SOLARIS VII

RULES OF COMPETITION

WIZK!DS

WELCOME TO THE ARENA!

MechWarrior®: Solaris VII gives you a different way to play with your **MechWarrior** miniatures. **Solaris VII** uses many—but not all—of the concepts and components common to **MechWarrior: Age of Destruction**; it even introduces some new mechanics and game play options.

Solaris VII is an exciting and fast-paced miniatures combat game set in a 32nd-century universe, where war is dominated by three-story-high humanoid vehicles called BattleMechs® (or 'Mechs™). Using collectable **MechWarrior: Age of Destruction** miniatures on the planet of Solaris VII, you and your MechWarriors ('Mech pilots) compete against other players for fame and fortune.

When you and your friends get together for a **Solaris VII** match, you each customize a 'Mech from your own collection of 'Mechs. You can customize your 'Mechs hundreds of different ways, using pilots and gear.

You can play **Solaris VII** with as many people as you like, but the game plays best when there are two, three, or four players, each with his or her own 'Mech. You can also play with a team of 'Mechs, with two or more teammates allied on each team.

BATTLEMECHS

Each BattleMech unit has four main components: the figure (the three-dimensional representation of the unit), the base, the combat dial, and the heat dial. The base, combat dial, and heat dial are described below. In these rules, the terms *'Mech* and *unit* are interchangeable. In addition, the term *figure* is used on some combat enhancement cards (see p. 29) to indicate an opposing unit.

'Mech Combat Dial/Bases

The Base
Each unit's base contains important game information, like its rank and variant name.
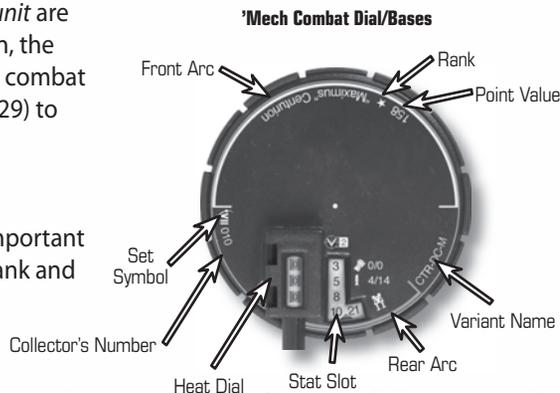
> **Hint:** *Some units look the same at first glance but have different ranks, paint schemes, names, and combat dials to identify them. Each unit's base has a collector's number on it so that you can keep track of your collection.*

The Combat Dial
The combat dial is the unique feature that sets **MechWarrior** apart from all other futuristic miniatures games. The combat dial is the rotating disk found under each unit's base. It is printed with numerical combat values that are viewed through the unit's stat slot. For each 1 damage your unit is dealt, turn its combat dial once clockwise to the next set of numbers; this usually reduces the unit's effectiveness. When your unit is repaired of damage, turn its combat dial counterclockwise; this usually improves the unit's effectiveness.

RANGE TYPE SYMBOLS

Ballistic

Energy

Melee
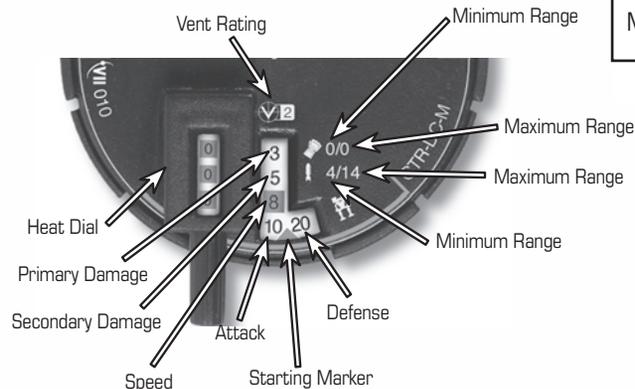
Combat Values

Combat values are numbers that tell you how well your unit does certain things. They appear in a unit's stat slot and on its base.

Units each have ten combat values. Five of these values appear in the stat slot: primary damage, secondary damage, speed, attack, and defense. The other five values are printed on each unit's base: minimum range and maximum range (for the primary damage value and secondary damage value each) and vent rating.

Each unit also has a green starting marker (▲) and may have one or more black repair markers (▲) on its combat dial. Starting markers show the starting position of each unit's combat dial (how the dial should be oriented to begin the game), and repair markers restrict how much damage a unit may be repaired of.

The Heat Dial

The heat dial is a tumbler dial adjacent to a unit's stat slot. As a unit operates, it "heats up" and often becomes harder to pilot. The heat dial is printed with colored squares and numbers that tell you how the unit's accumulated heat is affecting it. For each 1 heat a unit gains, turn its heat dial once counterclockwise; when it loses heat, turn its heat dial clockwise.

LET THE GAMES BEGIN!

On the planet of Solaris VII, battle is waged not necessarily to decide the fate of planets, but for the entertainment of the crowds. One-on-one combat is the norm, not the exception, and fame and fortune are the rewards instead of a job well done. This is **MechWarrior: Solaris VII**!

Items Required for Play

In addition to your **MechWarrior** units and these rules, you will need the following items to play: a **Solaris VII** arena map, three six-sided attack dice (3d6—two white dice and one black die), and six target tokens. These items are supplied in the **Solaris VII** Action Packs. In addition, you will need a few coins or beads to use as tokens during the game and some additional d6.

Building Your Combatant

Before playing a **MechWarrior: Solaris VII** match, all players must agree on the match's weight class and build total. The weight class indicates which units players can choose from for their combatant or their team of combatants. A unit's weight class is indicated by the last letter of its variant name: L = light, M = medium, H = heavy, and A = assault. Choose a unit whose weight class fits the weight class chosen for the match. The build total indicates the point value your unit can meet, but not exceed. Suggested build totals for each weight class follow:

- Light (Featherweight): up to 160 points per unit
- Medium (Lightweight): up to 210 points per unit
- Heavy (Middleweight): up to 280 points per unit
- Assault (Heavyweight): up to 350 points per unit

Solaris VII matches generally feature a single unit pitted against another, though you can also play team battles. When agreeing on a match's weight class, also agree on how many units each player will play. Each player should have the same number of units on his or her team. A recommended team contains anywhere from one to five units, though teams can be larger.

Additionally, some matches can have more than two players, in which players vie to have the last unit standing. When you're first learning **Solaris VII**, we recommend you use single-unit teams. Over time, you may increase the number of units on a team.
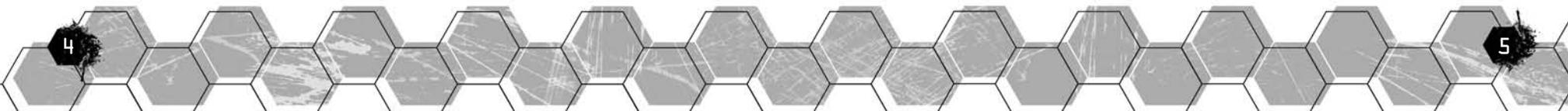
Standard match. The standard match is single unit versus a single unit. Some units can be equipped with optional pilots and gear combat enhancement cards (see Gear and Pilots, p. 30) to improve their combat values and abilities.

Example: Trevor and Brian have decided to play a medium-class, 210-point match. Trevor selects "Yen-lo-Wang," a medium Centurion, while Brian selects "Jack," a medium Night Stalker. Trevor and Brian can equip their units with pilots and gear as they like, as long as neither unit (including the point values of any pilots and/or gear) exceeds 210 total points.

If you play a team match, your team may contain multiple copies of the same unit, unless that unit has the Unique rank. The same Unique may, however, appear more than once in your team as long as the collector's numbers of the Unique units are different. The same Unique may appear in opposing teams during the same match.

Note. 'Mechs released before the **Age of Destruction** expansion do not have variant names that indicate their weight class and can't be assigned optional pilots and gear. For 'Mechs without a variant name, use their point values when determining which weight class they fall into. Additionally, after playing a few games, you may decide to play based on build total only; this allows for cross–weight class matches.

The Standard Match

There are a few ways that a **MechWarrior: Solaris VII** match can be set up. After agreeing on a weight class and/or build total, we suggest the following standard match:

- Each player should have only one combatant.
- Each player should bring three target tokens (see p. 27) that provide a total of 30 reputation points.
- The time limit for the game is 20 minutes.

Important Combat Concepts

The following general concepts are important to understanding the **MechWarrior: Solaris VII** game. For greatest success, you should familiarize yourself with them before you enter the arena!

Resolving an Attack

A unit making an attack is called the attacker. A unit being attacked is called the target. To resolve an attack, roll 3d6—called the attack roll—and add the attacker's attack value to the result; this total is the attack result. If the attack result is equal to or greater than the target's defense value, the attack succeeds and your unit scores damage to the target. The 3d6 making up your attack dice should include 2d6 of the same color and one d6 of another color.

Modifiers

Some game effects modify—add to or subtract from—a unit's combat value or die roll. Most modifiers apply only for the duration of an attack, though some can also apply continuously or for the duration of a phase, round, or match. Modifiers are cumulative.

Damage Scored and Dealt

When an attacker succeeds at an attack, the damage scored to the target is equal to the unit's damage value, affected by any modifiers.

The amount of damage scored can be affected by special equipment and/or combat enhancement cards. After all special equipment and combat enhancement card effects have been applied to the damage scored, the resulting damage is the damage dealt to the target. Sometimes the damage dealt can also be affected by special equipment and/or combat enhancement cards.

Note. Some attacks deal damage to a target instead of scoring damage to it.

Damage die. Place a d6 next to a unit that has had damage dealt to it on a turn to record how much total damage will be dealt during that round's clean-up phase. This d6 is the damage die. Always apply all special equipment and combat enhancement card effects before recording damage dealt on the damage die.
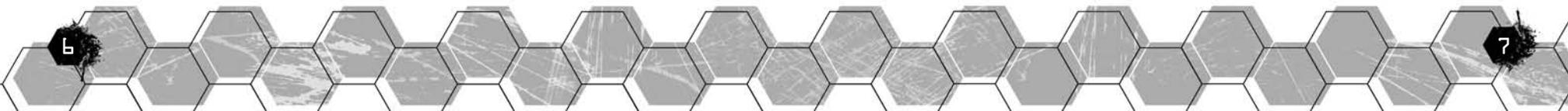
Range Types

There are three range types: ballistic (🔫), energy (⚡), and melee (🤜). A unit's range type is printed next to its damage value. Primary and secondary damage values might have different range types.

A ranged combat attack has either the ballistic or energy range type; a damage value with the melee range type will have range values of 0, and so can't ever be used to resolve a ranged combat attack.

Hexes and Hexsides

A **Solaris VII** arena is made up of hexagons, or hexes. Units in the arena occupy these hexes during the course of a match. Hexes represent different terrain types and can also represent different elevations. Each hex is made up of six hexsides. Note that adjacent hexes share hexsides. Hexsides are used to measure range for ranged combat attacks, check line of fire, and determine if attackers may benefit from rear arc modifiers when making attacks against targets.

Rounding

Some game effects tell you to divide (usually halve) a number. Before doing so, apply modifiers (if applicable) and then divide the result. If such division results in a fraction, always round up.

Special Equipment

Colored areas might appear in a unit's stat slot, associated with a particular combat value. These colored areas represent special equipment that your unit possesses. These areas are usually shaped like squares, though they may also be shaped like circles (see below). Special equipment is lost or comes into operation as your unit is dealt or repaired of damage. Special equipment rules are printed on the **MechWarrior** special equipment card (SEC), starting on page 33. Special equipment rules take precedence over game rules, except where noted.

Single-use special equipment. Special equipment colors shaped like circles (single-use special equipment) are the same as squares, except that the unit using that special equipment is dealt 1 unpreventable damage after the order to use that special equipment resolves. After a unit resolves an order using single-use special equipment, ensure that that unit's damage die reflects the 1 damage dealt for using that special equipment.

Special equipment affects game play only while it appears in a unit's stat slot. If special equipment is described as optional, it is assumed to be in effect unless it is canceled. A player can cancel any of his or her unit's special equipment at any time prior to rolling dice to resolve an order given to that unit. The special equipment remains canceled until the end of that turn. At the beginning of the next turn, it is in effect again.

Optional special equipment is used when a player elects to use it or does not cancel it and the requirements for that special equipment are met. Special equipment that is not optional is used when the requirements for that special equipment are met.

Unless stated otherwise, special equipment that appears on a unit's primary or secondary damage values may be used only when resolving attacks using the unit's primary or secondary damage value, respectively.

Targeting Friendly Units

Friendly units can't target each other with damaging attacks. Additionally, a unit can't target itself with any attack or special equipment that scores or repairs damage.

Eliminating Units

As soon as three bullet hole symbols (⦂) appear in a unit's stat slot, it is eliminated and must be removed from the match.

Critical Hits and Critical Misses

When you make an attack roll, and each die of the same color comes up with a result of 6, the attack automatically succeeds; this is a critical hit.

If the attack was meant to score damage, check each target that has damage scored against it. If the target has a pilot, remove the pilot from the heat dial slot and place it on the target's base. The pilot has been knocked unconscious (see page 10).

If the attack was meant to repair a target of damage, the repair attempt automatically succeeds and the amount of damage the target is repaired of increases by +1.

If each die of the same color comes up with a result of 1, the attack automatically fails; this is a critical miss. The attacker is dealt 1 unpreventable damage after a critical miss.

If you roll a critical miss when trying to repair a target of damage, the repair attempt automatically fails and the target is dealt 1 unpreventable damage.
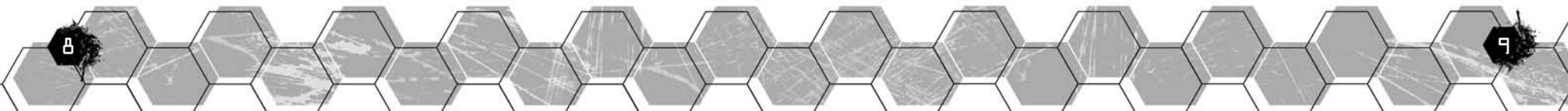
Unconscious Pilots

A unit with an unconscious pilot can't be given orders, and can't use the modifiers provided by that pilot unless specifically stated. If you have a unit with an unconscious pilot, however, you can attempt to revive that pilot at the beginning of each phase and each time that unit is declared the target of an attack. If the attempt is at the beginning of a phase, this attempt happens before any other actions, game effects, or orders. Roll a d6 and add any defense modifiers provided by the pilot. If the result is 4 or more, the pilot regains consciousness. Return the pilot to the heat dial slot and continue with the phase or attack.

Gaining Heat

As units fight in the Solaris VII arenas, they gain heat. As most units gain heat, their performance decreases. Units gain 1 heat each time they are given any of the following orders, which are described later in these rules:

- Move using the run option
- Ranged combat
- Close combat
- Dodge
- Defend
- Dig in
- Assault

In addition, if a ranged combat attack using the energy range type deals at least 1 damage to a unit, that unit also gains 1 heat. A unit can gain only 1 heat in this way each round, regardless of how many successful ranged combat attacks with the energy range type damage it during a round.

Heat die. When you give a unit an order that will cause it to gain heat, place a d6 near it to record the amount of heat the unit will gain; this is the unit's heat die. As a unit gains or loses heat during a round, adjust the heat die accordingly. Then, during the clean-up phase, refer to the heat die to determine how much heat the unit will gain and turn the unit's heat dial counterclockwise once for each 1 heat gained.

Heat effects. As a unit gains or loses heat, numbers or colored squares might appear on its heat dial. These numbers and squares are called heat effects. You can find descriptions of all heat effects on the SEC. If a unit's heat dial shows a number or heat effect in a location corresponding to its primary damage value, secondary damage value, or speed value, that combat value is modified by that number or affected by that heat effect.

Example. *Jonas'* Catapult *has seen a lot of action in this battle! Its heat dial shows two –1 modifiers: one applying to the* Catapult*'s secondary damage value and one applying to its speed value. If Jonas needs to refer to the secondary damage or speed values for this 'Mech, each will be reduced by 1.*

During the clean-up phase, when a unit gains heat, apply the total amount of heat gained before making any die rolls required as a result of that heat gain. Some die rolls may result in additional heat gain. Apply any new heat gain immediately, and then make any new die rolls required as a result of these heat effects. Continue this process until the unit either does not gain additional heat or becomes shutdown. Heat effects that do not require a die roll always apply while they appear on the heat dial.

Example. *This round Ethan's* Malice *used the run option during its move order in the move phase (1 heat) and was given a dodge order during the combat phase (1 heat). The* Malice *gains 2 heat during the clean-up phase. Ethan applies the 2 heat to his* Malice *BEFORE he checks to see if any heat effects require him to make heat effect rolls, and removes the heat die reminding him of how much heat to apply to his* Malice.

In some cases, multiple heat effects might appear on the dial at the same time; if they do, roll a separate die for each heat effect and apply the results to the unit at the same time. For example, if a unit gains heat and both the Avoid Shutdown and Avoid Ammunition Explosion heat effects appear on the heat dial, you must roll for both effects and apply the results separately. Thus, it is possible to have the unit shut down from a failed Avoid Shutdown roll and also be dealt damage from a failed Avoid Ammunition Explosion roll.

Losing heat. See "Vent" on page 22, "Clean-up Phase" on page 23, and "Water Terrain" on page 24 for ways units can lose heat during the game. A unit can lose heat through more than one of these ways in a round.

Shutdown

Shutdown occurs when a unit's onboard systems decide its internal heat level is too high to continue operation.

Shutdown automatically occurs when three radioactive symbols (☢) appear on the heat dial. A shutdown unit can't gain more heat. Shutdown can also occur if

you fail a heat effect roll that shuts down your unit. When a unit shuts down, mark it with two tokens to indicate that it is shutdown. If a unit becomes shutdown because of a failed heat effect roll, do not turn its heat dial to the three radioactive symbols; simply mark it with two tokens.

A shutdown unit can't be given orders, but still rolls for initiative. Optional special equipment on a shutdown unit is canceled until the unit restarts.

Shutdown modifier. Any unit attacking a shutdown unit modifies its attack value by +2; this is the shutdown modifier.

Restarting
A shutdown unit automatically restarts when the heat starting position appears on its heat dial. Restarting might also occur because of a successful heat effect roll. Restarting does not require an order.

When a shutdown unit restarts, remove the two tokens from it; it can be given orders starting on the next round. If the unit restarts because of a successful heat effect roll, do not turn its heat dial to the heat starting position; simply remove the two tokens from it.

A unit that restarts because of a successful heat effect roll does not roll for any other heat effects that might be present on the heat dial that turn.

Prepare the Arena
Before starting the game, each player should roll 3d6. Reroll ties. The player who rolls highest is the first player for purposes of setting up the arena. If the arena has not been predetermined, the first player chooses the arena for the match, and the player to the left of the first player chooses a starting area first. If the arena was predetermined, the first player chooses a starting area in the arena first. If there are more than two players, players choose starting areas clockwise around the arena.

If playing a one-on-one battle, use the starting areas marked "A." If you're playing a team of two against a team of two, use the starting areas marked "A" and "B." Each team should use a set of A and B starting areas that are closest to each other. If you're playing with four players, each with one unit, use the starting areas marked "A" and "C."

Before starting the game, each player should choose a damage die and a heat die. Each die should be a different color. Announce to all players which die is your heat die and which is your damage die for the duration of the match.

If you're using Target tokens (see Targets and Reputation, p. 27) in your game, place the first Target token in the arena.

THE MATCH

Each **Solaris VII** match is broken down into a series of rounds, and each round is broken down into four phases:

- Initiative phase
- Move phase
- Combat phase
- Clean-up phase

Additionally, some phases have a turn order, which defines the order in which units act.

Initiative Phase
At the beginning of the initiative phase, players determine initiative for each of their units, which determines the turn order that will be used for the round's move phase, combat phase, and remainder of the initiative phase. The unit with the lowest initiative result is first in the turn order, then the next highest initiative, and so on, up to the highest result. Before determining initiative, the player of any unit with an unconscious pilot can roll to try to revive that pilot. Do not determine initiative for units with unconscious pilots: They are last in the turn order.

The initiative roll. To determine initiative, roll 2d6 for each unit you control. The player with the highest initiative result can choose to keep his or her initiative or make his or her initiative result 1 (the first possible turn in the turn sequence) for that phase. Reroll any ties.

Note. *Sometimes during a match, you might want your unit to be first in the turn sequence instead of last. Getting the highest initiative gives you ultimate control over your unit's place in the turn sequence.*

Special Attacks
After initiative and turn order have been determined, players can choose to have their units perform special attacks. The three special attacks options—charge, death from above, and pin—are described starting on page 26. Use the turn sequence when checking for special attacks.

Move Phase

Units move in turn order. A unit's speed value represents how many hexes it can move when given a move order.

To move a unit, you must give it a move order. When moving a unit in a Solaris arena, moving one hex subtracts 2 from the unit's speed value that phase. Moving from a hex with one terrain type (see Terrain, p. 23) to a hex with another terrain type might subtract more from a unit's speed value. A unit does not have to use its entire speed value when it moves, but any leftover speed is not carried over into the next phase.

Base Contact

Units that occupy adjacent hexes of the same elevation (see Terrain, p. 23) are considered to be in base contact with each other. A unit must stop moving when it moves into base contact with an opposing unit.

Facing

A unit can move in any direction. At the end of its move, you can "face" it in any direction; that is, determine which way its front and rear arcs (printed on the unit's base) are oriented on the arena. This is important because a unit can usually attack only through its front arc, and it may be more vulnerable to being attacked through its rear arc. A unit is considered to be facing the hexsides that its front arc overlaps.

For example, a unit with a 135-degree front arc can face two or three hexsides at once. One with a 180-degree front arc can face three or four. One with a 270-degree arc can face four or five. And one with a 360-degree arc can face all six.

Free spin. Sometimes a unit is allowed to make a free spin; that is, rotate in its hex to change its facing. If a unit ends its movement in base contact with one or more opposing units, each of those opposing units can make a free spin. A free spin does not require an order.

Fig. 1: This unit has a 180-degree front arc. Its facing gives it three hexsides it can draw a line of fire from and four hexsides it can make a close combat attack through. Its facing also means that one hexside is within its rear arc for line of fire purposes, and two hexsides are within its rear arc for close combat purposes.
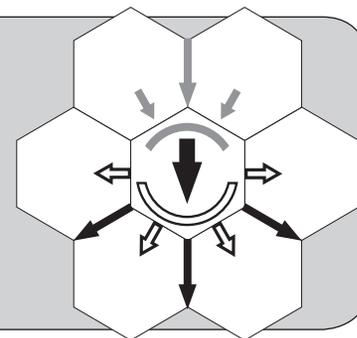
Fig. 2: By changing its facing, the unit now has four hexsides it can draw a line of fire from and three hexsides it can make a close combat attack through. It now has two hexsides within its rear arc for line of fire purposes, however, and three hexsides within its rear arc for close combat purposes.
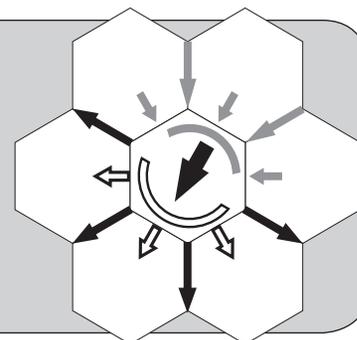
Breaking Away

If you give a move order to a unit that is in base contact with one or more opposing units, your unit must attempt to break away. Roll a d6. On a result of 1 or 2, the unit fails to break away, though you can still change its facing. On a result of 3–6, it has broken away from all adjacent opponents and can move as normal, though if it comes into base contact with other opposing units during its move, its movement ends.

Run Option

A unit can double its speed value if it uses the run option when given a move order. If a unit uses the run option, it gains 1 heat during the clean-up phase; adjust the unit's heat die to reflect the heat gain. If a unit given a move order to run fails a break away roll, it does not gain 1 heat for the run.

Combat Phase

After all players have decided whether to move their units or have them perform a special attack, the combat phase begins. During the combat phase, you can give each of your eligible units one of seven orders:

- Close combat
- Ranged combat
- Assault
- Dig in
- Defend
- Dodge
- Vent

If you pass (do not give an order to) one of your units on your turn, you might still be able to give it an eligible order that combat phase, such as defend or dodge, which is given in response to another player's order. Combat is resolved in turn order. If a unit is declared the target of an attack, however, its player can immediately declare a dig in, defend, or dodge order, as those orders have an effect on the attack. Though the player declares his or her order at that time, any attack that might be associated with that order is not made until it is that player's turn.

Close Combat Order

To make a close combat attack against a target, a unit must be given a close combat order and the following two conditions must be true:

- The attacker must be in base contact with the target, and
- part of the attacker's front arc must overlap part of a hexside of the hex occupied by the target.

Any unit can make a close combat attack. When a unit makes a close combat attack, it usually must use its primary damage value. If, however, a unit has the melee range type on its secondary damage value, its controller may choose to use the damage value associated with the melee range type instead. This decision must be announced prior to rolling the attack dice. The ballistic and energy range types are ignored for close combat purposes. A unit given a close combat order gains 1 heat during the clean-up phase in addition to any other heat generated by the attack; adjust the unit's heat die to reflect the heat gain.

Close Combat Damage

When a unit succeeds at a close combat attack against a single target, if it is not using a damage value associated with the melee range type, it scores damage to the target equal to half its damage value, minimum 1 damage. If it is using a damage value associated with the melee range type, it scores damage equal to its damage value.

Rear arc modifier. If a hexside within an attacker's front arc is also within the target's rear arc, modify the attacker's attack value by +2; this is the rear arc modifier.

Other modifiers are discussed in other relevant sections of these rules.

Ranged Combat Order

To make a ranged combat attack, a unit must be given a ranged combat order.

Determine Range

A unit has two range values separated by a slash printed on its base. The number to the left of the slash is the minimum range value; the number to the right is the maximum range value.

A unit's minimum range is the minimum number of hexsides away an opposing unit must be in order to be targeted with a ranged combat attack. A unit's maximum range value is the maximum number of hexsides it can cover with its ranged combat attack.

Line of Fire

A ranged combat attack, as well as other attack types or game effects, require you to check line of fire to see if you can make the attack. To determine line of fire, count the number of hexsides from the attacking unit to the target; you must start with a hexside within your unit's front arc. You must always use the path that has the minimum number of hexsides between your unit and the target, and the target must be within your unit's maximum range in order for the attack to be made.

A line of fire is blocked (and the attack unable to be made) if

- a hexside crosses or follows a blocking terrain boundary and neither the attacker nor the target occupy elevated terrain, or
- a hexside has units occupying the hexes on both sides of it.

Fig. 3: The *Hellion* (left) has a clear line of fire to the *Solitaire* (right). The shortest line of fire to the *Solitaire* is 7 hexsides, so the *Hellion* must use that line when counting for range.
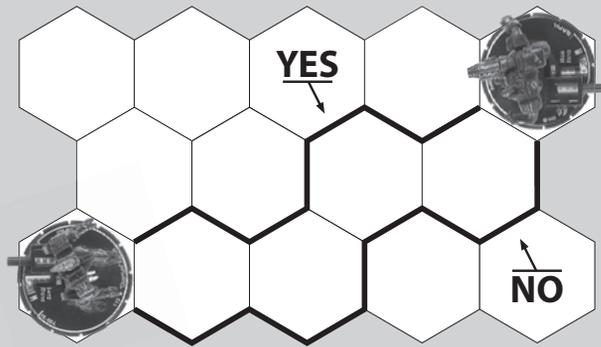
Make the Attack

If the line of fire is clear and the target is within your unit's maximum range but not closer than your unit's minimum range, the attack can be made. An attacker can make a ranged combat attack against a unit adjacent to it if these conditions are met.

You must announce prior to rolling the attack dice whether the primary or secondary damage value will be used. This announcement also determines the range type of the attack (ballistic or energy).

If the controller does not make this announcement, the attack uses the primary damage value and its associated range type by default. If the ranged combat attack is not possible using the primary damage value, the attack is canceled. A unit given a ranged combat order gains 1 heat during the clean-up phase in addition to any other heat generated by the attack; adjust the unit's heat die to reflect the heat gain.

Indirect-Fire Ranged Combat

When its line of fire would be blocked, a unit can make an indirect-fire ranged combat attack against a single target; the target may not be in base contact with a unit friendly to the attacker. In order to make an indirect-fire ranged combat attack, a unit must:

- have a maximum range value greater than 0,
- not be in base contact with an opposing unit,
- use a damage value with the ballistic range type, and
- have an attack value greater than 0.

Draw a line of fire just as you would for a ranged combat attack, except that the line ignores terrain boundaries and units other than the target.

Modify the attacker's attack value by –2 when making an indirect-fire ranged combat attack. This is the indirect fire modifier. If the attack succeeds, score damage to the target equal to the attacker's damage value, maximum 2 damage.

Ranged Combat Modifiers

Apply the following modifiers when making a ranged combat attack; apply each only once per attack.

Rear arc modifier. If the rear arc of the target is within a hexside that is part of the line of fire, modify the attacker's attack value by +2.

Called shot modifier. If the attacker is in base contact with any opposing units other than the target, modify the attacker's attack value by –1. This is the called shot modifier.

Friendly fire modifier. If the target is in base contact with any units friendly to the attacker, modify the attacker's attack value by –1. This is the friendly fire modifier.

An attacker can choose to ignore the friendly fire modifier. If it does, and the attack succeeds against the target, also score 1 damage against all units friendly to the attacker that are in base contact with the target. This damage does not come from the attacker's damage value.

Summary of Ranged Combat Modifiers

Hexside in line of fire crosses or follows a hindering terrain boundary.............**–1** to attacker's attack
Attacker is in base contact with opposing units other than the target............**–1** to attacker's attack
Target is in base contact with units friendly to the attacker................................**–1** to attacker's attack
Attacker uses the indirect-fire ranged combat attack option............................**–2** to attacker's attack
Target's rear arc is within a hexside that is part of the line of fire ....**+2** to attacker's attack
Target is shutdown...**+2** to attacker's attack
Hexside in the line of fire belongs to a hex occupied by a
unit other than the attacker or the target ....**–2** to attacker's attack

Ranged Combat Against Multiple Targets

Some units can target two or more opposing units with a single ranged combat attack. You can never, however, target a single unit more than once per ranged combat attack.

A unit might show two or more ballistic or energy range type symbols next to its range values. This number of symbols is the maximum number of different units that unit can target with a single ranged combat attack. An attacker does not have to target as many units as it has range type symbols. You must be able to draw a clear line of fire to each target you wish to attack. No target of a multiple ranged combat attack may benefit from the called-shot modifier if one of the targets is in base contact with the attacker.

Roll the attack dice once and compare the attack result to each target's defense value. It is possible for the attack to succeed against some targets but fail against others.

If a ranged combat attack succeeds against more than one target, divide the attacker's damage value and score it any way you choose among the successfully hit targets; you can choose to score 0 damage to a target. Each target of a multiple ranged combat attack applies the modifiers specific to its condition.

Example. *Mindy gives a ranged combat order to her* Hellion. *The* Hellion*'s secondary damage value has two energy range type symbols and a damage value of 3. Mindy targets one opposing unit and one Target token within her unit's minimum range of 0 and maximum range of 10. The lines of fire are not blocked, and the* Hellion *is not in base contact with an opposing unit. The* Hellion*'s attack value is 11, and Mindy's attack roll is 10, giving her an attack result of 21. Mindy compares the 21 to the defense values of the two targets.*

The first is a shutdown Solitaire *with a defense value of 20. Against this target, the attack result of the* Hellion *is 23: It gets +2 to its attack value because the target is shutdown. This is enough to succeed against the* Solitaire.

The second is a Target token with a defense value of 17. The line of fire to this target crosses a hindering terrain boundary. Against this target, the attack result of the Hellion *is 20: It gets –1 to its attack value because the line of fire crosses a hindering terrain boundary. The* Hellion*'s attack easily succeeds against the Target token.*

Mindy has a total of 3 damage to divide between the targets against which the attack succeeded. She chooses to score 2 damage to the Solitaire *and 1 to the Target token.*

Assault Order

A unit that is not in base contact with an opposing unit can be given an assault order, which allows it to both move and make either a close combat or ranged combat attack. All terrain modifiers apply to the move. A unit can move up to half its speed value and then make a ranged combat attack, or it can move up to its speed value and make a close combat attack. A unit given an assault order can't use the run option and gains 2 heat during the clean-up phase in addition to any other heat generated by the order; adjust the unit's heat die to reflect the heat gain.

Assault modifier. Modify the attacker's attack value by –1 when it is given an assault order; this is the assault modifier.

Dig In Order

A unit that was not given a move order during the move phase can be given a dig in order. It can be given a dig in order only if it is declared the target of an attack OR if it has not been declared the target of an attack that combat phase; a unit that has previously been declared the target of an attack that combat phase may not be given a dig in order. That combat phase, any unit attacking a unit that has been given a dig in order modifies its attack value by +1 for the attack. In addition, a unit given a dig in order can make a close combat or ranged combat attack on its turn during the combat phase; modify its attack value by +2 for the attack. A unit given a dig in order gains 1 heat during the clean-up phase; adjust the unit's heat die to reflect the heat gain.

Defend Order

If a unit is declared the target of an attack, it can immediately be given a defend order. An attacker attacking a unit given a defend order modifies its attack value by –1 for the attack. In addition, a unit given a defend order can make a close combat or ranged combat attack on its turn during the combat phase. Modify its attack value by –1 for that combat phase; the unit also gets –1 to its initiative roll in the next round's initiative phase. A unit given a defend order gains 1 heat during the clean-up phase; adjust the unit's heat die to reflect the heat gain.

Dodge Order

If a unit is declared the target of an attack, it can immediately be given a dodge order. An attacker attacking a unit given a dodge order modifies its attack value by –2 for the attack. A unit given a dodge order can't make any attacks that combat phase, and gains 1 heat during the clean-up phase; adjust the unit's heat die to reflect the heat gain.

Vent Order

Venting allows a unit to lose heat it has accumulated during battle. Each time a unit is given a vent order, turn its heat dial clockwise a number of times equal to its vent rating. A unit given a vent order loses heat when the order resolves.
A unit can't lose heat if the heat starting position is showing on its heat dial. Note that when a unit loses heat, heat effects may reappear on its heat dial. Like when a unit gains heat, when a unit loses heat apply the total amount of heat lost before making any die rolls required because of heat effects; make these rolls immediately after applying the total heat lost.

Example. Tony's Zeus *occupies water terrain. During the combat phase, Tony's* Zeus *has damage dealt to it from an attack using the energy range type, causing it to gain 1 heat as reflected on the* Zeus' *heat die. When it's his turn, Tony gives the* Zeus *a vent order to cool. Its vent rating is 2, and its heat die shows a 1. Tony subtracts the amount shown on the unit's heat die from its vent rating (2–1) and turns the unit's heat dial clockwise once, then removes the heat die from his unit. After applying this heat loss, the Avoid Shutdown heat effect appears on the heat dial, so he rolls a d6 and succeeds. During the clean-up phase, his* Zeus *loses another 1 heat because it ended the round occupying water terrain. After applying this 1 heat loss, no heat effects appear on the heat dial, but if they had, Tony would have had to roll for them.*

Clean-up Phase

During the clean-up phase, turn the combat dials of any units dealt damage that round clockwise a number of times equal to the number showing on their damage dice. Also turn the heat dials of any units that gained heat during that round counterclockwise a number of times equal to the number showing on their heat dice. Units gain heat before losing any heat during the clean-up phase.
Any unit that wasn't given an order that round loses 1 heat.

TERRAIN

When fighting in the **MechWarrior: Solaris VII** arenas, terrain will play a very important role. You can't choose your terrain in the arena, but you can be prepared for it.

There are four types of terrain: clear, hindering, blocking, and water. Terrain has two different types of elevation: elevated (see Elevated Terrain, p. 24) and grounded (non-elevated). You can tell if a unit is occupying a certain terrain type if the hex the unit occupies has a colored dot and/or black rings in its center. The color of the dot indicates the type of terrain the hex represents. The number of black rings indicates what type of elevated terrain the hex represents. Terrain might be outlined with a boundary line, usually the same color as the center dots or rings in its hex.

Terrain impacts the game in two ways: moving and drawing lines of fire. Some terrain types affect movement and lines of fire differently.

Clear Terrain

Clear terrain represents anything from grassy plains to abandoned manufacturing complexes. Any hex without a colored dot in its center is clear terrain.

Clear grounded terrain has no effect on movement or drawing lines of fire.

Hindering Terrain

Hindering terrain represents light woods, destroyed units, and other similar terrain. Any hex with a green dot in its center is hindering terrain. Hindering terrain might be outlined with a green boundary line.

Units can move into and through hindering terrain hexes. Each hindering terrain hex a unit moves through subtracts 3 from its speed value.

Hindering terrain modifier. Hindering terrain interferes with ranged combat attacks. If a line of fire crosses or follows any number of hindering terrain boundaries, modify the attacker's attack value by −1; this is the hindering terrain modifier. Close combat attacks ignore hindering terrain.

Blocking Terrain

Some examples of blocking terrain include large boulders and ruined buildings. Any hex with a red dot in its center is blocking terrain. Blocking terrain might be outlined with a red boundary line. A unit can't occupy or move through blocking terrain.

If a line of fire crosses any number of blocking terrain boundaries, and neither the attacker nor the target occupies an elevated terrain hex, the line of fire is blocked.

Water Terrain

Water terrain could be anything from retention ponds to swamps. Any hex with a blue dot in its center is water terrain. Water terrain might be outlined with a blue boundary line. Units treat water terrain as clear terrain for movement and line of fire purposes.

A unit occupying water terrain during the clean-up phase loses 1 heat.

Elevated Terrain

Clear, hindering, blocking, and water terrain might be elevated to form hills, buildings, and low plateaus. All elevated terrain represents the same level of height above the arena. Any hex with a single black ring in its center is elevated terrain. Sometimes this black ring will surround a colored dot in the center of the hex. This shows that that particular terrain type is elevated.

Units can move into and through elevated terrain hexes. When a unit moves into an elevated terrain hex from a grounded terrain hex, subtract 3 from its speed value. If a unit moves into a hex containing more than one type of terrain that would cause it to subtract from its speed value, subtract only the largest number from its speed value.

For example, if a unit entered a hex with terrain that required it to subtract 3 from its speed value and terrain that required it to subtract 4 from its speed value, it would subtract 4 from its speed value.

If a unit moves into a hex with more than one terrain type that each require the unit to subtract the same number from its speed value, subtract that number only once.

For example, if a unit enters a hex with elevated hindering terrain from a grounded terrain hex, it would subtract only 3 from its speed value, not 6.

Units occupying hexes of different elevation can make close combat attacks against each other.

If an attacker and its target both occupy an elevated terrain hex, line of fire is not blocked by blocking terrain boundaries.

If either an attacker or its target occupies an elevated terrain hex, but the other does not, the line of fire is not blocked by blocking terrain boundaries and ignores hindering terrain boundaries.

Abrupt elevated terrain. Flat rooftops and plateaus flanked by cliffs are examples of abrupt elevated terrain. Any hex with a two black rings in its center is abrupt elevated terrain. Abrupt elevated terrain is treated like elevated terrain, with the following exceptions:

- Units without Jump Jets special equipment can't move into an abrupt elevated terrain hex unless they occupy an adjacent elevated terrain hex.
- An attacker occupying grounded terrain can't make a close combat attack against a target occupying abrupt elevated terrain.

Height-advantage modifier. When a unit not occupying elevated terrain makes a close combat or ranged combat attack against a target occupying elevated terrain, modify the attacker's attack value by −1 for the attack; this is the height-advantage modifier.

SPECIAL ATTACKS

The following special attacks occur during the initiative phase. A unit making a special attack must begin its turn with no opposing units in base contact with it.

Charge

In order to perform a charge attack, a unit must be able to take its turn before (have a lower initiative than) the intended target. If a unit makes a charge attack, it can't move again during the move phase and can't be given an order during the combat phase.

A unit must have an attack value greater than 0 in order to make a charge attack. Check the line of fire between the attacker and the target: if it crosses any non-water terrain boundary or does not start from a hexside within the attacker's front arc, modify the attacker's attack value by –2 for the attack. If the line of fire is within the target's rear arc, the target can't make a free spin during the attack. Give the attacker a move order using the run option; the attacker must end its movement in base contact with the target.

To resolve the attack, make an attack roll and add the attacker's attack value. If the line of fire was within the target's rear arc and the attacker ended its movement with part of its front arc within a hexside that is also within the target's rear arc, modify the attacker's attack value by +2 for the attack. If the attack succeeds the attacker scores impact damage to the target equal to its primary damage value +1.

After resolving the attack, the attacker is dealt unpreventable damage equal to half its primary damage value, minimum 1 damage, regardless of whether the attack succeeded. The attacker also gains 2 total heat from the attack.

Death from Above

In order to perform a death from above attack, a unit must be able to take its turn before (have a lower initiative than) the intended target. If a unit makes a death from above attack, it can't move again during the move phase and can't be given an order during the combat phase. If the attack succeeds, the target can't be given a move order during the move phase.

A unit must have an attack value greater than 0 and Jump Jets special equipment in order to make a death from above attack. Give the attacker a move order using Jump Jets special equipment and end the move in base contact with the target. Modify the attacker's attack value by –2 for the attack; the target can't

make a free spin during the attack.

To resolve the attack, make an attack roll and add the result to the attacker's attack value. If the attack succeeds the attacker scores impact damage to the target equal to its primary damage value +2. The attacker is dealt 1 unpreventable damage after the attack resolves. If the death from above attack fails, the attacker is dealt 2 unpreventable damage, and the target can make a free spin, if able.

Pin

If a unit makes a pin attack it can't also move during the move phase. In order to make a pin attack, the attacker must begin the round in base contact with the target. A pin attack automatically succeeds.

If a unit is pinned, negative modifiers are applied to the target's roll to break away if it attempts to move during the move phase. If the pinning unit's turn is before the target's, the target gets –2 to its die roll to break away. If the pinning unit's turn is after the target's, the target gets –1 to its die roll to break away.

TARGETS AND REPUTATION

The crowds on Solaris have become jaded to the simple combat of machine versus machine, and to further challenge the combatants, random targets have been introduced to the games. Combatants who can not only eliminate their opponents, but also eliminate randomly appearing targets, gain a greater reputation in the arenas by pleasing the crowds.

During a **Solaris VII** match, Target tokens are placed randomly in the arena from the target pool for combatants to eliminate. Target tokens are eliminated most often by targeting them with either a close combat or ranged combat attack. Eliminating a Target token gains a combatant reputation points, which can ultimately win a combatant the battle.

Placing Target Tokens in the Arena

Using Target tokens in the game is optional. When using Target tokens, each player should contribute three Target tokens worth a total of 30 reputation points to the target pool. Target tokens are placed face down and randomly sorted. After players have chosen their starting areas, the second player places a Target token in the arena. Only one Target token can be in the arena at a time.

Target tokens are placed by counting along the width (the short side) and length (the long side) of the arena. When placing the first Target token, the second player places it in one of the two center hexes of the arena: Starting at one corner of the arena, the second player counts 6 hexes along the width and then 7 or 8 (his or her choice) along its length. The Target token is placed face up in the chosen hex.

Destroying Targets

To destroy a Target token, you must target it with a close combat or ranged combat attack, just as you would target a unit. Target tokens can have up to five stats on them:

- 🛡 : Defense value of the target. The defense value of a target might appear in a colored square; this indicates the target has armor special equipment. Colors in this location correspond to colors on the SEC.
- **Method:** Indicates the range type that the crowd prefers the Target token be destroyed with. Though most Target tokens can be destroyed by any attack, an attack using the preferred range type will gain more reputation points than an attack using a different range type.
- **RP:** Reputation points gained by destroying the target with an attack using the target's preferred method.
- **Else:** Reputation points gained (if any) if the target is eliminated in a way other than the preferred method.

Damage scored to a Target token is dealt immediately after the attack is resolved; Target tokens do not use a damage dice. If a Target token is dealt 1 or more damage, it is destroyed; the player who destroyed it removes it from the arena and keeps it, revealed, on his or her side of the arena until the game ends.

Replacing Target Tokens

At the end of the clean-up phase, if there are no Target tokens in the arena, one must be placed in the arena. The player to the left of the player who destroyed the last Target token randomly chooses a Target token from the target pool, chooses a corner of the arena, and rolls 2d6. Reroll results of 12. Beginning from the chosen corner of the arena, the player who destroyed the last Target token then counts hexes equal to the result along the width of the arena. The player to the left of that player then rolls 3d6. Reroll results of 16–18. The player who destroyed the last Target token then counts a number of hexes equal to the result along the length of

the arena. The player to the left of the player who destroyed the last Target token then places the chosen Target token face up in the resulting hex. If a Target token would placed so that it can't be attacked, reroll the 3d6 for length placement until the result places the token so that it can be attacked.

COMBAT ENHANCEMENT CARDS

Combat enhancement cards (CECs) affect many aspects of game play, from unit performance to team performance. Using CECs in your games is optional.

Besides its name, a CEC is also printed with other game play information, including its collector's number, point value, and rules text. Some CECs are printed with more information than others, depending on their type.

CEC Types

There are many CEC types used in **MechWarrior: Age of Destruction**. Currently, these CECs include faction pride, gear, mercenary contract, mission, pilots, planetary conditions, and situational alliance CECs. The only CEC types compatible with the **Solaris VII** rules, however, are gear CECs without "R.I.S.C." in the name and pilot CECs.

Point Values

CECs have point values associated with them, just like units do. Gear and pilots add to a unit's point value.

Some CECs have alternative point values; these are printed after the point value and the 🔵 symbol. A CEC's alternative point value might be more or less than its point value. If you meet the requirements for an alternative point value, you must use that value when building your combatant (see Pilots, p. 31).

Rule of precedence. Because there are different types of CECs, some CEC effects occur before others in the game. The player whose turn it is decides the order in which CEC effects resolve.

Gear and Pilots

Gear and pilots allow players to further personalize and enhance their units. A unit may be assigned either up to two pieces of gear or one piece of gear and one pilot.

Besides the usual CEC information, a gear/pilot card is also printed with its point value, requirements, modifiers, special equipment, and/or special game effects it provides when assigned to a unit.

Units have two slots on their heat dials that can accommodate the removable "paddles" included on gear and/or pilot CECs; these paddles represent the gear or pilot assigned to the unit. Before the match begins, each gear/pilot paddle to be used is removed from its card and put into a unit's slot. After a game, the gear/pilot paddle can be snapped back into its card for convenient storage.
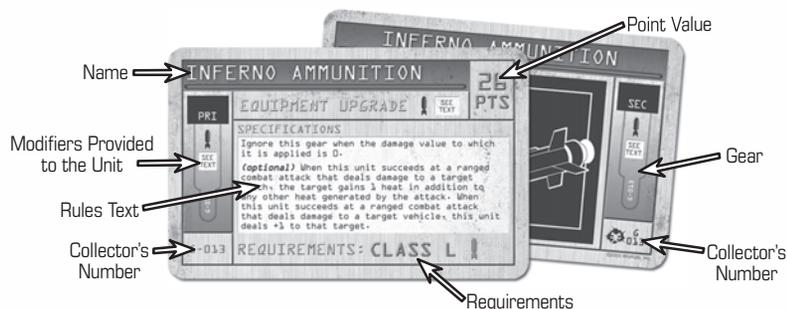
Gear

The collector's number of a gear CEC begins with "G." Gear modifies the combat values of the unit to which it is assigned; the gear CEC will indicate which combat values it modifies. Requirements indicate which traits a unit must possess in order to be assigned that gear. The first requirement listed is the class requirement. Other requirements may include items such as range type.

For example, in order to assign the Inferno Ammunition gear to a unit, the unit's class must be light and it must have the ballistic range type.

A unit can't be assigned more than one piece of gear with the same combat value requirement unless one states that it may be used on a combat value along with other gear, or the gear is applied to a different combat value.

Gear that applies to a unit's primary damage value is labeled "PRI." Gear that applies to a unit's secondary damage value is labeled "SEC." Gear that can apply to either damage value is labeled "PRI" on one side and "SEC" on the other. When putting these pieces of gear in a unit's slot, ensure that the letter corresponding to

the damage value the gear will apply to faces toward the unit's set symbol, so that it can be seen by all players.

A gear CEC might also provide special equipment to a unit's combat value. If a combat value would receive special equipment from two different sources (for example, one from the combat dial and one from gear), only one may apply at a time, unless the gear states otherwise.

For example, a unit with Evade showing on its combat dial that is also assigned Evade gear does not modify its defense value by +4 against ranged combat attacks: It gets only +2 because only one Evade can be in effect at a time. If the unit loses Evade on its combat dial, however, the Evade from the gear can be used.

Unless its gear CEC states otherwise, if a unit with gear gains the Salvage special equipment on its combat dial, the gear is ignored.

Pilots

Most pilot requirements show which unit class or classes those pilots can be assigned to. For example, the Robinson Battle Academy Graduate can pilot only light units. Some pilots have additional requirements. There are three types of pilots: common pilots, legendary pilots, and gunslinger pilots.

Common pilots, whose collector's numbers begin with "P," can be assigned to any unit as long as the unit meets the pilot's requirements. The unit gets the modifiers printed on the pilot's card.

Legendary pilots and gunslinger pilots, whose collector's numbers begin with "L" and "GS," respectively, are Unique. A Unique pilot can appear only once on a team, just like a unit. Like common pilots, legendary pilots and gunslinger pilots can be assigned to any unit as long as the unit meets the legendary or gunslinger pilot's requirements. The unit gets the modifiers printed on the pilot's card—but not the benefits of the pilot's rules text, as described below.

Each legendary pilot and gunslinger pilot has an alternative point cost. This cost is associated with that pilot's preferred unit, which is identified by its set symbol and collector's number. If you assign a legendary pilot or gunslinger pilot to his or her preferred unit, you may then—and only then—use the special ability described on the pilot CEC rules text. This special ability represents a specialty the pilot has picked up from experience with his or her preferred unit.

NOTE: Some **MechWarrior: Age of Destruction** pilots have abilities that do not seem to have a use in the Solaris arenas. For example, an ability dependent on the number of order tokens a unit has would not be useful on Solaris, as order tokens are not a game component used in the **Solaris VII** rules. In cases like these, do not use the pilot's alternative point cost. These pilots are not that well-suited to the rigors of the Solaris arenas. If any part of a pilot's ability has a use in the Solaris arenas, use the pilot's alternative point cost when that pilot is assigned to its preferred unit. Before beginning the match, players should agree on the usefulness of pilot abilities, if any.

Recruiting pilots. Note that some pilots have a recruit cost; this cost is not used in the **MechWarrior: Solaris VII** rules.

ENDING THE MATCH

The match ends at the end of any phase when any one of the following conditions is met:

- Only one player has a unit in the arena; OR
- A predetermined time limit for the match is reached; OR
- All remaining players agree to end the match.

Victory!

In **MechWarrior: Solaris VII**, eliminating the opponent is what matters most to the crowds. If a player eliminates a unit with a total point value (including any gear or pilots) less than that of his or her own unit, that player gains 70 reputation points. If a player eliminates a unit with a total point value (including any gear or pilots) equal to or greater than that of his or her own unit, that player gains 80 reputation points instead.

Additionally, players tally the amount of reputation points gained from destroying Target tokens and determine their total amount of reputation points earned during the match. If there is a tie in reputation points, the winner is the player with the combatant that has the lowest total point value. If there is still a tie, roll a d6. The player with the highest result wins, as the fickle crowds make their own choice.

Campaign Play

After becoming familiar with the **MechWarrior: Solaris VII** rules, you and your may friends may wish to create your own **Solaris VII** stable of MechWarriors and units to compete against each other in ongoing campaigns. Watch the WizKids® website at **www.wizkidsgames.com/mechwarrior** for campaign rules.

SPECIAL EQUIPMENT

⚓ DAMAGE SPECIAL EQUIPMENT

[purple] **ARTEMIS V FIRE-CONTROL SYSTEM** *(optional)* When this unit succeeds at a ranged combat attack targeting a single opposing figure, roll a d6. On a result of 3–5, modify this unit's damage value by +1 for the attack; on a 6, modify it by +2 instead.

[green] **HOMING BEACON** *(optional)* Give this unit a ranged combat order targeting a single opposing figure; modify this unit's attack value by +1 for the attack. If the attack succeeds, until the end of the combat phase any line of fire for a ranged combat attack using the ⚓ range type drawn to the target is clear, and the target ignores hindering terrain when it is the target of ranged combat attacks using the ⚓ range type.

[red] **ARMOR PIERCING** *(optional)* This unit's ranged combat attacks ignore other units' defense special equipment with "armor" in the name.

[blue] **ANTI-PERSONNEL** *(optional)* This special equipment is not used in the **MechWarrior: Solaris VII** rules.

[black] **STREAK MISSILES** *(optional)* When this unit makes a ranged combat attack targeting a single opposing figure, it ignores other figures, terrain, and terrain boundaries for line of fire purposes. If the attack succeeds, modify this unit's damage value by –1, minimum 1. The attack can't target a shutdown unit or a unit with Electronic Camouflage special equipment.

[gray] **POINT DEFENSE SYSTEM** *(optional)* Any friendly figure in base contact with this unit can use this unit's unmodified defense value instead of its own.

⚡ DAMAGE SPECIAL EQUIPMENT

[purple] **PPC CAPACITOR** *(optional)* This unit's damage value can't be replaced. When this unit succeeds at a ranged combat attack, increase its damage value (which may be modified only by heat effects) by one-half for the attack. It gains 1 heat in addition to any other heat generated by the attack.

[green] **TSEMP (Tight-Stream Electromagnetic Pulse)** *(optional)* Give this unit a ranged combat order targeting a single opposing figure. If the attack succeeds and the target is not shutdown, the target's controller rolls a d6. On a result of 1 or 2, the target is shutdown; mark it so that it has two tokens.

[red] **PULSE** *(optional)* Once per turn, when this unit resolves a successful ranged combat attack against a single opposing target figure, make a second ranged combat attack against that target, whose defense value is modified by +2 for the second attack. This unit gains 1 heat after resolving the second attack in addition to any other heat generated by the order. The second attack does not cost an order.

[blue] **GRAPPLE** *(optional)* When this unit is in base contact with a single opposing figure, the figure succeeds at break away results of only 5 or 6, even if it has Evade or Jump Jets special equipment.

[black] **ALPHA STRIKE** *(optional)* When this unit makes a ranged combat attack against a single opposing target figure, turn its heat dial until it is shutdown; keep track of the number of heat dial turns needed to reach shutdown. If the attack succeeds, modify this unit's damage value by +X, where X equals the number of heat dial turns needed to reach shutdown. Immediately after resolving the attack, roll a d6. On a result of 5 or 6, this unit loses 2 heat; roll for any heat effects that appear. On a result of 1–4, this unit is shutdown; mark it so that it has two tokens.

[gray] **FLAMERS** *(optional)* When this unit succeeds at a close combat attack targeting a single opposing figure that is not shutdown, deal no damage. The target gains 2 heat instead.

✊ DAMAGE SPECIAL EQUIPMENT

[green] **FULL STRIKE** *(optional)* When this unit makes a close combat attack, all opposing figures in base contact with this unit's front arc become targets. Make one attack roll and compare the attack result to each target's defense value. Score damage equal to this unit's damage value to each target against which the attack succeeds.

[red] **HAND-TO-HAND WEAPON** *(optional)* When this unit succeeds at a close combat attack targeting a single opposing figure, roll a d6. Score damage to the target equal to the result instead of this unit's damage value.

[blue] **RAPID STRIKE** *(optional)* Once per turn, when this unit resolves a successful close combat attack against a single opposing target figure, make a second close combat attack against that target. This unit gains 1 heat in addition to any other heat generated by the order. The second attack does not require an order.

[black] **AGILITY** *(optional)* When this unit is the target of a close combat or special attack from an opposing figure, damage and impact damage scored is reduced to 1.

[gray] **BRAWLING** *(optional)* Modify this unit's damage value by +1 when it makes a close combat or special attack against opposing figures, regardless of the damage value used to resolve the attack.

🔭 SPEED SPECIAL EQUIPMENT

[purple] **RECONNAISSANCE** *(optional)* When this unit moves, it subtracts only 2 from its speed value when moving from one hex to another, regardless of terrain type.

[green] **CAMOUFLAGE** *(optional)* When this unit occupies hindering terrain, modify its defense value by +2 against ranged combat attacks.

[red] **EVADE** *(optional)* Modify this unit's defense value by +2 against ranged combat attacks. It fails to break away only on a result of 1. It does not gain 1 heat when it uses the run option.

[blue] **JUMP JETS** *(optional)* This unit ignores figure bases and terrain for movement purposes, though it still can't occupy blocking terrain or a hex occupied by another figure at the end of its move. This unit fails to break away only on a result of 1. It can't use the run option, but it can attempt a death from above special attack.

[black] **ELECTRONIC CAMOUFLAGE** *(optional)* This unit ignores indirect fire ranged combat attacks and other figures' Streak Missiles special equipment.

[gray] **INFILTRATE** *(optional)* This special equipment is not used in the **MechWarrior: Solaris VII** rules.

⊕ ATTACK SPECIAL EQUIPMENT

[purple] **COOLANT FLUSH** *(optional)* Give this unit a close combat order targeting a single friendly figure not in base contact with an opposing figure. The attack does not score damage, and it ignores all non–heat effect close combat modifiers. This unit may move up to its speed value before making the attack. If the attack succeeds, the target loses 4 heat if this unit didn't move before making the attack, or 2 heat if it did move. The target does not lose additional heat on a critical hit and is not dealt 1 pushing damage on a critical miss.

[green] **REPAIR** *(optional)* Make a close combat attack targeting a single friendly figure; neither this unit nor the target may be in base contact with an opposing figure. Ignore all non–heat effect close combat modifiers. If the attack succeeds, repair the target of damage equal to either this unit's damage value or the result of a d6 roll. If this unit has the 🔧 attack symbol, it can repair all figures except those with the ◄ speed mode. If this unit has the ⊕ attack symbol, it can repair any figure.

[red] **BYPASS** *(optional)* This special equipment is not used in the **MechWarrior: Solaris VII** rules.

[blue] **IMPROVED TARGETING** When this unit makes a close combat or ranged combat attack, you can reroll one attack die; if you do, you must use the rerolled result. If you roll a critical hit with the rerolled die, it is not a critical hit; calculate the attack result normally. If you reroll a die from a critical miss and the new result is not a critical miss, this unit is not dealt critical miss damage.

[black] **SALVAGE** This unit can be given only move or vent orders and can't make a death from above special attack.

[gray] **COMMAND** *(optional)* Add 1 to initiative rolls made for this unit.

🛡 DEFENSE SPECIAL EQUIPMENT

[purple] **ADVANCED ANTI-MISSILE SYSTEM** You can cancel this special equipment prior to an opponent's attack roll.

(optional) When this unit or a friendly figure within 1 or 2 hexes of this unit is the target of a successful ranged combat attack using the 🔩 range type, roll a d6. On a result of 3–5, reduce the damage scored to the target by 1, minimum 1 damage. On a 6, reduce the damage scored by 2 instead, minimum 0 damage. Apply the effect of this special equipment after applying the effects of all other special equipment.

[green] **DECOY** *(optional)* When this unit is the target of a successful ranged combat attack that is not a critical hit, the attacker must make a second attack roll. If the second attack roll fails, this unit ignores the successful attack. The second attack roll does not count as an additional attack for the attacker and does not require an order.

[red] **REFLECTIVE ARMOR** Decrease by 2 any damage scored to this unit by ranged combat attacks using the ⚡ range type.

[blue] **REACTIVE ARMOR** Decrease by 2 any damage scored to this unit by ranged combat attacks using the 🔩 range type.

[black] **HARDENED ARMOR** Decrease by 2 any damage scored to this unit by close combat or ranged combat attacks. Hardened Armor does not reduce impact damage or unpreventable damage.

[gray] **HEAVY ARMOR** Decrease by 1 any damage scored to this unit by close combat or ranged combat attacks. Heavy Armor does not reduce impact damage or unpreventable damage.

⬛ HEAT EFFECTS

[green] **STARTING POSITION** At the beginning of the game, this unit must have this green square showing on its heat dial.

[red] **AVOID AMMUNITION EXPLOSION: CRITICAL** If this unit is not shutdown, roll a d6. On a result of 1–3, this unit is dealt unpreventable damage equal to its damage value with the ⬛ range type +1.

[yellow] **AVOID AMMUNITION EXPLOSION** If this unit is not shutdown, roll a d6. On a result of 1 or 2, this unit is dealt unpreventable damage equal to its damage value with the ⬛ range type –1, minimum 0 damage.

[black] **AMMUNITION JAM** This unit can't use special equipment with the ballistic range type or make ranged combat attacks using the ⬛ range type.

⚡ HEAT EFFECTS

[green] **STARTING POSITION** At the beginning of the game, this unit must have this green square showing on its heat dial.

[red] **AVOID HEAT SINK OVERLOAD: CRITICAL** If this unit is not shutdown, roll a d6. On a result of 1–3, this unit gains 2 heat.

[yellow] **AVOID HEAT SINK OVERLOAD** If this unit is not shutdown, roll a d6. On a result of 1 or 2, this unit gains 1 heat.

[black] **WEAPONS OFFLINE** This unit can't use special equipment with the ⚡ range type or make ranged combat attacks using the ⚡ range type.

🤖 HEAT EFFECTS

[green] **STARTING POSITION** At the beginning of the game, this unit must have this green square showing on the heat dial.
[red] **AVOID SHUTDOWN: CRITICAL** If this unit is not shutdown, roll a d6. On a result of 1–3, this unit is shutdown; mark it so that it has two tokens.

(optional) If this unit is shutdown, roll a d6. On a result of 4–6, this unit restarts.

[yellow] **AVOID SHUTDOWN** If this unit is not shutdown, roll a d6. On a result of 1 or 2, this unit is shutdown; mark it so that it has two tokens.

(optional) If this unit is shutdown, roll a d6. On a result of 3–6, this unit restarts.

[black] **ENGINE OVERHEAT** This unit can't use speed special equipment or the run option.

GLOSSARY

abrupt elevated terrain: An elevated terrain type that can usually be occupied only by units with Jump Jets special equipment.

alternative point value: A different point value that might be used to pay for a CEC. If the requirements for the alternative point value are met, the alternative point value must be paid instead of the point value.

assault order: An order that allows a unit to move half its speed value and make a ranged combat attack or move its entire speed value and make a close combat attack. A unit given an assault order gains 2 heat after the order resolves.

attack dice: 3d6 used to determine if an attack succeeds. Includes 2d6 of the same color and a d6 of another color.

attack result: The result of an attack roll plus the attacker's attack value and any modifiers that apply to the attack roll or the attacker's attack value.

attack roll: The combined result of rolling the attack dice.

attack value: A number an attacker adds to its attack rolls.

attacker: The unit making a close, ranged, or special attack.

base contact: Units that occupy adjacent hexes of the same elevation are considered to be in base contact with each other.

blocking terrain: A terrain type represented by a red dot in the center of a hex. Units can't occupy or move through blocking terrain.

boundary line: A colored line on the arena map. A line of fire that crosses a boundary line might be affected by it. There are three types of boundary lines: blocking, which are red; hindering, which are green; and water, which are blue.

break away: Attempting to move a unit away from opposing units with which it is in base contact.

build total: A predetermined point total that limits how many combined points a player's combatant or team may be; this limit can be equaled but not exceeded.

canceled: When special equipment or a CEC temporarily has no effect. If a unit's controller cancels one or more of that unit's special equipment, the canceled special equipment ceases to be canceled at the beginning of the next player's turn, unless the controller cancels it again. A canceled CEC is removed from the game.

clean-up phase: The fourth phase of a round in which players turn the combat dials of any units dealt damage that round and turn the heat dials of any units that gain heat that round.

close combat attack: A melee or hand-to-hand attack. This attack has either the melee range type or no range type.

close combat order: An order given to a unit that allows it to make a close combat attack.

collector's number: An identifying number for units.

combat dial: The rotating disc under a unit's base that is printed with some of that unit's combat values.

controller: The player able to give orders to a unit is its controller.

critical hit: When you make an attack roll and each die of the same color comes up with a result of 6.

critical miss: When you make an attack roll and each die of the same color comes up with a result of 1.

damage dealt: How much damage a target will take after all the target's modifiers have been applied to the damage scored. Damage dealt is recorded on the damage die.

damage die: A d6 or other die used to record how much damage will be dealt to a unit during the clean-up phase.

damage scored: An attacker's damage value, affected by any modifiers.

damage value: A number that indicates how much damage an attacker scores.

defend order: An order given to a unit that modifies its attack value by −1 and gives it −1 to its next initiative roll. An attacker attacking a unit given a defend order modifies its attack value by −1. A unit given a defend order gains 1 heat.

defense value: A number an attacker compares to its attack result to determine if its attack succeeds.

dig in order: An order given to a unit that modifies its attack value by +2. An attacker attacking a unit given a dig in order modifies its attack value by –1. A unit given a dig in order can't also have moved that round during the move phase, and it gains 1 heat.

dodge order: An attacker attacking a unit given a dodge order modifies its attack value by –2. A unit given a dodge order gains 1 heat.

elevated: A level of terrain above grounded level. All elevated terrain is at the same level above the battlefield.

eliminated: When a game element is removed from the game, or when a player is no longer part of the game.

facing: The way a unit's front and rear arcs are oriented in the arena.

fail: When an attack result does not meet or exceed a target's defense value or when a die roll does not achieve a favorable result, such as a die roll result that does not allow a unit to break away.

free spin: Changing a unit's facing after an opposing unit moves into base contact with it.

friendly unit: A unit you control or one that is controlled by an allied teammate.

front arc: The portion of a unit's base through which it makes attacks.

gaining heat: Turning a unit's heat dial counterclockwise.

grounded: Any hex in the arena that is not elevated.

heat dial: The rotating spindle on top of a unit's base that keeps track of heat gained or lost and the heat effects of such heat gain and loss.

heat die: A d6 or other die used to record how much heat a unit will gain during the clean-up phase.

heat effects: Modifiers to a unit's combat values that arise from it gaining or losing heat. Heat effects might require rolls that affect the unit's special equipment and performance. Heat effects are printed on a unit's heat dial.

heat starting position: The heat dial location where each unit begins the game, identified by three green squares on the heat dial.

hex: A six-sided polygon that units occupy on the map.

hexside: One of the six sides that define a hex. Hexsides help determine range, line of fire, terrain boundaries, and front and rear arc modifiers.

hindering terrain: A terrain type represented by a green dot in the center of a hex. Moving into hindering terrain subtracts 3 from a unit's speed value.

ignores: Is not affected by or treats the stated game condition as if it didn't exist or happen.

impact damage: A special kind of damage usually scored by special attacks. Impact damage has no range type and isn't reduced by special equipment that reduces damage scored.

initiative phase: The first phase of a round in which players determine the turn order of their units and make attacks specific to the initiative phase.

line of fire: A line of hexsides from an attacker's hex to the target's hex. A ranged combat attack may be made if the line of fire is clear; if the line of fire is blocked, the attack can't be made.

losing heat: Turning a unit's heat dial clockwise.

maximum range value: A number that indicates the maximum number of hexsides that a unit's ranged combat attack can reach.

minimum range value: A number that indicates the minimum number of hexsides a target must be from the attacker in order for the attacker to make a ranged combat attack against it.

modifier: A number that is added to or subtracted from a unit's combat value.

move order: An order given to a unit that allows it to change its hex location or facing in the arena.

move phase: The second phase of a round in which players assign move orders to their units.

occupy: A unit occupies the hex it is in.

opposing unit: A unit controlled by an opponent.

point value: A number assigned to a unit, pilot, or gear that in general describes its power level in relation to other units, pilots, and gear, respectively. Point values are used to inform the power level of a match and how a unit can be configured to conform to that power level.

range type: A symbol that appears next to a unit's damage value. There are three range types: ballistic, energy, and melee. A unit's range type might affect how that unit's attacks are resolved and how its damage is scored against certain targets.

ranged combat attack: An attack made from a distance. This attack can have the ballistic or energy range type.

ranged combat order: An order given to a unit that allows it to make a ranged combat attack.

rear arc modifier: Modifying an attacker's attack value by +2 when its line of fire is within the target's rear arc or if its front arc is within its target's rear arc.

repair marker: A point on a unit's combat dial past which it can't be repaired of damage, identified by a black triangle.

repairing damage: Turning a unit's combat dial counterclockwise.

reputation points: The player with the most reputation points at the end of a match wins the match.

restart: When a unit loses sufficient heat to begin to work again after it is shutdown.

run option: When a unit moves twice its speed value. This causes the unit to gain 1 heat after the move order resolves, in addition to any other heat generated by the order.

shutdown: When a unit overheats and all its systems stop working. A shutdown unit is marked with two tokens to indicate it is shutdown, and it can be given only vent orders.

special attack: A powerful attack that deals impact damage. Current special attacks include charge, death from above, and pin attacks.

special equipment: Colored squares or circles that appear on a unit's combat dial, often enhancing its performance. Gear CECs also provide special equipment to a unit.

speed value: A number that determines how many hexes a unit can move.

starting marker: An indicator (green triangle) that shows the beginning of a unit's combat dial. The combat dials of all units must be turned to their starting markers before they are placed in their starting areas. In addition, a unit can't be repaired of damage beyond its starting marker.

stat slot: The visible area of a unit's combat dial.

succeed: When an attack result meets or exceeds a target's defense value or when a die roll achieves a favorable result, such as a die roll result that allows a unit to break away.

target: The unit against which an attack is directed.

Target token: A token placed in the arena that gives a player reputation points when eliminated.

team: A group of units led by you or a teammate during a game.

terrain: A topographical condition of a hex that might affect the movement and ranged combat attacks of units. There are four types of terrain: clear, blocking, hindering, and water, which are represented by colored dots in the hex. Terrain can be grounded or elevated; elevated terrain is represented by circles in the hex.

turn: Periods in the game during which one player gives orders to his or her units.

unconscious pilot: If an attacker rolls a critical hit against a target with a pilot, the target's pilot becomes unconscious, and is placed on its unit's base. A unit with an unconscious pilot can't be given orders, though a player still rolls for its initiative. At the beginning of each phase and each time its unit is declared the target of an attack, the unit's controller can attempt to revive the pilot.

Unique: A unit with a star as a rank symbol. Also a CEC with a star as part of its collector's number. You can't have more than one of any given Unique unit or CEC on your team.

unit: A **MechWarrior** 'Mech.

unpreventable damage: Damage that can't be reduced or prevented by any means.

vent order: An order given to a unit that allows it to lose heat equal to its vent rating.

water terrain: A terrain type represented by a blue dot in the center of a hex. Units that occupy water terrain during the clean-up phase lose 1 heat.
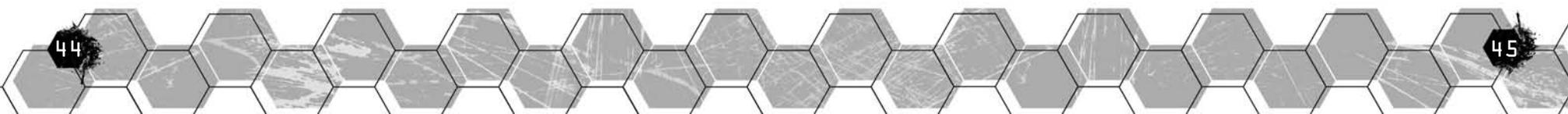
CAMPAIGN RULES

More often than not, MechWarriors on Solaris VII aren't lone wolves; they belong to a team or "stable." Solaris VII has a stable for every play style, and after playing **MechWarrior®: Solaris VII**, you might decide you'd like to try your hand at creating your own stable. These rules will help you play a campaign-style **MechWarrior: Solaris VII** game, which might span several playing sessions with you and your friends. These sessions will take you through a **Solaris VII** "season," culminating in a **Solaris VII** championship.

Stables

When a MechWarrior arrives on Solaris VII, he or she usually signs on with a stable. Joining a stable can be an important step for a would-be champion, because a stable is an excellent source of experience (not to mention room and board). Solaris VII has hundreds of stables, though not all of them have notoriety and fame on the game planet. What will yours be known for?

Starting a Stable

When you start your own stable, you begin with a set amount of capital (measured in "Stones") that you will use to buy assets like pilots, gear, units, and rally cards (see "Rally Combat Enhancement Cards," p. 52) for your stable. You will be able to win more Stones as you compete in matches, which you can then use to buy more assets for your stable. You will also need Stones to repair your units between matches.

We recommend building a single-class stable (featherweight, lightweight, middleweight, or heavyweight) and playing games restricted to that weight class. Once you become comfortable with stable competition, you might decide to graduate to a multi-class stable. Refer to Table 1. Starting Stable Capital for starting capital amounts per weight class.

Units and pilots. A unit that competes in a **Solaris VII** campaign must have a pilot assigned to it, unless it was released before the **MechWarrior: Age of Destruction** expansion.

Acquiring Assets

Gear, pilots, units, and rally cards are assets. To determine how many Stones an asset costs, use the point value of that asset. Rally cards each cost 10 Stones to add to your stable. Between each series of matches (a series of matches is called a "cycle"; see p. 49), you can purchase additional assets. When you purchase an asset, deduct its value from your capital and add it to your list of available assets. When purchasing gear and pilots, you do not need to immediately assign them to a unit. When purchasing Unique pilots (pilots whose collector's numbers begin with "L" or "GS"), use their point value only—not their alternative point value. If a Unique pilot's point value includes "See Text," however, use the highest point value listed.

Repairing Assets

You can spend Stones between matches to repair your units of damage (turn their dials back to the green starting marker). Refer to Table 2. Unit Repair Costs to see how many Stones a repair will cost. When determining the point value of a unit needing repair, include any gear (but not any pilot) assigned to the unit at that time.

You don't have to repair a unit between matches, but if you don't, you can't turn its combat dial back to the starting position before the next match; the unit will retain the damage done to it until it is repaired, including eliminated units. If a unit is eliminated, you can't use it or the gear assigned to it until the unit is repaired. At the end of a cycle, however, you must repair all units that are not showing the green starting marker, if possible.

Note: If a unit is eliminated it must sit out the match after it is repaired, unless it was repaired after the last match of a cycle.

Swapping Assets

Between matches, you can swap out units, gear, and pilots. You must, however, still adhere to the build total of the match. Any decision to repair a unit must be made before any gear is swapped.

Selling Assets

Between matches a player can "sell" assets. If you sell an asset, remove that asset from your assets list and add the Stones for that asset back into your available capital. You can purchase that asset again later. You can't sell a unit that isn't showing the green starting marker.

Winning Purses

At the end of a cycle, your stable will be rewarded with a purse for that cycle. The purse amount will depend on where your stable placed in that cycle. When you win a purse, add the amount you won to your available capital. Reference tables 3 and 4 for one-on-one match and team match purses, respectively.

Solaris VII Campaigns

A **Solaris VII** campaign will determine two things: which stable boasts the best MechWarriors on the planet, and which of those MechWarriors is the best among them.

A **Solaris VII** campaign is made up of six cycles. During each cycle your stable will be competing in a specific match type (see below). During a cycle, we suggest each player play from three to four matches—three matches when playing a campaign with four to six players, and four matches when playing a campaign with eight players.

Note: For your own campaign, you can reduce the number of matches in a cycle or eliminate some cycles entirely.

Match Format Types

When playing a campaign, we recommend using the following match formats. Cycles 1, 3, 5, and 6 are one-on-one matches; cycles 2 and 4 are team matches.

- Cycle 1: Standard Format (3–4 matches)
- Cycle 2: Team Format (3–4 matches)
- Cycle 3: Weapons Dead Format (3–4 matches)
- Cycle 4: Tag Team Format (3–4 matches)
- Cycle 5: Capture the Flag Format (3–4 matches)
- Cycle 6: Grand Melee Format (1 match)

Earning Reputation

When a player's unit wins a match, the reputation points gained for that match are added both to his or her stable's total reputation points and to the pilot who was assigned to that unit. If a unit without a pilot wins a match, the reputation points are awarded to that unit instead. Keep a running total of each stable's and pilot's/unit's reputation and the number of kills made by each pilot/unit.

After each player participating in a cycle has played his or her first match, pair up players for subsequent matches based on the amount of reputation those players' units/pilots have earned for their stable; players with equal (or close to it) reputation should play against each other.
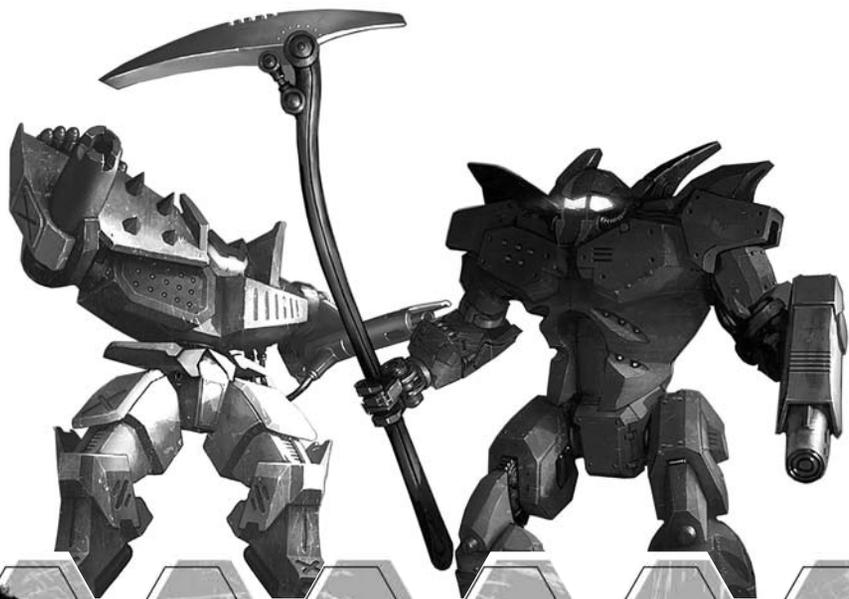
Victory

After all cycles have been completed, the pilot/unit with the most reputation points is the champion for that campaign. The stable with the most reputation is the overall stable champion for that campaign. If there is a tie for either, use the total number of kills as a tiebreaker. If there is still a tie, see "Sudden Death," page 53.

Match Format Rules

All of the **Solaris VII** campaign match formats use the **Solaris VII** Rules of Competition except as noted. A standard match follows the **Solaris VII** Rules of Competition without exception.

Team Match

Each player chooses two units, which are teammates for the match. The time limit for the match is 40 minutes. Total reputation earned during a team match is divided equally between the two teammates, regardless of whether a teammate is able, salvaged, or eliminated during a match.

Instead of pitting one stable against another in a team match, you can also pair up two stables against two other stables. If you do, each stable provides one unit for the match.

Weapons Dead Match

No ranged combat orders can be given and no ranged combat attacks can be made.

Tag Team Match

A tag team match uses the rules for a team match, but only one unit on a team is active at a time. The first player determines which of his or her two units will be active when the match begins, followed by the player to his or her left.

During a match's initiative phase, a player can choose to activate his or her other unit if that player's active unit is in a hex adjacent to its inactive teammate. When rolling for initiative, the player simply declares the change in active units; the active unit becomes inactive. The player then swaps the positions of the active and inactive unit; the units can face in any direction. An inactive unit can't be attacked or damaged and is repaired of 1 damage at the end of the clean-up phase as long as no black repair marker shows on its combat dial.

Capture the Flag Match

A capture the flag match uses the rules for a team match, except the rules for Target tokens, which are not used per the Rules of Competition. Before a capture the flag match begins, each team places a Target token in the starting hex labeled with a "C" on their side of the map. That token is the team's "flag," and that starting hex is the team's flag starting area.

During the match, the teams attempt to "capture" each other's flag, and return it to their own flag starting area. To distinguish between the two flags, one Target token should be turned face up, and the other face down. When a unit would move from one hex into a hex occupied by a flag, the unit's player must roll a d6 and add the unit's pilot attack value modifer, if any. On a result of 4 or more, that unit captures the flag; put the flag under that unit's base. Do not move the unit into the hex occupied by the flag.

When that unit moves, the flag moves with it. When a unit becomes adjacent to its own flag starting area, it can drop its flag; move the flag from under the unit's base and put it in the unit's flag starting area. If a unit carrying a flag is the target of any successful attack, its player must roll a d6; on a result of 1 or 2, the flag is "dropped." The unit's player puts the flag in any adjacent hex. When the match ends, additional reputation points are awarded based on the location of the flags, as shown below.

CAPTURE THE FLAG REPUTATION POINTS

Flag and Location	Reputation Earned
Friendly flag in friendly flag starting area	30
Opposing flag in friendly flag starting area	60
Friendly flag carried by friendly teammate	15
Opposing flag carried by friendly teammate	30

Grand Melee Match

A grand melee involves anywhere from four to eight players and has a 60-minute time limit. If there are four players, a standard map can be used. If there are more than four players, assemble the four maps that come with the **Solaris VII** Light-, Medium-, Heavy-, and Assault-class Action Packs.

Rally Combat Enhancement Cards

Rally cards are played during **Solaris VII** matches. They often reflect come-from-behind maneuvers or tips and tricks a pilot has picked up while participating in the games. These moves usually come into play when a unit has taken a beating and needs to make a comeback, and cards indicate under which circumstances they can be played.

Each rally card has a requirement printed on it. A unit must meet this requirement in order to benefit from the rally card. Many of the requirements include a symbol relating to a combat value, a less-than sign (<), and a number. The combat value of a unit must be less than the listed number in order for the unit to benefit from that card. Ignore any modifiers when determining the combat value of a unit for the purposes of playing rally cards.

When playing a campaign using rally cards, before a match begins you can select up to five rally cards from your assets list for each of your units. These cards will be your "hand" for the match. Once you buy a rally card, you can continue to use it in all your matches, though after you play a rally card from your hand during a match, it can't be used again that match.

General Rally Card Rules

- You can have only one copy of any one rally card in your hand.
- You can play one rally card from your hand per round per each of your units in the match.
- A unit can't benefit from a rally card if it shows the green starting marker.
- A unit can benefit from only one rally card per round.

Special Campaign Rules

MechWarrior: Solaris VII campaign matches allow the use of the following four special rules.

Surrendering

A player might want to end a match before his or her unit becomes too badly damaged, or even eliminated. A player can surrender his or her unit at any time. In the case of a team match, when one unit surrenders, all units on the team surrender. The surrendering pilot (or pilots) and its stable gain reputation points equal to half of any reputation points the surrendering pilot (or pilots) has already earned during the match. If after a surrender there is only one

unit or team remaining, the match ends immediately; no more dice are rolled and no damage or heat is applied to any unit. The remaining pilots and their stables each gain 70 reputation points.

Forfeit

If a stable is unable to participate in a match (due to lack of a unit capable of participating in a class of that particular build total, for example), that stable can forfeit that match. If a stable forfeits with only one other opponent involved in the match, the opposing stable and pilots each gain 70 reputation points. The stable that forfeits gains 30 reputation points (in this case, the 30 reputation is distributed equally among all the pilots in that stable, not awarded to each one).

Note: If a stable has an able unit that fits the build total for a match, the stable must play that unit in the match, though the stable can immediately surrender once the match begins.

Pilot Death

Sometimes things go terribly wrong in the arena, and a pilot loses his or her life. As an optional rule for your campaign, you can include pilot death. Whenever a unit is eliminated during a match, roll a d6. On a result of 1, the unit's pilot dies; remove the pilot from your list of assets. You can't purchase that pilot again during the current campaign. Any reputation accumulated by that pilot (including during the match the pilot was killed) remains awarded to that pilot and that pilot's stable.

Sudden Death

If pilots are tied for victory at the end of a campaign, they should play against each other in a sudden death match, using Standard match rules. Randomly determine a weight class for the match. In a sudden death match, pilots can be assigned to a unit of any weight class, regardless of their requirements.

If pilots and units are tied, do not randomly determine a weight class for the match; instead, the weight class for the match matches the unit with the highest point value. If units are tied, those units play against each other.

The winner of the match is the champion for that campaign. If stables are tied for victory at the end of a campaign (and after any pilot/unit sudden death matches have been played), players of those stables randomly determine a weight class, choose a pilot/unit, and play a sudden death match. The winner of the match is the stable champion for that campaign.

GLOSSARY

The following Campaign Rules terms are additions to the main Rules of Competition glossary.

able: A unit that does not have Salvage special equipment and is not eliminated.

asset: Gear, pilots, units, and rally cards purchased by a **Solaris VII** stable for campaign play.

cycle: A match or series of matches of one format.

forfeit: When a player can't participate in a match for lack of an appropriate unit to compete.

one-on-one match: A match waged between two players, each of whom provides a single unit.

purse: An amount of Stones awarded after completing a **Solaris VII** campaign cycle.

rally card: A CEC type played during a **Solaris VII** campaign match that reflects maneuvers or tips and tricks a pilot has picked up while participating in the games and usually comes into play when a unit has taken a beating and needs to make a comeback.

surrender: When a player chooses to withdraw from a match before its completion.

stable: A player's collection of assets, used in **Solaris VII** campaign matches.

Stones: Currency used to purchase assets.

team match: A match in which two units provided by either a single player or two different players play against two other units, also provided by either a single player or two different players.

table 1

STARTING STABLE CAPITAL

Weight Class	Starting Capital (In Stones)
Featherweight (Light)	1,000
Lightweight (Medium)	1,500
Middleweight (Heavy)	2,000
Heavyweight (Assault)	2,500
Multi-class	3,000

table 2

UNIT REPAIR COSTS

Class	Able	Salvage	Eliminated
Featherweight–up to 160 points	50	75	100
Lightweight–up to 210 points	75	100	125
Middleweight–up to 180 points	100	150	175
Heavyweight–up to 350 points	150	200	225

table 3

CYCLE PURSES: ONE-ON-ONE MATCHES

FOUR-PLAYER CAMPAIGN

CLASS	1st Place	2nd Place	3rd Place	4th Place
Featherweight	400	325	250	200
Lightweight	450	375	300	250
Middleweight	500	450	400	350
Heavyweight	600	550	500	450

SIX-PLAYER CAMPAIGN

CLASS	1st	2nd	3rd	4th	5th	6th
Featherweight	400	350	300	250	225	200
Lightweight	450	400	350	325	275	250
Middleweight	500	475	425	400	375	350
Heavyweight	600	575	525	500	475	450

EIGHT-PLAYER CAMPAIGN

CLASS	1st	2nd	3rd	4th	5th	6th	7th	8th
Featherweight	400	370	340	310	270	250	230	200
Lightweight	450	410	380	360	320	300	280	250
Middleweight	500	475	455	435	415	380	360	350
Heavyweight	600	575	555	535	515	480	460	450

table 4

CYCLE PURSES: TEAM MATCHES

FOUR-PLAYER CAMPAIGN

CLASS	1st Place	2nd Place	3rd Place	4th Place
Featherweight	550	500	450	400
Lightweight	750	500	450	500
Middleweight	950	890	795	700
Heavyweight	1,200	1,100	1,000	900

SIX-PLAYER CAMPAIGN

CLASS	1st	2nd	3rd	4th	5th	6th
Featherweight	550	520	490	460	430	400
Lightweight	750	700	650	600	550	500
Middleweight	950	900	850	800	750	700
Heavyweight	1,200	1,150	1,100	1,025	950	900

EIGHT-PLAYER CAMPAIGN

CLASS	1st	2nd	3rd	4th	5th	6th	7th	8th
Featherweight	550	525	500	480	460	440	420	400
Lightweight	750	720	685	660	625	575	530	500
Middleweight	950	920	885	860	825	775	730	700
Heavyweight	1,200	1,160	1,120	1,060	1,020	980	940	900

RANGED COMBAT MODIFIERS

Hexside crosses or follows a hindering terrain boundary .... **−1** to attacker's attack

Attacker is in base contact with opposing units other than the target .... **−1** to attacker's attack

Target is in base contact with units friendly to the attacker .... **−1** to attacker's attack

Target has been given a defend order .... **−1** to attacker's attack

Target occupies elevated terrain, attacker does not .... **−1** to attacker's attack

Assault modifier .... **−1** to attacker's attack

Attacker has been given a defend order .... **−1** to attacker's attack

Attacker uses the indirect-fire ranged combat attack option .... **−2** to attacker's attack

Target has been given a dodge order .... **−2** to attacker's attack

Hexside in the line of fire belongs to a hex occupied by a unit other
    other than the attacker or the target .... **−2** to attacker's attack

Target has been given a dig in order .... **+1** to attacker's attack

Hexside is within a target's rear arc .... **+2** to attacker's attack

Attacker has been given a dig in order .... **+2** to attacker's attack

Target is shutdown .... **+2** to attacker's attack

CLOSE COMBAT MODIFIERS

Target has been given a defend order .... **−1** to attacker's attack

Attacker has been given a defend order .... **−1** to attacker's attack

Target has been given a dodge order .... **−2** to attacker's attack

Hexside is within a target's rear arc .... **+2** to attacker's attack

Target is shutdown .... **+2** to attacker's attack

Attacker has been given a dig in order .... **+2** to attacker's attack

Target has been given a dig in order .... **+1** to attacker's attack

MOVEMENT

Into a hindering terrain hex .... **−3** to speed value

Into an elevated terrain hex from a grounded hex .... **−3** to speed value

CREDITS

MechWarrior: Solaris VII is dedicated to the players of **MechWarrior**, and anyone who enjoys reducing well-tuned, finely crafted, 30-ton–and-upwards machines of destruction into smoking wreckage and slag.