

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

Sunrise Charges

**Delayed High
Explosives**

Rank II

Ghost Diversion

Sunset Charges

Rank III

**Whistling
Scarecrow**

Rainbow launcher

Galdhøpiggen

Rank I

Precision Crossbow

Coolant Sabotage

Rank II

Snowfall Beacon

Forced Insulation

Rank III

Plasma Capacitor

Spark Cracker

Mauna Kea

Rank I

Cargo Ropeway

Analogue Controls

Rank II

Shelf Breaker Punch

**Improvised
Explosive Device**

Rank III

Parabolic Punch

Shard Cloud

GMS-HIPS Core Bonuses

- **Intervention Dispatch**

Constructing to protect. Some Lancers understand that there's more value in building new things than 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 repair 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.

Ianika Corp. licences :

Chang Jiang

Rank I

Virtual Backdoor

**Fire Duplication
Bug**

Rank II

Taser Shotgun

**Digital Rights
Management**

Rank III

**Aggressive Flush
System Linkage**

**Task Manager
Systems Halt**

Orinoco

Rank I

Manifest Firewall

**Meterological
Simulation**

Rank II

OOBD-Signal

Skink Retreat

Rank III

Chainsaw

DARTS UI-Controls

Mississippi

Rank I

Ambush Pack

Ranger Cloud

Rank II

Pillbox Drone

Dampener Shield

Rank III

**Droptrooper
Support**

Chain Cannon

Yukon

Rank I

**Shikishima laser
Rifle**

**Moonlight Barrier
Drone**

Rank II

LIDAR Targeting

**EOE Impact laser
Grenade**

Rank III

**Turn-X Beam
Cannon**

**laser focus
Converter**

Ural

Rank I

Swift Servos

Impact field

Rank II

Mandarin Darts

**Factory Pattern
Interceptor**

Rank III

**White Horse
Advance**

**Chains of the
proletariat**

Panama

Rank I

Magflow

Redeployment UI

Rank II

Phasing Barrier

DisliPa

Rank III

**Postponed Edge
Pulse**

Apollo Class AHP

Awaash

Rank I

**Djibouti Pattern
Competition Rev.**

Antares Thermite

Rank II

Stalemate Hammer

**Subaltern raiding
squad**

Rank III

Priority neutralizer

Gile MLRS

Ianika 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.

SECOMM Aggressive Recon Division licenses:

Aconcagua		
Rank I	Rank II	Rank III
Timetable Enforcement	Nobel Primer	Bell Mines
Faith of Monist-I	Jazy Jalere Glass NHP	Push-Pin Nexus

Mayon		
Rank I	Rank II	Rank III
Morse Guardian	Guckooshrike 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.

lanika Space lab licenses:

Danube		
Rank I	Rank II	Rank III
Scrap Hardener	Hynpos flash	Barbara Class NHP
THBRRE Ejector	Dardaneller 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

Lanika Space Lab Core Bonuses

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 Als but can cascade like any other NHP.

Skyhopper licenses:

Charlemagne

Rank I

**ROCKSOLID –
Emergency Cloak**

**Shattersprings Jump
System**

Rank II

Tactical Overheat

**Thunderbreath
Shotgun**

Rank III

**Sonic Boom
Wrecking Flail**

Furnace Armour

Schwarzkopf

Rank I

Harrison's Breath

Icarus Suspension

Rank II

Flashfire Cannon

**Reactive In-flight
Flares**

Rank III

**Panzerbueckse
Boxcutter**

**Black Market Nitro
Mix**

Bolivar

Rank I

**Tandem Charge
Rifle**

**Geo-lock
Triangulation**

Rank II

Cuirass Drone

Sting Responder

Rank III

**Hard Drive
Grubbing**

**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.

lanika Corp. licenses:

Columbus

Rank I

**Quebec Smoke
Canisters**

Rank II

**Bambuster HESH
Cannon**

Rank III

**Predictive
Monitoring Tool**

**Counterstrike
Drone**

AHAB-Missile

Menya Class AHP

Janszoon

Rank I

**Armoured Network
Protocol**

Rank II

Broadband Jammer

Rank III

**„PONG“ Heavy Ping
Radar**

Fool's Code

Silent Night

COMPASS Nexus

Amundsen

Rank I

**Rapid fire missile
battery**

Rank II

**Luxembourg-Pattern
Bipod**

Rank III

**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.