

## Armor Sponsorships

Company:	Rep req:	Benefit:	Conditions:	GC Notes:
Phubahr	1 or greater	Basic Troublemaker mkII suits available for free, other Phubahr armors available for half price	No non-Phubahr armor allowed	Things are gonna be falling apart a lot
Malott	3 or greater	M&M Whisperskin suits available for free, all Malott armor available for half price	Occasional appearances in commercials required	Always called in for appearances at inopportune times
Wachter	4 or greater	One-time deal: R1P-A Goaltender issued free to each fireteam, replacements half price	Show confidence in the Goaltender, don't take cover if possible	Fun to force brazen behavior
CD&P	5 or greater	Free Citizen Soldier, Corporate Raider, or CXO suits	No other armors allowed, show off the tailoring	Firefights in tuxedos! Wahoo!
Vella Tacspec	6 or greater	One-time deal: one Bunker Bubble issued free to merc company, Vella gear half price	Must make a point of being seen in Vella gear in each fight	Possibly must shout Vella marketing slogans too
USM	Special	This contract is not acquired or offered: it's forced on the mercs when the USM conscripts them	Many, but lots of cool gear too	This is a story option more than a real contract

## Armament Sponsorships

Company:	Rep Req:	Benefit:	Conditions:	GC Notes:
Phubahr	1 or greater	Tensquare and Slingshot available free, all other Phubahr guns cheaper by \$1	Only Phubahr weapons allowed	For the budget-minded mercs
Urtheep	3 or greater	One Kitchen Sink Multicannon issued to each fireteam, all Urtheep guns half price	Cannon MUST be used once per fight at least	Deliberately problematic in restricted areas
Aarikaida	3 or greater	Aarikaida guns 1/3 price, custom beam weapons branded Aarikaida half price	Company may not use projectiles, beams only	Lazorz and lightning and plasma. Shiny.
BFF	4 or greater	BFF-brand melee weapons, non-lethal guns and non-lethal materiel half price	Must be seen using BFF gear whenever possible	Bonus points for shaving with a Molly-Polly Knife
Smythe	5 or greater	Smythe guns and all custom Holdout/Stealth Smythe gear half price	Smythe weapons only	Maybe make some stock Smythe carbines and such if this contract is used
Zwillmi	5 or greater	All melee weapons half price, including custom Zwillmi exotic melee weapons (plasma melee, etc)	Must enter melee whenever possible	Bayonet charge in the year 3100
Strohl	6 or greater	All Strohl guns and materiel available for half price	Strohl weapons only	This is one of the best deals
Blattco	6 or greater	All Blattco guns available for half price	Blattco weapons only	As is this
Wimanu-Arrow	6 or greater	All PEA guns sold in W-A brand (replace stock qualities with those on the W-A Shafter) at half price	Company may only use PEA weaponry	Suggest rework of this one, couldn't make it shine

## Ship/Vehicle Sponsorships

Company:	Rep	Ship Offered:	Vehicle Complement:
COF	1 to 2	Wyvern Gunboat	1 BFF AUV
	3 to 5	Dragon Cruiser	2 BFF AUVs, 1 Vella Breacher Bike
	6 or greater	COF Destroyer	3 BFF AUVs, 3 Vella Breacher Bikes
Aguirre	1 or less	Gladius Fighter	N/A
	2 to 5	Pilus-class Longboat	Quasimodo MPV
	6 or greater	Ballista-class Destroyer	2 Scutum tanks, 1 Quasimodo MPV
Doblitz	1 to 4	Harmadillo Gunboat	1 Pillbug Mini-tank
	7 or greater	Badgerwagon Battleship	3 Pillbug Mini-tanks, 2 Drumbeat APCs
Fox&Young	1 to 2	CONTRACT VIOLATION	
	3 to 4	Ghostfox Courier	1 Liutas Enforcement Cruiser
	5 or greater	Orion Cruiser	3 Liutas Enforcement Cruisers
Gaines-Uashjo	1 to 2	CONTRACT VIOLATION	
	3 to 4	Valnus Skytemper Corvette	Discount on all Jogamoto rentals, 1 GU Horizon APC
	5 or greater	Valnus Stormrage Frigate	Same discount, 3 GU Horizon APCs
Daysun-Tingo	1 to 4	CONTRACT VIOLATION	
	5 to 6	Harmless Sparrow	1 BFF AUV, 1 Vella Breacher Bike
	7 to 8	Jugulus Battlecruiser	2 BFF AUVs, 2 Vella Breacher Bikes
	9 or greater	Cephalus Skyfortress	3 BFF AUVs, 3 Vella Breacher Bikes, discounts on carried craft
Tausennigan	Fat chance.	Unknown	Unknown
USM		If you want USM ships, join the navy, not a merc crew.	

## INTRODUCTION

When a mercenary company has managed to acquire a favorable reputation and a good lawyer, there emerges the possibility of getting sponsored by one of the many, many military hardware companies out there. This offers tantalizing temptations like free stuff or steep discounts, but comes with caveats like not being allowed to badmouth that company's stuff, needing to keep the reputation high, and not being allowed to use gear from other companies if you want to keep that contract intact.

Generally, separate contracts are offered for weapons and armor suppliers, and if your lawyer is a true master of the trade they might even land you a sponsorship from a starship company, but those are far more difficult to acquire, and are quite perilous if you violate the terms. Perilous as in "We're being hunted by bounty hunters, REPO agents, and worst of all, paralegals."

Sponsorship Contracts allow a GC to be generous to their players while also getting a huge plot device, that being the company itself. Need a job? Maybe the corporation 'suggests' that the independent and plausibly-deniable mercenaries they sponsor should go do a certain thing, and maybe there'll be some bonuses in the sponsorship later on, hint hint. Or maybe they botch one of these contracts and end up getting chased through half the galaxy trying to evade the company goons trying to take back all that cool stuff.

## RULES

*To acquire corporate sponsorship:*

Contracts roll TN 20 for armor or weapons contract, TN 26 for starship/vehicle company. Do not apply Rep modifier to the Contracts roll. If an attempt fails, the merc company may not retry with that corporation until they have completed a job. Each company indicates a minimum Rep score required before you can attempt to negotiate a sponsorship with them. Once Rep is 3 points higher than the minimum, some companies may proactively offer sponsorships, though with slightly stricter conditions than would be present had the mercenaries asked first.

*Upgraded success:* Can modify terms of contract slightly, with GC approval, and steeply decreased penalties for breaking the contract

Can later alter terms (add a benefit, remove a condition) or exit contract free of penalty by performing a Negotiate check TN 22.

*Upgraded success:* As Contracts upgraded success, or may immediately end the contract with no penalty, and a severance bonus of 1d6 Resources.

### **Starship and Vehicle Companies:**

These are far more valuable and difficult contracts, and the GC may decide to include basic sponsorships, but not with these companies. If successfully contracted this way, the Mercs receive a ship and a vehicle complement as indicated by the the table. Note: If Rep increases to the next stage while contract is active, the corporation will offer to replace their current ship with that from the next stage. However, if Rep drops to a previous stage, REPO agents will collect the current ship and replace it with the ship from that stage with no compensation. Fleeing REPO agents immediately voids the contract. Starship and Vehicle sponsorships also include a rider contract with a randomly determined (requirement-compatible) armor company and weapons company. These are part of the main contract, and violating any of them violates all of them. Weapons come installed in sponsored vehicles from the contracted weapon company, and are not removable.

*Upgraded Success:* If you achieve this on a Starship and Vehicle contract, you somehow acquired a free starship, no REPO threat involved, as well as half the ship's stock value in upgrades that come pre-installed. As long as you keep this contract intact, you also get a discount on further upgrades to this ship. Did you blackmail the CEO or something? Wow.