

# Godspar's Missile Sponsorships

## For BattleTech: Beyond Electrodrome

[www.Godspargames.com](http://www.Godspargames.com)

### Doombud

#### Tier 1: Spare Tubes

*Doombud believes in their purpose: DEATH. Which is why all of our missile launchers deliver more of it.*

- +1 SRM per flight or +2 LRM/MRM per flight.

#### Tier 2: Smaug Fuel

*Our missile fuel is deliberately doped with obscurants and volatile adhesives, resulting in reduced targeting acuity when they find the right mark.*

- For each cluster of missiles that strikes the head, the targeted unit suffers a +1 penalty to all gunnery to-hit numbers until the end of the following turn.

#### Tier 3: Black Arrow

*We at Doombud believe that myths mean something, which is where we draw much of our inspiration. The Black Arrow is an artisan missile designed to punch through the heaviest dragon hide.*

- One missile per flight is a monstrously over-powered artisan missile, and its attack is rolled separately. Inflicts +2 damage directly to IS and roll for crits at -1 if external armor remains.

#### Tier 3: Devastators

*Trust us: replacing almost all of the fuel with high-explosive mass and tungsten penetrators is a good idea.*

- Available in single volleys.
- Damage is doubled per missile.
- +1 to-hit penalty
- -1 to cluster hits rolls
- -2 to short range, recalculate medium and long range as 2x/3x short range.
- Any minimum ranges are reduced by half.

### Holly

#### Tier 1: Sling-Boosted

*Sling-boosters give missiles a head-start out of the tube, sparing fuel for longer flights.*

- Independent of type of missile, +1 to short range, +2 to medium range, and +3 to long range

#### Tier 2: Skyflower Ammo

*Give the fans what they want. They tend to be generous and keen to reciprocate once they've had their satisfaction.*

- Available in single volleys.
- Half of each flight (rounded down) counts as flare mortar rounds (*Tactical Operations*, p.374), each of which generates +1 spectacle.
- The remainder of the flight is resolved as normal on the cluster hits table.

#### Tier 3: Tight Flights

*Incorporating "sacred geometry" into the alignment of missile tubes has a curious effect on cluster placement that sometimes seems to defy the laws of physics.*

- Bonus +1 when rolling cluster hits,

#### Tier 3: Rods from God

*Rather than an explosive warhead, these missiles contain a terminal stage sub-caliber depleted uranium penetrating rod that can punch through armor like sponge cake.*

- Available in single volleys.
- Half of all damage clusters is applied to the internal structure, rolling for criticals as normal.
- +1 to-hit penalty
- -1 to cluster hits rolls
- -2 to short range, recalculate medium and long range as 2x/3x short range.
- Any minimum ranges are reduced by half.
- No indirect fire.