



Contents

| | |
|------------------------------------|----|
| I. This is MechWarrior: Solaris 7! | 1 |
| II. Getting Started | 2 |
| III. How to Play | 5 |
| IV. Terrain | 15 |
| V. Ending the Game | 16 |
| VI. The Basic Game | 17 |
| VII. The Standard Game | 17 |
| VIII. The Advanced Game | 19 |
| IX. Optional Rules | 22 |
| X. MechWarrior Etiquette | 23 |
| XI. Appendix | 25 |

I. This is MechWarrior: Solaris 7!

MechWarrior: Solaris 7 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 for short). Using collectable MechWarrior miniatures, you command your stable and compete against other players for money and fame on the game world of Solaris 7.

MechWarrior is a game of tabletop combat using collectable MechWarrior miniatures. Each miniature is called a Mech (or figure), and is a member of one of the different factions.

When you and your friends get together for a MechWarrior: Solaris 7 game, you each will command a BattleMech from your own collection of Mechs. You can build up your stable to contain many Mechs and pilots to participate in the various arenas.

You can play MechWarrior: Solaris 7 with as many people as you like, but the game is best when there are six to eight players, each with their own stable of Mechs and pilots. You can also play battles with two (or more) teams, with two or more teammates allied on each team. Using these rules, you will learn to lead your pilots and Mechs against one another to see who can claim victory and become the Champion of Solaris!

MechWarrior Mechs

Each Mech is composed of four main parts: the figure, the base, the combat dial and the heat dial.

The Figure

The detailed figure of each MechWarrior Mech gives players an immediate way of identifying the Mechs, creating a visually exciting battle. Each figure is created to "N" scale (1/160).

The Base

Each Mech's base contains important information. Name of Mech, point value, rank, front arc, rear arc, primary weapon type and ranges, secondary weapon type and ranges, vent rating, faction symbol, collector's number and set.

The Combat Dial

The combat dial is a unique feature that sets MechWarrior apart from all other futuristic miniatures games. The combat dial is the rotating disk found under each figure's base. Each Mech's combat dial shows a set of numbers that tell you how good your Mech is at doing certain things. Each time your Mech takes a click of damage during the game, you click the combat dial clockwise to the next set of numbers. Each time your Mech takes damage, the combat dial numbers change, often reducing its effectiveness. When your Mech takes a click of repair during the game, click the combat dial counter-clockwise.

The Heat Dial

Mechs also have a heat dial, which is a tumbler adjacent to the combat dial stat slot. As a Mech operates, it heats up and becomes harder to pilot. The heat dial shows numerous colored squares and numbers to tell you how your Mech's accumulated heat is affecting it. Clicking the heat dial once counter-clockwise is called taking a click of heat, while clicking the dial once clockwise is called taking a click of cooling.

Combat Values

Combat values appear in the Mech's stat slot and on its base. Mechs have ten combat values. Five of these values can change during the game: primary damage, secondary damage, speed, attack and defense. They are on the combat dial and can be seen through the stat slot. The other five values are minimum range and maximum range for each of the primary damage and secondary damage values, as well as vent rating. Each value appears next to its symbol.

Additionally, every Mech may have one or more black repair markers on the combat dial. These black triangles are values visible in the stat slot between the attack and defense values. Repair markers restrict the amount of repair a Mech can be given.

Game Items

In addition to your MechWarrior Mechs and this rules booklet, you will need the following items to play: a 28" flexible ruler marked in 1" increments, one set of 3 six-sided dice (2 white dice and 1 black die), another set of up to 8 six-sided dice (all the same color) and 3 tokens. You may also want to collect some simple terrain items including the Mage Knight Castle pieces (walls, towers and keep).

There are round blank stickers provided with each booster pack of *Mechwarrior: Dark Age*. You can write your initials on each sticker and attach them to the bottom of each of your Mechs. These stickers will help you to sort out which Mechs are yours at the end of each battle.

II. Getting Started

There are two things you and your opponents must do before you begin a MechWarrior game. Each of you must build your stable, and then you all must prepare the arena.

Building Your Stable

In the basic game, you get 300 points to buy a Mech and skills for your pilot. Each Mech has a point cost that is deducted from your 300 points. Any additional points may be spent in buying skills for your pilot at 15 points per regular skill or 45 points for a single legendary skill. All skills are determined randomly. Simply choose which table for the Mech class you are piloting: Basic, Piloting, Gunnery, or Legendary and roll a six-sided die. If that skill is already taken, roll again until you get a skill that you do not have yet. You may only ever have one Legendary skill for each pilot.

Example: Kevin is taking a Dragons Fury ForestryMech MOD that costs a total of 100 points. He then chooses a legendary skill at 45 points, 3 basic skills, 2 piloting skills and 5 gunnery skills. Kevin then rolls for his skills filling out the character sheet as appropriate. Kevin is now ready to enter the arena.

The Character Sheet

Fill out the character sheet with your name, call sign and stable name. Listed below are the skills and their explanation. Stable abilities are not used in the basic game but listed here for completeness.

Basic Skills

1 re-roll per match: Allows player to re-roll all dice in a single roll as the player chooses for initiative, attacking, piloting, heat effects or any other die roll.

Repair: Allows a jury-rig action to go beyond a repair marker.

Extra Initiative die: Player gains 1 extra die to roll for initiative per box checked.

+1 Defense: For each box checked, add 1 to the Mech's defense.

-1 Sprint Heat: When using the Sprint action, one less heat is generated to a minimum of 0.

Free Stand Up: Mech may stand up without expending any action points.

+1 inch Throw: For each box checked, add an additional 1 inch to any throws.

+1 inch Push: For each box checked, add an additional 1 inch to any pushes.

+1 to hit Bull Rush: For each box checked, adds 1 to hit when Bull Rushing.

Piloting Skills

+1 Piloting roll: Increases players Piloting Skill roll by +1 per each box checked. If the player rolls a 10 on 3d6, and has 2 boxes checked they would have a total of 12 for their roll.

+1 to hit Punch: For each box checked, add 1 to hit when punching.

+1 to hit Strike: For each box checked, adds 1 to hit when striking.

+1 to hit Charge: For each box checked, adds 1 to hit when charging.

+1 to hit DFA: For each box checked, adds 1 to hit when DFAing.

Re-roll Close Combat Attack: Once per match, player may re-roll a close combat attack.

+1 to Close Combat Damage: Adds 1 to all close combat damage.

Gunnery Skills

+1 to hit Quick Shot: For each box checked, adds 1 to hit when quick shooting.

+1 to hit Fire: For each box checked, adds 1 to hit when firing.

Re-roll 1 Energy attack: Once per match, player may re-roll an energy attack.

Re-roll 1 Ballistic attack: Once per match, player may re-roll a ballistic attack.

+1 to Energy Damage: Adds 1 to all ranged energy weapon damage.

+1 to Ballistic Damage: Adds 1 to all ranged ballistic weapon damage.

+1 to Maximum Range: Adds 1-inch to all ranged weapons.

-1 to Minimum Range: Subtracts 1-inch to all ranged weapons to a minimum of 0.

Legendary Abilities

Tech Wizard: May repair up to 2 clicks of damage when performing a jury-rig action.

Wild Card: May use any special equipment once per match. May not stack special equipment and can only use such equipment as allowed. *Example: you cannot choose a Melee special equipment if the Mech has no Melee symbol.*

Blaze: Once per match, player may add 1d6 of damage to a successful attack against a single target. This damage takes place after the initial damage is dealt. It does not gain any SE abilities.

Awe: First attack misses once per player per match. Re-rolls do not make the attack successful but may be re-rolled to prevent a critical miss.

Heroic: Character gains 1 extra action point per turn.

Deadeye: +1 damage on all attacks made by this character.

Stable Abilities

Rich: Character gains 150 stones, but may not buy a Mech greater than 100 stones initially.

Promoter: Character gains an additional +10% Stones for Match winnings only. Does not increase stones for eliminating Mechs.

Training: Character may roll for 3 additional skills in the Light Mech Skills area per normal Post Match rules.

Cunning: Character gains +10% experience per Match fought in.

Ace Crew: Repairs cost 1 stone less than the repair chart indicates per click.

Legendary: Character gains an additional +10% Fame from Matches only. Does not increase fame for eliminating Mechs or other sources per Fame chart.

The Arena

Qualifying for the Arena

In the Basic game, everyone qualifies to enter the arena. The point cost of your Mech determines the class of Mech and therefore the amount of initiative dice you will use during the game. In the Standard and Advanced games, a greater variety of qualifications are used.

Mech Classes

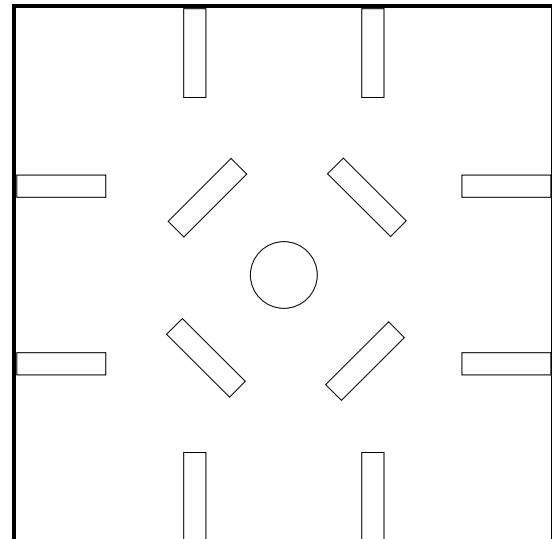
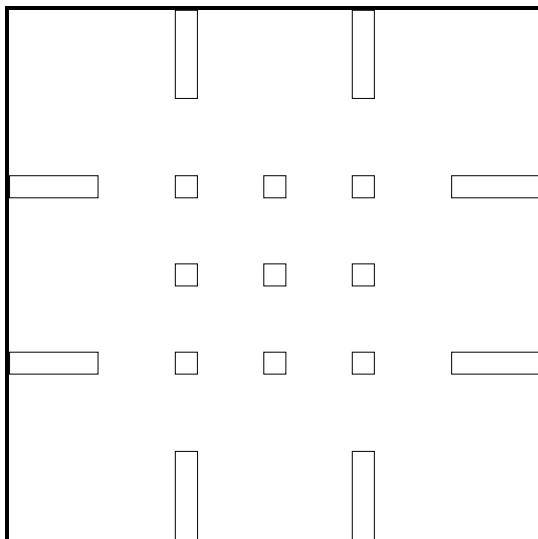
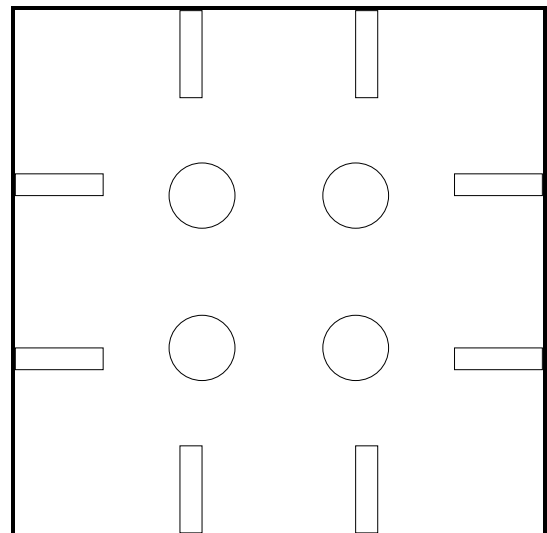
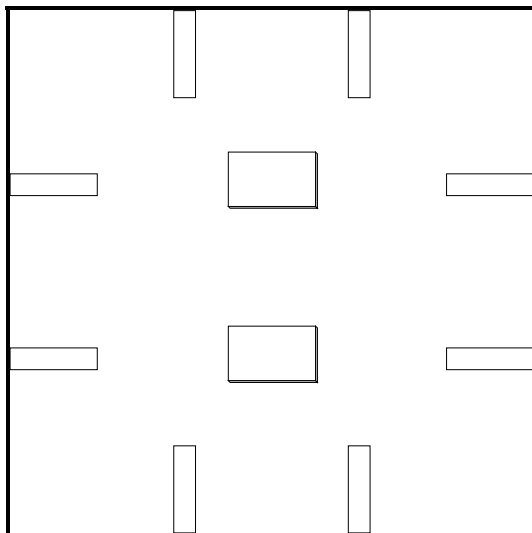
The 5 classes of Mechs are broken down by point cost and for the Industrial Mechs, by designation. Industrial Mechs have in their name one of the following: AgroMech, ConstructionMech, ForestryMech or MiningMech. Some Industrial Mechs also have MOD in their name. These are considered ineligible for the Industrial leagues. Most Industrial Mechs are considered Light Mechs as well because their point value is 110 points or less and can be used in Light league arenas. The class of Mech also determines the number of initiative dice. Any Mech that has AgroMech, ConstructionMech, ForestryMech or MiningMech in the name is still considered Industrial for initiative purposes regardless of any other designations like MOD or Mk II. The Class and Type of Mech are interchangeable, but type is easier to read and class is better for formulas.

See the table below for Class of Mech:

| Type of Mech | Class of Mech | Points Cost | Initiative |
|--------------|---------------|-------------|------------|
| Industrial | 0 | Varies | 2d6 |
| Light | 1 | 0-110 | 4d6 |
| Medium | 2 | 111-170 | 3d6 |
| Heavy | 3 | 171-240 | 2d6 |
| Assault | 4 | 241+ | 1d6 |

Preparing the Arena

Now it's time to prepare the arena for your game. You should find a flat square area to play on that's about three feet long on each side. A Solaris arena can consist of any type of terrain, however lots of blocking terrain work really well in the form of Mage Knight Castle pieces, especially walls. Below are some sample arena layouts using blocking terrain that you can follow or modify to your liking.



Next, each player rolls 3 dice and adds them together. Re-roll ties. Whoever rolls the highest total is called the first player and places their Mech in the starting corner. Going clockwise, players in action put their Mech in position around the arena. If there are less than 8 players, skip spots as appropriate to fairly distribute the players around the arena. When the last player has placed their Mech in the arena, the battle is ready to begin.

III. How to Play

In MechWarrior: Solaris 7, players alternate moving their Mechs and attacking opposing Mechs to win the battle. Here are the rules describing how to move individual Mechs and conduct combat.

Rounds, Turns and Actions

Initiative

MechWarrior: Solaris 7 is played in a series of rounds. Players at the beginning of each round roll their initiative dice to determine who goes first. Players place their initiative dice next to their Mech so other players can see them. The player with the highest total for initiative then takes their first turn. The player the next highest total for initiative takes the next turn and so on, until all players have taken their turn or have been eliminated. If a player is eliminated from the game, the remaining players continue taking turns in action of initiative. Mech class determines the quantity of initiative dice available.

Action Points

At the beginning of your turn, you get a certain number of action points. Normally you will get 3 action points per turn, however this may be modified by special equipment or legendary skills.

During your turn, you assign actions to your Mech by expending action points. You can see the result of one action before choosing the next action to give provided you have enough action points left. You do not have to use all your action points each turn, however you must use at least one. If you have unused action points at the end of your turn, you lose them. You cannot save or accumulate action points from turn to turn.

Each action must be chosen from the following six groups:

1. Movement: includes ½ Move, Stand Up, Breakaway, Move, Run and Sprint.
2. Ranged Combat: includes Quick Shot and Fire.
3. Close Combat: includes Punch, Strike, Trip, Throw and Sweep.
4. Special Attacks: includes Bull Rush, Charge and Death from Above.
5. Heat management: includes Cool and Vent.
6. Miscellaneous: includes Aim, Ready, Flourish, Jury Rig, Push and Crowd Pump.

Once you have resolved all of your actions during your turn, it is the next player's turn. Play proceeds with each player taking a turn and giving actions to their Mech.

Example: Jim has a Highlander Koshi. During one of his turns, Jim wants to shoot at one enemy Mech and move closer to another one. Jim gives his Koshi a Fire action and, after resolving the attack, he gives a ½ move action to his Koshi. He does not have any more action points left, so Jim has now resolved all his actions and his turn is over. Note that he could have given his Koshi just a fire action, or a vent action and lost the remaining action point. There is no restriction on the mix of actions that you can give to your Mech on any given turn within your action point limit unless a specific action requires a certain action to follow it within that turn.

Important Game Concepts

Before the different actions are described, here are some important game concepts.

Base Contact

Several rules refer to base contact. A Mech is in base contact with another Mech if their bases are touching.

Friendly and Opposing Mechs

Friendly Mechs are figures that you control in the game, or figures that are controlled by an allied teammate. Opposing Mechs are any figures controlled by an opponent. Friendly and opposing status is set at the beginning of the game, but can change during the course of the game.

Marking Mechs During the Game

If your Mech has fallen down, mark it with a token, such as a coin or a bead. This token will remind all players which Mechs have fallen down. Mechs that are shutdown receive two tokens. A Mech that is fallen down and shutdown has three tokens.

Measurements

When measuring distances for set-up, movement and ranged combat, always measure to and from the center of a Mech's base. Many bases show a center dot as a measurement reference. You may measure anything in the arena at any time.

First Turn Immunity

No Mech may be attacked during the first round.

Piloting Checks

Each time a Mech takes any damage the pilot must make a roll of 3d6 (plus any bonuses) equal to or over the difficulty number. The difficulty number is your piloting skill plus the amount of damage taken from a single action. If the roll is less than the difficulty number, the Mech falls down. Place a token next to the Mech to show it has fallen down, do not lay down the figure. The average pilot has a skill of 7. Exception: Single use equipment does not require a piloting check.

Example: Aaron takes 3 clicks of damage from an attack. He now has to make a piloting roll on 3 six-sided dice that is equal or greater than 10 (piloting skill of 7 + damage taken of 3). Aaron rolls a 9 and adds his Pilot's piloting roll of +2 for a total of 11 and so does not fall down. Had he rolled something less than 8, he would have placed a token next to his Mech to indicate that he has fallen down.

Falling Down: Mechs on the ground may only stand up, cool or vent. Mechs on the ground are +2 to be hit (this is the rear arc bonus since the rear arc is now considered 360 degrees). Shutdown Mechs automatically fall down when damaged. To stand up while in base contact with an opposing Mech, you must make a successful piloting check. If there are no opposing Mechs in base contact, you automatically succeed. Upon successfully standing up, your Mech can change its facing. Mechs can move away from fallen Mechs without spending for a breakaway action.

Fame

Pilots earn fame for achieving certain feats in the arena. Fame also determines the popularity of a pilot or a stable. Each level of arena requires fame of the pilot to be at a listed level. Also a pilot could have too much fame to enter an arena. Fame has other purposes in the advanced and optional rules.

The following amounts of fame are given per event:

| | |
|--|---------|
| Successful Death from Above, or a Throw damaging two or more Mechs | 3 fame |
| Successful Alpha Strike, Bull Rush, Charge or Throw | 2 fame |
| Eliminating a Mech by destroying or pilot ejecting | 1 fame |
| Eliminating a Mech per class higher than yours | 2 fame |
| Rolling a Critical Hit | 1 fame |
| Not attacking in two consecutive turns or more (doubles each occurrence) | -1 fame |
| Ejecting while not in salvage | -5 fame |

Example: Jimmy (the local DFA champion) is piloting a light class Mech that takes out a heavy class Mech with a Death from Above (DFA). Jimmy gets 3 fame for the successful DFA, 1 fame for taking out a Mech and 4 fame for a 2 class difference between the light Mech and heavy Mech. For the one attack, Jimmy's pilot will get a total of 8 fame. If Jimmy spends his next turn doing a Crowd Pump, that will be an extra 10 fame.

Example: a player who shall remain nameless does not attack for 4 consecutive turns, the first turn there is no loss of fame, the second -1 fame, third is -2 fame and the fourth is -4 fame. The fifth turn the player attacks and resets the loss of fame. Total fame loss was 7 fame. The first turn, salvage and shutdown do not count toward the consecutive turn limit on loss of fame.

Special Equipment

There are colored squares and circles on each Mech's combat dial. These colored squares and circles are associated with areas of the stat slot and represent special equipment that your Mech possesses. Special equipment is destroyed or comes into operation as your Mech takes clicks of damage and repair. You can find descriptions of all special equipment in the appendix.

Special equipment printed as a circle is called single-use special equipment. Whenever you use single-use special equipment, take 1 click of damage once the action is resolved. This damage may not be prevented by any means. This

damage represents ammunition being spent, fuel being used or other consumable equipment being expended. No piloting check is necessary from single use damage.

All special equipment is in effect as long as it appears in the stat slot. If special equipment is described as optional, it is assumed to be in effect unless it is canceled. The controlling player may cancel the effect of his Mech's special equipment at any time prior to dice being rolled to resolve the current action. This cancels the special equipment until the end of the current action. After that time, it is in effect again.

Heat Effects

When a Mech takes a click of heat or cooling, numbers or colored squares might appear on the heat dial. These numbers and squares are called heat effects. You can find descriptions of all heat effects on the MechWarrior Special Equipment Card.

When a Mech takes a click of heat, make any die rolls required as a result of heat effects immediately after resolving the action that generated the heat. Some die rolls may result in applying additional clicks of heat. Apply these additional clicks of heat immediately and perform any die rolls as a result of subsequent heat effects encountered. Continue this process until the Mech is either not required taking additional clicks of heat or shutdown occurs. Heat effects that do not require a die roll always apply while they appear on the heat dial.

In some cases, multiple heat effects may occur on the dial at once. If this condition occurs, roll a separate die for each heat effect and apply the results to the Mech at the same time.

If the heat dial shows a number in the locations corresponding to either the primary damage, secondary damage or speed locations on the combat dial, modify the combat values of the Mech by adding this number to the affected value. Treat the modified value as if it appeared on the Mech's combat dial.

If a Mech takes 1 or more clicks of heat or cooling, apply the heat effects and make any required die rolls after the total amount of heat from that action is applied.

Shutdown

Mechs are built with a self-regulating safety precaution called shutdown. Shutdown occurs when the internal heat level of a Mech rises to a point that the onboard systems decide it is too dangerous to continue operation. Some Mech pilots, through experience or ingenuity, can avoid early attempts by the onboard systems to shut down. If the heat level gets too high, however, the Mech will inevitably shutdown regardless of their efforts. A shutdown Mech cannot move and all its systems are inoperative.

Shutdown automatically occurs when three radioactive symbols appear on the heat dial. Ignore any additional heat applied to a Mech that is shutdown. Shutdown can also occur if a heat effect requires you to successfully roll a die to avoid shutdown and you fail. When a Mech shuts down, mark it such that there are two tokens on it as a reminder that the Mech is shutdown.

A Mech that is shutdown can only be given a cool or vent action. Optional special equipment on a shutdown Mech is canceled until it restarts. A shutdown Mech cannot make a free spin.

Any Mech attacking a shutdown Mech adds 4 to their attack value against the shutdown Mech.

Restart

A Mech that is shutdown will automatically restart when the heat dial shows the green Starting Position squares. Restarting also occurs if a heat effect instructs you to roll a die to restart your Mech, and your die roll succeeds.

When a shutdown Mech restarts, it becomes an active Mech again in all respects and may be given actions immediately on your turn if you have any action points remaining. Remove the two tokens reminding you that the Mech was shutdown.

Movement

Your Mech's current speed value is shown on its combat dial. This is the number of inches you may move your Mech when you give it a move action. When you move a Mech, place the MechWarrior flexible ruler on the arena. Measure from the center of your Mech's base to the desired destination, flexing the ruler as necessary to show the Mech's exact movement path.

The movement path shown by the flexible ruler may not cross any Mech's base and may not pass between two Mechs in base contact.

When all players are satisfied that the flexible ruler shows the correct movement path, pick up your Mech and place it at the new position on the arena. When you have finished moving, you may face your Mech in any direction. The direction that

your Mech is facing is important because it may only attack (using ranged combat or close combat actions) out of its front arc.

Movement Actions

Breaking Away

If you want to give a movement action to a Mech that is in base contact with one or more opposing Mechs, you must attempt to break away. Roll 1 six-sided die. If you roll a 3, 4, 5 or 6 on 1 six-sided die, you have succeeded in breaking away and must follow up with a movement action during this turn. If you roll a 1 or 2, you fail to break away and may rotate the Mech to a new facing. In the case that you do not have enough action points to perform a movement action after successfully breaking away, you forfeit the breakaway. Jump Jets and Evade work with a break away action.

Any Mech may break away automatically without a die roll or spending an action if the only opposing unit(s) in base contact with it is shutdown, salvaged or fallen down.

1/2 Move

A Mech may choose to do a 1/2 move for 1 action point. A Mech that does halves its speed value (round down) for that action. It takes no heat for the action unless it has performed another 1/2 Move, Punch or Quick Shot during the same turn. For each additional 1/2 Move, Punch or Quick Shot in the same turn, the Mech will take 1 heat for each.

Example: you do a 1/2 move then cool, then a quick shot, that would generate 1 heat, but a breakaway, 1/2 move and ready action will generate no heat. A 1/2 move and two quick shots would generate 2 heat.

Move

A Mech may choose to move for 2 action points. A Mech that moves uses its speed value for that action. It also takes 1 click of heat.

Run

A Mech may choose to run for 2 action points. A Mech that runs doubles its speed value for that action. It also takes 2 clicks of heat.

Sprint

A Mech may choose to sprint for 3 action points. A Mech that sprints triples its speed value for that action. It also takes 2 clicks of heat.

Stand Up

A Mech may choose to stand up if fallen for 1 action point. The stand up is automatic if the Mech is not in base contact with an opposing Mech. If a Mech is in base contact with an opposing Mech, it must make a piloting roll; otherwise it fails to stand up. When standing up, you may change the Mech's facing. You may try to stand up multiple times as long as you have action points left to spend.

Free Spin

If your Mech's movement brings it into base contact with one or more opposing Mechs, those opposing Mechs immediately have the option to spin in place as necessary to bring any portion of their front arcs into contact with your moving Mech. These spins, called free spins, do not cost any actions.

Example: Paige's ForestryMech has a speed value of 4. She gives the ForestryMech a move action. An opposing Atlas controlled by Joel is a few inches away. Paige checks that the path of the move is okay, picks up her ForestryMech and places it in base contact with the Atlas. Joel uses his free spin to put the Atlas's front arc in contact with the ForestryMech.

A Moved Mech

A Mech is considered to have moved if its center dot changes position in the arena at any time during its turn, or if its facing is changed at any time other than during a free spin.

Combat

Mechs can be given two kinds of combat actions: ranged combat actions and close combat actions. Both types of combat actions are described below.

Overview

The following rules apply to both ranged combat and close combat actions. These rules use some terms that are explained in the Ranged Combat and Close Combat sections.

Rolling 2 and 12 on the White Dice

Whenever you give a ranged combat or close combat action to a Mech and roll a 2 on the two white dice, you automatically miss the target. This is called a critical miss. Your Mech must turn its combat dial clockwise 1 click after the critical miss. This represents a weapon backfire or your Mech damaging itself during the action.

If you roll a 2 on the two white dice while you are trying to repair a target, you automatically miss and deal 1 click of damage to the target of the repair attempt, not your unit making the repair attempt. This damage may not be prevented.

If you roll a 12 on the two white dice, you have automatically hit the target. This is called a critical hit. If you were trying to damage the affected Mech or Mechs, the critical hit delivers 1 extra click of damage to each affected Mech.

Hint: Even if you need more than 18 on the attack dice roll to hit a target, go ahead and roll. If you roll a critical hit, you automatically hit the target.

Targeting Friendly Mechs

You cannot target a friendly Mech with a damaging attack. Additionally, a Mech may never target itself with any attack or special equipment that damages.

Healing and Other Repairing Abilities

Using Repair special equipment, Jury Rig, or cooling a Mech, it is possible to repair clicks on a Mech's combat dial or heat dial. When repairing, click the combat dial counter-clockwise, but never turn past the Mech's starting position. When cooling, click the heat dial clockwise, but never turn past the Mech's heat starting position.

Eliminating Mechs

As soon as three bullet holes are revealed through the stat slot, stop clicking the dial and remove the Mech. The pilot now needs to make a piloting roll to see if they are injured. For each click of damage remaining past the first click that eliminates a Mech, add that as a modifier to the piloting skill. If the piloting roll fails, roll on the injury table listed below and apply the results to the pilot.

| Die roll | Effect - Roll 2d6 and consult the table below | Stones - cost to heal |
|----------|--|-----------------------|
| 2 | Dead: Sorry your Mechwarrior has just checked out on life. | Sorry |
| 3 | Hatred: The wounded pilot hates the Mechwarrior that took him out. If attacked in future matches by hated enemy the wounded pilot must continue to attack hated opponent until they eject. | 30 |
| 4 | Fear of Death: Pilot auto ejects when Mech reaches salvage. | 25 |
| 5 | Eyes Hurt: There is a -2 to all ranged combat maximum ranges | 20 |
| 6 | Cautious: This Mechwarrior no longer may move on its first turn of a match. | 15 |
| 7 | Flesh wound: There is no lasting negative effect. | 0 |
| 8 | Fear of being burned: There is a -1 to all heat effect rolls | 15 |
| 9 | Broken Bones: There is a -1 to all close combat attack rolls | 20 |
| 10 | Fear: In future matches the wounded pilot misses its first combat roll vs. the pilot that wounded him. (note pilot's name on character sheet) | 25 |
| 11 | Brain Damage: -1 to all to hit rolls. | 30 |
| 12 | Multiple Injuries: Roll 2 more times on this chart. | Per each |

Example: Stan is piloting a Mech and it is destroyed. Stan took 5 damage; on the 2nd click the Mech reaches the destroyed point. This leaves 3 clicks to be assigned as a piloting modifier to the ejection roll. Stan has a 7 piloting skill plus 3 for the extra damage equals a 10 difficulty number. Stan must roll a 10 or more on 3 dice or roll on the injury table. Stan rolls a 9 and fails. Joe now rolls on the Injury Table with two six-sided dice and gets a 5, eye's hurt result that -2 to all ranged combat maximum range. For 20 stones, Stan can buy off the injury. Had Stan rolled a 2 for the injury, his pilot would have died!

Salvaged Mechs and Ejecting Pilots

After taking damage dealt and Salvage special equipment is revealed through the stat slot, your Mech is salvaged and maybe removed from the arena at any time or after an attack is declared but before it is resolved. The attack is still performed, including any damage or heat the attacker may take, but no damage is delivered to the salvaged Mech if they had opted to eject after the attack's declaration. If the attack succeeds, the attacking player receives the benefits of the

kill. If the attack fails, the last player to successfully damage the ejecting Mech receives the benefits of the kill. If no opposing player has damaged the ejecting Mech, then no one gets the kill. The ejecting pilot does not need to roll for injury.

Sequence of an Attack

Use the following sequence of events to make a ranged, close combat or special attack:

1. Attacking player gives a ranged, close combat or special attack action to their Mech.
2. Attacking player declares the target(s) of the attack.
3. Defending player(s) declares that the target that is salvaged is ejecting, if applicable. If target ejects, skip steps 5, 7 and 8.
4. The attacking player chooses which of his optional special equipment to turn off.
5. The defending player chooses which of his optional special equipment to turn off.
6. Attacking player rolls the attack dice and determine the success of the attack.
7. Calculate the damage dealt. Apply the damage to the combat dial(s) of the affected Mechs. Make any necessary piloting checks, if applicable.
 - a. Apply the attacker's current heat effects (if any) to its damage value.
 - b. Modify the damage based on the attacker's special equipment, as appropriate.
 - c. Modify the damage based on the attack type (for example, indirect fire ranged combat attack, or ram special attack).
 - d. If a critical hit is rolled during a close combat or ranged combat attack, increase the damage by 1.
 - e. Reduce the damage due to the affected units' special equipment, if applicable.
 - f. Modify the damage based on action type. (For example: aim, quick shot or punch)
 - g. Deal the damage to the combat dials of the affected units.
 - h. Make piloting checks if any damage is dealt.
8. Calculate the heat dealt and apply the heat to the heat dial(s) of the affected Mechs, if applicable. The defender makes all necessary heat effect rolls.
9. Apply damage to the attacker, if applicable. Make any necessary piloting rolls, if applicable.
10. Apply heat to the attacker, if applicable, and make all necessary heat effect rolls.

Ranged Combat

A ranged combat attack can be one of two types: an energy attack or a ballistic attack. The range symbol indicates the type of attack. These attacks represent everything from lasers and machine guns to Particle Projector Cannons and missiles. A Mech given a ranged combat action is called the firer.

Your Mech has a pair of range values printed on its base separated by a slash. The number on the left of the slash is the minimum range value. The number on the right of the slash is the maximum range value. If your Mech's maximum range value and attack value are greater than 0, you may give your Mech a ranged combat action.

To make a ranged combat action, place one end of a ruler at the center of the firer's base and draw it in a straight line to the center of the target Mech's base. This is called the line of fire.

The line of fire must pass through the firer's front arc. It must not exceed the firer's maximum range, or be less than the firer's minimum range. The firer may be given a ranged combat action targeting a Mech it is in base contact with if these conditions are met.

The line of fire for a Mech is blocked if it crosses any Mech base or blocking terrain other than the firer and the target. If the line of fire is blocked, you may not attack the target. You may check a potential line of fire at any time.

Mechs have both a primary damage value and a secondary damage value. A player making a ranged combat attack must announce prior to rolling the attack dice whether the primary or secondary weapons (and corresponding range values and damage values) are being used. This announcement also determines the type of attack (energy or ballistic) being made. If the player does not announce this information, the attack uses the primary damage value and associated attack type by default. If a ranged attack with the primary weapon is not possible, the attack is cancelled and the action is lost.

Unless the target is a Mech in base contact with the firer, you may not use a ranged combat action to attack an opposing Mech that is in base contact with a Mech friendly to the firer.

If one or more opposing Mechs are in base contact with your Mech, your Mech may make a ranged combat attack against Mechs not in contact at a +2 to the target Mechs defense if you have a clear line of fire.

To resolve a ranged combat attack, roll 3 six-sided dice and add them to your Mech's attack value. Add 2 to your dice roll if the line of fire passes through the target's rear arc. If the result is equal to or greater than the target Mech's defense value as shown on its combat dial, you have hit and damaged the target. Certain special equipment (like Evade) and game

modifiers (like a ranged combat formation) can increase the target's defense value or the firer's attack value.

Damage

When your Mech hits a single target with its ranged combat attack, look at your Mech's appropriate damage value. Your opponent must click the target's combat dial clockwise that number of times.

Special equipment (like Reflective Armor) and game modifiers (like multiple ranged combat targets) can alter the damage dealt to a target by ranged combat.

Heat from Energy Weapons

If a Mech is successfully hit and dealt at least 1 click of damage by a ranged energy attack, the Mech takes 1 click of heat in addition to any damage the attack inflicts. No more than 1 click of heat may be taken by a Mech in this fashion each round.

Indirect Fire Ballistic Ranged Combat

A Mech with an attack value greater than 0, a ballistic attack and a maximum range greater than 0 can be given a ranged combat action to attack a single target without having a clear line of fire to the target. This is called an indirect fire attack. The line of fire must pass through the firer's front arc but is not affected by the presence of terrain or other Mechs. The line of fire must not exceed the Mech's maximum range or be less than the Mech's minimum range.

A Mech in base contact with an opposing Mech may not make an indirect fire attack. You may not make an indirect fire attack if the target is in base contact with a friendly Mech.

To resolve an indirect fire attack, roll 3 six-sided dice and add them to your Mech's attack value. The defense value of the target of the indirect ranged combat action is increased by 3. If the result is equal to or greater than the target Mech's defense value, then you have hit and damaged the target. The target takes damage equal to the firer's damage value, to a maximum of 2 clicks.

Multiple Ranged Combat Targets

Your Mech might be able to affect two or more target Mechs with a single ranged combat action. You may never target a Mech more than once, however, during the same ranged combat action. Mechs may show one or more energy or ballistic weapons symbols beside their range value. The number of energy or ballistic weapon symbols is the maximum number of different targets your Mech may attack with a single ranged combat action. If you are firing at more than one target, you must draw a line of fire to each of them. You do not have to target as many Mechs as you have ranged attack symbols. For example, if you have three energy attacks with your primary weapons, you may choose to fire upon one, two or three targets.

When your Mech is attempting to affect more than one target with a ranged combat action, you only roll the attack dice once. Some Mechs with low defense values may be successfully hit by the attack, while others with high defense values might not be hit.

To resolve a ranged combat attack against multiple targets, roll 3 six-sided dice and add them to your Mech's attack value. If the result is equal to or greater than a target Mech's defense value, then you have hit and damaged that target. Whenever you target multiple opposing Mechs with a single ranged combat action, divide the firer's damage value any way you choose among the successfully hit targets.

Ranged Combat Actions

Quick Shot

A Mech may choose to do a Quick Shot for 1 action point. A Mech that performs a Quick Shot will -1 from their attack value and -3 from their damage (to a minimum of 1) for that attack in addition to any other modifiers. You may only target a single unit with this action and may not fire indirectly nor use special equipment. It takes no heat for the action unless it has performed another ½ Move, Punch or Quick Shot during the same turn. For each additional ½ Move, Punch or Quick Shot in the same turn, the Mech will take 1 heat for each. No special equipment may be used including Improved targeting.

In both examples, we will assume no effects have happened in steps 7a to 7d.

Example 1: Dimitris is piloting a Tian-zong with a damage of 5 and performing a Quick Shot at Travis' Atlas with hardened armor and hits. To calculate, 5 (damage) - 2 (defense SE) = 3 damage at step 7e and since it is greater than 0 we continue. Then in step 7f, it is 3 (damage) - 3 (action modifier) = 0 but the rules states to a minimum of 1, so the damage is adjusted to 1. Travis takes 1 click of damage to his Atlas and needs to make a piloting roll.

Example 2: Allen's HL Centurion is at 1 damage for ranged combat. He does a Quick Shot at Jonathan's BR Targe that still has heavy armor and hits. To calculate, 1 (damage) - 1 (defense SE) = 0 damage at step 7e and since it is not greater than 0, we stop since no damage will be dealt.

Fire

A Mech may choose to Fire for 2 action points. A Mech that Fires for that action, performs a normal ranged combat attack. It also takes 1 click of heat.

Close Combat

Close combat represents point-blank fighting between Mechs. The front arc of your Mech must be in base contact with a target Mech before you can give your Mech a close combat action. A close combat attack is neither an energy attack nor a ballistic attack.

Roll 3 six-sided dice and add them to your Mech's attack value. Add 2 to your dice roll if your attacking Mech is in base contact with the target's rear arc. If the result is equal to or greater than the target's defense value shown on its combat dial, you have hit and damaged the target. There are other game modifiers that will change the attack dice roll or the target's defense value.

Damage

When your Mech hits a target with a close combat attack, it deals damage to the target equal to its primary damage value. Some Mechs have a special damage value for use in close combat attacks. This is called a melee damage value and is indicated by the melee symbol on the Mech's base. When you give a close combat action to your Mech with a melee damage value, you can choose to have your Mech deal damage to the target equal to its melee damage value or its primary damage value. The player making the close combat attack must decide which damage value and associated special equipment is being used prior to rolling the attack dice. Special equipment (like Hand-to-hand Weapon) and heat effects can alter close combat damage.

Close Combat Actions

Punch

A Mech may choose to do a Punch for 1 action point. A Mech that performs a Punch will -1 from their attack value and -3 from their damage (to a minimum of 1) for that attack in addition to any other modifiers. It takes no heat for the action unless it has performed another ½ Move, Punch or Quick Shot in the same turn. For each additional Punch, Quick Shot or ½ Move in the same turn, the Mech will take 1 heat for each. No special equipment may be used.

Strike

A Mech may choose to Strike for 2 action points. A Mech that Strikes for that action, performs a normal close combat attack. It also takes 1 click of heat.

Trip

A Mech may choose to Trip for 2 action points. A Mech that performs a Trip will add 2 to their attack value and -1 from their damage for that attack in addition to any other modifiers. A successful attack on the target Mech will cause a piloting skill check at +3 in addition to any other modifiers for damage taken. The attacking Mech also takes 1 click of heat for the action. May only target standing Mechs.

Throw

A Mech may choose to Throw for 2 action points. A Mech that performs a Throw will add 2 to their attack value and -1 from their damage (to a minimum of 1) for that attack in addition to any other modifiers. A successful attack on the target Mech will move the target Mech in any direction, a distance base-to-base, equal to the attacking Mech's primary damage and cause a piloting skill check at +5 in addition to any other modifiers for damage taken. The attacker determines the thrown Mech's facing. The attacking Mech also takes 1 click of heat for the action. May only standing Mechs.

Example: Bill's Mad Cat II (an Assault Mech) with a primary damage 5 throws Robustiano's Spider (a Light Mech) that is in base contact. The Spider takes 4 clicks of damage and is placed 5 inches away base to base (in a straight line) from the Mad Cat II and Bill can change the Spider's facing at this time. Robustiano now has to make a piloting roll of 16 (4 for the damage, plus 5 for being throw and his piloting skill of 7), but his pilot does have a +3 to piloting roll. Robustiano needs a 14 or better on 3 dice to keep standing. If Bill had thrown the Spider into a wall, it would have stopped at that point and taken another click of damage which would have added to the piloting check as well.

Sweep

A Mech may choose to Sweep for 2 action points. A Mech that performs a Sweep will deduct 1 from their damage for that attack in addition to any other modifiers. Sweep allows attacking multiple targets in the Mech's front arc. A successful attack on each target will cause a piloting skill check at +3 in addition to any other modifiers for damage taken. The attacking Mech also takes 2 clicks of heat for the action. May only standing Mechs.

Example: Wally has Frank's and Charles's Mechs in his front arc. Wally's primary damage is 5 and he hits both opposing

Mechs. Frank has heavy armor so his Mech will take 3 clicks of damage and need to roll a 13 (3 + 3 + 7) to stay standing. Charles's Mech takes 4 clicks of damage and needs a 14 (4 + 3 + 7) to prevent from falling down.

Special Attacks

Mechs can make special attacks that allow them to move and attack a target Mech in the same turn.

Bull Rush

A Mech with an attack value greater than 0 can make a special attack known as a bull rush. A bull rush has three parts to the attack. The initial movement into base contact, the attack and the movement out of base contact. No breakaway is necessary.

The Mech making the bull rush must begin their turn with no opposing Mechs in base contact with it. The Mech can make a normal move action minus 1 inch to get in base contact with a single target. All terrain modifiers apply to the move. The target of the bull rush attack is allowed a free spin unless the Mech making the bull rush begins the bull rush attack within the rear arc of the target and ends the first move action in base contact with the rear arc of the target. In this case, no free spin is allowed.

To resolve the attack, roll 3 six-sided dice and add them to the bull rushing Mech's attack value minus 1 in addition to any other modifiers. If the result is equal to or greater than the target's defense value, the bull rush is successful and the target receives the Mech's primary damage.

A bull rush attack is neither an energy attack nor a ballistic attack. The Mech making the bull rush attack may only use Melee special equipment while resolving the bull rush attack. The attacker takes any additional heat as applicable for the use of special equipment.

After the attack is resolved, the Mech must move a minimum of 1 inch away from the target. It may however move into base contact with another Mech that is not the target.

The attacking Mech takes 2 clicks of heat upon completion of the action. This is in addition to any heat taken previously from special equipment.

Example: Brian's Mech with movement 10 can move up to 9 inches, perform a close combat attack and then move the rest of its' available movement left. It must have at least 1 inch of movement left to move out of base contact with target Mech. The target Mech does get a free spin unless attacking Mech started in its rear arc.

Charge

Mechs with an attack value greater than 0 can make a special attack known as a charge. The Mech making the charge must begin the turn with no opposing Mechs in base contact with it. The charging Mech must be given a run action and end its move in base contact with a single target. All terrain modifiers apply to the move.

The target of the charge attack is allowed a free spin unless the Mech making the charge begins the charge attack within the rear arc of the target and ends its move in base contact with the rear arc of the target. In this case, no free spin is allowed.

To resolve the charge attack, roll 3 six-sided dice and add them to the Mech's attack value. If the charging Mech begins the charge attack within the rear arc of the target and ends its move in base contact with the rear arc of the target, add 2 to the attack roll. If the result is equal to or greater than the target's defense value, the charge is successful. The target receives damage equal to the attacker's primary damage value + 1.

The charging Mech takes 1 click of damage and 3 clicks of heat regardless of whether or not the attack is successful. A charge attack is neither an energy attack nor a ballistic attack. The Mech making the charge attack may not use any of its special equipment that requires either a close combat action or ranged combat action while resolving the charge attack.

Death from Above

A Mech with an attack value greater than 0 and Jump Jets special equipment can make a special attack known as death from above. The Mech making the death from above attack must begin the turn with no opposing Mechs in base contact with it. The attacking Mech must be given a move action using Jump Jets special equipment and end its move in base contact with a single target. The target does not get a free spin at this time. Ignore terrain modifiers for the attack. Due to the difficulty of this attack mode, the defense value of the target is increased by 2.

To resolve the attack, roll 3 six-sided dice and add them to the attacker's attack value. If the result is equal to or greater than the target's defense value, the death from above is successful. The target receives damage equal to the attacker's

primary damage value plus 2 and does not get a free spin. The attacker takes 1 click of damage. If the death from above is unsuccessful, the attacker takes 2 clicks of damage and the target, if it is a Mech, gets a free spin. This attack is neither an energy attack nor a ballistic attack. A Mech making a death from above attack may not use any of its special equipment that requires it to be given a close combat action while resolving the attack.

Hint: Bull rush, charge and death from above attacks are useful for damaging Mechs with defensive equipment that reduces damage like Hardened or Heavy Armor.

Heat Management

Cool and Vent Actions

To cool a Mech, you can either use a vent action or a cool action.

If the Mech is given a cool action for 1 action point, give the Mech 1 click of cooling. To cool the Mech, click the heat dial clockwise 1 click. A Mech may not receive a click of cooling if the heat starting position is showing on the Mech's heat dial.

If you give a Mech a vent action for 2 action points, the Mech takes clicks of cooling equal to its vent rating. A Mech may not receive more anymore clicks of cooling once the heat starting position is showing on the Mech's heat dial.

Miscellaneous Actions

Jury Rig Action

Using the Jury Rig action for 2 action points, it is possible to repair clicks on a Mech's combat dial. When repairing, click the combat dial counter-clockwise. Apply multiple clicks of repair 1 click at a time. A Mech may not receive a click of repair if a black repair marker or green starting position marker is showing on the Mech's combat dial. Stop applying clicks of repair to the Mech when the repair marker or starting position appears. Any remaining clicks of repair are lost. The Basic skill Repair allows a pilot to Jury Rig past a black repair marker.

Ready action

A Mech may spend an action point to increase their initiative dice by one for the next round. You may only perform this once per turn.

Aim action

A Mech may spend an action point to increase the damage by 1 and their attack value by 2 for the next action in this turn which must be a ranged combat action. Aim only works on a single target. It cannot be used for indirect attacks or Streak Missiles. If using Pulse, Aim only works for the first attack roll, not the second attack roll.

Push action

A Mech may choose to Push for 2 action points. A Mech that performs a Push will add 2 to their attack value in addition to any other modifiers and will do 1 click of damage for that attack. A successful attack on the target Mech will move the target Mech in a straight line away from the attacking Mech a distance base-to-base equal to the attacking Mech's primary damage. The target Mech may use Grapple to prevent the push but not the damage. In that case, have the attacking Mech roll for the breakaway if the attack is successful to see if the target Mech is moved. If the target Mech is pushed into blocking terrain or another Mech, movement ends and all Mechs in base contact with the target Mech will take 1 click of damage. The attacking Mech also takes 1 click of heat for the action. May target standing Mechs only.

Flourish action

A Mech may spend an action point to increase their fame upon a successful attack. The next action must be an action that could deal damage to a target. Reduce the attack value of the attacking Mech by 4 for the next action, but if the action is successful in damaging the target, the pilot performing the attack gains 6 fame.

Crowd Pump action

A Mech may spend 3 action points to increase the fame they receive for a kill. When a pilot is credited with a kill, in their next available turn they can Pump the Crowd and gain additional fame based on the chart. If they do not or cannot perform the Crowd Pump, they lose the opportunity for that kill only. If you are the last Mech standing, you get a free Crowd Pump with an additional +1 fame modifier based on the last successful attack you made in your last turn. This is considered a Victory Lap.

| Type of Attack | Fame |
|------------------------------|------|
| Range Combat | 3 |
| Close Combat Or Bull Rush | 5 |
| Charge | 7 |
| Death from Above | 10 |

IV. Terrain

You do not have to use terrain when you fight a MechWarrior battle, but adding terrain to your tabletop will make your game more challenging and interesting.

There are three main types of terrain in MechWarrior: clear, hindering and blocking. These terrain types can exist at tabletop (ground) level, or they can be elevated. In addition, there are several types of special terrain described at the end of this section.

Clear Terrain

Clear terrain represents anything from a grassy plain to a city square. The entire arena consists of clear terrain, except in those areas where hindering, blocking or special terrain items are placed. You may not place non-elevated clear terrain in the terrain pool when preparing the arena.

Hindering Terrain

Hindering terrain consists of brush, lightwoods, debris and other similar terrain. You can represent such terrain with shapes cut out of construction paper or cloth. The outer edges of these shapes represent the boundaries of the hindering terrain. Hindering terrain should lie flat on the table so that it does not interfere with the placement of a Mech's base. You can place scale models of bushes and small trees on top of your hindering terrain shapes for visual effect. During the game, you can reposition these models within the boundary of the terrain, since they have no effect on the play of the game.

Your Mechs can move into and through hindering terrain, but there are restrictions. If your Mech begins a move with any part of its base touching clear terrain, its movement must end immediately when its base crosses completely into a hindering terrain feature. It does not have to stop if its base does not cross completely into hindering terrain. If your Mech begins a move with any part of its base touching hindering terrain, its speed value is cut in half for the turn (round up to the nearest whole inch), even if it immediately moves out of the hindering terrain. This reduction is made after all other adjustments to the Mech's speed value.

If a line of fire passes through any amount of hindering terrain and/or any number of hindering terrain features, add 1 to the target's defense value. This is called the hindering terrain modifier. Close combat attacks are not affected by hindering terrain. The hindering terrain modifier may not penalize a firer whose center dot is in hindering terrain if it is targeting a Mech outside of the hindering terrain it is in. If the line of fire from the firer does not cross any hindering terrain except beneath the base of the firer, no hindering terrain modifier applies. This case represents your Mech's ability to fire from the edge of hindering terrain: protected, but not penalized by it.

Blocking Terrain

Some examples of blocking terrain include large boulders, high walls and buildings. You can represent blocking terrain with common items like decks of cards and small cartons, or you can use scale models.

Mechs center dot may not enter blocking terrain. No part of a Mech's base may overlap blocking terrain at the end that unit's movement or during deployment. Blocking terrain blocks any line of fire crossing it.

Elevated Terrain Types

Clear, hindering and blocking terrain may be elevated above the ground-level arena to form hills and low plateaus. All elevated terrain is assumed to represent the same level of height above the arena.

You can represent elevated terrain types with stacks of books and magazines, or by using scale models. If you are using models for hills, use models with a distinct elevation change and flat upper surface to accommodate figure placement.

A Mech must stop its movement as soon as its entire base moves up into elevated terrain or down out of elevated terrain (as if it was entering a hindering terrain feature). When measuring your move, don't measure any vertical distance traveled, just the horizontal portion of your Mech's move along the tabletop or elevated terrain feature.

Elevated terrain features block line of fire unless the firer or target or both are on elevated terrain.

If both the firer and target are on elevated terrain, nothing affects the line of fire except elevated hindering and blocking terrain features and the bases of other elevated figures.

If the firer or target is on elevated terrain but the other is not, the line of fire is blocked if it crosses a different elevated terrain feature. Intervening blocking terrain features also block the line of fire, whether elevated or not. Intervening elevated figure bases will also block these lines of fire, but Mech bases not on elevated terrain can be ignored. Hindering terrain modifies the attack if either the firer or target is in hindering terrain, or if the hindering terrain is elevated; otherwise it can be ignored.

Height Advantage

When a firer who is not on elevated terrain makes a ranged combat attack against an elevated target, the target's defense value is increased by 1. This is called the height advantage modifier. A target Mech might gain the benefit of the height advantage modifier and the hindering terrain modifier at the same time. This would increase its defense value by 2.

When using a ranged combat formation, only the primary attacker's line of fire is subject to the height advantage modifier and hindering terrain modifier.

Close combat attacks are allowed between Mechs at different elevations. Since base contact is a condition for close combat, look down from overhead to determine whether base contact would be possible if the elevation difference wasn't there. If so, then base contact is assumed. If the target of a close combat attack is elevated while the attacking Mech is not, the target gets the height advantage modifier.

Special Terrain

Shallow Water

Shallow water features such as streams, fords and ponds are treated as clear terrain for movement and have no effect on ranged combat actions. A Mech whose center dot is in shallow water may not be attacked by a close combat attack unless the attacking Mech is also has its center dot in shallow water. At the end of your turn, give your Mech 1 click of cooling if it began and ended your turn with its center dot in any type of water terrain. A shutdown Mech may make a restart roll after this total amount of cooling is applied, as indicated by the heat effects encountered.

Low Walls

Low walls are a special type of hindering terrain. No part of a Mech's base may overlap blocking terrain at the end that unit's movement or during deployment. Close combat attacks are allowed between figures on opposite sides of a low wall. Since base contact is a condition for close combat, look down from overhead to determine whether base contact would be possible if the wall wasn't there. If so, then base contact is assumed.

Abrupt Elevated Terrain

Flat rooftops and plateaus flanked by cliffs are examples of abrupt elevated terrain. Abrupt elevated terrain is treated like normal elevated terrain, except that close combat attacks are not allowed between Mechs on and off such a feature. Mechs may only move onto or off of such terrain if they have the Jump Jets special ability, or if a pre-designated access point exists between the different terrain types. Every abrupt elevated terrain item must have at least one access point designated when it is placed in the terrain pool. The path of non-Jump Jets movement must be measured to and from such pre-designated access points.

V. Ending the Game

The game ends when any of these things happen:

1. Only one player still has a Mech on the arena; OR
2. A predetermined time limit for the game passes; OR
3. All remaining players agree to end the game.

After the game, all players retrieve their Mechs.

Victory!

In Mechwarrior: Solaris 7, elimination of opposing Mechs is the key to success in battle. The winner of the game is the player who survives.

Elimination of Opposing Mechs

MechWarrior is all about delivering the damage! Certain rewards are given to a player for eliminating opposing Mechs. Every opposing Mech that is eliminated during the game is worth a number of stones equal to its point value divided by 10, rounded up. These points are scored during the game as soon as a Mech is eliminated. Also the pilot gains 1 fame in addition to any modifiers as applicable.

Determining the Winner

Control of the Arena

MechWarrior: Solaris 7 conflicts occur between Mechs struggling to survive in the arena. If more than one Mech is still operational when time ends, use the following format to determine placement.

Every Mech that is not Salvage and remains on the arena at the end of the game is worth the number of kills it has made during the game. The Mech with the most kills wins. In the event of ties, the Mech with the most fame generated during the

game takes precedence. If there is still a tie, the Mech with the least point value is ranked higher. It then goes to the pilot with the least skills in the class of Mech they piloted. In the unlikely event that you still have a tie, roll a die to determine the placement.

Sequence for Tiebreakers

1. Most kills during game
2. Most fame during game
Mech with a lesser cost
3. Pilot with less skills in class just piloted
4. Roll a die

Salvaged Mechs are considered after all operational Mechs have been placed and use the same tiebreakers to determine placement.

VI. The Basic Game

The Basic way to play MechWarrior: Solaris 7, is a single event or a few events run consecutively to determine the overall winner. The characters created will not be used in a campaign setting. We suggest the following basic game; everyone should be comfortable playing this way.

1. The playing surface is 3' x 3' square.
2. Each player has a build total of 300 stones to be used to purchase a Mech and skills. Skills cost 15 stones for regular skills and 45 stones for a single legendary skill. Experience is not used.
3. The time limit for the game is 90 minutes.
4. Build an arena with blocking terrain.
5. Do not use elevated terrain.
6. Follow MechWarrior etiquette and have fun!

VII. The Standard Game

The Standard game is to play Mechwarrior: Solaris 7 as a campaign ran over a long weekend to several months. Here the players will create a stable of one Mech and a single pilot. As they gain money and fame, their stable will gain more powerful Mechs. At the end of the campaign, the leaders can have a final match to determine the Solaris Champion. We suggest the following standard game:

Building your Stable

In the standard game, you will get 100 stones to buy a Mech and a single pilot. A Mech costs the same number of stones as its point value. Roll 1d6 for a single stable ability. If you get the Rich stable ability, you still can only purchase a Mech up to 100 stones to start your first match. Experience is used at 10 experience points per skill and all skills are determined randomly within the players choice of table for the Mech class last piloted. If you get the Training stable ability, roll for your three skills under Light Mech. Legendary skills are only available if you win a prize match and cost 30 experience points.

Example: Chris decides to purchase a Dragons Fury Spider for 93 stones. He rolls a 2 for stable ability and gets Promoter that gives +10% stones to his match winnings only, not stones received from kills.

1. The playing surface is 3' x 3' square.
2. Each player has a starting build total of 100 stones to purchase a Mech.
3. Experience will be used to build up characters, use the League Charts.
4. The time limit for each game is 90 minutes.

5. Several layouts for arenas should be standardized and used.
6. Do not use elevated terrain.
7. Follow MechWarrior etiquette and have fun!

Additional Rules for the Standard Game

Qualifying for the Arena

Each arena has qualifications necessary for the Mech and pilot to enter. There are 5 classes of Mechs, each with 2 leagues. There is also an Open Class Arena and a Champions Invitational Arena. The Basic league for each class only allows

that class of Mech to participate. The pilot must still have the necessary fame to pilot a Mech in that arena. Pilots may also have too much fame to enter an arena. The Open League matches allow Mechs in lower class to enter the arena if the pilot has the required fame to pilot a lower class Mech. The following table lists fame and Mech requirements for each league:

| League Class | Type | Min Fame | Max Fame | Allowed Mech Class |
|--------------|-------|------------|-----------|--------------------|
| 0 | Basic | 0 | 60 | Class 0, no MODs |
| 0 | Open | 20 | 80 | Class 0, no MODs |
| 1 | Basic | 0 | 60 | 0, 1 |
| 1 | Open | 30 | 100 | 0, 1 |
| 2 | Basic | 60 | 120 | 2 |
| 2 | Open | 90 | 180 | 2 |
| | Open | 110 | 200 | 0, 1 |
| 3 | Basic | 120 | 220 | 3 |
| 3 | Open | 160 | 300 | 3 |
| | Open | 180 | 330 | 2 |
| | Open | 200 | 350 | 0, 1 |
| 4 | Basic | 180 | 350 | 4 |
| 4 | Open | 270 | Unlimited | 4 |
| | Open | 300 | Unlimited | 3 |
| | Open | 330 | Unlimited | 2 |
| | Open | 350 | Unlimited | 0, 1 |
| Open | Prize | 350 | Unlimited | Any |
| Champion | Prize | Invitation | Unlimited | Any |

Post Match Phase

Payout

When a player is eliminated from the game, they may start the post match phase. The first Mech to be destroyed (or pilot ejects) receives the rewards listed for 8th place in the league. The next Mech receives the reward listed for 7th place. This continues until only one Mech is left. The winner receives the first place rewards. If less than 8 Mechs are fighting, the rewards still start at 8th place, but the winner receives the reward one higher than the 2nd place player.

Example: In a six player game, the first person removed would get the rewards for 8th place, the second person for 7th, the third person for 6th, the fourth person for 5th, the fifth person for 4th, and the winner would get the 3rd place reward.

Buy skills

Skills cost 10 experience points per skill. You choose a skill type (basic, piloting or gunnery) for the class of Mech you just piloted and then roll for the skill. If you already have that skill, continue rolling until you get a skill that is not filled out. You may only carry over 9 experience points between rounds. If you win a prize match you may spend 30 experience points to roll for a legendary skill. (You can only have one legendary skill.)

Repair

Players can repair Mechs at the following rate:

| Class of Mech | Cost per Click |
|---------------|----------------|
| 0 | 2 stones |
| 1 | 3 stones |
| 2 | 5 stones |
| 3 | 7 stones |
| 4 | 10 stones |

Destroyed Mechs cannot be repaired. Players may sell it for 25% its worth. Pilots with no functional Mech and less than 75 stones after selling all Mechs, receive up to 75 stones to buy a replacement Mech. This includes any stones they currently have so the max a dispossessed pilot would have to use is 75 stones.

Buy/Trade-in Mechs

New Mechs may be bought at the cost of 1 stone per point. You may trade in an undestroyed Mech for 50% of its points in stones. You do not need to repair it.

Record results

Update your Character Sheet as necessary and hand it in to the Envoy running the event. All rolls and updates should be witnessed by at least one other player or Envoy.

VIII. The Advanced Game

In the Advanced game, Mechwarrior: Solaris 7 creates lots of decisions for the players to make before the game starts. What will be your heritage? What faction will you ally with or will you go independent? Will you use optional rules and which ones? How long will the campaign run and do you need to create a new stable each time? If you are playing with someone you don't know, these questions might take a long time to resolve. We suggest the following advanced game:

Building your Stable

The advanced game, you will choose a heritage that will determine what type of starting attributes you will begin with and the limits imposed on your stable. See the chart below. You can then buy a Mech or two to start your fledgling stable on its course to change the history of Solaris 7.

| Heritage | Stable Abilities | Starting Stones | Non-Faction Mech limit | Additional Rules |
|---------------------|--------------------------------------|-----------------|------------------------|---|
| <i>Clan</i> | +10% experience 3 skills to start | 300 | 0 | Piloting skill is 6. May not attack another Mech that is already engaged unless all Mechs are engaged. Must continue to attack their target until it is destroyed. If attacked by another Mech or another Mech attacks your target, you may engage them as well. Can only choose a clan faction like Spirit Cats or Steel Wolves. |
| <i>Inner Sphere</i> | +10% fame | 450 | 1 | Can only choose a non-Clan faction: Banson Raiders, Dragons Fury, Highlanders, Liao, Republic of the Sphere, Stormhammers, or Swordsworn |
| <i>Mercenary</i> | +10% stones | 250 | 2 | Can only be an Independent. Mercenary Mechs are discounted 10%. Non-Faction Mech limit only applies when you are allied. |

After choosing your heritage, Clan and Inner Sphere must choose an allied faction per list. Mercenary players may choose any Mechs they like, however Mercenary Mechs are 10% cheaper. The following applies to a stable that is allied. You may have as many pilots and Mechs as you can afford.

- When piloting a Mech of your faction, gain an additional 10% in match winnings, plus an additional 2% per Mech owned of that faction to a maximum of 20% total.
- Mechs of your faction may be discounted 20% when purchasing them.
- All repairs to faction Mechs are -1 stone/click.
- Pilots gain 1 fame for piloting a faction Mech/match.
- Undestroyed faction Mechs are sold at 60% of value.
- Destroyed faction Mechs are sold at 40% of value.

The modifiers for stones, fame and experience only apply to the match payouts, not for events during a game.

Your stable may contain two or more of the same Mech, unless that Mech is unique. A Mech is unique if it has a star on its base as a rank symbol. It's okay if the same unique Mech appears in opposing stables in the same arena.

Example: Josh decides to run an Inner Sphere stable with Swordsworn as his faction. He creates three pilot character sheets, and buys two Mechs, Capt. Ben Geringer's Panther for 82 stones and a ConstructionMech MOD-B for 70 stones (these show the 20% discount) to start his stable. Josh is now ready to play Solaris 7.

1. The playing surface is 3' x 3' square.
2. Each player chooses their heritage and faction, if any and create their stable, pilots and purchase Mechs.
3. The time limit for each game is 90 minutes.
4. Many layouts for arenas should be used with various terrains.
5. Optional rules can be used.
6. Follow MechWarrior etiquette and have fun!

Additional Rules for the Advanced Game

Rules not used

Stable abilities and legendary abilities are not used in the advanced game. Heritage and buildings compensate for stable abilities. Legendary abilities take the form of additional equipment for your Mechs. The skill system is replaced.

Learning Skills

Skills are not random in the advanced game, however as you become more skilled in a given class of Mech, the costs increase to get additional skills. Initially skills cost 10 experience points. For every 3 skills in a given Mech class, it costs 2 extra experience points to gain a new skill. So if you had 8 skills in Light Mechs, it would cost 14 experience points to gain another skill. The next skill would cost 16 experience points in Light Mechs. You must buy a skill in the class you just piloted if able (this supercedes the 9 point maximum carryover). You can choose which skills you want. A pilot must have 6 skills in a given class before they can go to the next higher class of Mech. All pilots start at Class 1.

Additional equipment

A Mech may have one piece of additional equipment per class at a cost of 20% of the Mechs adjusted point value. The adjusted point value is the number of upgrades * 0.1 * point value added to the point value of the Mech. Mathematically it reads: adjusted point value = $((u * 0.1) + 1) * \text{point value}$. Industrial Mechs (Class 0) may not be given additional equipment. A Light Mech (Class 1) can have one piece of additional equipment installed. An Assault Mech (Class 4) can have 4 pieces of additional equipments. Each upgrade adds 10% to the Mech's value. If the Mech is salvaged, any additional equipment upgrade can be returned to operational status for 2 clicks of repair. If the Mech is destroyed, the upgrades are lost and the Mech returns to normal point value for sell back purposes.

| | |
|----------------------------|--|
| Advanced Gyro: | +1 piloting roll |
| Advanced targeting system: | +1 to hit |
| Double Heat Sinks: | increases vent rating by one |
| Ferro-Fibrous Armor: | +1 defense |
| CASE | ignore one failed ammo explosion roll per match |
| Extra Coolant Flush | ignore one failed heat sink overload roll per match |
| Crowbar Shutdown Override | ignore one failed shutdown roll per match |
| XL Engine: | +(5 - Original Class of Mech) in additional movement, so +1 movement for Assault, +2 move for Heavy, +3 move for Medium and +4 move for Light. |

Example: Nick owns a Dragons Fury Thor that is worth 203 points that can have 3 pieces of additional equipment because it is a Class 3 Mech. The first piece of equipment Nick buys is an advanced targeting system for 41 stones (20% of 203 rounded up) and the adjusted value of the Thor is 224 (10% of 203 rounded up). The next upgrade chosen is an XL engine for 45 stones (20% of 224 rounded up) and the value of the Thor is 244 (20% of 203 rounded up). The XL engine modifier is based on the original class of Mech so the Thor would gain a +2 to movement. The Thor is now considered an Assault Mech for arena purposes. For a third upgrade, Nick installs Ferro-Fibrous armor at a cost of 49 stones (20% of 244 rounded up) and the Thor's point value increases to 264 (30% of 203 rounded up).

Match Fitness

Both Mechs and Pilots need some time between matches. Any Mech that is repaired at the end of a match or any Pilot that ejects during a match must sit out the next match played by the owning player. If a Pilot is injured during a match that pilot must sit out the next three matches unless the injury is paid for after the match, then they sit out the next two matches.

Example: Tom's pilot ejected during a match while piloting a Wasp. The Wasp was in salvage at the time so Tom cannot use the Wasp in the next match that he plays in because he repaired it. Also his pilot must sit out the next three matches because he decided not to pay the stones to heal the injury.

Stable Fame

Stable fame is the result of your stable's ability to gain fans. Stable fame equals % stones per match in extra winnings. So if your stable fame is 5, you would get +5% stones for match winnings in addition to other modifiers. For each pilot who won

their last match, +1 fame. For each pilot between 100 and 299 fame, +1 stable fame. For each pilot over 300 fame, +2 stable fame. Total of all pilots' fame, +1 per 100 fame, rounded up. Legendary pilots are pilots with 500 or more fame and the stable gains +3 fame permanent for each legendary pilot that is retired. Stable fame will go up and down as pilots leave, lose matches, win matches and the like. Only legendary pilots that retire are a permanent gain in stable fame, the rest are dependent upon current status of pilots. Stable fame also allows a change to independent status when you are at 7 or more.

Example: Ben has a stable of 10 pilots. Three of the pilots are between 100 and 299 fame. One pilot is over 500 fame. The rest are all under 100 fame. Two of Ben's pilots won their last match. Ben has not retired any legendary pilots. His stable's fame would be: 3 (for the 3 pilots between 100 and 299 fame) + 2 (for the pilot over 500 fame) + 2 (for the 2 pilots who won their last match) + 16 (for the total fame of all pilots that is 1567/100, rounded up) for a total of 23 fame. Ben would get an additional 23% in match winnings for each match he played in.

Going Independent, Buying an Ally

Once a stable builds up enough fame, they can declare to go independent. To do so you need to have 7 or more stable fame. You must be able to pay 500 stones plus 10% of all assets like Mechs and facilities. To go from independent to allied, you only need 5 or more stable fame and it costs 200 stones. Assets are not taken into consideration. You may keep non-faction Mechs above your limit until they are destroyed.

Example: David has 5 Mechs worth 563 points, a basic headquarters, a basic repair facility and a basic sales team. His costs would be 57 stones for the Mechs, 10 stones each for the basic headquarters and basic sales team, 25 stones for the basic repair facility and 500 stones for a grand total of 602 stones.

Payroll

Pilots require payment for their services to the stable. Each pilot costs their fame/100 rounded up for each match played, whether or not they actually participated. If you do not have enough money to pay all of your expenses, then the highest paid pilots will leave first unless you fire pilots till you can cover the payroll.

Example: Each match Ben plays in, his 10 pilots will need to be paid. Six of the pilots are under 100 fame so each of them will cost 1 stone each per match. The other 4 pilots have the following fame: 169, 145, 201, and 574. They will cost Ben 2, 2, 3 and 6 stones respectively per match. Ben's total pilot payroll per match is 23 stones, currently.

Mech Maintenance

Mechs require regular maintenance to make sure they are in top working order. Each Mech costs 1 click per match played that they do not participate in. This is the same cost as listed in the repair table. Repair facilities will reduce these costs or eliminate them.

Example: Ben also has 12 Mechs, 3 are Lights, 3 are Mediums, 3 are Heavies and 3 are Assault Class Mechs. In the last match, Ben used a Heavy Mech. All but one Assault Mech is an allied faction Mech. His costs are 3 stones for the Light Mechs, 9 stones for the Medium Mechs, 10 stones for the Heavy Mechs (the Mech used in the match does not count if repaired) and 25 stones for the Assault Mechs for a grand total of 47 stones. Ben has two basic repair facilities (he needs that many to have this many Mechs), which reduce the cost by 1 stone/Mech, and the faction alliance also reduces the cost by 1 stone/Mech. Each Light Mech costs 1 stone, the Mediums cost 3 stones each, the Heavies are 5 stones each, two of the Assaults cost 8 stones each and the non-allied Assault Mech costs 9 stones. If Ben had upgraded his repair facilities, there would be no maintenance costs.

Facility Maintenance

Each building requires a certain amount of maintenance to keep operational. Staff fees, energy requirements, taxes and other associated costs are included. For each basic building it costs 2 stones per match. Each advanced building costs 3 stones per match. These costs are not reduced.

Facilities and Management Teams

A successful business requires buildings and management teams to organize and provide resources for your stable. A headquarters is the first building that needs to be purchased in order to obtain any of the other facilities or management teams. Each asset gives different capabilities to your stable.

You may have up to 4 Mechs without a Repair facility. For each Repair facility, you may have up to 8 Mechs. So if you have 3 Repair facilities, you could have up to 24 Mechs for your stable. You may have up to 6 pilots without a Training facility. Each training facility allows you to have up to 10 pilots, so 2 training facilities would let you have up to 20 pilots on your payroll. Only basic Repair and basic Training facilities can be purchased more than one. You only need to pay for the

upgrade once for each type. Each additional facility is bought at the basic price. Only the amount of Mechs or pilots is increased, not the other modifiers as listed for each type.

Example: My first purchase is a headquarters. This must always be your first building. I then buy a training facility and a repair facility. These allow me to have up to 10 pilots and 8 Mechs. Further on in the campaign, I upgrade my headquarters, repair and training facilities to get the added benefits. Later I decide I want more Mechs for my pilots and purchase another repair facility for 250 stones. I do not have to upgrade it since I have already paid for that. I now can have up to 16 Mechs. I may add more repair or training facilities at a later date to increase my stable's versatility.

| Type | Basic cost | Basic description | Upgrade cost | Advanced description |
|--------------------|------------|--|--------------|---|
| Headquarters | 100 | Allows purchase of basic facilities and teams | 200 | Allows purchase of advanced facilities and teams, +1 non-faction Mech |
| Training facility | 150 | -1 experience per skill, allows up to 10 pilots | 300 | -2 experience per skill, +10% experience |
| Promoter & PR team | 200 | +10% stones | 400 | +10% fame |
| Repair facilities | 250 | -1 stone/click to a min of 1, allows up to 8 Mechs | 500 | -3 stones/click to a min of 1, free Mech maintenance |
| Workshop | 150 | -5% for Mech modifications | 300 | -10% for Mech mods |
| Medical team | 200 | Reduce healing time by 1 match | 400 | Healings are free |
| Sales team | 100 | Buy/sell Mechs at 5%, +1 non faction Mech limit | 200 | Buy/sell Mechs at 10%, +2 non faction Mech limit |
| Investment team | 150 | +1% on savings per match | 300 | +2% on savings per match |

No Limit Ranges

Ranged combat can shoot farther than your maximum range at -1 to hit/inch or you can shoot closer than your minimum range at -1 to hit/inch. This can only be done with a fire action. Damage is -2 to a minimum of 1.

Example: Scott lines up for a shot on Ross but is 2 inches short of his maximum range. Scott decides to take the shot anyway at a -2 to hit and his damage is also at -2 to a minimum of 1. Scott has an attack value of 10 against Ross' defense of 21 so Scott will need a 13 to hit and only do 3 damage instead of 5.

IX. Optional Rules

Below are listed Optional Rules that players should decide beforehand whether or not to include. Everyone should agree or the rule should not be used.

Mech Modifications

Mech modifications are single use special equipment that is not represented on the combat dial. The modifications are represented on the Mech sheet and once used, considered destroyed for the rest of the match. Any special equipment may be added to a Mech as long as it has the proper symbol required on the base. Each modification costs 20% of the point value of the Mech and adds 10% to the point value of the Mech that counts for arena limits. To repair, each modification costs 2 clicks on the repair cost chart, which can be modified by facilities and faction alliance like any other repair. A Mech may have its Class value +2 in modifications, so an Industrial Mech can have 2 modifications and a Heavy Mech can have 5 modifications. You may not stack special equipment; you can use one or the other. No damage is done to the Mech after using a modification, and the modification cannot be repaired during a game.

Example: Nick also wants to add some modifications to his already tricked out Dragon's Fury Thor that is currently worth 264 points from the previous 3 pieces of additional equipment installed already. Since the Thor is originally a Class 3 Mech, it can handle 5 modifications. The first modification Nick wants is three clicks of Improved Targeting. The first click costs 53 stones (20% of 264 rounded up) and the adjusted value of the Thor goes up to 291 (10% of 264 rounded up). The second and third cost 59 and 65 stones each, raising the Thor's value to 321 and 354 respectively. Still having lots of money, Nick decides on two clicks of Alpha Strike for those just in case moments. They cost 71 stones and 78 stones each, the adjusted point value being 390 and 429. The Thor's final adjusted point value is 429 points and can no longer be upgraded. If Nick's Thor is salvaged, he will have to repair his additional equipment (XL Engine, Adv. Targeting System and Ferro-Fibrous armor) by spending 2 clicks of repair for each. Also since his Mech was salvaged, he would also have to repair his 5 modifications at 2 clicks of repair each. His total outlay would be 16 clicks of repair just for the extras Nick has outfitted his Mech with. If the Thor were destroyed, he would lose everything. The Mech reverts back to normal value for selling purposes.

Honor Arenas

1. Each player is randomly paired up with another player prior to the start of the match. This is their target and must be eliminated before attacking any other player. Once their target is eliminated, they may attack any player, however if that player is paired up still, both players may attack the single player.
2. Loss of fame for not attacking in consecutive turns is replaced with damage instead. This is cumulative. If you do not attack in two consecutive turns, you will take 1 damage. If on the next turn you do not attack, you take 2 damage. This continues until you attack someone.
3. Flourish and Crowd Pump are not used in Honor Arenas.
4. Each player receives an additional 5 fame for participating.

Team Arenas

1. Two teams of 2 to 4 Mechs are paired against each other.
2. Game ends when only one team is still functional.
3. You may not attack Mechs on your team.

Stable Dioramas

A diorama of your stable adds to the atmosphere and gives you the following bonuses. You gain 100 stones, 7 permanent stable fame and reduces the cost of changing to faction or going independent by 50% of total costs. The diorama should be at least 1 sq. ft. or more in size (not too large because you are going to bring it when you play) and contains the following buildings: headquarters, repair facility that fits 8 Mechs, sales lot that fits 2 Mechs, a training facility, a medical facility and a billboard with your icon or name on it.

You may get extra bonuses of +1 permanent stable fame up to a maximum of +3 additional:

- Lights for billboard and/or street lamps.
- Extra buildings not required (like garage, barracks, tourist information and sales)
- Nice detail (like a helipad on top of your HQ, parking lines, signs, lamp posts, people, and whatever else you want to add, these are just some ideas)

Additional detail adds the following:

- If your training facility has at least 4 simulator pods inside it, -1 experience points per skill in addition to the actual facility benefits. Try using foam Easter eggs and carving them a bit.
- If your Mech repair facility has a separate repair bay with decent detail, -1 stone per click for repairs to a minimum of 1 stone.

Also, very important, if you want the benefits from your diorama, then you need to bring it with you to where you are playing, otherwise you do not get the bonuses for those matches you play when it is not there.

For extra stones, a background write up for your stable, a cool icon, nifty slogan, pilot dossiers, match write ups, all these should be worth 10 to 50 stones based on effort and workmanship. Either the BattleMaster or the group should decide. Do not give too much money away.

X. MechWarrior Etiquette

Miniatures games lack the restricted environments of board games and card games. This is good, because you can use your imagination to develop all sorts of unique scenarios and terrain ideas. The butter dish is a re-enforced bunker. The salt shaker in the center of the table is a communications tower, and the first player to destroy it is the winner!

On the other hand, situations may arise which are not covered by these rules. While we have attempted to write very explicit rules, players may eventually run into a disagreement over who can do what. To avoid or resolve arguments, we suggest the following points of etiquette.

1. Players should never spin the combat or heat dials of any Mechs being used in the game unless it takes clicks of damage, repair, heat, or cooling. At those times, players should only click the dials the required number of times in the proper direction. In other words, don't click through combat or heat dials just to see what's coming up. Unless asked to do so, players should only spin their own Mech's combat dials or heat dials, never someone else's.
2. You will constantly pick up your Mechs during a game to adjust their combat dials. Mark the locations and facings of your Mechs with tokens on the table whenever you do this.
3. Because weapons, arms and other bits of figures stick out from their bases, it is sometimes difficult to get a clean base contact between two Mechs. If you cannot get two Mech bases to touch, agree amongst yourselves that the two Mechs are in base contact until one of them moves away.
4. Ambiguous situations will arise. For example, a line of fire might or might not be nicking a blocking figure base. There might or might not be enough room between two Mechs to allow a third to stand between them. Players will

reasonably disagree in situations like these. In all such instances, roll one die. On a 1, 2 or 3, the action is not allowed. On a 4, 5, or 6, the action is allowed.

5. All distances should be agreed upon to eliminate vagueness during a game on is this in range or not. Declaring that it is or is not before those situations arise is better. Mechs and terrain can unfortunately be displaced during normal game play, especially since you have to pick up and put down Mechs a lot.
6. If one or more dice are cocked or fall off the playing field, all dice must be re-rolled and all dice must be rolled at the same time.

XI. Appendix

Solaris VII: Action/Ability Chart

| Actions | Heat | To-Hit | Damage | Description |
|------------------------|-------------|---------------|---------------|--|
| 1 point action | | | | |
| 1/2 Move | 0** | N/A | N/A | Mech may move half of its printed speed or change facing. |
| Stand up | 0 | N/A | N/A | Stand up |
| Quick Shot | 0** | -1 | -3* | Roll to hit at range |
| Breakaway | 0 | N/A | N/A | Successful breakaway allows Mech to move away next action this turn |
| Aim | 0 | +2 | +1 | Aim works only if next action is a ranged attack action (quick shot or fire) |
| Punch | 0** | 0 | -3* | Roll to hit in Hand to Hand |
| Ready | 0 | N/A | N/A | Gain +1 initiative die next turn |
| Cool | -1 | N/A | N/A | Vent Mech 1 click of cooling |
| Flourish | 0 | -4 | N/A | If next attack action is successful gains 6 fame. (Its all about style) |
| 2 point actions | | | | |
| Move | 1 | N/A | N/A | Move Mech of its printed movement |
| Run | 2 | N/A | N/A | Move Mech double of its printed movement |
| Fire | 1 | 0 | 0 | Roll to hit at range |
| Vent | 0 | N/A | N/A | Vent Mech at full Vent rating |
| Jury Rig | 0 | N/A | N/A | Heal one click of damage (does not pass repair marker) |
| Strike | 1 | 0 | 0 | Roll to hit in close combat |
| Trip | 1 | +2 | -1 | Successful hit makes opposing Mech fall down. Target standing Mechs only. |
| Push | 1 | +2 | 1 | Successful hit pushes enemy Mech (primary damage in inches). Target standing Mechs only. |
| Throw | 1 | +2 | -1* | Successful hit throws enemy Mech in any direction (primary range in inches) Enemy Mech must be of lower weight class. Target standing Mechs only. |
| 3 point actions | | | | |
| Death from Above | 1 | -2 | +2 | See Mechwarrior: Solaris DFA rules |
| Charge | 3 | 0 | +1 | See Mechwarrior: Solaris Charge rules |
| Sprint | 2 | N/A | N/A | Move Mech up to triple of its printed movement |
| Sweep | 2 | 0 | -1 | A successful attack makes opposing Mechs fall down. Target standing Mechs only. |
| Bull Rush | 2 | -1 | 0 | Mech may move up to full minus 1 inch and make a close combat attack at any point during that move. Must move away at end of action. |
| Crowd Pump | 0 | N/A | N/A | Crowd Pump may only be used the turn after you take out a Mech, +3 fame if it was a fire action, +5 fame if it was a H2H action, +7 fame if it was a Charge and +10 fame for a DFA. +1 if last Mech. |

* To a minimum of one damage

** These actions generate one heat if used more than once in the same turn and are inclusive.

No Special Equipment may be used during any of the 1 action maneuvers except with Breakaway.

Ejecting is a free action.

Stable and Pilot abilities

| Heritage | Stable Abilities | Starting Stones | Non-Faction Mech limit | Additional Rules |
|---------------------|--------------------------------------|-----------------|------------------------|---|
| <i>Clan</i> | +10% experience 3 skills to start | 300 | 0 | Piloting skill is 6. May not attack another Mech that is already engaged unless all Mechs are engaged. Must continue to attack their target until it is destroyed. If attacked by another Mech or another Mech attacks your target, you may engage them as well. Can only choose a clan faction like Spirit Cats or Steel Wolves. |
| <i>Inner Sphere</i> | +10% fame | 450 | 1 | Can only choose a non-Clan faction: Banson Raiders, Dragons Fury, Highlanders, Liao, Republic of the Sphere, Stormhammers, or Swordsworn |
| <i>Mercenary</i> | +10% stones | 250 | 2 | Can only be an Independent. Mercenary Mechs are discounted 10%. Non-Faction Mech limit only applies when you are allied. |

Pilot Injury Table

| Die roll | Effect - Roll 2d6 and consult the table below | Stones - cost to heal |
|----------|--|-----------------------|
| 2 | Dead: Sorry your Mechwarrior has just checked out on life. | Sorry |
| 3 | Hatred: The wounded pilot hates the Mechwarrior that took him out. If attacked in future matches by hated enemy the wounded pilot must continue to attack hated opponent until they eject. | 30 |
| 4 | Fear of Death: Pilot auto ejects when Mech reaches salvage. | 25 |
| 5 | Eyes Hurt: There is a -2 to all ranged combat maximum ranges | 20 |
| 6 | Cautious: This Mechwarrior no longer may move on its first turn of a match. | 15 |
| 7 | Flesh wound: There is no lasting negative effect. | 0 |
| 8 | Fear of being burned: There is a -1 to all heat effect rolls | 15 |
| 9 | Broken Bones: There is a -1 to H2H attack rolls | 20 |
| 10 | Fear: In future matches the wounded pilot misses its first combat roll vs. the pilot that wounded him. (note pilot's name on character sheet) | 25 |
| 11 | Brain Damage: -1 to all to hit rolls. | 30 |
| 12 | Multiple Injuries: Roll 2 more times on this chart. | Per each |

Mech Class Reference Chart

| Type of Mech | Class of Mech | Points Cost | Initiative | Repair cost |
|--------------|---------------|-------------|------------|-------------|
| Industrial | 0 | Varies | 2d6 | 2 |
| Light | 1 | 0-110 | 4d6 | 3 |
| Medium | 2 | 111-170 | 3d6 | 5 |
| Heavy | 3 | 171-240 | 2d6 | 7 |
| Assault | 4 | 241+ | 1d6 | 10 |

Facilities and Management Teams Chart

| Type | Basic cost | Basic description | Upgrade cost | Advanced description |
|--------------------|------------|---|--------------|---|
| Headquarters | 100 | Allows purchase of basic facilities and teams | 200 | Allows purchase of advanced facilities and teams, +1 non-faction Mech |
| Training facility | 150 | -1 experience per skill | 300 | -2 experience per skill, +10% experience |
| Promoter & PR team | 200 | +10% stones | 400 | +10% fame |
| Repair facilities | 250 | -1 stone/click to a min of 1 | 500 | -3 stones/click to a min of 1, free Mech maintenance |
| Workshop | 150 | -5% for Mech modifications | 300 | -10% for Mech mods |
| Medical team | 200 | Reduce healing time by 1 match | 400 | Healings are free |
| Sales team | 100 | Buy/sell Mechs at 5%, +1 non faction Mech limit | 200 | Buy/sell Mechs at 10%, +2 non faction Mech limit |
| Investment team | 150 | +1% on savings per match | 300 | +2% on savings per match |

Earned Fame Chart

| Action performed | Fame |
|--|------|
| Successful Death from Above, or a Throw damaging two or more Mechs | 3 |
| Successful Alpha Strike, Bull Rush, Charge or Throw | 2 |
| Eliminating a Mech by destroying or pilot ejecting | 1 |
| Eliminating a Mech per class higher than yours | 2 |
| Rolling a Critical Hit | 1 |
| Not attacking in two consecutive turns or more (doubles each occurrence) | -1 |
| Ejecting while not in salvage | -5 |
| Crowd Pump after a Ranged Combat kill | 3 |
| Crowd Pump after a Close Combat or Bull Rush kill | 5 |
| Crowd Pump after a Charge kill | 7 |
| Crowd Pump after a Death from Above kill | 10 |
| Crowd Pump after eliminating the last opposing Mech as a Victory Lap | +1 |

Arena League Chart

| League Class | Type | Min Fame | Max Fame | Allowed Mech Class |
|--------------|-------|------------|-----------|--------------------|
| 0 | Basic | 0 | 60 | Class 0, no MODs |
| 0 | Open | 20 | 80 | Class 0, no MODs |
| 1 | Basic | 0 | 60 | 0, 1 |
| 1 | Open | 30 | 100 | 0, 1 |
| 2 | Basic | 60 | 120 | 2 |
| 2 | Open | 90 | 180 | 2 |
| | Open | 110 | 200 | 0, 1 |
| 3 | Basic | 120 | 220 | 3 |
| 3 | Open | 160 | 300 | 3 |
| | Open | 180 | 330 | 2 |
| | Open | 200 | 350 | 0, 1 |
| 4 | Basic | 180 | 350 | 4 |
| 4 | Open | 270 | Unlimited | 4 |
| | Open | 300 | Unlimited | 3 |
| | Open | 330 | Unlimited | 2 |
| | Open | 350 | Unlimited | 0, 1 |
| Open | Prize | 350 | Unlimited | Any |
| Champion | Prize | Invitation | Unlimited | Any |

Special Equipment Chart:

Ballistic Damage SE

Armor Piercing: This unit ignores all defense special equipment while making a Fire action. (Optional) When this unit makes a Fire action, it ignores all defense special equipment of the affect unit or units while resolving the attack.

Anti-Personnel: This unit's Fire action can affect all units attacked with the full damage delivered. (Optional) When this unit makes a Fire action, the full damage is dealt to each unit hit. For this attack, only one attack dice roll is made and compared to each unit's defense value.

Streak Missiles: This unit can make a Fire action against a target when its line of fire is blocked. (Optional) When this unit is given a Fire action targeting a single unit, the line of fire is not affected by the presence of terrain or other units. If the attack is successful, deal damage equal to this unit's damage value reduced by 1 to a minimum of 1. This attack may not be used to target a Mech that is shutdown or a unit with Electronic Camouflage special equipment.

Point Defense: This unit can reduce ranged combat damage delivered to it by 1. (Optional) This unit reduces damage by 1 for all ranged attacks against it.

Energy Damage SE

Alpha Strike: This unit may shut down to increase its Fire action damage. (Optional) When this Mech makes a Fire action against a single target, click its heat dial until the shutdown icons appear while counting the number of clicks of heat needed to reach shutdown. If the attack is successful, add to the Mech's normal damage value a number of clicks of damage equal to the number of clicks of heat this unit needed to reach shutdown. Once the Fire action is complete, this Mech is shutdown.

Flamers: This unit may deliver 2 clicks of heat to a Mech with a successful Strike or Bull Rush action. (Optional) This unit can use this ability to make a close combat attack. When this unit hits a Mech with a Strike or Bull Rush action, the target unit takes 2 clicks of heat. In this case, do not use this unit's normal damage value.

Grapple: This unit may reduce the chance of an opposing unit breaking away or pushing. (Optional) When this unit is in base contact with a single opposing Mech, the target unit only successfully breaks away or pushes this unit on a roll of 5 or 6, even if it has Jump Jets or Evade special equipment. Perform the break away or push action first and then roll to see if successful. Failed actions still take heat as normal.

Pulse: If this unit successfully hits with a Fire action, it may make a second attack. (Optional) When this unit makes a successful Fire action against a single target, this unit may immediately make a second Fire action with a +2 modifier to the target's defense. The attacking Mech takes an additional click of heat for the second attack. Pulse can only be used once per turn and does not cost any additional action points for the second attack. Aim action only works with first attack.

Melee SE

Agility: This unit reduces damage received by the following actions; Punch, Strike, Trip, Throw, Death from Above, Charge, Sweep and Bull Rush to 1. (Optional) This unit reduces to 1 click all damage received from enemy units by the following actions; Punch, Strike, Trip, Throw, Death from Above, Charge, Sweep and Bull Rush.

Brawling: This unit adds 1 damage to the following actions: Punch, Strike, Trip, Throw, Death from Above, Charge, Sweep and Bull Rush. This Mech adds 1 damage to the following actions: Punch, Strike, Trip, Throw, Death from Above, Charge, Sweep and Bull Rush.

Hand-to-Hand Weapon: This unit can use a Strike or Bull Rush action to deliver 1 to 6 clicks of damage. (Optional) When this unit hits with a Strike or Bull Rush action, roll 1 six-sided die. This is the number of clicks of damage you deliver to the target unit. In this case do not use the unit's normal damage value.

Rapid Strike: If this unit successfully hits using a Strike or Bull Rush action, it may make a second attack. (Optional) When this unit makes a successful Strike or Bull Rush action, this unit may immediately make a second attack against the same target and takes an additional click of heat. Rapid Strike may only be used once per turn and does not cost any additional action points for the second attack.

Speed SE

Camouflage: When in hindering terrain, this unit's defense is improved against ranged combat attacks. (Optional) If this unit's center dot is in hindering terrain, increase this unit's defense value by 2 versus ranged combat attacks.

Evade: This unit's defense is improved against ranged combat attacks, and it reduces heat by one to a minimum of 0 for the following actions: Run, Charge, and Sprint. (Optional) Increase this unit's defense value by 2 versus ranged combat attacks. This unit only fails to break away from opposing units on a roll of 1. It reduces heat by one to a minimum of 0 heat for the following actions: Run, Charge and Sprint. Allowed to be used with the Breakaway action.

Electronic Camouflage: This unit cannot be the target of an indirect ranged combat attack. (Optional) This unit cannot be the target of an indirect ranged combat attack.

Infiltrate: This unit gains an extra initiative die at the beginning of a round. (Optional) At the start of a round, this unit may add an extra initiative die for determining initiative.

Jump Jets: This unit can ignore all terrain and unit bases while moving. (Optional) This unit may not run. The unit may move through figure bases and blocking terrain, though it may not end its move in blocking terrain. This unit's movement is not affected by hindering terrain or low walls and it does not stop when entering or exiting elevated terrain. This unit only fails to break away from opposing units on a roll of 1. This Mech may attempt a Death from Above attack. Allowed to be used with the Breakaway action.

Attack SE

Bypass: This unit may gain control of a shutdown Mech. (Optional) Give this unit a Strike action. If this unit began its turn in base contact with a Mech that is shutdown, perform a Strike action with a +3 to the target's defense but do not deliver any damage to the Mech if successful. On a successful Strike action, the opposing pilot is automatically injured and your pilot takes his Mech for the duration of the match. After the match, return the opposing player's Mech to them. Your Mech is considered salvaged and removed from play. Their Mech is in whatever condition at the match's end. The opposing player rolls on the injury chart for their pilot.

Command: This unit may add an action point to your action point total for the turn. (Optional) Roll a die at the beginning of your turn for this unit. Unit gains an extra action point on a roll of 6.

Improved Targeting: You may re-roll 1 die of this unit's attack roll. When this unit rolls 3 six-sided dice to resolve a close combat or ranged combat attack, you may choose to re-roll a single die. If you choose to re-roll a die, you must accept the result of the second die roll. You may not score a critical hit with the re-rolled die.

Repair: This unit can repair itself 1d6 clicks when performing a Strike action. (Optional) When this unit performs a successful Strike action against itself can add 1d6 clicks of repair.

Salvage: This unit may not be given a ranged combat or close combat action. If a Mech is salvaged, it does not lose of fame from ejection or failure to attack. You may eject after an attack is declared on this unit but before the attack dice are rolled, this includes secondary attacks from Pulse or Rapid Strike.

Defense SE

Decoy: This unit avoids a successful hit from a ranged combat attack. (Optional) When this unit is the target of a successful ranged combat attack that is not a critical hit, the firer must make a second attack roll. If the second attack roll is successful, this unit is hit by the attack. Otherwise, the attack misses. If a second attack roll is made, it does not count as an additional attack for the firer.

Hardened Armor: This unit reduces damage dealt to it by 2 clicks. Subtract 2 from any damage scored against this unit by close combat or ranged combat attacks. Hardened armor does not reduce critical miss, charge, death from above or bull rush damage.

Reflective Armor: This unit reduces damage dealt to it by energy ranged combat attacks by 2 clicks. Subtract 2 from any damage scored against this unit by energy ranged combat attacks.

Reactive Armor: This unit reduces damage dealt to it by ballistic ranged combat attacks by 2 clicks. Subtract 2 from any damage scored against this unit by ballistic ranged combat attacks.

Heavy Armor: This unit reduces damage dealt to it by 1 click. Subtract 1 from any damage scored against this unit by close combat or ranged combat attacks. Heavy armor does not reduce critical miss, charge, death from above or bull rush damage.