

IPS-N KUPE

Defender/Striker

Initially an industrial/construction mech frame, the GMS Mitchell was modified for combat use following an invasion from a militaristic neighboring system. DoJ/HR investigations into potential encouragement and/or interference from Ras Shamra in this conflict are ongoing.

Due to its simple design, workers within one of the planet's largest manufacturing bodies were able to reroute power from certain systems to others as need arose and modify its structure without requiring advanced knowledge of programming or microprocessing systems.

When the conflict ground to a stalemate and Union representatives were able to bring both parties to negotiations, IPS-N purchased rights to the modified Mitchell from the surviving manufactory workers and standardized workarounds.

CORE STATS

Size: 2

Armor: 2

HULL

HP: 10

Repair Cap: 5

AGILITY

Evasion: 6

Speed: 3

Save Target: 10

Sensors: 6

SYSTEMS

E-Defense: 6

Tech Attack: -2

SP: 5

ENGINEERING

Heat Cap: 5

TRAITS

HEAVY FRAME

The Kupe can't be pushed, pulled, knocked **Prone**, or knocked back by smaller characters.

GUARDIAN

Adjacent allied characters can use the Kupe for hard cover.

IMPLACABLE

The Kupe ignores Difficult Terrain

MOUNTS

HEAVY
MOUNT

MAIN/AUX
MOUNT

CORE SYSTEM

UNSTOPPABLE FORCE

The GMS Mitchell, like most GMS products, was made to be user-friendly and customizable. A focus on mechanical connections rather than digital or electronic allows pilots to disengage 'extraneous' programming in order to assume more direct control.

There are several side-effects that result from this override that prevent it from becoming more widespread. First and foremost, even with a robust internal structure, the Kupe would quickly tear itself apart from the strain of parts not functioning in very precise, interlocking patterns. Secondly, decoupling motive actuators from their coordination programming prevents anything but very simple movement routines. Lastly, the increase in audible vibration has been described as "hell-grinding" and "unbearable". Ear protection is recommended.

Engage Manual Drive

Active (1CP), Protocol

The Kupe becomes **Slowed**, but has immunity to the **Impaired**, **Immobilized**, or **Jammed** conditions, even from its own abilities. These conditions are only suppressed for the duration and return, if they still apply, after this ability expires.

The Kupe takes 1 AP Kinetic damage and 1 Heat at the end of every turn **Engage Manual Drive** is active, cumulatively increasing by 1 every subsequent round.

Engage Manual Drive may be ended as a **Protocol**

**LICENSE I:
GYROSCOPIC STABILIZERS, GEOBURST RIFLE**

Gyroscopic Stabilizers

2 SP, Quick Action, Self-Heat 1

When activated you become **Slowed** and ignore the **Ordinance** tag on any weapon.

Gyroscopic Stabilizers can be deactivated as a **Quick Action**

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Despite its size, working in an industrial setting made steadiness one of the top priorities in a labor mech. Though unable to compensate for anything over moderate speeds, these stabilizers make steady advances with precision weaponry much more feasible.

GEOburst Rifle

Main Rifle

[Range 10][1d6 explosive damage]

On Crit: Target treats all terrain as Difficult until the end of its next turn.

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One of the first true additions IPS-N engineers made after the license acquisition was weaponry that allowed the slow-moving Kupe to avoid being kited by high-mobility opposition.

**LICENSE II:
KUPE FRAME, CHAFF POD, MOMENTUM
REBALANCE PROGRAMMING**

Chaff Pod

Heavy Cannon, Inaccurate, Ordinance

[Range 10][1d6+3 explosive damage]

On Hit: Target must make a **Systems** save. On failure, target cannot draw line of sight outside **Burst 2**

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Lead fragments mixed with certain semi-stable isotopes used within the factory and compacted into fireable shells gave defenders one of the largest advantages they were able to exploit to extend the conflict past the comfort of ledger-keepers on Ras Shamra.

Momentum Rebalance Programming

2 SP, Quick Action, Tags

When activated you become **Impaired** and your movement ignores engagement. When you become adjacent to another character during movement you may make a free **Ram** attempt. This system may only be triggered once per unique character per round.

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You may deactivate this system as a **Quick Action**.

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Working with several tons of ambulatory machinery naturally comes with a substantial amount of programming and training dedicated to managing its inherent extreme momentum in order prevent the machine from toppling itself over while simultaneously allowing it to execute its purpose. Focusing this programming on weaponizing that momentum grants increased efficiency at the cost of increased processing load and making its movements somewhat predictable.

LICENSE III: LIMIT OVERRIDES, SEISMIC PULSER

Limit Overrides

3 SP, Mod, Unique

Choose a non-loading, non-superheavy ranged weapon- you may fire it twice during a **Barrage** in place of a 2nd weapon. If you do, you become **Jammed** until the end of your next turn and **Impaired** until the end of the subsequent turn.

Contrary to popular belief, not all restrictions are imposed on equipment wholly for pilot safety precautions- yet some occasions warrant sacrificing overall efficiency for immediate results.

Seismic Pulser

2 SP, Quick Action

When activated you become **Immobilized**. Within Burst 3, terrain becomes Difficult. Additionally, any character that starts their turn in or enters this area the first time during their turn must make a **Hull** save. On failure they are knocked **Prone**, knocked back 3, and take 1d6 kinetic damage. On success they are knocked back 1.

Can be deactivated as a **Quick Action**

One of the first devices to be repurposed by the defenders was a piece of construction equipment used to break up solid materials as a precursor to digging. They were able to activate them in strategic locations in order to disrupt enemy movement and cohesion.