
8	6	6
HEAT CAPACITY	**SENSORS**	**TECH ATTACK**
6	10	-1
REPAIR CAPACITY	**SAVE TARGET**	**SPEED**
6	10	3
SYSTEM POINTS		
7		

Ballistic Protection

The Collao grants adjacent Allied Characters Resistance to Damage, Burn and Heat from Blast, Burst, Line, and Cone pattern attacks.

ABC Protection

The Collao has Immunity to Damage, Burn, Heat and Conditions from Blast, Burst, Line and Cone pattern effects activated by itself or allied characters other than attacks.

Heavy frame

The Collao can't be Pushed, Pulled, knocked Prone or Knocked Back by smaller characters.

FLEX

Onboard Core System:

Tactical Flash Rampart

Core Integrated – Muralla Mantlet

Integrated Heavy Melee, Threat 1 2d6+3 kinetic knockback 2
As a protocol, choose an Adjacent Character and protect them, granting them Hard Cover and +2 Armour. They lose this benefit when adjacency is broken.

Active – Strobe Flash Charges

For the rest of this scene you activate your Flash Charge Monitor system on your Muralla Mantlet. If your shield is destroyed, you can't activate your core. The Flash Charge monitor is Limited 3. You may consume a charge as a quick action to unleash a stun flash attacking all characters in a Cone 5 Area, forcing them to pass a System Save or become Stunned. On success, they become impaired instead.

Uluru / Artillery

SIZE 2

Based on secomm designs used against high value targets

STRUCTURE		STRESS		ARMOUR	
4		4		0	
HP		**EVASION**		**E-DEFENSE**	
8		6		6	
HEAT CAPACITY		**SENSORS**		**TECH ATTACK**	
6		10		0	
REPAIR CAPACITY		**SAVE TARGET**		**SPEED**	
5		11		3	
SYSTEM POINTS					
6					

Covert Operation

By default, the Uluru turns Invisible on the start of its turns but loses Invisibility by Attacking, taking a Reaction, forcing a Save, Flying, Teleporting, or taking Damage. Effects from Mines, Drones and other Deployables that cause Damage or force a Save do not count.

Exposed Reactor

You have +1 Difficulty on Engineering checks and saves.

AUX/AUX	FLEX	HEAVY

Onboard Core System:

Bush War Optical Camo

Passive – Large Caliber Silencer (Quick Action)

Target a character beyond Range 5 and within Line of sight. You can attack them without losing Invisibility, no matter the source you got it from. Only one character can be designated as your target for this system at a time. If you target a new character, the previous one will no longer count.

Active – Mosquito sting (Full action)

Choose any number of characters within Line of sight. You make an attack against each of them that deals 1d3 +1 Kinetic Damage on hit and doesn't cause you to lose Invisibility.

Galdhøpiggen / Artillery/Controller   SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
10	7	8
HEAT CAPACITY	SENSORS	TECH ATTACK
4	15	+1
REPAIR CAPACITY	SAVE TARGET	SPEED
6	10	3
SYSTEM POINTS		
5		

Liquid Nitrogen Cores

1/round, when you crit an enemy with an attack, you may force them to make an engineering save or they become Immobilized. This lasts until they break free with a successful Hull save as a quick action.

Arctic Warfare Fitting

The Galdhøpiggen is immune to all detrimental environmental effects from cold.

AUX/AUX	MAIN/AUX

Onboard Core System:

Sorbet Deployer

Active – Sub Zero Snow Cannon (Quick Action)

You deploy a Sub Zero Snow Cannon in a free adjacent space. The snow cannon has 10 hp and resistance to all damage. It creates the extreme cold environmental effect in a blast 5 area. When deployed in a scene that already has the extreme cold effect, the area affected by the snow cannon causes characters that end their turn in it to become immobilised if they moved or not instead. Additionally, they always clear all their heat at the end of their turn.

Mauna Kea / Striker

SIZE 1

Gabelstapler for mountain terrain.

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
10	8	6
HEAT CAPACITY	SENSORS	TECH ATTACK
5	5	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
6	11	4
SYSTEM POINTS		
7		

Mechanised Barfight

You can perform Improvised Attacks as Range 5 Thrown Attacks. To do so, you must throw an Adjacent Object or Character smaller than you. Unwilling characters can resist by succeeding on a Hull Save. On Hit, thrown characters take the same Damage as your target.

Feral Precision

You always have at least +1 Accuracy on Improvised Attacks.

Integrated Ice Axes

You can climb at normal speed.

Bloody Uppercut

When you perform a crit with an improvised attack, you knock your target prone.

MAIN/AUX

Onboard Core System:

Space Age Shanking

Active – Meteorite launch of pure violence (Full Action)

You take on one character or object and with all your strength, throwing them into a suborbital flight. Unwilling characters can resist by succeeding on a hull save. Once launched, they remain airborne and off the battlefield, being unable to use their turn or be targeted. On the start of your next turn, they come crashing down on a space within Range 10 you designated when you launched them, which is known to everyone. „When they come crashing down, your thrown target and whatever is on the selected space take 4d6 kinetic damage. Everyone in a blast 2 radius around it must succeed on a hull save or take 1d6 damage and fall prone. On a successful save they take half damage and do not fall prone.
This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used.

Gibraltar Barbed Wire Drums   Midzor   I   System

Tags: Quick Action, Deployable (1sp)

Effect: Deploying the Wire Drum, draw a Line 3 Area 1 Space high in free spaces, one of which must be adjacent to you. It is now considered Dangerous Terrain. Each segment can be removed individually by any Character as a Quick Action by rolling a d6. Rolling a 1, you fail at removing it and take 1AP Kinetic Damage. Otherwise, you clear one space from the Barbed Wire.

Anti-Frame Barricade   Midzor   I   System

Tags: Quick Action, Deployable, Unique (2sp)

Effects: You deploy a size 1 barricade box in a free adjacent space to you. (10hp 5eva) The barricade generates a line 5 barrier 5 spaces high centred on the box on the ground level. The barrier is magnetic, blocking all frames and other large non-biological objects from passing: However, it doesn't grant cover, nor does it affect attacks passing through it.

LMG   Midzor   II   Weapon

Range 8 blast 1 damage 1d3+1 kinetic   Main   Rifle

Tags: Reliable 1, Ordnance, Accurate

Pigeon Mine Launcher   Midzor   II   System

Tags: Unique, Grenade, Mine, Quick Action, Limited 3 (2sp)

Effects:

Grenade: You throw a Pigeon Shrapnel Grenade. These grenades burst mid-air, perforating your target area with a rain of tiny explosives, dealing 2 Explosive damage to all targets in a blast 2 area.

Mine: You proliferate a blast 2 area within range 10 with air-deployed pigeon mines. When someone moves within the area, they trigger the mine and all characters and objects within the area take 2 explosive damage. Unlike other mines pigeon mines don't trigger when a character moves adjacent to them.

Milorg Removal Device   Midzor   III   System

Tags: Unique, Quick Action, Heat 1 (self) (2sp)

Effects: You can remove any adjacent Deployable with this System by blowing it up in an instant, harmless explosion, destroying them in the process. You can even remove indestructible Deployables in this manner, but they can be redeployed afterwards and don't count as being destroyed.

Domovoy Class NHP   Midzor   III   NHP

Tags: AI, Unique, Full Action, Limited 4 (2sp)

Effects: Upon activation, Domovoy allows you to deploy up to 6 Virtual Copies within sensors and line of sight. Virtual Copies draw from your systems by emulating deployables (except drones) you have stocked on your frame becoming almost indistinguishable and acting just like the tangible systems they copy from. However, they can be revealed as imitations und subsequentially destroyed by successful systems check from any adjacent character as a quick action. The Virtual Copies last until they get revealed, the scene ends, or you activate this system again.

Smart Targeting Relay
Attakulla I System

Tags: Unique, Quick Tech, Heat (2 self) (2sp)
Effects: You temporarily link your sensors with an Ally within Sensor Range and line of sight. After linking up, you may use their sensors and line of sight as if they were yours for your next action.

Laser Guided Missile
Attakulla I Weapon

Range 15 Damage 1d3 +1 Explosive (1sp) Smart · Aux · Launcher
This weapon can only target characters with the Lock-On condition and must consume the Lock-On during the attack.
On hit: Your target must succeed on a system save or keep the Lock-On.

Orbital Guidance Scanner
Attakulla II System

Tags: Quick Action, Heat 1(self) (3sp)
Effects: You receive a high-resolution orbital photograph of a blast 1 area within range 50. Until the start of your next turn, you and your allies can treat the area as if you had line of sight to it.

Nighthawk Scope
Attakulla II Mod

Tags: Unique, Limited 3 (2sp)
Effects: When attacking an Invisible character, you may spend a charge of this system to ignore their Invisibility and attack them normally.

SAM launcher
Attakulla III Weapon

Range 5 Damage 3 Explosive · Aux · Launcher
Can only be fired with the Anti-Air Reaction
Anti-Ai Reaction: 1/round: Trigger: A Flying character leaves or enters your Range.
Effect: You can automatically hit all Flying characters within range.

Thor Class NHP
Attakulla III NHP

Tags: AI, Unique, Protocol, Heat 4 (self), (3sp)
Effects: Once activated, Thor creates a parameter within your sensors and line of sight until the start of your next turn, immobilizing you in the process. Whenever an enemy within this parameter takes a reaction, all enemy characters, including itself, in a blast 3 area, must pass an engineering save or take 3 AP energy damage and become Stunned. Each character can only be stunned once by this system per scene.

Whitewash Monitor
Kilimanjaro I Weapon

Range 5 Damage 1 Kinetic · Aux Cannon
On attack: Your target and all Adjacent characters clear all Burn.
On hit: Your target becomes Slowed and Impaired.

Ablative Burner Plates
Kilimanjaro I System

Tags: Unique, Quick Action, Limited 3 (1sp)
Effects: You clear 1d6 heat but take half as much burn.

Whitewash Stirrup Pump

Kilimanjaro   II   System

Tags: Full Action, Limited 4 (2sp)

Effects: You fill a Burst 3 area with Whitewash foam until the start of your next turn. The foam clears all Burn for any character at least partially within the area. Everyone in or moving through the area is slowed, furthermore, the foam prevents you from drawing Line of Sight beyond adjacent spaces.

Radiator Shield

Kilimanjaro   II   System

Tags: Shield, Unique, Quick Action, Heat 1 (self) (1sp)

Effects: You give an Allied character within Sensors and Line of Sight a shield from Heat which lasts until used. This shield persists even when they leave your Sensors or Line of Sight. The shield prevents the next 1d3 Heat they take from an external source. Only one character can benefit from this system at a time and it doesn't stack.

Rescue Code

Kilimanjaro   III   Systems

Tags: Full Tech (3sp)

Effects: You clear all statuses and effects effecting adjacent allied characters.

Hydraulic Rescue Tool

Kilimanjaro   III   Weapon

Threat 1 damage 1ap kinetic   Aux   Melee

On Crit: Your enemy becomes Shredded until the end of their next turn.

Teargas lobber

Collao   I   Weapon

Range 8 Blast 1   Main   Launcher

Tags: Unique

On attack: Characters within the affected area must succeed on a Hull save or become Impaired until the end of your next turn. While suffering from this effect, they must pass a System Save at the start of each of their turns, or become blinded for that turn, being unable to draw Line of Sight beyond adjacent spaces.

Nitro Overdose

Collao   I   Systems

Tags: Unique, Protocol, Limited 2 (3sp)

Effects: By pumping your mechs circuit full of questionable combat enhancers, you push it beyond reasonable limits. You gain +1 accuracy on all your rolls this turn and can perform one quick action of your choosing for free. However, the following turn you become Slowed and Impaired. Additionally, you can only perform a single Quick Action.

Satellite Plating

Collao   II   System

Tags: Shield, Unique, Full Action, Protocol (2sp)

Effects: You become Immobilized and let loose a swarm of armored drones which begin orbiting you. When a character within Blast 3 around you is hit by an attack, roll a d6. On 3+, a drone protects them, granting them a temporary +2 Armor, for this attack only. You may end this effect as a Protocol.

Bullmoose Drone

Collao   II   Systems

Tags: Drone, Quick Action (2sp)

Effects: Deploy a Bullmoose Drone within Sensors and Line of Sight. When a character adjacent to the drone gets attacked, as a reaction, the drone may intercept the attack, taking on half of the Damage suffered by the Character.

Pacifier Gas Mines

Collao   III   System

Tags: Unique, Grenade, Mine, Quick Action, Limited 3 (2sp)

Effects:

Grenade: Create a blast 2 gas cloud

Mine: Create a blast 3 gas cloud

Gas Cloud: Lasts until the end of your second next turn, forces a hull save, on fail take 1d6 damage and become shredded until the end of your next turn. At the start of your next turn, the cloud gets moved by wind. The direction is decided by a d6, with a 1 being straight up going clockwise afterwards moving 1d3 spaces.

Prism Shield

Collao   III   System

Tags: Shield, Unique, Quick Action, 2 Heat(self) (2sp)

Effects: Until the end of your next turn, you create a Blast 2 shield. If a target within the shield is attacked, roll a d6. On a 3+, the attack is instead retargeted against the character closest to the original target. If there are multiple targets at the same distance, they all roll a d6 and whomever rolled the lowest takes the hit.

Sunrise charges

Uluru   I   System

Tags: Unique, Grenade, Mine, Quick Action, Limited 3 (2sp)

Effects:

Grenade; All characters in a blast 1 aera must pass an agility save or become locked on.

Mine; All characters within a blast 1 area become locked on and unable to benefit from invisibility for the same duration.

Delayed High Explosives

Uluru I Mod

Tags: Limited 3 (2sp)

Effects: When you hit with an attack, you can spend a charge of this system to force the target to make a Hull Save. On failure, an explosive charge attaches to them. At the start of their next turn, it explodes in a Blast 1 area dealing 2 AP Explosive damage.

Can't be taken on superheavies

Sunset charges

Uluru   II   System

Tags: Unique, Grenade, Mine, Quick Action, Limited 2 (2sp)

Effects:

Grenade: You target a character within range 5 and line of sight, fastening a Sunset Charge onto them. These can only be removed with a full action. If the Charge is still attached when the target is destroyed, it triggers and explodes in a blast 1 area. Everyone within the area must pass an Agility Save or take 2d6 Explosive damage. On a success, they only take half damage.

Mine: Characters in a blast 2 area must pass an Agility Save or have Sunset Charges latch onto them as explained in the grenade section.

Ghost Diversion
Uluru II Full Tech

Tags: Unique, Full Action, 3 Heat

Effects: you create two Grindylow Entities within sensors and line of sight. They are imitations of size 1 mechs, permanently Invisible and they don't cause obstruction. They have 1hp 10 evasion and 10e-def. Once deployed, you can choose to perform a basic Invade originating from one of them as a quick action, Taunting the enemy on hit. The taunt last until the end of the targets next turn and forces them to take 2 heat and suffer +2 Difficulty when they attack anyone other than the Grindylow Entity. This action doesn't suffer from regular restrictions on duplicate actions and can instead be performed once for each Grindylow Entity under your control.

On the turn you deploy them you can also perform one invade for each of the two as free actions.

Whistling Scarecrow
Uluru III System

Tags: Deployable, Quick Action (2sp)

Effects: You deploy a whistling scarecrow within range 5 and line of sight. It emits a constant sound and signal to distract targeting system. Characters that stand wholly within a blast 4 Area around it gain +1 Accuracy on Saves to remain hidden. This counts for allies and enemies. It has 5 hp and 5 evasion and e def. Unless destroyed, it remains until the end of the scene even when you create new ones.

Rainbow launcher
Uluru III Weapon

Range 10 damage 1d6+1 Variable   Heavy   Launcher

Tags: Smart 1sp

On attack, as you shoot, you cycle through your different ammo types starting with the type of your choice. You retain this cycling throughout multiple scenes until you perform a full repair.
1. Kinetic Arcing 2. Explosive Overkill, 3 Energy smart, 4 Burn 1 heat (self)

Precision Crossbow
Galdhøpiggen I Weapon

Range 12 damage 1d3 kinetic   Aux   Rifle

On Crit: Your target becomes slowed until the end of their next turn.

Coolant Sabotage
Galdhøpiggen I Invade

Tags: Invade (2sp)

Snow: Your target must move a number of spaces equal to their current heat in a direction of your choice. (max 6 spaces)
Ice: If your target had no heat before being targeted by this invade, they are knocked prone.

Snowfall Beacon
Galdhøpiggen II Systems

Tags: Unique, Deployable, Quick Action, Limited 2 (3sp)

You deploy a beacon in a free space in Range 3. Characters that move adjacent to it or start their turn next to it, become immobilized until the end of their next turn and clear 3 heat. You can only be affected by this system once.

Forced Insulation
Galdhøpiggen II Full Tech

Tags: Unique, Full Tech (1sp)
You target an enemy character within sensors and Line of Sight: Until the start of your next turn, they become unable to use any system which generates Heat, but they also become Immune to Heat from outside sources.

Plasma Capacitor
Galdhøpiggen III Full Tech

Tags: Unique, Full Tech, Overshield, Limited 1 (3sp)
Choose a character within Line of Sight and Sensors. You spend a charge of this system and grant them Overshield equal to their free Heat Cap.

Spark Cracker
Galdhøpiggen III Systems

Tags: Protocol, Unique, Reaction, 2 Heat (self) (3sp)
Once this system has been primed as a protocol you gain access to the Violent Spark reaction. 1/turn Reaction: Trigger: An enemy within Sensors and Line of Sight takes an action that causes them Heat. Effect: You force them to succeed on an Engineering Save or take AP Energy Damage equal to the Heat they gained.

Cargo Ropeway
Mauna Kea I Systems

Tags: Quick Action, Deployable, Limited 3 (2sp)
Effects: You deploy a Ropeway Pole in a free adjacent space and the Ending pole in a free space within Line 12, with a zip-line between them. This creates a Cargo transport line which can be used to send characters or objects of size ½ or below down the line as a Free action, as long as they are adjacent. As it is unsuited to passenger transport, characters must succeed on an Agility Save or take 4 AP Kinetic Damage at the end location. The line itself cannot be targeted, but the system as a whole can be destroyed when the Ropeway poles get destroyed. They have 5 Hp as well as 5 Evasion and E-Defense. If they were to take heat, the whole remains intact but is rendered inoperable until the start of your next turn.

Analogue Controls
Mauna Kea I Systems

Tags: Unique, Protocol (1sp)
Effects: As a Protocol, you may Jam yourself until the start of your next turn but become Immune to Tech Attacks for the same duration.

Shelf Breaker Punch
Mauna Kea II Systems

Tags: Unique (1sp)
Effects: When you perform an Improvised Attack against an object, deployable, drone or piece of terrain, you knock it back 2 spaces. If this causes it to collide with another object, character, or piece of terrain, both take 1d6 kinetic damage.

Improvised Explosive Device
Mauna Kea II Systems

Tags: Protocol, Limited 2 (2sp)
Effects As a protocol, you can choose to ready an improvised explosive device by spending a charge. Your next Improvised Attack that hits now deals Burn Damage. However, if you get hit before succeeding on an attack, you lose this ability and take 1d6 Burn Damage yourself.

Parabolic Punch   Mauna   Kea   III   Systems

Tags: Full Action (3sp)

Effects: You attack an Adjacent character. They must pass an Agility Save or be punched 1d6 +3 spaces up into the air. They take fall damage when they come back down. If they succeed on their save, they are forced to back away one space from you without provoking Reactions from you, they choose where they go but can't choose another space adjacent to you.

Shard Cloud   Mauna   Kea   III   Weapon

Range 5 Damage 2 Kinetic   Aux   Nexus

Tags: Smart, Seeking, AP, 1sp

When you attack an adjacent character, you may treat this weapon as if it was a Melee Weapon of the same size, using any applicable talents.

Lanika Corp / Budget paramilitary consortium

Unofficial: Your partner in crime.
Official: Innovating in war to benefit everyone in peace

Lanika is a start-up only of noteworthy activity within the confines of the Rosengard Pillar. The young company definitely managed to make an impression here however. Springing up just at the right time, Lanika made a fortune during the efforts to stabilise the region, being the first local manufacturer of proper mechanised chassis to be officiated by Union, it almost became a local monopoly for paramilitary and police forces.

It's rapid rise to fame comes with many questions. There's a lot of rumours about the origins of the bright orange and often luxurious frames. Some speculate SSC involvement and black-market shenanigans while others accredit the company to the organised underworld wholesale. Whether allegations of money laundering hold true or not matters but little to most of the clientele who keep relying on the manufacturing of the eccentric physicist and company founder Emil Lanhold and his vision of conflict as humanities driver of progress.

This contentious worldview might be questioned by many, but the products it spawn aren't. Lanika, apart from the conspiracy theories, is best known for being a frontrunner. The innovative systems it brings to bear even overshadowing claims of tech being stolen from the Voladore with no other supplier able to match their novelty with the same quality and safety standards, solidifying it as the regions fastest growing paramilitary contractor.

Lanika Corp. licences :

Chang Jiang

Rank I	Rank II	Rank III
Virtual Backdoor	Taser Shotgun	Aggressive Flush System Linkage
Fire Duplication Bug	Digital Rights Management	Task Manager Systems Halt

Orinoco

Rank I	Rank II	Rank III
Manifest Firewall	OOBD-Signal	Chainsaw
Meterological Simulation	Skink Retreat	DARTS UI-Controls

Mississippi

Rank I	Rank II	Rank III
Ambush Pack	Pillbox Drone	Droptrooper Support
Ranger Cloud	Dampener Shield	Chain Cannon

Yukon

Rank I	Rank II	Rank III
Shikishima Laser Rifle	LIDAR Targeting	Turn-X Beam Cannon
Moonlight Barrier Drone	EOE Impact Laser Grenade	Laser Focus Converter

Ural

Rank I	Rank II	Rank III
Swift Servos	Mandarin Darts	White Horse Advance
Impact Field	Factory Pattern Interceptor	Chains of the proletariat

Panama

Rank I	Rank II	Rank III
Magflow	Phasing Barrier	Postponed Edge Pulse
Redeployment UI	DisliPa	Apollo Class NHP

Awaash

Rank I	Rank II	Rank III
Djibouti Pattern Competition Rev.	Stalemate Hammer	Priority neutralizer
Antares Thermite	Subaltern raiding squad	Gile MLRS

Lanika Core Bonuses

- ### Black Market Teleporter
  This definitely isn't commercially available tech but who cares about such stuff when it works.
  Whenever you take Structure Damage you may immediately teleport to a Free Space adjacent to an allied character.

- ### Blink Patch
  The future of travel, instantaneous and only with a 5% chance of causing lasting damage to human health.
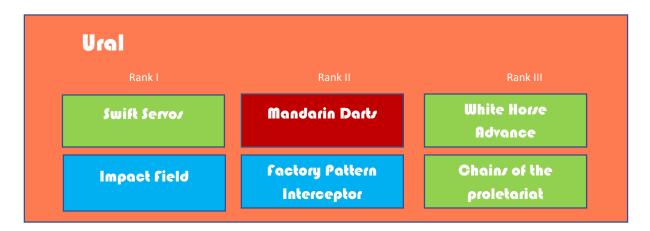 Whenever you teleport, you gain 3 Overshield afterwards.

- ### Compressed Cloudkill Pack
  Space warfare has shown many new doctrines judged to radical planetside.
  You gain an integrated Heavy Weapon that can only be fired with the following Reaction. Whenever you take Stress or Structure Damage you can release kinetic loitering ammunition. The Weapon is a CQB Cone 5 weapon with 4d6 damage.

- ### Mobile Infantry Coordination
  Combined arms tactics shaped the battlefield since before Union. While mostly rendered obsolete thanks to the advent of the mobile chassis, the infantry man still plays a vital part in some operations.
  When you hit with an Attack, the next attack performed by a Biological allied character or Squad of any kind against the same target gains 1d6 Bonus Damage and its Damage can't be reduced in any way.

- ### Leucocyte code
  Your Computer has caught a virus, I would take it to the doctor.
  Whenever an enemy character hits you with a tech attack, you gain Bolster afterwards and +1 Accuracy on your next attack.

- ### Innovation Calculator
  Linking Networks even in the age of the omninet is an opportunity to put our minds together.
  1/round: As a Reaction at the start of any allied character's turn, you may perform a Bolster tech action targeting any character within Line of Sight and Sensors.

Chang Jiang / Support

SIZE 1

The nightmare of every hacker, the Chang Jiang comes equipped with some of the most complex coding ever seen around the Dawnline shore outside of the realm of NHPs. Exploiting the system access granted through buffering, the frame can transform the software of any other frame into a labyrinth of code without escape. The frame is therefore feared by almost everyone conduction operations in cyberwarfare.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
7	7	12
HEAT CAPACITY	SENSORS	TECH ATTACK
5	15	+1
REPAIR CAPACITY	SAVE TARGET	SPEED
3	11	3
SYSTEM POINTS		
7		

Castle Support Code
Bolstering causes your target to inflict +4 difficulty on all tech attacks made against them while they benefit from your Bolster.

High Performance CPU
The Chang Jiang gains +1 Accuracy on all Systems Checks and Saves.

FLEX	MAIN

Onboard Core System:

Viral Lock-Down Protocol

Active – Fortress Of The Mind (Full)
For the rest of this scene, whenever an enemy targets you or an allied charcter within Sensors and Line of Sight with a tech attack, you may first roll a d6. On 4+ their attack automatically fails and you may perform it against them as a Reaction, using their attack but your stats. You count as conducting the attack.

Orinoco / Controller/Striker

SIZE 1

Seemingly purpose build for commando operations the Orinoco is built for covert cyberwarfare like no other frame, invading without any need for visual confirmation of the enemy, sending untraceable code to enemies' systems and lighting their computers aflame. REVISE

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
6	10	10
HEAT CAPACITY	SENSORS	TECH ATTACK
4	5	+1
REPAIR CAPACITY	SAVE TARGET	SPEED
3	11	5
SYSTEM POINTS		
6		

Inflitration Scanners
The Orinoco may ignore Line of Sight requirements for tech attacks within its Sensor Range.

Crash Code Anti-Virus
Gain the Slash/Crash Reaction (1/round: When you are hit by a melee attack, you may take any Invade option against the attacker as part of this Reaction.)

Exposed reactor
The Orinoco gains +1 Difficulty to Engineering checks and saves.

MAIN	HEAVY

Onboard Core System:

Covert Attack Strategy Set

Core Integrated – Smuggler's Friend
Main nexus range 5 1d3+2 kinetic damage

Active – Scoundrel's Luck (protocol)
Once activated, you power up your integrated nexus, lasting until the end of this scene. Your Smuggler's Friends Nexus becomes Seeking and whenever you hit an enemy with it, they can only draw Line of Sight to adjacent spaces until the end of their next turn.

Mississippi / Defender

SIZE 2

Introducing a revolutionary new kind of chassis, the Mississippi is an armored, legged infantry transport and support platform introducing a new facet to combined arms warfare offering greater protection and operational flexibility to combatants on foot and daring black thumb pilots.

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
8	7	8
HEAT CAPACITY	SENSORS	TECH ATTACK
5	10	0
REPAIR CAPACITY	SAVE TARGET	SPEED
4	10	4
SYSTEM POINTS		
8		

Guardian

Adjacent allied characters can use the Mississippi as Hard Cover.

Hoplite Shield

Adjacent Biological Allied Characters or Allied Squads of any kind gain 4 + GRIT Overshield at the start of each of your turns.

Armored Crew Compartment

The Mississippi offers interior space to host one entire Squad of infantry or alternatively up to 6 pilots. While inside they cannot suffer from external effects or be targeted.

FLEX	FLEX

Onboard Core System:

Tagma Combat Squad

Passive – Urban Combat Equipment Set

System – Limited 3
Pilots, Squads or other call-ins can spend a quick action to spend a charge from your system gaining one of the following weaponsets doing so.
1: Grozny Recoilless Rifle: main launcher range 5 Damage 4 AP Explosive. Gains +1 Accuracy when fired from soft cover.
2: Kursk Bolt Action: main rifle range 12 Damage 3 AP Kinetic loading. On hit: your target becomes slowed.
3: Vicksburg Mortar: Main Cannon range 5 Damage 1d6 Explosive Arcing Ordnance Loading. May be reloaded as a Quick Action.

Active – Combined Arms Team

You deploy a Squad NPC as an allied character. They gain their own turn but follow your command. They are recalled at the end of the scene regaining all lost health.

This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used unless the Squad was whipped out.

Yukon / Striker

SIZE 1

Please refrain from pointing lasers into people's faces. Lasers of class 3R and up can easily cause permanent damage to the retina. Lanika and its research staff hold no responsibility for any and all injuries sustained because of unauthorised or improper use of lasers produced under the companies oversight.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
8	7	8
HEAT CAPACITY	SENSORS	TECH ATTACK
6	8	0
REPAIR CAPACITY	SAVE TARGET	SPEED
4	11	4
SYSTEM POINTS		
7		

LASER???
Laser!!!

Facemelter
Whenever you would deal Heat to an Exposed character, you deal the same amount of Burn instead.

MAIN	MAIN	HEAVY

Onboard Core System:

This gun of mine glows with an awesome power!

Core Integrated – Miniaturised Solar Lance
Creating more intense heat than similar frame-mounted laser weaponry, the Miniaturised Solar Lance is easily capable of melting the area surrounding its beam.

Main Laser Rifle weapon line 5 Laser Damage 6-Range
Hit or not, all grounded enemies within the weapon's Line area must succeed on a Hull Save or become Immobilized until the end of their next turn as the ground beneath them melts.

Active – The Sun unleashed (Full Action)
You disengage all safety measures of your Solar Lance. Doing so takes a Full Action and afterwards you can only fire your Lance as if it were a Superheavy Weapon. Without limiters, the weapon gains the Ordnance tag but its Range is increased to Line 15 and the Damage increases to 16-Range. It also melts all ground in a Burst 3 Area centred on you, additionally to your full Line 15. It can only be fired once in this mode and reverts back to normal operation afterwards.

Ural / Defender

SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	3
HP	**EVASION**	**E-DEFENSE**
12	6	6
HEAT CAPACITY	**SENSORS**	**TECH ATTACK**
4	3	-1
REPAIR CAPACITY	**SAVE TARGET**	**SPEED**
2	10	5
SYSTEM POINTS		
5		

Guardian
Adjacent allied characters can use the Ural as hard cover.

Polaris Splinter
When the Ural critically hits an enemy engaged with it, you can grant 3 Overshield to an allied character within range 5 of you.

Martyr's Miracle
When an enemy that is engaged with you, targets you with an attack you, roll a d6. On 6+ you gain Resistance to the Damage.

AUX/AUX	AUX/AUX	FLEX

Onboard Core System:

Patronage of peacekeeping

Core Integrated – Edge of Faith
Main Melee Threat 2 Damage 3 Energy AP

Active - Unmovable Mountain (Protocol)
Upon activation, you gain the following benefits for the rest of this scene whenever you are Immobilized. You can Immobilize yourself as a Protocol until the start of your next turn.

- The Edge of Faith deals an additional 1d6 Burn Damage.
- You can Overwatch an unlimited number of times with your Edge of Faith.
- When you hit with Overwatch, your target can't voluntarily move further away from you and becomes Impaired until the start of their next turn.
- You become Immune to Knockback and involuntary movement.

Panama / Support

SIZE 2

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
6	11	6
HEAT CAPACITY	SENSORS	TECH ATTACK
6	10	0
REPAIR CAPACITY	SAVE TARGET	SPEED
2	10	6
SYSTEM POINTS		
8		

Colibri Flight Set

You may count all of your movement as Flying and can move unimpaired in space.

Nectar Blink Set

As a quick action, you may consume the Lock On of any character within range 20 to teleport, swapping places with them and ignoring Line of Sight. You are explicitly allowed to consume lock on on allied characters in this way. You take 1d6 Heat whenever you teleport in this manner.

Momentum Dent

When Immobilized you become Exposed, and your Evasion drops down to 5.

MAIN	MAIN/AUX

Onboard Core System:

Through the rabbit hole

Active – Blink Punch (Protocol)

Upon activation, you gain access to the Blink Punch Quick Action until the end of the scene.

Blink Punch: You may target any Object, Obstruction, or Character within Line of Sight and Sensors, creating a portal passing through them. Characters and attacks can pass through the portal as if it were a regular Free Space but can't end their turn in between the entry and exit portal. When you create a new passage, the previous instance disappears.

Awaash / Striker/Controller

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
7	9	8
HEAT CAPACITY	SENSORS	TECH ATTACK
4	3	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
3	10	4
SYSTEM POINTS		
7		

Direct Fire support

When the Awaash inflicts a condition on an enemy target, it inspires its biological allies or squads of any kind, granting them +1 Accuracy against that target until the start of your next turn.

Accessible Breech

Adjacent allied characters can reload the Awaash's weapons as a quick action.

AUX/AUX	MAIN	HEAVY

Onboard Core System:

Raid system

Passive – Formation Monitor (Protocol)

You become Slowed as you ready your monitor, marking all Immobilized, Slowed, or Prone characters within Range 10 of you ignoring Line of Sight. Each of them that fails to clear these conditions until the start of your next turn or becomes affected by one again, takes 2 AP Kinetic Damage.

Active – Raid Designation (Full Action)

You target a Blast 3 Area within Range 10 of you. You may roll a d6 for each character of your choice within the area, Immobilizing them on a 3+. Once Immobilized this way, they can only clear the condition by succeeding on a System Save as a Quick Action or successfully hitting you with an attack.

Virtual Backdoor
Chang Jiang I Invade

Tags: Invade (2sp)
Amplifier: Your target takes twice as much Heat on the next tech attack they are hit by.
Access: Until the start of your next turn, your targets E-defence drops by 2.

Fire Duplication Bug
Chang Jiang I System

Tags: Full Tech, Unique (3sp)
Choose an allied character in Sensors and Line of Sight. They are protected by a white hat trojan until the end of their next turn. When an enemy inflicts Heat on them while this protection is active, the enemy must succeed on an Engineering Save or take half as much Burn from their Action as it inflicted Heat. Only one allied character can benefit from this effect at any given time. If you target another allied character before it would have ended, it resolves automatically on your previous target. Rebalance to heat maybe

TASER Shotgun
Chang Jiang II Weapon

Range 5 Threat 3 Damage 1d3 Energy
Main   CQB
Tag: Reloading
On hit: Your target must succeed on a System Save or become Impaired until the end of their next turn.
On Crit: Instead of forcing your enemy to do a System Save against your TASER shell you can invade them as a Free Action, automatically succeeding on your tech attack roll.

Digital Rights Management
Chang Jiang II Invade

Tags: Invade (2sp)
Brain drain: Until the end of their next turn, they must roll a d6 each time they perform a Tech Attack. On 5+ their attack automatically misses. This effect doesn't stack.
Keygen failure: Until the end of their next turn, your target can't perform any kind of Tech Attacks against characters benefiting from Bolster.

Aggressive Flush System Linkage
Chang Jiang III System

Tags: Quick Tech, Unique (2sp)
Choose one allied and one enemy character within Sensors and Line of Sight. You link up their onimnet receivers. Until the end of your next turn, whenever one of them gets affected by a Tech Attack, you take 1 Heat and the unaffected character must succeed on a Systems Save or suffer the same effect as the attacks target.

Task Manager Systems Halt
Chang Jiang III System

Tags: Reaction, Unique, Limited 2 (3sp)
Whenever an Allied character within Sensors and Line of Sight gets hit by a Tech Attack, you may spend a charge of this System and take the Systems Freeze Reaction. The allied character gains Immunity to all effects from the Tech Attack that just hit them. Additionally, they gain 1d3 + GRIT Overshield. However, in the process, their CUP gets overburdened and they become Slowed and Impaired until the end of their next turn.

Meteorological Simulation
<div align="right">Orinoco I Invade</div>

Tags: Invade, Unique (2sp)

Earthquake: At the start of each subsequent turn, your target must roll a System Save until they pass one, ending the effect. Until then, they perceive a simulated earthquake and need to succeed on a Hull Save or be knocked Prone unless they are flying.

Blizzard: At the start of each subsequent turn, your target must roll a System Save until they pass one, ending the effect. Until then, they perceive a simulated blizzard needing to move or boost each turn or they become Immobilized until they break free with a successful Hull Save as a Quick Action.

Firewall Manifestation
<div align="right">Orinoco I Shield</div>

Tags: Shield, Deployable, Quick Action, Unique (2sp)

This system creates a Line 3 manifestation, 2 Spaces high. It blocks Line of Sight for the purpose of Tech Attacks. Characters can still see through it and make Melee and Ranged Attacks through it unaltered. The System lasts until pick up again or until the end of the scene.

OOBD-Signal
<div align="right">Orinoco II Full Tech</div>

Tags: Full Tech, 2 Heat (self), Unique (3sp)

Make a Tech Attack against an enemy within Sensors and Line of Sight. On hit, the Out Off Battery Detonation-Signal targets their weaponry, causing a catastrophic misfire. All their weapons become unloaded, they become Jammed and take 2 AP Explosive Damage for every installed Ranged Weapon or System with the Grenade or Mine tag. If they carry no such Weapons or Systems, this attack automatically fails against them. A Character can only be target once by this effect per scene.

Skink Retreat
<div align="right">Orinoco II System</div>

Tags: Quick Action, 2 Heat (self), Unique, Limited 3 (3sp)

"Flee the cops"

You make a tactical retreat. First, deploy a Burst 2 area of Smoke Cover, then teleport up to 2 spaces. You become Invisible afterwards until you move, voluntarily or involuntarily, or until the start of your next turn.

DARTS-UI Controls
<div align="right">Orinoco III Invade</div>

Tags: Invade, (2sp)

DARTS Heads-Up Marker

The enemy suffers a system failure in its counter electronics, glowing up on your combat UIs. The next attack against it, if it hits, counts as a Critical Hit.

Predesignated Target Command

After successful hacking your enemy target, you designate one of your allied characters within your Sensors and Line of Sight. The enemy takes 3 AP Energy Damage whenever they attack a target other than the one designated by you until the end of their next turn.

Chainsaw
<div align="right">Orinoco III Weapon
Main Melee</div>

Threat 1 Damage 1d3 +2 kinetic Overkill

Tags: Protocol

In order to use the chainsaw, the motor must first be kick started as a protocol. Once started it lasts 3 turns, generating 1 Heat during each turn no matter if it was used or not. This effect only seizes to trigger when the Weapon is destroyed while running. As the Chainsaw works its way through enemy armor, it deals increased damage with every attack. For each successful attack against a target, you deal 1d6 bonus damage on continuous attacks against that same target.

Ambush Pack
<div align="right">Mississippi I System</div>

Tags: Unique (3sp)

Adjacent allied characters gain +1 accuracy on their first attack each turn when they stand within soft cover and deal +2 bonus damage.

Ranger Cloud
<div align="right">Mississippi I System</div>

Tags: Protocol, Unique, Heat 1 (self) (1sp)

Once active as a Protocol, this system spreads smoke, creating soft cover in every space you cross while moving this turn. The smoke last until the end your next turn.

Pillbox Drone
<div align="right">Mississippi II System</div>

Tags: Drone, Quick Action, Unique, Limited 3 (2sp)

The drone, once deployed, creates a Blast 4 Area. When an enemy first enters or leaves the Area on their turn, the drone attacks them with a Reaction dealing 3 AP Explosive Damage.

Dampener Shield
<div align="right">Mississippi II Shield</div>

Tags: Shield, Full Action, Protocol (3sp)

Upon activation, this system immobilises you, creating a blast 3 shield around you. Within this shield, you supress all Area of Effect attacks, forcing anyone using them when targeting multiple targets within your shield, to attack a single target of their choice only. The shield lasts until retracted as a protocol.

Droptrooper Support
<div align="right">Mississippi III System</div>

Tags: Unique, Quick Action, Limited 1 (3sp)

Call in an allied subaltern Droptrooper NPC in a free space in line of sight. They take a turn of their own but follow your commands and do as you say. They count as a biological ally for traits.

Size ½ 10 HP 13 Eva 8 Edef 4 speed 2 Armour 4 Heat cap

Paratrooper LMG Quick action attack 1d3+2 kinetic 2reliable 5 range

Framefist Quick action attack ap 1d6 +2 explosive range 5 limited3

Chain Cannon
<div align="right">Mississippi III Weapon
Main Cannon</div>

Range 5 Damage 1d6

Tags: Reaction

Can only be fired as part of the "Fire Support" reaction.

2/round Skirmish against a moving enemy within Range.

Shikishima Laser Rifle
Yukon · I · Weapon
Main · Rifle

Range 10 Damage 1d3 Laser
Tags: Laser, Accurate, Heat 1 (self)
You take an additional +1 Heat when attacking beyond range 5.

Moonlight Barrier Drone
Yukon · I · System

Tags: Drone, Quick Action (1sp)
Deploy a drone. The drone generates a Line 4 laser barrier 8 Spaces high. When an enemy starts their turn within the Line or enters it for the first time this round, they take 2 Heat.

LIDAR Targeting
Yukon · II · System

Tags: Quick Action, Unique, 1 Heat (self) (2sp)
Draw a line 25 originating from you. All targeted enemies can't turn Invisible until they move and they gain the Lock-On condition. This system ignores all kinds of cover.

EOE Impact Laser Grenade
Yukon · II · System

Tags: Unique, Grenade, Mine, Quick Action, Limited 2 (2sp)
Grenade: Your target must succeed on an Engineering Save or take 1d6 Laser Damage and the same amount of Heat and become Shredded until the next turn. They suffer no effect if they pass the save.
Mine: Everyone in Line 5 originating from the mine must succeed on an Engineering Save or take Damage from the mine based on their proximity to the mine, taking 5 if they stepped on it and 1 if they were at the end of the Line.

Turn X Beam Cannon
Yukon · III · Weapon
Heavy · Rifle

Line 20 Damage 1d3+3 Laser
Tags: Laser, Ap, Reliable 3
You do half damage attacking beyond range 10.

Laser Focus Converter
Yukon · III · Mod

Tags: ranged exclusive and not usable on superheavies (2sp)
Effects: Your weapon gains the Laser tag at expense of your damage potential. The weapon deals only half as much Damage as it did previously.

Swift Servos
Ural · I · System

Tags: Protocol, 1 Heat (self), Unique (1sp)
As a protocol, you may perform an Agility Check at +1 Difficulty before taking any movement this turn. When you succeed, you may ignore Engagement once this turn. You still provoke Reactions doing so. The system only allows you to move past an enemy that would have stopped you otherwise.

Impact field
Ural I Shield

Tags: Quick Action, Shield, Unique, Overshield, Reaction (2sp)

You become Immobilized creating, a Blast 3 Area around you until the start of your next turn. Whenever a Condition is inflicted on an allied character within the zone, you may grant them 2+GRIT Overshield as a Reaction, gaining 1 Heat doing so.

Mandarin Darts
Ural II Weapon

Range 5 Threat 3 Damage 2 Kinetic   Aux   CQB

Tags: Smart, Accurate

On hit: You gain +1 accuracy on further Dart attacks against the same target. Continuous hits stack accuracies. Allies with darts also benefit from this effect.

Factory Pattern Interceptor
Ural II Shield

Tags: Full Action, Shield, Unique, Reaction (3sp)

When you activate this Shield, it lasts until the start of your next turn, slowing you for that duration and granting 1d6 charges. As long as the shield is active, you gain the following reaction: Trigger: you or an adjacent character gets targeted by an attack that deals any amount of Energy Damage. Effect: you can spend a charge and grant Resistance to the attack.

White Horse Advance
Ural III System

Tags: Quick Action, Unique, Limited 3(2sp)

You teleport up to 6 spaces to a free space adjacent to an enemy character.

Chains of the Proletariat
Ural III System

Tags: Unique (3sp)

Whenever an enemy character becomes Engaged with you or starts their turn in adjacency, they must succeed on an Agility Save or become Slowed until the end of their next turn.

Magflow
Panama I Invade

Tags: Invade (2sp)

Attract: Your target becomes unable teleport until the end of their next turn.

Repulse: Until the end of their next turn, your target counts all their movement as teleporting but takes one Heat for every space they move.

Redeployment UI
Panama I System

Tags: Quick Action, Unique, Reaction (2sp)

By activating this system as a Quick Action you become Slowed but gain access the Responsive Repositioning Reaction. 1/turn: Trigger: An allied character in Line of sight and Sensors gets hit by an attack. Effect: You teleport them 4 spaces in a direction of your choice.

Phasing Barrier
Panama II Shield

Tags: Shield, Quick Action, Deployable (2sp)

You deploy a Shield Box. It generates a shield in a Blast 2 Area. It is not possible to teleport in or out of this Area and Smart and Seeking attacks lose the effects from both these traits when targeting characters that benefit from the shield.

DisliPa (Distilled lich Patch)
Panama II System

Tags: Quick Action, Unique (2sp)

Choose an Allied Character within Sensors and Line of Sight. They clear all Conditions but take 1 AP Energy Damage and Teleport to a random character within line of sight. In order to determine the target, roll a d6 for each character within Line of Sight and choose the one with the highest result. In case of a tie, continue rolling until a target is elected.

Postponed Edge Pulse
Panama III Mod

Tags: Unique, Limited 2, exclusive to melee weapons (3sp)

Effects: After you successfully hit a character, you can spend a charge of this system. If you do so, your target must pass a System Save at the start of their next turn. On failure, they must roll a d6 and suffer the corresponding effect. 1. They take the Shut Down Action / 2. They fall Prone / 3. They take 3 Heat / 4. They move 1d6 spaces in a direction of your choice. This movement provokes reactions. / 5. They become Impaired / 6. They take Burn damage equal their current Heat.

Apollo Class NHP
Panama III NHP

Tags: AI, Unique, Quick, Limited 1 (3sp)

Effects: Upon activation, all Allied characters within Line of Sight and Sensors become Bolstered and may count all of their movement as teleportation until the end of their next turn. They may also count any of their attacks as if it had the Seeking tag.

Djibouti Pattern Competition Revolver
Awaash I Weapon

Range 12 Damage 1d3+2 Kinetic   Aux   Rifle

Tags: Accurate, Loading, Limited 5

Antares Thermite
Awaash I System

Tags: Quick Action, Unique, Limited 2 (2sp)

You draw a Line 5 Area, with at least one space adjacent to you, on which you spread hot, burning flames. Theses remain until the end of your next turn and can't be put out until then by any means. If a character moves through or start their turn in a space occupied by the flames, they immediately take 4 burn damage and must pass an Agility save or fall Prone.

Stalemate Hammer
Awaash II Weapon

Threat 2 Damage 1d6+2 Kinetic   Main   Melee

Tags: Inaccurate, 1 Heat (self)

You can perform regular attacks with this weapon or use it for the following reaction:

Mech Gambit: When a character within the Threat of this weapon tries to clear Immobilised or Prone, you may attack them with this weapon. On a hit, you prevent them to clear the Condition until the start of their next turn.

Subaltern Raiders

Awaash II System

Tags: Unique, Quick Action, Protocol (3sp)

As a quick action, you can deploy a size 2 squad of subaltern raiders. The traits of a regular squad apply to them however they have a movement speed of 6, ignoring engagement and come equipped with a unique weapon set of concussion rifles with range 5 that deal 3ap damage on hit and slow on crits. The subalterns can be recalled as a protocol and can only be deployed once per scene regaining all their health between scenes, unless they were fully destroyed on the field, in which case, you must repair this system before using it again.

Priority Neutraliser

Awaash III Shield

Tags: Quick Action, Unique, Reaction, Shield (2sp)

Upon activation, you create a Blast 2 shield around you. When you or an Allied character fully within the shield gets hit by a critical hit, the attacker becomes Jammed until the end of their next turn after the attack resolves.

Gile MLRS

Awaash III Weapon

Range 10 Damage 1 Kinetic   Superheavy   Launcher

Tags: AP, Ordnance, Loading

When firing this weapon, you target a Blast 1 Area and can then perform up to 15 separated Attacks against targets within that Area. Those Attacks can all target a single character or can in any other way be divided between multiple targets. This weapon can not deal Bonus Damage.

SECOMM Aggressive Recon Division

Advancing Humanity's Mechanised Fist

Founded shortly after the introduction of mechanised chassis, Secomm's High Command tasked its new Aggressive Recon Division with exploring the new possibilities of warfare. Eliminate subversive elements. Scout out distant world and subdue people into Union's fold. Guarded for studies and bleak reminders. Licenses are not granted but shared by veterans on the black market.

SECOMM Aggressive Recon Division licenses:

Aconcagua

Rank I	Rank II	Rank III
Timetable Enforcement	Nobel Primer	Bell Mines
Faith of Monist-1	Jasy Jatere Class NHP	Push-Pin Nexus

Mayon

Rank I	Rank II	Rank III
Morse Guardian	Cuckooshrike needler	Strike Melt
Buckshot	Carabao Viral Protection	Hoplophobia Battle Rifle

Ngaliema

Rank I	Rank II	Rank III
Physical Uplink	Handcuff Code	Aggressive measures
Safe Harbour lamp	Bypass	Forceful Pacification

SECOMM Aggressive Recon Division Core Bonuses

When you gain a license from SECOMM Aggressive Recon Division it also counts as a GMS-HIPS license for the purpose of acquiring one of their core bonuses. The ARD bonuses are unique to them however.

- ### Interest War Shrapnel
  Placeholder
  1/round: When you deal Explosive damage, you may force your target to make a Hull Save or become Slowed.

- ### Hercynian Crisis Ammo Stockpiles
  Placeholder
  You gain the Ammo Stockpiles which is Limited 2
  You may spend a charge of this system to gain the AP tag on your next attack.

- ### Purgatory Super Napalm
  Placeholder
  1/Scene: You may force an enemy to automatically fail a check to clear Burn you inflicted on them.

Aconcagua / Support

SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
7	7	8
HEAT CAPACITY	SENSORS	TECH ATTACK
4	8	+0
REPAIR CAPACITY	SAVE TARGET	SPEED
4	11	3
SYSTEM POINTS		
6		

Provisional Assets

Your Deployables and Drones explode in a Blast 1 Area when they are destroyed, forcing an Agility Save which deals 1d6 Explosive Damage on failure.

Shackled Service

As a Protocol, you can send out installed AI systems on detached Subaltern Units. Once detached, they lose all control over your Systems. As Subalterns they count as drones and can no longer Cascade when you take Structure or Stress Damage. If the subaltern is destryoed, the casket will still be recoverable, but the system is considered destroyed. As Subalterns they are also able to be utilised like they normally would be by all adjacent allied characters. You can deploy any number of AI's this way and they will automatically return to you at the end of a scene or when recalled as a Quick Action.

AUX/AUX	MAIN	HEAVY

Onboard Core System:

Gunpowder trap

Core Active - Hercynian Fougasse (Quick Action)

You construct a Fougasse in a free adjacent space and then designate a free space within range 2 of the Fougasse as the tripwire trigger. When a character passes the Tripwire, the Fougasse explodes in a Cone 7, that has to include tripwire. Characters in the area must pass an Agility Save or take 3d6 Explosive Damage, taking only half on success.

This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used.

Mayon / Defender/Striker   SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	**EVASION**	**E-DEFENSE**
12	6	10
HEAT CAPACITY	**SENSORS**	**TECH ATTACK**
6	8	-2
REPAIR CAPACITY	**SAVE TARGET**	**SPEED**
4	10	4
SYSTEM POINTS		
5		

Frontline Shock
When you activate a system with the shield tag, you gain 2 +GRIT Overshield.

Guardian
Adjacent allied characters can use the Mayon as hard cover.

FLEX	HEAVY

Onboard Core System:

Fuming Scapegoat

Core Passive – Incentive Structure (Quick Action)
On your next attack, hit or miss, you force your target to make a System Save. If they fail, you Taunt them, inflicting Lock-On on yourself. As effect, whenever they attack a target other then you while being Taunted, they take 2 Heat and perform their attacks with +2 Difficulty. The Taunt lasts until the end of your next turn.

Core Active – Steadfast (protocol)
For the rest of the scene, your Frontline Shock now also activates when you use Incentive Structure.

Ngaliema / Controller SIZE 1

As threats other than the Egregorians became more imminent to the second committee, the possibility of war between parties that all fielded frames emerged. To gain the edge in such a conflict, the committee formed a think tank on electronic countermeasures mere weeks after the first deployment of the worldkillers. The result of this project is the Ngaliema, the first mass produced hacking platform. Many kinks of the chassis could not be ironed out even after many revisions and the protective measures are quite out of date when compared to modern competitors. Aggressively used for policing

STRUCTURE	STRESS	ARMOUR
4	4	1
HP	EVASION	E-DEFENSE
10	8	8
HEAT CAPACITY	SENSORS	TECH ATTACK
6	10	+2
REPAIR CAPACITY	SAVE TARGET	SPEED
5	10	3
SYSTEM POINTS		
6		

Omninet Pioneer

The Ngaliema takes 1 Heat whenever it performs a Tech Attack.

Cable Plug

1/round: When you target a character with a Tech Attack, you may target their Evasion instead of their E-Defense. You still apply your tech attack bonus, not the regular attack bonus and suffer 2 Heat, instead of 1 from Omninet Pioneer.

Government Supercomputer

You can double the amount of Heat your target gets from any given Tech Attack but you take the original amount of Heat

MAIN/AUX

Onboard Core System:

Secomm Backdoor

Core Active – Serving Justice (Quick Action)

When you Invade an enemy, you may spend your Core power and use on of the following Invade Options:

Law: On its next turn, your target is forced to move as close as possible towards you and then drop Prone as a Quick Action.

Order: At the start of the next round your target is Shut Down and must take it's turn after all player turns have passed. It Reboots as a free action at the start of their turn.

This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used.

Timetable Enforcement

Aconcagua I Invade

Tags: Invade, Unique (2sp)

Promptitude: Your target must take the first enemy turn on the next round or take 1d3 Burn for every enemy turn they didn't act. If they have multiple activations, the effect lasts until they have taken all of them.

Tardiness: Your target must take the last enemy turn on the next round or take 1d3 Burn for every enemy turn that follows theirs. If they have multiple activations, they take half damage for enemy turns that pass between their activations.

Faith of Monist-1

Aconcagua I System

Tags: Unique, Quick Action, Overshield, Limited 2 (2sp)

Upon activation, this system grants all adjacent characters 2 Overshield per system with AI tag they have installed.

Nobel Primer

Aconcagua II Full Tech

Tags: Full Tech, Unique (3sp)

You target a character within line of sight and sensors with a Tech Attack. On hit, they attract all Mines within a blast 5 area adjacent to them, subsequently triggering them. This includes mines laid by enemies.

Jasy Jatere Class NHP

Aconcagua II NHP

Tags: AI, Unique, Quick Action (2sp)

While the Jasy Jatere is installed, you permanently count as Bolstered. As a Quick Action, you can create a blast 1 area in range 10 ignoring Line of Sight that last until the start of your next turn. At the end of each turn, allied characters at least partially within the area gain Bolstered while enemy characters caught within it become Impaired as long as they are in the affected area.

Bell Mines

Aconcagua III System

Tags: Deployable, Mine, Unique, Quick Action, Free action, Limited 3 (3sp)

Mine: You deploy a self-propelled, remote-controlled Bell Mine in a Free adjacent space. 1/round, as a Free Action, you may move the Mine 5 Spaces and spend a Quick Action to make it take the Hide Action. The Mine has 5 HP, 8 Evasion and 5 E-def. It is permanently Invisible. The mine can't explode on its own but needs to be detonated as a Quick Action, exploding in a Blast 2 Area which forces a Hull Save, dealing 3d6 Explosive Damage on failure and half on success. The mine also blows up if it gets destroyed. If you get Jammed while having a bell mine deployed, you lose all contact to it and can't command it anymore.

Push-Pin Nexus

Aconcagua III Weapon

Range 15 Damage 1d6+2 Kinetic

Heavy Nexus

Tag: Smart, Seeking, AP, 2sp

On Hit: You may force your enemy to make a Hull Save. If they fail, they are pushed 4 Spaces in a direction of your choice. If they collide with an object or other character during this movement, your target becomes Immobilized. They can clear this condition as a Quick Action.

Morse Guardian   Mayon   I   Shield

Tags: Quick Action, Deployable, Shield, Limited 2 (2sp)

Expend a charge to deploy a Morse Guardian to a Free Space within Range 5. The Morse Guardian grants all adjacent character resistance to all damage from Melee Attacks, as it takes on half the damage itself. Once it reaches 0 HP, it goes up in flames, forcing everyone in a Blast 1 Area to make an Agility save or take 6 Burn, half on success.

Buckshot   Mayon   I   Mod

Tags: Unique (2sp)

Available for all weapons.

Effect: Your weapon gains Reliable damage based on the weapon size: 1 for aux, 2 for main, 3 for heavy, 5 for superheavy.

Cuckooshrike Needler   Mayon   II   Weapon

Range 10 Damage 2 Energy   Aux   Rifle

Tag: 2 Heat (self)

While you are in the Danger Zone, this weapon becomes Accurate, and deals Burn damage.

Carabao Viral Protection   Mayon   II   Shield

Tags: Full Action, Shield, Unique, 3 Heat (self)

You create a Burst 3 Area around you. Whenever an attack misses a character fully inside the zone, the weapon that performed the attack becomes disabled and thus can't be used until the end of the attacker's next turn.

Strike Melt   Mayon   III   System

Tags: Quick Tech, Unique (2sp)

You choose an allied character within Line of Sight and Range 5. Until the start of your next turn, whenever they get attacked, the attacker is forced to make an Engineering Save or become Shredded until the end of their next turn.

Hoplophobia Battle Rifle   Mayon   III   Weapon

Range 15 Damage 2d6 +3 Kinetic   Heavy   Rifle

Tag: Loading, Accurate

1/round: You may Reload this weapon as a Free action, cycling the bolt, but suffer +2 Difficulty on your next attack with it doing so.

Physical Uplink   Ngaliema   I   System

Tags: Unique (3sp)

1/scene: You may choose to automatically succeed on a Tech Attack against an adjacent target.

Safe Harbour Lamp
Ngaliema I System

Tags: Deployable, Quick Action, Unique (2sp)

You deploy a Safe Harbour Lamp within Line of Sight and Sensors. At the start of each of your turns it grants 3 Overshield to all adjacent characters of your choice. It can be recalled as a Quick Action.

Bypass
Ngaliema II System

Tags: Unique (3sp)

When you roll a 20 on the die on a Tech Attack roll, or an enemy fails a Save against you with a 1 on the die, you may perform a Lock-On or Scan on them as a Free Action.

Handcuff Code
Ngaliema II Full Tech

Tags: Full Tech (2sp)

Your target must pass a System Save or become Immobilized. They can repeat the Save at the start of each of their turns as a Quick Action. Alternatively, they can also choose to instantly clear the condition as a Free Action but take 1d6+2 AP Kinetic Damage doing so.

Aggressive Measures
Ngaliema III Invade

Tags: Invade, Quick Action (2sp)

Knockout: You roll 2d6 and if both land on 6, your target becomes Stunned until the end of their next turn. If only one lands on a 6, they become Slowed instead.

Uppercut: You roll 2d6 and if both land on 6, your target takes 1d6 AP Energy Damage and becomes Shredded until the start of their next turn. If only one lands on a 6, your target suffers Lock-On instead.

Forceful Pacification
Ngaliema III Full Tech

Tags: Full Tech, Limited 3 (3sp)

You force up to 3 targets within Sensors and Line of Sight to make a System Save. If they fail, they suffer +1 Difficulty on their next attack. If they then miss this attack, they become Jammed until the end of their next turn.

Lanika Space Lab

Science unbound.

Leaked by Horus terrorists the frames of Lanika Space Lab often only get referred to as experiments. They were never meant for deployment usually consisting of not much more than a proof of concept and fit no established doctrine in frame warfare. Exactly this oddity makes them attractive to lancers even if some of them make you an enemy of any megacorp you come across.

Space lab has long cut the losses and gain a very special kind of infamy attracting smart minds who want to innovate outside the moral constraints of Union.

Lanika Space Lab

Science unbound.

Lanika Space Lab licenses:

Danube

Rank I	Rank II	Rank III
Scrap Hardener	Hynpos Flash	Barbara Class NHP
THBRRE Ejector	Dardanelles Recoilless Rifle	Autoloader Carrousel

Seine

Rank I	Rank II	Rank III
Bohr Mine	Failsafe Meltdown	Lucerne Screwdriver
Charger Fire Lance	Teller Drone	Genderame 80mil Special

Kongo

Rank I	Rank II	Rank III
Flare Sabre	M'banza Consolidation	Boom Barrier Nexus
Counsellor Nexus	Nomad Drone	Njambe Class NHP

When you gain a license from Lanika Space Lab it also counts as a Lanika Corp license for the purpose of acquiring one of their core bonuses. The Space Lab bonuses, are unique to them however.

- Experimental Valve
  REFRAIN FROM USE OUTSIDE OF TEST CONDITIONS.
  1/ mission, you may clear all Heat as a Free Action. If you do so, roll a d20 On 1 you cause a catastrophic failure and immediately take 1 Stress Damage in the process.

- Unapproved Casings
  With simple tooling weapons can be made to accept a wide variety of ammunition.
  Choose one Mount, weapons on this mount change their damage type to Variable and can freely choose between dealing Energy, Kinetic and Explosive damage when critically hitting a character, dealing their initial Damage Type on regular hits.

- Liquid NHP
  Originally a failed experiment at synthesising a new NHP, the so-called Screaming Can is filled with unstable shifting instances of NHPs. Under optimal circumstances, they have been found to be highly beneficial in field-testing.
  You gain access to the Liquid NHP. Whenever you perform an attack, roll a d6, on a 6, a tangible NHP manifested in the right instances, causing your damage to be paracausal, meaning it can't be reduced in any way. The Liquid NHP does not count towards your maximum amount of AIs but can cascade like any other NHP.

Danube / Artillery/Support   SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	**EVASION**	**E-DEFENSE**
10	6	11
HEAT CAPACITY	**SENSORS**	**TECH ATTACK**
4	10	+1
REPAIR CAPACITY	**SAVE TARGET**	**SPEED**
4	10	3
SYSTEM POINTS		
6		

Custom Arsenal
The Danube gets an additional 2sp it can only spend on weapon modifications.

Handcrafted
You cannot equip the same weapon on multiple mounts.

Ballistics table Update
1/round: You may perform a scan as a free action but only to incur on resistances and immunities your target is benefiting from.

FLEX	FLEX	FLEX

Onboard Core System:

Lorentz-Generator

Core Passive - Built in Rail
If you did not use a Mount since the start of your last turn, you deal +1d3 Bonus Damage on your next attack with it which further increases to +1d6 at the start of your next turn. The damage does not increase further from longer rest periods.

Core Active - Compact Spool-Class Chassis
For the rest of the scene, adjacent allied characters can benefit from your Built in Rail trait, gaining the same benefits. They need to continuously have adjacency for the trait to trigger.

Siene / Striker   SIZE 2

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
8	10	6
HEAT CAPACITY	SENSORS	TECH ATTACK
8	5	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
3	12	3
SYSTEM POINTS		
5		

Wrath of fission

Characters that start their turn adjacent to the Siene must pass an Engineering Save or take Radiation Poisoning. Once poisoned, they must pass another Engineering Save on each of their turns or take 1d3 AP Energy Damage. This condition can only be cleared during a Full Repair. The damage of Radiation Poisoning doesn't stack no matter the source.

Lead Coating

You are Immune to Radiation and have Resistance to Energy Damage. However, when you become Exposed, you also become Shredded.

Exposed Reactor

You have +1 Difficulty on Engineering Checks and Saves.

Worst-Case Scenario

When the Siene gets destroyed, you must roll a d20. On a 1 (1-2 when you are destroyed due to Stress), you explode in a catastrophic Meltdown, causing everyone in a Burst 10 area to take 8d6 Explosive Damage.

MAIN/AUX		HEAVY

Onboard Core System:

Operation Nevada

Core Active – Big Red Button (Full action)

Activated Status:

Lanhold Fist:

Range 12 Blast 3 Damage 4d6 Explosive   Main   Launcher

On attack: targets in designated area must pass an Engineering Save or take Radiation Poisoning. Once poisoned they must pass another Engineering Save on each of their turns or take 1d3 AP Energy Damage. This condition can only be cleared during a Full Repair.

This Weapon can only be fired once, as a regular weapon after the Core has been activated. You regain or CP when you activated the Fist but didn't fire it during that scene.

When you get destroyed while the Lanhold Fist was active, you also automatically trigger Worst-Case Scenario without rolling a d20 first.

Kongo / Striker/Controller SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
8	8	10
HEAT CAPACITY	SENSORS	TECH ATTACK
6	15	+1
REPAIR CAPACITY	SAVE TARGET	SPEED
4	10	4
SYSTEM POINTS		
6		

Active Protection Measure

As a Reaction, when you take Structure Damage, you may choose to shield yourself by intercepting the attack with a weapon with the Smart tag. You return to 1hp, but your Weapon is destroyed in the process.

Weak Point Probing

When you hit with a Nexus or Melee Weapon you can choose to take 3 Heat and declare your Hit to be a Critical Hit.

FLEX	HEAVY

Onboard Core System:

Phantom Pain Machine

Core Integrated – Haunting Nexus

Range Damage 1d3 Energy   Main   Nexus

Tags: Smart

In order to attack with this Weapon, you must choose up to three different characters or pieces of terrain within Range to center your attacks on. The chosen targets suffer no damage from the attack, but all targets within Burst 1 of them do. This attack only requires Line of Sight to the initial targeted character or piece of terrain.

Core Active – Hauke's Witching Hour (Protocol)

 For the rest of this scene, 1/round: you may deal +1d6 Bonus Damage when attacking with a Nexus.

Scrap Hardener
Danube I Mod

Tags: Nexus, Melee and CQB weapons only (2sp)

When you Hit with the Weapon this Mod is applied to, you can count the damage as AP but must reload this System before using it again. The Weapon can still be used normally without the Mod.

THBRRE Ejector
Danube I System

Tags: Unique, Overshield (2sp)

1/round: When you fire a Weapon with a Mod installed, You and all adjacent Allied Characters gain 2 Overshield. (Thermal Brass recycling)

Hypnos Flash
Danube II Mod

Tags: Unique, cannot be applied to Superheavies (2sp)

When firing the Weapon this Mod is applied to as a part of a Reaction, you deal +1d6 Bonus Damage.

Dardanelles Recoilless Rifle
Danube II Weapon

Range 12 Damage 2d6 explosive   Main   Launcher

Tags: Seeking, Loading

On hit: You may count your next attack against the same target as arcing. (Fires a cable that the next shot can follow)

Barbara Class NHP
Danube III Mod

Tags: Unique, AI (3sp)

When you perform an Attack with the weapon your Barbara NHP is attached to, you may keep its effect in suspension above a single target within range of your attack. Doing so you don't roll to check if you hit or any damage but instead gain access to the Unleash Violence reaction on your target. You can apply talents and traits to the attack as if it had resumed during your turn once unleashed. You can Unleash Violence after any and all actions taken by another character. At the moment of the unleashing your actual attack takes place. You roll to hit, trace your attack pattern from your target, no matter if they are still in range or line of sight or not and deal your damage. Should you decide to unleash as a reaction to an allied character's Attack, your damage is counted as Bonus Damage on your ally's attack. Your attack doesn't gain our change any traits in the process. Lastly, should you take Structure or Stress damage, you also automatically take the Unleash Violence reaction, even if you already took another action on that turn beforehand.

Autoloader Carrousel
Danube III System

Tags: Protocol, 1 Heat (self), Unique (3sp)

After activation, the carrousel starts automatically loading a new round for a Loading Weapon of your choice, that you must clearly declare when activating the System. If you don't get hit until the start of your next turn, the Weapon is successfully reloaded. You can reload weapons you fired after activating the Protocol this way. The System is very delicate however, when you take Structure or Stress Damage, roll a d6, if you roll below a 3+ the System is blown up dealing you 2d6 Explosive Damage.

Bohr Mine
Siene I System

Tags: Unique, Grenade, Mine, Quick Action, Limited 3 (2sp)
Grenade: The Target must succeed on an Engineering Save or take 1d3 Energy Damage and Radiation Poisoning, taking half damage and no poisoning on success.
Mine: Everyone in a Blast 2 Area must succeed on an Engineering Save or take Radiation Poisoning.

Charger Fire Lance
Siene I Weapon
Main CQB

Range 5 Threat 3 Damage 1d3 Energy
Tags: AP, 2 Heat (self), 1sp
You start with your weapon fully charged at 6 charges, dealing +1 bonus damage for each charge you hold when attacking. Hit or miss, afterwards it resets to 0 charges. You gain +2 charges (to a maximum of 6) for each of your turns you spend not firing this weapon.

Failsafe Meltdown
Siene II Fulltech

Tags: Fulltech, Unique (4sp)
You choose a target within range 5 and Line of Sight. The target automatically gets infected with the Meltdown code and must immediately perform a Hull-, Agility-, System- and Engineering-Check. If the target succeeds all four, the system takes no effect and the character can no longer be targeted by this system. If they fail even one check, they must continuously repeat all the checks they succeeded at the start of their following turns until they failed each check once. Only then will the system take full effect. Once fully primed, the Meltdown code deals 1d6 ap energy damage at the start of each of their turns and every action they take causes 3 Heat. When they exceed their heat cap while suffering under this system they become indefinitely stunned. To clear the final condition, they must pass all four saves simultaneously as a full action. It cannot be removed any other way Only one character can suffer from this condition, if you chose a new target, the previous one clears the condition immediately.

Teller Drone
Siene II System

Tags: Drone, Quick Action (2sp)
Drone has one Armor. You deploy the drone within Sensors and Line of Sight. When characters start their turn adjacent to the drone or move adjacent to it for the first time, the take 2 Heat.

Lucerne Screwdriver
Siene III Weapon
Heavy Melee

Threat 2
You can freely choose between the following two profiles when attacking with this weapon:
Blunt Salvaging: 3d6 Damage Kinetic, Inaccurate, Knockback 1, Prone on Crit
Precise Scrapping: 2d6 +1 Damage Energy, AP, Heat 2

Gendarme 80mil Special
Siene III Weapon
Superheavy CQB

Line 10 Damage 4d6 Energy
Tags: Limited 3, Heat 3, Reliable 6, Inaccurate
Can be fired as a Quick Action at the cost of a further 3 Heat and +2 Difficulty.

Flare Saber
Kongo I Weapon
Heavy Melee

Threat 1 Damage 1d6 +3 Burn

Tags: Smart, Accurate, 2 Heat (self), 1sp
On Hit: Your target cannot gain overshield until the start of your next turn.

Counsellor Nexus
Kongo I Weapon
Heavy Nexus

Range 15 Damage 1d6 Energy
Tags: Accurate, Smart, 1sp
Effect: your Damage increases by +1 at the start of each of your turns (to a maximum of 6). Does not persist between scenes.

M'banza Consolidation
Kongo II System

Tags: Full Action (1sp)
As a Full Action, you Lock On a character within Line of sight and sensors. Afterwards, all drones in Blast 20 of them move 5 spaces closer to the target or as close as they can. If the Lock On is consumed when attacking with a Drone or Nexus, the damage cannot be reduced in any way.

Nomad Drone
Kongo II System

Tags: Drone, Quick Action (2sp)
The drone creates a blast 3 area around it. When an enemy within this area and the drone's line of sight gets hit by a crit, the drone forces them to make an agility save or become immobilised until the end of their next turn. (Resistance to all damage)

Boom Barrier Nexus
Kongo III Weapon
Superheavy Nexus

Damage 3d6 Kinetic
Tags: Smart, Reliable 3
You cannot attack normally with this weapon. Instead, when you first use it, you deploy the nexus as a physical barrier in a size 1 area. You can then move it up to 8 spaces in a direction of your choice. Whenever the nexus passes a space occupied by a character or object or vice versa, you attack them with the nexus. The nexus, then remains stationary until the start of your next turn still provoking attacks when characters or objects pass it. Then you may choose to keep your barrier up as a full action and move it up to 8 spaces again remaining within range 15 but ignoring line of sight. If you don't your barrier dissipates.

Njambe Class NHP
Kongo III NHP

Tags: AI, Unique, Quick, 2 Heat (self) (3sp)
Effect: Upon activation, the Njambe NHP stays active until the start of your next turn and causes all enemy targets that start their turn in your Line of Sight being Slowed, Immobilised or Prone, immediately to succeed on a System Save or become Stunned for that turn. Characters can only be Stunned by this System once per scene. Afterwards they become Shredded instead but can clear this condition by breaking Line of Sight from you.

Harrison Skyhoppers

Superior by profession

Not a manufacturer but an elite intervention team of the armoury, it's personal developed some field modifications that would gain such notoriety throughout their long and distinguished service that they were imitated by many who witnessed Harrison's burning drop troopers across the stars. Long codified and optimised by the combat engineers, licenses for these machines were eventually pretty swiftly minted to benefit from their popularity.
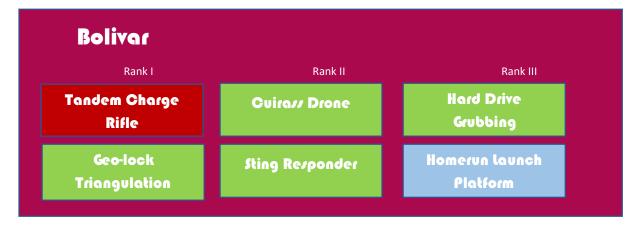
Their pilots keep using their trusted machines even after official replications came to be. Each pilot of the Skyhoppers is a true ace and their machines are finetuned to their exact needs. Not even the official Harrison licenses quite replicated the performance of the cobbled together originals. This is probably by design however as even the less potent mass production blueprints easily meet the armoury's reputation for outstanding performance.

While never deployed during the war in the pillar, the Skyhoppers still maintain a constant presence in the sector these days. The armoury holds no interests here, but its elite squad found a liking of the harsh environments of Jutha and Casve for their rigorous exercises. Reportedly being the most frequently training combat unit of all officially recognised units of the big four, they have become quite a frequent sight in the area and along with them of course their machines and the replica.

Skyhopper Licenses:

Charlemagne

Rank I	Rank II	Rank III
ROCKSOLID – Emergency Cloak	Tactical Overheat	Sonic Boom Wrecking Flail
Shattersprings Jump System	Thunderbreath Shotgun	Furnace Armour

Schwarzkopf

Rank I	Rank II	Rank III
Harrison's Breath	Flashfire Cannon	Panzerbueckse Boxcutter
Icarus Suspension	Reactive In-Flight Flares	Black Market Nitro Mix

Bolivar

Rank I	Rank II	Rank III
Tandem Charge Rifle	Cuirass Drone	Hard Drive Grubbing
Geo-lock Triangulation	Sting Responder	Homerun Launch Platform

Harrison Skyhoppers Core Bonuses

When you gain a license from Harrison Skyhoppers it also counts as a Harrison Armoury license for the purpose of acquiring one of their core bonuses. The Skyhopper's bonuses, are unique to them however.

- **High Frequency Cycling**
  Computers need to be as capable of their operators. Without the adequate gear a skilled fighter won't be able to perform his best.
  1/scene: You may clear one condition as a Free Action.

- **High Performance Standards**
  Beyond safety limiters, the best of the best work their magic.
  Whenever you enter the Danger Zone, you may Boost as a Free Action and gain Bolster.

- **High Velocity Combatant**
  You and your machine are one unit, a weapon, an unstoppable force.
  While in flight, you gain Immunity to Slowed and Immobilised.

Charlemagne / Striker

SIZE 3

Bulky but deadly, the Charlemagne hulks across the fields of AHB5 and slams rebels into submission after its birth out of destroyed Barbarossa frames and Think Tank prototypes on the field of war. This frontline giant has been dubbed a monstrosity of engineering by some in armoury offices but became beloved across its teams who fast took a liking to the experimental armour that weakened the structure but offered great reactive protection in emergencies, allowing for the use of devasting yet unstable Harrison prototypes.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
10	6	7
HEAT CAPACITY	SENSORS	TECH ATTACK
7	5	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
4	10	3
SYSTEM POINTS		
7		

Colossus
Adjacent allied characters can use the Charlemagne as Hard cover.

Self-carrying structure
When the Charlemagne takes Structure damage, it crumbles under parts of its own weight, taking a further 1d6 AP Kinetic Damage.

Reactive Emergency Armor
While suffering from any Status or Condition (Including self-inflicted), the Charlemagne has Resistance to all damage.

Heavy frame
The Charlemagne can't be Pushed, Pulled, knocked Prone or Knocked back by smaller characters.

MAIN	MAIN/AUX	HEAVY

Onboard Core System:

Blast Furnace Reactor

Core Active – Raging Fire (Protocol)
This Core System can only be activated when in the Danger Zone and lasts as long as you remain in it. While active, the frame's reactor burns bright enough to melt steel. At expense of your own safety, beccoming Shredded while the core is active, thus negating the benefits of your Reactive Emergency Armor, you gain the ability to reconstruct on the battlefield by scavenging from the enemies ripped armor pieces, regaining 1d6 Hp whenever you critically hit a target.

Schwarzkopf / Striker

SIZE 1

Once based on the Genghis MK II, the Schwarzkopf was such a popular frontline modification that it was minted as a fully unique license, built around its flight systems. Stemming from front line tinkering, the frame is prone to breakdown and highly dangerous to operator as well as foe.

STRUCTURE	STRESS	ARMOUR
4	4	1
HP	EVASION	E-DEFENSE
9	8	6
HEAT CAPACITY	SENSORS	TECH ATTACK
8	5	-2
REPAIR CAPACITY	SAVE TARGET	SPEED
3	10	4
SYSTEM POINTS		
6		

Screeching Jets

While flying, the Schwarzkopf may force all adjacent characters, enemy and allied to make a System Save or become Jammed until the end of their next turn as a Quick Action. You also gain 3 Heat doing so.

Rapid strike

The Schwarzkopf gains +1 Accuracy on all attacks made during its turn whenever it takes the first turn on any given round.

MAIN/AUX	MAIN/AUX

Onboard Core System:

Dragon's first flight field modification

Passive – Hustler's Jetpack

After taking any amount of Heat, you may choose to count any and all of your Movement as Flying until the start of your next turn.

Active – Full Afterburner (Quick)

Once activated, this Core lasts until you clear all Heat. While active it greatly enhances the capability of the Hustler's Jetpack. It now allows you to Boost as a Free Action 1/round and leaves a trial of fire as you go. White-hot flames continue to burn along your path, affecting every space you've flown over, lasting until the end of your next turn. When characters start their turn in one of these spaces or enter one for the first time in a round, they take 1d6 energy damage. You gain one heat every turn you spend with your afterburners active. This heat counts for the purposes of keeping your jetpack active.

Bolivar / Striker/Support   SIZE 1

Placeholder

STRUCTURE	STRESS	ARMOUR
4	4	1
HP	**EVASION**	**E-DEFENSE**
7	8	8
HEAT CAPACITY	**SENSORS**	**TECH ATTACK**
8	15	0
REPAIR CAPACITY	**SAVE TARGET**	**SPEED**
3	10	4
SYSTEM POINTS		
7		

Overcoming
You may choose to damage yourself, gaining +1 on your roll for each 1 AP Kinetic Damage you take doing so, before rolling the dice.

Overextending
You may choose to deal +1d6 Bonus Damage on each of your attacks, however you then take half of that damage doing so that can't be reduced in any way.

Overpowering
When you deal Structure Damage, you gain +1 Bonus Damage that stacks (to a maximum of +6) and lasts as long as you end your turn having dealt at least 1 Structure Damage.

AUX/AUX	HEAVY

Onboard Core System:

No Room for Errors

Passive – Overachiever Monitor
At the start of each round before anyone takes their turn, you must target an Allied Character within Sensors (ignoring Line of Sight) or yourself with the Overachiever Monitor. Whoever benefits from the Monitor gains +1 Accuracy on every roll they make but each time they don't roll a critical success, you take 1 Heat. You must use this System.

Active – Overboiling
Upon activation, your Overachiever Monitor kicks into overdrive. Additionally, to the Accuracy the system grants, it now also grants an additional +2 to all rolls and +1d6 Bonus Damage to all attacks performed while benefiting from the System. However, you and the target now both gain 2 Heat each time a roll doesn't land a critical success, while you also gain 1 further Heat whenever a d6 roll lands on a 1, be it yours or your targets. If you selected yourself as your target, you gain 4 Heat total.

ROCKSOLID Emergency Cloak
Charlemagne I System

Tags: Unique (1sp)

When you Shut Down your mech, it turns Invisible and remains so until you Boot Up. Additionally, you clear 2 d3 Heat at the end of any turn you spent Shut Down.

Shattersprings Jump System
Charlemagne I System

Tags: Full Action (2sp)

You jump up as high you can to smash with full force into the ground beneath you. The resulting shockwave affects a Burst 1 area, creating Difficult Terrain and Stun all characters who fail the resulting Agility Save (You excluded). Characters can only be Stunned by this System once per scene. You become Impaired until the end of your next turn after using this System. You can also use this System from flight, crashing into the ground and remaining grounded doing so, negating all fall damage.

Tactical Overheat
Charlemagne II System

Tags: Unique, Protocol, Heat 3 (self) (2sp)

As a Protocol you may choose to start heating up your frame, so much that it can no longer be accurately targeted via its heat signature. You become Exposed until the start of your next turn but you and all adjacent Allied Characters can't be targeted by Tech Attacks during that time.

Thunderbreath Shotgun
Charlemagne II Weapon

Range 5 Threat 3 Blast 2 Damage 1d3 +1 explosive   Main   CQB

Tags: Heat 1, Reliable 1, Inaccurate

Furnace Armour
Charlemagne III System

Tags: Full Action (4 sp)

Once per mission, may take 2d6 Heat and repair one Structure.

Sonic Boom Wrecking Flail
Charlemagne III Weapon

Threat 2 Damage 3d6 kinetic   Superheavy   Melee

Tags: Inaccurate

On attack: After your attack resolves, you become Jammed, clearing the condition at the end of your next turn. Everyone in a Burst 2 zone must pass an Agility Save or take 1d6+2 Explosive Damage, which stacks on your main target, and become Jammed until the end of their next turn.

Harrsion's Breath
Schwarzkopf I System

Tags: Unique, Full Action (3sp)

You spew forth reactor material in a Cone 2 Area forcing everyone to succeed on an Engineering Save or take Burn equal to half your current Heat. On success they remain unharmed. You clear 3 Heat doing so.

Icarus Suspension
Schwarzkopf I System

Tags: (1sp)

You no longer take Fall Damage, but instead take Heat equal to the Damage you would have suffered.

Flashfire Cannon   Schwarzkopf   II   Weapon

Line 5 threat 2 Damage 5 Burn   Main   CQB

Tags: Loading, Inaccurate

In-flight Flares   Schwarzkopf   II   Shield

Tags: Shield (3sp)

When you fly and get targeted by a smart or a seeking attack, you may deploy heat flares to distract the enemy. Take 1 Heat and roll a d6, on 5+ you successfully divert the attack. This does not stack with Invisibility.

Panzerbuechse Phosphorus Boxcutter   Schwarzkopf   III   Weapon

Threat 1 Damage 1d6 +4 explosive   Main   Melee

Tags: AP, Accurate, Limited 5

Only consumes a charge on hit.

Black Market Nitro Mix   Schwarzkopf   III   System

Tags: Protocol, Unique, Limited 2 (2sp)

Upon activation this System immediately puts you into the Danger Zone, generating however much Heat is needed in order to reach half your Heat Cap. This System has no effect if you are inside of the Danger Zone already.

Tandem Charge Rifle   Bolivar   I   Weapon

Range 15 Damage 1d6+4 Kinetic   Heavy   Rifle

Tags: Overkill

On Hit: When your damage dice lands on a 6, you deal +1d6 bonus damage. Continuous 6s don't trigger this effect, neither does Bonus Damage, rerolls from your Overkill of the primary damage roll count however.

Geo-lock Triangulation   Bolivar   I   System

Tags: Quick Tech (1sp)

You choose a target within Sensors and Line of Sight. They must pass an Agility Save or be triangulated until the end of your next turn. For this duration, all attacks performed against them ignore Difficulties inflicted by Terrain, such as natural Soft Cover. Difficulties from Impairment and alike still apply.

Cuirass Drone   Bolivar   II   System

Tags: Drone, Quick Action, Limited 2, Reaction (2sp)

Deploy a Cuirass drone within Line of Sight and Sensors. As a Reaction, the Drone can grant one reroll of any kind (attack roll, damage roll, save, etc…) to an adjacent character, being destroyed in the process. When rerolling, they must keep the second result. The Drone has Resistance to all damage.

Sting Responder
Bolivar   II   System

Tags: Full Tech, Unique, Overshield, Heat 2(self), Limited 2 (2sp)

Choose an allied character within Sensors and Line of Sight. They gain 1d3 +GRIT Overshield. Whenever they lose any amount of this Overshield, they will deal the same amount of Bonus Damage on their next attack. This effect stacks if they get hit multiple times before performing an attack.

Hard Drive Grubbing
Bolivar   III   System

Tags: Protocol, Unique, Danger zone (2sp)

Upon activation, you clear all conditions affecting you. However, until the start of your next turn, you receive twice the amount of Heat you normally would receive, no matter the source.

Homerun launch platform
Bolivar   III   Mod

Tags: For melees only (3sp)

Any weapon this Mod is attached to becomes Thrown 5. Additionally, whenever you critically hit while throwing the Weapon, it immediately comes back to you, after the attack resolves.
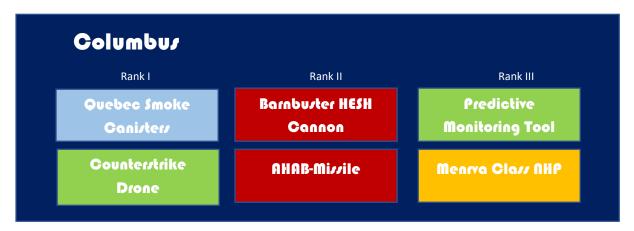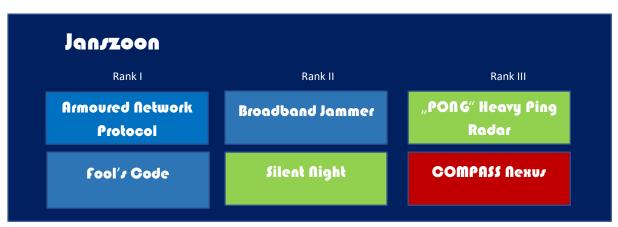
IPS-N Blackbox

IPS-N Blackbox is probably the best-known deniable asset across the units of the big four, which might call into question their value as a deniable asset. They garnered quite a reputation as a reliable combat unit but their also reportedly prideful to a fault. Many covert operations have been publicly acknowledged by NCOs too full of their success on the battlefield to have it remain secret. While debatably being a massive failure at one part of their mission, they undeniably excel in combat however.

In many fights along company friendly insurrections, some admitted, others still classified, the highly trained spec ops team fulfilled mission objectives with well-studied coordination. With time, their largest failure, secrecy, even started to become another of their strong suits. Seeing the immense potential in the coverage these not-so-secret deployments gathered, and trusting the skill of their pilots, Blackbox soon found a new identity running highly televised field tests for new IPS-N machines.

It's unclear if Blackbox has fully transitioned into their role as lab mice or if they remain as a deniable asset. Their deployment in the Rosengaard Pillar is definitely part of the former and has garnered a legendary status ever since the "Refrigerator Incident". Allegedly they are starting to grow impatient, waiting for an opportunity to measure themselves against the Skyhoppers and one thing is already clear. Their machines and commercialised licenses they spawned are already ready and waiting.

Lanika Corp. Licenses:

Columbus

Rank I	Rank II	Rank III
Quebec Smoke Canisters	Barnbuster HESH Cannon	Predictive Monitoring Tool
Counterstrike Drone	AHAB-Missile	Menrva Class NHP

Janszoon

Rank I	Rank II	Rank III
Armoured Network Protocol	Broadband Jammer	„PONG" Heavy Ping Radar
Fool's Code	Silent Night	COMPASS Nexus

Amundsen

Rank I	Rank II	Rank III
Rapid fire missile battery	Luxembourg-Pattern Bipod	Bunker Breach Charges
Frontrunner Breach Shield	Disposable Quick-Change Barrels	Whaler Repeating Cannon

IPS-N Blackbox Core Bonuses

When you gain a license from IPS-N Blackbox it also counts as an IPS-N license for the purpose of acquiring one of their core bonuses. Blackbox bonuses, are unique to them however.

- **Full Broadside**
  Only amateurs trust ballistics tables, professionals trust their experience.
  After finishing a barrage, you gain +1 accuracy on your next attack.

- **Crowsnest Backup**
  There's still a place for outdated equipment. It's rugged and reliable with centuries of experience.
  When your Line of Sight would be restricted to adjacent spaces, you can still draw Line of Sight 3 Spaces far instead.

- **Armoured Mutiny**
  If you could make God bleed, people will cease to believe in Him. There will be blood in the water, and the sharks will come.
  When you deal an enemy structure damage, they become exposed until the end of your next turn.

Columbus/ Artillery/Support   SIZE 2

The wars at the Dawnline push many manufacturers to new territory, IPS-N among them. Heavy artillery presence in the sector lead to new problems that soon turned into solutions at Northstar and so a sophisticated counterbattery system was developed. Build to target and destroy enemy artillery positions and ammo depots, the Columbus might underwhelm initially in its firepower, favouring long-distance precision, unmatched in its domain.

STRUCTURE	STRESS	ARMOUR
4	4	1
HP	EVASION	E-DEFENSE
10	6	7
HEAT CAPACITY	SENSORS	TECH ATTACK
5	5	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
5	10	3
SYSTEM POINTS		
6		

Guardian
Adjacent allied character can use the Columbus as Hard Cover.

Blast plating
The Columbus has Resistance to Damage, Burn and Heat from Blast, Burst, Line and Cone attacks.

FLEX	MAIN	HEAVY

Onboard Core System:

Moonlight Flare Strike

Passive – Strike Orientation Signalling
Whenever an enemy targets you or any adjacent allied character, you can flare up their position in response, whether they hit or not, ignoring Sensors and Line of Sight. Flared up, the enemy takes the Lock-on condition. They can't benefit from soft cover or become Invisible while they have this Lock-on. You may use this reaction any number of times in a round. Tech attacks do not trigger this system.

Active – Coordinated Counterbattery (Reaction)
Whenever your Strike Orientation Signalling triggers, you may choose to activate your core instead. This grants an immediate retaliatory strike against the attacking enemy. This attack takes the form of a full Barrage, if possible, but as it's a Reaction. Superheavies still can't be fired in this way. The attack happens immediately after the enemy's attack has resolved, whether it hit or not, and can be performed by you or any adjacent allied character. Whoever performs the attack takes 4 Heat. To perform the Reaction, you need to be able to hit the target.

Janszoon / Controller   SIZE ½

Cyberwarfare has all but overshadowed simpler, electronic warfare these days. Lacking some experience in the modern cyberwar, IPS-N decided to once again pursue electronics warfare by targeting enemy sensors and coms channels through rugged hardware, counteracting common electronic countermeasures.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
8	6	10
HEAT CAPACITY	SENSORS	TECH ATTACK
4	10	0
REPAIR CAPACITY	SAVE TARGET	SPEED
4	11	5
SYSTEM POINTS		
7		

Protected Coms transmitter
The Janszoon has Immunity against being Jammed.

Rugged Systems
1/mission: You can shrug of a System Trauma, ignoring its effects.

Onboard Core System:

FLEX	MAIN

Molehill Frequency

Active – "The enemy is listening" (Full)
You tap into enemy coms. Until the end of your next turn, you and your allies may use the enemy's line of sight and sensors against them, using them as if they were your own for the effect of attacks. Once this resolves, all enemies must pass a Systems save or become jammed until the end of their subsequent turn.

Amundsen/ Striker

SIZE 1

Developed from the Drake, the Amundsen aims to offer the same potency in firepower its sister platform brought to the table, but with a drastically increased capacity for mobile warfare. Greatly suffering in its protection, the advanced cooling integrated into the barrel of the frames primary mounting guarantees combat performance on par with the larger predecessor. After its introduction in the Zaobalde Lunar War, the Amundsen has become IPSN most relied upon chassis for mobile firepower in fast advances, despite failing in naval service.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
8	9	6
HEAT CAPACITY	SENSORS	TECH ATTACK
6	10	-1
REPAIR CAPACITY	SAVE TARGET	SPEED
5	10	5
SYSTEM POINTS		
7		

Barrel cooling

At the end of each turn in which you did not move, you may clear up to 2 Heat. However, the Heat must have been gained through Weapons in order to do so.

Unrelenting Advance

1/scene: You may Boost as a Free Action when you make a ranged attack.

Breach Armour Set

The Amundsen has Resistance to Explosive Damage.

Onboard Core System:

Heavy

The Sea Monster Strikes

Core Integrated – Kraken Machine Gun

A light and portable single barrel cousin to the Leviathan, the Kraken packs an immense punch for its size, but is limited by its cumbersome ammunition.

Main Cannon range 8 1d6 +1 damage 4 reliable limited 10 accurate jams you on nat 1's

Active – Rapid Fire Engagement (protocol)

The Kraken, while not quite as fast firing as a Leviathan, can easily overwhelm targeting system. The Amundsen was thus fitted with a purpose-built targeting system to unleash its full potential in a controlled chaos. When shooting the Kraken MG as part of a Skirmish or Barrage, you can activate the Core, enabling it to strike against an unlimited number of targets until the bullets run out. You must choose two targets and designate the arc formed in between both as the targeting Zone. You then shoot at all characters in the targeting Zone, still accounting for the range of your Kraken MG, in a counterclockwise motion (Right to Left). Both the designated, outermost, characters and any other character can only be hit once by this attack and you need to expend a charge of your Kraken MG for each and every one of these attacks during the ensuing hailstorm.

This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used.

Quebec Smoke Canisters
Columbus I Mod

Tags: Unique, Limited 3 (2 sp) Only for CQB, Cannon, Rifle, Launcher

Instead of firing your weapon normally, you may choose to blanket the area in smoke. As a Quick Action (ignoring Superheavy limitations), designate a targeted Area as you would if you were to attack, but instead fill it with smoke. This smoke lasts until the end of your next turn and provides Soft Cover to any character within.

Counterstrike Drone
Columbus I System

Tags: Drone, Quick Action, (2sp)

Once deployed, this drone grants the "counterbattery" Reaction.

1/turn: Trigger: An enemy character within Range 8 of the drone ignoring line of sight makes an attack. / Effect: All enemy characters within Range 8 suffering from Lock-On get attacked by an arcing attack, that doesn't benefit from your bonuses and talents, can't consume the Lock-On and deals 4 explosive damage on hit. Characters within zones overlapped by multiple of these drones can still only be attacked once per turn.

Barnbuster HESH Cannon
Columbus II Weapon

Range 15 Damage 1d6 +4 explosive
Heavy Cannon

Tags: AP, 2 Heat (self), Ordnance (2sp)

On Hit: You deal +2 Bonus damage for each point of Armor your enemy has.

On Crit: You blow a hole in the enemy's armour as plastic explosives punch through. The enemy becomes Shredded until the end of your next turn. (Previously Exposed, maybe try in testing)

AHAB Missile
Columbus II Weapon

Range 20 Damage 1d6 kinetic
Main Launcher

Tags: Smart, Heat 1 (self), Accurate, (1sp)

Predictive Monitoring Tool
Columbus III System

Tags: Reaction, Unique (2sp)

1/scene: You can use your battlefield simulations to predict an attack from a Locked-On enemy against an allied character. Trigger: A Locked-On enemy attacks an Ally within ((Line of Sight or Sensors)) Effect: You allow an Allied character to Brace without suffering any action or movement restrictions on the following turn.

Menrva Class NHP
Columbus III NHP

Tags: AI, Protocol, 3 Heat (self) (3sp)

Until the start of your next turn, you can change the attack patterns (Blast X, Range X, ...) of every ranged attack. Each attack pattern has a point score associated to it. Each value of Range, Line, Blast or Cone is worth 1, 1.5, 2 or 3 points respectively. The sum of the attack pattern (5 range, 2 blast) e.g., is 5 * 1 + 2 * 2. The conversion between attack patterns must at least conserve this point score.

Armored Network Protocol
Janszoon I Invade

Tags: Invade (2sp)

Incandescence: Your target takes 3 Heat. If they are in the Danger Zone afterwards, they must succeed on a Hull save or become Shredded until they clear any amount of Heat.

Quenching: On their next attack, the enemy treats their target as if it had +2 Armor.

Fool's Code
Janszoon I Invade

Tags: Invade (3sp)

Calm Sanity: Until the start of their next turn, if your target takes any kind of Reaction, they become Jammed after it resolves until the start of their next turn.

Pogo Madness: At the start of each allied turn, your target must pass a System Save or take a Reaction to jump as high as they can, landing safely on the next turn without taking fall damage. This effect lasts until the start of your next turn.

Broadband Jammer
Janszoon II Full Tech

Tags: Full Tech, 1 Heat (self) (3sp)

Attack an adjacent character with a tech attack. On hit, they become Jammed until the end of your next turn. At the start of their next turn, they can try to clear the Jam by succeeding on a System Save. Should they fail the Save, you can choose to keep them Jammed by prolonging the effect as a Quick Action and taking 1 Heat on your turn. When either you decide not to prolong the effect, they pass their save, the effect clears. If they choose not to attempt the Save, the Jam will clear at the end of their turn as usual. Each character can only by targeted by this system once per scene.

Silent Night
Janszoon II System

Tags: Full Action (3sp)

You become Immobilized, enforcing a blackout in a Blast 8 Area that affects everyone but you and adjacent Allies character. Within this Area, it's no longer possible to communicate and draw Line of Sight beyond adjacent spaces. This lasts until the start of your next turn.

"PONG" Heavy Ping Radar
Janszoon III System

Tags: Protocol, Unique, Limited 2 (3sp)

As a Protocol, you may expend a charge of this System to Increase your Sensors by 10 until the start of your next turn.

COMPASS Nexus
Janszoon III Weapon

Range 10 Damage 2 kinetic
Aux   Nexus

Tags: Inaccurate, Smart, Arcing

On Crit: Your target becomes Jammed until the end of their next turn. This effect can only trigger once per scene on each target.

Frontrunner Breach Shield
Amundsen I System

Tags: Shield, Quick Action, Unique (2sp)

Once activated, you enter Breach Mode. Until the start of your next turn, whenever you take any voluntary movement, you must move directly towards the closest enemy. You gain 1 Overshield for each space you move in that time (to a maximum of 2 + GRIT)

Rapid Fire Missile Battery

Amundsen I Weapon
Heavy Laucher

Range 5 Blast 1 Damage 2d6 explosive

Tags: Reliable 3

Luxembourg-Pattern Bipod

Amundsen II Mod

Tags: Protocol (1sp)

Not on Nexus, CQB and Melee

As a Protocol, you may deploy or retract the Luxembourg-Pattern Bipod. If it is deployed, your weapon gains Ordnance but you attack with it receive +1 Accuracy.

Disposable Quick Change Barrels

Amundsen II System

Tags: Quick Action, Unique, Limited 2 (2sp)

You swap your barrels, spending a charge of this system and cooling all Heat you gained from firing Weapons this turn.

Whaler Repeating Cannon

Amundsen III Weapon
Heavy Cannon

Range 10 Damage 2d6 +2 kinetic

Tags: Overkill, Heat 2 (self)

This Weapon fires so fast it can perform a Barrage on its own, however the second attack becomes Inaccurate and can't deal Bonus Damage.

Bunker Breacher Charges

Amundsen III System

Tags: Quick Action, Mine, Grenade, Limited 3 (2sp)

Grenade: Explodes in a Cone 5 away from you, enemies must perform a Hull Save or take 4 Explosive damage and be knocked back 2 Spaces. On a success, they only take Half damage.

Mine: Blow a hole in the ground creating Difficult Terrain, adjacent objects take 10 AP Damage. The character that triggered the mine must make a Hull Save or take 2d6 Explosive Damage, reduced to 1d3 if they succeed.

Rapid Fire Missile Battery

Amundsen I Weapon
Heavy Laucher

Range 5 Blast 1 Damage 2d6 explosive

Tags: Reliable 3

GMS ADDENDUM

Weapons:

Klychko Rocket Pod
Range 8 Blast 1 Damage 1d6 Explosive
Tags: Inaccurate

GMS	Weapon
Main	Launcher

Firecracker Shrapnel
Range 8 Damage 1 Explosive 2 Burn
Tags: Inaccurate

GMS	Weapon
Aux	Launcher

Harpoon Nexus
Line 5 Damage 1d3+1 Energy
Tags: Smart

GMS	Weapon
Main	Nexus

Autocannon
Range 8 Damage 1d3+1 variable
Tags: Reliable 1, 1 Heat (self)
Choose this weapons damage type at the start of the mission.

GMS	Weapon
Aux	Cannon

Shock Pumpgun
Cone 3 Damage 1d6+3 Energy

GMS	Weapon
Main	CQB

Automatic Shotgun
Range 3 Threat 3 Damage 2d6+2 Kinetic
Tags: Inaccurate

GMS	Weapon
Heavy	CQB

Automatic Grenade Launcher
Range 5 Blast 1 Damage 1d6 +3 Explosive
Tags: Arcing

GMS	Weapon
Heavy	Launcher

Systems:

Camo Net   GMS System

Tags: Protocol, Unique (1sp)

As a Protocol, you may deploy the Camo Net. The System enables you to Hide without Soft Cover even within an enemy's Line of Sight. This system remains active until you lose Hidden or move in any way.

First Generation Chassis Portable Teleporter   GMS System

Tags: Full Action, 1 Heat (self) (2sp)

Teleport 1d3+1 spaces in a direction of your choice. You must end in a free, valid space.

Ballistic Shield   GMS System

Tags: Quick Action, Unique (2sp)

Set up cover behind a hulking shield. You become immobilised but gain resistance to the next attack that hits you.

Exotic Weapons:

Apep lance

Threat 2 Damage 2d6 Energy

Tags: Unique (2sp)

On Hit: Your target must roll a d6. On 1, all installed NHPs cascade and NPCs without human pilots start attacking targets at random losing their allegiance.

Exotic Weapon
Main Melee

Beam Sabre

Threat 3 Line 3 Damage 1d6+2

Tags: Accurate, AP, 1 Heat (self)

Exotic Weapon
Main Melee

Alphabet Decay Ionizer

Range 10 Damage Xd6

Tags: Unique (2sp)

On attack: Roll 3d6 in order, these determine the characteristics of this weapon.

The first die determines your accuracy. 1-2 Inaccurate, 3-4 straight roll, 5-6 Accurate.

The second die determines your tags. 1. Heat 4 (self), 2. Overkill, 3. Heat 2 (self), 4. AP, 5. Reliable 4, 6.6, Reliable 2d6.

The third determines the number of d6 you roll for damage.

Exotic Weapon
Superheavy Rifle

Hyperconductor Spool

Line 15 Damage 2d6 +6 Energy

Tags: Loading, Unique, Ordnance (1sp)

On Attack: Every character within the Line must pass a Hull Save or take 4 AP Energy Damage and suffer from a random effect decided by d6:

1. They gain 8 Overshield and Resistance to Heat as long as the Overshield lasts.
2. On the next turn, they deal Energy Damage, dealing Bonus Damage as Burn.
3. They take 4 Heat.
4. They become Blinded, being unable to draw Line of Sight beyond adjacent spaces until the end of their next turn.
5. They gain Lock-On and can't benefit from Invisibility until the Lock-On is consumed.
6. They become Exposed until the end of their next turn.

Exotic Weapon
Superheavy Cannon

Weaponised Jet Exhaust

Line 5 Damage 1 Energy 1d6 Burn

Tags: Knockback 5

Exotic Weapon
Heavy Cannon

Fire Line Battle Rifle

Range 20 Damage 4d6 Kinetic

Tag: 3 Heat (self), Overkill, Reliable 5

On Attack: Whenever your Overkill triggers you gain 1 Burn in addition to the Heat.

Exotic Weapon
Superheavy Rifle

Special Brew Bombs
Exotic   System

Tags: Protocol, Unique (1sp)

Used as a grenade or mine, the effect is determined by d6

1. Agility Save on Blast 2 1d6+4 Explosive Damage. Half on success.
2. Hull Save on single target 6 burn half on success. White-hot flames continue to burn in 3 free spaces of your choice within blast 2, lasting for the rest of the scene. When characters start their turn in one of these spaces or enter one for the first time in a round, they take 1d6 energy damage.
3. System save or 1d6 Energy, otherwise half. On fail, force another character in range 3 to save. You can do this continuously as long as characters fail saves. You can't target an enemy twice.
4. On blast 2, immobilise everyone for one turn. Enemies can break free with a successful Hull save as a Quick action.
5. On Blast 4, you can make everyone teleport 3 spaces unless they resist on system save.
6. Blast 3 Engineering saves or enter Danger Zone.

Explosive Reactive armour
Exotic   System

Tags: Unique, Limited 3 (1sp)

When you are attacked, you may spend a charge of this system to roll a d6. On 3+, you gain Resistance to the attack.

Peacekeeper Spidertank
Exotic   System

Tags: Drone, Quick Action, Resistance (All) (3sp)

You deploy a spidertank. While mostly like other drones, it can move freely with a speed of 5 and shift into Piloted mode. They take up another character that takes over control of the tank and uses it like a frame. If carries one aux/aux mount. You can arm it with all weapons available to you and perform skirmishes from the tank while it's not piloted by another character. Doing so you can perform two skirmishes in a round, but your frame doesn't count as performing the second one and the tank can only benefit from talents while being piloted.

Modified Radiators.
Exotic   System

Tags: Unique (4sp)

This modified space combat equipment consists of large panels bolted to your frame to better cope with heat. Each turn, you cool of 2 Heat. This system is automatically destroyed when you loose one stress.

Full Metal Jacket
Exotic   Mod

Tags: Unique, Limited 3 (2sp)

STUFF WITH AP WIP

Gas Grenade Laumcher
Exotic   Mod

Tags: Unique, Quick Action (2sp)

GAS CLOUD WIP

Fishing themed mine with anti sub grenades

Mod to stay invisible after killing with a melee

Pilot Gear:

Hodag precision rifle. 3 ap kinetic loading accurate range 15

Lobber Grenade Launcher. 2 explosive arcing range 5 reloads after 6 shots and takes 2 turns

Mothman Rail exotic 5 energy range 10 reliable 2 Requires Mothman Pack

Mothman Pack, let's pilots jump as high as they can move

Space stuff

Spotter stuff

Scuba stuff

Welder stuff

Mini drone

Bioscience stuff

Sat link

Paint gear

Hyper Glue

Talents:

Blink Jouster (Image Jousting lance)

Not everyone is capable of realising the newest prospects in warfare. You do. There's a new manoeuvrability on the battlefield and you will exploit it.

I. **Quintain**
1/scene: You may teleport 1d6 spaces as a free action to an unoccupied valid space and gain +1 accuracy on your next attack.

II. **Galop**
You can always choose to teleport 1 space further then you would otherwise have.

III. **Pas d'armes**
1/round: After you teleport, your next attack deals 1d6 Bonus Damage.

Artillerist (Image: parabolic flying shell)

With shells shrieking thought the sky. The enemy won't make it far enough to see me so one has to make himself known in other ways.

I. **Parabolic Rain**
You can use ranged weapons to attack a character with the Lock-On condition as if it were Arcing, but must consume the Lock-On during the attack.

II. **Shrapnel Hailstorm**
When you perform an Explosive Blast attack, you leave cluster ammunition in all Free Spaces you targeted. When a character passes one of those spaces afterwards, they take 1AP Explosive Damage.

III. **Phosphor Rainbow**
Gain a Phosphor Die, 1d6 starting at 6. Whenever you use Shrapnel Hailstorm, lower the value of the Phosphor Die by 1, to a minimum of 1.
When the Phosphor Die reaches 1, you may reset it to 6 and use the Phosphor Rainbow Full Action. You make a Range 15 Blast 2 attack that deals 6 Burn damage and leaves 4 burning flames in valid spots which deal 1d6 Energy damage when moved trough. This attack does not deal Bonus damage or benefit from talents. The die persists between scenes. The fires last until the end of your next turn.

Frogman (Image: Schnorkel)

The fearless frogman. "Human Kayak" bobbed across the English Channel in 1875; In Peru he blew up a Chilean man-of-war.

I. **Acguy**
You gain a full amphibious assault set to install on your frame. Indestructible System: You can move unimpaired underwater and become invisible whenever fully submerged.

II. **Z'Gok**
You update your amphibious assault set with an echo sounder. Enemy characters can no longer take the hide action within your sensors, no matter the circumstances, ignoring line of sight. When you successfully perform a search, the character you found immediately takes 1d6 explosive damage.

III. **Hygogg**
You further upgrade you assault set with a launch tube.
Launch Tube/ Integrated Main Launcher /Range 5, 2d6 explosive damage/ Limited 3, AP, Seeking/ Effect: Your range increases to 15 when underwater or in zero-g environments.

Diplomat (Image: Speech Bubble)

Trained in de-escalation you prefer to do your business with as little violence as necessary to come out on top.

I. **Speaking it through**
You can always contact enemy pilots over your comms. They don't have to answer you but will hear what you are saying if they want to or not.

II. **Art of the deal**
When you grapple an enemy, you can take them hostage as a free action. Taken hostage, you can use them as hard cover but can now longer attack them except with the serious business reaction you also gain. If you destroy them, you also inevitably kill the pilot. - Serious Business: Trigger: You or an adjacent allied character get attacked while you hold a hostage. Effect: You can overwatch against your hostage. This damage can't be reduced in any way.

III. **Ah yes, the negotiator**
1/mission: you can try to enforce enemy surrender. You roll a d20 halving your result rounding up. You need to roll below the number of enemies you have already destroyed (discounting grunts) this scene and can force your enemy to surrender if you succeed in doing so. You can leverage hostages, counting them as destroyed characters for this roll.