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# GMS HUMANITARIAN & PIONEERING

## TODO

GMS-HIPS (GMS Humanitarian Intervention & Pioneering Systems) is an autonomous department of General Massive Systems directly attached to the Union department of justice and human rights. Specifically tailored for humanitarian intervention the HIPS line might lack some firepower compared to the offering of other manufacturers but offers unique systems others would have deemed too cumbersome for installation on mechanised chassis as well as highly advanced systems, some even developed in Unions joined program with Harrison's Think Tank.

## GMS HUMANITARIAN & PIONEERING Core Bonuses





# GMS-HIPS MIDZOR

Controller/Support

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 frame also offering unique capability of deploying itself as a bridge to get allies safely over various obstacles making it peerless in frontline service. Since its first operation at Helibep it serves with various pioneering corps being one of few chassis from the HIPS line available on the open market.

## STATS

Size : 3

Save Target : 11

Armor : 2

Sensors : 10

### HULL

HP : 7

E-Defense : 8

Repair : 5

Tech Attack : 0

### AGILITY

Evasion : 6

System Points : 8

Speed : 3

### ENGINEERING

Heat : 7

## TRAITS

### MRAP

The Midzor is immune to all damage 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.

## MOUNTS

AUX/  
AUX

MAIN/  
AUX

## CORE SYSTEM

### Advanced Frontline Pioneering

TODO

### BRIDGE DEPLOYMENT

Active (1 CP) 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 immobilised and can't be moved by any means. You ignore all kinds of difficult or dangerous terrain beneath you as well as obstacles of up to size 1. Allies can move across the surface covered by ignoring the terrain beneath. On the turn you activated this core, you can use limited systems with the deployable tag without using any charge. This ability is Efficient and will refund 1 Core Point at the end of any scene in which this ability was used.

License I: GIBRALTAR BARBED WIRE DRUMS, ANTI FRAME BARRICADE

GIBRALTAR BARBED WIRE DRUMS

1 SP Deployable

Deploying the Wire Drum, draw a line 3 barrier 1 space high in free spaces with at least one space adjacent to you. The barbed wire makes it dangerous terrain. Each space can be removed individually by any frame as a quick action by rolling a d6. Rolling a one, you fail at removing it and take 1ap kinetic damage. Otherwise, you clear one space from the barbed wire.

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TODO

ANTI FRAME BARRICADE

2 SP Deployable Quick Action Unique

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, it doesn't grant cover and won't stop attacks however. It only prevents frames from passing through it.

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TODO

License II: LMG, PIGEON MINE LAUNCHER

LMG

Main Rifle Reliable 1 Ordnance Accurate

↗ 8 ⊕ 1 1d3+1 ∅

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TODO

PIGEON MINE LAUNCHER

1 SP Quick Action Deployable Limited 3 Unique Grenade

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 launch air-deployed pigeon mines in a blast 2 area. All characters and objects within the area take 2 explosive damage when the mines are triggered.

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TODO

License III: MILORG REMOVAL DEVICE, DOMOVOY NHP

MILORG REMOVAL DEVICE

2 SP Quick Action Heat 1 (Self) Unique

You can remove any deployable with this system blowing it up in an instant, 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.

-----

TODO

DOMOVOY NHP

2 SP Quick Action AI Limited 4 Unique

Domovoy is capable of deploying up to 6 virtual copies of your equipped deployable systems. These copies are indistinguishable from tangible objects and act as if they were real. They last for the rest of the scene, or until destroyed by an adjacent character with a successful Systems skill check as a quick action. Activating Domovoy again also removes all previous instances of its use. Deploys within line of sight and sensors ignoring requirements for adjacency.

-----

Domovoy was developed as a tool for strategic advice being able to scan entire battlefields at moment's notice and determine optimal positioning for static deployments. In combination with newest electronic warfare equipment the NHP is capable of emulating HOR\_OS code at higher capacity

SIZE  
1/2



# GMS-HIPS ATTAKULLA

Controller/Striker

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.

## STATS

Size : 0.5

Armor : 0

### HULL

HP : 6

Repair : 3

### AGILITY

Evasion : 9

Speed : 4

Save Target : 11

Sensors : 15

### SYSTEMS

E-Defense : 8

Tech Attack : 1

System Points : 7

### ENGINEERING

Heat : 5

## CORE SYSTEM

### Flight Coordination Relay

TODO

### HIGH ALERT STATUS

Active (1 CP) Protocol

For the rest of this scene you can roll 2d6 at the start of each round making successful contact with strike command on 3+ for each roll. In case both d6 succeed, you gain access to Double Air Strike

## TRAITS

### 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 Attakulla receives +1 difficulty to Hull checks and saves.

## MOUNTS

AUX/  
AUX

AUX/  
AUX

License I: LASER GUIDED MISSILE, SMART TARGETING RELAY

LASER GUIDED MISSILE

1 SP Auxiliary Launcher

↗ 15 1d3+1 \*

**On Hit:** Your target must succeed on a system save or stay locked-on after your attack. This weapon can only be fired when consuming Lock-on

-----  
TODO

SMART TARGETING RELAY

1 SP Quick Tech Heat 2 (Self) Unique

You link your sensors temporarily with the one's of an ally within sensors and line of sight. After linking up, you can use their sensors and line of sight as if they were yours for your next action.

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TODO

License II: ORBITAL GUIDANCE SCANNER, NIGHTHAWK SCOPE

ORBITAL GUIDANCE SCANNER

3 SP Quick Action

: 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.

-----  
TODO

NIGHTHAWK SCOPE

Attacking an invisible character, you may spend a charge of this system to ignore their invisibility and attack them normally

-----  
TODO

License III: SAM LAUNCHER, THOR NHP

SAM LAUNCHER

Auxiliary Launcher Reaction

↗ 5 3 \*

This weapon can only be used with the TODO Reaction.

-----  
TODO

TODO

Reaction 1/round

**Trigger:** An enemy within range flies

**Effect:**

THOR NHP

3 SP Protocol AI Unique Heat 4 (Self)

Once activated your Thor system deploys a swarm of small flying Trondheim drones. Until the start of your next turn, all enemies within range 8 get struck by lightning from the drones taking 3 ap energy damage whenever they take a reaction and must succeed on a systems save or become stunned.

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TODO



# GMS-HIPS KILIMANJARO

## Support

Developed from reverse engineered Harrison reactors the Kilimanjaro fire suppression and heat management chassis presents a breakthrough in reactor safety. Ongoing Union trials even conduct trials on 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 fast deployment units to their limit or suppresses wildfires, the Kilimanjaro is a favourite to everyone looking to fight heat.

### STATS

Size : 1      Save Target : 12

Armor : 2      Sensors : 10

#### HULL

HP : 6

Repair : 4

#### AGILITY

Evasion : 7

Speed : 4

#### SYSTEMS

E-Defense : 10

Tech Attack : 1

System Points : 7

#### ENGINEERING

Heat : 10

### CORE SYSTEM

#### Thermal Control Package

TODO

#### HIGH ENTHALPY REDUCTION

Active (1 CP)    Full

For the rest of this scene the Boltzman heat pump takes on all the heat instead of half once activated. You also gain the Nitrogen Emergency Packs quick action.

### TRAITS

#### SUPERIOR REACTOR

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

#### REACTIVE HEAT SHIELDING

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.

### MOUNTS

AUX/  
AUX



License I: WHITEWASH MONITOR, ABLATIVE BURNER PLATES

WHITEWASH MONITOR

Auxiliary Cannon

↗ 5 1 ↘

**On Attack:** Your target and all adjacent characters clear all burn.  
**On Hit:** Your target becomes Slowed and Impaired.

-----  
TODO

ABLATIVE BURNER PLATES

1 SP Quick Action Unique Limited 3

You clear 1d6 heat but take half as much burn.

-----  
TODO

License II: WHITEWASH STIRRUP PUMP, RADIATOR SHIELD

WHITEWASH STIRRUP PUMP

2 SP Full Action Unique Limited 4

You fill a burst 3 area with Whitewash foam clearing all and every kind of burn in the area but also slowing everyone in it or moving through it and preventing you from drawing line of sight beyond adjacent spaces.

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TODO

RADIATOR SHIELD

1 SP Quick Action Shield Unique Heat 1 (Self)

You shield an allied character within sensors and line of sight from heat lasting until used. They keep this shield even when they leave your sensors or line of sight. The shield takes on the next 1d3 heat they take from external sources.

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TODO

License III: HYDRAULIC RESCUE TOOL, RESCUE CODE

HYDRAULIC RESCUE TOOL

Auxiliary Melee

⌘ 1 1 ⌘

**On Critical hit:** Your enemy becomes shredded until the end of their next turn

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TODO

RESCUE CODE

3 SP Full Tech

You clear all statuses and effects effecting adjacent allied characters.

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TODO

# LANIKA CORP.

## TODO

Lanika is the fastest growing supplier of military hardware in all of the Rosergaard pillar. The rapid success of the young start-up has led to many rumours about its origins. Some called it a deniable black-market asset of SSC, others call it a money laundering operation of the organised underworld suspecting the tech to be previously used for smuggling while even Horus and the adherents of Ra have been connected to the company in wild conspiracy theories. Still Lanika proves resilient even after claims of assets stolen from the local Voladore and they remain the cheapest producers of frames within Lancer quality standards.

## LANIKA CORP. Core Bonuses





# LANIKA CHANG JIANG

Support

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.

## STATS

Size : 1

Armor : 0

### HULL

HP : 7

Repair : 3

### AGILITY

Evasion : 7

Speed : 3

Save Target : 11

Sensors : 15

### SYSTEMS

E-Defense : 12

Tech Attack : 1

System Points : 6

### ENGINEERING

Heat : 5

## CORE SYSTEM

### Viral Lock-Down Protocol

TODO

### FORTRESS OF THE MIND

Active (1 CP) Full

For the rest of this scene, you gain the TODO reaction.

## TRAITS

### CASTLE SUPPORT CODE

Bolstering causes your target to inflict +4 difficulty on all tech attacks made against them while they benefit from the bolstering.

### HIGH PERFORMANCE CPU

The Chang Jiang gains +1 accuracy on Systems checks and saves.

## MOUNTS

**FLEX  
MOUNT**

**MAIN  
MOUNT**

License I: TODO, FIRE DUPLICATION BUG

**TODO**  
2 SP   Invade  
No effect

**TODO:** TODO

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TODO

**FIRE DUPLICATION BUG**  
3 SP   Full Tech   Unique

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 as much burn from their action as it inflicted heat. Only one ally 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.

**TODO:** 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 as much burn from their action as it inflicted heat. Only one ally 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.

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TODO

License II: TASER SHOTGUN, TODO

**TASER SHOTGUN**  
1 SP   Main   CQB   Inaccurate  
↗ 5   ❌ 3   1d3   ⚡

**On Hit:** Your target must succeed on a system save or become impaired until the end of their next turn.  
**On Critical hit:** 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.

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TODO

**TODO**  
2 SP   Invade  
No effect

**TODO:** TODO

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TODO

License III: AGGRESSIVE FLUSH SYSTEM LINKAGE, TASK MANAGER SYSTEMS HALT

**AGGRESSIVE FLUSH SYSTEM LINKAGE**  
2 SP   Quick Tech   Unique

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 one heat and the unaffected character must succeed on a systems save or suffer the same effect as the attacks target.

**TODO:** 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 one heat and the unaffected character must succeed on a systems save or suffer the same effect as the attacks target.

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TODO

**TASK MANAGER SYSTEMS HALT**  
2 SP   Reaction   Unique   Limited 4

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 Backup Shield 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 get's overburdened and they become Slowed and Impaired until the end of their next turn.

-----

TODO

**Systems Freeze Backup Shield**  
Reaction   Unlimited

**Trigger:** An allied character within sensors and line of sight gets hit by a tech attack

**Effect:**

SIZE  
1



# LANIKA ORINOCO

Controller/Striker

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 un-traceable code to enemies' systems and lighting their computers aflame.

## STATS

Size : 1

Armor : 0

### HULL

HP : 6

Repair : 3

### AGILITY

Evasion : 8

Speed : 5

Save Target : 11

Sensors : 5

### SYSTEMS

E-Defense : 10

Tech Attack : 1

System Points : 6

### ENGINEERING

Heat : 4

## TRAITS

### INFILTRATION SCANNERS

The Orinoco ignores 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.

## MOUNTS

MAIN  
MOUNT

HEAVY  
MOUNT

## CORE SYSTEM

### Covert Attack Strategy Set

TODO

### SMUGGLER'S FRIENDS

Main Nexus

↗ 5 1d3+1 ∅

TODO

### SCOUNDREL'S LUCK

Active (1 CP) Protocol

Once activated, you power up your integrated nexus lasting until the end of this scene. Your Smuggler's Friends Nexus becomes seeking. In addition, hit targets can only draw line of sight to adjacent spaces until the end of their next turn.

License I: TODO, FIREWALL MANIFESTATION

TODO

2 SP   Invade   Unique

No effect

TODO: TODO

TODO

FIREWALL MANIFESTATION

2 SP   Deployable   Unique   Shield   Limited 1  
Invulnerable

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.

TODO

License II: OOB-Signal, ESCAPE TOOL

OOB-SIGNAL

3 SP   Full Tech   Unique   Heat 2 (Self)

Make a tech attack against an emy within sensors and line of sight. On hit, the Out Off Battery Detonation-Signal targets their weaponry causing catastrophic misfires. All their weapons become unloaded, they become jammed and take 2ap 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.

TODO: Make a tech attack against an emy within sensors and line of sight. On hit, the Out Of Battery Detonation-Signal targets their weaponry causing catastrophic misfires. All their weapons become unloaded, they become jammed and take 2ap 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.

TODO

ESCAPE TOOL

3 SP   Quick Action   Unique   Heat 2 (Self)  
Limited 3

You make a tactical retreat. First, deploy a burst 2 smoke cover, then teleport up two two spaces. You become invisible afterwards until you move, voluntarily or involuntarily or until the start of your next turn.

TODO

License III: CHAINSAW, DARTS-UI Controls

CHAINSAW

Main   Melee

⌘ 0   0 ⌘

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 armour it deals increased damage with every attack. For each successful attack against a target deal 1d6 bonus damage on continuous attacks against that same target.

TODO

DARTS-UI CONTROLS

2 SP   Invade

**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 an ally within sensors and line of sight. Your enemy target takes 3ap energy damage whenever they attack an a target other than the one designated by you until the end of their next turn..

TODO



# LANIKA MISSISSIPPI

Defender

Introducing a revolutionary new kind of chassis, the Mississippi is an armoured 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.

## STATS

Size : 2

Save Target : 11

Armor : 2

Sensors : 5

## HULL

HP : 8

E-Defense : 8

Repair : 3

Tech Attack : 1

## AGILITY

Evasion : 7

System Points : 6

Speed : 5

## ENGINEERING

Heat : 4

## CORE SYSTEM

Tagma Combat Squad

TODO

## COMBINED ARMS TEAM

Active (1 CP) ???

At the start of the scene you may choose one of a selection of squads and place.  
WIP

## TRAITS

### GUARDIAN

Adjacent allied characters can use the Mississippi as hard cover.

### HOPLITE SHIELD

Adjacent biological allied character gain 4 + GRIT overshield at the start of each of your turns.

### ARMOURED 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.

## MOUNTS

FLEX  
MOUNT

FLEX  
MOUNT



License I:

License II:

License III: MACHINE CANNON

**MACHINE CANNON**

Main Cannon Reaction Armor-Piercing (AP)

↗ 5 1d6 ∅

This weapon can only be used with the TODO Reaction.

-----

TODO

**TODO**

Reaction 2/round

**Trigger:** An enemy within range moves

**Effect:**



# LANIKA YUKON

Striker

TODO.

## STATS

Size : 2

Armor : 0

### HULL

HP : 8

Repair : 4

### AGILITY

Evasion : 7

Speed : 4

Save Target : 11

Sensors : 8

### SYSTEMS

E-Defense : 8

Tech Attack : 0

System Points : 7

### ENGINEERING

Heat : 6

## TRAITS

### LASER!!!

<span style="color:red;">Laser.</span>

### FACEMELTER

Whenever you deal heat to an exposed character, you deal the same amount of burn instead.

## MOUNTS

MAIN  
MOUNT

HEAVY  
MOUNT

## CORE SYSTEM

This gun of mine glows with an awesome power! >:)

TODO

### MINITURISED SOLAR LANCE

Main Cannon

↗ 5 6 - [Distance] ⚡

*Creating more intense heat than similar frame-mounted laser weaponry, the miniaturised solar lance is capable of melting the area surrounding its beam.*

### THE SUN UNLEASHED

Active (1 CP) Full

You disengage all safety measures on 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 ordnance status but its range is raised to line 15 and the damage increases to 16-range. It also melts all ground in a burst 3 area additionally to your full line 15. It can only be fired once in this mode and reverts back to normal operation automatically afterwards.

License I: SHIKISHIMA LASER RIFLE

**SHIKISHIMA LASER RIFLE**  
Main Rifle Laser Accurate Heat 1 (Self)  
↗ 10 3 ⚡

You take an additional heat when attacking beyond range 5.

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TODO

License II:

License III: TURN X BEAM CANNON

**TURN X BEAM CANNON**  
Heavy Rifle Armor-Piercing (AP) Reliable 3  
Laser  
↗ 20 1d3+3 ⚡

You do half damage attacking beyond range 10.

-----

TODO

# HARRISON SKYHOPPERS

*Superior by profession*

The Skyhoppers are an elite Harrison unit trained in elevated mobility normally not seen at the armoury. Some models in their inventory proved so successful that licenses were minted from heavily modified frames at the frontline.

## **HARRISON SKYHOPPERS Core Bonuses**





# HA-SKY CHARLEMAGNE

Striker

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 devastating yet unstable Harrison prototypes.

## STATS

Size : 3

Save Target : 10

Armor : 0

Sensors : 5

### HULL

HP : 10

E-Defense : 7

Repair : 4

Tech Attack : -1

### AGILITY

Evasion : 6

System Points : 7

Speed : 2

### ENGINEERING

Heat : 7

## TRAITS

### COLOSSUS

Adjacent allied characters can use the Charlemagne as Hard cover.

### SELF-CARRYING STRUCTURE

When the Charlemagne loses a Structure, it crumbles under parts of its own weight and takes a further 1d6 AP kinetic damage.

### REACTIVE EMERGENCY ARMOUR.

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.

## MOUNTS

MAIN  
MOUNT

MAIN/  
AUX

HEAVY  
MOUNT

## CORE SYSTEM

### Blast Furnace Reactor

TODO

### RAGING FIRE

Active (1 CP) Protocol

This core system can only be activated when in the Danger Zone and last as long as the frame remains in it. While active the frame's reactor burns bright enough to melt steel. At expense of your own safety being shredded while the core is active, thus negating the benefits of your reactive emergency armour, you gain the ability to reconstruct on the battlefield scavenging from the enemies ripped armour pieces, regaining 1d6 hp whenever you perform a critical hit.

License I:

License II: THUNDERBREATH SHOTGUN

THUNDERBREATH SHOTGUN

Main CQB Inaccurate Reliable 1 Heat 1 (Self)

↗ 5 ✖ 3 ☹ 2 1d3+1 ★

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TODO

License III: SONIC BOOM WRECKING FLAIL

SONIC BOOM WRECKING FLAIL

Superheavy Melee Inaccurate

✖ 2 3d6 ∅

**On Attack:** You become jammed once your attack resolves. Everyone in a blast 2 zone (excluding you) must pass an agility save or take one 1d6 +2 damage (stacks on your main target) and become jammed.

-----  
TODO



# HA-SKY SCHWARZKOPF

Striker

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.

## STATS

Size : 1      Save Target : 10

Armor : 1      Sensors : 5

### HULL

HP : 9

Repair : 3

### AGILITY

Evasion : 8

Speed : 4

### SYSTEMS

E-Defense : 6

Tech Attack : -2

System Points : 6

### ENGINEERING

Heat : 8

## TRAITS

### SCREECHING JETS

1/round While flying the Schwarzkopf may jam all adjacent characters, enemy and allied. Gaining 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.

## MOUNTS

MAIN/  
AUX

MAIN/  
AUX

## CORE SYSTEM

### Dragon's first flight field modification

#### FULL AFTERBURNER

Active (1 CP) 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 trail 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.



License I:

License II: FLASHFIRE CANNON

FLASHFIRE CANNON

Main CQB Inaccurate Loading  
↗ 5 ✖ 2 5 🔥

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TODO

License III: PANZERBÜCHSE PHOSPHORUS  
BOXCUTTER

PANZERBÜCHSE PHOSPHORUS BOXCUTTER  
Main Melee Armor-Piercing (AP) Accurate  
Limited 5  
✖ 1 1d6+4 ∅

Only consumes a charge on hit.  
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TODO

# IPS-N BLACKBOX

## TODO

IPS-N Blackbox is a highly trained spec ops team supporting resurrections friendly to the corporation within deniability. While renowned as a special operations team they also collected a bad rep for their higherups during key operations blowing cover and destroying all hopes of deniability.

## IPS-N BLACKBOX Core Bonuses





# BLACKBOX COLUMBUS

Support

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 precision it is unmatched in its domain.

## STATS

Size : 2

Armor : 1

### HULL

HP : 10

Repair : 5

### AGILITY

Evasion : 6

Speed : 4

Save Target : 10

Sensors : 5

### SYSTEMS

E-Defense : 7

Tech Attack : -1

System Points : 7

### ENGINEERING

Heat : 5

## TRAITS

### 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.

## MOUNTS

**FLEX  
MOUNT**

**MAIN  
MOUNT**

**HEAVY  
MOUNT**

## CORE SYSTEM

### Moonlight Flare Strike

#### COORDINATED COUNTERBATTERY

Active (1 CP) Reaction

Whenever your Strike Orientation Signalling triggers, you may choose to active your core in conjunction with it. Once activated, the core 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 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 takes the attack takes 4 heat doing so.

#### Strike Orientation Signalling

Reaction Unlimited

**Trigger:** An enemy targets you or any adjacent allied character with a non-tech attack

**Effect:**

License I:

License II: AHAB MISSILE

AHAB MISSILE

1 SP Main Launcher Heat 1 (Self) Accurate

↗ 20 1d6+2 ∅

**On Hit:** You deal +2 bonus damage per armour of your target.

**On Critical hit:** You blow a hole in the enemy's armour as plastic explosives punch through. The enemy becomes exposed until the end of your next turn.

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TODO

License III: BARNBUSTER HESH CANNON

BARNBUSTER HESH CANNON

Main Melee Armor-Piercing (AP) Ordnance

↗ 15 1d6+4 ★

**On Hit:** You deal +2 bonus damage per armour of your target.

**On Critical hit:** You blow a hole in the enemy's armour as plastic explosives punch through. The enemy becomes exposed until the end of your next turn.

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TODO



# BLACKBOX JANSZOOM

## Controller

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

### STATS

Size : 1

Armor : 0

#### HULL

HP : 8

Repair : 4

#### AGILITY

Evasion : 6

Speed : 5

Save Target : 10

Sensors : 10

#### SYSTEMS

E-Defense : 10

Tech Attack : 0

System Points : 7

#### ENGINEERING

Heat : 4

### TRAITS

#### PROTECTED COMS TRANSMITTER

The Janszoon has immunity against Jammed.

#### RUGGED SYSTEMS

1/mission you can shrug of a System trauma ignoring its effects.

### MOUNTS

**FLEX  
MOUNT**

**MAIN  
MOUNT**

### CORE SYSTEM

#### Molehill Frequency

#### THE ENEMY IS LISTENING

Active (1 CP) 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 become jammed until the end of their subsequent turn.

License I:

License II:

License III: COMPASS NEXUS

**COMPASS NEXUS**

Main Launcher Smart Accurate Arcing

↗ 10 2 ∅

**On Critical hit:** You jam your target. This effect can only trigger once per scene on each target.

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*TODO*



# BLACKBOX AMUNDSEN

Striker

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 it's introduction in the Zaobalde Lunar War Amundsen has become IPSN most relied upon chassis for mobile firepower in fast advances despite failing in naval service.

## STATS

Size : 1      Save Target : 10  
Armor : 0      Sensors : 10

**HULL**      **SYSTEMS**  
HP : 8      E-Defense : 6  
Repair : 5      Tech Attack : -1  
**AGILITY**      System Points : 7  
Evasion : 9      **ENGINEERING**  
Speed : 4      Heat : 6

## TRAITS

### BARREL COOLING

At the end of each turn in which you did not move you may clear up to two heat. You must have gained the heat through your weapons to do so however.

### UNRELENTING ADVANCE

1/Scene you may boost as a free action when you make a ranged attack.

### BREACH ARMOR SET

he Amundsen has Resistance to Explosive Damage.

## MOUNTS

**HEAVY  
MOUNT**

## CORE SYSTEM

### The Sea Monster Strikes

#### KRAKEN MACHINE GUN

Main Cannon Reliable 4 Limited 10  
Accurate

✂ 8 1d6+1 ∅

Rolling a 1 on the attack rolls, ignoring any modifiers ("natural 1") inflicts jam to the Amundsen.

*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.*

#### RAPID FIRE ENGAGEMENT

Active (1 CP) Protocol

The Kraken, while not quite as fast firing then a Leviathan can far outpace most targeting system. The Amundsen was thus fitted with a purpose build targeting system to unleash its full potential in a controlled chaos. When activating the core, it can strike against an unlimited number of targets until the bullet's run out. Doing so as part of a simple skirmish or barrage, you choose two targets and automatically engage all targets within range in-between the arc formed by both. (counterclockwise). Both targets are of course included. You shoot indiscriminately doing so, engaging all targets, enemy and allied within this arc. You need to expend a charge of your Kraken MG for each and every one of these attacks and can only attack each target once during the ensuing hailstorm.



License I: RAPID FIRE MISSILE BATTERY

RAPID FIRE MISSILE BATTERY

Heavy Launcher Reliable 3

↗ 5 ⊕ 1 2d6 ✱

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TODO

License II:

License III: SPEARTIP REPEATING CANNON

SPEARTIP REPEATING CANNON

Heavy Cannon Quick Action Overkill Heat 2  
(Self)

↗ 10 2d6+2 ∅

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TODO