

Solaris Melee Challenge -Tournament (version 2.47)

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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 an Arena. See *Pilot Characters*, below. 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. Once a player has been approved by a judge, they receive an Edge card (see *Edge Cards*, below) and a numbered player card for initiative.

The GM will randomly determine which starting portal or gate a player will enter the battlefield before play will start. Only one Mech may enter through a portal during the initial setup. Any ability that allows the player to choose their starting portal or gate must be done in the same initiative order with the other players. Any ability that modifies a Pilot's initiative cannot be used during the initial setup.

Play Area

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 (i.e., 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.

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).

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.

Battlefield surprises:

An Arena may contain additional obstacles during the course of the Tournament.

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)

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.

| <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.

Damage to the turret does not accumulate turn to turn.

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

Minefields: Judges may place minefields randomly throughout the Arena. Attacks are resolved per *Minefields in Tactical Operations* – pg. 207. Keep Minefields hidden on the arena and tracked by an Agent or GM. It is recommended that the Minefield Density does not exceed 10 points.

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*, Pg 145 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 Arena Cycle.

Storage Tanks: Tanks may be targets when in an Arena. 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) |

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. All cost should be rounded down to the nearest 10,000 C-bills to simplify accounting.
- PC's may purchase additional abilities / sponsors / stable memberships and/or trade-in and purchase Mechs during their Off Board Cycle (OBC).
- 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.

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 Cycle**, 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.

Loans

A player may purchase the *Loan* ability for 5 CP during any phase of the Off Board Cycle. 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. Loans may be used to purchase a player's first Mech. A player may not purchase a new Mech or pilot ability (Tier 1, 2, or 3) until a 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) |

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. |
| The Mighty Cleave | 15 | 3,000,000 | This Mechwarrior can target two opposing Mechs adjacent to each other in their front arc with a Melee Weapon. A separate attack roll must be made against each targeted Mech. |
| Lightning Reflexes | 20 | 1,000,000 | A Mechwarrior can do Ranged and Melee attacks in the Weapon Attack Phase if that Mech used the Walk Movement Mode only. Any Pilot Skill rolls caused by the Melee attacks are resolved at the end of the Weapon attack phase. The Mechwarrior may not make additional Physical attacks in the Physical attack phase. |
| 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 |
| Low Blow | 12 | 3,000,000 | Pilot may resolve all range weapon hits on the Kick Location Table by accepting a +2 TH modifier for all Weapon attacks. Cannot use with P, R, C, or T Equipment |
| Can't hit what you can't see | 5 | 300,000 | +1 TH modifier when LOS to this unit is intervened by partial cover, woods or smoke. This modifier is not cumulative. Note: Cannot use with Silver Dragon Stable ability |
| 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 | 3,000,000 | +1 to dice roll when checking for possible Critical Hits on an Opponent during Ranged attacks |
| Melee Master | 10 | 750,000 | +1 to dice roll when checking for possible Critical Hits on an Opponent during Melee attacks |
| Can't keep me down | 12 | 1,500,000 | A Mechwarrior gets -1 Modifier to Pilot Skill Rolls caused by taking "20+ points of damage in a phase" or Melee attacks. Mechwarrior uses 1 MP and gains no additional heat when standing up. |
| Deadeye | 20 | 3,000,000 | Pilot may add or subtract 1 from a single Range Weapon Attack Location roll per turn. The roll may not be modified to a 2 or a 12. This ability cannot be used with M, C, or R weapon types. After this ability is used, the pilot gets a +1 modifier for any PSRs occurring that turn. |
| 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. Ignore any penalties for leaving Arena early (Exit Portals, Pg. 9) |
| 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 inform Agent 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. |
| Contortionist | 8 | 1,000,000 | A Mechwarrior may Torso Twist 2 hex sides instead of 1. A Mech using this ability cannot kick and receives an additional +1 modifier to Piloting Skill roll when taking 20 points of damage in one phase |
| 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 |
| 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 |
| Additional Pilot Abilities | | | |
| 4 th | +10 | - | Additional CP cost for each ability beyond the first 3. Do not count any Tier 4 Abilities |
| 5 th | +20 | | |
| 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

Off Board Cycle (OBC)

Off Board Cycle is defined as the time that a player is not active in an Arena but still present in the Tournament area. Players who plan to re-enter the Arena in a short period of time must remain Off Board for a minimum of 2 turns. A Player's Off Board Cycle is broken into 3 Phases. The actions taken in each phase must be followed as listed below. Any Phase or part of a phase that does not apply may be skipped.

Arena Exit Phase

- Cash out Poker Chips (if using the Optional Betting Rules)
- Verify a MechWarrior's Sponsor Eligibility (if applicable)

Maintenance Phase

- Drop Sponsor/Stable
- Repair Mech / Heal MechWarrior
- Sell Mech
- Join Sponsor/Stable

Arena Entrance Phase

- Purchase Pilot Ability
- Verify a MechWarrior's Stable Eligibility (if applicable)
- Buy Mech

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 Warfare* rules and from any officially printed Record Sheet book may be purchased.
5. OmniMechs are available for purchase with fixed configurations.

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.

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.

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 | 20.00% | Of Base Cost |
| Full Repairs: Mech is crippled | 30.00% | Of Base Cost |
| Full Repairs: Mech is destroyed | 40.00% | 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 |
| | \$5,000.00 | Any other Critical (ea.) |
| Ejected from a Mech | +5% | Does not apply to Crippled or Destroyed Mechs |
| MechWarrior healing | \$50,000 | Per each wound |

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

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 1,060,000 C-bills (20% 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 1,060,000 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.

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 GM or Agent must approve all purchasing before a player can re-enter the Arena. Players may not purchase an ability more than once (with the exception of the Affiliation Change/Declare, Edge, and Fame). The *Loan* ability is a special exception (see *Loans*).

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. MechWarriors must meet the Fame minimum before they can sign up for a Sponsor or Stable. Some Sponsors and Stables require that the player first declare a House Affiliation before joining. If Clan Mechs are allowed, Stables marked with a *C* allow a player to purchase Clan Mechs. Any (U) entries may be combined with other Affiliated Sponsors / Stables, as long as the player meets the listed criteria.

Players switching Sponsors or Stables must first pay the ‘penalty’ for withdrawing (on the *Stable/Sponsor Tables*) before they can sign with a new Stable or Sponsor. If a pilot leaves a stable 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. If the Mechwarrior is able to rejoin the Stable/Sponsor, they may repurchase the Custom Mech at the current C-bill cost.

A player cannot rejoin a Sponsor they have withdrawn from.

Special Rules for Stables

All players that are members of a Stable must follow these additional rules during Challenge Board play.

- A MechWarrior in a stable loses Fame when they manually eject their cockpit or when their Mech is destroyed.
 - A MechWarrior will lose 5 Fame points when manually ejecting from their Mech
 - A MechWarrior will lose 3 Fame points when the Mech they are piloting is destroyed
- Only players from the same stable may discuss Battlefield tactics in the Tournament Area
- Mechwarriors from the same Stable may loan C-Bills to each other instead of taking out a loan from the Solaris underworld.
 - The Borrower 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 pilot ability until the loan is repaid.
 - Loans must still be repaid if one or both Mechwarriors lose their Membership to the Stable. The Stable will still get its 20% of the loan amount when the Borrower repays the loan.

Custom Mechs

Stables give players access to additional components to customize a Mech for arena combat. A Mechwarrior can request from a Sponsor or Stable to replace components unusable in a Solaris Arena. If approved by a GM or Agent, a Mechwarrior may remove A-Pods, B-Pods, Ammunition, Anti-Missile System, any Active Probes, Cargo Space, any C3 Computer, and any TAG equipment. **NO OTHER EQUIPMENT MAY BE REMOVED.**

The equipment taken out may be replaced with equipment authorized by the Stable (See Stable Equipment list below). The total weight of the new equipment cannot exceed the total weight of the equipment removed. The new equipment must be placed in the same location that the equipment was removed from. Equipment in place **MAY NOT** be moved to other locations to make room for new equipment added.

Stables Equipment list

| Stable | Approve Replacement Equipment | Notes |
|--------------------------|---|--|
| All Stables | Armor, Ammo, Heat sinks, ECMs and Weapons | |
| Huntsman | Armor, Ammo, Heat sinks, ECMs, C3 slave / C3i computer and Weapons | |
| Cenotaph | Armor, Ammo, Heat sinks, ECMs , Jump Jets, and Weapons | May move equipment in legs to other locations |
| Toranaga | Armor, Ammo, Heat sinks, ECMs, and Physical Weapons | Physical Weapons do not have to be placed in the same location that equipment was removed from |
| Zelazni | Armor, Ammo, Heat sinks, Ranged and Physical Weapons | Physical Weapons do not have to be placed in the same location that equipment was removed from |
| Larzellier Communication | Active Probes, Armor, Heat Sinks, ECMs, Targeting Computer, and C3 Slave / C3i Computer | |

The Mechwarrior may request customization when purchasing a new Mech or one that they currently own.

Purchasing a New Mech: The Book Cost is the C-bill cost of the Mech after modifications are done.

Customizing currently owned Mech: The Mechwarrior will pay for the customization by subtracting the C-bill book cost of the Mech from the total C-bill cost of newly customized mech. If the difference is a positive number, this is the Mechwarriors cost for the customization. A Negative difference will be ignored but the customization will still be annotated

OmniMechs may not be customized. 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.**

Stables Table

| Stable (affiliation) | Fame (minimum) | CP cost (minimum) | C-bill Cost (minimum) | Game Effects |
|---------------------------|----------------|-------------------|-----------------------|--|
| Banshee (LA) *C* | 10 | 15 | 4,000,000 | <ul style="list-style-type: none"> Can track multiple targets. May attack any number of targets in its front and arm firing arcs in the same turn without adding the secondary-target modifier. Secondary target in the rear arc are treated as normal. |
| Black Lions Co-Op (FWL) | 6 | 7 | 3,000,000 | <ul style="list-style-type: none"> Gets a +2 Initiative modifier or have their Initiative card, when drawn the first time, placed up to 3 spots further down in an Initiative deck. Gets a +1 TH modifier for ALL attacks when Initiative is modified |
| Blackstar (FS) | 10 | 12 | 4,000,000 | <ul style="list-style-type: none"> Can use Active Probes to target enemy units and detect minefields (TO pg. 99) Only Heavy or Assault Class Mechs may be used. |
| Blake's Castaways (U) | 10 | 15 | 5,000,000 | <ul style="list-style-type: none"> -1 TH other Stable-sponsored Mechs Medium / Heavy-class Mech purchases at 15% below cost |
| Bromley (FWL) | 12 | 8 | 5,000,000 | <ul style="list-style-type: none"> -1 TH vs. Stable-sponsored Mechs with Co-Op in their title Kill and Cripple rewards are one class higher than earned Automatic withdrawal from stable if leaving Arena in a Crippled Mech |
| Cenotaph (CC) *C* | 14 | 20 | 4,500,000 | <ul style="list-style-type: none"> Suffer half the normal damage to the legs when performing DFA attacks. The PSR modifier after a successful DFA is a +2 to remaining standing. May only use Mechs that have one or two open critical slots in the both legs. |
| DeLon (DC) | 10 | 12 | 3,500,000 | <ul style="list-style-type: none"> Melee attacks are allowed with a limb that fired weapons that turn. +1 TH modifier is applied to the Melee attack with that limb |
| Dispossessed Co-Op (U) | 8 | 15 | 5,000,000 | <ul style="list-style-type: none"> Trained to rapid fire any Autocannon and how to hit multiple targets with an Autocannon (TO pg.100) |
| Fitzhugh (FWL) | 5 | 8 | 2,500,000 | <ul style="list-style-type: none"> -10% to final Repair Costs +1 to all Pilot Skill Results -1 Fame for each MW Wound. |
| Galahad (FWL) | 10 | 10 | 4,000,000 | <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, 500,000 C-bills). |
| Gemini (FS) | 8 | 18 | 4,500,000 | <ul style="list-style-type: none"> -5 heat per round No Mechs slower than 5/8. |
| Hombres (FWL) | 3 | 10 | 3,000,000 | <ul style="list-style-type: none"> -1 TH for all ranged attacks carried out 4 hexes or less +10% to final Repair Costs. |
| Huntsman (U) @ | 7 | 8 | 4,000,000 | <ul style="list-style-type: none"> Stable members can form a C3 network. Benefit from Stablemate's NARC, if loading NARC-capable missile ammo |
| Lion City (LA) @ | 8 | 10 | 800,000 | <ul style="list-style-type: none"> -1 TH for long-range attacks, -2 TH for secondary targets at Long Range May load SWARM or SWARM-I ammo into LRMs (TacOps, pg. 371). Does not get Secondary Target award when using Swarm Ammo |
| Lynch (LA) | 10 | 12 | 5,500,000 | <ul style="list-style-type: none"> Unit gets -1 modifier to Attacker Movement Modifier. Does not apply if the Unit stands still or when Edge is used to reroll an attack from this pilot. |
| Overlord (LA) *C* | 8 | 12 | 6,000,000 | <ul style="list-style-type: none"> -1 TH for Short Range attacks, +1 TH for Long Range attacks +10% to final Repair Costs |
| Renegades Co-Op (U) | 7 | 18 | 1,500,000 | <ul style="list-style-type: none"> -10 CP to purchase 4th, 5th, and 6th Pilot ability May use Edge for -1 TH modifier to all attacks for a Turn |
| Silver Dragons (DC) @ | 5 | 7 | 1,000,000 | <ul style="list-style-type: none"> +1 TH Target modifier when LOS to a Silver Dragon unit is intervened by woods, smoke or partial cover. This modifier is not cumulative. May load Inferno or Smoke ammo |
| Skye Tigers (LA) | 4 | 13 | 3,000,000 | <ul style="list-style-type: none"> -2 TH if target is affiliated with Federated Suns (FS) or FWL +1 on all Pilot Skill Results +1 TH on all Physical Attacks. |
| Starlight (FS) | 6 | 9 | 600,000 | <ul style="list-style-type: none"> Unit gets +1 TH Target Modifier when using more than 3 MP in a turn. May have 4 Edge cards |
| Tandrek (CC) | 7 | 10 | 3,000,000 | <ul style="list-style-type: none"> -2 TH physical attacks May only use Medium / Heavy class IS Mechs. |
| Toranaga (DC) | 8 | 12 | 2,000,000 | <ul style="list-style-type: none"> +1 Fame after successful melee weapon attack May modify current Mech with a Physical weapon for free -1 Fame after sustaining 40 pts. damage in a Phase. |
| White Hand (FS) | 11 | 8 | 1,500,000 | <ul style="list-style-type: none"> -1 TH modifier for Long Range attacks Trained to Disengage PPC inhibitor and Overcharge PPCs (TO pg. 103) |
| Wraiths (CC) | 4 | 4 | 1,000,000 | <ul style="list-style-type: none"> If the unit starts a turn in a woods hex or LOS to this unit is blocked, +1 Initiative modifier or have their Initiative card, when drawn the first time, placed up to 2 spots further down in an Initiative deck. |
| Zelazni (CC) | 8 | 10 | 3,500,000 | <ul style="list-style-type: none"> -1 TH modifier for Physical attacks -30% to final Modification cost to add a Physical Weapon to current Mech |
| Zellbriggen Co-Op (U) *C* | 15 | 15 | 3,500,000 | <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. |

@ - Stable member does not need a Sponsor to purchase special ammo

(##) - 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

Sponsors Table

| <i>Sponsor Company</i> (affiliation) | Fame (minimum) | CP cost | C-bill Gain | Game Effects |
|--------------------------------------|-----------------------|----------------|--------------------|--|
| Barrymore Munitions (FWL) | 3 | 4 | 500,000 | • May purchase 1 ton of special ammo / OBC cycle for an additional 5 CP |
| Devall's Scrapyard (U) | 3 | 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. |
| Matani's Mechs (U) | 4 | 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 90% • +15% for final Repair costs |
| Murdock Brokers (LA) | 6 | 4 | 750,000 | • +1 CP for every \$1M in prize money gained in a Turn. |
| OGS Productions (U) | 2 | 5 | 500,000 | • +1 Fame for successful Melee attacks • Free MechWarrior healing during OBC |
| Tekshop (U) | 4 | 6 | 750,000 | • -5% for final Repair costs • +10% to Mech purchase cost |
| V.E.S.T. (U) | 8 | 7 | 500,000 | • -10% for final Repair costs • +10% to Mech purchases • May purchase 1 ton of special ammo / OBC cycle for an additional 5 CP |
| O'Neals Battlemech (DC) | 7 | 6 | 500,000 | • When replacing disabled weapons, roll 2D6/weapon. On 11 or 12, disabled weapon may be replaced with Clan equivalent. Edge cannot be used with this roll. Internal Structure, Heat sinks, Engines or Armor cannot be replaced. • -5% to Total Repair cost when all Clan Replacement roll fails • Cannot be used with other Sponsor or Stable Game Effects |
| Shatner Scrapyard (U) | 10 | 10 | 300,000 | • -10% for Final Spot repair costs • Can sell crippled mechs at 50% of book cost or destroyed mechs at 30% of book cost without repair Mech first • Cannot be used with other Sponsor Game Effects |
| Warner Mechwarrior Academy (U) | 5 | 10 | 250,000 | • -20% to final CP cost when purchasing Tier 1, 2, or 3 Pilot abilities (round up) • Pilot earns 10 CP once / current OBC when the pilot earns 2,000,000 C-Bills (minimum) in the previous Arena Cycle |
| Larzellier Communication (U) | 3 | 5 | 250,000 | • -20% to Book cost for any Mech that uses Targeting Computer, any ECM, or C3 ** • Ignore Stable requirement for Customization |
| Solaris Prison (U) | 5 | 15 | 0 | • May hot-load LRMs and ATMs before entering an arena (TO pg. 103) • Free MechWarrior healing during OBC • Avoid a pilot death with a 2D6 roll of 10 or higher |
| <i>Withdrawing from a Sponsor</i> | -2 | 4 | -500,000 | • Effects of previous Sponsor are lost. |

(##) - Requires player to first Declare Affiliation with that House except Unaffiliated (U). ** - May not be used with other Stable or Sponsor Game Effects
Abbreviations: (CC) Capellan Confederation, (DC) Draconis Combine, (FS) Federated Suns, (FWL) Free Worlds League, (LA) Lyran Alliance, (U) Unaffiliated

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:
 - a. Structures are considered indestructible and buildings cannot be entered.
 - b. 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*). Pilot Abilities gained by a Stable membership cannot be lost due to a head hit.
- 4 The following equipment is considered non-functional (unless allowed by a Stable or Sponsor): C3 slave, C3 Master, C3i, and TAG.
- 5 The following special ammunition loads are disallowed, unless allowed by a Stable or Sponsor: Thunder, Arrow IV and FASCAM munitions, any special ammunition not document in Total Warfare. Narc homing missiles are only compatible with Narc and iNarc pods launched from the player's Mech, unless allowed by a Stable.
- 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 The following Tactical Operations Rules will be used:
 - a. Backward Movement (Expanded) (TO pg. 21)
 - b. Floating Criticals (TO pg. 77) [OPTIONAL]
 - c. Charge (TO pg. 91)
 - d. Anti-Missile Systems (TO pg. 99)
 - e. Machine Guns optional fire modes (TO pg. 102)
 - f. Energy and Gauss Weapon optional rules (TO pg. 102)
- 8 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. The Solaris Rules committee can determine the penalties assessed to Mechwarriors leaving the battlefield before the minimum number of turns. These Penalties will be clearly communicated to the Mechwarriors.

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. If the exiting Mech is the target of a physical attack declared during the movement phase, the Elevator will not be activated that turn for the safety of the Solaris Gaming Commission Employees.

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.

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 their attack, 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.

Players will not attempt a Critical hits check when additional hits go to a destroyed Center torso or Head.

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 a 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.

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 Kills. In case of a tie, the tie breaker will be

1. Fame
2. Kills (solo)

Finals or Championship:

Only the top eight players based on total kills will be invited to a Tournament's Finals / Championship round. The winner of the Finals / Championship will be the pilot with the most points for kills in the Finals / Championship round. Solo kills will be worth 1 point and an Assisted Kill will count as .5 point. In case there is a tie, 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 number of points for kills in the Finals / Championship Round. In case of a tie, the tiebreaker will be

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

OPTIONAL RULES

Finals or Championship (LAST MAN STANDING)

Only the top eight players based on total kills will be invited to a Tournament's Finals / Championship round. The winner of the Finals / Championship will be the last man standing. In case there is not a clear winner (i.e., all mechs are destroyed or crippled in the last round), the winner will be determined by the Pilot with the highest:

2. Fame
5. Kills (Total)
6. Kills (Solo)
7. C-bills Net worth (Total C-bills on hand + value of Mech(s) owned - Loans)

Second and Third place will be determined by Fame. In case of a tie, the tiebreaker will be

4. Kills (total)
5. Kills (solo)
6. C-bills Net worth (Total C-bills on hand + value of Mech(s) owned - Loans)

Betting

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).
- If an Edge is used to force a re-roll, all bets on that roll are cancelled. The House or players do not lose chips. 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.

All Chips must be cashed in at the end of a Catalyst Event or Tournament Day.

New Players

There will be times when new players will enter the game. They are there for a few reasons: just starting a new Mechwarrior, their previous Mechwarrior dies or goes bankrupt and can't repair their mech. At what level do you bring them in to the game yet keep it fair for those that have worked so hard for what they have? Use the chart below to bring the new Mechwarriors into the game

| Mech weight class* | Starting C-bills | Starting CP |
|--------------------|------------------|-------------|
| Light | 3,000,000 | 10 |
| Medium | 5,000,000 | 15 |
| Heavy | 7,000,000 | 20 |
| Assault | 8,000,000 | 20 |

*The Mech Weight Class can be defined one of two ways:

1. The Average weight of all the mechs used at the beginning of a Session or Tournament day, round down to the next increment of 5 (i.e. 66 would round down to 65, 43 rounds down to 40, etc). Correspond the Average Mech tonnage to the appropriate weight class for the starting amount
2. If the GM/Agent limits the purchase of mechs based on a weight class, then use the currently allowed weight class to look up the starting amount.

Clan Mechs

Due to the scarcity in the Inner Sphere, prices for Clan Mechs are increased by 50% of the standard price. Clan Mechs are available for purchase if the player is a member of a stable that makes them available, and allowed by the judges

Knocked Unconscious

A Mech with an Unconscious pilot will be left on the Battlefield one turn after being knocked unconscious. If the Mechwarrior fails to regain consciousness, the Mech will be pulled from the Arena during the End Phase. This rule does not apply during the Finals or Championship Round.

Advanced Rules for Sponsors

A Mechwarrior's membership to a Sponsor is not permanent if the Catalyst Agent or GM limits Sponsors membership for a Catalyst Event or Tournament. All players that are members of a Sponsor's payroll must follow these additional rules or will lose their sponsorship from that Company.

- Corporate Sponsors require Mechwarriors to report their earnings from the previous Arena Cycle at the beginning of every OBC. At a minimum, Mechwarriors must earn double the C-bills gained when they joined the Corporate Sponsorship every session in the Arena Cycle. C-bills gained from Mech Sales or from another Sponsor cannot count in the earnings reported to the Corporate Sponsor.
 - If a Mechwarrior is unable to report to the Sponsor that they earned the minimum C-Bill amount, the Mechwarrior will lose their Sponsorship from that Company (without penalty). The Mechwarrior cannot use the Sponsor's Game effects at all until they rejoin the Sponsor.
 - Mechwarriors with multiple Sponsorships must meet the C-Bill earnings of both sponsors combined. If the Mechwarrior cannot meet the combined C-Bill earnings, they lose one or both Sponsorships (with no penalty). The Mechwarrior will determine which Sponsorship they can keep and immediately lose their other Sponsorship (without penalty).
 - A Mechwarrior may call in favors to maintain their Corporate Sponsorship(s) if that Mechwarrior fails to earn the Sponsor's C-bill minimum. These favors are equal to double the Corporate Sponsor's Minimum Fame requirement. A Mechwarrior must deduct this favor from their Fame total.
 - If the Catalyst agent is using a physical representation of the *On Board Event Table* (i.e. Poker Chips), a player may cash in some or all of their chips to meet the Corporate Sponsorship's C-bill earnings requirement.
- A MechWarrior can rejoin a Sponsor that they lost due to earnings but cannot gain C-bills from rejoining the same Sponsor nor may a Mechwarrior rejoin a Sponsor the same OBC that they lost the Corporate Sponsorship in. A Mechwarrior must wait till their next OBC to rejoin the Sponsor.

Advanced Rules for Stables

A MechWarrior's membership to a stable is not permanent if the Catalyst Agent or GM limits Stable membership for a Catalyst Event or Tournament. The Catalyst Agent or GM must notify all players what the Stable limit is before the Catalyst Event or Tournament starts.

A MechWarrior loses their Stable Membership when their Fame total drops below the Stable's Fame Requirement. A Catalyst Agent or GM will verify a MechWarrior's Stable Membership before the MechWarrior enters the Arena. A MechWarrior dropped from a Stable's gets 1/3 of C-bills spent joining the Stable refunded.

Teams

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 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.

GM Notes

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 should use a pencil **at all times**.

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.

Play testing 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)

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Abbreviations and Definitions:

Tournament Area: The immediate game table and 20' radius around the game table

Arena: The set of Classic Battletech maps or custom map used to play on

Arena Cycle: The time spent in an Arena

Disabled Weapon: A Weapon that has taken a critical hit, Time of War, pg 128

Off Board Cycle: The time a Mechwarrior spends when not in the Arena Cycle (OBC)

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

Changes made to version 2.4

1. New Sponsors added
2. Changes made to Low Blow and Contortionist
3. Failed Charges do not earn a reward
4. Reworded Mech Modification
5. Increased DFA/Charge reward
6. Added "The Mighty Cleave" to Pilot abilities
7. Changes made to White Hand, Dispossessed, and Blackstar stables
8. Add Tac Op rules to Challenge Board Play

Changes made to version 2.41

1. Low Blow: increase TH
2. Hombres: to-hit bonus decreased
3. Added wording to Warner MechWarrior Academy and O'Neals Battlemechs
4. Changed DeLeon ability and cost
5. Clarified Loans at the beginning of the Tournament
6. Players will not attempt a Critical hits check when additional hits go to a destroyed Center torso or Head.

Changes made to version 2.42

1. Allowing Stable Members to shoot at each other without penalties
2. Fame penalty for a MechWarrior in Stables ejecting or losing their Mech due to destruction
3. Changed the mechanics for Stable Memberships when a Agent or GM limits Stable Memberships
4. Modified Black Lions Co-op
5. Removed Advanced Mech Customization
6. Removed repeated statements (ie Omnimechs)
7. Added phases to the Off Board Cycle
8. Added rule that allow Loans to be purchased in any phase of the OBC

Changes made to version 2.43

1. Made Clans optional
2. Changes to Banshee and Centoph
3. Changes to Customization table
4. Removed Bounties from Optional rules

Changes made to version 2.43

1. Changes made to Larzellier Communication's Mech discount

Changes made to version 2.46

1. Changes made to Setup. Defined that players must use initiative when setting up.

Changes made to Version 2.47

1. Changes made to Warner Mechwarrior Academy
2. Changes made to the Final / Championship Round. Format changed to Total kills will determine winner. Last man standing format moved to the Optional Rules section

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 | Pick on someone your own size! |
| C | Kill, Solo, 2 classes less | 1 | 2 | 500,000 | |
| D | Kill, Assisted, 2 classes less | (1) | 0 | 0 | Bully! |
| 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 | Way to go, dude! |
| N | Kill, Assisted, 3+ classes greater | 2 | 5 | 2,500,000 | |
| O | Destroying a Turret (Solo or Assisted) | 0 | 1 | 150,000 | |
| P | Killing a Mech of a Famous Pilot | 5 | 5 | 3,000,000 | Target has higher Fame total; For every 15 Fame Pts difference |
| 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 | -30% to Final Repair total. Cannot be used with other Repair discounts |
| I | Melee: DFA (Unsuccessful) | 1 | 2 | 100,000 | |
| J | 50+Damage in one location | 10 | 5 | 1,000,000 | In one phase to one opponent (Attacker only) |
| 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 successfully hitting Primary and Secondary targets |
| 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 (Target only) |

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 it they are of one Weight Class greater than tonnage indicates

Stables Table

| Stable (affiliation) | Fame (minimum) | CP cost (minimum) | C-bill Cost (minimum) | Game Effects |
|---------------------------|----------------|-------------------|-----------------------|--|
| Banshee (LA) *C* | 10 | 15 | 4,000,000 | <ul style="list-style-type: none"> Can track multiple targets. May attack any number of targets in its front and arm firing arcs in the same turn without adding the secondary-target modifier. Secondary target in the rear arc are treated as normal. |
| Black Lions Co-Op (FWL) | 6 | 7 | 3,000,000 | <ul style="list-style-type: none"> Gets a +2 Initiative modifier or have their Initiative card, when drawn the first time, placed up to 3 spots further down in an Initiative deck. Gets a +1 TH modifier for ALL attacks when Initiative is modified |
| Blackstar (FS) | 10 | 12 | 4,000,000 | <ul style="list-style-type: none"> Can use Active Probes to target enemy units and detect minefields (TO pg. 99) Only Heavy or Assault Class Mechs may be used. |
| Blake's Castaways (U) | 10 | 15 | 5,000,000 | <ul style="list-style-type: none"> -1 TH other Stable-sponsored Mechs Medium / Heavy-class Mech purchases at 15% below cost |
| Bromley (FWL) | 12 | 8 | 5,000,000 | <ul style="list-style-type: none"> -1 TH vs. Stable-sponsored Mechs with Co-Op in their title Kill and Cripple rewards are one class higher than earned Automatic withdrawal from stable if leaving Arena in a Crippled Mech |
| Cenotaph (CC) *C* | 14 | 20 | 4,500,000 | <ul style="list-style-type: none"> Suffer half the normal damage to the legs when performing DFA attacks. The PSR modifier after a successful DFA is a +2 to remaining standing. May only use Mechs that have one or two open critical slots in the both legs. |
| DeLon (DC) *C* | 10 | 12 | 3,500,000 | <ul style="list-style-type: none"> Melee attacks are allowed with a limb that fired weapons that turn. +1 TH modifier is applied to the Melee attack with that limb |
| Dispossessed Co-Op (U) | 8 | 15 | 5,000,000 | <ul style="list-style-type: none"> Trained to rapid fire any Autocannon and how to hit multiple targets with an Autocannon (TO pg.100) |
| Fitzhugh (FWL) | 5 | 8 | 2,500,000 | <ul style="list-style-type: none"> -10% to final Repair Costs +1 to all Pilot Skill Results -1 Fame for each MW Wound. |
| Galahad (FWL) | 10 | 10 | 4,000,000 | <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, 500,000 C-bills). |
| Gemini (FS) | 8 | 18 | 4,500,000 | <ul style="list-style-type: none"> -5 heat per round No Mechs slower than 5/8. |
| Hombres (FWL) | 3 | 10 | 3,000,000 | <ul style="list-style-type: none"> -1 TH for all ranged attacks carried out 4 hexes or less +10% to final Repair Costs. |
| Huntsman (U) @ | 7 | 8 | 4,000,000 | <ul style="list-style-type: none"> Stable members can form a C3 network. Benefit from Stablemate's NARC, if loading NARC-capable missile ammo |
| Lion City (LA) @ | 8 | 10 | 800,000 | <ul style="list-style-type: none"> -1 TH for long-range attacks, -2 TH for secondary targets at Long Range May load SWARM or SWARM-I ammo into LRMs (TacOps, pg. 371). Does not get Secondary Target award when using Swarm Ammo |
| Lynch (LA) | 10 | 12 | 5,500,000 | <ul style="list-style-type: none"> Unit gets -1 modifier to Attacker Movement Modifier. Does not apply if the Unit stands still or when Edge is used to reroll an attack from this pilot. |
| Overlord (LA) *C* | 8 | 12 | 6,000,000 | <ul style="list-style-type: none"> -1 TH for Short Range attacks, +1 TH for Long Range attacks +10% to final Repair Costs |
| Renegades Co-Op (U) | 7 | 18 | 1,500,000 | <ul style="list-style-type: none"> -10 CP to purchase 4th, 5th, and 6th Pilot ability May use Edge for -1 TH modifier to all attacks for a Turn |
| Silver Dragons (DC) @ | 5 | 7 | 1,000,000 | <ul style="list-style-type: none"> +1 TH Target modifier when LOS to a Silver Dragon unit is intervened by woods, smoke or partial cover. This modifier is not cumulative. May load Inferno or Smoke ammo |
| Skye Tigers (LA) | 4 | 13 | 3,000,000 | <ul style="list-style-type: none"> -2 TH if target is affiliated with Federated Suns (FS) or FWL +1 on all Pilot Skill Results +1 TH on all Physical Attacks. |
| Starlight (FS) | 6 | 9 | 600,000 | <ul style="list-style-type: none"> Unit gets +1 TH Target Modifier when using more than 3 MP in a turn. May have 4 Edge cards |
| Tandrek (CC) | 7 | 10 | 3,000,000 | <ul style="list-style-type: none"> -2 TH physical attacks May only use Medium / Heavy class IS Mechs. |
| Toranaga (DC) | 8 | 12 | 2,000,000 | <ul style="list-style-type: none"> +1 Fame after successful melee weapon attack May modify current Mech with a Physical weapon for free -1 Fame after sustaining 40 pts. damage in a Phase. |
| White Hand (FS) | 11 | 8 | 1,500,000 | <ul style="list-style-type: none"> -1 TH modifier for Long Range attacks Trained to Disengage PPC inhibitor and Overcharge PPCs (TO pg. 103) |
| Wraiths (CC) | 4 | 4 | 1,000,000 | <ul style="list-style-type: none"> If the unit starts a turn in a woods hex or LOS to this unit is blocked, +1 Initiative modifier or have their Initiative card, when drawn the first time, placed up to 2 spots further down in an Initiative deck. |
| Zelazni (CC) | 8 | 10 | 3,500,000 | <ul style="list-style-type: none"> -1 TH modifier for Physical attacks -30% to final Modification cost to add a Physical Weapon to current Mech |
| Zellbriggen Co-Op (U) *C* | 15 | 15 | 3,500,000 | <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. |

@ - Stable member does not need a Sponsor to purchase special ammo

(##) - 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

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 | 20.00% | Of Base Cost |
| Full Repairs: Mech is crippled | 30.00% | Of Base Cost |
| Full Repairs: Mech is destroyed | 40.00% | Of Base Cost. |
| Spot Repair: <i>Internal Structure (instead of Full Repairs)</i> | 10.00% | Per each Location. This includes replacing an entire limb |
| Spot Repair: <i>Critical Hit (instead of Full Repairs)</i> | \$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 | +5% | Doesn't apply to Crippled/Destroyed Mechs |
| 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.

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 |

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) |

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.

Storage Tanks

| |
|--|
| 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) |

Stables Equipment list

| Stable | Approve Replacement Equipment | Notes |
|--------------------------|---|--|
| All Stables | Armor, Ammo, Heat sinks, ECMs and Weapons | |
| Huntsman | Armor, Ammo, Heat sinks, ECMs, C3 slave / C3i computer and Weapons | |
| Cenotaph | Armor, Ammo, Heat sinks, ECMs, Jump Jets, and Weapons | May move equipment in legs to other locations |
| Toranaga | Armor, Ammo, Heat sinks, ECMs, and Physical Weapons | Physical Weapons do not have to be placed in the same location that equipment was removed from |
| Zelazni | Armor, Ammo, Heat sinks, Ranged and Physical Weapons | Physical Weapons do not have to be placed in the same location that equipment was removed from |
| Larzellier Communication | Active Probes, Armor, Heat Sinks, ECMs, Targeting Computer, and C3 Slave / C3i Computer | |

Sponsors Table

| <i>Sponsor Company</i> (affiliation) | Fame (minimum) | CP cost | C-bill Gain | Game Effects |
|--------------------------------------|-----------------------|----------------|--------------------|--|
| Barrymore Munitions (FWL) | 3 | 4 | 500,000 | • May purchase 1 ton of special ammo / OBC cycle for an additional 5 CP |
| Devall's Scrapyard (U) | 3 | 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. |
| Matani's Mechs (U) | 4 | 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 90% • +15% for final Repair costs |
| Murdock Brokers (LA) | 6 | 4 | 750,000 | • +1 CP for every \$1M in prize money gained in a Turn. |
| OGS Productions (U) | 2 | 5 | 500,000 | • +1 Fame for successful Melee attacks • Free MechWarrior healing during OBC |
| Tekshop (U) | 4 | 6 | 750,000 | • -5% for final Repair costs • +10% to Mech purchase cost |
| V.E.S.T. (U) | 8 | 7 | 500,000 | • -10% for final Repair costs • +10% to Mech purchases • May purchase 1 ton of special ammo / OBC cycle for an additional 5 CP |
| O'Neals Battlemech (DC) | 7 | 6 | 500,000 | • When replacing disabled weapons, roll 2D6/weapon. On 11 or 12, disabled weapon may be replaced with Clan equivalent. Edge cannot be used with this roll. Internal Structure, Heat sinks, Engines or Armor cannot be replaced. • -5% to Total Repair cost when all Clan Replacement roll fails • Cannot be used with other Sponsor or Stable Game Effects |
| Shatner Scrapyard (U) | 10 | 10 | 300,000 | • -10% for Final Spot repair costs • Can sell crippled mechs at 50% of book cost or destroyed mechs at 30% of book cost without repair Mech first • Cannot be used with other Sponsor Game Effects |
| Warner Mechwarrior Academy (U) | 5 | 10 | 250,000 | • -20% to final CP cost when purchasing Tier 1, 2, or 3 Pilot abilities (round up) • Pilot earns 10 CP once / current OBC when the pilot earns 2,000,000 C-Bills (minimum) in the previous Arena Cycle |
| Larzellier Communication (U) | 3 | 5 | 250,000 | • -20% to Book cost for any Mech that uses Targeting Computer, any ECM, or C3 ** • Ignore Stable requirement for Customization |
| Solaris Prison (U) | 5 | 15 | 0 | • May hot-load LRMs and ATMs before entering an arena (TO pg. 103) • Free MechWarrior healing during OBC • Avoid a pilot death with a 2D6 roll of 10 or higher |
| <i>Withdrawing from a Sponsor</i> | -2 | 4 | -500,000 | • Effects of previous Sponsor are lost. |

(##) - Requires player to first Declare Affiliation with that House except Unaffiliated (U). ** - May not be used with other Stable or Sponsor Game Effects
Abbreviations: (CC) Capellan Confederation, (DC) Draconis Combine, (FS) Federated Suns, (FWL) Free Worlds League, (LA) Lyran Alliance, (U) Unaffiliated

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. |
| The Mighty Cleave | 15 | 3,000,000 | This Mechwarrior can target two opposing Mechs adjacent to each other in their front arc with a Melee Weapon. A separate attack roll must be made against each targeted Mech. |
| Lightning Reflexes | 20 | 1,000,000 | A Mechwarrior can do Ranged and Melee attacks in the Weapon Attack Phase if that Mech used the Walk Movement Mode only. Any Pilot Skill rolls caused by the Melee attacks are resolved at the end of the Weapon attack phase. The Mechwarrior may not make additional Physical attacks in the Physical attack phase. |
| 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 |
| Low Blow | 12 | 3,000,000 | Pilot may resolve all range weapon hits on the Kick Location Table by accepting a +2 TH modifier for all Weapon attacks. Cannot use with P, R, C, or T Equipment |
| Can't hit what you can't see | 5 | 300,000 | +1 TH modifier when LOS to this unit is intervened by partial cover, woods or smoke. This modifier is not cumulative. Note: Cannot use with Silver Dragon Stable ability |
| 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 | 3,000,000 | +1 to dice roll when checking for possible Critical Hits on an Opponent during Ranged attacks |
| Melee Master | 10 | 750,000 | +1 to dice roll when checking for possible Critical Hits on an Opponent during Melee attacks |
| Can't keep me down | 12 | 1,500,000 | A Mechwarrior gets -1 Modifier to Pilot Skill Rolls caused by taking "20+ points of damage in a phase" or Melee attacks. Mechwarrior uses 1 MP and gains no additional heat when standing up. |
| Deadeye | 20 | 3,000,000 | Pilot may add or subtract 1 from a single Range Weapon Attack Location roll per turn. The roll may not be modified to a 2 or a 12. This ability cannot be used with M, C, or R weapon types. After this ability is used, the pilot gets a +1 modifier for any PSRs occurring that turn. |
| 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. Ignore any penalties for leaving Arena early (Exit Portals, Pg. 9) |
| 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 inform Agent 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. |
| Contortionist | 8 | 1,000,000 | A Mechwarrior may Torso Twist 2 hex sides instead of 1. A Mech using this ability cannot kick and receives an additional +1 modifier to Piloting Skill roll when taking 20 points of damage in one phase |
| 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 |
| 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 |
| Additional Pilot Abilities | | | |
| 4 th | +10 | - | Additional CP cost for each ability beyond the first 3. Do not count any Tier 4 Abilities |
| 5 th | +20 | | |
| 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