

IPS-NORTHSTAR - BONNEY

Striker/Support

A great many ships move through the Auric Range, trade flowing up through the Sierra Madre Line and out through the Santanna Blinkgate. Thus, an increased presence of Trunk Security and its subfirms. Of these subfirms the Boudreaux & Thibodeaux Concern handles design and production for mechanized chassis in what are termed “High-Threat Corporate Entanglements”. This is all preamble of course, to introduce what many in the Range consider IPS-N’s finest security force multiplier- The Bonney.

The Bonney is what IPS-N terms a “High Kinetic Fire Support Platform” created by the hyperkinesis module integrated into the “nervous system” of the mech’s frame and the pilot’s spinal uplink. Doses of the synthetic nano-adrenaline released in microbursts throughout combat allow both mech and pilot to move faster and shoot better than anyone else on the battlefield. And to the mercenary forces of Ladon’s Corpse and Furthest West there simply isn’t better than an experienced Bonney pilot to turn any mission around.

License:

- I. Electrochaff Purge, Hellfire Round
- II. **BONNEY FRAME**, Ithaqa A/A Shotgun, Driving Fire
- III. Trunk Security Special, ACALA Class NHP

BONNEY					
HP: 10	Evasion: 8		Speed: 4	Heat Cap: 6	Sensors: 5
Armor: 1	E-Defense: 6		Size: 1	Repair Cap: 6	Tech Attack: +0 Save Target: 10
TRAITS:					
Triggerman: 1/turn, when the Bonney critically hits with a Rifle or CQB weapon, it may Slide 3 Shotcaller: 1/round when an allied character is about to start their turn within your Sensor Range, choose a hostile character within Range 8 and Line of Sight: They must take 3 Kinetic damage or the acting allied character can Slide 3 before starting their turn.					
SYSTEM POINTS: 5					
MOUNTS:					
Main Mount		Heavy Mount			
CORE system					
Hyperkinesis Module					

In the Auric Range, medical science perhaps understands the human nervous system better than anywhere else in Union-space; leading to a proliferation of cybernetic enhancements- in turn leading to a proliferation of militarized applications in service to the cold War between the sisters. Thus what Bonney pilots call “Chronos”, a nanite-based adrenaline capable of effecting both the human brain and the electronic “nervous system” of the Bonney. Under its influence, time seems to slow as reaction speed and mechanical dexterity reach human peak- and the sturdy engineering of the Bonney is fully capable of keeping up with sudden spikes, routing core power through the Hyperkinesis Module to produce further Chronos-nanites. Pilots describe the sensation as playing out a dozen times before they make the perfect move. Like seeing the future.

Active (requires 1 Core Power): Divine Intervention

Efficient, Reaction

Trigger: A hostile character begins their turn, and you have not yet taken your turn this round.

Reaction: Interrupt the triggering character's turn and immediately take your turn for this round.

When your turn ends, the triggering character proceeds with their own turn as normal.

Electrochaff Purge

Developed from GMS class smoke grenades, IPS-N's electrochaff is deployed through a series of vents across the bodywork and armor of a mechanized frame. A scintillating cloud of “electrical smoke” quickly blankets the area, smothering and interfering with E-War signals within physical range of the smoke cloud. The electrochaff itself quickly settles on the surrounding area, losing its charge and efficacy rapidly, something not seen as a problem by both pilots and designers- as long exposure to the chaff can cause permanent damage to electrical systems and soft targets.

2 SP, Limited (3), Quick Action

Your mech releases a torrent of electrochaff and IR-masking smoke in a Burst 2 that lingers until the end of the Round. All characters in the smoke lose the Lock-On condition and Tech Attacks against targets inside the burst suffer +1 Difficulty.

Hellfire Rounds

A unique form of gyrojet tracer round, the “Hellfire” round must often be fired from an underslung weapon mount or tertiary frame-limb due to the difficulty of flash-printing the ammunition itself. Despite this drawback, the modifications to a mech's ammo-printers are often considered well worth the cost, as the mass-reactive timer on the Hellfire round ensures that the chosen target(s) are properly blanketed in the atmosphere-reactive incendiary solution contained within the warhead.

2 SP, Unique

This system charges as a quick action, readying an underslung or sub-limb mounted grenade launcher. While it is charged, your next ranged attack gains the following On Hit effect.

On Hit: Mark a Burst 1, centered on your target. All characters in the Burst suffer Burn 3. This system loses its charge.

Ithaqa A/A Shotgun

Developed for space combat, the hyperflak shells loaded by the Ithaqa are commonly called “Grasskiller Rounds” for their effect on soft materials- and for their lack of effect on armored targets.

Essentially splinter ammo packed into shells, the three-chambered cylinder constantly reloads itself by rotating at least one-chamber to the inbuilt ammo-printer. This is, of course, if the user activates the autofire selector. Doing so allows for a saturation of fire at the cost of temporary shutdown of the ammo-printer.

Main CQB

Loading

Range 5, Threat 3

1d3+2 Kinetic damage

You may fire this weapon without unloading it.

On attack: You may unload this weapon to attack all characters in a blast 1 area adjacent to you.

Driving Fire Module

A Mute Drive driven subweapon system capable of triangulation between enemy signals, allied tacfeeds, and personal targeting feeds to increase fire support units equipped with a Driving Fire Module by an estimated 35% in the field- and as high as 60% in live-fire exercises. Some choose to run from the hail of fire, some choose to weather it- both are registered as acceptable by the Mute Drive in its limited contact with the main systems.

2 SP, Unique, Quick Action

Choose an allied target and a hostile target both within range 8 of you and each other. If the hostile target ends its turn more than 3 spaces away from the friendly target, deal 4 AP kinetic damage to the hostile target.

Trunk Security Special

Weapon Fluff

Heavy Rifle

Range 8

2d6 Explosive damage

On Crit: Another enemy character within range 3 of the original target suffers 1d6 Kinetic Damage

ACALA Class NHP

Originally a legal advisor and prosecution expert NHP, the ACALA line has adapted well to the burgeoning development of IPS-N's Legionspace Combat Unit, primarily through the subsidiary of Valkenfolk LTD within the Auric Range. ACALA-Prime is described as "Wrathful" and "Procedural" due to the experimental Heavy Shackle bound around its conceptual spinal column. While this leads to surprising stability, even in combat units, ACALA-derived lineages lack the full flare and panache of their competitor's abilities. Instead, ACALA focuses its mind on the flaws it reads in everything around it, branding that which fails its judgement with legionspace critiques that burn bright within the AR-HUD of a mechanized frame. With enough power routed through the casket, ACALA's judgement may indeed blossom out of legionspace and into physical reality, causing cascading system failures that lead to inevitable core-rupture.

3 SP, Unique, Limited (2)

AI

Your mech gains the AI property and the ACALA protocol.

ACALA Protocol

Protocol

1/scene, 3 Heat (Self)

Select one enemy within 8 spaces, they gain a Warrant Mark. While a character has a Warrant Mark, all attacks targeting them gain +1 Accuracy. When a character with a Warrant Mark is destroyed, the Mark is consumed- you may Slide the wreck 3 spaces then detonate the wreck in a Blast 1. All characters in the Blast must make an Agility save or suffer 1d6+5 Explosive damage (half as much on a successful save).