

## Artillery Support

Below are rules and a host of offboard artillery assets that should be laid out on cards to be played according to the *Spectacle Card* rules for *Battletech: Beyond Electrodrome*.

**Artillery Support: Sequence:** declare your intention to launch an artillery attack during initiative phase, then roll d6. 1: attack lands before movement phase, 2: attack lands before weapon attack phase, 3-4 attack lands during weapon attack phase, 5-6 the attack lands after weapon attack phase.

**Artillery Support: The Attack:** before rolling any dice, select a target hex for each round. This may be several hexes scattered across the board or a single hex. Then simply roll 2d6. 10+ results in the shot landing in the designated hex.

**Artillery Support: Misses:** roll 1d6 to determine the direction of the stray, with distance of miss equal to margin of failure. Rolling a 7 results in a margin of failure of 3, the distance the shell lands from the targeted hex.

**Quick (OPTIONAL) Rules for Skill use:** Using Mechwarrior: Destiny rules, one may make an Artillery skill check, adding 1 to their artillery attack roll for easy (2d6) success, 2 for average (3d6) success, and 3 for hard (4d6) success.

**Quick (VERY OPTIONAL) Rules for Tier use:** roll 1d6 when attempting to use the card. Rolling equal/above tier level permits use of the card. Failure results in nothing. Using Mechwarrior: Destiny rules, players may make an Artillery skill check, adding 1 to their roll for easy (2d6) success, 2 for average (3d6) success, and 3 for hard (4d6) success.

Munition	Tier	Rounds	To-Hit	Effects
Swag Canisters	1	d3+2	10+	Air-burst canisters filled with sponsor-approved merch. Any fan structure or infantry unit struck by swag cans generates an immediate d2 spectacle points for the firing player, and affected infantry units will not move or attack for d3 turns as they busy themselves collecting sweet, sweet swag. Swag cans also create a single hex of level 2 light smoke that disappears at the end of the following turn.
Paint	1	d3	10+	For each unit in the impacted hex roll 2d6: 9+ resulting in +1 to-hit. +3 max. Effect removed if mech is lit on fire or if its heat scale rises above 15.
High Explosive (HE)	1	d3	10+	10 damage (in 5pt clusters) to all units in targeted hex.
Smoke	1	d3	10+	Targeted hex and all adjacent filled with 2 levels of heavy smoke, dissipate after 3 turns.
Light Cluster	2	d3	10+	5 damage to targeted hex and adjacent 6 hexes, rolled as attacks from above.
Tear Gas	2	d3	10+	Creates 1 hex of level 1 light smoke (gas), inflicting 3d6 temporary damage to unprotected infantry (15 rounds), affected units cannot move or attack for d3 turns.
High Explosive Barrage	3	d3+2	10+	10 damage (in 5pt clusters) to all units in targeted hex
Fletcherette	3	d3	10+	3d6 to all unarmored infantry in targeted hex, 1d6 in all adjacent hexes. Damage is doubled vs. conventional infantry and doubled again if they are in clear terrain.
Chaff	3	d3	10+	Fill target hex with 2 levels of light smoke that counts as AMS (vs. SRM/LRM only) and creates a 3 hex diameter ECM bubble. Dissipates at the end of the following turn.
Flash	4	1d2	10+	Any unit facing the impact hex that is also within 3 hexes must make a successful piloting roll (+2 to target number) or is <i>blinded</i> until the end of the following turn, suffering +4 to-hit for all attacks, and if they move faster than walk they must make a piloting roll for every hex travelled or fall.
Medium Cluster	4	d3+1	10+	10 damage to targeted hex and adjacent 6 hexes, rolled as attacks from above in 5pt clusters.
Nerve Gas	4	d3	10+	Creates 1 hex of level 1 light smoke (gas), 4d6 lethal damage to unprotected infantry. Affected infantry cannot move on the following two turns.
Inferno	4	d3	10+	All units in targeted hex suffer from 5 inferno SRM hits (+10 heat). Hex ignited (with heavy smoke) for 30 turns.
Acid	4	d3+1	10+	All units in targeted hex suffer 1d6 damage immediately and a further +1d6/2 during end phase, all in 1pt clusters. Infantry units suffer double this damage, doubled again if in open terrain.
C-Foam	5	d3+1	10+	All units in struck hex are coated in C-Foam, which extinguishes fires, grants immunity to external sources of heat, and allows affected units to sink an extra 6 heat per turn. Effects last for 2 turns or until unit enters a water hex. Infantry units suffer 1d3 casualties and are unable to move for 2 turns.
Hallucinogas	5	d3	10+	Create 1 hex of level 1 light smoke (gas). Any infantry units must roll 1d6: 1-2 unit unable to move, 3-4 unit suffers 4d6 temporary casualties, 5-6 unit goes feral and attacks the nearest unit whether friend or foe. Effects last for d3+3 turns.
P.A.M.M.	5	d3+1	10+	All units in struck hex are coated in dense mobility-restricting polymer, reducing walk speed by 1 and increasing gunnery and piloting difficulties by +1. These effects are cumulative per impacted round. Effects last for 2 turns. Conventional infantry units, rather than losing mobility, suffer 2d6 casualties and suffer +1 to all attack difficulties.
Heavy High Explosive (HHE)	6	d3+2	10+	20 damage (in 5pt clusters) to all units in targeted hex.
Heavy Cluster	6	d3	10+	20 damage to targeted hex and adjacent 6 hexes, rolled as attacks from above in 5pt clusters.
H.E.E.M.P.	6	d2	10+	All non-infantry units in impact hex and 6 adjacent hexes: 10 damage in 2pt clusters resolved as attacks from above, gunnery and piloting rolls suffer +2 difficulty modifier, +5 extra heat is generated, and -1 to initiative. Effects last d2 rounds.