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GMS HUMANITARIAN & PIONEERING

Your peacekeeper at the front.

Formed during the Union intervention on Casve after the infamous flight of the dragonfly destroyers, General Massif Systems-Humanitarian Intervention and Pioneering Supplier is an autonomously operating department of its parent company. Attached directly to the Union department of justice and human rights, most of its frames will only be found with the military and represent the results of Unions most advanced R&D in de-escalation. Some systems have even reportedly been developed in joined programs with Harrison's Think Tank. In the war-torn parts of the Rosengard Pillar, GMS-HIPS is the most active part of Union's reconstruction efforts. Their pioneers have long settled down in more quiet offices as well though. Not only to develop new methods of reversing harm of previous decades but also new tools for upcoming crisis. With increasing normality, the local factories also started to work in the civilian fields though after some time had passed. They are mostly constrained to constructing heavy agricultural machinery but after heated debate, they also started offering some of their wartime designs to Lancers across the stars. Today the pallet includes some of the best chassis on offer for any kind of humanitarian intervention. Some Lancers may gripe about the comparative lack of firepower, but no other manufacturer will ever measure up to GMS-HIPS' dedication to bring even the most cumbersome machinery to where it's needed. Unlike the products of the parent company, the tools from Casve necessitate proper licensing and are only handed out to trusted Lancers who work for the five pillars.

GMS HUMANITARIAN & PIONEERING 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.

While not quite as universal as the widespread Everest parts, all of GMS and her subcontractors construct with longevity and replaceability in mind.

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 your frame can repair 1 structure damage for 1 Repair, instead of 2 Repairs.

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 6, 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 activate your core system you clear off all heat.



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 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.

TODO

ANTI FRAME BARRICADE

2 SP Deployable 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 (not squads) from passing, it doesn't grant cover and won't stop attacks however. It only prevents frames from passing through it.

TODO

License II: LMG, PIGEON MINE LAUNCHER**LMG**

Main Rifle Reliable 1 Ordnance Accurate
 ✓ 8 ⊕ 1 1d3+1 ✗

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.

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



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.

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: You hit all flying characters within range.

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.

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 E-Defense : 10
Repair : 4 Tech Attack : 1

AGILITY

Evasion : 7 System Points : 7
Speed : 4 Heat : 10

SYSTEMS

ENGINEERING

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.

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.

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

TODO
RESCUE CODE

3 SP Full Tech
You clear all statuses and effects effecting adjacent allied characters.

TODO

LANIKA CORP.

Unofficial: Your partner in crime.

Official: Innovating in war to benefit everyone in peace

Lanika is a start-up only of noteworthy activity within the confines of the Rosengard Pillar. The young company definitely managed to make an impression here however. Springing up just at the right time, Lanika made a fortune during the efforts to stabilise the region, being the first local manufacturer of proper mechanised chassis to be officiated by Union, it almost became a local monopoly for paramilitary and police forces. It's rapid rise to fame comes with many questions. There's a lot of rumours about the origins of the bright orange and often luxurious frames. Some speculate SSC involvement and black-market shenanigans while others accredit the company to the organised underworld wholesale. Whether allegations of money laundering hold true or not matters but little to most of the clientele who keep relying on the manufacturing of the eccentric physicist and company founder Emil Lanhold and his vision of conflict as humanities driver of progress. This contentious worldview might be questioned by many, but the products it spawn aren't. Lanika, apart from the conspiracy theories, is best known for being a frontrunner. The innovative systems it brings to bear even overshadowing claims of tech being stolen from the Voladore with no other supplier able to match their novelty with the same quality and safety standards, solidifying it as the regions fastest growing paramilitary contractor.

LANIKA CORP. 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 can teleport to a free space adjacent to one of your allies.

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.

SPACE FITTING

Any self-serious Lancer keeps his machine ready to fight with his soul no longer weighed down by gravity.

Your frame becomes fully equipped with all necessary systems to operate in space without any issues. You can move unimpaired in zero-g environments.

MOBILE INFANTRY COORDINATION

Combined arms tactics shape 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 ally against the same target gains +1 accuracy, and its damage can't be reduced in any way.

LEUCOCYTE CODE

TODO

Whenever an enemy hits you with a tech attack, you gain Bolster afterwards.

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 make a Bolster tech action on any character within line of sight and Sensors.



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: Virutal Backdoor, FIRE
DUPLICATION BUG

VIRUTAL BACKDOOR

2 SP Invade

Gain the following options for INVADE

Amplifier: Your target takes twice as much heat on the next tech attack they are hit by.

Access: Until the start of their next turn, your targets E-defence drops by two.

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.

TODO

License II: TASER SHOTGUN, Digital Rights Management

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.

TODO

DIGITAL RIGHTS MANAGEMENT

2 SP Invade

Gain the following options for INVADE

Brain drain: Until the end of their next turn, they must roll a d6 each time they perform a tech attack. On 5+ their attack automatically misses. This effect doesn't stack.

Access: Until the start of their next turn, your targets E-defence drops by two.

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.

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: 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 CPU get's overburdened and they become Slowed and Impaired until the end of their next turn



LANIKA ORINOCO

Controller/Striker

Seemingly purpose build for commando operations the Orinoco is built for covert cyber-warfare 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.

STATS

Size : 1 Save Target : 11
Armor : 0 Sensors : 5

HULL

HP : 6 E-Defense : 10
Repair : 3 Tech Attack : 1

AGILITY

Evasion : 8 System Points : 6
Speed : 5 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: Meteorological Simulation, FIREWALL MANIFESTATION

METEOROLOGICAL SIMULATION
2 SP Invade Unique

Gain the following options for INVADE

Earthquake: At the start of each subsequent turn your target must roll a system save until they pass one and thus end this effect. Until then they perceive a simulated earthquake needing to succeed on a hull save or be knocked prone unless they are flying.

Blizzard: : At the start of each subsequent turn your target must roll a system save until they pass one and thus end this effect. Until then they perceive a simulated blizzard needing to move or boost each turn or become immobilised until they break free with a successful Hull save as a quick action.

TODO

FIREWALL MANIFESTATION
2 SP Deployable Unique Shield
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: OOBd-Signal, ESCAPE TOOL

OOBD-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

Armor : 2

HULL

HP : 8

Repair : 4

AGILITY

Evasion : 7

Speed : 4

Save Target : 10

Sensors : 10

SYSTEMS

E-Defense : 8

Tech Attack : 0

System Points : 8

ENGINEERING

Heat : 5

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: Ambush Pack, Ranger cloud

AMBUSH PACK

3 SP Unique

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

TODO

RANGER CLOUD

1 SP Protocol Heat 1 (Self) Unique

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

TODO

License II: Pillbox drone, Dampener shield

PILLBOX DRONE

2 SP Deployable Limited 3

The drone, once deployed creates a blast 4 area. When an enemy first enters or leaves the area on its turn the drone attacks them with a reaction dealing 3ap explosive.

TODO

DAMPENER SHIELD

3 SP Protocol Full Action Shield

Upon activation, this system immobilises you, creating a blast 3 shield around you. Within this shield you supress all area of effect attacks forcing anyone using them to attack a single target only. The shield lasts until retracted as a protocol.

TODO

License III: MACHINE CANNON, Droptrooper Support

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: You hit fire the machine cannon.

DROPTROOPER SUPPORT

3 SP Deployable Unique Limited 1

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

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

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

Framefist Quick action attack ap 1d6 +2 explosive range 5 limited 3

TODO



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!!!

Laser.

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

MINIATURISED 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.

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

Not a manufacturer but an elite intervention team of the armoury, it's personal developed some field modifications that would gain such notoriety throughout their long and distinguished service that they were imitated by many who witnessed Harrison's burning drop troopers across the stars. Long codified and optimised by the combat engineers, licenses for these machines were eventually pretty swiftly minted to benefit from their popularity. Their pilots keep using their trusted machines even after official replications came to be. Each pilot of the Skyhoppers is a true ace and their machines are finetuned to their exact needs. Not even the official Harrison licenses quite replicated the performance of the cobbled together originals. This is probably by design however as even the less potent mass production blueprints easily meet the armoury's reputation for outstanding performance. While never deployed during the war in the pillar, the Skyhoppers still maintain a constant presence in the sector these days. The armoury holds no interests here, but its elite squad found a liking of the harsh environments of Jutha and Casve for their rigorous exercises. Reportedly being the most frequently training combat unit of all officially recognised units of the big four, they have become quite a frequent sight in the area and along with them of course their machines and the replica. 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.

HARRISON SKYHOPPERS Core Bonuses

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 can 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 gain Bolster until the start of your next turn.

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.



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 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 *

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

Armor : 1

HULL

HP : 9

Repair : 3

AGILITY

Evasion : 8

Speed : 4

Save Target : 10

Sensors : 5

SYSTEMS

E-Defense : 6

Tech Attack : -2

System Points : 6

ENGINEERING

Heat : 8

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.

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

License I:

License II: FLASHFIRE CANNON

FLASHFIRE CANNON

Main CQB Inaccurate Loading
↗ 5 ✖ 2 5 🔥

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.

TODO

IPS-N BLACKBOX

TODO

IPS-N Blackbox is probably the best-known deniable asset across the units of the big four. This might call into question their value as a deniable asset. They garnered quite a reputation as a reliable combat unit but they also reportedly prideful to a fault. Many covert operations have been publicly acknowledged by NCOs too full of their success on the battlefield to have it remain secret. While debatably being a massive failure at one part of their mission, the undeniably excel in combat however. In many fights along company friendly insurrections, some admitted, others still classified, the highly trained spec ops team fulfilled mission objectives with well-studied coordination. With time, their largest failure, secrecy even started to become another of their strong suits. Seeing immense potential in the coverage these not-so-secret deployments gathered and trusting the skill of their pilots, Blackbox soon found a new identity running highly televised field tests for new IPS-N machines. It's unclear if Blackbox has fully transitioned into their role as lab mice or if they remain as a deniable asset. Their deployment in the Rosengard Pillar is definitely part of the former and has garnered a legendary status ever since the "Refrigerator Incident". Allegedly they are starting to grow impatient, waiting for an opportunity to measure themselves against the Skyhoppers and one thing is already clear. Their machines and commercialised licenses they spawned are already ready and waiting. 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.

IPS-N BLACKBOX Core Bonuses

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.

Your line of sight would be restricted to adjacent spaces, you can still draw line of sight 3 spaces wide 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.



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.

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.

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 counter-acting 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

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.

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**

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.

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

HP : 8

E-Defense : 6

Repair : 5

Tech Attack : -1

AGILITY

Evasion : 9

System Points : 7

Speed : 4

ENGINEERING

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 *

TODO

License II:

License III: SPEARTIP REPEATING CANNON

SPEARTIP REPEATING CANNON

Heavy Cannon Quick Action Overkill Heat
2 (Self)

✓ 10 2d6+2 ∅

TODO