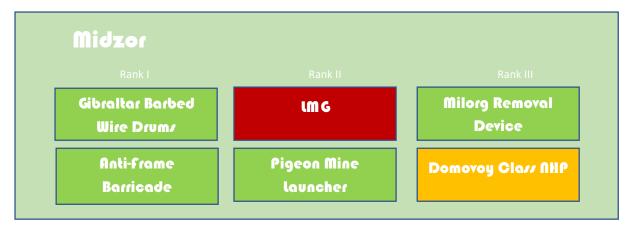
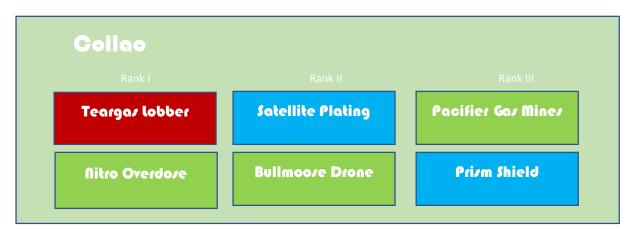
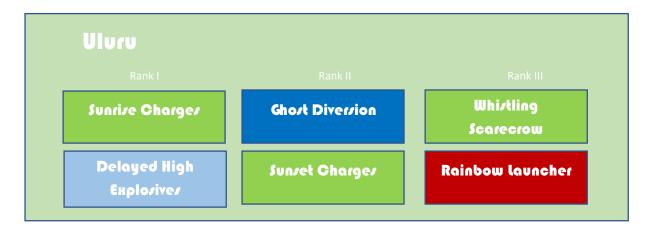
GMS-HIPS licenses:

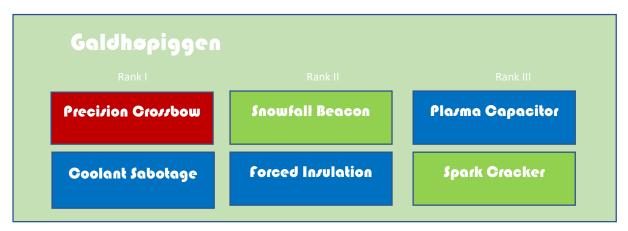


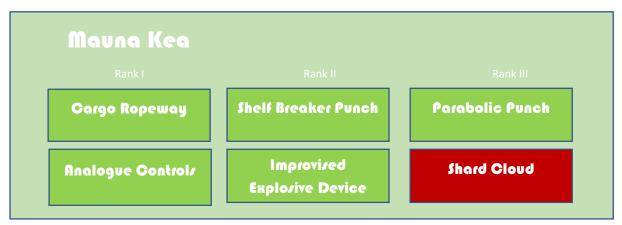












GMS-HIPS Core Bonuses

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 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

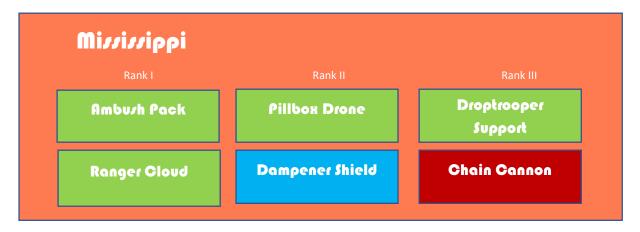
Parts compatibility is an opportunity for new synergies in the interplay of systems.

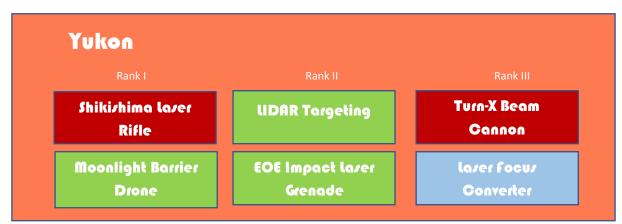
When you Stabilise, you can choose to repair and clear all Heat at the same time but can't take any of the other benefits doing so.

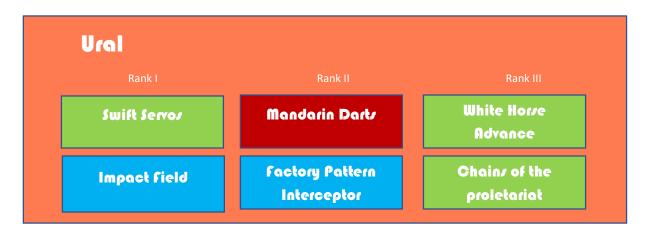
lanika Corp. licences:



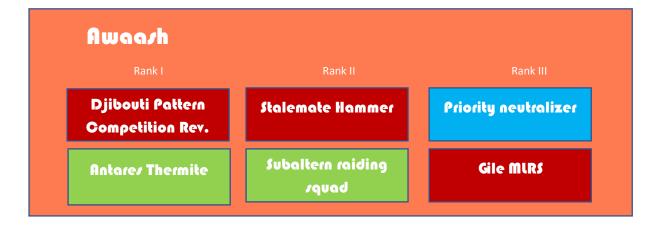












lanika Core Bonuses

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

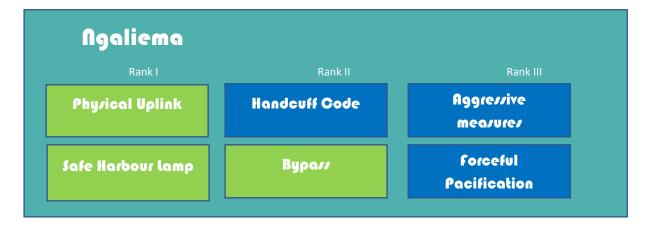
Linking Networks even in the age of the omninet is an opportunity to put our minds together.

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.

SECOMM Aggressive Recon Division licenses:







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

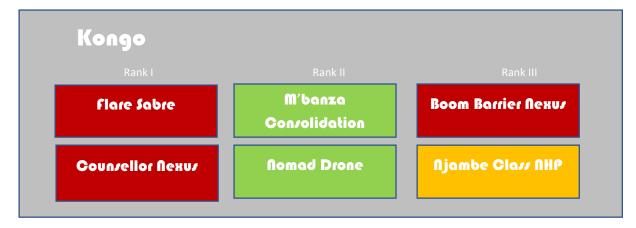
Placeholder

1/Scene: You may force an enemy to automatically fail a check to clear Burn you inflicted on them.

lanika Space lab licenses:







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

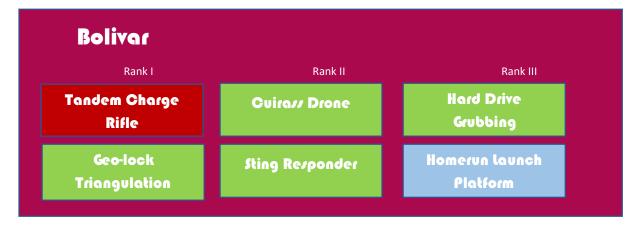
Originally a failed experiment at synthesising a new NHP, the so-called Screaming Can is filled with unstable shifting instances of NHPs. Under optimal circumstances, they have been found to be highly beneficial in field-testing.

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:







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.

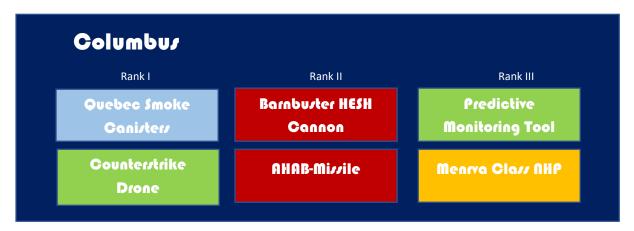
Whenever you enter the Danger Zone, you may Boost as a Free Action and gain Bolster.

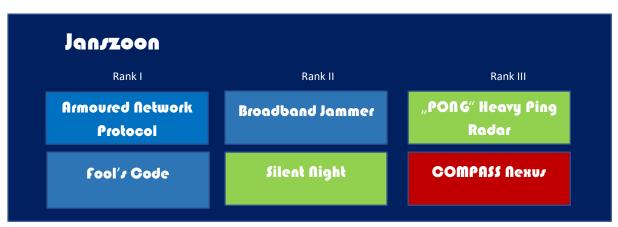
• High Velocity Combatant

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:







IPS-A 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.