

# IPS-N

## TORDENSKJOLD

Defender/Artillery

A common sight standing vigil over military installations and bases, the Tordenskjold is built from the ground up as the perfect watchman. Installed with advanced sensors and threat recognition system, the Tordenskjold can react to any perceived threat in the blink of an eye, neutralizing them in a precise burst of gunfire before they can breach the perimeter. Built to last, the Tordenskjold can stand guard almost indefinitely while running on Low-Ready Mode, appearing motionless as if it has been shut down. However, any prospective intruder thinking of capitalizing on this apparent hole in the defense will find that the onboard Augury Protection Suite never sleeps, and can return a Tordenskjold from Low-Ready Mode to already firing within a few milliseconds of a detected intrusion.

With an exemplary record of duty, the Tordenskjold is a mainstay of IPS-N milspecline, although its “shoot first” response has come under criticism for being overly hostile and sometimes causing unneeded collateral damage when stationed over areas with an unmarked or otherwise unclear perimeter.

### CORE STATS

Size: 1

Armor: 2

#### HULL

HP: 8

Repair Cap: 4

#### AGILITY

Evasion: 6

Speed: 3

Save Target: 11

Sensors: 15

#### SYSTEMS

E-Defense: 8

Tech Attack: +1

SP: 6

#### ENGINEERING

Heat Cap: 6

### TRAITS

#### DETERRENCE

The Tordenskjold gains +1 Knockback on all attacks made as a reaction.

#### HYPERVIGILANCE

The Tordenskjold can still take Reactions while holding Prepared action or after Bracing.

#### GYRO-STABILIZED SERVO

The Tordenskjold can Overwatch with Ordnance weapons, though still not against adjacent targets, and it may Prepare attacks with Ordnance weapons even after taking other actions.

### CORE SYSTEM

#### AUGURY PROTECTION SUITE

*“Designed for safeguard and escort duty, AUGURY employs a multilevel approach to ensure your mech is ready for everything. Not merely a reactive defense system, AUGURY utilizes aggregated combat data from millions of engagements alongside quantum probability projection to generate hundreds of potential threats vectors based on current situation, and prepare countermeasures for every single one of them. Compatible with RoE protocols class 2 to 5, AUGURY provides top of the line security to help you keep safe what is yours”*

#### Line in the Sand

At the end of your turn, draw a Line 5 in a free space within Sensor Range and Line of Sight lasting until the start of your next turn.

Until the start of your next turn, as a reaction to a hostile character entering the Line as part of a voluntary movement that brings them closer to

## MOUNTS

FLEX  
MOUNT

HEAVY  
MOUNT

you, you may Overwatch them.

This effect immediately ends when you take damage from a hostile source.

### THUNDER SHIELD MATRIX

Active (1 CP), Full Action, Efficient

Prepare four times, each choosing a different trigger and reaction action (no duplicate action).

Until the start of your next turn, any prepared Trigger can cause any prepared Reaction, though only once each.

## LICENSE I: SABR-1 ADVANCED MARKSMAN RIFLE, NULL VIS CHARGE

### SABR-1 Advanced Marksman Rifle

Heavy Rifle, Ordnance, Smart, 1sp  
[Range 20] [1d6+4 Kinetic Damage]

As a Protocol, you may add or remove Smart from this weapon

*The SABR project aims to iterate and innovate on the IPS-N Line of reliable but slowly growing outdated standard line weapons. The SABR-1 was pitched as a replacement for the classic assault rifle, with a higher caliber and computer assisted targeting system to ensure accurate shot placement at a much higher range as well as a stronger punch against mech armor. In practice, however, the additional weight of the extra components and the complexity of its maintenance relegated the SABR-1 to a specialist marksman rifle while the project searches for another replacement.*

### Null Vis Charge

2 SP, Quick Action, Limited 3, Grenade, Mine, Unique

Expend a charge for one the following effects:

- **Null Vis Grenade** (*Grenade, Range 5 Line 5*): Deploy a Line 5 Height 4 smoke curtain within Range 5 until the start of your next turn. This Line blocks Line of Sight but do not obstruct movement
- **Null Vis Mine** (*Mine*): This mine detonates when any allied character moves over or adjacent to it. They become Invisible until the start of their next turn, and may immediately become Hidden.

*Null Vis operates on the same principle as the tried and true smoke charges, upgraded with proprietary NOX formula smokes almost three times as dense, cutting line of sight completely instead of mere obscurity. Their roller construction allows Null Vis to be rolled in a line to create a smoke curtain, perfect for cutting off line of sight and establishing field of fires.*

## LICENSE II: TORDENSKJOLD FRAME, RECONFIGURE FRONTAL ARMOR, SABR-2 AUTONOMOUS THREAT RESPONSE NEXUS

### Reconfigure Frontal Armor

2 SP, Unique, Protocol

Project a Cone 3 in a direction of your choosing. You have Resistance against damage and burn from attacks against you that draw cover through this Cone, and AP tags do not apply.

Attacks against you that do not draw Cover through this Cone instead cannot have their damage reduced, and do not trigger your reactions.

This effect lasts until you move, including involuntary movement.

*While mobile armor does sacrifice some of the inherent structural integrity of a bolted-on system, it does allow users to reconfigure their armor plating on the fly, rearranging armor to cover a damaged flank or to reinforce where one expects heavy damage to come from. "Hull Forward" is a term coined for the practice of having a mech take a low profile while reconfiguring all of its armor to the front, becoming almost a makeshift bunker, and are commonly employed in defensive positions.*

### SABR-2 Autonomous Threat Response Nexus

Main Nexus, Smart, Knockback 2, Unique

[Range 15] [4 Explosive Damage]

This weapon can't make normal attacks. Instead, gain the following Invade option, which is the only way you can attack with this weapon

**Threat Acquisition:** Whenever the target makes a voluntary movement other than their standard movement, you may attack them with the SABR-2 as a reaction. You can make this attack at any point during their movement.

This effect lasts until the target succeeds on a System Save at the end of their turn, you become Jammed or Stunned, or until you use this Invade option again.

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*SABR-2 is a continuation of the Bristlecrown Flechette Launcher, aiming to achieve the same threat denial potential of the Bristlecrown in a more controlled manner, as the indiscriminate dome of the Bristlecrown proved hazardous to supporting elements. The SABR-2 merges the hive-analogous mechanism of the Bristlecrown with Autopod targeting framework, decoupled from INSTINCT in favor of a more traditional smart target Lock.*

### LICENSE III: SABR-3 ADVANCED SQUAD WEAPON, TOWER PROTOCOL

#### SABR-3 Advanced Squad Weapon

Heavy Cannon, Reliable 2

[Range 12] [1d6+4 Kinetic Damage]

**On Attack:** You may take 2 Heat to suppress the target. Until the end of their next turn, the target treats voluntary movement as if they are moving through Difficult Terrain until they are no longer within Range and Line of Sight of this weapon, or until you are involuntarily moved or knocked Prone.

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*With the Heavy Machine Gun considered ancient, with some speculation that the design came from before the Fall, the SABR-3 is an attempt to modernize and refine the design. With a more sensible caliber and state of the art recoil mechanism, the SABR-3 is much more controllable and lightweight than its predecessor. However, response to its unveiling has been mixed, as despite the engineers explanation that a lighter caliber allows you to put more bullets downrange more accurately while the fire rate switch gives the operator the ability to choose between fire to kill and fire to suppress, users everywhere decried it as "not enough guns".*

#### Tower Protocol

2 SP, Unique, Protocol, Heat (self) 1

Become Slowed. Your Overwatch becomes 1/turn but deals half damage, heat and burn.

Each Overwatch beyond the first deals Heat (self) 1, increasing each time it is triggered (First Overwatch as normal, Second Overwatch 1 Heat, Third Overwatch 2 Heat, etc), resetting at the start of your turn.

You may end this effect as a Protocol

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*TOWER turns a mech into a veritable blur as it disengages Limiter and RoE Protocol from the Threat Response system. No Longer burdened with threat recognition and processing, a mech with TOWER active simply responds to almost any external stimuli with return-fire, cutting reaction time down to almost instantaneous, although accuracy suffers as a result and careless use can lead to unfriendly fire.*

