

# Companies of the Rosergaard Pillar

## A lancer supplementary frame collection

### GMS-HIPS / Humanitarian intervention and pioneering supplier

- Midzor / Support – Premiere tool of any pioneer
- Attakulla / Controller/Striker – Air command's favourite
- Kilimanjaro / Support – Firefighting fridge

### Ianika Corp. budget paramilitary supplier

- Chang Jiang / Support – Interconnected anti-virus calculator
- Orinoco / Striker/Controller – Covert commando coder
- Mississippi / Defender – Armoured personnel chassis
- Yukon / Striker – Laser assault

### Harrison Skyhoppers

- Charlemagne / Striker – Stumbling knight of massive proportions
- Schwarzkopf / Striker – Soaring dragon burning through the sky.

### IPSN Blackbox

- Columbus / Artillery/Support – A spacer's trusted counterbattery
- Janszoon / Controller – Old school radio operator
- Amunsden / Striker – The running man's Drake

## GMS-HIPS / Humanitarian Intervention and Pioneering Supplier

GMS-HIPS 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-HIPS licenses:

<b>Midzor</b>		
Rank I	Rank II	Rank III
<b>Gibraltar Barbed Wire Drums</b>	<b>LMG</b>	<b>Milorg Removal Device</b>
<b>Anti-frame Barricade</b>	<b>Pigeon Mine launcher</b>	<b>Domovoy NHP</b>

<b>Attakulla</b>		
Rank I	Rank II	Rank III
<b>Smart Targeting Relay</b>	<b>Orbital Guidance Scanner</b>	<b>SAM launcher</b>
<b>lazer Guided Missile</b>	<b>Nighthawk Scope</b>	<b>Thor NHP</b>

<b>Kilimanjaro</b>		
Rank I	Rank II	Rank III
<b>Greywash Monitor</b>	<b>Whitewash Stirrup Pump</b>	<b>Rescue Code</b>
<b>Ablative Burner Plates</b>	<b>Radiator Shield</b>	<b>Hydrolic Rescue Tool</b>

**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 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.

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 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.

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 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.

**Attakulla / Controller/Striker****SIZE 1/2**

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.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
6	9	8
HEAT CAPACITY	SENSORS	TECH ATTACK
5	15	+1
REPAIR CAPACITY	SAVE TARGET	SPEED
4	11	4
SYSTEM POINTS		
7		

**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.

**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 at d6. 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 to one enemy.
- 2 – Smokebomb advance : Draw a line 5 area in which all characters benefit from soft cover until the end of your next turn, at which point the smoke disperses.
- 3 – Hypersonic missile strike : deal 4 explosive damage to one enemy.
- 4 – Pigeon mines : **ADD RULES HERE**
- 5 – BH-Carpet bombing : Draw a line 8 area. All targets within take 2 explosive damage
- 6 – Kaneda-X orbital strike : Deal 1d6 +2 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 making successful contact with strike command on 3+. You can use up to two strikes each round, each with a separate quick action if both rolls result in a success.

## Kilimanjaro / Support

## SIZE I

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.

STRUCTURE	STRESS	ARMOUR
4	4	2
HP	EVASION	E-DEFENSE
6	7	10
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

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 character adjacent character. Until either of you breaks adjacency you may take half the heat they take no matter the source.

#### Active – High Enthalpy Reduction (Full Action)

For the rest of this scene the Boltzman heat pump takes on all the heat 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 only holds three charges. This amount can't be raised by any means. Expendng a charge, you may cool down completely as a quick action. You don't stabilize doing so and don't get any additional advantages.

### Gibraltar Barbed Wire Drum

Midzor I System

Tags: Quick Action, Deployable (1sp)

Effect: 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.

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

### IMG

Midzor II Weapon  
Main Rifle

Range 8 blast 1 damage 1d3+1 kinetic

Tags: Reliable 1, Ordinance, 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 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.

### Milorg Removal Device

Midzor III System

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

Effects: 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.

### Domovoy NHP

Midzor III NHP

Tags: AI, Unique, Quick, Limited 4 (2sp)

Effects: 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, when activated, 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.

### Smart Targeting Relay

Attakulla I System

Tags: Unique, Quick Tech, Heat (2 self) (2sp)

Effects: 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.

### Laser Guided Missile

Attakulla I Weapon

Range 15 damage 1d3 +1 explosive (1sp)

Aux Launcher

This weapon can only be fired when consuming Lock-on

On hit: Your target must succeed on a system save or stay locked-on after your attack.

### Orbital Guidance Scanner

Attakulla II System

Tags: Quick Action (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 4 (2sp)

Effects: 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-Air: 1/round, you can automatically hit all flying characters within range.

### Thor NHP

Attakulla III NHP

Tags: AI, Unique, Protocol, Heat 4 (self), (3sp)

Effects: 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 lighting from the drones taking 3 ap energy damage whenever they take a reaction and must succeed on a systems save or become stunned.

### Whitewash Monitor

Kilimanjaro I Weapon

Range 5 damage 1

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 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.

### Radiator Shield

Kilimanjaro II System

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

Effects: 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.

### 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  
Aux Melee

Threat 1 damage 1ap kinetic

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



## Lanika Corp / Budget paramilitary supplier

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. licenses:

Chang Jiang		
Rank I	Rank II	Rank III

Orinoco		
Rank I	Rank II	Rank III
<b>Manifest Firewall</b>		<b>Chainsaw</b>

Mississippi		
Rank I	Rank II	Rank III
<b>Ambush Pack</b>	<b>Pillbox Drone</b>	
<b>Ranger Cloud</b>	<b>Dampener Shield</b>	<b>Machine Cannon</b>

## Yukon

Rank I

**Shikishima laser  
Rifle**

**Moonlight Barrier**

Rank II

**UDAR Targeting**

**EOE Impact laser  
HEAT-Grenade**

Rank III

**Turn-X Beam  
Cannon**

**laser focus  
Converter**

## Chang Jiang / Support

## SIZE I

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		
6		

### 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 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 ally within sensors and line of sight with a tech attack, you can first roll a d6, on 4+ their attack automatically fails and you may use their attack against them instead performing a tech attack as a reaction, using their attack but your stats. You count as conducting the attack.

**Orinoco / Controller/Striker****SIZE I**

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.

STRUCTURE	STRESS	ARMOUR
4	4	0
HP	EVASION	E-DEFENSE
6	8	10
HEAT CAPACITY	SENSORS	TECH ATTACK
4	5	+1
REPAIR CAPACITY	SAVE TARGET	SPEED
3	11	5
SYSTEM POINTS		
6		

**Infiltration 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 friends**

Main nexus range 5 1d3+1 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 then 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 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.

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
5	10	4
SYSTEM POINTS		
8		

### 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.

**FLEX**

**FLEX**

Onboard Core System:

## Tagma Combat Squad

### Passive – Urban Combat Equipment Set

WIP WEAPONS SETS TO EQUIP PILOTS AND SQUADS WITH

### Active – Combined Arms Team

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



LL1: New invade, and full tech support limited returns heat enemy deals as burn

LL2: Frame, gun granting free invade inaccurate on hit generating 1 heat inaccurate and another new invade option next attack that hits will be considered a crit

LL3: two potent quick tech support actions

LL1: Chainsaw, main melee actives on protocol to run 3 turns if used or not generating 1 heat on each and doing bonus in continued attacks, invade

LL2: Frame, full tech attack, invisibility module limited

LL3: Virtual frontal hard cover shield, invade

LL1: Ambush system on burst 3 covering allies by distracting, tool to spread smoke on movement

LL2: Frame, Pillbox drones limited, and anti AOE barricade

LL3: Machine cannon reaction to suppress moving targets from a main and accuracy raise for infantry

LL1: Main Laser rifle, Laser shield barrier

LL2: Frame, Line Lock on system, Laser Grenade

LL3: Heavy Laser Rifle, Mod to convert other weapons to lasers

### Hack I

Chang Jiang I Invade

Tags: Invade (2sp)  
Placeholder.

### 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 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.

### TASER Shotgun

Chang Jiang II Weapon

Range 5 Threat 3 Damage 1d3 energy inaccurate (1sp)

Main CQB

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.

## Hack II

Chang Jiang II Invade

Tags: Invade (2sp)

Placeholder.

## 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 omninet 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.

## Task Manager Systems Halt

Chang Jiang III System

Tags: Reaction, Unique, Limited 4 (2sp)

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.

## Hack

Orinoco I Invade

Tags: Quick Tech, Unique (2sp)

Placeholder.

## Firewall Manifestation

Orinoco I Shield

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

Orinoco II Full Tech

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 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.

## Smokebomb Escape Tool (WIP NAME)

Orinoco II System

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

Action Name (Flee the cops) WIP

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.



**DARTS Head-Up Marker**

Orinoco III Invade

Tags: Invade, (2sp)

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.

**Chainsaw**

Orinoco III Weapon

Threat 1 Damage 1d6 kinetic

Main Melee

Tags: ap? 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 it's 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.

## Harrison Skyhoppers

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.

### Skyhopper licenses:

Charlemagne		
Rank I	Rank II	Rank III
<b>ROCKSOLID – Emergency Cloak</b>	<b>Shattersprings Jump System</b>	<b>Sonic Boom Wrecking Flail</b>
<b>Tactical Overheat</b>	<b>Demo Short Fuse Rockets</b>	<b>Furnace Armour- Plating</b>

Schwarzkopf		
Rank I	Rank II	Rank III
<b>Harrison's Breath</b>	<b>Flashfire Cannon</b>	<b>Momentum Bajonet</b>
<b>Icarus Suspension</b>	<b>Reactive In-flight Flares</b>	

## 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 Barbaro ssa 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 it's 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.

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	2
SYSTEM POINTS		
7		

### 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

MAIN

MAIN/AUX

HEAVY

Onboard Core System:

### Blast Furnace Reactor

#### Active – Raging Fire (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.

**Schwarzkopf / Striker****SIZE I**

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**

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.

**MAIN/AUX****MAIN/AUX**

Onboard Core System:

**Dragon's first flight field modification****Passive – Hustler's Jetpack**

Each round you may choose to count any and all of your movement as flying after taking any amount of heat. You start to fall whenever you clear all heat.

**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 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.

LL1: Shutdown to invisibility at the frontline building off heat, overheat signature exposing frame but granting immunity to all tech + ally  
LL2: Frame, Shatter jump making jumps blast one stun on fail ag saves limit once but impairing the jumper also works from flight short range launcher load arc kb  
LL3: Sonic Boom Wrecking Flail inaccurate SH, Furnace armour adding 2d6 heat but granting temp armour until scene or structure limited one can't stack structure repair

LL1: Full action reactor spew granting burn equal to current heat in a cone 2, suspension to negate fall damage  
LL2: Frame, main line flame thrower loading inaccurate, flight shield  
LL3: Heavy momentum Knife accurate ap, Lock on overflight

## IPS-N Blackbox

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

## Ianika Corp. licenses:

<b>Columbus</b>		
Rank I	Rank II	Rank III
<b>Quebec Smoke Canisters</b>	<b>Barnbuster HESH Cannon</b>	<b>Counterbattery Mortar</b>
<b>Counterstrike Flares</b>	<b>ANAB-Missile</b>	<b>Minerva NHP</b>

<b>Janszoon</b>		
Rank I	Rank II	Rank III
<b>Broadband Jammer</b>	<b>low Bob Wandering Nightmare</b>	<b>„PONG“ Heavy Ping Radar</b>
	<b>Relay Drone</b>	<b>COMPASS Nexus</b>

<b>Amundsen</b>		
Rank I	Rank II	Rank III
<b>Rapid fire missile battery</b>	<b>Foxhole frontline emplacement</b>	<b>Frontrunner Breach-Shield</b>
<b>Tactical retreat launchers</b>	<b>Disposable Quick-Change Barrels</b>	<b>Speartip Repeating Cannon</b>

## 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 overwhelm initially in its firepower favouring precision it is 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	4
SYSTEM POINTS		
7		

### 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 and enemy targets you or any adjacent allied character, you can flare up their position in response, no matter if the hit or not ignoring sensors and line of sight. Flare up, the enemy becomes locked on. You and all allied characters may ignore invisibility and cover when consuming 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 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.

**Janszoon / Controller****SIZE I**

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.

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
	10	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 become jammed until the end of their subsequent turn.



**Amundsen/ Striker****SIZE I**

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.

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	4
SYSTEM POINTS		
7		

**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 Armour Set**

The Amundsen has Resistance to Kinetic Damage.

**Heavy**

Onboard Core System:

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 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.

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

LL1: sp1 mod to smoke from pattern attacks, lock-on on adjacent hit system

LL2: frame, range 20 main launcher, heavy cannon range 15 ordinance ap explosive HESH dealing bonus against armour using lock ons

LL3: reaction fire system, MINERVA NHP

LL1: Full tech to jam all within sensors, allies included, invade shredding?

LL2: Frame, sensors drone, reacting suppression quick tech

LL3: Jamming crit aux nexus smart arcing, full tech to expand sensory by ten limited

LL1: Rapid fire missile battery Heavy blast 1 reliable 3, retreat smoke

LL2: Frame, Foxhole deploy, Quick change barrel expend a charge as a quick and lose all heat from weapons.

LL3: Breach Shield, Heavy repeating cannon, can attack twice as a barrage but becomes inaccurate on second attack

More Ideas:

Camo net deployable

Accurate weapon that jams you on nat 1s

Bipod mod. Active as a quick to going 1 accuracy but also ordinance

invade to force flight and cause heat

Ap cone sticky grenades

Limited system to inflict difficulties or straight up reduce 6 from enemy attack roll

System to salad core but for energy weapons only. Retarged and obviously limited