

Fun Factory Solaris Melee Challenge - League

(based on Catalyst convention SMC version 2.67)

June 2015 --- Original rules by Ben Rome (2005)

Solaris VII. The Game World. Where novice and veteran Mechwarriors come to try their hand at fame and fortune – or go down in flames, forgotten and penniless. This tournament attempts to immerse participants in the glitz, glamour, danger, and risk of arena combat and the ever-fickle attention of the audience. The brutality of 'Mech combat takes second seat to the all-important make-or-break attitude of the audience. Players in this tournament participate as a pilot, gaining Fame and Wealth based on showmanship, battlefield savvy, and experience while participating in combat.

Note: the Fun Factory Sol7 League rules have some notable differences from the Catalyst convention SMC Tournaments – each player will run his/her own stable of 4 'Mechs/Pilots (vs. 1 and stock stables to which one can belong). We will not deal with Sponsorships at this time (though may consider adding it back in at a later date), and Pilot Abilities will only be purchasable via Character Points, not C-bills.

Player Setup

Players run their own stable of Mechwarriors. Each player starts with 25M C-bills and four Mechwarriors (Piloting: 4, Gunnery: 3), and must buy each Mechwarrior a 'Mech out of the 25M C-bills. Any canon unit is purchasable – use the Master Unit List (masterunitlist.info) or the sarna.net BattleTech Wiki, then pull that unit up in Solaris Skunk Werks (downloadable from solarisskunkwerks.com) and get your C-bill price. Clan 'Mechs: multiply the SSW price by 150% (and they count as one size category larger for Character Point purposes...see below). Custom units are also allowable, also at a 50% premium (so a custom Clan 'Mech would be 225% of SSW's list price: $\text{basePrice} \times 1.5 \times 1.5$). All costs should be rounded up to the nearest 10,000 C-bills to simplify accounting. We HIGHLY recommend holding back at least 20% (so, 5M) of the allotted C-bills to pay for repairs/replacement units.

Edge Cards

Each player is issued one Edge card when creating a stable, at the start of a Catalyst Event, or the start of a Tournament Day. Players may use the Edge card to force a re-roll of any dice roll that affects the player, including the drawing or rolling for Initiative. Once re-rolled the player may not choose to take the original roll. However, a second Edge may be used. When the Edge card is used it is turned in to the Melee Judge and may not be used again, though players may purchase additional Edge cards (see *Pilot Abilities table* below). Players may have a maximum of three Edge cards at any time. Edge may be purchased only when the Mechwarrior is off the board (See **Off Board Cycle**, below). Unused Edge cards are forfeit at the end of a Catalyst Event or Tournament Day and cannot be transferred to another Catalyst Event or Tournament Day.

Pilot Abilities

Players purchase new abilities for their Mechwarriors to increase their survivability in the Solaris Arenas. Abilities are added or removed from the MechWarrior's ledger during their OBC (Off Board Cycle – see below). Players may not purchase the same abilities more than once (with the exception of Edge). Advanced abilities may only be purchased when the MechWarrior meets the Fame Total required for those abilities.

Some abilities can only be used once per Catalyst event or Tournament Day and are designated with a “**” after the title or to a specific portion of the ability. The person running the game must use a token to track a player's use of these abilities during a Catalyst Event or Tournament Day. When the ability has been used, the player must forfeit the token to the person running the game until the next Catalyst event or Tournament Day. A player may only have one token per specific ability.

Losing Pilot abilities: Pilot abilities are temporarily lost when a Pilot receives a wound. The Player running the MechWarrior must randomly choose which pilot ability is lost until the MechWarrior is healed.

Adding / Removing abilities

Once a Mechwarrior has 3 pilot abilities, they may not acquire additional or drop existing Pilot abilities until their Fame has reached a certain level. A Mechwarrior may add abilities when their Fame reaches the following levels: 30, 50, and 70. A Mechwarrior may remove an existing pilot ability when their Fame reaches the following levels: 35, 55, and 75. When ability has been dropped, a MechWarrior may not acquire it again for the rest of the Tournament or Catalyst Event.

Pilot Abilities Table – Starting abilities

Pilot Ability	CP cost	Game effects
Spin Out	7	Once per turn, may turn two hex-sides for 1 MP
Low Blow	12	Pilot may resolve all range weapon hits on the Kick Location Table by accepting a +2 TH modifier for all Weapon attacks. Cannot use with P, R, C, or T Equipment
Can't hit what you can't see	5	+1 TH modifier when LOS to this unit is intervened by partial cover, woods or smoke. This modifier is not cumulative. Note: Cannot use with Silver Dragon Stable ability
Maneuvering Ace	6	May perform lateral shift like a Quad Mech (2 MP, 1 MP for Quads).
Improved Piloting	15	Lower Pilot skill by 1
Sniper	15	+1 to dice roll results when checking for possible Critical Hits on an Opponent during Ranged attacks
Melee Master	10	+1 to dice roll results when checking for possible Critical Hits on an Opponent during Melee attacks
Can't keep me down	12	MechWarrior gets -1 Modifier to Pilot Skill Rolls caused by taking "20+ points of damage in a phase" or Melee attacks. Mechwarrior uses 1 MP and gains no additional heat when standing up.
Inside Contact	8	Ignore Arena Exit penalties, ignore +2 MP to use Exit Portal, and Mech may exit immediately
Jump Master	8	Roll 1d6 when using Jump Jets; 1-4: add 1 Jump MP to the Mech's maximum jump that turn 5-6: Jump Jets fail and may not be used that turn, Mech may walk or run instead.
SABATOGE!!!	15	May use Edge to turn off a single range weapon from an opponent when they declare their attacks but before the weapon attack is rolled. May not use edge for the rest of the turn.
Cool Hand	6	Manages heat well, subtract up to 2 from Heat total per turn.
Dodge	4	<ul style="list-style-type: none"> +2 defense modifier against physical attacks instead of making a physical attack Can be used in clear terrain only.
Marksman	8	-1 THM, Unit must remain stationary and no physical attack that turn.
Melee Specialist	8	During Physical Attack phase, either -1 TH or +1 to damage.
Terrain Ace	8	Once per turn, may reduce the terrain cost of any legal move by one (to minimum of 1 MP)
Nemesis	8	-1 TH vs current Arena Cycle Nemesis. This MechWarrior randomly selects a new Nemesis from pool of MechWarriors in the Arena after choosing a Gate/Elevator A MechWarrior can have only one Nemesis at a time & be a Nemesis to a single MechWarrior at a time
Slugger	7	Use of an improvised club (tree, blown off limb, rebar, etc) requires only one hand
Skull crusher	7	Use a non-improvised melee weapon with two hands for +1D6 damage. Add after any damage bonuses (TSM, Melee Specialist, etc)
Toughness	8	<ul style="list-style-type: none"> Mech Head hits are not Automatic Pilot Hits. Use Falling Damage to the Mechwarrior, TW pg 69, to determine if the MechWarrior takes damage. Add +1 to all Consciousness rolls and to avoid taking Falling damage results
Contortionist	8	A Mechwarrior may Torso Twist 2 hex sides instead of 1. A Mech using this ability cannot kick & receives additional +1PSR modifier when taking 20 points of damage in one phase
Uncanny Luck**	12	May negate damage to one critical hit location or change "Head\Limb Blown off" to "Roll 3 Critical Hit Locations". Can be used only once per Catalyst Event or Tournament Day
Edge	5	Gain Edge card (maximum of three at any time). Does not count for multiple abilities

MW's current Fame rating	Milestone
15	Advanced abilities allowed
30	Add 4th ability
35	May remove 1 ability
50	Add 5th ability
55	May remove 1 ability
70	Add 6th ability
75	May remove 1 ability

Pilot Abilities Table – Advanced Abilities (Must have 15+ Fame to purchase)

Pilot Ability	CP cost	Game effects
Weapon Specialist: Inner Sphere	15	-1 TH when firing a specific Inner Sphere ranged weapon. (Cannot be combined with any Stable effects that give a GSR bonus).
Weapon Specialist: Clan	25	-1 TH when firing a specific Clan ranged weapon (Cannot be combined with any Stable effects that give a GSR bonus).
Range Expert: Inner Sphere	15	May increase a Mech's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long Distance range.
The Mighty Cleave	15	This Mechwarrior can target two opposing Mechs adjacent to each other in their front arc with a Melee Weapon. A separate attack roll must be made against each targeted Mech.
Lightning Reflexes	20	A Mechwarrior can do Ranged and Melee attacks in the Weapon Attack Phase if that Mech used the Walk Movement Mode. Any Pilot Skill rolls caused by the Melee attacks are resolved at the end of the Weapon attack phase. The Mechwarrior may not make additional Physical attacks in the Physical attack phase.
Duelist	12	When this unit walks or does not move, Mechwarrior can use an aimed shot with any Melee weapon or gain Armor Piercing capability with a Hatchet or Sword for that turn. Use must be declared at the beginning of the MechWarrior's Melee Attack phase.
Coming through	10	A successful PSR allows this unit to move through a hex occupied by any opposing unit. The PSR is modified by the movement modifier of the Mech occupying the hex & that hex's Terrain Target modifier. An unsuccessful PSR will result in an automatic Unintentional Charge. The Charge's MOS is equal to the PSR's MOF. "Avoiding a Collision", TW pg. 63, may apply.
Fire Blossom	10	This Mechwarrior can link some or all missile weapons (Type M) (Linked Weapons, TP pg 85-86) at the beginning of an attack phase. No other weapons may be fired when using this ability. This MechWarrior can target multiple units with linked missiles when secondary targets are adjacent to the primary target. One attack roll is still made based on the highest To-Hit-number of all the targets. Randomly determine which target a launcher(s) attacks
Lightning Kick	20	If this pilot did not attempt to activate MASC in the movement phase of the current turn, they may attempt to activate MASC in the beginning of the Physical attack phase to attempt two kick attacks. Use MASC activation rules (TW,pg 137). This pilot cannot use edge at all in the Physical Attack phase when using this ability. The Mech will automatically fall if the MASC activation or either kick attack fails
Deadeye	20	Pilot may add or subtract 1 from a single Range Weapon Attack Location roll per turn. The roll may not be modified to a 2 or a 12. This ability cannot be used with M, C, or R weapon types. After this ability is used, the pilot gets a +1 PSR modifier for all PSRs occurring that turn.
Improved Gunnery	25	Lower Gunnery Skill by 1

Weapon Specialist: The player must pick one specific weapon to be a specialist with (i.e., Medium Laser, Medium Pulse Laser, PPC, ER PPC, etc.). Players must specify which Ammo they are specializing with when choosing ATMs or MMLs.

Off Board Cycle (OBC)

Off Board Cycle is defined as the time that a MechWarrior is between matches. It is used for repairs/replacement of the BattleMech and healing of the MechWarrior.

Repair Mech and Heal MechWarrior

Use the *Repair and Refit Table* for general repair costs and adjust for ability modifiers. Repairs must be approved by a Melee Judge before a player can re-enter the Arena board.

A player may choose to forgo Full Repairs and choose Spot Repairs instead. If a 'Mech is destroyed, Spot Repairs are not possible. When using spot repairs, a completely destroyed section has to have the Internal Structure and all critical hit locations in the destroyed location repaired before the location is fully functioning.

Repair Type	Cost	Notes
Armor Repairs	Free	<i>Sponsored by Devall's Scrapyard</i>
Ammo Reloads*	Free	<i>Courtesy of Barrymore Munitions</i>
Full Repairs: Mech is not crippled or destroyed	20%	Of Base Cost
Full Repairs: Mech is crippled	30%	Of Base Cost
Full Repairs: Mech is destroyed	40%	Of Base Cost
Spot Repair: <i>Internal Structure (instead of Full Repairs)</i>	10%	Per each Location. This includes replacing an entire limb or Torso
Spot Repair: <i>Critical Hit (instead of Full Repairs)</i>	\$20,000	Per each Weapon Critical
	3.00%	Per each Actuator Critical
	5.00%	Per Engine or Gyro Critical
	\$5,000	Any other Critical (ea.)
Ejected from a Mech	+5%	Does not apply to Crippled or Destroyed Mechs
MechWarrior healing	\$50,000	Per each wound

Example 1: John had his arm blown off in the last match and now it's time to repair the damage done. The Solaris Gaming Commission Repair Technician tells John that he can get his Mech fully repaired for 1,060,000 C-bills (20% of the cost of his Mech). This will cover all the costs needed to get the Mech fully functioning. John pays the full amount and removes all damage from his Mech sheet

Example 2: John went back in the Arena and had the same arm blown off. He didn't earn any money while in the arena. The Technician tells John that he can pay the 1,060,000 C-bills again or do a spot repair on all the components needed to get the arm functioning again (Internal Structure and 4 Actuators) for 936,560 C-bills (Internal Structure - 425,700 and each Actuator in the arm – 127,710). To save money during his latest bad luck streak, John goes the route of the Spot Repair.

Buying and Selling 'Mechs

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

1. A player is only allowed to own one Mech at a time per MechWarrior.
2. The resell value of a 'Mech is 75% of its unmodified Book Purchase Price. If the 'Mech needs repairs when reselling, the Mechwarrior will receive the resell value of the 'Mech minus any unmodified repair costs
3. OmniMechs are available for purchase with fixed configurations.

Special Munitions

Players may load some of the special munitions from Total Warfare (pgs. 140-142) and Tactical Operations (pgs. 352-371) instead of normal munition rounds. Some munitions must be purchased for use in the arena and must be purchased when reloading ammunition bins. Any ammo bins containing special ammunition must be clearly marked and authorized by a Melee Judge. Partial loads of munitions are NOT allowed.

Special Munitions allowed (reference location): Cost 250,000 C-bills/ton

Acid (AX) Missiles (TO 367), Anti-radiation (ARAD) Missiles (TO 368), Armor Piercing (TW 140), Artemis-Equipped Missiles (TW 140), Bola NARC Pods (TO 368), Caseless Autocannon (TO 352), Cluster (TW 141) and Solid Slug for LB-X, ECM Pod (TW 141), Explosive Pod (TW 141), Follow the Leader (FTL) Missiles (TO 368), Haywire Pod (TW 141), Heat seeking Missiles (TO 369), Homing Pod (TW 141), Infernos (TW 141), Magnetic Pulse Missiles (TO 370), Narc-Equipped Missiles (TW 142), Nemesis Pod (TW 142), Precision Ammunition (TW 142), Semi-guided Missiles (TW 142), Smoke (TO 371), SWARM and SWARM-I (TO 371), Tandem Charge Missiles (TO 372), Thunder LRMs (TO 373)

Loans

A player may acquire a *Loan* for 5 CP during any phase of the Off Board Cycle. This allows the player to borrow funds from Solaris's underworld. How much a player can borrow is tied to a player's fame (see table below). The Loan is represented on the PC sheet by a negative number in the C-bills ledger.

A player may only have one Loan out at a time. When the player's cash is back in the positive range, the Loan is erased from the PC's sheet and may then be purchased again if desired. A player may not purchase a new Mech or any pilot ability until a loan is fully repaid. A Loan cannot be used to purchase a new Mech for the Final Round. A Player may default on part or all of a Loan if they are unable to repay the Loan in 3 OBC and if the GM/Catalyst agent approves the request. The player will lose fame equal to the maximum amount of fame required to acquire the Loan (ie, lose 15 fame if defaulting on a 1.5 Million C-Bill loan). The player is not allowed to get another Loan after the default is approved. The GM/Cataylst agent must write DEFAULT with Ink in the **Current Loan** field of the pilot's ledger

The *Loan* ability is not affected by pilot injury. To simplify play, consider a *Loan*'s interest already calculated into the *Loan* amount. The maximum loan amount may never exceed 8 million C-bills.

PC's current Fame rating	Maximum <i>Loan</i> Amount
0	200,000
1-3	400,000
4-6	700,000
7-9	1,000,000
10-15	1,500,000
16-21	2,500,000
22-29	3,000,000
30-39	4,000,000
Each +10 Fame (up to 79)	+1,000,000 (up to 8,000,000)

Play Area

If buildings are on the field: clearly define what levels the Buildings are, if they can be damaged, and what CF the buildings are.

If 3D terrain is used: clearly define where levels start (i.e., does a new level start at the first hex on a slope or the first complete hex on the level) and what hexes any non-standard terrain occupies.

Battlefield surprises:

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

Mother Nature: Judges may introduce other sorts of natural hazards and will provide this information at the beginning of play. These Natural Hazards can include but are not limited to Hazardous Liquid Pools (Pg. 49 TO) and Magma (Pg. 37 TO)

Turrets: From time to time, one or more turrets may be present on the field of play. Turrets may pop up at any time at pre-designated locations. If a turret is present, it locks onto the closest target in LOS. Turrets fire first in the Fire Phase. When a turret is firing, the judge rolls 2d6: on a roll greater than 8, the turret acquires the target and fires its weapons with a gunnery of 5. Turrets may be fired upon if present; each turret must take the appropriate points of damage in that turn in order to be destroyed.

Turrets ROLL	Light (20 CF*)	Medium/Heavy (40 CF*)	Assault (60 CF*)
1*	Ultra AC 2 AC 2 Rotary Cannon 2 LB-X 2	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10
2*	Ultra AC 5 AC 5 Rotary Cannon 5 LB-X 5	Ultra AC 10 AC 10 LB-X 10	Ultra AC 20 AC 20 LB-X 20
3	Light Gauss Rifle	Gauss Rifle	Heavy Gauss Rifle
4	ER Medium laser	ER Large Laser	ER PPC
5	SRM 4	SRM 6	Streak SRM 6
6	LRM 5	LRM 10	LRM 20

*Damage to the turret does not accumulate turn to turn.

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

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

Rebar: Rebar are large pieces of straight metal that are placed before the start of each tournament phase. Rebar may be picked up and used as a club (see *Club Attacks, Pg145 TW*). Rebar is considered indestructible and may leave the board if the unit carrying it exits. That unit must surrender the rebar upon exit of the Arena Cycle.

Storage Tanks: Tanks may be targets when in an Arena. The Class of Storage tank will determine how much damage it takes to destroy the tank and what the contents are. Use the *Hazardous Liquid Pools Table (Pg. 49 TO)* for the amount of damage a Storage Tank's contents will inflict on Units adjacent to the tank when it ruptures.

Light Storage Tank:

20 CF, Class 0 or 1 Liquids

Heavy Storage Tank: 40 CF, Class 3 or Deadly Liquids

Medium Storage Tank: 30 CF, Class 2 Liquids

Explosive Storage Tank: 50 CF, 20 pts damage to adjacent hexes and 10 pts damage to units two hexes away (all dmg is in 5 pt increments)

Target Practice: At the start of the game, place 12 to 18chits numbered 1-6 randomly across the Arena. Before initiative every turn, the Agent rolls 1D6. That turn, the chits whose number matches the number rolled 'activate' a target. An active target chit gains a target movement modifier equal to $\frac{1}{2}$ the active chit number (round up). A player that successfully hits an active target chit gains fame equal to $\frac{1}{2}$ the active chit number (round up).

Challenge Board play

- Fire declaration is done in reverse initiative order.
- A player's initiative can be changed or modified once per turn.
- Unless otherwise noted before Catalyst event starts: Structures are considered indestructible, buildings cannot be entered or jumped on, Woods may not be cleared and Fire/Smoke rules are not in play.
- A player loses 1 pilot ability (random) for each pilot hit,. This loss is temporary until the pilot is healed.
- The following equipment is considered non-functional: C3 slave, C3 Master, C3i, and TAG.
- The following Tactical Operations Rules will be used:
 - Sprinting, Evading (TO pg.18), Physical Defense, Crawling, Hurried Movement (TO pg.20), Hull Down (TO pg.21), Backward Movement (Expanded) (TO pg. 22)
 - Floating Criticals (TO pg. 77) [OPTIONAL]
 - Charge (TO pg. 91)
 - Anti-Missile Systems (TO pg. 99) [Note: AMS counts as a Weapon]
 - Machine Guns optional fire modes (TO pg. 102)
 - Energy and Gauss Weapon optional rules (TO pg. 102)
- Use Total Warfare, pg. 258- Forced Withdrawal to determine when a 'Mech is crippled and Total Warfare, pg. 128 – Destroying a Unit to determine when a 'Mech is destroyed. If a 'Mech's movement is permanently reduced to 1, it is considered crippled. If a 'Mech's movement is permanently reduced to 0, it is considered destroyed. A 'Mech is not destroyed if it takes two Gyro critical hits.
- When a player wants to uses edge or an ability (Stable or Pilot) that allows a player to ignore/avoid/negate anything that affects their 'Mech or pilot, it must be done BEFORE their opponent(s) makes another dice roll or performs another action (i.e. attack). Once an opponent(s) has rolled the dice or taken an action, the previous results are final.
- Some Pilot abilities are affected by *Bad Luck*. *Bad Luck* affects the pilot as long as they have the ability. BAD LUCK: When this unit attempts to use edge, roll 1D6. The Edge is used with no effect with a result of 1 or 2.

Exiting the battlefield

A player can leave the Battlefield a number of ways: going through an exit portal, ejecting from a 'Mech or the pilot being knocked unconscious. A 'Mech can leave the arena only after a 'Mech has been on the battlefield a **minimum of 4 turns**. See the "On Board Events" (below) for the Solaris Gaming Commission's penalty for leaving the arena early. Solaris Regulations will allow variations to this rule as long as all parties are in agreement. Once a MechWarrior exits a particular Arena Battle, it may not reenter the Arena until the beginning of a new Arena Battle.

EXIT PORTALS

Arenas may be equipped with two types of Exit Portals, Gates and Elevators. A 'Mech may occupy an Exit Portal hex even if it has no intention of leaving the board.

GATES (+2 MP): Gates are openings in the field or wall that protects the audience from any stray weapon fire. These gates are controlled by the Battlefield Operators of the Solaris Gaming Commission. To use a gate, a player must declare before their movement starts that they are leaving the battlefield through a Gate and must use either the Walking or Running Movement Mode to go through the Gate. The player must expend another 2 Movement Points after entering the Exit hex to open the Gate and to Pilot the 'Mech through the Gate. The exiting 'Mech will be pulled from the Battlefield at the end of that movement phase. If the exiting 'Mech is the target of a physical attack declared during the movement phase, the gates will not be opened that turn for the safety of the Solaris Gaming Commission Employees. The pilot may attempt to open the gates the next turn as long as the 'Mech is still in the Exit Portal hex for the Gate. Any 'Mech unable to leave the Battlefield at the end of a phase WILL NOT be pulled off the Battlefield.

ELEVATORS (+2 MP): Elevators are drop down exits in the floor of the Arena. They are remotely controlled from the Console of the BattleMechs. To use an elevator, a player must declare before their movement starts that they are leaving the battlefield through an Elevator and must expend another 2 Movement points after entering the Exit hex to activate the Elevator. If the exiting 'Mech is the target of a physical attack declared during the movement phase, the Elevator will not be activated that turn for the safety of the Solaris Gaming Commission Employees. The exiting 'Mech may still make Ranged Weapon attacks and be the target of Ranged Weapon attacks. The exiting 'Mech may only perform Punching attacks using the kicking table and may only be the target of a Kick attack using the punch table during the Physical Attack phase of the turn unless it has gone prone in the Elevator hex. The 'Mech will be pulled off the Battlefield during the End Phase.

Gates can be used to connect two separate arenas together. A 'Mech is not considered off board while transitioning to the other arena, hence no repairs, Ammo reloads, or purchases are allowed during the transition. The Catalyst Agent or Gamemaster will determine the number of turns it takes to transition to the new arena. If the number of turns is set to 0, no actions can be taken against or by the 'Mech entering the arena. If the number of turns is greater than 0, the turn count is based on the new arena's current turn.

A 'Mech that has its walking Movement Points reduced to 1 due to damage done to leg actuators or a leg being blown off can still use an Exit Portal the same turn they have moved into the Exit Portal hex.

Example 1: Jeremy has decided to leave the board after spending 6 turns on the battlefield. His 'Mech is capable of running 6 hexes. He is four clear hexes away from an Exit portal. He decides to make a run for the exit. It takes four Movement Points to get to the Exit hex and then he expends another two points to contact the Battlefield Operators and pilot his 'Mech through the open Gate.

Example 2: John has also decided to leave the board through an Elevator. His Mech is capable of jumping 8 hexes. He is currently 6 hexes away from an Elevator Portal. John spends 6 Movement Points to jump to the Exit hex and another 2 Movement Points to activate the Elevator.

EJECTING

Use rules for Ejecting from Strategic Operations, Pg. 314. Players must declare on their 'Mech Record Sheet if they are turning on Auto-Eject. Failure to do so will set Auto-Eject to on.

A crippled 'Mech will retain its crippled status if the pilot manually ejects the cockpit; it will not be considered destroyed. A 'Mech that auto ejects the cockpit is considered destroyed. If a player ejects from their 'Mech, the Cockpit Critical Location must be repaired before coming back into play.

KNOCKED UNCONSCIOUS

A 'Mech with an Unconscious pilot will be left on the Battlefield one turn after being knocked unconscious. If the MechWarrior fails to regain consciousness, the 'Mech will be pulled from the Arena during the End Phase.

Credits

Original Rules by Ben Rome (2005).

Revised for version 2.0 by Dan Eastwood (2007)

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On-board Event table:

Event	Fame	CP	C-Bills	Notes
Kills/Crippling				
Destroying an Opponent's 'Mech*	10%	5	Varies	Fame: 10% of the Opponent MechWarrior's Fame (minimum of 1) CP: 5 (minimum of 1) C-Bills: 65% Unmodified Book cost of 'Mech (rounding in 10k's)
Crippling an Opponent's 'Mech*	5%	3	Varies	Fame: 5% of the Opponent MechWarrior's Fame (minimum of 1) CP: 3 (minimum of 1) C-Bills: 30% Unmodified Book cost of 'Mech (rounding in 10k's)
*Equally divide Fame, CP, and C-bill reward if multiple Mechwarriors destroyed/crippled the 'Mech				
Destroying a Turret (Solo or Assisted)	0	1	150,000	
Killing a 'Mech of a Famous Pilot	+5	+5	3,000,000	Target has higher Fame total; For 20+ Fame Point difference
Special Attack Types: For successful attacks only, unless noted				
Critical Hit (engine, gyro, head*, hip)	1	3	500,000	*any in the Head location
Critical Hit (actuator, weapon, ammo)	1	2	300,000	Not including hip actuator
Critical Hit (Blown off arm/leg/head)	3	4	1,000,000	By critical check roll of 12 only.
Critical Hit (all other)	0	1	200,000	
Head Hit	1	1	200,000	
Melee (non-weapon)	0	2	100,000	Including Push
Melee (weapon)	1	2	250,000	
Melee: Successful DFA or Charge	3	5	1,000,000	-30% to Final Repair total. Cannot be used with other Repair discounts Does not apply to Unintential Charges
Melee: Unsuccessful DFA	1	2	100,000	
50+ Damage in one location	10	5	1,000,000	In one phase to one opponent (Attacker only)
Flashy Moves				
Dealing 6-19 points of damage	0	1	100,000	Light 'Mechs only, in one phase to one opponent
Dealing 20+ points of damage	1	1	250,000	Any 'Mechs, in one phase to one opponent
Rock of Gibraltar	2	3	250,000	Succeeds 3 or more Pilot Skill Roll in a single turn. Pilot cannot use negative modifiers from Pilot or Stable abilities
DVG ("David versus Goliath"), 5+ points	0	+1	+200,000	Vs. 'Mechs 2+ Weight Classes greater
Knocking Opposing Pilot Out	2	1	400,000	Due to a Head hit/Ammo Explosion during a successful attack
Secondary Targets	1	1	250,000	For successfully hitting Primary and Secondary targets
"The Crowd Goes Wild" (players cheer)	1	1	300,000	Other 'crowd pleasing' events (judges call)
Took 50+ damage and still standing	5	2	500,000	Damage must be taken in one phase (Target only)
Other				
Leaving Arena before minimum # of turns	-2	0	-100,000	Accumulative for every turn short of the required number of turns set by the Catalyst Agent or the Solaris

