

MechWarrior: Solaris VII Errata, Questions, and Answers

Updates Tournament Legal **October 22, 2007**. Updates are also tournament legal in sealed events before this date and/or at WizKids discretion.

All new entries are shown in blue; changes are shown in red.

MechWarrior: Solaris VII Frequently Asked Questions

Q: When a unit is the target of an attack using TSEMP Special Equipment, when does it restart?

A: When a target of an attack using the TSEMP SE, it restarts automatically when the green starting position is showing on the heat dial. Also, if a unit that is shutdown due to a TSEMP attack, it may also attempt to startup when a restart roll could be made by cooling or venting to a click with a heat effect that would allow a roll to be made. Also note that the target of an attack with the TSEMP SE will still take damage, and heat if damage is scored if the target is a 'Mech.

Q: During target token placement, what happens if the selected hex is already occupied by a 'Mech already?

A: If the hex selected by the 3d6 roll for target placement is already occupied by a 'Mech, then reroll the 3d6 for that target. Also, a 'Mech may not occupy the same hex as a target token.

Q: When I give a Dig In, Dodge, or Defend order, how do they work?

A: Dig In, Dodge, and Defend orders are different from other orders in that they can be given to a unit when it isn't yet that unit's turn in the turn order. A Dig In, Dodge, or Defend order may be given to a unit that is declared the target of an attack, or if that unit has not been targeted yet that combat phase. A Dig In order may only be given to a unit during the Combat Phase if it was not given a move order during the movement phase. If a unit is given an order that allows the unit to make an attack, the unit may make an attack when it is that unit's turn in the turn order. If the unit is given an order DURING its turn in the turn order that allows it to make an attack, it must make the attack on its turn.

MechWarrior: Solaris VII Pilot Frequently Asked Questions

S7-GS-019 Fearghal Dougal

Q: When using Gunslinger Pilot, Fearghal Dougal S7-GS-019, and his ability "Long Arm of Death", does the target of a close combat attack need to be in his front arc?

A: Dougal's ability, "Long Arm of Death", allows for a close combat attack to be made at the range given by his ability, base contact is not needed, but all other requirements must still be met, the unit must be in Dougal's front arc. The line of fire specified is meant to be drawn from his center dot through his front arc to the base of the target of the CCA.

Updates Tournament Legal September 29, 2007.

Forums: Any clarification made by the Official Rules Arbitrator or MW Game Designer on a Wizkids Games MechWarrior forum is an official clarification and immediately tournament legal. Any rulings (actual changes to the wording of the RoC) are only tournament legal when the FAQ is published on the Wizkid's website. The FAQ will have a Tournament Legal date in it. Updates are also tournament legal in sealed events before this date and/or at WizKids discretion.

MechWarrior: Solaris VII Errata

Replace the first sentence in the second paragraph on pg. 12 with the following: A shutdown unit can only be given Vent orders, but still rolls for initiative.

MechWarrior: Solaris VII Pilot Restrictions

The following pilots' abilities do not function in the Solaris VII game and therefore do not pay their preferred cost in their preferred 'Mechs, they pay their base cost only.

GS-008 Enlil Searcy
GS-012 Gabriel Smith
GS-018 Charles Westerfield
GS-022 Abeni Zikhali
GS-023 Julie "Julz" Kolchak
GS-028 Julie "Julz" Kolchak
GS-032 Fortuna Panichello
GS-033 Gloria Panichello
GS-035 Yulri Wolf
GS-037 Reo Jones
GS-038 Anastasia Kerensky
GS-039 Toni Rivera
GS-041 Abasi Sadat
GS-042 Wiley Rollins
GS-043 Yulri Wolf
GS-045 Anastasia Kerensky
GS-047 Richard "Dickie" Wojciehowski
GS-048 Lorccan Dillon
GS-051 Robert "Skippy" Wilson
GS-058 Shizuka Findlay
GS-061 Chris Hart
GS-062 Colleen Sawyer
GS-A03 Jason "Grim" Buyaki
GS-A06 "Lizzie" Willick
GS-A23 Garry Pedersen
L-002 Duke Aaron Sandoval
L-010 Katsuro Sutoku
L-014 Inese Lassonde
L-015 Consuela Dagmar
L-016 Moriko Horiama
L-022 Reign O'Broin
L-024 Dot "Patches" Nostra
L-026 Katan Tormark
L-028 Kisho Nova Cat
L-032 Drogo Miraborg
L-036 Ragna Olsen
L-042 Phelan Kell
L-059 Barnum Drummond
L-069 Katherine Steiner-Davion
L-070 Gwin Fetladral

L-073 Tung Cho
L-076 Nikki Raddick
L-077 Rudolph Tseng

MechWarrior: Solaris VII Frequently Asked Questions

Q: When can I declare a Dig in, Defend, or Dodge Order?

A: Defend and Dodge orders can be given to a unit whenever that unit is declared the target of an attack. For example, they can be given in reaction to a Charge or Death From Above attack. The Dig In order specifically references itself as able to be given if no move order was given during the movement phase. Since orders do not carry over from turn to turn, this order must only be given after the movement phase.

Q: When I give a Dig In, Dodge, or Defend order, how do they work?

A: Dig In, Dodge, and Defend orders are different from other orders in that they can be given to a unit when it isn't yet that unit's turn in the turn order. A Dig In, Dodge, or Defend order may be given to a unit that is declared the target of an attack, or if that unit has not been targeted yet that combat phase. A Dig In order may only be given to a unit during the Combat Phase if it was not given a move order during the movement phase. If a unit is given an order that allows the unit to make an attack, the unit may make an attack when it is that unit's turn in the turn order. If the unit is given an order DURING its turn in the turn order that allows it to make an attack, it must make the attack on its turn.

Q: I'd like to play a Gunslinger Pilot in a Clan Nova Cat 'Mech, is this possible?

A: Yes, it is possible. As long as there is no restriction on the Gunslingers pilot card preventing them from piloting a CNC 'Mech, such as the CNC symbol with a slash through it, then they can be placed in that 'Mech for their base cost. Faction restrictions are still in place. Faction pilots may only be placed in 'Mechs of their faction. Gunslingers with faction symbols with slashes through them may not be placed in 'Mechs of that faction.

Q: The gear I want to assign to my 'Mech has an "inch" requirement, qualifier, whatnot. How do I use that in Solaris?

A: Gear CEC's that have qualifiers and requirements measured in inches do not function in the Solaris 7 arenas. For example, Beagle Active Probe affects "units within 6", there is no measurement in inches in the Solaris 7 game, therefore this gear would be ignored.

Q: I would like to play Viki Drexel in her Shockwave, how does her artillery attack work in Solaris?

A: There are no rules for artillery in the Solaris 7 Rules of Competition, therefore any artillery attacks would not be allowed.

Q: I have a pilot ability that takes place during a stage not mentioned in the Solaris rules. Can I still use it?

A: If your pilot has an ability that states it occurs during the command stage, it instead occurs in the initiative phase. Other than that, if a stage is not mentioned in the Solaris rules, the pilot ability cannot be used. *Note that if a pilot ability occurs during the clean-up stage, under the Solaris VII rules it will occur during the clean up phase instead.

Q: When a unit is the target of an attack using TSEMP Special Equipment, when does it restart?

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