

Solaris Melee Challenge -Tournament (version 2.17)

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Solaris VII. The Game World. Where novice and veteran MechWarriors come to try their hand at fame and fortune – or go down in flames, forgotten and penniless. This tournament attempts to immerse participants in the glitz, glamour, danger, and risk of arena combat and the ever-fickle attention of the audience. The brutality of Mech combat takes second seat to the all-important make-or-break attitude of the audience. Players in this tournament participate as a pilot, gaining Fame and Wealth based on showmanship, battlefield savvy, and experience while participating in combat, sponsorship, and stable membership.

Note: These rules are not meant to be comprehensive but to generally represent the ferocity that is the Solaris experience. If you are looking for in-depth realism, we suggest you start a home campaign using the Solaris Map Pack and the MechWarrior's Guide to Solaris VII.

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Initial Setup

Players

When a player enters the tournament, they are given a blank record sheet that contains their pilot information and C-bill ledger. They will need to create a MechWarrior pilot and purchase a Mech before they can enter the Melee Board. See *Pilot Characters*, below. Players may also download the record sheet from www.classicbattletech.com and pre-generate a PC for the tournament, provided it is approved by the on-site Judges.

Players will also need to keep in mind that they will need to keep their pilot and Mech record sheets neat and clean, as they will be reusing them after repairs. Players will need to use a pencil **at all times**. Once a player has been authenticated by a judge, they receive an Edge card (see *Edge Cards*, below) and a numbered player card for initiative. The GM randomly determines which starting portal where they will enter the battlefield.

Play Area

Qualifier Rounds:

It is recommended that an area 4' x 6' is set up. Do not use water or allow players to start fires on the board. Use terrain to block initial Line of Sight when placing starting areas on the playing area. Clearly mark the Exit points on the playing area (see *Exiting the Battlefield*, below).

If buildings are on the field: clearly define what levels the Buildings are, if they can be damaged and what CF the buildings are.

If 3D terrain is used: clearly define where levels start (ie, does a new level start at the first hex on a slope or the first complete hex on the level) and what hexes any non-standard terrain occupies.

Finals or Championship Round:

It is recommended that an area 4' x 6' is used. Place all starting areas equal distance from each other on the Edge of the playing field. Use terrain to block or limit Line of Sight to each starting area. Do not use water or allow players to start fires. Exit points will not be needed since players will not be allowed to leave the playing field. Each player will have 1 minute to complete their portion of the Movement phase. If the player is unable to complete their movement in the allotted time, the Mech will receive a +0 movement modifier.

If buildings are on the field: clearly define what levels the Buildings are, if they can be damaged and what CF the buildings are.

If 3D terrain is used: clearly define where levels start (ie, does a new level start at the first hex on a slope or the first complete hex on the level) and what hexes any non-standard terrain occupies.

Battlefield surprises:

The Melee board may contain additional obstacles during the course of the Tournament.

Turrets: From time to time, one or more turrets may be present on the field of play. Turrets may pop up at any time at pre-designated locations. If a turret is present, it locks onto the closest target in LOS. Turrets fire first in the Fire Phase. When a turret is firing, the judge rolls 2d6: on a roll greater than 8, the turret acquires the target and fires its weapons with a gunnery of 5. Turrets may be fired upon if present; each turret must take the appropriate points of damage in that turn in order to be destroyed. Damage to the turret does not accumulate turn to turn.

<i>Turrets</i>			
ROLL	Light (20 CF)	Medium/Heavy (40 CF)	Assault (60 CF)
1*	Ultra AC 2 AC 2 Rotary Cannon 2 LB-X 2	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10
2*	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10	Ultra AC 20 AC 20 LB-X 20
3	Light Gauss Rifle	Gauss Rifle	Heavy Gauss Rifle
4	ER Medium laser	ER Large Laser	ER PPC
5	SRM 4	SRM 6	Streak SRM 6
6	LRM 5	LRM 10	LRM 20

*Randomly choose one of the ACs.

Objects: There are two possible manmade objects that may also be on the field: *rebar* and *storage tanks*.

Rebar: Rebar are large pieces of straight metal that are placed before the start of each tournament phase. Rebar may be picked up and used as a club (see *Club Attacks, Pg145 TW*). Rebar is considered indestructible and may leave the board if the unit carrying it exits. That unit must surrender the rebar upon exit of the Melee Board.

Storage Tanks: Tanks may be targeted when on the Melee Board. The Class of Storage tank will determine how much damage it takes to destroy the tank and what the contents are. Use the *Hazardous Liquid Pools Table (Pg 49 TO)* for the amount of damage a Storage Tank’s contents will inflict on Units adjacent to the tank when it ruptures.

Light Storage Tank: 20 CF, Class 0 or 1 Liquids	Medium Storage Tank: 30 CF, Class 2 Liquids
Heavy Storage Tank: 40 CF, Class 3 or Deadly Liquids	Explosive Storage Tank: 50 CF, 20 pts damage to adjacent hexes and 10 pts damage to units two hexes away (all dmg is in 5 pt increments)

Mother Nature: Judges may introduce other sorts of natural hazards and will provide this information at the beginning of play. These Natural Hazards can include but are not limited to Hazardous Liquid Pools (Pg 49 TO) and Magma (Pg 37 TO)

Edge Cards

Each player is issued one Edge card when creating a character, at the start of a Catalyst Event or the start of a Tournament Day. Players may use the Edge card to force a re-roll of any dice roll that affects the player, including the drawing or rolling for Initiative. Once re-rolled the player may not choose to take the original roll. However, a second Edge may be used. When the Edge card is used it is turned in to the Melee Judge and may not be used again, though players may purchase additional Edge cards (see *Pilot Abilities table* below). Players may only have a maximum of three Edge cards at any time and may be purchased only when the Mechwarrior is off the board (See **Off Board time**, below). Unused Edge cards are forfeit at the end of a Catalyst Event or Tournament Day and cannot be transferred to another Catalyst Event or Tournament Day.

Pilot Characters (PC’s)

- All PCs begin with 10 initial Character Points (CP’s), 0 Fame points, 3 million C-bills, a Gunnery skill of 3 and a Piloting skill of 4.
- Most Pilot Abilities may be purchased only once (except Tier 4 abilities). All bonuses / penalties are cumulative unless otherwise noted. All PC’s are allowed three Pilot Abilities at the regular cost. Any additional abilities incur additional CP cost given in the Pilot Abilities table.
- Players may only acquire 1 Tier 1 ability and 2 Tier 2 abilities in their Pilots career in the Solaris Arenas. Tier 1 and 2 abilities may only be purchased when they meet the Fame Total required for those abilities.
- **Weapon Specialist:** The player must pick one specific weapon to be a specialist with (i.e., Medium Laser, Medium Pulse Laser, PPC, ER PPC, etc). Players must specify which Ammo they are specializing with when choosing ATMs or MMLs
- Some abilities are not affected by a MechWarrior’s wound and are never lost due to wounds. These abilities are designated with a “*” after the title or Tier.
- Some abilities can only be used once per Catalyst event or Tournament Day and are designated with a “**” after the title. The person running the game must use a token to track a player’s use of these abilities during a Catalyst Event or Tournament Day. When the ability has been used successfully, the player must forfeit the token to the person running the game until the next Catalyst event or Tournament Day. A player may only have one token per specific ability.
- Players must purchase a Mech before entering the arena from the listing of available Mechs (judges will provide). OmniMechs are fixed in the variant you purchase and cannot switch variants between matches. Pre-generated custom Mechs are available to players only through Sponsors and Stables.
- PC’s may purchase additional abilities / sponsors / stable memberships and/or trade-in and purchase Mechs during their Off Board Time (OBT).
- If a PC is killed, that PC gains a final reward of 8 Fame and that PC’s final statistics are used in the rankings. If there is sufficient time remaining to the end of the full tournament, a player may re-enter the tournament as a new pilot.
- Players must turn in record sheets (PC and Mech) to a Melee Judge before leaving the gaming area. Any player that leaves without turning in their sheets risks forfeiting the tournament.

A Note on Costs and Accounting: Prices for Clan Mechs have been increased by 50% of the standard price to reflect their scarcity in the Inner Sphere and to adjust game balance. All cost should be rounded down to the nearest 10,000 C-bills to simplify accounting. A modified costs list will be provided with pre-calculated base costs for purchasing, selling, and repairs

Loans

A player may purchase the *Loan* ability for 5 CP. This allows the player to borrow funds from Solaris’ underworld. How much a player can borrow is tied to a player’s fame (see table to right). The Loan is represented on the PC sheet by a negative number in the C-bills ledger.

A player may only have one Loan out at a time; when the player’s cash is back in the positive range, the Loan is erased from the PC’s sheet and may then be purchased again, if desired. A player may not purchase another Mech or ability until the loan is fully repaid. A Loan cannot be used to purchase a new Mech for the Final Round.

The *Loan* ability is not affected by pilot injury. To simplify play, consider a *Loan*’s interest already calculated into the *Loan* amount. The maximum loan amount may never exceed 8 million C-bills.

PC’s current Fame rating	Maximum Loan Amount
0	200,000
1-3	400,000
4-6	700,000
7-9	1,000,000
10-15	1,500,000
16-21	2,500,000
22-29	3,000,000
30-39	4,000,000
Each +10 Fame (up 79)	+1,000,000 (up to 8,000,000)

Godfather Insurance

The Solaris Underworld also provides a very expensive Insurance for Mechs. The Insurance costs 10% of the Book value of Current Mech plus an Insurance Modifier annotated on a player's record sheet. All players start a tournament with an Insurance Modifier of 0%. Every time a player uses the insurance, they will check off the next box for the Insurance Modifier on the Record sheet. The ability can be purchased only when off board and when the current Mech is fully functional (no damage). Previously purchased Insurance is forfeit when purchasing a new Mech unless the GM/Agent allows players to own multiple mechs.

The Insurance pays for 75% to the final repair cost of a Mech and can only be used once per purchase.

Pilot Abilities Table

Pilot Ability	CP cost	C-bill cost	Game effects
TIER 1 (Must have 20 Fame Minimum)			
Improved Gunnery 2	35	8,000,000	Lower Gunnery skill to 1. [Prerequisite: Improved Gunnery 1]
Improved Piloting 2	25	5,000,000	Lower Pilot skill to 2. [Prerequisite: Improved Piloting 1]
Weapon Specialist: Inner Sphere	15	500,000	-1 TH when firing a specific Inner Sphere ranged weapon. (Cannot be combined with any Stable effects that give a GSR bonus).
Weapon Specialist: Clan	25	750,000	-1 TH when firing a specific Clan ranged weapon (Cannot be combined with any Stable effects that give a GSR bonus).
Range Expert: Inner Sphere	15	500,000	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
Range Expert: Clan	20	750,000	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
Lightning Reflexes**	20	1,000,000	A player must declare the use of this ability before Initiative is determined. The player must make a pilot skill check with a +3 modifier. If the player successfully makes the Pilot check, the player may determine their initiative. If the player fails the pilot check, the player keeps their current Initiative. The Player will have a +2 TH modifier for the turn when attempting to use this ability. This ability can be used successfully once per Catalyst Event or Tournament Day.
TIER 2 (must have 10 Fame Minimum)			
Repairs Wizard	7	100,000	-20% to final Repair costs
Spin Out	7		Once per turn, may turn two hex-sides for 1 MP
Improved Gunnery 1	25	4,000,000	Lower Gunnery Skill to 2
Maneuvering Ace	6	-	May perform lateral shift like a Quad Mech (2 MP, 1 MP for Quads).
Improved Piloting 1	15	2,500,000	Lower Pilot skill to 3.
Elite Mech Crew*	10	750,000	A player spends 1 turn Off Board instead of normal 2 turns
Sniper	15	500,000	+1 to dice roll when checking for possible Critical Hits on an Opponent
TIER 3			
Inside Contact	8	1,500,000	Ignores +2 MP to use an Exit Portal. Roll 1d6 upon Exit declaration 1-2: Nothing happens 3-6: pilot's 'inside contact' opens exit door early & Mech may exit immediately.
Jump Master	8	100,000	Roll 1d6 per use of Jump Jets; 1-4: add 1 Jump MP to the Mech's maximum jump that turn 5-6: Jump Jets fail and may not be used that turn, Mech may walk or run instead.
Cool Hand	6	-	Manages heat well, subtract 2 from Heat total per turn.
Dodge	4	-	<ul style="list-style-type: none"> +2 defense modifier against physical attacks instead of making a physical attack Can be used in clear terrain only.
Marksman	8	300,000	-1 TH , Unit must remain stationary and no physical attack that turn.
Melee Specialist	8	-	During Physical Attack phase, either -1 TH or +1 to damage.
Terrain Ace	8	200,000	Once per turn, may reduce the terrain cost of any legal move by one (to minimum of 1 MP)
Speed Demon	5	-	Add 1 to walking MP before calculating running MP, may not make ranged attacks that turn. (Prerequisite: ½ of all actuators in the legs must be functioning)
Tactical Genius	8	-	Player may enter battlefield through portal of their choice (must choose before initiative).
Toughness*	6	-	<ul style="list-style-type: none"> Does not lose one Pilot Ability on first pilot hit, Add +1 to all Consciousness rolls.
Uncanny Luck**	12	-	May negate one critical hit (to Mech) per Catalyst Event or Tournament Day
TIER 4 *			
Edge	5	-	Gain Edge card (maximum of three at any time). Does not count for multiple abilities
Fame	7	100,000	Add one Fame point to Pilot total. Does not count for multiple abilities
Loan	5	Varies	See <i>Loan rules</i> . Does not count for multiple abilities.
Affiliation: Declare	1	-	PC becomes affiliated with a major House. Does not count for multiple abilities
Affiliation: Change	4	250,000	Also lose 2 Fame for changing House loyalty. Does not count for multiple abilities
Godfather Insurance**	-	Varies	See <i>Godfather Insurance rules</i> . Does not count for multiple abilities NOTE: Cannot be used with any other Repair bonus
Additional Pilot Abilities 4 th 5 th 6 th	+10 +20 +30	-	Additional CP cost for each ability beyond the first 3. Do not count any Tier 4 Abilities

Off-Board Time (OBT)

Off-Board Time is defined as the time that a player is not active on the Melee board but still present in the Tournament area. Players who plan to re-enter the Melee board in a short period of time must remain Off-Board for a minimum of 2 turns. During this time, players may:

1. Buy / Sell Mechs.
2. Repair Mech and/or Heal Pilot
3. Purchase abilities / Recruit corporate sponsors / Join a stable

Buying and Selling Mechs

Players may choose to sell their current Mech and purchase a new one using the following guidelines:

1. A player is only allowed to own one Mech at a time. (OPTIONAL)
2. Mechs must be fully repaired before sale, even if this causes a player to go into debt.
3. The sale price of a Mech is 75% of its Book Purchase Price.
4. Only Mechs allowed under *Total War* rules and from any officially printed Record Sheet book may be purchased, except those available to Sponsor/Stable members (Judges will provide).
5. OmniMechs are available for purchase with fixed configurations.
6. Clan Mechs are only available for purchase if the player is a member of a stable that makes them available, and as allowed by the judges. Certain Clan Mechs may be disallowed entirely.
7. Judges may exclude certain Mechs from play. Players may purchase stock units at the judge's table.

Repair Mech

Use the *Repair Table* for general repair costs and adjust for abilities/sponsor/stable modifiers. Repairs must be approved by a Melee Judge before a player can re-enter the Arena board. Players may not modify or customize their Mech beyond its original variant design.

A player may choose to forgo Full Repairs and choose Spot Repairs instead. If a Mech is destroyed, Spot Repairs are not possible. When using spot repairs, a completely destroyed section has to have the Internal Structure and all critical hit locations in the destroyed location repaired before the location is fully functioning.

Example 1: John had his arm blown off in the last match and now it's time to repair the damage done. The Solaris Gaming Commission Repair Technician tells John that he can get his Mech fully repaired for 1,064,250 C-bills (25% of the cost of his Mech). This will cover all the costs needed to get the Mech fully functioning. John pays the full amount and removes all damage from his Mech sheet

Example 2: John went back in the Arena and had the same arm blown off. He didn't earn any money while in the arena. The Technician tells John that he can pay the 1,064,250 C-bills again or do a spot repair on all the components needed to get the arm functioning again (Internal Structure and 4 Actuators) for 936,560 C-bills (Internal Structure - 425,700 and each Actuator in the arm - 127,710). To save money during his latest bad luck streak, John goes the route of the Spot Repair.

Example 3: Once again John comes limping back into the Mech bay with the same arm complete destroyed. The Technician tells John the same quote for repair. A little short on cash, John opts to go with a Spot repair again. But to save as much cash as possible, John tells the Technician to repair the Internal Structure and the Shoulder Actuator only. He hopes to earn enough cash to get the rest of the arm fixed later.

Repair and Refit Table

Repair Type	Cost	Notes
Armor Repairs	Free	<i>Sponsored by Devall's Scrapyard</i>
Ammo Reloads*	Free	<i>Courtesy of Barrymore Munitions</i>
Full Repairs: Mech is not crippled or destroyed	25.00%	Of Base Cost
Full Repairs: Mech is crippled	35.00%	Of Base Cost
Full Repairs: Mech is destroyed	45.00%	Of Base Cost
Spot Repair: <i>Internal Structure</i> (instead of Full Repairs)	10.00%	Per each Location. This includes replacing an entire limb or Torso
Spot Repair: <i>Critical Hit</i> (instead of Full Repairs)	\$20,000.00	Per each Weapon Critical
	3.00%	Per each Actuator Critical
	5.00%	Per Engine or Gyro Critical
	\$10,000.00	Any other Critical (ea)
Ejected from a Mech	+10%	Mech is not crippled or destroyed
MechWarrior healing	\$50,000	Per each wound

* Specialty ammo is not available unless provided through a Sponsor. Special Ammo and Partial ammo loads must be noted on the Mech record sheet prior to Challenge Board play.

Purchase Abilities / Recruit Corporate Sponsors / Enter a Stable

Players use a combination of CPs and C-bills to buy PC abilities, sponsorships, and/or stable membership. See the *Pilot Abilities Table* and the *Stable and Sponsor Table* for ways to ‘customize’ your pilot. Players make adjustments on their pilot record sheet. A Melee Judge must approve all purchasing before a player can re-enter the Melee Board. Players may not purchase ability more than once (with the exception of the Affiliation Change/Declare, Edge, and Fame). The *Loan* ability is a special exception (see *Loans*).

Spending Limits

To maintain play balance in early stages of the contest, judges may impose a maximum value of Mechs allowed in a session. Players should consult with the judge to determine the current limit. At the Judge’s discretion, players who may have already purchased Mechs over the Spending Limit will be allowed to sell these at the price they paid for purchase, and may choose another Mech.

Stables and Sponsors

As players advance they may elect to join a Stable or add a Corporate Sponsor. Players may only have a maximum of one Stable and two Sponsors at any time. Some Sponsors and Stables require that the player first declare a House Affiliation before joining. Players switching Sponsors or Stables must first pay the ‘penalty’ for switching (on the *Stable/Sponsor Tables*) before they can sign with a new Stable or Sponsor. Some Sponsors may only be used in conjunction with certain House-affiliated Stables. Any (U) entries may be combined with other Sponsors / Stables, as long as the player meets the listed criteria. There may be a limit to how many players may be affiliated with each Stable / Sponsor.

Stables marked with a *C* allow a player to purchase Clan Mechs. PCs must meet the Fame minimum before they can sign up for a Sponsor or Stable; however, that minimum is at the time of initial membership only and does not have to be maintained once a Sponsor / Stable has been selected.

If a pilot leaves a stable or sponsor that was used to build a Custom Mech, that pilot must sell the Custom Mech back to the Sponsor or Stable at 50% of the book cost.

A player cannot rejoin a sponsor they have withdrawn from

Custom Mechs

Sponsors and Stables give players access to additional components to customize a Mech for arena combat. Players have three choices when customizing their mechs: Basic, Medium and Advanced Customization. The player may customize the current Mech they are piloting. A Mech may only be customized once, but a MechWarrior may customize every Mech they purchase. A Mech may only be customized with 1 Tier 1 customization, 2 Tier 2 and 3 Tier 3 customizations. Omnimechs may not be customized.

Basic Customization: The new cost of the customized Mech CANNOT exceed 105% of the current Book cost. This type of Customization requires the following:

- Fame: 30 Minimum
- CP Cost: 30
- Cbills cost: 15% of the current Mech’s book price
- Allowed to make Tier 3 and 4 changes

Medium Customization: The new cost of the customized Mech CANNOT exceed 110% of the current Book cost. This type of Customization requires the following:

- Must have a Sponsor
- Fame: 40 Minimum
- CP Cost: 40
- Cbills cost: 20% of the current Mech’s book price
- Allowed to make Tier 2, 3, and 4 changes

Advanced Customization: The new cost of the customized Mech CANNOT exceed 120% of the current Book cost. This type of Customization requires the following:

- Must be a Member of a Stable
- Fame: 50 Minimum
- CP Cost: 50
- Cbills cost: 25% of the current Mech’s book price
- Allowed to make Tier 1, 2, 3, and 4 changes

If a pilot leaves a stable or sponsor that was used to build a Custom Mech, that pilot must sell the Custom Mech back to the Sponsor or Stable at 50% of the book cost.

<i>Customizing a Mech</i>
TIER 1 Customizations
Changing to a Compact, Heavy Duty, or XL Gyro Changing to Light, XL, XXL, or Compact Fusion Engine Adding a Supercharger Changing to Hardened, Laser-Reflective, or Reactive Armor Adding a Target Computer
TIER 2 Customization
Adding Artemis IV Changing to a Small or Torso Mounted Cockpit Changing to Double or Compact Heat Sinks (*) Improving the rating of current Engine (**) Changing Improved Jump Jets (*) Changing to Ferro-Fibrous, Light Ferro-Fibrous, or Heavy Ferro-Fibrous Armor
TIER 3 Customization
Adding Ranged Weapons (Maximum of 3) Adding Physical Weapons (Maximum of 2) Adding a MASC Adding or Changing any type of ECM Adding or Changing any type of Anti-missile System Adding or Changing any type of C3 Adding or Changing CASE Armoring a Component
TIER 4 Customization (*)
Adding Chaff Pod Additional Armor Tonnage (**) Adding Heat Sinks (**) Adding Jump Jets (**) Adding Ammunition (***)
(*) – May purchase as many as wanted (**) – May not change the type of equipment (ie Double Heat Sinks when the Mech has Single) (***) – Allowed to purchase Special Ammo if allowed by the current Sponsor or Stable

Mechs can only be customized at the beginning or end of a Catalyst Event or Tournament Day. All Custom mechs must be approved by and built in the presence of a Catalyst Agent or GM.

Sponsors Table

Sponsor Company (affiliation)	Fame (minimum)	CP cost	C-bill Gain	Game Effects
Barrymore Munitions (FWL)	3	4	500,000	• May purchase 1 ton of special ammo / OBT cycle for an additional 5 CP
Devall's Scrapyard (U)	1	5	500,000	• -10% for final Repair costs • -2% for each additional CP spent (5 CP max)
Glass Tower (CC)	1	3	500,000	• May exceed Loan max category by one level. Capellan Affiliation only.
Matani's Mechs (U)	1	5	500,000	• -25% purchase price on all Light Mechs • -10% purchase price on all Medium • -5% for final Repair costs
Mech Sales (U)	2	6	750,000	• Mech resale value is 100% • +15% for final Repair costs
Murdock Brokers (LA)	6	4	750,000	• +1 CP for every \$1M in prize money gained in a Turn. Lyran Affiliation only.
OGS Productions (U)	2	5	500,000	• +1 Fame for successful Melee attacks • Free MechWarrior healing during OBT
Tekshop (U)	4	6	750,000	• -5% for final Repair costs • +10% to Mech purchase cost
V.E.S.T. (U)	8	9	500,000	• -10% for final Repair costs • +10% to Mech purchases • May purchase 1 ton of special ammo / OBT cycle for an additional 5 CP
Withdrawing from a Sponsor	-2	4	-500,000	• Effects of previous Sponsor are lost.

Stables Table

Stable (affiliation)	Fame (minimum)	CP cost	C-bill Cost	Game Effects
Blackstar (FS) *C*	10	20	2,000,000	• -15% to final Repair costs • Only Heavy or Assault Class Mechs may be used.
Blake's Castaways (U)	10	15	2,000,000	• -1 TH other Stable-sponsored Mechs • Medium / Heavy-class Mech purchases at 25% below cost
Cenotaph (CC) *C*	14	20	3,500,000	• +1 Fame to all solo kills • Gain free Edge card upon joining • -10% to final Repair Costs
DeLon (DC) *C*	13	22	3,500,000	• Clan Mechs may be purchased at 25% below cost • May not use targeting computers (Clan or IS).
Fitzhugh (FWL)	5	8	750,000	• -10% to final Repair Costs • +1 to PSR's (bonus) • -1 Fame for each MW Wound.
Galahad (FWL)	10	10	1,000,000	• -1 TH with ranged weapons that do <9 pts maximum potential damage • May not attack opponent in the rear (Penalty: 2 Fame, 250,000 C-bills).
Gemini (FS)	8	18	2,500,000	• -5 heat per round • No Mechs slower than 5/8.
Hombres (U)	3	10	1,000,000	• -2 TH physical attacks • +20% to final Repair Costs.
Overlord (LA) *C*	10	18	1,500,000	• -1 TH for long-range attacks • +10% to final Repair Costs
Skye Tigers (LA)	4	13	1,000,000	• -2 TH if target is a Fed Suns stable member, • +1 on all PSR's (bonus) • +1 TH on all Physical Attacks.
Tandrek (CC)	7	10	1,000,000	• -2 TH physical attacks • May only use Medium / Heavy class IS Mechs.
Toranaga (DC)	8	12	1,250,000	• +1 Fame after successful melee weapon attack • -1 Fame after sustaining 40 pts.damage in a Phase.
Zellbruggen Co-Op (U) *C*	15	22	1,500,000	• +2 Fame for each solo kill • May only use Clan Mechs, but purchase these at 10% below cost. • May not make Physical Attacks.
Withdrawing from a Stable	-4	8	2,000,000	• All effects of previous Stable are lost • Player may not rejoin this Stable.

(##) - Requires player to first Declare Affiliation with that House except Unaffiliated (U).

Abbreviations: (CC) Capellan Confederation, (DC) Draconis Combine, (FS) Federated Suns, (FWL) Free Worlds League, (LA) Lyran Alliance, (U) Unaffiliated

Special Rules for Stables

All players that are members of a Stable must follow these additional rules during Challenge Board play, or be expelled from their Stable (See Withdrawing from a Stable).

- Players may not fire on a fellow stable member if there is another target of equal or greater weight class in the arena.
- Only players from the same stable may discuss Battlefield tactics in the Tournament Area
- Players from the same Stable may loan C-Bills to each other instead of taking out a loan from the Solaris underworld.
 - The Lendee must pay the loan off in full and must pay an additional 20% of the loan amount to the Stable in order for the loan to be repaid. When the loan is repaid, it may be erased from the front of the Pilot Log Sheet.
 - A player may not purchase another Mech or ability until the loan is repaid.

Challenge Board play

As per CBT *Total War* game rules with the following changes:

1. Fire declaration is done in reverse initiative order.
2. Unless otherwise noted, structures are considered indestructible and buildings cannot be entered, Woods may not be cleared, and Fire/Smoke rules are not in play.
3. For each pilot hit, the player loses one pilot ability (player's choice). This loss is temporary until the pilot is healed (see *Pilot Characters*).
4. The following equipment is considered non-functional: C3 slave, C3 Master, C3i, TAG.
5. The following special ammunition loads are disallowed: Thunder, Arrow IV and FASCAM munitions, **all Level 3 special ammunition**. Narc homing missiles are only compatible with Narc and iNarc pods launched from the player's Mech.
6. Any ammo bins containing special ammunition must be clearly marked and authorized by a Melee Judge. Partial loads of ammo are NOT allowed.
7. Use Total Warfare, page 258- Forced Withdrawal to determine when a Mech is crippled and Total Warfare, page 128 – Destroying a Unit to determine when a Mech is destroyed.

Exiting the battlefield:

A player can leave the Battlefield a number of ways. The most common is going through an exit portal, but can include ejecting from a Mech or the pilot being knocked unconscious. Any player that leaves the Battlefield during the Championship Round cannot reenter the battlefield at all.

EXIT PORTALS

Arenas may be equipped with two types of Exit Portals, Gates and Elevators. Both can be used only **after a Mech has been on the battlefield the minimum number of turns**. Solaris Regulations has this minimum number at **6 turns** but can be changed as long as all parties are in agreement. A Mech may occupy an Exit Portal hex even if it has no intention of leaving the board.

GATES (+2 MP): Gates are openings in the field or wall that protects the audience from any stray weapon fire. These gates are controlled by the Battlefield Operators of the Solaris Gaming Commission. To use a gate, a player must declare before their movement starts that they are leaving the battlefield through a Gate and must use either the Walking or Running Movement Mode to go through the Gate. The player must expend another 2 Movement Points after entering the Exit hex to open the Gate and to Pilot the Mech through the Gate. The exiting Mech will be pulled from the Battlefield at the end of that movement phase. If the exiting Mech is the target of a physical attack declared during the movement phase, the gates will not be opened that turn for the safety of the Solaris Gaming Commission Employees. The pilot may attempt to open the gates the next turn as long as the Mech is still in the Exit Portal hex for the Gate. Any Mech unable to leave the Battlefield at the end of a phase WILL NOT be pulled off the Battlefield.

ELEVATORS (+2 MP): Elevators are drop down exits in the floor of the Arena. They are remotely controlled from the Console of the Battlemechs. To use an elevator, a player must declare before their movement starts that they are leaving the battlefield through an Elevator and must expend another 2 Movement points after entering the Exit hex to activate the Elevator. The exiting Mech may still make Ranged Weapon attacks and be the target of Ranged Weapon attacks. The exiting Mech may only perform Punching attacks using the kicking table and may only be the target of a Kick attack using the punch table during the Physical Attack phase of the turn unless it has gone prone in the Elevator hex. The Mech will be pulled off the Battlefield during the End Phase.

A Mech that has its walking Movement Points reduced to 1 due to damage done to leg actuators or a leg being blown off can still use an Exit Portal the same turn they have moved into the Exit Portal hex.

Example 1: Jeremy has decided to leave the board after spending 6 turns on the battlefield. His Mech is capable of running 6 hexes. He is four clear hexes away from an Exit portal. He decides to make a run for the exit. It takes four Movement Points to get to the Exit hex and then he expends another two points to contact the Battlefield Operators and pilot his Mech through the open Gate.

Example 2: John has also decided to leave the board through an Elevator. His Mech is capable of jumping 8 hexes. He is currently 6 hexes away from an Elevator Portal. John spends 6 Movement Points to jump to the Exit hex and another 2 Movement Points to activate the Elevator.

KNOCKED UNCONSCIOUS (OPTIONAL)

A Mech with an Unconscious pilot will be pulled off the Battlefield during the End Phase of the turn the Pilot was knocked unconscious. This rule does not apply during the Finals or Championship Round.

EJECTING:

Use rules for Ejecting from Strategic Operations, Page 314. Players must declare on their Mech Record Sheet whether Auto-Eject is On or Off. Failure to do so will set Auto-Eject to On.

If a player ejects from their Mech, they must repair the Cockpit Critical Location before coming back into play. A Mech that is crippled will retain a crippled status when its pilot manually ejected the cockpit; it will not be considered destroyed.

DESTROYING A MECH

A Unit is considered destroyed when it meets requirements listed in Total Warfare, page 128. A destroyed unit will leave the Arena at the end of the phase it was destroyed.

Prize Money and Character Development

As play progresses, players can gain fame, fortune, and increased Pilot abilities. Certain acts, feats, kills, and moves can add CPs, Fame, and / or C-bills to your Pilot Character. See the *On-board Event Table* for a list of what you could earn or be penalized for. All Awards will be given during the End Phase of a turn.

All players who meet the following criteria can claim credit for Killing or Crippling a unit, or Knocking a Pilot unconscious during the Fire Phase or Physical Phase. To have legitimate claim for Killing or Crippling a unit or Knocking a Pilot unconscious, the player must have:

- a. Declared an attack against that unit the phase it was destroyed, crippled, or knocked out
- b. Successfully hit and damaged that unit.

If a unit is destroyed before a player gets to roll, the Attacking player still rolls as normal to see if the hit succeeds since all combat is considered simultaneous. If there are multiple claimants to a Mech Kill, the players may claim the appropriate Assisted Award. If there is a Single Claimant to a Mech Kill, that player may claim the appropriate Solo Award.

If a Player inflicts heat during the Fire Phase, and the target is subsequently destroyed or crippled in the End Phase by heat effects, score this as an Assist for the player that inflicted heat on destroyed unit.

If a unit is considered crippled by the end of a phase and is destroyed by the end of another phase in the same turn, it is considered destroyed when awarding events during the Turn's End Phase. Players cannot claim awards for crippling and / or destroying the same unit in the same turn.

A player will not earn **Crippling a Unit** awards for further damaging a Unit that started the turn Crippled.

Example 1: Jeremy shoots at Ross and gains Critical Hit on one of Ross' Medium Lasers. That same turn, John hits Ross in the Head and gets a Critical Hit on one of his sensors. By Total Warfare Rules, Ross is now Crippled. No one else does damage to Ross the rest of the turn. During the End Phase, Jeremy gains a **Critical Hit: Weapon** and **Crippling a Unit, Equal Class** rewards. John gains **Head Hit, Critical Hit: Head**, and **Crippling a Unit, Equal Class** reward.

Example 2: Josh decides to charge Jeremy during the movement phase while Ross fires at Jeremy during the Fire Phase. Ross' Ultra AC 20 blows off Jeremy's Right Torso. Jeremy's Mech is considered Crippled at the end of the Fire phase. During the Melee Phase, Josh successfully hit Jeremy's Mech with the Charge and does enough damage to destroy Jeremy's Mech. During the end phase, Ross will get rewards for **Dealing 20-39 points of damage** and **Each additional 20 points of Damage** but will not receive a reward for Crippling him because Jeremy's Mech changed status to Destroyed at the end of the Melee phase. This means that Josh will get a **Kill, Solo, Equal Class** and **Melee: Charge (Successful)** reward.

Betting (OPTIONAL)

As with any sporting event, Solaris is no stranger to Gambling. Gambling can make or break a player when it comes to their fame and fortune. It is recommended that poker chips are used for the betting process. The value of the chips and how chips are earned is up to the person running the tournament. One possible way is to get different color chips to represent every category of rewards (Black for Kills, Blue for Flashy Moves, White for Special Attack, and Red for Crippling), label the chips for the different types of events in each category, and hand out chips as players receive rewards. A player then can use the chips they have earned on events occurring on the board. A player then must cash in their chips and document on their Character sheet the rewards they gained in order to improve the pilot or repair/buy a mech. This method is a little more costly to the player because they are betting the entire value of the chip (Fame, Character Points and C-bills).

When placing a bet:

- A Bet can only be made with another player or the house. No Pools are allowed
- Events for Bets must be specific. Example: All weapons fired will hit, the pilot will make his consciousness roll, the AC-20 attack will fail, etc

- Bets must be made with the same chip color but not of the same category. The Category of the chip can be hidden but the color of the chip cannot. Example: Player A places a bet with Player B. Player A picks a white chip and so must Player B. Player A chooses Head Hit while Player B chooses Melee (non-weapon).
- Players cannot place bets on events that directly affect themselves.
- If an Edge is used to force a re-roll, all bets on that roll are void. Any new bets must be placed before a new roll is made.

Example 1: Jeremy, John and Ross are starting a new round. They are new players and are starting with no chips. During one of the rounds, Jeremy's Hunchback hits with its LB-X 20 Autocannon and lucky hits with all 20 individual hits. The agent gives Jeremy a poker chip that represents **Flashy Moves: Dealing 20-39 points of damage**. He can now hold on to it or use it to place bets with other players or against the house.

Example 2: Many turns later, all players have earned chips to bet with. Ross decides to do a Death From above attack on John's Starslayer. The house calls a bet. It places chips for the Flashy Moves category on the table. The Agent states the house is betting that Ross will fail the DFA attack. Only John and Jeremy have chips from that category and bet against the house (saying Ross will make the DFA attack). Ross is successful, meaning that John and Jeremy win a poker chip from the Flashy Move category.

Example 3: The next turn, John decides to charge Ross' Thunderbolt. The Agent calls for another bet with another Flashy Moves chip. The House believes John will succeed. Ross accepts the bet (believes John will fail). John's attack succeeds. Ross loses the Flashy Moves poker chip he bet. He has lost all the rewards that go with chip (Fame, Character Points and C-Bills).

Example 4: Ross has to make a pilot check from John's successful Charge attack. John wants to make a bet that Ross will fail the pilot check and places a **Special Attack Type: Head Hit** on the table. Jeremy takes the bet and places a **Special Attack Type: Melee (non-weapon)** chip on the table. Ross fails the Pilot Check and Jeremy loses his chip to John.

Example 5: Jeremy has to leave the game at the end of the round. He collects all his Poker Chips by category. An Agent assists him by letting him know how much each chip is worth. Jeremy has earned two chips for **Flashy Moves: Dealing 20-39 points of damage**. Each chip is worth 1 Fame, 1 Character Point, and 250,000 C-bills. The Agent tells Jeremy to write down **Flashy Moves: Dealing 20-39 points of damage** x2 on the Pilot ledger and he gets 2 Fame points, 2 Character Points, and 500,000 C-bills. Jeremy turns over the chips earned. Jeremy will have to earn new chips in the next round he plays in to participate in bets.

Teams (OPTIONAL)

Note: Use Teams only if you have players that can participate for the entire tournament.

An Agent can allow players to form teams to compete against individual players or other teams. Teams will have at least 3 pilot logs: 1 for each individual pilot and one for the Team. The Team log will only be used to track the amount of Fame, Character Points (CPs), C-Bills, and the Sponsors the Team has. Players can deposit whatever amount of Fame, CP, and C-bills they want from their log into the Team Log. The Team's Fame, CP, and C-Bills can be used to gain a new Sponsor or Purchase / Repair a Mech for the Team. If a Sponsor has a requirement for a Certain Stable, all members of the Team must belong to the required Stable. The Team's Fame, CP, and C-Bills cannot be used to purchase Stables or Pilot Abilities for the Team.

Example1: Jeremy and John decide to form a team. They get another Pilot sheet for the Team. Jeremy decides to contribute 5 Fame, 10 CP, and 1,000,000 C-Bills to the team while John contributes 10 Fame, 5 CP, and 500,000 C-Bills. The team now has a total of 15 Fame, 15 CP, and 1,500,000 C-Bills. This is more more than enough Fame and CPs for V.E.S.T. to sponsor the team.

If a Team breaks up, the shared resources of the Team (Fame, C-Bills, and CP) are split equally between its members. Any Mechs owned by the team must be sold back at 75% of the Book cost.

If one member of a team wants to join a Stable, all team members must join the same Stable at the same time. Team Mates cannot be members of different Stables. Team mates are allowed to discuss Arena tactics in the Tournament area without being members of a Stable.

Team Members can have different Sponsors. Sponsor abilities apply only to the pilot that has the sponsor. A sponsor will only support a team or an individual pilot but not both (The same sponsor cannot be on an individual pilot log and the Team's log.) Teams can only have one sponsor

GM/Agents can have the team enter the arena at the same location or in different areas of the Arena. Teams can use C3, NARC, ECM, and TAG equipment or any variant thereof. Pilots are not allowed to attack their teammates but are allowed to move through a hex occupied by a teammates Mech.

Fame! Fortune! Flair! (Or How to win the Tournament)

Qualifiers:

There will be a winner declared after each day or partial day of Qualifiers. The winner of that day of Qualifiers will be determined based on their total C-bill net worth. The Net worth is calculated on the total C-bills on hand plus the value of the Mech(s) owned minus any loans. In case of a tie, the tiebreaker will be

1. Fame
2. Kills (total)
3. Kills (solo).

Finals or Championship:

The winner of the Finals / Championship will be the last man standing. In case there is not a clear winner (ie, all mechs are destroyed or crippled in the last round), the winner will be determined by the Pilot with the highest:

1. Fame
2. Kills (Total)
3. Kills (Solo)
4. C-bills Net worth (Total C-bills on hand + value of Mech(s) owned - Loans)

Second and Third place will be determined by the total C-bill net worth. The Net worth is calculated on the total C-bills on hand plus the value of the mech(s) owned minus any loans. In case of a tie, the tiebreaker will be

1. Fame
2. Kills (total)
3. Kills (solo).

Credits

Original Rules by Ben Rome (2005).

Revised for version 2.0 by Dan Eastwood (2007)

Additional contributions:

Rick Remer created the adjusted costs listing and abbreviated mech listing.

Playtesting by the *Singapore Longshoremen*.

Scott Hopkins (helped run this event in 2007-08, and made numerous suggestions).

Stephen Watts (2007, 2008, 2009 Gencon SMC champion)

Brian Bunch (contributed to 2009 revisions, hellbringer311@aol.com)

Dan Eastwood (final 2009 edits, EastwoodDC@gmail.com)

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Playtesting by: Jeremy Weyand, John Muncy, Tyler Muncy, John Carroll, James O'Laughlin, Blake Cetnar, Josh Metzger, Ross Eaton, Michael "Southpaw13" Miller, Mike "X-Sythe" Demaline, Andrew "Boyscout" Schwenzer, Craig "azhael" Tome, Jason "DarkMessiah" Rhodes, Zach Lattimer

Abbreviations and Definitions:

On the Board: This is the time a Mech spends in an Arena

GSR: Gunnery Skill Roll, +1 GSR indicates a bonus to hit.

PSR: Piloting Skill Roll, +1 PSR indicates a bonus to hit.

TH* "To Hit", -1 TH indicates a bonus to the target number for the "To Hit" roll.

* -1 TH and +1 GSR both mean the same thing, but usage is not consistent

On-board Event table Numbers in () are penalties and considered negative.

	Event	Fame	CP	C-Bills	Notes
KILLS					
A	Kill, Solo, 3+ classes less	0	0	250,000	
B	Kill, Assisted, 3+ classes less	(2)	0	0	<i>Pick on someone your own size!</i>
C	Kill, Solo, 2 classes less	1	2	500,000	
D	Kill, Assisted, 2 classes less	(1)	0	0	<i>Bully!</i>
E	Kill, Solo, 1 class less	2	4	1,000,000	
F	Kill, Assisted, 1 class less	0	1	500,000	
G	Kill, Solo, equal class	3	5	2,500,000	
H	Kill, Assisted, equal class	1	2	800,000	
I	Kill, Solo, 1 class greater	4	6	3,000,000	
J	Kill, Assisted, 1 class greater	1	3	1,500,000	
K	Kill, Solo, 2 classes greater	5	6	3,500,000	
L	Kill, Assisted, 2 classes greater	2	4	2,000,000	
M	Kill, Solo, 3+ classes greater	6	7	4,000,000	<i>Way to go, dude!</i>
N	Kill, Assisted, 3+ classes greater	2	5	2,500,000	
O	Destroying a Turret (Solo or Assisted)	0	1	150,000	
CRIPPLING					
A	Crippling a unit, 3+ classes less	0	0	175,000	
B	Crippling a unit, 2 classes less	0	1	250,000	
C	Crippling a unit, 1 class less	1	2	500,000	
D	Crippling a unit, Equal Class	1	2	1,250,000	
E	Crippling a unit, 1 class greater	2	3	1,500,000	
F	Crippling a unit, 2 classes greater	2	4	1,750,000	
G	Crippling a unit, 3+ classes greater	3	4	2,000,000	
Special Attack Types: For successful attacks only, unless noted					
A	Critical Hit (engine,gyro,head*,hip)	1	3	500,000	* any in the Head location
B	Critical Hit (actuator,weapon,ammo)	1	2	300,000	Not including hip actuator
C	Critical Hit (all other)	0	1	200,000	
D	Critical: Blown off arm/leg/head	3	4	1,000,000	By critical roll only.
E	Head Hit	1	1	200,000	
F	Melee (non-weapon)	0	2	100,000	Including Push
G	Melee (weapon)	1	2	250,000	
H	Melee: DFA or Charge (Successful)	3	5	1,000,000	
I	Melee: DFA or Charge (Unsuccessful)	1	2	100,000	
J	50+Damage in one location	10	5	1,000,000	In one phase to one opponent
Flashy Moves					
A	Dealing 10-19 points of damage	0	1	100,000	Light Mechs only, in one phase to one opponent
B	Dealing 20-39 points of damage	1	1	250,000	Any Mechs, in one phase to one opponent
C	+Each additional 20 points damage	+1	+1	+250,000	For 40-59, 60-79, etc.
D	DVG ("David versus Goliath"), 5+ points	0	+1	+200,000	Vs. Mechs 2+ Weight Classes greater
E	Knocking Opposing Pilot Out	2	1	400,000	
F	Secondary Targets	1	1	250,000	For each successfully hit
G	"The Crowd Goes Wild" (player cheer)	1	1	300,000	Other 'crowd pleasing' events (judges call)
H	Took 50+ damage and still standing	5	2	500,000	Damage must be taken in one phase
Penalties					
	Attacking a Stable-mate (per phase)*	(1)	0	(500,000)	Only if other non Stable-mate opponents are in Arena.
	Ejecting from Crippled Mech**	(2)	1	0	
	Ejecting from Non-crippled Mech	(4)	1	(200,000)	If still capable of fighting (judges call), +10% to the Mech's repair cost
	Withdrawing in a Crippled Mech**	(1)	0	0	Under own power
	Withdrawing in a Non-Crippled Mech**	(4)	0	(200,000)	If still capable of fighting (judges call), +10% to the Mech's repair cost

*: Does not apply when using Team Rules (Pg 10)

** : Given if Mech is exiting before the minimum number of turns (6) on the Battlefield

All bonuses / penalties are cumulative unless otherwise noted.

Secondary events, such as damage from falls and explosions resulting from combat may also be allowed at the judge's discretion.

All Clan Mechs are treated as if they are of one Weight Class greater than tonnage indicates

NOTES

Sponsors Table

Sponsor Company (affiliation)	Fame (minimum)	CP cost	C-bill Gain	Game Effects
Barrymore Munitions (FWL)	3	4	500,000	<ul style="list-style-type: none"> • May purchase 1 ton of special ammo / OBT cycle for an additional 5 CP
Devall's Scrapyard (U)	1	5	500,000	<ul style="list-style-type: none"> • -10% for final Repair costs • -2% for each additional CP spent (5 CP max)
Glass Tower (CC)	1	3	500,000	<ul style="list-style-type: none"> • May exceed Loan max category by one level. Capellan Affiliation only.
Matani's Mechs (U)	1	5	500,000	<ul style="list-style-type: none"> • -25% purchase price on all Light Mechs • -10% purchase price on all Medium • -5% for final Repair costs
Mech Sales (U)	2	6	750,000	<ul style="list-style-type: none"> • Mech resale value is 100% • +15% for final Repair costs
Murdock Brokers (LA)	6	4	750,000	<ul style="list-style-type: none"> • +1 CP for every \$1M in prize money gained in a Turn. Lyran Affiliation only.
OGS Productions (U)	2	5	500,000	<ul style="list-style-type: none"> • +1 Fame for successful Melee attacks • Free MechWarrior healing during OBT
Tekshop (U)	4	6	750,000	<ul style="list-style-type: none"> • -5% for final Repair costs • +10% to Mech purchase cost
V.E.S.T. (U)	8	9	500,000	<ul style="list-style-type: none"> • -10% for final Repair costs • +10% to Mech purchases • May purchase 1 ton of special ammo / OBT cycle for an additional 5 CP
Withdrawing from a Sponsor	-2	4	-500,000	<ul style="list-style-type: none"> • Effects of previous Sponsor are lost.

Stables Table

Stable (affiliation)	Fame (minimum)	CP cost	C-bill Cost	Game Effects
Blackstar (FS) *C*	10	20	2,000,000	<ul style="list-style-type: none"> • -15% to final Repair costs • Only Heavy or Assault Class Mechs may be used.
Blake's Castaways (U)	10	15	2,000,000	<ul style="list-style-type: none"> • -1 TH other Stable-sponsored Mechs • Medium / Heavy-class Mech purchases at 25% below cost
Cenotaph (CC) *C*	14	20	3,500,000	<ul style="list-style-type: none"> • +1 Fame to all solo kills • Gain free Edge card upon joining • -10% to final Repair Costs
DeLon (DC) *C*	13	22	3,500,000	<ul style="list-style-type: none"> • Clan Mechs may be purchased at 25% below cost • May not use targeting computers (Clan or IS).
Fitzhugh (FWL)	5	8	750,000	<ul style="list-style-type: none"> • -10% to final Repair Costs • +1 to PSR's (bonus) • -1 Fame for each MW Wound.
Galahad (FWL)	10	10	1,000,000	<ul style="list-style-type: none"> • -1 TH with ranged weapons that do <9 pts maximum potential damage • May not attack opponent in the rear (Penalty: 2 Fame, 250,000 C-bills).
Gemini (FS)	8	18	2,500,000	<ul style="list-style-type: none"> • -5 heat per round • No Mechs slower than 5/8.
Hombres (U)	3	10	1,000,000	<ul style="list-style-type: none"> • -2 TH physical attacks • +20% to final Repair Costs.
Overlord (LA) *C*	10	18	1,500,000	<ul style="list-style-type: none"> • -1 TH for long-range attacks • +10% to final Repair Costs
Skye Tigers (LA)	4	13	1,000,000	<ul style="list-style-type: none"> • -2 TH if target is a Fed Suns stable member, • +1 on all PSR's (bonus) • +1 TH on all Physical Attacks.
Tandrek (CC)	7	10	1,000,000	<ul style="list-style-type: none"> • -2 TH physical attacks • May only use Medium / Heavy class IS Mechs.
Toranaga (DC)	8	12	1,250,000	<ul style="list-style-type: none"> • +1 Fame after successful melee weapon attack • -1 Fame after sustaining 40 pts.damage in a Phase.
Zellbriggen Co-Op (U) *C*	15	22	1,500,000	<ul style="list-style-type: none"> • +2 Fame for each solo kill • May only use Clan Mechs, but purchase these at 10% below cost. • May not make Physical Attacks.
Withdrawing from a Stable	-4	8	2,000,000	<ul style="list-style-type: none"> • All effects of previous Stable are lost • Player may not rejoin this Stable.

(##) - Requires player to first Declare Affiliation with that House except Unaffiliated (U).

Abbreviations: (CC) Capellan Confederation, (DC) Draconis Combine, (FS) Federated Suns, (FWL) Free Worlds League, (LA) Lyran Alliance, (U) Unaffiliated

Turrets

ROLL	Light (20 pts)	Medium/Heavy (40 pts)	Assault (60 pts)
1*	Ultra AC 2 AC 2 Rotary Cannon 2 LB-X 2	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10
2*	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10	Ultra AC 20 AC 20 LB-X 20
3	Light Gauss Rifle	Gauss Rifle	Heavy Gauss Rifle
4	ER Medium laser	ER Large Laser	ER PPC
5	SRM 4	SRM 6	Streak SRM 6
6	LRM 5	LRM 10	LRM 20

*Randomly choose one of the ACs.

Repair and Refit Table

Repair Type	Cost	Notes
Armor Repairs	Free	<i>Sponsored by Devall's Scrapyard</i>
Ammo Reloads*	Free	<i>Courtesy of Barrymore Munitions</i>
Full Repairs: Mech is not crippled or destroyed	25.00%	Of Base Cost
Full Repairs: Mech is crippled	35.00%	Of Base Cost
Full Repairs: Mech is destroyed	45.00%	Of Base Cost.
Spot Repair: <i>Internal Structure</i> (instead of Full Repairs)	10.00%	Per each Location. This includes replacing an entire limb
Spot Repair: <i>Critical Hit</i> (instead of Full Repairs)	\$20,000.00	Per each Weapon Critical
	3.00%	Per each Actuator Critical
	5.00%	Per Engine or Gyro Critical
	\$10,000.00	Any other Critical (ea)
Ejected from a Mech	+10%	Mech is not crippled or destroyed
MechWarrior healing	\$50,000	Per each wound

* Specialty ammo is not available unless provided through a Sponsor. Special Ammo and Partial ammo loads must be

Loans

PC's current Fame rating	Maximum Loan Amount
0	200,000
1-3	400,000
4-6	700,000
7-9	1,000,000
10-15	1,500,000
16-21	2,500,000
22-29	3,000,000
30-39	4,000,000
Each +10 Fame (up 79)	+1,000,000 (up to 8,000,000)

Weight Classes: *All Clan Mechs are treated as if they are of one Weight Class greater than tonnage indicates*

Light	20-35 tons
Medium	40-55 tons
Heavy	60-75 tons
Assault	80-100 tons

Customizing a Mech

TIER 1 Customizations

Changing to a Compact, Heavy Duty, or XL Gyro
 Changing to Light, XL, XXL, or Compact Fusion Engine
 Adding a Supercharger
 Changing to Hardened, Laser-Reflective, or Reactive Armor
 Adding a Target Computer

TIER 2 Customization

Adding Artemis IV
 Changing to a Small or Torso Mounted Cockpit
 Changing to Double or Compact Heat Sinks (*)
 Improving the rating of current Engine (**)
 Changing Improved Jump Jets (*)
 Changing to Ferro-Fibrous, Light Ferro-Fibrous, or Heavy Ferro-Fibrous Armor

TIER 3 Customization

Adding Ranged Weapons (Maximum of 3)
 Adding Physical Weapons (Maximum of 2)
 Adding a MASC
 Adding or Changing any type of ECM
 Adding or Changing any type of Anti-missile System
 Adding or Changing any type of C3
 Adding or Changing CASE
 Armoring a Component

TIER 4 Customization (*)

Adding Chaff Pod
 Additional Armor Tonnage (**)
 Adding Heat Sinks (**)
 Adding Jump Jets (**)
 Adding Ammunition (***)

(*) – May purchase as many as wanted

(**) – May not change the type of equipment (ie Double Heat Sinks when the Mech has Single)

(***) – Allowed to purchase Special Ammo if allowed by the current Sponsor or Stable

Pilot Abilities Table

Pilot Ability	CP cost	C-bill cost	Game effects
TIER 1 (Must have 20 Fame Minimum)			
Improved Gunnery 2	35	8,000,000	Lower Gunnery skill to 1. [Prerequisite: Improved Gunnery 1]
Improved Piloting 2	25	5,000,000	Lower Pilot skill to 2. [Prerequisite: Improved Piloting 1]
Weapon Specialist: Inner Sphere	15	500,000	-1 TH when firing a specific Inner Sphere ranged weapon. (Cannot be combined with any Stable effects that give a GSR bonus).
Weapon Specialist: Clan	25	750,000	-1 TH when firing a specific Clan ranged weapon (Cannot be combined with any Stable effects that give a GSR bonus).
Range Expert: Inner Sphere	15	500,000	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
Range Expert: Clan	20	750,000	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
Lightning Reflexes**	20	1,000,000	A player must declare the use of this ability before Initiative is determined. The player must make a pilot skill check with a +3 modifier. If the player successfully makes the Pilot check, the player may determine their initiative. If the player fails the pilot check, the player keeps their current Initiative. The Player will have a +2 TH modifier for the turn when attempting to use this ability. This ability can be used successfully once per Catalyst Event or Tournament Day.
TIER 2 (must have 10 Fame Minimum)			
Repairs Wizard	7	100,000	-20% to final Repair costs
Spin Out	7	-	Once per turn, may turn two hex-sides for 1 MP
Improved Gunnery 1	25	4,000,000	Lower Gunnery Skill to 2
Maneuvering Ace	6	-	May perform lateral shift like a Quad Mech (2 MP, 1 MP for Quads).
Improved Piloting 1	15	2,500,000	Lower Pilot skill to 3.
Elite Mech Crew*	10	750,000	A player spends 1 turn Off Board instead of normal 2 turns
Sniper	15	500,000	+1 to dice roll when checking for possible Critical Hits on an Opponent
TIER 3			
Inside Contact	8	1,500,000	Ignores +2 MP to use an Exit Portal. Roll 1d6 upon Exit declaration 1-2: Nothing happens 3-6: pilot's 'inside contact' opens exit door early & Mech may exit immediately.
Jump Master	8	100,000	Roll 1d6 per use of Jump Jets; 1-4: add 1 Jump MP to the Mech's maximum jump that turn 5-6: Jump Jets fail and may not be used that turn, Mech may walk or run instead.
Cool Hand	6	-	Manages heat well, subtract 2 from Heat total per turn.
Dodge	4	-	<ul style="list-style-type: none"> +2 defense modifier against physical attacks instead of making a physical attack Can be used in clear terrain only.
Marksman	8	300,000	-1 TH, Unit must remain stationary and no physical attack that turn.
Melee Specialist	8	-	During Physical Attack phase, either -1 TH or +1 to damage.
Terrain Ace	8	200,000	Once per turn, may reduce the terrain cost of any legal move by one (to minimum of 1 MP)
Speed Demon	5	-	Add 1 to walking MP before calculating running MP, may not make ranged attacks that turn. (Prerequisite: ½ of all actuators in the legs must be functioning)
Tactical Genius	8	-	Player may enter battlefield through portal of their choice (must choose before initiative).
Toughness*	6	-	<ul style="list-style-type: none"> Does not lose one Pilot Ability on first pilot hit, Add +1 to all Consciousness rolls.
Uncanny Luck**	12	-	May negate one critical hit (to Mech) per Catalyst Event or Tournament Day
TIER 4 *			
Edge	5	-	Gain Edge card (maximum of three at any time). Does not count for multiple abilities
Fame	5	100,000	Add one Fame point to Pilot total. Does not count for multiple abilities
Loan*	5	Varies	See <i>Loan rules</i> . Does not count for multiple abilities.
Affiliation: Declare	1	-	PC becomes affiliated with a major House. Does not count for multiple abilities
Affiliation: Change	4	250,000	Also lose 2 Fame for changing House loyalty. Does not count for multiple abilities
Godfather Insurance**	-	Varies	See <i>Godfather Insurance rules</i> . Does not count for multiple abilities NOTE: Cannot be used with any other Repair bonus
Additional Pilot Abilities			
4 th	+10	-	Additional CP cost for each ability beyond the first 3.
5 th	+20	-	Do not count any Tier 4 Abilities
6 th	+30	-	

* This ability is not affected by MechWarrior Wounds, and is never lost due to wounds.

** Can only be used once per Catalyst Event or Tournament Day