

# Solaris Melee Challenge (version 2.0)

Solaris VII. The Game World. Where novice and veteran MechWarriors come to try their hand at fame and fortune – or go down in flames, forgotten and penniless. This tournament attempts to immerse participants in the glitz, glamour, danger, and risk of arena combat and the ever-fickle attention of the audience. The brutality of 'Mech combat takes second seat to the all-important make-or-break attitude of the audience.

Players in this tournament participate as a pilot, gaining (or losing) Fame and Wealth based on showmanship, battlefield savvy, and experience while participating in combat, sponsorship, and stable membership.

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

## Fame! Fortune! Flare!

There are three different paths a player may achieve victory in at the end of the Solaris Melee Challenge (SMC). Each category will have a different victor.

**Fame:** the pilot with the highest Fame number wins this category. In the case of a tie, the tiebreaker is as follows: Kills, total; Kills, solo; Wealth; die roll.

**Wealth:** the pilot with the highest number of C-bills plus the value of his current 'Mech minus his Loan value (if any). In the case of a tie, the tiebreaker is as follows: Kills, total; Kills, solo; Fame; die roll.

**Showmanship:** The player who exemplified good sportsmanship, pulled off some flashy moves, or just would not go down are all examples of Showmanship. All participating players and judges have a say in selecting the winner of this award. On each player's *Pilot Record Sheet* is a space for that player to put down up to three names of Melee participants that he or she would like to nominate for this award.

## Initial Setup

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

Players will also need to keep in mind that they will need to keep their pilot and 'Mech record sheets neat and clean, as they will be reusing them after repair. Players will need to use a pencil **at all times**.

Once a player has been authenticated by a judge, they receive an Edge card (see *Edge Cards*, below) and a numbered player card for initiative and betting. The GM randomly determines which starting portal they will enter the battlefield through.

## Edge Cards

Each player is issued an Edge card upon entry into the Melee. Players may use the Edge card to force a re-roll of any dice roll that affects the player. The re-rolled result stands and may not be re-rolled again by the same player (in the case of multiple Edge cards). Once the Edge card is used, it is turned in to the Melee Judge and may not be used again, though players may purchase additional Edge cards (see *Edge Cards*, below). Players may only have a maximum of two Edge cards at any time.

## Pilot Characters (PC's)

- All PCs begin with 10 initial Character Points (CP's), 0 Fame points, 3 million C-bills, a Gunnery skill of 3 and a Piloting skill of 4.
- Players must purchase a 'Mech before entering the arena. A PC's starting 'Mech must be a Level 1 or Level 2 Inner Sphere 'Mech. OmniMech designs are not allowed in the SMC.
- If desired, there will be 'stock' units for PC purchase at the Judge's table for players who want to start play immediately.
- PC's may purchase additional abilities / sponsors / stable memberships and/or trade-in and purchase 'Mechs during their Off Board Time (OBT).
- Pilot Abilities may not be purchased more than once. All bonuses / penalties are cumulative unless otherwise noted.
- If a PC is killed, that PC's final statistics are used in the rankings. If there are more than 3 hours remaining to the end of the full tournament, a player may re-enter the tournament as a new pilot.
- Players must turn in record sheets (PC and 'Mech) to a Melee Judge before leaving the gaming area. Any player that leaves without turning in their sheets risks forfeiting the tournament.

## Pilot Abilities Table

| Pilot Ability | CP cost | C-bill cost | Game effects   |
|---------------|---------|-------------|--|
| Fame*         | 10      | 250,000     | Add one Fame point to Pilot total  |
| Marksman      | 8       | 300,000     | -1 TH, Unit must remain stationary and make no physical attack that turn<br>May take a +2 defense modifier against physical attacks instead of making a physical attack, in clear terrain only |
| Dodge         | 4       | -           |  |

|                   |    |           |  |
|-------------------|----|-----------|--|
| Edge*             | 10 | -         | Gain Edge card (maximum of two at any time)  |
| Maneuvering Ace   | 6  | -         | May perform lateral shift as if it were a Quad 'Mech (2 MP)  |
| Melee Specialist  | 8  | -         | During Physical Attack phase, may take either -1TH or +1 to damage   |
| Toughness         | 6  | -         | Does not lose one ability on first pilot hit, add 1 to all Consciousness rolls   |
| Speed Demon       | 5  | -         | Add 2 to Running MP, may not make ranged attacks that turn   |
| Tactical Genius   | 8  | -         | Player may enter battlefield through portal of their choice  |
| Weapon Specialist | 15 | 500,000   | Per specific ranged weapon, -2 TH (cannot be combined with Marksman ability)   |
| Improved Piloting | 15 | 2,500,000 | +1 to all PSR's (effective Pilot skill is a 3)   |
| Improved Gunnery  | 25 | 4,000,000 | +1 to all GSR's (effective Gunnery skill is a 2)   |
| Inside Contact    | 8  | 1,500,000 | 1d6 upon Exit declaration; 3-6, pilot's 'inside contact' opens exit door early, 'Mech may exit immediately   |
| Acrobat           | 8  | 100,000   | Roll 1d6 per use of Jump Jets; 1-4, add 1 Jump MP to maximum jump, 5-6, Jump Jets fail and may not be used that turn, 'Mech may walk or run instead. |
| Loan*             | 5  | Varies    | See <i>Loans</i> , below   |
| Cool Hand         | 6  | -         | Manages heat well, subtract 2 from Heat total per turn   |

\* *This ability is not affected by MechWarrior Wounds.*

## Off-Board Time (OBT)

OBT is defined as the time that a player is not active on the Melee board but still present in the Tournament area. Players who plan to re-enter the Melee board in a short period of time must remain Off-Board for a minimum of 2 turns and a maximum of 4 turns. Otherwise, players are considered 'passive' and may not re-enter the combat area for at least 2 hours (judge's call). During this time, players may:

1. Repair 'Mech
2. Purchase abilities / recruit corporate sponsors / enter a stable
3. Buy / sell 'Mechs

## Repair 'Mech

Use the *Repair Table* for general repair costs and adjust for sponsor / stable modifiers. Players must repair their 'Mech fully - even if the unit is completely destroyed - in order to sell the 'Mech, which may cause a player to go into debt. Repairs must be approved by a Melee Judge before player can re-enter Melee board. Players may NOT modify / customize their 'Mech beyond its original variant design.

Players roll to find out their estimated repair cost for that OBT cycle. That estimate does not change until the player's next OBT cycle (meaning a player must play on the board before his next OBT chance). A player may choose to forgo full repair after rolling the dice, if he so chooses.

## Repair and Refit Table

| <i>Repair Type</i>                         | <i>Cost</i>      | <i>Notes:</i>  |
|--|------------------|--|
| Armor replacement only                     | 100,000          | Covers entire 'Mech regardless of armor type                                       |
| Ammo reloads                               | As per BMR       | See BMR ammo chart for cost per ton  |
| Full repair, unit not crippled / destroyed | Roll 2d6:        | 2      30% of 'Mech Value<br>3-9    20% of 'Mech Value<br>10-12 10% of 'Mech Value |
| Full repair, unit crippled / destroyed     | Roll 2d6:        | 2      50% of 'Mech Value<br>3-10   35% of 'Mech Value<br>11-12 20% of 'Mech Value |
| MechWarrior healing                        | 50,000 per Wound |  |

## Purchase abilities / recruit corporate sponsors / enter a stable

Players may use a combination of CP's and C-bills to 'buy' PC abilities, sponsorships, and/or stable membership. See the *Pilot Abilities Table* and the *Stable and Sponsor Table* for ways to 'customize' your pilot. Players make adjustments on their pilot record sheet. A Melee Judge must approve all purchasing before player can re-enter the Melee Board. Players may not purchase an ability more than once (with the exception of the Weapon Specialist, but the specific weapon must be different for each purchase). The *Loan* ability is a special exception, described below.

## Buying / Selling 'Mechs

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

1. 'Mechs must be fully repaired and rearmed before sale.
2. The sale price of a 'Mech is 75% of its full price.
3. Only level 1 and 2 'Mechs from any Record Sheet book (3067 or earlier) may be purchased
4. A player may not purchase a 'Mech that he/she has already used. Duplicate chassis are allowed, however.
5. OmniMechs are not available for purchase.
6. Clan 'Mechs are only available for purchase if the player is a member of a stable that makes them available.

7. A player is only allowed to own one 'Mech at a time.
8. If a player wishes, he may purchase stock units at the judge's table to save time (or if he's not familiar with the 1000+ 'Mech designs that exist).

## Loans

A player may purchase the *Loan* ability that allows the player to 'borrow' funds from Solaris' underworld. However, on Solaris, how much a player can borrow is tied to a player's fame. The Loan is represented on the PC sheet by a negative number. A player may only have one Loan out at a time; when the player's cash is back in the positive range, the Loan is erased from the PC's sheet and may then be purchased again, if desired.

The *Loan* ability is not affected by pilot injury.

| <i>PC's current Fame rating</i> | <i>Loan amount maximum</i> |
|---------------------------------|----------------------------|
| 0                               | 0                          |
| 1-5                             | 250,000                    |
| 6-8                             | 500,000                    |
| 9-12                            | 1,500,000                  |
| 13-15                           | 2,500,000                  |
| 16-18                           | 4,000,000                  |
| 19-25                           | 6,500,000                  |
| 26+                             | 10,000,000                 |

For the sake of playability, consider a Loan's interest already calculated into the loan amount.

## Challenge Board play

As per standard Level 2 CBT game rules with the following changes:

1. Fire declaration is done in reverse initiative order.
2. Dice must be used for movement modifiers (including stable bonuses). Dice used this way must be readable.
3. The following special ammunition loads are disallowed: Thunder, Arrow IV and FASCAM munitions, all Level 3 special ammunition. The following equipment is considered non-functional (though players may have them on their 'Mechs): C3 slave, C3 Master, and TAG. Narc homing missiles are only compatible with Narc and iNarc pods launched from the player's 'Mech.
4. Any ammo bins containing special ammunition must be clearly marked and authorized by a Melee Judge.
5. Structures are considered indestructible and buildings cannot be entered. Woods may not be cleared.
6. Players may enter with less than fully repaired / rearmed 'Mechs.
7. For each pilot hit, the player loses one pilot ability (player's choice). This loss is only temporary until the pilot is healed (see *Pilot Characters*).

Once a player enters the Melee board, he must remain in play for a minimum of 6 Turns or destruction, whichever comes first. 'Mechs that are destroyed are considered pulled off the battlefield and may be repaired under the Repair rules.

**Exiting the battlefield:** A player may exit any time after the minimum number of Turns has elapsed. To exit, a player must reach any portal hex and declare he is exiting during the End Phase next turn (this waiting Turn does not count toward the minimum). At the end of the next Turn, the 'Mech may then exit if it is able. The player's 'Mech may not move from the exit portal but may fire weapons as normal. A crippled 'Mech that is unable to leave the field is eligible for surrender. During the End Phase, a player declares surrender. At the End Phase of the next turn, the player's 'Mech is removed from the field (and the cost / penalties are then applied).

**A note about kills:** If a 'Mech is destroyed during the Fire Phase or Physical Phase, all players who meet the following criteria can claim credit for the Kill. To have legitimate claim to a Kill, the player must have a.) declared an attack against that unit, and b.) successfully hit and damaged that unit. Since all combat is considered simultaneous, even if the unit is destroyed before the player gets to roll, the Attacking player still rolls as normal to see if he hit. If he did successfully execute a damaging attack, he may claim an Assist on the Kill. A Kill that has only one Attacking player claimant is considered a Solo Kill.

**Ejecting:** Players must declare on their 'Mech Record Sheet whether Auto-Eject is Enabled or Disabled. Failure to do so will follow a default setting of Enabled.

### **Battlefield surprises:**

The Melee board may contain additional obstacles during the course of the Tournament, specifically *Turrets* and *Objects*.

**Turrets:** From time to time, one or more turrets may be present on the field of play. Turrets may pop up at any time at predesignated locations. If a turret is present, it locks onto the closest target in LOS. Turrets fire first in the Fire Phase. When a turret is firing, the judge rolls 2d6: on a roll between 8 and 12, the turret acquires the target and fires its weapons with a gunnery of 5. Turrets may be fired upon if present; each turret must take 20 points of damage in that turn in order to be destroyed. Damage to the turret does not accumulate turn to turn.

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

Tanks may be targeted and explode after receiving 10 points of damage in one Turn. The effect of the explosion depends on the tank's contents. Contents could include but are not limited to: paint, coolant, water, liquid oxygen, fuel, and inferno gel.

Rebar are large pieces of straight metal that are placed before the start of each tournament phase. Rebar may be picked up and used as a club. See the BMR for complete rules regarding clubs. Rebar is considered 'indestructible' and may leave the board if the unit carrying it exits. That unit must surrender the rebar upon exit.

## Prize Money and Character Development

As play progresses, players can gain fame, fortune, and increased Pilot abilities. Certain acts, feats, kills, and moves can add CP's, Fame, and / or C-bills to your Pilot Character. See the *On-board Event Table* for a list of what you could earn or be penalized for.

### On-board Event table

Numbers in ( ) are penalties and considered negative.

| Event  | CP earned            | Fame                 | C-Bills                  | Notes  |
|--|----------------------|----------------------|--------------------------|--|
| Kill, solo   | 4                    | 2                    | 2,000,000                | Base award   |
| Kill, assisted                                       | 2                    | 0                    | 500,000                  | Base award   |
| <b>Kill, weight class difference</b>                 | <i>Solo / assist</i> | <i>Solo / assist</i> | <i>Solo / assist</i>     |  |
| " , equal class                                      | 2 / 1                | 1 / 0.5              | 400,000 /<br>200,000     | added to base award  |
| " , 1 class greater                                  | 2 / 1                | 1 / 0.5              | 600,000 /<br>300,000     | added to base award  |
| " , 2 classes greater                                | 2 / 1                | 2 / 1                | 800,000 /<br>400,000     | added to base award  |
| " , 3 classes greater                                | 3 / 2                | 2 / 1                | 1,500,000 /<br>750,000   | added to base award  |
| " , 1 class less                                     | 1 / 0                | 0.5 / 0              | (100,000) /<br>(50,000)  | added to base award  |
| " , 2 classes less                                   | 0 / 0                | (1) / (1)            | (400,000) /<br>(100,000) | added to base award  |
| " , 3 classes less                                   | 0 / 0                | (2) / (1)            | (800,000) /<br>(400,000) | added to base award  |
| <b>Special attack types</b>                          |                      |                      |                          |  |
| Melee (non-weapon)                                   | 2                    | 0                    | 50,000                   | must be successful attack  |
| Melee (weapon)                                       | 3                    | 1                    | 100,000                  | must be successful attack  |
| Head hit, non-lethal                                 | 3                    | 1                    | 100,000                  | Opponent only  |
| Head hit, lethal                                     | 3                    | (2)                  | 50,000                   | Opponent only  |
| Critical hit, engine                                 | 1                    | 0                    | 100,000                  | Opponent only  |
| Critical hit, gyro                                   | 2                    | 1                    | 150,000                  | Opponent only  |
| Critical hit, hip                                    | 3                    | 1                    | 250,000                  | Opponent only  |
| Death From Above, successful                         | 6                    | 3                    | 500,000                  |  |
| Death From Above, unsuccessful                       | 3                    | 1                    | 100,000                  |  |
| <b>Flashy moves</b>                                  |                      |                      |                          |  |
| Successfully hitting 4 Mechs                         | 5                    | 1                    | 150,000                  | Successful declared ranged attacks in one Phase only                           |
| Dealing 20-39 pts/dmg in one phase to one opponent   | 1                    | 0                    | 50,000                   | Weapon damage only, does not count criticals                                   |
| Dealing 40 - 59 pts/dmg in one phase to one opponent | 2                    | 1                    | 150,000                  | Weapon damage only, does not count criticals                                   |
| Dealing 60+ pts/dmg in one phase to one opponent     | 3                    | 2                    | 350,000                  | Weapon damage only, does not count criticals                                   |
| Blowing off arm or leg                               | 4                    | 3                    | 500,000                  | From critical hit roll, opponent only  |
| <b>Withdrawing / ejecting</b>                        |                      |                      |                          |  |
| 'Mech destroyed                                      | 0                    | (3)                  | 0                        | Player 'Mech only; as per destroyed unit description in <i>BMR</i>             |
| Withdrawing as a crippled unit under own power       | 3                    | 1                    | 0                        | Unit must meet crippled criteria in <i>BMR</i>                                 |
| Ejecting   | 1                    | (4)                  | 0                        | From auto-eject or manual trigger  |
| Player's Pilot death                                 | 0                    | 8                    | 0                        | Cannot be with suicidal intent   |
| Unable to withdraw 'Mech, forced surrender           | 0                    | (2)                  | (1,000,000)              | May call for surrender if unable to exit 'Mech from battlefield (judge's call) |
| <b>Penalty actions</b>                               |                      |                      |                          |  |
| Personal injury (to Player's Pilot)                  | 0                    | (0.5)                | 0                        | Penalty only applies once per turn (not cumulative)                            |
| Killing stable mate                                  | 0                    | (6)                  | (5,000,000)              | Penalty applies only if pilot is killed  |
| Withdrawing / changing stable                        | (8)                  | (4)                  | (2,000,000)              | Must be paid before new membership purchase if changing stable                 |
| Withdrawing / changing sponsor                       | (4)                  | (2)                  | (450,000)                | Must be paid before new sponsorship purchase if changing sponsor               |

All bonuses / penalties are cumulative unless otherwise noted.

## Stables and Sponsors

When a player gets good enough, he may elect to join a Stable or add a Corporate Sponsor. Players may only have a maximum of one Stable and one Sponsor at any time. Players switching Sponsors or Stables must first pay the 'penalty' for switching (on the *On Board Events Table*) before they can sign with a new Stable or Sponsor. Some Sponsors may only be used in conjunction with certain House-affiliated Stables. Any (U) entries may be combined with other Sponsors / Stables, as long as player meets the listed criteria. There may be a limit to how many players may be affiliated with each Stable / Sponsor.

Players may sign up for a Sponsor upon initial Pilot creation, if they meet the requirements. They immediately gain all benefits / restrictions listed. Stables marked with a \*C\* allows a player to purchase Clan 'Mechs (no Omnis). PC's must meet the Fame minimum before they can sign up for a Sponsor or Stable; however, that minimum is at the time of initial membership only and does not have to be maintained once a Sponsor / Stable has been selected.

## Stables and Sponsors Table

| Stable                    | CP's | Fame minimum | C-bill cost | Game effects   |
|---------------------------|------|--------------|-------------|--|
| Blackstar (FS) *C*        | 23   | 10           | 3,750,000   | +3 to repair rolls, free ammo, only Heavy / Assault 'Mechs may be used   |
| Gemini (FS)               | 21   | 8            | 5,000,000   | -5 Heat per round, may not use 'Mechs slower than 5/8  |
| Overlord (LA) *C*         | 19   | 10           | 3,000,000   | -1 TH for long-range attacks, -2 to repair rolls   |
| Skye Tigers (LA)          | 13   | 4            | 1,750,000   | -2 TH if target is a Fed Suns stable member, +1 TH on all Physical Attacks   |
| Cenotaph (CC) *C*         | 23   | 14           | 7,000,000   | +1 Fame to all solo kills, gain free Edge card upon joining, +2 to repair rolls  |
| Tandrek (CC)              | 12   | 7            | 2,000,000   | -2 TH physical attacks, may only use Medium and Heavy-class IS 'Mechs  |
| DeLon (DC) *C*            | 20   | 13           | 7,000,000   | Clan 'Mechs may be purchased at 20% below cost, may not use targeting computers (IS/Clan)                                |
| Toranaga (DC)             | 16   | 9            | 2,500,000   | +1Fame after successful melee weapon attack, -1 Fame after sustaining 40 pts. damage in a Phase                          |
| Galahad (FWL)             | 10   | 8            | 1,000,000   | -1 TH with weapons that do <9 pts maximum dmg, may not attack an opponent in the rear                                    |
| Fitzhugh (FWL)            | 12   | 5            | 1,500,000   | +2 to repair rolls, -1 Fame for each MW Wound  |
| Hombres (U)               | 12   | 3            | 1,500,000   | -2 TH on physical attacks, +20% to all repair costs  |
| Blake's Castaways (U)     | 20   | 10           | 3,500,000   | -20% on IS Medium and Heavy-class 'Mech purchases, -1 TH other Stable-sponsored 'Mechs                                   |
| Zellbrigen Co-Op(U) *C*   | 25   | 14           | 2,000,000   | +2 Fame for each solo Kill, -10% on Clan 'Mech purchases, may only use Clan 'Mechs, may not do Physical Attacks          |
| Sponsor Company           | CP's | Fame minimum | C-bill cost | Game effects   |
| OGS Productions (U)       | 5    | 1            | 750,000     | +1 Fame for successful Melee attacks, -1 Fame per MW Wound   |
| Matani's 'Mechs (U)       | 7    | 0            | 1,000,000   | -20% purchase price on all light 'Mechs, -1 to repair rolls  |
| V.E.S.T. (U)              | 11   | 8            | 1,750,000   | +2 to repair rolls, one free ton special ammo per OBT cycle, +10% to 'Mech purchases                                     |
| Barrymore Munitions(FWL)* | 6    | 3            | 1,250,000   | 1d6 for every ammo reload: 4 - 6, ammo reload is free; FWL stables only  |
| 'Mech Sales (U)           | 7    | 1            | 650,000     | +15% on trade-in value, -3 on all repair rolls   |
| Glass Tower (CC)*         | 4    | 0            | 500,000     | May exceed <i>Loan</i> max category by one level, Capellan stables only  |
| Tekshop (U)               | 9    | 4            | 1,300,000   | +1 to repair rolls, 1d6 for every ammo reload: 6, reload is free; +10% to 'Mech purchasing                               |
| Devall's Scrapyard (U)    | 7    | 0            | 750,000     | 1d6 for every ammo reload: 1, ammo feed jams and is unusable until next OBT cycle, weapon unusable / 5-6, reload is free |
| Murdock Brokers (LA)*     | 7    | 6            | 850,000     | +1 CP for every \$1M in prize money gained in a Turn, Lyran stables only   |

\* - must have a stable membership first

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