

IRONLEAF FOUNDRY

The order had been given. For the sake of Union, a world would die. The First Committee was ended, PISTON 1 was launched and billions not yet born were sentenced to death.

There were some in the Union Space Program who could not stomach this decision. The so-called cost paid for the comforts of their life ate at them until they could bear it any longer. They could not stop PISTON 1, they could not punish those who had made that decision, but they could refuse to be part of what would one day become the Second Committee; to choose a harder life in distant stars rather than pretend they couldn't see the blood on their own hands.

On the world of Milisea they rebuilt, lost from Union for close to two thousand years. With Milisea's local megafauna very hostile to large groups of armoured vehicles, the various growing Tuatha were forced to develop more towards Raiding and Dueling over Large Armies. Without mechanized chassis technology that Union would eventually develop, they created a parallel program based on the original exoskeletons of the Union Space Program.

Ironleaf Foundry is the premier manufacturer of Milisean technology, once Milisea learned about the end of Seccom and contact with Thirdcomm was re-established. Their creations focus heavily on a mastery of miniaturization that comes from working with space-based exoskeletons and the historical requirement for dueling has blossomed into a love of both arena combat and extreme sports. This love of such dramatic showings has resulted in a world where mercenaries and companies often go to win or lose their fortunes in highly publicized events and gambling.

[.LCP Link](#)

Core Bonuses

Perfection Of Form

"Gods I look good. Come on, it would be a crime for you to scratch this plating." - Aoife, IF Test Pilot

Core Bonus

You and all adjacent allies gain an additional +1 to all checks and saves. 1/mission, you automatically succeed at any one check or save.

Fragarach's Warding

One of the odder benefits Ironleaf Foundry offers prized supporters are decorative filigree icons that have a disproportionate effect. Opposition attempting to harm the bearers of these icons fall without warning, shattering along stress lines or suffering catastrophic failures of autoloaders.

Union Science Bureau has examined these icons and found them to be nothing but metal, without even a source of power. Two competing and equally concerning theories are that these icons are of a mystical nature...or that they are just symbols of being watched over by something much more dangerous.

Core Bonus

1/Scene, when you are attacked, the attacker first suffers 10 AP kinetic damage and is knocked prone. This does not count as a reaction and resolves before the triggering action.

Orbital Drop Training

Alongside their dueling expertise, Ironleaf Foundry is famous for its publicizing of some of the most dangerous and exciting sports in known space. Those who have obtained expertise in the Ironleaf Foundry Triathlon are masters of moving in the most hostile of environments.

Core Bonus

At the beginning of a scene, after all characters have been set up but before any turn has started you can move your speed. This movement ignores engagement and does not provoke reactions.

1/Mission instead of being set up at the start of a scene you can instead hold yourself in reserves (in the belly of a transport ship, in orbit, buried alive or otherwise off the map). At the start of your first turn, you can place yourself anywhere on the map more than 8 spaces away from a hostile character. Deploying this way consumes your standard move for that turn.

Perfection of Skill

"Really, who's going to stop me? You?" - Ceridwen, Albatross Lancer

Core Bonus

You gain +1 Accuracy on Non-Weapon Melee and Ranged Attacks. In addition, you have **Resistance** to damage from Drones, Grunts and Subordinates.

Perfection of Spirit

To wield a giants might to impose your will is not courageous. Courage is doing what you can with what you have to shield those about you from the ills of the world.

Core Bonus

You can freely move through and share the spaces larger allied characters occupy. While occupying the same spaces as an allied character, they gains soft cover and when they move, you can also move with them, mirroring their movement. This effect doesn't take a reaction, and doesn't provoke reactions or obey engagement.

Iron Crown

The Ironleaf Foundry regularly holds a massive dueling competition between designs as a publicity stunt to show off their creations. It is very well attended by pilots representing all manufacturers and has become the publicized and bet upon event among the cosmopolitan members of the galaxy. The winner of this competition is given the rare rights to print the Iron Crown for their mech, a symbol of an unbeaten champion.

Core Bonus

When you roll Structure Damage, you instead roll on the Iron Crown Structure Damage Table.

Iron Crown Structure Damage Table		
5-6	Spit Out A Tooth	Ignore excess damage after this Structure Damage, instead resetting your HP to full. You can reroll your next attack against the source of the Structure Damage.
2-4	Bloodied	Roll 1d6. On a 1-3, the weapons in one mount of your choice prepares to vent their last gasp of power before failing. The next time the weapons in this mount are fired, they have +1 accuracy and deal +1d6 bonus damage. The next time these weapons are fired, or at the end of the scene, the weapons in this mount are destroyed. On a 4-6, one system of your choice is destroyed but buys you a moment of freedom. Immediately move up to your speed. This movement ignores engagement and does not provoke reactions.
1	Undying Embers	The result depends on your remaining structure: 3+ Structure: You become Unbalanced until the end of your next turn. While you are Unbalanced, you may only take one quick action during your turn, in addition to your standard move. 2 Structure: Roll a Hull or Agility check - On a success, your mech is Unbalanced until the end of your next turn. On a failure, you treat this as Last Stand 1 Structure: You treat this result as Last Stand.
Multiple 1s	Last Stand	You can deal 1d6+6 Kinetic Damage that cannot be reduced in any way to the source of the Structure Damage or to a Hostile Character in Range 3 . Then your mech is destroyed.

ROSE

Defender/Striker

Ironleaf Foundry's premier dueling and bodyguard frame, the Rose's slim size belies the sheer power of its weapon. Eschewing more general purpose designs, the Rose's systems are built around supporting a high performance energy spear that is capable of taking apart the most powerful of frames. Ironleaf Foundry takes much pride in the many tournament wins of the Rose and have a reputation for refusing to license the design to those who have publicly complimented the work of the Terashima enclaves unless they are willing to recant that statement.



CORE STATS

Size: 1/2

Armor: 2

HULL

HP: 6

Repair Cap: 4

AGILITY

Evasion: 10

Speed: 5

Save Target: 11

Sensors: 5

SYSTEMS

E-Defense: 6

Tech Attack: -1

SP: 5

ENGINEERING

Heat Cap: 7

TRAITS

IMMORTAL SKILL

The Rose is treated as size 2 for the purpose of **Ram**, **Grapple** and Engagement.

SCALPEL

When the Rose causes Systems Trauma, the Rose's pilot chooses which system or weapon is destroyed (Do not roll to pick system or weapon).

DUELING OVERRIDES

The Rose cannot be Hidden.

MOUNTS

FLEX
MOUNT

MAIN
MOUNT

CORE SYSTEM

“THORN” ENERGY SPEAR

“That weapon never fails to unnerve me. It’s like no energy weapon I’ve ever seen. I’ve seen it parry lasers, in position before something moving the speed of light. I’ve seen it soak up flames like a sponge. The techs refuse to say what sort of energy is running through that thing and I’m not sure I want to know. I just want it on my side.” -Ceridwen, Albatross Lancer

Thorn

Main Melee, AP, Reliable 4

[2 Threat] [1d6+3 Energy Damage]

This weapon may attack with Overwatch when hostile characters enter, leave, or exit spaces within its Threat, no matter whether they started their movement there.

Solstice Knight

Reaction, 1/round

Trigger: The Rose or an adjacent character is targeted by an attack.

Effect: Make a Melee attack contesting the triggering attack: If you win the contested roll, the attack automatically misses and the attacker suffers **3 AP Energy Damage**. This reaction can be taken while grappling and this attack gains +1 accuracy if the triggering attack was Melee.

Shifting Seasons

Active (1 CP), Protocol

Choose one of the following stances for the rest of the scene or until you choose a new stance as a protocol.

Flowering Revival Stance: When you use Solstice Knight, the triggering character can immediately spend **1 repair** to regain **1/2 Max HP**.

Blistering Rays Stance: When you use Solstice Knight and win the contested roll, the attacker suffers **4 Burn**.

Falling Leaves Stance: Solstice Knight can be used 1/Turn instead of 1/Round.

Whirling Snowflake Stance: When you use Solstice Knight and win the contested roll, the attacker only has line of sight to adjacent characters until the end of their next turn.

LICENSE I: POLYFILAMENT KUSARIGAMA, SWORDBREAKER

Polyfilament Kusarigama

Main Melee, Arcing

[1 Threat] [4 Kinetic Damage]

On Critical Hit: The target falls **Prone**.

During your turn, this weapon gains +4 Threat.

While very deadly, Kusarigama are a very specialized weapon that require extensive training to be used effectively. The long chain can allow it to lash out at ranges beyond most other melee weapons and the razor sharp edge can cut through plating with even minimal force. Ironleaf Foundry takes no responsibility for untrained warriors inflicting harm or embarrassment on themselves with such a weapon and highly recommends their extensive martial arts training programs.

Swordbreaker

Main Melee

[1 Threat] [1d3+1 Kinetic Damage]

On Hit: The target is Slowed and Impaired until the end of their next turn.

A modern take on an ageless design, Ironleaf Foundry's swordbreakers are thick and strong blades with ridges designed to easily catch the weapon or limb of an opponent, twisting it out of position and interfering with the most carefully thought out plans.

LICENSE II: DANCING SHADOW MODULE, CŴN ANNWN

Dancing Shadow Module

2 SP, Unique

You can fly when you **move** or **boost**; however, you must end the turn on the ground or another solid surface, or else immediately begin falling and you take **Size+1** heat at the end of any of your turns in which you flew this way.

In addition, when you **Brace**, you can attempt a final dodge. If you do, roll **1d6**. On a **4+**, the triggering attack automatically misses. Otherwise you are hit as normal, expending the **Brace** but gaining no effects of it, positive or negative.

Despite suspicions that the basis behind the programmed reflexes of this system being adapted from ninjutsu, jäger kunst or a host of other martial arts, the truth is honestly much simpler and accurate to its name. Dancing shadow uses an amalgam of dozens of different dance styles from the conventional to the fantastical to allow the mech to move with grace that few could hope to match, making soaring leaps or spinning around an opponent like it is performing upon a stage.

Cŵn Annwn

Main Nexus, Seeking, Smart

[10 Range] [1d3+1 Energy Damage]

On Hit: The target is hunted until the end of their next turn. During this time, if they become **hidden** or make any voluntary movements that move them away from you, they suffer **4 energy damage** and the hunt ends.

Semi-Sapient Attack Weapons are nothing new on the battlefield but few can match up to the sheer precision of the Cŵn Annwn. More than a few spec ops groups have rapidly discovered they are capable of chasing down even the most well hidden foes like bloodhounds on a trail.

LICENSE III: MEDB-CLASS NHP, DULLAHAN LUNGE

Medb-Class NHP

3 SP, AI, Unique

Gain the **AI** property and the Conchobar's Due Quick Action.

"Those who would seek to stand with me, know that I will never allow others to suffer as I have suffered. I do not ask for a saint but instead three things: To be without fear, meanness, or jealousy. If you can promise me these small gifts, then I will cut down those who seek to shatter your joy."

Conchobar's Due

Quick Action

You pronounce Vengeance on a hostile character in **Range 10** and **Line of Sight**. While affected by your Vengeance, the target's final attack rolls can never be affected by accuracy and each time they make an attack that does not include you as a target, you deal **4 Energy Damage** to them. You can only have Vengeance on a single character at a time and your Vengeance ends immediately if you choose a new target, are destroyed, become **Hidden** or end your turn without **Line of Sight** to the target.

Dullahan Lunge

2 SP, Quick Action, Unique

One hostile character in **Range 3** and **Line of Sight** must pass a hull save or suffer **3 kinetic damage** and be unable to make **tech actions** until the end of their next turn.

"Saints...when that machine dove towards me, I wasn't worried. The ICEbreakers were already smashing through its digital defenses. Even when the spear hit, I was sure my armour would take it but...it was like someone took a shard of ice to my very soul. WATCHDOG screamed. I don't know what those Ironleaf frames can do but I don't want to face them again." -Hugo Jaeger, After Action Trauma Analysis.

A Peek Behind The Curtain

This part isn't really part of the formal IF Rose document/won't be in the final thing but I wanted to lay some stuff out with theming as I'm a worrier about the company theming with just the Rose on it's own

The overall theme of Ironleaf Foundry is Celtic Mythology, in particular the Invasion Cycle and the Cattle Raid of Cooley. It's about playing a Larger Than Life Figure who acts more like a hero out of myth than a person with feet of clay. Living well and dying well. As a result, a lot of their stuff is about being Risky (The Solstice Knight reaction being powerful but uncertain to always work, Iron Crown applying when you get hurt, Orbital Drop Training letting you get *dangerously* ahead of your allies).

A lot of the inspiration from Ironleaf Foundry comes from stories of the Tuatha Dé Danann standing against the World-Poisoning Gaze of Balor or Cú Chulainn facing down an entire army. Also, if I may be frank, a bit of the Battletech Clans. It's hard to avoid some influence from them when you're making 'Wow, you guys all suck. We're going off to make our own society with Cool Robots'.

Doubly so when 'Tuatha' is literally a term for 'Clans' (The Dé Danann part makes them 'The Clan of the Goddess Danu') but felt like the most authentic term to use when drawing heavily from Celtic Mythology.

A minor last thing to mention is the Medb-Class NHP. Medb is generally seen as *just* a mean-girls character (Though I must admit, I do like the Fate version a fair bit for that, more personality than a lot of fate characters) but a big part of her story is *vengeance* for the *absolutely awful* way her husband Conchobar treated her (If you go looking that up, content warning for sexual assault). The NHP version of her is based more on that 'I will end you, no matter what needs to burn to let me get my justice'.

Regards,
Ikiryō