

MECH WARRIOR'S GUIDE TO SOLARISTM VII



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FASA

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MECH WARRIOR'S GUIDE TO SOLARISTM VII



FASA CORPORATION

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MECHWARRIOR'S GUIDE TO SOLARIS



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JOB SECURITY



It truly is amazing, some of the things the military service prepares you for.

Boot camp firmed me up. Added some muscle and gave me an appreciation for just what I had gotten myself into. Infantry school taught me to survive on a battlefield, pointing the business end of my rifle the correct direction while simulated artillery detonated next to my ear. And what's a little low-frequency hearing loss when you're protecting the interests of an interstellar government, helping to ensure peace for the masses, holding in check—ah, you know, the usual stuff they shovel out of the propaganda offices. I won't mention what the wilderness survival course had me eating, and *liking* it.

Now I'm not knocking my training. Not really. It was my choice and—hey!—I'm still alive, right? All body parts present and accounted for, even if the scar tissue itches when I'm tense. So, everything considered, a fairly solid education that pulled me through eight years of service.

But then there is the *after*, when you're a civilian again looking for those peaceful years you've been working to provide for others. That's when so many of us discover that we

really don't belong anymore. But you do the best you can and you learn to look after yourself, especially if you go mercenary as I did. Hired gun, that's me. Which is not always as lethal as it sounds. People might be surprised by some of the work I take, and how I find the jobs. They probably wouldn't be too shocked at where they'd find me, though. In the Inner Sphere, most of the best talent tends to end up in one of two places.

I came to Solaris VII.

Erik Gray found me in Silesia, the Lyran sector of Solaris City. I was putting time in at the Kubler Street Gun Club, a "protected" establishment north of the river. It's not such a great neighborhood, but the club's known for discretion and the security of its members. Twenty C-bills an hour bought you onto the main floor with its cubicles and host of paper targets—legal weapons only please. Fifty C-bills rented a private shooting corridor. Two hundred for the marksmanship range, and there's a waiting list. I've heard about more expensive

rooms and ranges one more level down, but I really didn't want to know what went on in them.

It was *that* kind of place.

Normally I'd set myself up with a private corridor, especially when sighting in the Intek laser rifle. Today, though, I wanted to test myself against some of the others. I had a permit for the weapon, so why not? There was an acknowledged level of competition on the main floor, trying to one-up your cubicle neighbors. The woman on my right worked a Magna laser. Good opposition. The guy on my left popped rounds from a Rorynex submachine gun. The Rorynex's barking report threw a momentary shiver into me; I'd heard enough of those recently to last for some time.

I was leading at sixty-five meters, still burning holes in close to the center of my target and about to win a friendly side bet made against the Magna. Then Erik leaned in, spoiling my concentration, and I pulled ten centimeters off my mark. The Magna dead-centered, and she made up five meters to tie my range. I glared at the interruption.

Erik wore ear protection as I did, but spoke louder than necessary. He obviously didn't realize the filters were designed with gunfire in mind, not to deaden voices. "I need to talk to you." If he noticed my dark glance, the MechWarrior hid it well.

Feigning a lack of interest, I sighted into my next shot and squeezed in five centimeters closer. Killing shots all, but not the focus I had earlier. Now the girl next door owned five meters on me, and I couldn't keep my mind on the match. Thoughts regarding Erik's unannounced arrival kept rolling just beneath the surface of my concentration.

Erik Gray—known as the *Gray Ghost* on the arena circuit, the live-fire BattleMech games which were Solaris VII's bread and butter—was not a casual acquaintance. Some associates and I had helped the MechWarrior out of a bad situation, an inadvertent event during my latest job. The fact that he'd found me here meant a few things, not many of them good. He might have information about possible reprisals. Also, he'd obviously been looking for me, and I hadn't heard about anyone asking around. Either Erik had spread some major coin, or moved fast enough to stay ahead of the news. The latter, I hoped.

The Magna and I both scored the center and increased range, but she broke seventy-five meters first and that had been the bet. *Verflu'chen!* I ejected the Intek's power clip and laid the rifle out on the short table in front of me. Picked up a Nakjama pistol for some practice, squeezed off a trio of shots at the seventy-meter range that would have put some serious hurt on someone substituted for my target. "You cost me money, Gray."

The smaller man had good bearing, barely flinching from the steel in my voice. But then again, at least in my experience, MechWarriors were always a bit long on attitude and short on smarts, even after they got out of the cockpit. I pulled him back to the wall, away from any eavesdroppers. "So talk."

He laid it out for me, his predicament. When I helped expedite his escape from Skye Tigers Stable—that inadvertent event I mentioned before—it eventually cost him his contract to fight in the Solaris BattleMech arenas and severe penalties besides. Now the Gray Ghost had a possible backer, a way back into the games, but the terms weren't looking too good. Actually, they looked damn lousy.

"You want to deal with the *triads*? And the Eternal Flames at that? What did you expect them to want from you." That last was *not* a question.

Erik knew the score. Dealing with any faction of Solaris VII's underworld put you at an immediate disadvantage. "They have a slot for a Saturday event at the Coliseum. Against Richard Smith, ranked thirty-eighth. I didn't ask how they managed that, and they didn't say. Now I can beat Smith, make everyone some money, and then I can bargain as a free agent again. Maybe find another stable who will take me in."

"Except they want to lock you into a year's contract, with option to renew."

"And they've hinted that I should throw this first match. They'll make a killing, and I could too since I know how to bet it, but my reputation suffers."

On the Game World, people lived and died by their reputations. Fixed fights were rarer these days, but not unknown. Especially when a MechWarrior was vulnerable. "These guys scent blood from a kilometer away. You don't do what they want, they'll keep you sidelined for the next year. You'll never get away from them." A shrug, then the big question. "So why come to me?"

"I need an agent with some leverage against the Eternal Flames. All my old contacts still owe some allegiance to the Skye Tigers, and the stable isn't happy with me. You're the only one I can trust enough to look out for your own interests first, and maybe give me a good lead on the person I want. I'll cut you in on the prize money."

I considered, nodded. Erik had a point. I was likely his best shot, if all his old contacts were compromised. And this wasn't money to be laughed at. The arena gladiators were paid big numbers. "All right, I'll do it." I read Erik's expectant face, waiting for the name I'd hand him. "No, you don't understand. *I'll* do it."

"You?"

Nodding back toward my cubicle, and the weapons arrayed there, I smiled. "I've had some experience in hostile negotiations."

Erik self-consciously rubbed one hand at the side of his neck. "I remember," he said, voice deadpan. "You going to storm in there and put a gun to their head until they give you what you want?"

I didn't smile. "How did you know?"

He started to laugh, checked himself. "Um. Isn't that known as duress?"

His voice conveyed that he wasn't certain if I was joking or not. Certainly my manner suggested deadly seriousness.

and one really shouldn't joke around with the triads. "You know, I believe it is."

"And isn't that illegal?"

Now I laughed. "On Solaris?"

The Copper Coin was my kind of place, except for the watered-down drinks. An eatery that catered to the lower-end blue collar class, it was full of a pleasant fried-food smell and colorful conversation. It was the kind of place you could get rowdy and not have to worry about anyone calling the Silesian police, unless the furniture bill ran too high. The Eternal Flames had set the meeting in one of the Coin's back areas. No dining table. The room was ready for an interview and final negotiations, looking more like an office with a desk backed by a single comfortable chair and a less prestigious stool set on the other side. There would be no doubt who possessed the strength here.

Except we showed up first.

The single goon guarding the door was easy to get around. A slender man with dark eyes, I pinned him for one of the triad's run-of-the-street enforcers. A knife-fighter, I'd bet. It was in the way he carried himself, balanced and confident. That, and he obviously wore no sidearm. Knives were easier to conceal.

Maybe he'd been told to expect Gray's lawyer or a professional negotiator. I don't think he was quite ready for *me*, wearing black fatigue pants and a tight-fitting turtleneck with a red silk blazer. The fatigues and turtleneck didn't limit my movement if things got messy, and might hint that I was not your usual negotiator. The blazer was a simple cover for the shoulder holster so obvious beneath. He wasn't going to let me in the door with the Nakjama, and everyone knew it. What surprised him was when I opened the jacket—slowly, mind you—and allowed him to take possession of the sidearm before he could say otherwise. And while his attention was busy with the laser pistol, I opened the door and preceded Erik into the room.

I took the desk's comfortable chair. Erik stood off to one side.

We had already seized the high ground, a sound battle stratagem. Now our opponents had to come up to meet us.

"So much for your plan."

I frowned. "Which plan was that?"

His smile was nervous, hesitant. "Holding your gun to someone's head."

"Oh, that." I waved off his concern. "The Nakjama wasn't loaded anyway. I think our friend outside is still trying to figure out why I brought an unloaded pistol. Even if he does, trying to get us to leave would involve too much loss of face."

"You know what you're doing," he said, more to convince himself, I think.

But I did know. I was about to gamble with our lives, as surely as if we were trying to fight our way out of a fortified building. We *had* done exactly that before, and there wasn't

any difference this time except that I was looking at slightly more money for the same risk. Of course, I'd have to settle *that* with Erik at some point.

The trio representing the Eternal Flames walked in not much later. The triads couldn't help relying on their mystical number three for anything important. This time, it was two minor lieutenants escorting a lawyer. Against the two triad officers, whose uniforms were a cross between the latest street fashion and an academy cadet's dress uniform, the attorney stood out as blatantly corporate. He obviously appreciated his position; his self confidence was palpable even after he spotted me in his designated chair.

Erik had obviously crossed paths with this guy before. "Jonas," he greeted cautiously.

That told me something right there, that the triad had been savvy enough to track down a contract lawyer who had dealt with Erik as a Skye Tiger Warrior. That they'd bring in an attorney I'd expected—planned for, in fact. Crime had taken that step decades if not centuries ago. When the going got tough, the tough went respectable. Everything nice and neat and defensible in court, as much as possible anyway.

Jonas chose to stand rather than accept the inferior seat. He watched me while speaking with Erik. "Mr. Gray. I have your contract for final review—"

"That is not the contract under consideration here," I interrupted, keeping a firm gaze focused on the lawyer. The "battlefield stare" all professional soldiers learned. Hard and unyielding. War had just been declared.

"And he is?" This time he looked to the MechWarrior.

Erik gave him a half-shrug. "Negotiating on my behalf." Very good. Erik had been told not to volunteer my name. Or discuss his contract in any way, deferring always to me.

The lawyer accepted this with a humorless *pro forma* grin, then tried again. "So just who are you?" he tried asking me direct.

"I'm the guy explaining the new terms." I took some folded papers from my blazer's inside breast pocket, scaled the stapled pages over the desk. "Very generous terms, in fact, for your employers providing that Erik Gray *wins*. Modest compensation, including full repairs to his BattleMech, should he possibly lose."

Except for an angry glare by one of the triad members, hearing me dictate terms, everyone else held to poker faces. Jonas was an exceptionally cool customer. He didn't ever bother glancing at the contract I'd thrown out on the desktop, avoiding the distraction it afforded. He knew the sticking points, and cut right for my main position. "And the one year retainer?"

"If your employers find a competitive stable for Erik to join, they may retain his skills as a MechWarrior for up to one year from today. Otherwise, they can renew for up to two more fights in the next month providing Erik wins his battles. He will not accept subsidies for lost matches arranged by inept management." That last bit dealt with the hints Erik had received about throwing the fight. It also exhausted the last of my legalese, obtained in a crash course that morning with the

attorney who'd explained the contract provisions to me. The same lawyer who penned the time-critical clauses I'd asked for into the body, turning my unconventional tactics into a legal possibility. "If you would sign as representative of the management team," I offered, drawing out the moment.

In a military engagement, the timing of your attacks is so often the difference between victory and defeat. Jonas was in the process of shaking his head, ready to kill the discussion, when the room sounded with wireless ringing. His own, and one of the triad officers. Then mine came in last, thankfully, trailing by almost a full minute.

Jonas finished first, clipping the wireless back to his belt and assuming the air of a man under a heavy burden. The two triad lieutenants were out the door ten seconds later, pulling their enforcer with them. I heard the three race toward the front of the Copper Coin, the brief wash of noise as doors were opened leading back into the restaurant, and then a return of the relative quiet left to our negotiation. "An unforeseen difficulty," the lawyer said, turning to follow them from the room. The discussion was apparently not going to proceed without his escorts.

"Convenient," I said, escalating our battle to the next level rather than risk my enemy's full retreat. We needed a decisive engagement here. "That is, that you were on retainer when the Eternal Flames needed some legal counsel."

The man's green eyes narrowed dangerously. "What do you mean?"

I held up my own wireless. "I keep informed. The Silesian police raided a warehouse owned by the Flames. I can guess that they are out quite a bit of property, with some members in need of some representation."

"Yes, well I cannot comment on my personal calls." He nodded to the contract left on the desktop. "We will have to take this up at a later time."

"How much later? With this delay, Mr. Gray's terms have already altered by as much as five percent." I glanced at my watch. "I'd hate for the discussion to take much longer." Hard glance. "Know what I mean?"

Jonas was sharp, I'll give him that. He did not miss one implication. Snatching up the contract I'd tossed over to him, he quickly scanned it for the timed clauses. "Those changes went into effect right about the time of our phone calls, Mr. ... Mr. ..." Then he realized that he had yet to get my name and quickly blustered on. "You play a very dangerous game if you think the Flames will—"

"Coincidence. Purely coincidence."

"And another escalation in terms in fifteen minutes?" Jonas took a seat on the stool, tapped the contract against one leg. "And again in an hour. Would it be coincidence if we both received phone calls at those times as well? More important, would the Flames think it coincidence?"

Erik looked a little green. I shrugged easily, though I read Jonas' lethal tone well enough. He knew his client's methods, and would not be above fingering me to them. I reached up, scratching at the thin scar itching along my jawline. "I won't receive a call in fifteen minutes. I doubt you will either. Though it wouldn't surprise me if your employers did." I paused. "Hypothetically speaking, of course."

He knew this game. Most lawyers excelled at talking around a subject. "And what might they discover with that call?"

"Who could say? Though that *is* about how long I figure it will take someone to find an informant ready to cash in on some privileged information. That the raid resulted from information given by an attorney in the employ of the triad." Jonas' face fell with the majesty of an avalanche. Slow and brooding and finally washing down the slope to spend itself on the rocks below. "You know, I really don't think we want this to go a full hour."

We go down, you go down. The message was plain enough, and dredged up from my basic military history courses. A term once referred to as mutually assured destruction. Though in military circles, it was used as a deterrent. A way to prevent action. Here, I used it to enlist the aide of my adversary.

Jonas folded without another regret showing, and that more than anything so far impressed me. No more worries for the game we'd played. No concern for his clients better interests. He had been made a party to the game being played, and suddenly learned how much he had to lose. Jonas ran up the white flag by taking pen from pocket, scribbled his signature in the spaces necessary, kept the appropriate copies and handed Erik his.

You know, the final mixed look of anger and admiration he gave me—he may even have meant it when he said, "Pleasure doing business with you."

Only it hadn't been business, but battle.

"I can't believe you risked that." Erik's first words once Jonas departed. A retreat, certainly, but a tactical maneuver that preserved his forces.

"You get what you pay for."

Of course the gladiator didn't quite believe it. Or, if he did, would never have tried it himself. In the arenas, even on the real battlefields, BattleMech pilots believed themselves near invincible. They weren't really used to tagging a price onto their lives, and letting the game play itself out. Me, I've accepted that fact since the day I scratched my name on the enlistment papers. It's been the same, whether military or mercenary service. As I've said before, only the pay and benefits differ.

That's just the job.

CHARACTER CREATION

The following section provides additional traits, skills, affiliations and life paths that can be used in conjunction with the character creation section of *MW3* to add additional variety and depth to the character creation process. Unless otherwise stated in the rules, this section follows all of the same rules of *MW3* character creation, beginning on p. 21 of *MW3*.

TRAITS

While the traits found in *MW3* can be used freely on Solaris, the following section expands their use and provides more examples. Also included are two new traits: Patron and Prominence. Unless otherwise stated, these traits follow the rules in *MW3* (p. 78).

BAD/GOOD REPUTATION (EXPANDED)

On Solaris, reputation and fame go hand in hand. A pre-existing reputation, good or bad, influences a character's starting Prominence Trait (see *Prominence*). Though Prominence varies with media exposure, gaining a good reputation is more difficult than developing a bad one. A particularly high or low result on the Prominence Change Table (p. 80) may, however, earn the character a more lasting reputation, reflected by the Bad/Good Reputation traits.

Unlike Prominence, a character's Reputation Traits resist change. To reflect this, this book introduces Reputation Points, which can be either good or bad. Good and bad Reputation Points counteract each other; 1 point of Bad Reputation cancels out 1 point of Good, and vice versa. Reputation Points are awarded by the gamemaster for major activities; they may also be gained through the Prominence Change Table. When a character has twice as many points of Good or Bad Reputation as their current Reputation Trait (or 2, if they have no Reputation Trait), their trait increases (or decreases) by one point. After each increase or decrease, all accumulated Reputation Points are lost. Changes in Reputation Traits are not worth Character Points.

Further, the gamemaster may decide that some actions—such as deliberately killing an opponent in the arena or being arrested for a major crime—automatically result in a character acquiring (or increasing) a Bad Reputation Trait.

A character with Good Reputation (2) accumulates 4 Good Reputation Points through a variety of positive actions (saving a pedestrian from a gang of street toughs, winning a 'Mech duel, and so on). Because this is twice the character's current Reputation, the trait increases by 1, becoming Good Reputation (3). If the same character had instead accumulated 4 Bad Reputation Points (through a string of negative actions, such as dealing drugs, snitching on friends and so on), the trait would decrease to Good Reputation (1).

CONTACTS/ENEMIES SAMPLES

Chaos March: Corrupt cop (1), Street punk (1), Guerilla Cell Leader (2), Mercenary Unit Commander (2), Planetary Governor (3), House Unit Commander (3)

ComStar: ComStar Adept (1), Com Guard Adept (1), Star Captain of Clan Nova Cat (2), Focht War College Instructor (2), Com Guard Precentor (3), SLDF Lieutenant General (3)

Solaris VII: Street thug (1), Petty Bureaucrat (1), Rival MechWarrior (1), Fight Organizer (2), Successor State Agent (2), Minor Stablemaster (2), Gang Lord (3), Major Stablemaster (3), Civic Council Member (3)

Word of Blake: Word of Blake Adept (1), Free Worlds League Force Commander (1), Sixth of June member (2), Periphery Bandit King (2), Capellan Confederation *Jiang-jun* (3), Leader of a Word of Blake Faction (3)

GREGARIOUS (EXPANDED)

The Gregarious Trait improves the character's social skills and thus the chance of increasing Prominence (see *Using Prominence*, p. 78).

INTROVERT (EXPANDED)

The Introvert Trait reduces the character's social skills and thus limits the chance of increasing Prominence (see *Using Prominence*).

OWNS VEHICLE (EXPANDED)

Characters in a 'Mech cooperative (and some mercenary units) may share ownership of the 'Mechs in their possession. As such, the point cost of the Owns 'Mech Trait may be shared between several characters (reflecting their joint ownership of the equipment), though each character must spend a minimum of 2 points on the trait. This modification to the trait only applies during character creation. Shared ownership of 'Mechs or vehicles acquired during game play is determined by C-bill expenditure and roleplaying. At the gamemaster's discretion this trait may be taken multiple times (together with repeats of the Vehicle Trait) when creating a 'Mech stable.

PATRON (NEW)

Cost: 2/4/6/8/10

Patrons are essential to life on Solaris, particularly to MechWarriors seeking a career in the arenas, though their influence may extend even further afield. Patrons range from nobles to businessmen, each willing to invest in a 'Mech stable or a private team of operatives. In many regards, patrons are like contacts, a resource to be used by the players. However, the relationship is usually closer and more formal, often an employer-employee relationship. As such, patrons may make considerable demands on the player's time and resources in exchange for support.

CHARACTER CREATION

PATRON TABLE

Points	Patron	Wealth (C-bills)	'Mechs Number/Points	Status
2	Poor	100,000	2 (8)	1
4	Average	1,000,000	4 (16)	2
6	Well-to-do	5,000,000	8 (32)	3
8	Wealthy	10,000,000	16 (64)	4
10	Sinfully Wealthy	Unlimited	32 (128)	5

Gamemasters should develop the character of the patron, determining faction of origin and adding appropriate goals and desires, as well as skills such as Negotiation or Protocol. The degree of patron involvement in player activity is up to the gamemaster, though care should be taken to avoid a patron merely being a resource to be exploited by the players.

The Patron Table determines the status and resources of the patron. Wealth represents the amount of ready cash available for wages, equipment, entry fees and similar expenses.

Use of this wealth is at the gamemaster's discretion, but it should not be placed directly in the players' hands. If the patron is the owner of a Solaris stable, the 'Mechs column determines the number of BattleMechs owned and provides points to be spent on acquiring such vehicles. Status is a numerical modifier used in the arrangement of fights and management of stables.

Multiple characters may contribute to the same Patron Trait, each spending a minimum of 2 points and, assuming they have the same patron, adding their scores. However, if this option is used only the highest value(s) counts for its full value; the remainder counts as half the value.

This method of acquiring patrons only applies during character creation; patrons may also be acquired during the game through roleplaying.

For example, three MechWarriors select the Patron Trait. Two spend 2 points each, while the third spends 4 points. The resulting score is 6 ($4 + [2 \div 2] + [2 \div 2]$)—a Well-to-do Patron. If two of those MechWarriors had spent 4 points each, the resulting score would have been 9 ($4 + 4 + [2 \div 2]$)—a Wealthy Patron.

PROMINENCE (NEW)

To characters fighting on the Solaris dueling circuit, reputation is everything. *MW3* outlines two traits—Good Reputation and Bad Reputation—to cover this, but the situation on the Game World demands a more flexible and fluid system. The new Prominence Trait exists to reflect this, with a value ranging between 0 and 10 to indicate the character's standing (see the Prominence Table, p. 78). Unlike most

traits, Prominence cannot be purchased during character creation, though it may be awarded as part of a Solaris character's Life Path.

Prominence takes two forms: Current Prominence (CP), that currently recognized on Solaris; and Highest Prominence (HP), the highest level achieved by the character. The distinction between these two statistics can be important in social situations; those who have had fame and lost it are in a more awkward position than those who have never been famous.

The uses of Prominence in gameplay are discussed in detail under *Using Prominence*, p. 78.

RANK (EXPANDED)

The Rank Table provides Rank and Commission Trait information for the ComStar and Word of Blake affiliations.

VEHICLE (EXPANDED)

This trait may, at the gamemaster's discretion, be taken multiple times during character creation but only in conjunction with the Owns Vehicle Trait (expanded).

Characters from the Chaos March affiliation that have the Vehicle Trait use the Periphery table (see p. 93, *MW3*) when assigning 'Mechs and the Inner Sphere Vehicles table (see p. 93, *MW3*) when assigning vehicles.

Characters from the ComStar or Word of Blake affiliation that have the Vehicle Trait use the appropriate columns on the Vehicle Assignment Table, p. 10, when assigning 'Mechs or vehicles.

WEALTH (EXPANDED)

In addition to inheriting or earning money, a character may begin the game with money acquired via loans. These sums are larger than those gained from regular use of the Wealth Trait. However,

RANK TABLE

Enlisted Ranks		
Trait	Points	CS/WoB
1	—	—
2	—	Acolyte
3	—	—
4	—	—
5	—	—
6	—	—
7	—	—
8	—	—
9	—	—
10	—	—
Officer (Commissioned)		
Ranks	Trait	Points
1	—	—
2	—	Adept
3	—	—
4	—	—
5	—	—
6	—	Demi-Precentor
7	—	—
8	—	—
9	—	—
10	—	Precentor
11*	—	—
12*	—	Precentor Martial

*These ranks are not normally attainable by player characters but are included here for comparison.

CHARACTER CREATION

VEHICLE ASSIGNMENT TABLE 5—COMSTAR AND WORD OF BLAKE

Light 'Mechs (20–35 tons)

2D6 ComStar

- 2 C-SK1 Cossack [20]
- 3 NXS1-A Nexus [25]
- 4 MON-66 Mongoose [25]
- 5 THE-N Thorn [20]
- 6 MCY-99 Mercury [20]
- 7 HER-1S Hermes [30]
- 8 HSR-200-D Hussar [30]
- 9 NXS1-A Nexus [25]
- 10 OW-1 Owens [30]
- 11 RTX1-O Raptor [25]
- 12 HSR-200-D Hussar [30]

Word of Blake

- EGL-2M Eagle [25]
- HSR-500-D Hussar [30]
- HER-1S Hermes [30]
- MON-66 Mongoose [25]
- MCY-99 Mercury [20]
- MON-66 Mongoose [25]
- MCY-97 Mercury [20]
- ZPH-1 Tarantula [25]*
- FNHK-9K Falcon Hawk [35]
- HSR-400-D Hussar [30]
- NXS1-A Nexus [25]

Vehicles

- Hawk Moth Gunship [25]^V
- Karnov UR Transport (3058) [30]^V
- Pinto Attack VTOL [30]^V
- Saracen Medium Hover Tank [35]^H
- Cyrano [30]^V
- Beagle Tank [15]^H
- Lightning [35]^V
- Striker Light Tank [35]^W
- Galleon Light Tank [30]^T
- Chevalier Light Tank [35]^W
- Mantis Light Attack VTOL [15]^V

Medium 'Mechs (40–55 tons)

2D6 ComStar

- 2 BE0-12 Beowulf [45]
- 3 CLT-2-3U Clint [40]
- 4 WVE-9N Wyvern [45]
- 5 BJ2-O Blackjack [50]
- 6 CRB-27 Crab [50]
- 7 TSN-1C Tessen [50]
- 8 GRM-R-PR29 Grim Reaper [55]
- 9 FS9-O Firestarter [45]
- 10 KTO-21 Kintaro [55]
- 11 RJN101-A Raijin [50]
- 12 END-6Q Enfield [50]

Word of Blake

- INI-02 Initiate [40]
- FS9-O Firestarter [45]
- APL-1M Apollo [55]
- HUR-WO-R4L Huron Warrior [50]
- WVE-9N Wyvern [45]
- CRB-27 Crab [50]
- TR1 Wraith [55]
- BCN-3R Buccaneer [55]
- GRM-R-PR29 Grim Reaper [55]
- BJ2-O Blackjack [50]
- RJN101-A Raijin [50]

Vehicles

- Chaparral [50]^T
- Thor [55]^W
- Vedette Medium Tank (3058) [50]^T
- Hetzer Wheeled Assault Gun [40]^W
- Zephyr [40]^H
- Maxim Heavy Hover Transport [50]^H
- Zephyr [40]^H
- Goblin Medium Tank [45]^T
- Condor Heavy Hover Tank [50]^H
- Regulator Hovortank [45]^H
- Chaparral [50]^T

Heavy 'Mechs (60–75 tons)

2D6 ComStar

- 2 JM6-D3 JagerMech III [65]
- 3 CTS-6Y Cestus [65]
- 4 AV1-O Avatar [70]
- 5 ST-8A Shootist [70]
- 6 GLT-3N Guillotine [70]
- 7 BL-6-KNT Black Knight [75]
- 8 LNC25-01 Lancelot [60]
- 9 EXC-B2 Excalibur [70]
- 10 EXT-5E Exterminator [65]
- 11 SJA-7D Shugenja [75]
- 12 HEL-3D Helios [60]

Word of Blake

- YMN-6Y Yeoman [60]
- EXC-B2 Excalibur [65]
- WR-DG-02-FC War Dog [75]
- FLS-8K Flashman [75]
- ST-8A Shootist [70]
- GLT-3N Guillotine [70]
- BL-6-KNT Black Knight [75]
- LNC25-01 Lancelot [60]
- TMP-3M Tempest [65]
- BL-9-KNT Black Knight [75]
- TYM-1A Toyama [75]

Vehicles

- Zhukov Heavy Tank [75]^T
- Marksman [65]^T
- Von Luckner Heavy Tank [75]^T
- Po Heavy Tank [60]^T
- Manticore Heavy Tank [60]^T
- Demon [60]^W
- Burke [75]^T
- Patton Tank [65]^T
- Bulldog Medium Tank [60]^T
- Pike Support Vehicle [60]^T
- Padilla Heavy Artillery Tank [75]^T

Assault 'Mechs (80–100 tons)

2D6 ComStar

- 2 VKG-2F Viking [90]
- 3 NSR-9J Nightstar [95]
- 4 TDK-7X Thunder Hawk [100]
- 5 KGC-000 King Crab [100]
- 6 THG-11E Thug [80]
- 7 HGN-732 Highlander [90]
- 8 CRK-5003-1 Crockett [85]
- 9 SPT-N2 Spartan [80]
- 10 AS7-K Atlas [100]
- 11 PLG-3Z Pillager [100]
- 12 OBK-M10 O-Bakemono [80]

Word of Blake

- MR-5M Cerberus [95]
- ALB-3U Albatross [95]
- T-IT-N10M Grand Titan [100]
- KGC-000 King Crab [100]
- HGN-732 Highlander [90]
- CRK-5003-1 Crockett [85]
- VQR-2A Vanquisher [100]
- MR-V2 Cerberus [95]
- GRN-D-01 Grand Crusader [80]
- KGC-001 King Crab [100]
- SPT-N2 Spartan [80]

Vehicles

- Ontos Heavy Tank (3058) [90]^T
- Behemoth Heavy Tank [100]^T
- SturmFeur Heavy Tank [85]^T
- Puma Tank [95]^T
- Demolisher Heavy Tank [80]^T
- Fury [80]^T
- Schrek PPC Carrier [80]^T
- Ontos Heavy Tank [95]^T
- Rhino [80]^T
- Partisan Heavy Tank [80]^T
- Alacorn Mk VI Heavy Tank [95]^T

* This is a four-legged (quad) BattleMech. ^H Hover ^T Tracked ^V Vtol ^W Wheeled

CHARACTER CREATION

unlike money obtained through conventional use of the trait, loans must be repaid. Payments may be made to a bank or a loan shark and may be gradual or repaid as a lump sum. Such arrangements may place a considerable burden on the character's finances and present a number of adventure opportunities.

The Loan Table indicates the amount of cash the character starts with based on the Wealth Trait. Once this has been determined, the player should determine the number of payments and the level of interest due over the period of the loan. Roll 1D6 once for payments and again for interest, adding the relevant repayment modifiers. Cross-reference the result with the Repayment Table. Repayments are usually divided into equal increments, though this is at the gamemaster's discretion.

The loan variant of the Wealth Trait is only used during character creation. Loans acquired during the game should be roleplayed and their terms negotiated, though the tables below should serve as a guideline.

Bryn's character has just arrived on Solaris VII and he needs a lot of money to buy his way into the arenas. His character is unable to go to a bank because of past difficulties, so Bryn decides his character will contact a loan shark for 500,000 C-bills, which equals 6 Loan Points. Bryn then rolls on the Number of Repayments column and rolls a 5 (-3 for the Loan Shark Repayment Modifier), which results in a 2; he must pay back the entire loan, plus interest, in only 2 payments. Bryn then checks for the interest on his loan by rolling on the Interest column of the Repayment Table. He rolls a 5 (+3 for the Loan Shark Repayment Modifier), which results in an 8; 100 percent! Bryn suddenly realizes that he has to pay back a total of 1,000,000 C-bills in two installments! He can only hope to negotiate a long payment period! Perhaps he should have tried the bank.

SKILLS

This section describes two new skills. Unless otherwise stated, these skills follow the rules in MW3 (p. 95).

MARTIAL ARTS/BATTLEMECH

The Piloting/BattleMech Subskill (or Piloting/Quad Subskill) includes the basics of using a 'Mech's body to make melee attacks. However, learning to pilot a BattleMech is complicated enough without getting into the finer points of melee combat. As such, there is little time devoted to melee training in comparison to gunnery training, so the basic melee maneuvers most pilots use are clumsy and ineffective and include no defensive techniques at all.

MechWarriors seeking to truly improve their melee combat abilities must learn the BattleMech Subskill of Martial Arts. This is a Difficult Skill, and is never taught by the Clans. The only place where this skill is taught with any kind of regularity is the 'Mech dueling stables of Solaris VII. Characters advanced in this skill can make maneuvers that push the physical abilities of their 'Mechs to the limit.

A character with this skill can use it in place of his Piloting Skill in BattleMech melee combat, including any Piloting Checks called for as a direct result of melee combat, such as kicks and pushes. In addition, it offers a number of unique special maneuvers, listed below. As usual for Martial Arts Subskills, a character can only learn one special maneuver per Skill Bonus point.

For more info on *Roleplaying 'Mech Combat*, see p. 28.

BattleMech Block (Defense): A

MechWarrior skilled in this maneuver can deflect and redirect the force of his opponent's attack, reducing its damage and directing it away from vital areas. This maneuver can only be used if the attacker is in front of you. Your 'Mech has a +2 TN, and cannot inflict damage in this round, but the opponent's damage is reduced by half (rounding down) and a hit location result against the head is instead resolved against an arm (determine

which one randomly). If the blocking BattleMech is equipped with a sword, the block maneuver is more effective, eliminating the +2 TN Modifier. A head hit location result is resolved against the arm mounting the sword.

Double-Handed Blow (Attack): This maneuver can only be made by a 'Mech with a sword or hatchet mounted in one arm and functional hand actuators in both arms. By grasping the weapon in both hands and swinging with the 'Mech's entire might, the attack inflicts additional damage at the cost of

LOAN TABLE

Wealth Points	Starting Cash
1	10,000
2	25,000
3	50,000
4	100,000
5	250,000
6	500,000
7	1,000,000
8	2,000,000
9	5,000,000
10	10,000,000

REPAYMENT TABLE

Modified 1D6 Roll	Number of Repayments	Interest
1 or lower	1	5 percent
2	2	10 percent
3	4	15 percent
4	6	20 percent
5	8	25 percent
6	12	30 percent
7	24	50 percent
8 or higher	36	100 percent

Repayment Modifiers

	Number	Interest
Bank	+3	-1
Loan Shark	-3	+3

accuracy. Apply a +2 modifier to your TN. If you win the round, add 1 to the damage per 2 points of net MoS (rather than 1 per 5 as usual).

BattleMech Dodge (Defense): BattleMechs are not terribly agile, but a trained pilot can avoid melee attacks a bit more effectively than an untrained pilot. Your opponent's TN to hit you is increased by 1 if you are in an assault 'Mech, 2 if you are in a heavy or medium 'Mech, or 3 if you are in a light 'Mech. However, your 'Mech cannot inflict damage this round.

Jump Jet Attack (Attack): This maneuver involves aiming your jump jets directly at your opponent and using the exhaust to cause damage. This awkward attack is not terribly effective, but can be used as a surprise move against an unsuspecting target. It is also one of the only maneuvers that is as effective prone as it is standing.

Only BattleMechs with undamaged jump jets in their legs can make a jump jet attack, and only if they are prone or at a higher elevation level than the target, such that the attacker's feet are in line with the target's body. The intended target must be positioned so the leg-mounted jump jets can be pointed at it; this is done at the gamemaster's discretion. If the attacking 'Mech is standing, it may only attack with the jump jets mounted in one leg. Otherwise, the jets in both legs may be used.

If the attack hits, in addition to normal melee attack damage, it inflicts damage equal to the number of jump jets mounted in each attacking leg times 3, but do not add damage for the attacker's tonnage. If both legs are used, determine hit location for each leg's jets separately, dividing the net MoS between both as equally as possible. The damage from each leg's jets strikes a single location, determined on the appropriate column of the BattleMech or Vehicle Hit Location Table.

The attack generates heat as normal for the number of jump jets fired.

Mule Kick (Attack): This maneuver can only be used in a four-legged or quad 'Mech, and only if the opponent is directly behind you. It allows the 'Mech to make a standard kick attack (p. 47) against a target to the rear, but apply a +1 modifier to the target number. There is no chance the attacker will fall down, even if he loses the round.

BattleMech Sweep (Attack): This difficult maneuver is a variation on the push that strikes the legs rather than the upper body in an attempt to knock the target down. Based on the physical construction of the attacking 'Mech, the gamemaster may decide that it is difficult or impossible for it to perform a leg sweep, applying a TN modifier or forbidding the maneuver as appropriate.

The BattleMech sweep works just like the push maneuver (p. 47), but apply a -4 modifier to your TN unless the opponent also knows the BattleMech sweep maneuver; the advantage of this maneuver comes from surprise. Also, use the Kick Hit Location Table (p. 47) when resolving damage from a BattleMech sweep.

TACTICS/ANTI-BATTLEMECH

This new subskill covers the tactics required for infantry to make effective anti-BattleMech attacks, including the infamous swarming maneuver. A character with this skill can use it in place of Tactics/Infantry if the opposition includes BattleMechs. In addition, this skill is used to correctly plant explosives and aim other attacks against BattleMech armor at pointblank range to achieve maximum armor penetration. (See *Anti-BattleMech Attacks*, p. 58.)

AFFILIATIONS

Like the affiliations in *MW3*, this section describes additional affiliations that players may choose during character creation. Though a player might not necessarily encounter these affiliations directly on Solaris VII, their influence can be felt there and so are included here.

These affiliations are used in the same way as those found in *MW3*, with any notable exceptions included in the text.

CHAOS MARCH

Rocked by constant warfare and political squabbling, the area known as the Chaos March is an ever-shifting mixture of divided loyalties and bloody conflict.

Nearly every Inner Sphere faction has a hand in the March's misfortunes. Though the root of the conflict lies with House Liao, which ruled here until the close of the Fourth Succession War, the area is currently supporting numerous independence movements motivated by the power struggles between various Successor States.

Life inside the Chaos March is harsh. Acts of barbarism are common, with terrorist bombings and guerrilla conflict a daily concern for most citizens. Military checkpoints litter roadways, making travel risky for those displaced by the fighting. Few here remember the meaning of the word loyalty, as the flag overhead changes with the wind. The only sure way to survive is to know which way the nearest gun is pointed.

Game Material

Most characters created using this affiliation should be relatively young and their story should be tied to the worlds and the conflict raging in the Chaos March. If the player has an older character that he wants to place in the Chaos March, he should choose another appropriate affiliation.

Primary Language: Mandarin (Chinese)

Secondary Languages: Russian, English, French, German, Gaelic

Bonus Skills: Scrounge +1, Survival +1, choose one: Rifles +1, Demolitions +1, Pistols +1

Bonus Traits: Quirk/Hostile reaction to other affiliations, Natural Aptitude/Tactics/Infantry; Toughness and Sixth Sense traits cost one Character Point less than normal (2 and 3 respectively).

Path Restrictions: Chaos March characters cannot choose the following paths: Military School (Stage 2); University or Military Academy (Stage 3); Postgraduate Studies (Stage 4).

COMSTAR

ComStar is comprised of two distinct groups: the technical personnel who operate much of the interstellar communications network and serve as researchers and scientists; and the warriors who continue to form the bulwark against the Clan threat. Further, ComStar maintains one of the largest and best-equipped fleets in the Inner Sphere, ranging from the deep-space exploration vessels of the Explorer Corps to the massive warships of the Com Guards. ROM, the order's intelligence and special forces agency, is regarded as one of the best in the Inner Sphere.

Unfortunately, the reforms that followed the removal of Primus Waterly prompted a schism within the order. ComStar removed many of the religious trappings from their operations and focused on a purely scientific outlook, and also began to openly disseminate information. Considering this heresy, the opposing techno-religious faction fled to the Free Worlds League and formed the Word of Blake.

Game Material

ComStar is an unusual affiliation, because most of its members begin life outside the order. Players should select another starting affiliation for their characters that will determine Early and Late Childhood and, if the player chooses, Higher Education and Real Life. The additional traits and skills from the ComStar affiliation are in addition to those already obtained through the character's primary affiliation.

Characters seeking to enter the ComStar Training Subpath must include a Technician field, while those seeking to enter the Com Guard Training Subpath must include a military field.

Unlike most affiliations, all members of ComStar—not just the Com Guards—have a rank, which is represented by the Rank Trait.

Primary Language: Original Affiliation

Bonus Skills: Comms/Conv. +2, Negotiation +1

Bonus Traits: Well Equipped, Stigma, Enemy (2): Word of Blake, Rank

Path Restrictions: Must choose the ComStar Service Real Life path at least once before ending character creation.

WORD OF BLAKE

The death of Primus Myndo Waterly and subsequent radical changes to long-established beliefs in 3052 threw ComStar into an uproar. Some extremists chose to abandon this new ComStar altogether and preserve the old quasi-mystical ways. These true believers fled to the Free Worlds League seeking the shelter of Captain-General Thomas Marik, and founded a factional organization known as the Word of Blake. Marik let them occupy the planet Gibson, and in return they operated all of the Free Worlds League's hyperpulse generators.

From their base in the Free Worlds League, the Word of Blake planned and executed an assault on Terra in 3058 and succeeded in ousting ComStar from the Sol system.

Game Material

Most Word of Blake members begin life outside the order. Players should select another starting affiliation for their characters that will determine Early and Late Childhood and, if the player chooses, Higher Education and Real Life. The additional traits and skills from the Word of Blake affiliation are in addition to those already obtained through the character's primary affiliation.

Characters seeking to enter the Word of Blake Training Subpath must include a Technician field; those seeking to enter the Word of Blake Militia Training Subpath must include a military field.

All members of the Word of Blake have a rank, which is represented by the Rank Trait.

All Word of Blake characters must choose a faction with the Order. The four largest are the conservative True Believers, the radical Toyamas, the revisionary Counter-Reformists, and the Expatriates, who are recent converts from ComStar. They then undergo a year of training, which grants the following benefits:

Primary Language: Original Affiliation

Bonus Skills: Academic/ Star League History +3, Comms/Conv. +1

Bonus Faction Skills: True Believer: Negotiation +3; Toyama: Intimidation +3; Counter-Reformist: Leadership +3; Expatriates: Protocol/ComStar +3

Bonus Traits: Well-Equipped (2), Contact (2), In For Life, Quirk/Loyalty to Word of Blake, Stigma/Fanatic (2), Enemy/ComStar (2), Rank

Path Restrictions: Must choose the Word of Blake Service Real Life path at least once before ending character creation.

ADDITIONAL PATHS

The following section contains a number of Life Paths unique to the Game World of Solaris VII and the affiliations included in this book. Players and gamemasters can use these paths in conjunction with those presented in *MW3* (starting on p. 33). Among other possible options, you can create a character who was raised and educated on Solaris VII or one who has taken up residence there.

Similar to those presented in *MW3*, the paths presented here each have some basic prerequisites. In addition to minimum required Attributes, a few also list the paths the character must first progress through before entering a particular path.

Two new traits appear in these Solaris Life Paths: *Patron* and *Prominence*. These are described on p. 8 and p. 9 respectively. Two new skills are also available to Solaris characters: *Martial Arts/BattleMech* and *Tactics/Anti-BattleMech* (pp. 11–12).

EVENTS

Like the paths presented in *MW3*, each of the paths below has a unique list of events. Players and gamemasters should follow all of the standard rules for determining character events (see p. 24, *MW3*), with one exception: instead of rolling 2D6, players should roll 2D10 to randomly select an event.

PREVIOUS PATH

The following paths list the previous paths that a character must first progress through before entering these paths (you only need to have taken one of these previous paths). This information is listed under *Previous Path*.

STAGE 2: LATE CHILDHOOD

Unless otherwise stated, these paths follow the rules for *Stage 2: Late Childhood* in the *Character Creation* section of *MW3* (p. 36).

ADOLESCENT WARFARE

Chaos March Affiliation only

Growing up with a rifle in your hands instead of a bottle in your mouth, you've cut your teeth on combat. The brutal skirmishes which rage across the Chaos March make up your scrapbook.

Attribute Thresholds: BOD +1, RFL +1, WIL +1, INT -1

Traits: Combat Sense, Poverty, Enemy (2), Quirk/Paranoid

Skills: First Aid +1, Survival +3, Streetwise/Chaos March +2, Rifles +1, Stealth +2, Perception +1

Previous Path: Back Woods (1), Blue Collar (1), Farm (1), Street (1), White Collar (1)

Next Path: Trade School (3), Military Enlistment (3), Ne'er-Do-Well (4), Civilian Job (4)

Adolescent Warfare Events

- 2 A traitor in your midst defects to the other affiliation in the middle of battle [Choose two: Lost Limb (2), Poor Vision (2), Glass Jaw, Combat Paralysis, Slow Learner]
- 3 In the filthy jungles in which you hide, you catch a horribly virulent disease [BOD -2, INT -1]
- 4 Having your family cut down in front of your eyes is more than you can handle [Amnesia]
- 5 You're captured by a rival faction and pay the consequences [-2 to all skills gained from this path (round down), add 1D6 years]
- 6 The constant fear of death breaks you [Addiction (2), Timid, -1 to half the skills gained from this path (round down)]
- 7 You are not as good with demolitions as you think [Lost Limb, Poor Hearing (3), Demolitions +2]
- 8 The local faction in power finally get their hands on you and drop you in the darkest hole they can find [Add 1D10 years, Escape Artist +3]
- 9 You realize you've chosen the losing faction and switch sides [Stigma/Traitor, Introvert, Contact]
- 10 Your local cell was very inept at finding the enemy [-1 to half the skills gained from this path (round down)]
- 11 Your participation in active hostilities was minimal at best [+1 to two skills gained from this path]
- 12 Your natural agility is an asset [Acrobatics +1, Climbing +1, Running +1]
- 13 Eating wild mushrooms to stay alive has an unexpected benefit [Poison Resistance]

- 14 Your knack is not on the battlefield [Computers +2, Cryptography +2, INT +1]
- 15 Low-tech warfare was par for the course [Archery +3, Blades +3, Brawling +3, Animal Handling +2]
- 16 Your prowess at hand-to-hand combat becomes apparent [Natural Aptitude/Martial Arts, Martial Arts/Military +1]
- 17 A scarred veteran realizes your potential and takes you under his wing [Sixth Sense, +3 to all skills gained from this path]
- 18 Years of diligent work pays off in spades when the faction you backed finally takes power [Wealth (3), Contact (2), Fast Talk +2]
- 19 A mercenary unit realizes your potential and offers you a chance to join [May take Mercenary Brat next and either continue from there or return and continue the Life Path from this same point; this additional path does not count toward your maximum path limit and does not add any additional time]
- 20 [Choose one event or roll twice and apply both results]

STAGE 3: HIGHER EDUCATION

Unless otherwise stated, these paths follow the rules for *Stage 3: Higher Education* in the *Character Creation* section of *MW3* (p. 40).

STABLE INTERNSHIP

Every one of Solaris VII's stables is constantly on the lookout for new talent, including MechWarriors, technicians and those with a mind for business. While a majority of the talent comes to them from different parts of the Inner Sphere, many stables find quite a few qualified individuals among the citizens of their own planet. In exchange for an internship, during which he or she learns a trade, the character pledges a number of years in service to the stable. After this compulsory service, usually four years, characters are free to pursue their own destinies.

The main path represents acclimating oneself to working in the Solaris VII gaming environment. Next, the character must take a subpath that represents his or her specific focus. Only one subpath may be taken in a pass through this path; to take additional subpaths, the character must repeat this path. The four subpaths are BattleMech Technician, MechWarrior Training, Journalist/Broadcaster Training and Stable Manager Training.

Time: 1 year

Attribute Minimums: INT 4, WIL 3

Skills: Computer +2, Bureaucracy/Solaris VII +2, Fast Talk +2

Previous Path: High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2)

Next Path: BattleMech Technician Training (mandatory, part of this pass), Journalist/Broadcaster Training (mandatory, part of this pass), MechWarrior Training (mandatory, part of this pass), Stable Manager Training (mandatory, part of this pass)

Stable Internship Events

- 2 Convicted of embezzlement (whether or not you did it) [Bureaucracy/Solaris VII +4, Bad Reputation, Stigma/Convicted Felon and add 1D10 years to time this path takes, Prominence -2 and may not take any more Solaris paths]
- 3 You crossed someone, and they got you kicked out of the program [-1 to all skills learned in this path and may not take any more Solaris paths]
- 4 Solaris City's night life becomes your only life [Streetwise/Solaris VII +3, Gambling +2, Addiction (2), -1 to all the skills learned in this path]
- 5 Caught a raging case of Childus Fever that knocked you out of circulation [BOD -1 and add +1 year to the time this path takes]
- 6 You turned to the wrong people after amassing a huge gambling debt [Must repay a loan based on a Wealth (4) Trait (see *Wealth*, p. 9); the character does not receive the proceeds of the loan—they've already spent it]
- 7 Caught in the crossfire between rival gangs [Introvert, Quirk/Hates Gangs and choose either Poor Vision or Lost Limb]
- 8 A weekend camping trip goes horribly awry [Addiction/Painkillers, Lost Limb, Survival +1]
- 9 Turns out the love of your life considered you nothing more than the flavor of the week, leaving you to care for your child [Dependent]
- 10 Embroiled in a bitter war of practical jokes [-1 to any two skills learned in this path, Fast Talk +1, Perception +1, Scrounge +2]
- 11 Your parents always told you the streets of Solaris were unsafe so you took them at their word and became a bookworm [+1 to any two skills learned in this path]
- 12 A mentor takes you under her wing [Patron, +2 to any two skills learned in this path]
- 13 A friend instructs you in some of the finer points of his specialty [Choose any three skills at +1 from one of the three mandatory subpaths of Stable Internship that you did not choose]
- 14 You found your true calling [Natural Aptitude/Any skill learned in this path]
- 15 You hung out at the corner bistro so much everyone thought you actually worked there [Contact, Gregarious, Career/Bartending +2, Career/Chef +4]
- 16 They thought you were just studying during all those late nights in the office [Computers +4, Security Systems +2, Wealth (2), Well-Equipped]
- 17 You mastered everything they threw at you, so they decided to send you away for more advanced training [Complete the internship and related professional training in half the required time (rounding down). Proceed to either the University or Military Academy Path and pick any major or AIT specialty (ignoring the University or Basic

Training prerequisite). Afterward, return to this point in the life path and continue on.]

- 18 Not only did the boss offer you a job, but he was so impressed, he bragged about you to all of his friends [Patron (3), Prominence +2]
- 19 You surpassed everyone's expectations, including your own [+1 to all skills learned in this path, Patron (4), Good Reputation (2), Prominence +3]
- 20 [Choose one event or roll twice and apply both results]

Mandatory Subpath: BattleMech Technician Training

Stable Internship Path required

Time: 3 years

Attribute Minimums: DEX 4, INT 5

Skills: Engineering +1, Scrounge +3, Security Systems +1

Fields: Basic Technician, 'Mech Technician

Events: Do not roll events for BattleMech Technician Training

Next Path: Solaris Insider (4, must take twice)

Mandatory Subpath: Journalist/Broadcaster Training

Stable Internship Path required

Time: 2 years

Attribute Minimums: INT 4, CHA 5

Skills: Career/Journalist +3, Comms/Conventional +1, Interrogation +1, Language/Any +3, Perception +1, Streetwise/Solaris VII +3, choose two: Acting +4, Bureaucracy/Solaris VII +3, Disguise +1, Fast Talk +3, Language/Any +2, Intimidation +1

Events: Do not roll events for Journalist/Broadcaster Training

Next Path: Solaris Insider (4, must take twice)

Mandatory Subpath: MechWarrior Training

Stable Internship Path required

Time: 2 years

Attribute Minimums: DEX 4, RFL 5

Attribute Thresholds: DEX +1, RFL +1

Skills: Acting +1, Career/MechWarrior +3, Piloting/'Mech +1, Gunnery/'Mech/Any +1, Martial arts/BattleMech +3

Fields: MechWarrior (does not require the Basic Training prerequisite)

Events: Do not roll events for MechWarrior Training

Next Path: Solaris Games (4, must take twice)

Mandatory Subpath: Stable Manager Training

Stable Internship Path required

Time: 3 years

Attribute Minimums: INT 5, CHA 5

Skills: Administration +3, Bureaucracy/Solaris VII +4, Career/Stable Manager +3, Computer +3, Negotiation +3, choose two: Acting +1, Leadership +2, Streetwise/Solaris VII +2, Training +1, Protocol/Solaris VII +3, Fast Talk +3, Intimidation +3

Events: Do not roll events for Stable Manager Training

Next Path: Solaris Insider (4, must take twice)

STAGE 4: REAL LIFE

Unless otherwise stated, these paths follow the rules for *Stage 4: Real Life* in the *Character Creation* section of *MW3* (p. 47).

SOLARIS INSIDER

Solaris Stable Internship Path or Prominence 1 required

With the exception of MechWarriors few outsiders are ever accepted into the gaming establishment. Those that somehow manage to gain entry do so only after devoting years to learning the ins and outs of the gaming circuit. However, the potential rewards are tremendous, a fact that often makes the years spent learning the ropes pass quickly.

The Stable Internship Path, with the exception of the MechWarrior Training Subpath, requires characters to take this path twice. No character is exempt from the -1 penalty to the event roll for each repeat regardless of the reason for choosing this path.

Time: 2 years

Traits: Wealth, Contact, Enemy

Skills: Bureaucracy/Solaris +1, Streetwise +1, add +2 to any three skills and an additional +1 to any other three skills

Next Path: Solaris Insider (4), Ne'er-Do-Well (4), Civilian Job (4), Travel (4), Free Trader (4)

Solaris Insider Events

- 2 You picked the wrong person to back! Worst of all, you brought other people down with you [Enemy (3), Poverty, Timid, Stigma/Loser, Prominence -2, Gambling +2]
- 3 Too much business done at night [Addiction (2), lose all skill bonuses from this path, Streetwise/Solaris VII +3]
- 4 Working all those late nights, you discover what your boss was *really* up to. You did the right thing, and the police promise to keep you safe [Contact (2), Enemy (3), Stigma/Bounty on Head, Alternate Identity, and may choose from *any* Higher Education or Real Life paths that do not have a specific affiliation requirement, ignoring any additional requirements]
- 5 The Mob got their hooks into you [Contact, In For Life, Stigma/Corruptible]
- 6 You shouldn't have gone out the night before appearing on the morning holo-show [Bad Reputation (2), Stigma/Incompetent]
- 7 You acquire a taste for the finer things in life [Addiction]
- 8 They offer you a deal that really is too good to be true [Make a choice: If you accept, gain Wealth, Timid and Stigma/Corruptible. If you pass, gain Enemy (2), Poverty, Brave]
- 9 The chance to buy a rare set of first-edition *Immortal Warrior* action figures was too good to pass up [Poverty]
- 10 It wasn't until they sent you on a whirlwind tour of the Inner Sphere that you realized how much you hated space travel [Transit Disorientation Syndrome]
- 11 The new boss encourages you to "expand your horizons" and develop new talents [+2 to any three skills]

- 12 The boss shares her insider tricks with you [+2 to any three skills]
- 13 You learn the fine art of office management [Administration +1, Leadership +1]
- 14 Your brief assignment off-planet teaches you far more about guerrilla warfare than you ever wanted to know [First Aid +4, Rifles +2, Scrounge +2, Tactics/Any +2]
- 15 You stuck with your choice through thick and thin [Natural Aptitude/Gambling, Contact]
- 16 While everyone else around you brushes up on their brown-nosing skills, you keep on doing what you do best, unrecognized [+4 to any one skill and +2 to any two other skills]
- 17 You've learned the fine art of when to hold and when to fold [Good Reputation, Wealth (2), Well-Equipped]
- 18 The climb to the top hasn't been easy and you've had to step over your share of comrades, but you've made it into the big time [Patron (2), Wealth (4), Prominence +1, Stigma/Backstabber]
- 19 Your gamble paid off big time! [Patron (4), Wealth (3), Well-Equipped (2), Prominence +2, Gambling +4]
- 20 [Choose one event or roll twice and apply both results]

SOLARIS VII GAMES

Stable Internship MechWarrior Training graduate or Tour of Duty only

Solaris VII is a dream world, filled with the heroes that children hope someday to become. Even after those children grow up and become MechWarriors, many still hold on to that dream in their hearts. Those that find the gumption (or desperation) to make their way to Solaris often find a world quite different than what they expected. The stakes are high, as are the rewards, but the potential risks are far more insidious and dangerous than anyone supposes.

The Stable Internship MechWarrior Training Subpath requires characters to take this path twice. No character is exempt from the -1 penalty to the event roll for each repeat regardless of the reason for choosing this path.

Time: 2 years

Traits: Wealth, Vehicle (2), Enemy

Skills: Bureaucracy/Solaris +1, add +2 to any three skills and an additional +1 to any three other skills

Next Path: Solaris Insider (4), Solaris Games (4), Ne'er-Do-Well (4), Tour of Duty: Inner Sphere (4)

Solaris VII Games Events

- 2 You are horribly injured in the big game when your 'Mech goes up in a ball of fire [Vehicle -2, Lost Limb (3), Unattractive, RFL -1]
- 3 "Business parties" become your only life [Lose all skill bonuses from this path, gain Streetwise +4 and choose three: Addiction (2), Glass Jaw, Poor Hearing (2), Poor Vision (2), Poverty]
- 4 Your biggest fan turns out to be a complete whacko who takes you hostage in a two-week nightmare ordeal [DEX

CHARACTER CREATION

- 1, Disabled, Glass Jaw, Introvert, Prominence +1, Escape Artist +4]
- 5 You are injured when your 'Mech suffers an ammo explosion; good thing you had CASE [Vehicle -1, Lost Limb (2)]
- 6 The Mob got their hooks into you [Contact, In For Life, Stigma/Corruptible]
- 7 The arenas are not kind to you [Lemon]
- 8 Your blossoming social life leads to a blossoming social disease [BOD -1 and add a year to the time this path takes]
- 9 Your manager perfected the fine art of embezzlement [Poverty, Bureaucracy/Solaris +4]
- 10 A close friend is ruthlessly gunned down in an arena (at least from your point of view) [Quirk/Blood Feud]
- 11 There's more to Solaris VII than fighting on the gaming circuit [Fast Talk +1, Seduction +1, Streetwise +1]
- 12 The new boss encourages you to "expand your horizons" and develop new talents [Pick any two Academic or Interest skills at +2 each]
- 13 A recruiter offers you the chance for *real* adventure [May take Military Enlistment or Military Academy next (ignoring any prerequisites)]
- 14 You may not have been the champion, but you always put on a good show [+2 to any three skills]
- 15 That commercial spot you did turns into a burgeoning acting career [Prominence +1, Acting +4, Bureaucracy/Solaris VII Film Industry +3]
- 16 You racked up an impressive record [Wealth (3), Prominence +2]
- 17 A near-death experience radically alters your life [Choose either Fast Learner, Natural Aptitude/Piloting/'Mech and Combat Paralysis or Combat Sense and Introvert]
- 18 You find a patron who makes a place for you in his stable [Patron (4), Well-Equipped, Administration +2, Protocol/Solaris VII +4]
- 19 You won the big one! [Wealth (3), Well-Equipped, Vehicle (3), Owns Vehicle, Prominence +3, Patron (3)]
- 20 [Choose one event or roll twice and apply both results]

COMSTAR SERVICE

ComStar Affiliation only

Life as a ComStar Acolyte can involve assignment to research stations, HPG compounds or garrison cantonments scattered across much of known space. This presents an unparalleled opportunity to see the universe firsthand, though there are many risks.

Time: 2 years

Skills: Academic/Inner Sphere History +3, Administration +1, Interest/Any +2, Negotiation +1, Perception +1, Streetwise/Any +1

Previous Path: High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2), Military Academy (3), Military Enlistment (3), New Avalon Institute of Science (3), Police Academy (3), Technical College (3), University (3), Civilian Job (4), Postgraduate Studies (4), To Serve and Protect (4), Tour of Duty: Inner Sphere (4)

Next Path: First time through path only—ComStar Training (mandatory, part of this pass), Com Guard Training (mandatory, part of this pass); subsequent times through path—ComStar Service, Explorer Corps (part of this pass), Ne'er-Do-Well (4), Civilian Job (4), Word of Blake Service (4)

ComStar Service Events

- 2 Accused of espionage and imprisoned [Stigma/Traitor, Amnesia and add 1D6 years to this path. Lose all Rank and Commission Traits]
- 3 Almost killed when facility attacked by Word of Blake agents [Choose two: Poor Vision (3), Combat Paralysis, Poor Hearing (5), Lost limb (2), BOD -1, Slow Learner]
- 4 Offered "opportunity" to spy for foreign power [If accepted: Wealth (4), Enemy (3), In for Life. If refused, choose one: BOD -1, STR -1, DEX -1]
- 5 Run in with the local wildlife [BOD -1, Quirk/Scared of the Wild]
- 6 You hate space travel. I mean you *really* hate space travel [Transit Disorientation Syndrome, Allergy/Space Travel]
- 7 Culture Shock: Life here is so different from home that you spend all your time in the compound [Introvert, Academics/Any +2, Technical/Any +2]
- 8 Bored by life at this backwater station you seek out new diversions [Addiction, Streetwise/Any +2]
- 9 The local food and environment do not agree with you [Allergy (2)]
- 10 Develop contacts with the locals [Language/Any +2, Bureaucracy/Any +1, Contact]
- 11 Too much time working on the computers [Computer +1, Poor Vision]
- 12 Clash with facility administrator [Negotiation +1, Enemy]
- 13 You contract Rockland Fever but survive [Poison Resistance]
- 14 The varied work gives you a chance to hone your abilities [+1 to any two skills]
- 15 Thrown in at the deep end, you are forced to learn or die [Fast Learner, +2 to any two skills]
- 16 Posted to a major station where the workload keeps you busy [Administration +2, Career/ComStar +3, Contact (2)]
- 17 Decorated for heroism during enemy action [Brave, Good Reputation (2), +2 to any two skills and +2 to any three Military Field skills]
- 18 Promoted! [Administration +1, Leadership +1, Training +1, Good Reputation (2), Commission, Promotion (2), Career/ComStar +2]
- 19 You earn a reputation as *the* person to know [Contact (3), Gregarious, Streetwise/Any +3, Fast Talk +2, Scrounge +2, Well Connected (2)]
- 20 [Choose one event or roll twice and apply both results]

Mandatory Subpath: ComStar Acolyte

ComStar Service required

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Skills: Comms/Any +3, Administration +1, Technical/Any +1, Career/ComStar +2

Fields: Choose one of the following fields, subject to the listed restrictions: Civilian Tech, Politician, Scientist (*minimum INT 6*)

Events: Do not roll an event for ComStar Acolyte

Next Path: Ne'er-Do-Well (4), Civilian Job (4), University (3), Explorer Corps (4, part of this path), ComStar Service (4)

Mandatory Subpath: Com Guard Training

ComStar Service required

Use the Military Academy Path (see p. 40, MW3) when entering the Com Guard Training subpath. Unless otherwise stated, follow all the rules for the Military Academy Path; the Attribute Minimums, Time, Traits and Skills listed below replace those found in the Military Academy Path.

Attribute Minimums: INT 4, BOD 4

Time: 5 years

Traits: Promotion, Well-Equipped (2), Well-Connected, Vehicle (2)

Skills: Strategy +2, Tactics/Any +2, +1 to three Basic Training Skills, +2 to any three other Skills, Career/ComStar +1

Fields: The following fields are in addition to those listed in the AIT subpath of the Military Academy Path:

JumpShip Pilot (DropShip Pilot, *minimum INT 5*, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot, *minimum INT 6*, may not have TDS Trait)

Events: Do not roll events for Com Guard Training

Next Path: Tour of Duty: Inner Sphere (4), Blake's Wrath Training (part of this pass)

Subpath: Blake's Wrath Training

Com Guard Training required (Armored Infantry, Marine and MechWarrior only)

Though not as universally feared as the DEST of the Draconis Combine—due more to the secretive nature of the organization than a lack of ability—the special forces branch of ComStar's ROM has the unparalleled resource of ComStar's entire communications network at its disposal. Brutal training techniques combined with almost unlimited funding makes Blake's Wrath one of the most effective forces of its kind operating in the Inner Sphere.

Time: 4 years

Attribute Minimums: INT 5, BOD 5, RFL 6

Attribute Thresholds: INT +1, RFL +1, CHA -1

Traits: Commission, Brave, Promotion, Vehicle (2), In For Life, Quirk/Loyalty to ComStar

Skills: Acting +1, Disguise +2, Perception +2, Streetwise/Any +3, Tactics/Any appropriate +3, +2 to half the character's Military Field skills (round up)

Fields: Special Forces, MechWarrior, Aerospace Pilot

Next Path: Tour of Duty: Inner Sphere (4) or Covert Ops (4)

Subpath: Explorer Corps

ComStar Service required (Aerospace, DropShip, Marine, JumpShip, Ship's Crew, WarShip only) Cannot have TDS Trait

In 2947, Primus Adrienne Sims created the Explorer Corps to expand human knowledge of the universe, explore new worlds for colonization and provide an early warning of danger to the Inner Sphere. Little did she know the Clan invasion would be started by the discovery of an errant Explorer Corps vessel. Regardless, thanks to the tireless work of the Corps, strides have been made in every field of astronomy. These discoveries have provided the impetus for further exploration and adventure.

Time: 6 years

Attribute Minimums: INT 5, BOD 4, RFL 4

Attribute Thresholds: INT +1, STR -1

Skills: Academics/Any +2, Administration +1, Career/ComStar +1, Language/Any +2, Language/Any +1, Zero-G Operations +3

Fields: Choose one of the following fields, subject to the listed restrictions: DropShip Pilot (*minimum DEX 5*); JumpShip Pilot (*DropShip Pilot Field, minimum INT 6*); Planetary Surveyor (*minimum INT 6*); Ship's Crew (*minimum RFL 6*); Scientist (*University Path, minimum INT 7*)

Next Path: Travel (4), Ne'er-Do-Well (4), Civilian Job (4), Free Trader (4), ComStar Service (4), Explorer Corps (4)

WORD OF BLAKE SERVICE

Word of Blake Affiliation only

Word of Blake acolytes and Militia members tend and guard HPG stations and research facilities throughout the Free Worlds League, Capellan Confederation and large sections of the Periphery. These postings can be very educational, and also extremely dangerous.

Time: 2 years

Attribute Thresholds: INT +1

Skills: Career/Word of Blake +1, Administration +1, Computers +2, Interests/Writings of Jerome Blake +3, Language/Any +1, Negotiation +1, Academics/Any +1

Previous Path: High School (2), Mercenary Brat (2), Military School (2), Preparatory School (2), Military Academy (3), Military Enlistment (3), Police Academy (3), Technical College (3), University (3), Civilian Job (4), Postgraduate Studies (4), To Serve and Protect (4), Tour of Duty: Inner Sphere (4), ComStar Service (4)

Next Path: First time through path only—Word of Blake training (mandatory, part of this pass), Word of Blake Militia Training (mandatory, part of this pass); subsequent times through path—Word of Blake Service, Ne'er-Do-Well (4), Civilian Job (4), ComStar Service

Word of Blake Service Events

- 2 Captured and tortured by ComStar ROM agents [Disabled (2), Unattractive, and choose one: Combat Paralysis, Lost Limb (3), Addiction (2)]
- 3 Captured by Great House intelligence agents [Enemy (3), Amnesia]
- 4 You are caught in a horrible HPG accident [Poor Vision (2), Poor Hearing (3)]

CHARACTER CREATION

- 5 ROM investigates you as a possible traitor [Stigma/Questionable Loyalty (2), Quirk/Paranoid]
- 6 You cross the wrong member of another faction [Enemy (2), Bad Reputation (2)]
- 7 The pressures of indoctrination are simply too much [Addiction, Introvert]
- 8 You discover something new about yourself when you go to your first assignment [Transit Disorientation Syndrome]
- 9 You spend too much time under artificial lighting [Night Blindness]
- 10 In order to avoid rousing ROM suspicions, you kept your head buried in technical manuals [Technician/Any +3, Poor Vision]
- 11 Your first assignment brings terrible boredom—HPG repair duty [Technician/Comms +2]
- 12 You meet new friends in your travels to different Word of Blake HPG compounds [Contact]
- 13 Heavy HPG traffic kept you busy and learning more about your chosen craft [Comms/HPG +5]
- 14 Chosen by your Word of Blake Faction for a special mission, you are given extra monetary support and equipped well [Wealth (2), Vehicle (2)]
- 15 You spend considerable time with your friends from the Militia [Pistols +3, Rifles +2, Contact]
- 16 Caught attention of high-ranking faction member [Promotion (4), Well-Connected (2), Protocol/Word of Blake +3]
- 17 You are chosen for special “torture training” [Pain Resistance, Interrogation +2, First Aid +2, BOD +1]
- 18 Naturally gifted, you absorb everything they can give and more [Fast Learner, +3 to all skills gained from this path]
- 19 Your diligent efforts have caught the attention of a ranking ComStar official [Commission, Promotion (6), Contact (2), Good Reputation (2), Wealth (4)]
- 20 [Choose one event or roll twice and apply both results]

Mandatory Subpath: Word of Blake Training

Word of Blake Service required

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Skills: Comms/HPG +3, Administration +1, Technical/Any +1, Career/Word of Blake +1, Computers +2

Fields: Choose one of the following fields, subject to the listed restrictions: Civilian Tech; Politician; Scientist (*minimum INT 6*)

Events: Do not roll events for Word of Blake Acolyte

Next Path: Ne'er-Do-Well (4), Civilian Job (4), University (3), Word of Blake Service (4)

Mandatory Subpath: Word of Blake Militia Training

Word of Blake Service required

Use the Military Academy Path (see p. 40, *MW3*) when entering the Word of Blake Militia Training subpath. Unless otherwise stated below, follow all the rules for the Military Academy Path; the Attribute Minimums, Time, Traits and Skills listed below replace those found in the Military Academy Path.

Attribute Minimums: INT 4, BOD 4

Time: 5 years

Traits: Promotion, Well-Equipped (2), Well-Connected, Vehicle (2)

Skills: Strategy +2, Tactics/Any +2, +1 to three Basic Training Skills, +2 to any three other Skills, Career/Word of Blake +1

Fields: The following fields are in addition to those listed in the AIT subpath of the Military Academy Path:

JumpShip Pilot (DropShip Pilot, *minimum* INT 5, may not have TDS Trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot, *minimum* INT 6, may not have TDS Trait)

Events: Do not roll events for Word of Blake Militia Training

Next Path: Light of Mankind Training (part of this pass), Tour of Duty: Inner Sphere (4)

Subpath: Light of Mankind Training

Word of Blake Militia Training required (Armored Infantry, Marine and MechWarrior only)

When the ComStar schism occurred in 3052, 70 percent of ROM's operatives fled to join the forming Word of Blake, which gave them a corps of seasoned personnel that ComStar's ROM has yet to match. As the Word of Blake reorganized ROM, its special forces branch received special attention. In reference to words spoken by Conrad Toyama about the ComStar logo, the branch was renamed the Light of Mankind. Staffed by veterans known for their fanaticism among an organization of fanatics, the Light of Mankind may prove to be one of the most brutal and dangerous special forces units ever to exist.

Time: 4 years

Attribute Minimums: WIL 5, BOD 5, RFL 6

Attribute Thresholds: WIL +1, RFL +1, CHA -1

Traits: Poison Resistance, Promotion, Quirk/Loyalty to ROM (2), Commission, Vehicle (2)

Skills: Interrogation +2, Intimidation +2, Perception +2, Tactics/Any appropriate +3, +2 to half the character's Military Field skills (round up)

Fields: Special Forces, MechWarrior

Next Path: Tour of Duty: Inner Sphere (4) or Covert Ops (4)

SAMPLE CHARACTERS

Following this section are four sample characters that were created in the same manner as those found on pp. 62 to 77 of *MW3*. Each character description features an illustration, history and record sheet, allowing these characters to be used in the same way as the characters presented in *MW3*.

New players can use these sample characters to start playing right away, without going through the *MW3* character creation process. Players can also base their own characters on the samples, customizing them by exchanging some of the listed skills and traits for ones of equal value (with the gamemaster's permission). Finally, the gamemaster can use these characters as major non-player characters (see p. 205, *MW3*).

FIELD SCIENTIST

Both of your parents were members of the Draconis Combine Mustered Soldiery when they met on the recently conquered planet of Marduk, following the Fourth Succession War. Both getting on in years, they resigned from the DCMS, married and entered the work force as advisors and test pilots for the Victory BattleMech production facility (formerly Norse BattleMech Works) on Marduk, where you were born in 3033.¹

Because of your parent's connections, they were able to send you to a prestigious military school on Marduk. You brought great honor to the family name when you were quickly heralded as a child prodigy and given advanced training in military sciences. However, your own arrogance was your downfall—one of your more exotic experiments destroyed several irreplaceable artifacts.²

Horried to have dishonored your family so, you fled to the only place you could think to go—ComStar. Vowing never to repeat your mistakes, you threw yourself into a frenzy of studying. Once again your gifted learning abilities were noticed, and you were quickly promoted and given authority to conduct research in whatever field you wished.³

You requested a more advanced curriculum and ComStar spared no expense in allowing you your choice of the finest "approved" universities to attend. With a burgeoning love of astronomy, you spent endless hours expanding your knowledge of the universe and general sciences. Eager to repay ComStar's faith in you, you finished your university courses in half the standard time.⁴

Once you returned to active ComStar service, only one calling seemed appropriate: the Explorer Corps. Using your reputation as leverage, you chose your own assignment: a mission into the Rimward Operations Area. Towards the end of the mission, as you passed through the worlds of the Terran Corridor, Blakist forces from Word of Blake Militia's First Division attacked you. The experience left you both physically and mentally scarred.⁵

With an ever-deepening thirst for knowledge, you wonder whether the political turmoil that has engulfed ComStar, will block your own ambitions. Perhaps it is time to strike out in a new direction.



¹ Affiliation: Draconis Combine (p. 26, MW3); Stage 1: Early Childhood (Blue Collar)—Event Roll 10 (p. 33, MW3).

² Stage 2: Late Childhood (Military School)—Event Roll 12, then 6, 10 (p. 38, MW3).

³ Affiliation: ComStar (p. 13); Stage 4: Real Life (ComStar Service: ComStar Training)—Event Roll 18 (p. 17).

⁴ Stage 3: Higher Education (University: Sciences Major)—Event Roll 10 (p. 46, MW3).

⁵ Stage 4: Real Life (ComStar Service: Explorer Corps)—Event Roll 3 (p. 17).

Name Field Scientist

Affiliation ComStar

Age 29

Height 1.70 m

Weight 78 kg

MECH WARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	4	—	8
Body	5	—	8
Dexterity	6	—	8
Reflexes	6	—	8
Intelligence	8	-1	8
Willpower	6	—	8
Charisma	4	—	9
Edge	4	—	9
Social Standing	4	—	9

SKILLS

Name	Bonus
Academic/Inner Sphere History	+1
Academic/Military History	+1
Academic/Physical Sciences	+3
Administration	+1
Archery	+0
Art/Oral Tradition	+1
Bureaucracy/ComStar	+0
Career/ComStar	+1
Career/Military Scientist	+1
Career/Scientist	+2
Career/Soldier	+0
Comms/Conv.	+1
Comms/HPG	+1
Computers	+3
Cryptography	+1
Interest/Astronomy	+1
Language/English	+1
Language/Japanese	+1
Language/Mandarin (Chinese)	+1
Martial Arts/Karate	+0
Martial Arts/Military	+0
Negotiations	+0
Perception	+3
Pistols	+0
Rifles	+0
Strategy	+0
Streetwise/Draconis Combine	+0
Tactics/Infantry	+1
Technician/Comms	+0
Training	+2
Zero-G Operations	+1

TRAITS

Combat Paralysis
Commission/Rank (2): Adept
Enemy: Word of Blake (2)
Fast Learner
Good Reputation (2): Irurzun Prefecture
Quirk/Xenophobia
Stigma/Fanatical

Wealth (2)
Well-Equipped

COMBAT INFORMATION

Armor

Type A: Ablative/Flak Suit	AV (M/B/E/X)	2 / 4 / 5 / 2
Type B: Heavy Combat Gloves	AV (M/B/E/X)	3 / 4 / 4 / 3
Type C: Combat Boots	AV (M/B/E/X)	2 / 3 / 3 / 1
Type D: Parka	AV (M/B/E/X)	1 / 0 / 0 / 0

Fatigue

Fatigue ≤ WIL ☒☒☒☐☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☐☐☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

Wounds

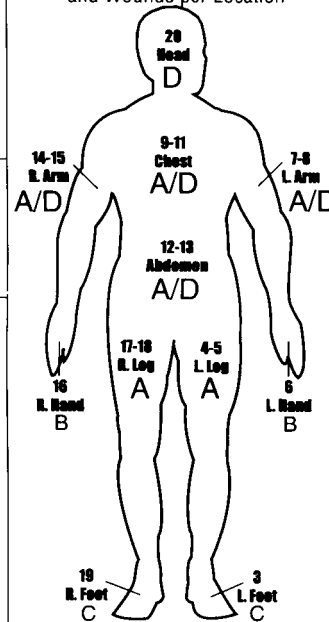
Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout

Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D)
and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Laser Pistol	4•3D6	E	15 / 35 / 80 / 225	10†	

† Number of power points used per shot

MISCELLANEOUS EQUIPMENT AND INFORMATION

Fatigues
2 HC Military Power Pack (300 Pwr ea.)
HC Power Pack (30 Pwr)
Solar Recharger
Long-Range Communication Kit
Personal Computer
Scanalyzer
Noteputer
Electronic Compass
Emergency Rations
Advanced Medical Kit
Personal Enviro Bag
Deluxe Tool Kit

Rangefinder Binoculars

C-bills: 62

Movement (W/R/S): 10/20/40

Experience Points: 0

YOUNG GUN

Though your parents tried to provide a good living through their work in Hsien's lumber industry, you grew up in meager surroundings and were on the streets most of your young life. Of course, the streets of any large metropolis are dangerous in the best of circumstances. This fact was thrust upon you when your best friend was gunned down in front of your eyes, as you only narrowly escaped death yourself.¹

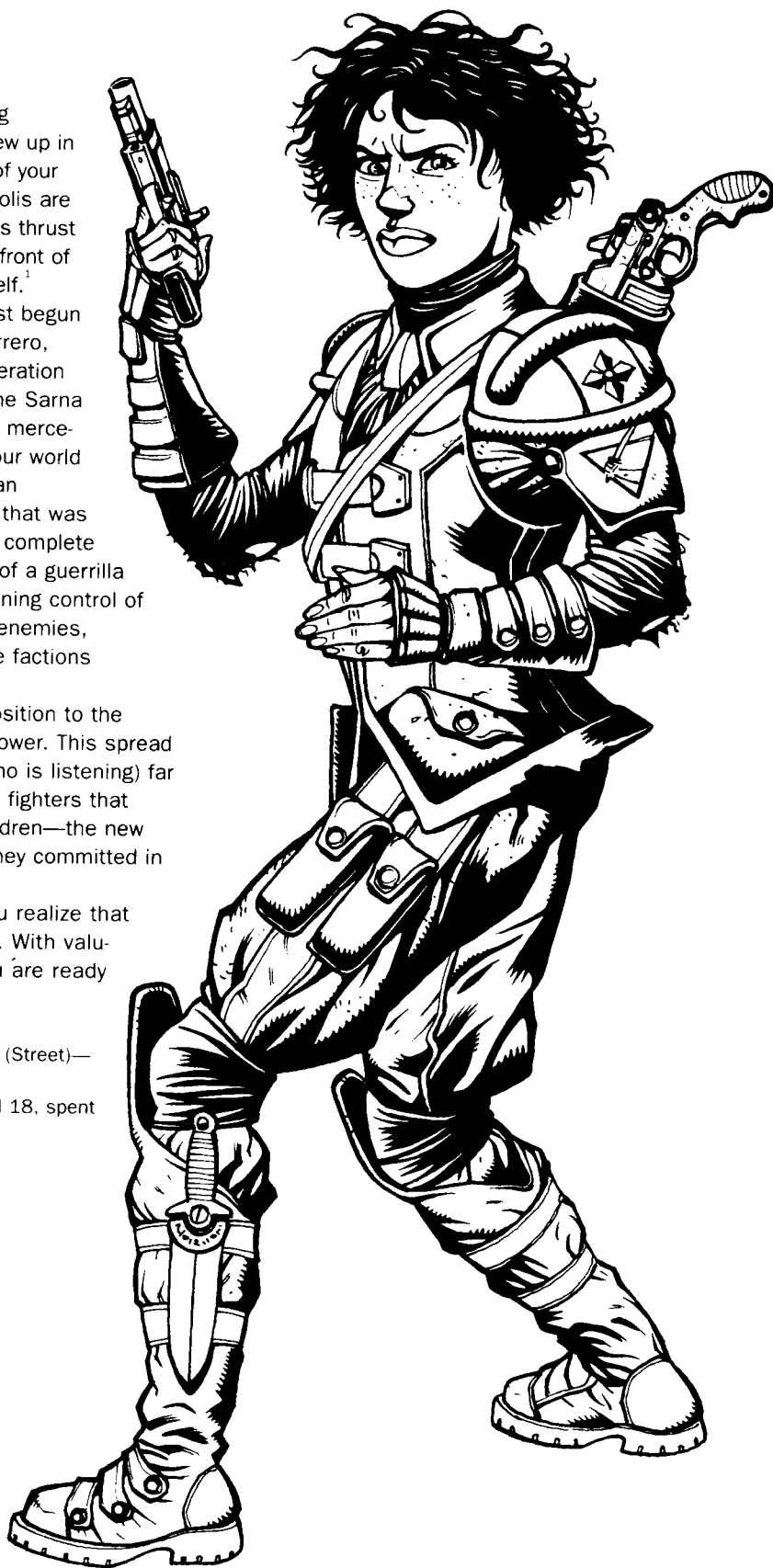
Vowing to turn your own life around, you had just begun attending public schools again when Operation Guerrero, the joint offensive by forces of the Capellan Confederation and Free Worlds League, broke over the worlds of the Sarna March of the Federated Commonwealth. Though the mercenary unit McCarron's Armored Cavalry conquered your world and set up a government in the name of the Capellan Confederation, they soon departed and the vacuum that was left was filled by several factions attempting to gain complete control of the planet. Suddenly you were a member of a guerrilla resistance cell, determined to aid your faction in gaining control of the government. Your actions made some powerful enemies, including Baron Luis Montong V, leader of one of the factions vying for control of Hsien.

After five long years, you finally toppled all opposition to the government seat and your own faction moved into power. This spread your reputation (whether bad or good depends on who is listening) far and wide. Grateful for the assistance of the guerrilla fighters that made his rise to power possible—many of them children—the new Governor of Hsien pardoned everyone for the acts they committed in his name and richly rewarded them.²

However, having tasted combat for so long, you realize that the humdrum of a normal life would be unbearable. With valuable military skills to sell to the highest bidder, you are ready to take on any challenge.

¹ Affiliation: Chaos March (p. 12); Stage 1: Early Childhood (Street)—Event Roll 8 (p. 35, MW3).

² Stage 2: Late Childhood (Adolescent Warfare)—Event Roll 18, spent Edge for reroll (p. 14).



Name Young Gun

Affiliation Chaos March

Age 16

Height 1.41 m

Weight 41 kg

MECH WARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	4	—	8
Body	6	—	8
Dexterity	6	—	8
Reflexes	7	-1	8
Intelligence	5	—	8
Willpower	7	-1	8
Charisma	4	—	9
Edge	7	-1	9
Social Standing	2	+1	9

SKILLS

Name	Bonus
Fast Talk	+0
First Aid	+0
Language/English	+1
Language/Mandarin (Chinese)	+0
Perception	+1
Shot Gun	+2
Scrounge	+0
Stealth	+0
Streetwise/Chaos March	+1
Survival	+1
Tactics/Infantry*	+0

* Natural Aptitude

TRAITS

Bad Reputation (3): Capellan Confederation
Brave
Combat Sense
Contact (2): Governor of Hsien
Enemy (2): Baron Luis Montog V
Quirk/Hostile to other Affiliations
Quirk/Paranoid
Sixth Sense
Toughness
Wealth (2)

COMBAT INFORMATION

Armor

Type A: Flak Vest AV (M/B/E/X) 1 /5 /1 /3
Type B: Heavy Combat Gloves AV (M/B/E/X) 3 /4 /4 /3
Type C: Combat Boots AV (M/B/E/X) 2 /3 /3 /1
Type D: _____ AV (M/B/E/X) _____

Fatigue

Fatigue ≤ WIL ☒☒☒☐☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☐☐☐☐☐☐☒
Unconscious if Fatigue > (2 x WIL)

Wounds

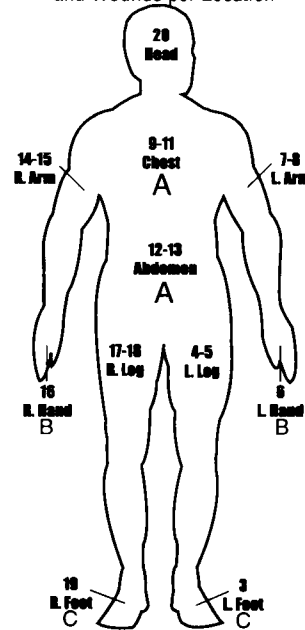
Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout

Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D)
and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Knife	1•1D6	M	— / — / — / —	—	—
Pump-Action Shotgun	1•6D6	B	4 / 10 / 20 / 45	6	Splash
Sonic Stunner	0•4D6	E	2 / 5 / 7 / 10	1†	Subduing
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

† Number of power points used per shot

MISCELLANEOUS EQUIPMENT AND INFORMATION

Fatigues

Pump-Action Shotgun Reloads (10)
HC Power Pack (30 Pwr)
HC Military Power Pack (300 Pwr)
Military Microcommunicator
Advanced Medical Kit
Energy Weapon Clean/Repair Kit
Federated Long Rifle Reloads (10)
Submachine Gun Reloads (10)
Holster
Holster

C-bills: 3,137

Movement (W/R/S): 11/21 /42

Experience Points: 0

ZEALOT MECHWARRIOR

Your father was an executive with Imstar AeroSpace and was instrumental in securing government sponsorship for the company. Because of this service to the state, the Captain-General himself awarded a baronet on your father and his part in the deal left him rich. He retired to the mountains of New Greenland on the world of New Olympia, to be near the love of his life: aerospace fighters, in the form of the Lloyd Marik-Stanley Aerospace School. Though you grew up around aerospace jocks—making an enemy of one of the flight instructors who hated the “rich kid”—you fell in love with ‘Mechs.¹

As wealth was no problem, you convinced your father to send you to the Military School in the city of Darienbad, in the future hope of attending the Allison MechWarrior Institute situated outside the city. While you attended school, you found yourself drawn to the ComStar HPG compound, situated between the town of Darienbad and the AMI. You slowly became fast friends with one of the acolytes, though you were worlds apart in upbringing. He began to shape your views of the world, much more than the school you were attending. Then a horrible training accident occurred that cut off one of your toes and almost severed your entire foot. To make it worse, the accident was blamed on you for the sake of political expediency. Extremely embittered, you began to wonder if there might not be another path for you.²

You told your parents that you wished to join ComStar and they acquiesced to your wishes. Shortly after you joined, the cataclysmic events of Tukayyid occurred and a schism shattered ComStar. You found yourself drawn to the Word of Blake, and proved your loyalty by persevering through stringent purges. Fully indoctrinated, you become a member of the radical Toyama faction. Given your military training and young age, they sent you to Gibson, the new “capital” of the Blakists, where you infiltrated the newly formed MechWarrior academy and insured that no ComStar traitors were present. During your time there, you also excelled in your MechWarrior training.³

Once finished with your MechWarrior training, your complete dedication, skill and academic marks allowed you to enter the newly formed Light of Mankind, the special forces branch of ROM. Your phenomenal success in training brought you to the attention of Precentor Cameron St. Jamais himself, the newly made leader of the Toyama sect and eventual Precentor Martial of the Word of Blake Militia.⁴

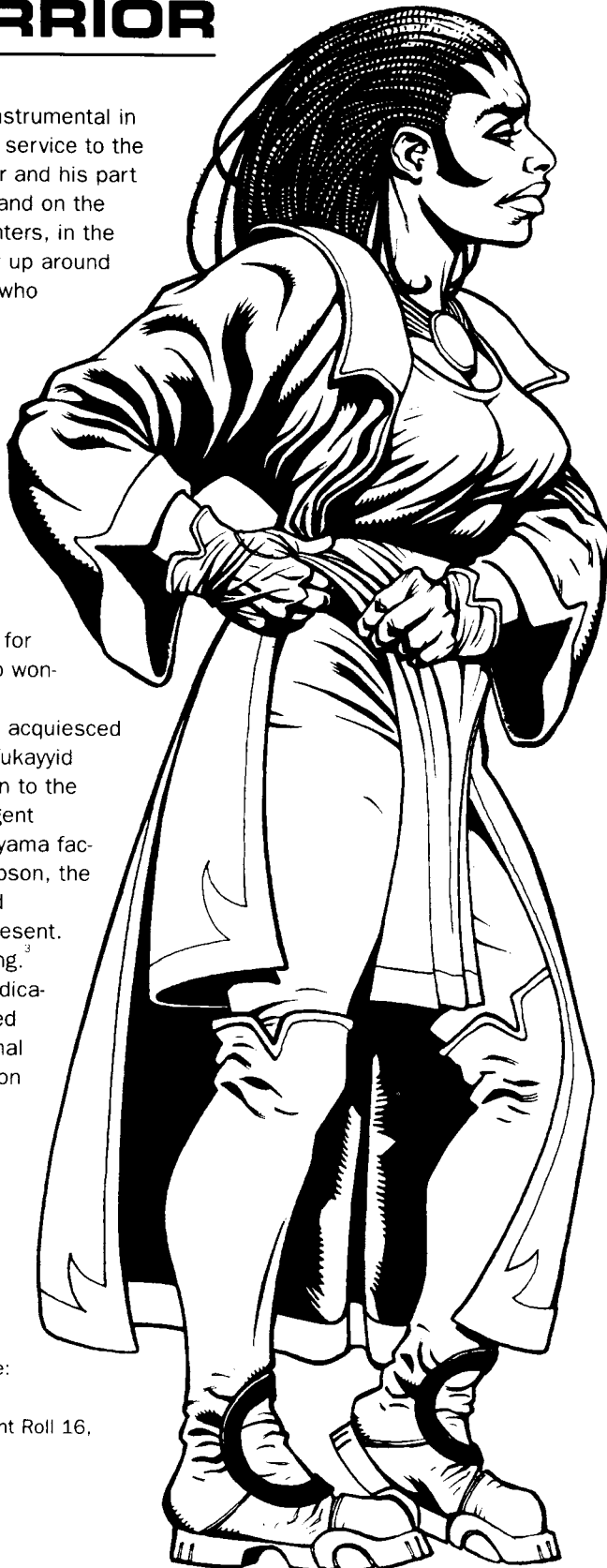
Having finished your initial training in the Light of Mankind, you realize that you could operate in any locale or situation and it would likely further the goals of the Word of Blake.

¹ Affiliation: Free Worlds League (p. 28, MW3); Stage 1: Early Childhood (Nobility)—Event Roll 8 (p. 34, MW3).

² Stage 2: Late Childhood (Military School)—Event Roll 3 (p. 38, MW3).

³ Affiliation: Word of Blake (p. 13); Stage 4: Real Life (Word of Blake Service: Word of Blake Militia Training)—Event Roll 14 (p. 18).

⁴ Stage 4: Real Life (Word of Blake Service: Light of Mankind Training)—Event Roll 16, spent Edge for reroll (p. 18).



Name Zealot MechWarrior

Affiliation Word of Blake: Toyama Faction

Age 27

Height 1.67 m

Weight 70 kg

MECH WARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	5	—	8
Body	6	—	8
Dexterity	6	—	8
Reflexes	7	-1	8
Intelligence	7	-1	8
Willpower	8	-1	8
Charisma	3	+1	9
Edge	3	+1	9
Social Standing	5	—	9

SKILLS

Name	Bonus
Academic/Military History	+1
Academic/Philosophy and the Word of Blake	+0
Academic/Star League History	+1
Administration	+0
Art/Body Painting	+0
Career/Soldier	+2
Career/Word of Blake	+0
Comms/Conv.	+0
Computer	+0
First Aid	+1
Gunnery/Ballistic/Humanoid	+2
Gunnery/Laser/Humanoid	+2
Gunnery/Missile/Humanoid	+2
Interest/Writings of Jerome Blake	+1
Interrogation	+0
Intimidation	+0
Language/English	+1
Language/Greek	+0
Language/Spanish	+0
Language/Romanian	+1
Leadership	+1
Martial Arts/Military	+2
Haymaker ^A , Neck Jab ^B	
Navigation/Ground	+1
Negotiations	+0
Perception	+0
Piloting/Mech	+2
Protocol/Free Worlds League	+0
Protocol/Word of Blake	+1
Rifles	+1
Sensor Operations	+2
Strategy	+0
Tactics/Mech	+2

^AOpponent's TN to hit +3; you cannot inflict damage

^BTN to hit +2; if successful, opponent is knocked prone

TRAITS

Commission/Rank (6): Demi Precentor
Contact (2): Cameron St. Jamais
Enemy (2): ComStar
Enemy: LMS Flight Instructor
In For Life: Word of Blake
Lost Limb: Top of right foot
Poison Resistance

Quirk (2)/Loyalty to ROM
Quirk (2)/Loyalty to Word of Blake
Stigma (2): Fanatic
Vehicle (6): Toyama [75]
Wealth (4)
Well-Connected (2): Free Worlds League
Well-Equipped (4)

COMBAT INFORMATION

Armor

Type A: Flak Suit	AV (M/B/E/X)	1 / 5 / 1 / 3
Type B: Combat Boots	AV (M/B/E/X)	2 / 3 / 3 / 1
Type C: Parka	AV (M/B/E/X)	1 / 0 / 0 / 0
Type D: _____	AV (M/B/E/X)	/ / / /

Fatigue

Fatigue ≤ WIL ☒☒☐☐☐☐☐☐☐☐☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

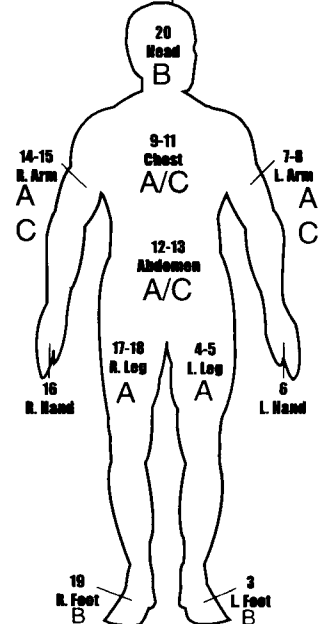
Wounds

Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout
Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D)
and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Sternsnacht	3•6D6	B	5 / 15 / 38 / 70	3	See *
Gyrojet Rifle	4•5D6	B	35 / 90 / 275 / 500	10	See **
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____

* Range Modifiers: +0/+3/+6/+11. ** No AP reduction for Extreme Range

MISCELLANEOUS EQUIPMENT AND INFORMATION

Sternsnacht Reloads (10)

Holster

Flash Suppressor (JAF-05)

Vibro Lock Pick Set

HC Micro Power Pack (20 Pwr)

Slugthrower Clean/Repair Kit

Military Microcommunicator

Long-Range Communications Kit

Gyrojet Rifle Reloads (10)

C-bills: 17,564

Movement (W/R/S): 12/22/44

Experience Points: 0

EXPERT MECHWARRIOR

Born into the Silesia sector of Solaris City, your parents were like the billions of hardworking people that grease the wheels of the Great Houses of the Inner Sphere. Attracted to sports at a young age, you learned to swim before you could walk and played soccer before you started grade school.¹

It was during high school—one that was a carbon copy of a million—that you became disillusioned. Realizing that you were going to grow up and become a blue-collar worker exactly like your parents, you hid from the world behind holovid shows. As your grades deteriorated along with your social skills, you were drawn more and more into the games that have made Solaris VII famous: the 'Mech duels. Still attracted to sports, you soon became fascinated by this adult "sport," quickly becoming an arm-chair expert on all the fighters, stables and arenas.²

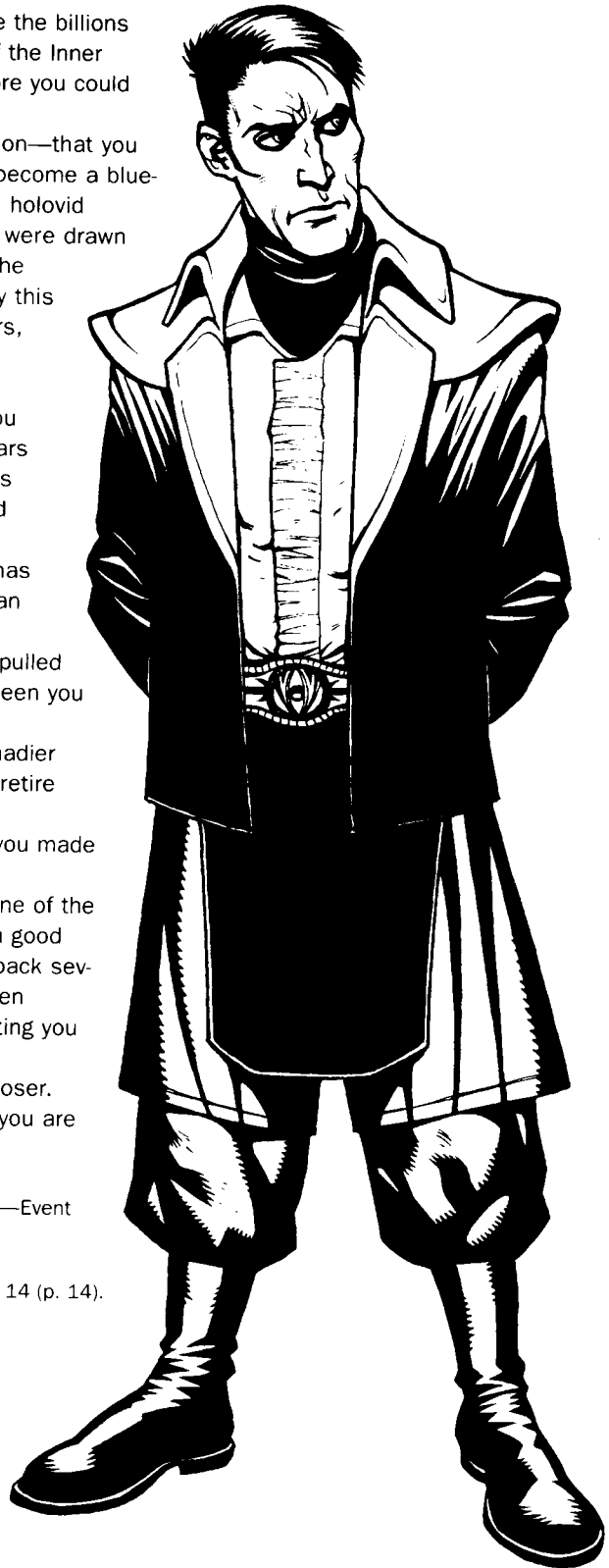
Your parents, desperate to get you out of your malaise, made arrangements for you to enter an internship with Lynch Stables. As you began training to become a MechWarrior, you discovered that your years of fan-worship had paid off—you were familiar with many of the names and places, and gifted with a natural talent for traversing the dark and dangerous underbelly of the Solaris Games.³

Upon graduating from your training, you began fighting in the arenas under a four-year contract. During your first two years, you racked up an impressive string of victories that brought you wealth and prominence beyond your wildest dreams. Also during this time, the Lyran Alliance pulled out of the Federated Commonwealth, and a strong enmity began between you and a Federated Suns-affiliated MechWarrior from Blackstar Stables.⁴

In the latter half of your contract fighting, you rediscovered the shadier side of the Solaris Games. This prompts you to make the decision to retire early and become a power broker behind the scenes.⁵

In your new career as a potential power player in Lynch Stables, you made both enemies (mostly petty bureaucrats who dislike meddling, retired MechWarriors) and friends (including MechWarrior Victor Vandergriff, one of the Top Twenty ranked MechWarriors on Solaris). With a fast tongue and a good reputation, you convinced the owner of Lynch Stables to allow you to back several new pilots, making a push to increase Lynch's standing in the Open Class. It all ended in disaster as each of the pilots broke or died, costing you and the stable an immense amount of money.⁶

Now you have Trevor Lynch as your enemy and a reputation as a loser. You're also too timid to work the inside anymore, and you're not sure you are ready to face the arenas yet. Perhaps it is time to see the universe.



¹ Affiliation: Lyran Alliance (p. 29, MW3); Stage 1: Early Childhood (Blue Collar)—Event Roll 9, spend Edge for reroll (p. 33, MW3).

² Stage 2: Late Childhood (High School)—Event Roll 6 (p. 38, MW3).

³ Stage 3: Higher Education (Stable Internship: MechWarrior Training)—Event Roll 14 (p. 14).

⁴ Stage 4: Real Life (Solaris VII Games)—Event Roll 16 (p. 16).

⁵ Stage 4: Real Life (Solaris VII Games)—Event Roll 11 (p. 16).

⁶ Stage 4: Real Life (Solaris Insider)—Event Roll 2 (p. 16).

Name Expert MechWarrior

Affiliation Lyran Alliance

Age 25

Height 1.80 m

Weight 77 kg

MECHWARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	5	—	8
Body	5	—	8
Dexterity	7	-1	8
Reflexes	8	-1	8
Intelligence	6	—	8
Willpower	5	—	8
Charisma	6	—	9
Edge	5	—	9
Social Standing	3	+1	9

SKILLS

Name	Bonus
Acting	+1
Appraisal	+0
Bureaucracy/Solaris VII ^A	+2
Career/MechWarrior	+1
Career/Stable Manager	+0
Computer	+0
Fast Talk	+1
Gambling	+2
Gunnery/Ballistic/Humanoid	+1
Gunnery/Laser/Humanoid	+3
Gunnery/Missile/Humanoid	+1
Interest/Hologrid Game Shows	+1
Interest/Soccer	+0
Language/English	+1
Language/German	+1
Martial Arts/BattleMech	+2
Dodge ^B , Sweep ^C	
Negotiations	+1
Perception	+1
Piloting 'Mech	+2
Pistols	+1
Seduction	+1
Sensor Operations	+2
Streetwise/Solaris VII	+1
Swimming	+0
Tactics/Mech	+1

^A Natural Aptitude

^B Opponent's TN to hit +1 if you pilot Assault 'Mech, +2 if Hvy/Med 'Mech, +3 if Lt 'Mech; your 'Mech cannot inflict damage. (p. 12)

^C Follows Push maneuver but TN to hit is -4. (p. 12)

TRAITS

Contact: High School Instructor

Contact: Victor Vandergriff

Enemy: Federated Suns MechWarrior

Enemy: Petty Bureaucrat

Enemy (3): Trevor Lync

Stigma/Loser

Timid

Vehicle (2): WLF-2 Wolfhound [35]

COMBAT INFORMATION

Armor

Type A: Leather Jacket	AV (M/B/E/X)	1	/1	/0	/1
Type B: Leather Vest	AV (M/B/E/X)	1	/1	/0	/1
Type C: Leather Shoes	AV (M/B/E/X)	1	/1	/0	/1
Type D:	AV (M/B/E/X)	/	/	/	/

Fatigue

Fatigue ≤ WIL ☒☒☒☒☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☒☐☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

Wounds

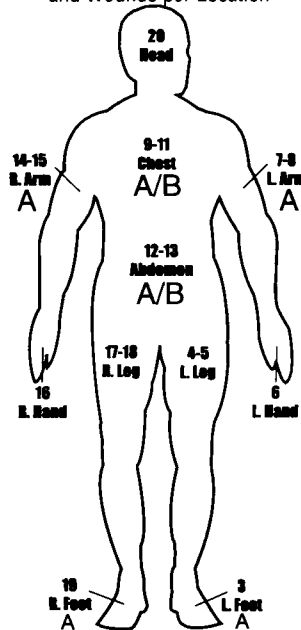
Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout

Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Sonic Stunner	0•4D6*	E	2 / 5 / 7 / 10	1†	Subduing
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

* See weapon description for rules. † Number of power points used per shot

MISCELLANEOUS EQUIPMENT AND INFORMATION

Micro Power Pack (Pwr 15)

Civilian Microcommunicator

Pants, Shirt

C-bills: 595

Movement (W/R/S): 13 / 23 / 46

Experience Points: 0

ROLEPLAYING 'MECH COMBAT

What would a trip to Solaris VII be without a visit to the BattleMech duels, either as a participant or a spectator? The following rules add BattleMech combat to the *MW3* game with enough danger and excitement to keep any 'Mech duel fan coming back for more!

These rules fully integrate BattleMechs and other vehicles into *MW3* play. Note that, unlike the *Vehicular Combat* rules found in *MW3*, these rules are based on the *MW3* game system rather than the *BattleTech* system, and as such the *BattleTech* game is not needed to play. All you need is a *BattleTech* record sheet for each 'Mech and vehicle in the game.

By adding *BattleTech*-scale units to the *MW3* game, all units in play—from characters on the ground to pilots in their 'Mechs—can participate using the same rules. This streamlines and simplifies play, and the gamemaster can run a combat in gigantic BattleMechs or tanks the same way he would run personal combat, with or without miniatures and hexmaps.

It is important to note that these rules are not intended to replace *BattleTech* as a tactical combat game. Just as the *MW3* rules are not really an infantry-level tactical combat game, these rules are most appropriate for those times when the characters are engaged in a brief skirmish inside vehicles, or when vehicles are part of the opposition. A "stand-up fight" is probably best resolved using the *BattleTech* rules and the *MW3* conversions found in the main rulebook.

Using this system, combat is resolved using the *MW3* rules and played as a roleplaying situation: the gamemaster establishes the scene, often with only a brief description of the area and the opposition. Then, battle is joined, but it flows as a sort of narrative, rather than a strict simulation of the battle as in *BattleTech*. The exact positions of 'Mechs and characters on the battlefield need not be tracked, but rather the general positions defined either verbally or sketched out on a sheet of paper, showing available terrain and other features. Rather than determining line-of-sight following strict rules and using a measuring tape, a player can simply state that his 'Mech is "taking cover behind those rocks."

As in personal combat, it is up to the gamemaster to adjudicate such situations and keep the game moving along. There will be some cases where the gamemaster will have to adjudicate special situations, since we don't have space to cover every eventuality here (after all, we already have a 160-page book on 'Mech combat: the *BattleTech Master Rules*).

Simply put, use these rules to run 'Mech combat like personal combat. Use the *BattleTech* rules if you want to run 'Mech combat more like a wargame.

COMMON TERMS

Nearly all rules that apply to BattleMechs apply equally to conventional vehicles such as tanks. For clarity, the rules refer to 'Mechs throughout, even when a rule applies to vehicles as well as 'Mechs. If a rule applies only to BattleMechs or conventional vehicles, it will either be self-explanatory (tanks have

no arms to damage, so critical damage rules for arm actuators do not apply) or the rules will specifically say so. In any cases where it seems to be unclear, assume the rule applies to both groups unless it cannot.

A NOTE TO BATTLETECH PLAYERS

BattleTech players should be aware that these rules are not a direct and literal translation of the *BattleTech* board game. Certain elements have been altered or simplified to play more easily and work more smoothly with the *MW3* system, as well as to offer more options for roleplaying. Differences between the two systems are intentional and were included with good reason. If you want to play standard *BattleTech* using *MechWarrior* characters, then continue to use the *Vehicular Combat* rules found on page 126 of *MW3*.

Certain rules and equipment were left out for simplicity's sake, most notably the various kinds of special missile munitions. Enterprising gamemasters should have no trouble adapting these rules for use with *MW3* following the example set by the rules here and in the *BattleTech Master Rules*.

Note that none of the rules in this section should be viewed as official *BattleTech* rules. Players who adapt some of the rules herein for *BattleTech* play should consider them Level 3 optional rules.

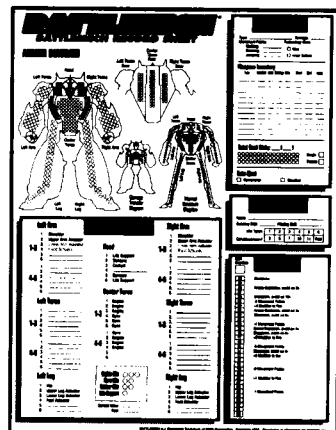
THE BATTLEMECH RECORD SHEET

Each BattleMech in play needs a *BattleTech* record sheet. These can be found in any of the *BattleTech Record Sheets* books. Record sheets are also available in certain other products, such as *BattleTech, Fourth Edition* and the various *BattleTech* field manuals.

The record sheet contains all of the information you will need for the 'Mech, so this section not only describes what's on the record sheet, but also contains many basic rules regarding what you will find there.

We will assume you are using a BattleMech record sheet; non-'Mech vehicles use a similar but different sheet, discussed under *Vehicle Record Sheets* (p. 31). Infantry (including characters in battle armor) do not use *BattleTech* record sheets, but are instead played as standard *MW3* characters.

The following sections describe what each part of a BattleMech record sheet is, and what adjustments and additions need to be made to the sheet for use in *MW3* play.





PL00 P9'

'MECH DATA

The top right of the sheet lists the type of 'Mech the sheet represents as well as the tonnage of the 'Mech and its technology base (Inner Sphere or Clan, and the approximate year of production).

Other information in this part of the record sheet includes *Movement Points*, *Weapons Inventory*, *Ammunition*, *Heat Sinks* and *Auto Eject*.

Movement Points

BattleTech Movement Points are converted to *MW3* meters per turn by multiplying them by 15. Write these values next to the Movement Points on the record sheet.

Like characters, BattleMechs are capable of walking and running movement, crossing the listed distance in each move action. BattleMechs can also evade and sprint; Sprinting movement for battlefield units is equal to double their walking meters/turn.

Jumping: Some BattleMechs have jump jets that allow them to leap over great distances. The maximum distance in meters of each jump is equal to the listed Movement Points times 15. The maximum height of a jump is equal to the listed Movement Points times 6 (maximum length and height can be achieved in the same jump). In non-combat situations, such as to jump across a gorge or from building to building, a jumping 'Mech can cross a maximum distance up to double its normal maximum (i.e., Jumping MP times 30 meters). The maximum height is unaffected.

Weapons Inventory

This part of the record sheet lists all of the 'Mech's weapons along with most of the game information you need to use them. Additional rules regarding certain weapons and equipment can be found in *BattleMech Equipment*, starting on page 51.

The definition of each column of data is shown below, with the abbreviation used on the record sheet listed in parenthesis.

Number (#): This is the quantity of the particular weapon mounted in the same location. For instance, if there is a 3 in this column, there are three of this weapon mounted in the location.

Type: This column identifies the type of weapon, such as Medium Laser or LRM 10.

Location (Loc): This is the body location on the 'Mech in which the weapon (or weapons) are mounted, abbreviated with the first letters of the location, such as RA for Right Arm. The location affects where the weapon can fire relative to the 'Mech's position (see *Firing Arcs*, p. 36) and also how it takes damage (see *Critical Damage*, p. 41).

Heat (Ht): A critical element of BattleMech piloting is managing the excessive heat generated by weapons fire. Heat is measured in Heat Points, and this column shows the amount of heat the particular weapon generates when it is fired. Note that this is the heat for a single weapon of the listed type in the case of rows that have a Number (#) higher than 1. More about heat generation and dissipation can be found in *Heat* (p. 48).

Damage (D): This is the amount of damage inflicted by the weapon against BattleMechs and other vehicles. Use the rules on page 127 of *MW3* to resolve damage against characters. Rules for resolving a successful attack can be found under *Damage* (p. 40).

Minimum Range (Mn): Some weapons have minimum ranges. This is the range, in hundreds of meters, at which the weapon becomes less effective because it is designed to be used against distant targets. At the listed minimum range there is a +2 TN Modifier applied to attacks made with the weapon. For every full 100 meters closer than this minimum, an additional +2 is applied.

Short Range (S): This is the weapon's maximum short range in hundreds of meters.

Medium Range (M): This is the weapon's maximum medium range in hundreds of meters.

Long Range (L): This is the weapon's maximum long range in hundreds of meters. Note that 'Mech-mounted weapons have no Extreme range, but their longer ranges often compensate.

Ammunition

BattleMechs carry a limited amount of ammunition for missile launchers, machine guns, autocannon and other ballistic and missile weapons. Every time one of these weapons is fired, a shot of ammo is expended. Note that a "shot" in this case represents a single use of the weapon, not a single missile or round of ammunition. For example, an LRM 20 with one ton of ammo has six shots, so the weapon can be fired six times, each shot launching twenty missiles. A machine gun with a ton of ammo can be fired 200 times.

The record sheet for each unit indicates the available number of shots for each weapon in the Weapons Inventory. The player should keep a tally of shots fired using the Critical Hit Table, making a hash mark next to the appropriate ammo slot every time he fires the corresponding weapon. When the number of marks equals the amount of ammo carried in that slot, that bin is empty. If no other bins in the BattleMech carry that type of ammo, the weapon is out of ammunition and cannot be fired for the rest of the game. Each weapon can draw ammo from any ammo bin that carries the exact same type of ammunition, and the ammo need not be carried in the same location as the weapon. For example, an LRM 15 in the left arm could use LRM 15 ammo carried in any location, but could not use LRM 5, 10 or 20 ammo.

Total Heat Sinks

Each 'Mech has a number of heat sinks used to dissipate the massive amount of heat generated by weapon fire and movement. The total heat sinks are listed here. If the heat sinks are advanced double heat sinks, it will state that here as well, and list the doubled output in parentheses.

Since a *MW3* turn is only half as long as a *BattleTech* turn, heat sinks can only dissipate half of their heat per *MW3* turn. To remind you of this, you can write the reduced output

next to the total heat sinks value. Divide the total heat dissipated by the heat sinks (shown in parenthesis for double heat sinks) by two, and round down. The result is the amount of heat dissipated at the end of each *MW3* turn.

For more on heat sinks, see *Heat* (p. 49).

Auto Eject

BattleMechs are equipped with internal sensors that detect ammunition explosions and automatically eject the pilot when one occurs. This system can be disabled or enabled during combat with a Simple Action. The current status of the auto-eject system must be shown on this part of the record sheet at all times by marking the appropriate box.

WARRIOR DATA

This section is not used in *MW3* play, since it contains *BattleTech* data. Your *MW3* Character Record Sheet takes the place of this section.

HEAT SCALE

This is where the BattleMech's heat buildup is recorded. At the end of every turn, each player adds up the Heat Points built up by their BattleMech. Subtract the heat dissipated by the BattleMech's heat sinks and any additional dissipation if the BattleMech occupies a Water hex. The result may be positive or negative. Add this number to the current level of heat shown on the Heat Scale on the BattleMech's record sheet. If the number is negative, adjust the Heat Scale downward; if the result is positive, adjust the Heat Scale upward. The level of heat shown on the Heat Scale cannot drop below 0.

Mark the Heat Scale with a pencil, because the heat will rise and fall many times during the game.

When the excess heat reaches 5 or more on the Heat Scale, the BattleMech will suffer certain side-effects. These are described in detail under *Heat Effects* on page 49.

It is possible for a 'Mech's heat level to rise above 30. Heat in excess of 30 has no additional effect on the 'Mech beyond the power plant shutdown at 30 points of heat, but the excess heat makes it take longer to restart the 'Mech, because the heat level must drop below 30 before the 'Mech's reactor can be started. Mark any heat generated beyond 30 in the Heat Overflow box on the record sheet. If there is no Heat Overflow box on the record sheet being used, simply write the extra heat at the top of the Heat Scale. When dissipating heat, the Heat Overflow must be dissipated before the Heat Scale can be reduced below 30.

ARMOR DIAGRAM

The set of diagrams at the top of the record sheet is referred to collectively as the Armor Diagram, and shows the arrangement of armor plating on the BattleMech. Each circle (referred to as a box) represents a point of armor. As weapon hits destroy a 'Mech's armor, the player checks off the boxes by filling in the affected circles. The Armor Diagram shows the front and rear armor of the BattleMech's torso, the Internal Structure Diagram, and the Damage Transfer Diagram.

Internal Structure Diagram

The Internal Structure Diagram shows the locations of the BattleMech's internal structures and is used to track damage to those locations. The Damage Transfer Diagram shows where damage will be taken or transferred when a part of the BattleMech already destroyed takes additional damage.

Damage Transfer Diagram

BattleMechs can survive the destruction of certain body locations. The arrows on the Damage Transfer Diagram show where excess damage goes after a location is destroyed.

CRITICAL HIT TABLE

The Critical Hit Table shows the physical location of the BattleMech's critical equipment, weapons and ammunition. Each part of the 'Mech's body, such as the left arm, right leg or center torso, is referred to as a *location*. Each line in a location (there are six in the head and legs, twelve in other locations) is referred to as a critical slot, or simply *slot*. Each slot represents a particular weapon or other piece of equipment susceptible to destruction. Some equipment occupies so much space in the 'Mech that it requires multiple slots on the table.

Severe damage may result in critical damage, which is marked on the Critical Hit Table by crossing off a particular slot. For specific descriptions of critical hit effects, see *Critical Damage*, p. 42.

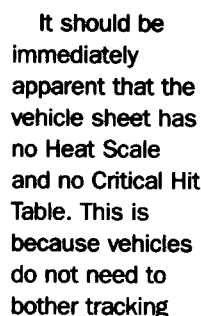
Cost and Battle Value

All record sheets include a cost in C-bills at the bottom center of the Critical Hit Table. Of course, this is rarely the actual purchase price of the BattleMech. Since these weapons of war are highly advanced and generally only offered for sale to the military or very large corporations, player characters will usually have to obtain 'Mechs as salvage or purchase them through the black market at inflated prices. Inner Sphere BattleMechs can be assumed to have Equipment Ratings of E/D/E; Clan 'Mechs have ratings of F/E/F (see *Supply and Demand*, p. 129, *MW3*).

Most record sheets also include a Battle Value (BV), which is a numerical estimate of the 'Mech's overall combat abilities. Forces consisting of equal total BV and roughly equal numbers should be able to fight one another on equal footing, though this does not take into account the pilots' skills, the battlefield terrain or the particular combat situation at hand. For more details on Battle Values, see page 139 of the *BattleTech Master Rules*.

VEHICLE RECORD SHEETS

The Vehicle Record Sheet allows players to track damage done to individual vehicles during combat. Each type of vehicle (ground, VTOL and naval) uses a different record sheet, but they all share the features described below. Most parts of the vehicle record sheet match the BattleMech Record Sheet so closely that no additional explanation is required.



MOVEMENT

Vehicles have Cruising and Flanking MP listed rather than Walking and Running, but they are treated precisely the same in terms of the rules. If a vehicle uses walking movement, it can move a distance up to its Cruising MP times 15. If it uses running movement, it can move a distance up to its Flanking MP times 15. and so on.

The Armor Diagram on the right-hand side of the record sheet shows the arrangement of the vehicle's armor plating and internal structure. As weapons hits destroy the armor, the player fills in the circles (checks off the boxes). When all the boxes in one section are filled in, damage transfers to the adjacent internal structure. The shaded areas of the Armor Diagram show the locations of the vehicle's internal structure.

There is no Damage Transfer Diagram because a vehicle cannot survive the destruction of a location. The vehicle is destroyed if any one of its locations is destroyed.

The Vehicle Data section lists the vehicle's other important statistics, including its tonnage, movement, weapons inventory and other components. VTOL and submarine record sheets include a Turn Column and an Elevation Column, which the player can use to track the VTOL's elevation or the submarine's depth at the end of each turn's movement.

Although there are significant additions to the rules to account for BattleMechs, play progresses exactly as described in the main *MW3* rules (see *Combat*, pp. 109–128 of *MW3*).

BattleMechs are complicated machines. As such, a MechWarrior has many more possible actions he can take than a common footsoldier. These new actions are described in the appropriate sections of these rules, and summarized in the lists below. For ease of reference, the following list includes all actions from *MW3*, with the new actions listed in *italics*.

Activate MASC
Avoid Shutdown
 Delay Phase
 Drop Object
 Drop Prone
Eject (automatic activation)
 Engage Opponent (in Melee Combat)
 Gesture
 Observe
Select Ammunition Type
Select Fire Mode
 Speak (single word)
Torso Twist/Turret Rotate
 Walking Movement

- Auto-Eject Disable/Enable*
- Careful Aim*
- Charge Attack (requires running movement)*
- Death-From-Above Attack (requires jumping movement)*
- Dump Ammo*
- Eject (manual activation)*
- Jumping Movement*
- Lead Team*
- Link Heat Sink*
- Load Weapon*
- Observe in Detail*
- Pick Up/Put Down Object*
- Ranged Attack: Fire Single Weapon or Weapon Row*
- Ranged Attack: Fire TIC*
- Ready/Draw Equipment*
- Recover from Stun*
- Running Movement*
- Sensor Sweep*
- Turn Anti-Missile System On/Off*
- Turn Heat Sink On/Off*
- Speak (brief phrase)*
- Stand Up from Prone (per Attempt)*
- Stow/Sheath Equipment*
- Use Simple Object*

- Coolant Flush
- Disengage (from Melee Combat)
- Evading Movement
- Extinguish a Fire
- Melee Attack
- Ranged Attack: Alpha Strike (Fire All Weapons)*
- Reconfigure TIC*
- Recover Fatigue
- Restart Shutdown 'Mech*
- Sensor Lock*
- Speak (conversation)
- Spot for Indirect Fire
- Sprinting Movement
- Use Complex Object
- Use Skill

MOVEMENT

Thanks to their humanoid configuration, BattleMechs move more or less like people do. As such, the rules for MW3 character movement apply to BattleMech movement, except as specifically described below.

BattleMechs are agile compared to tanks, but not quite as agile as people. As a result, BattleMechs and other vehicles can usually only move straight forward or backward, and must "spend" movement to turn. Also, BattleMechs can suffer serious damage if they fall, so there are detailed guidelines for using the Piloting Skill to avoid falling.

MOVEMENT DIRECTION

BattleMechs and vehicles can always move straight forward.

Backward Movement

A BattleMech or vehicle can move backward so long as it is using walking movement. If it is running or sprinting, it can only move forward.

Sideways Movement

Four-legged quad BattleMechs and VTOL vehicles can move sideways. This is done exactly as forward movement, but all sideways movement consumes twice as much movement as forward movement. For instance, a quad 'Mech with a speed of 90 meters could only move 45 meters sideways if it expended all of its movement to go sideways. If it went 40 meters straight first, and then used the rest of its movement to go sideways, it could move 25 meters sideways.

Standard two-legged BattleMechs can also move sideways, but due to their hip construction, the speed is greatly reduced. Movement to the side consumes four times the usual movement, and sideways movement cannot be used if the 'Mech is moving faster than walking speed.

Note that in any case no turning is required to move sideways; the vehicle or 'Mech retains its facing.

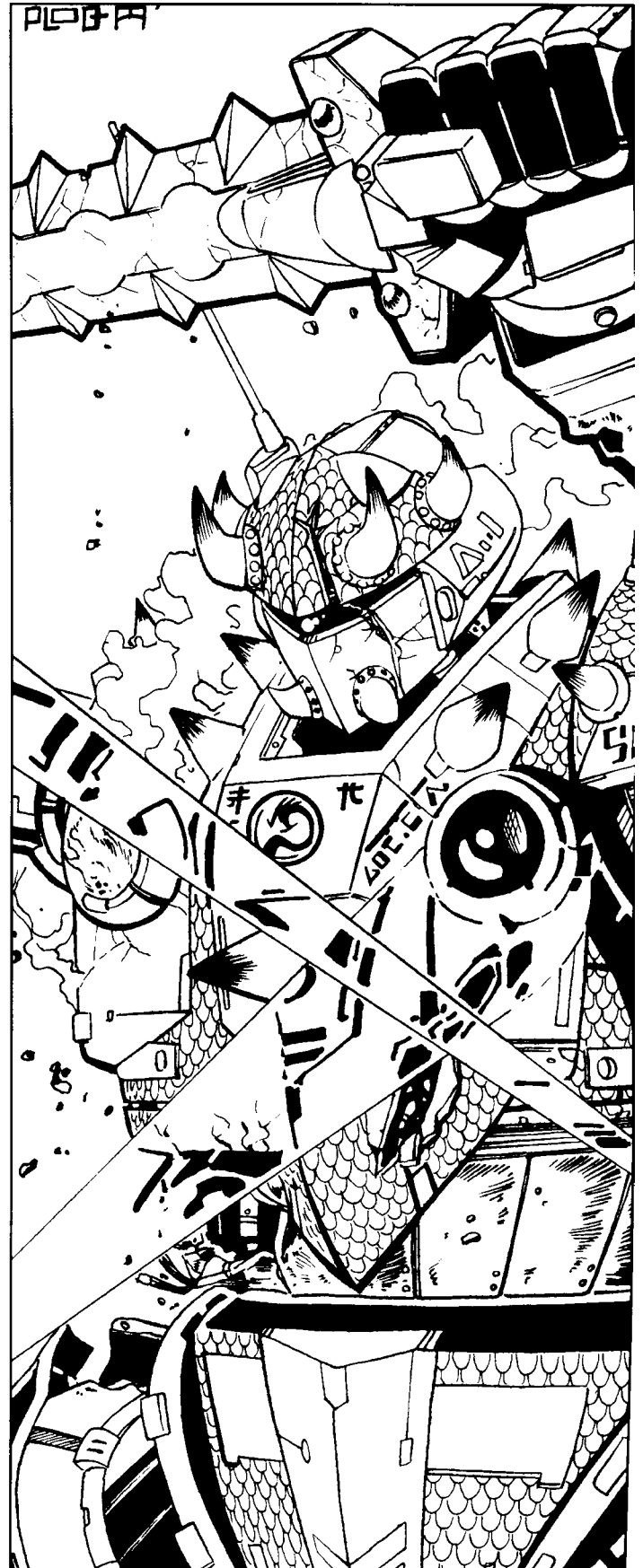
TURNING

If a character wants his BattleMech or vehicle to move in a direction other than straight forward or backward, it will need to turn. Each turn of 45 degrees (or fraction thereof) expends 10 meters of movement that then cannot be used to cover distance. By extension, a 90-degree turn would cost 20 meters of movement, while a 180-degree "about-face" would consume 40 meters of movement.

Restricted Turning (Optional Rule)

It stands to reason that fast-moving vehicles cannot simply "turn on a dime." Attempting too sharp a turn at too high a speed can result in a fall or crash. This optional rule represents this fact by adding the element of a restricted turn radius. Note that this rule does not apply if a vehicle or 'Mech is using walking speed; only faster movement modes are affected.

When a vehicle or BattleMech moves at running speed, including taking evasive action or disengaging from melee



PILOTING SKILL CHECK TABLE

BattleMech's Situation	TN Modifier
<i>Damage to BattleMech (Difficulty Modifiers)</i>	
BattleMech takes 20+ Damage Points in one phase	+1
BattleMech reactor shuts down	+3 ¹
Leg/foot/hip actuator hit	+1
Gyro hit	+5
Gyro destroyed	Automatic Fail
Leg destroyed	Automatic Fail
<i>Special Melee Attacks on BattleMech (Action Modifiers)</i>	
BattleMech was kicked	0
BattleMech was pushed	0
BattleMech was charged/death from above attack	+3
<i>Unit's Actions (Action Modifiers)</i>	
BattleMech missed kick	0
BattleMech charging	+3
BattleMech made death from above attack	+6 ²
BattleMech entering water, rubble or other difficult terrain	-1 to +2
BattleMech attempting to stand	0
BattleMech running, evading, sprinting or jumping with damaged gyro or damaged leg/foot/hip actuators	per Pre-existing Damage, below
<i>Special Case and Optional Rules (Action Modifiers)</i>	
MechWarrior trying to avoid damage when his BattleMech is falling	0
BattleMech is four-legged (quad) with all four legs intact	-3
Attempting sharp turn (see <i>Restricted Turns</i> , p. 33)	0
<i>Preexisting Damage (Conditional Modifiers)</i>	
Per leg/foot/hip actuator previously destroyed	+1
Gyro previously hit	+5
Leg previously destroyed	+8 ³

¹Only during the turn that the reactor shuts down. If the MechWarrior must make a Piloting Check for a 'Mech with a shut-down reactor, the BattleMech automatically fails.

²Automatic fail if death from above attack is unsuccessful.

³Do not add modifiers for other damaged actuators in the leg.

PILOTING SKILL CHECKS

Players must make Piloting Checks for their characters under a variety of treacherous circumstances, usually to avoid falling. The most common events that call for a Piloting Check are listed on the Piloting Skill Check Table, though of course the gamemaster will have to be the final judge of what circumstances call for a Piloting Check, and what the modifiers should be.

The Piloting Skill Check Table lists the most common events that require a player to make a Piloting Check. Each time one of these events occurs, the player uses the following target number modifiers: all indicated modifiers for the event, plus additional modifiers from any other events taking place in the same phase, including those listed under Pre-existing Damage on the Piloting Skill Check Table.

If the Piloting Check fails, the BattleMech falls. In the case of conventional vehicles, a

failed Skill Check results in a crash. In either case, see *Falling and Crashing* (p. 35) for rules on how to resolve it.

During an opponent's phase a BattleMech takes 40 points of damage and loses 2 leg actuators. The player makes one Piloting Check for taking 20 or more points of damage in a single phase, and two more for losing 2 leg actuators. The modified target number for each of the three Skill Checks is 13 [10 (Base TN) + 1 (20+ points of damage) + 1 (damaged leg actuator) + 1 (damaged leg actuator)].

FALLING AND CRASHING

They say the bigger they are, the harder they fall, and BattleMechs are certainly no exception. Unlike characters,

combat, it must move forward at least 20 meters between turns, and each turn may only be up to 90 degrees. Tighter turns are impossible to make safely at running speed.

When a vehicle or BattleMech moves at sprinting speed, it must move forward at least 30 meters between turns, and each turn may only be up to 45 degrees.

These restrictions are defined using precise measurements, but can also apply if the game is being played fast-and-loose. In this case, the gamemaster can call for a Skill Check any time the player describes an action for his 'Mech that would require a sharp turn.

If either restriction is violated in a turn, either because an individual turn is too tight, or because enough forward movement was not made between turns, a Piloting Skill Check is required to keep the vehicle from crashing (or the BattleMech from falling). See *Piloting Skill Checks*.

who fall prone with no extra damage or problems (aside from having to stand up again), BattleMechs crash to the ground violently when they fall over.

When a BattleMech falls, the machine and pilot will always suffer damage. The amount of damage taken by the BattleMech depends on its weight. Whether or not the MechWarrior suffers an injury depends on a Piloting Check.

Determining Location and Facing After a Fall

To determine the location of a BattleMech after a fall, the gamemaster must use his judgment to create a reasonable outcome. Location after a fall should be determined by the action that created the fall and the terrain around the 'Mech.

When a BattleMech falls its facing may change. This facing change determines the BattleMech Hit Location Table used when assigning damage from the fall. To determine the unit's facing after the fall and the area of the BattleMech that takes damage from the fall, roll 1D6 and consult the Facing After a Fall Table.

FACING AFTER A FALL TABLE

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

Falling Damage to a BattleMech

A BattleMech always takes damage from a fall equal to 1 point for every 10 tons that the BattleMech weighs (rounding up). If it fell into deep water, apply only half the resulting damage (rounding up).

Divide the damage into clusters of 5 points each; in other words, form as many 5-point groups as possible, assigning any remaining points to one smaller group, and determine a hit location for each cluster. For example, a BattleMech that suffers 33 points of falling damage takes six clusters of 5-point hits and one 3-point hit. To determine the location of the damage, use the appropriate column of the BattleMech Hit Location Table (p. 40), as specified by the Facing After a Fall Table.

Falling Damage to the MechWarrior

To determine damage to the pilot when the BattleMech fell, the player makes a second Piloting Check after every fall, applying all the same TN Modifiers that applied to the failed Piloting Check that resulted in the fall. As indicated by the BattleTech Pilot Damage Conversion Table (p. 127, MW3), a successful Piloting Check results in a 1D6 melee damage attack against the character, while a failed Check results in a 2D6 melee damage attack. In the case of a failed Check, add the Margin of Failure of

the Piloting Check to the damage roll result in the same way Margin of Success is added to normal attack damage.

Conventional Vehicle Crashes

One of the few advantages conventional vehicles have over BattleMechs is that they cannot fall over. However, an oversharp turn or any other dangerous maneuver (as determined by the gamemaster) can call for a Piloting Check in the same way as a BattleMech maneuver. A failed Check in this case does not result in a fall, but rather a crash.

The precise type of crash depends on the maneuver that was being attempted and the terrain (and other vehicles) surrounding the vehicle at the time of the crash. The gamemaster will have to determine these factors, however the net result in rules terms will usually be the same. In any case, the vehicle's movement will end, and characters on board cannot take any further actions in that turn.

Unless the maneuver or conditions dictate otherwise, a crashing vehicle will take damage to its Front armor. The damage suffered is based on the vehicle's tonnage, as in *Falling Damage to a BattleMech*. If the vehicle crashed into another vehicle, the damage is based on the tonnage of the other vehicle instead.

The driver will make a Piloting Check to determine damage after a crash for all characters riding in the vehicle. Damage is resolved in the same way as *Falling Damage to the MechWarrior*, except it applies to all characters in the vehicle (roll damage separately for each character). If a character is not properly strapped into the vehicle in a harness or safety belt, damage from the crash is doubled.

Hovercraft Over Water: If a hovercraft suffers a crash while it is moving over water, it will sink rather than taking damage in the usual way. Characters aboard the vehicle will need to bail out and swim for shore.

VTOLs: A VTOL crash is much more severe than a ground vehicle crash, since the VTOL will plummet some distance to the ground, and generally VTOLs are not as sturdy as ground vehicles. Double the damage suffered by a VTOL in a crash if it was flying at low altitude, or triple it if it was flying at high altitude. In addition, apply a +3 TN Modifier to the Piloting Check to avoid damage for characters in the VTOL.

RANGED ATTACKS

Use the standard MW3 ranged combat rules (MW3, p. 111) to resolve attacks between BattleMechs, with the following modifications and additions.

A single weapon or group of identical weapons mounted in the same location can be fired as a Simple Action. Alternately, the pilot can trigger an "alpha strike," firing all its weapons at once as a Complex Action. In either case, the attacks must be aimed at a single target. See also *Targeting Interlock Circuits* (p. 37).

Use the Vehicular Ranged Combat Modifiers Table (p. 38) in place of the standard Ranged Combat Modifiers Table. The new modifiers listed there are explained in the following sections.

A NOTE FOR BATTLETECH PLAYERS

In *BattleTech*, the difficulty of hitting a target is mainly derived from the target's speed, intervening terrain, and the range. Terrain and range are covered in the standard modifiers. Speed is another matter.

High-speed targets are not necessarily harder to hit if they are moving in a predictable trajectory. What makes them harder to hit is the skill of the pilot at evading attacks; this tactic is in turn more effective for fast-moving 'Mechs since they can get out of the way faster.

In *BattleTech*, this evasion tactic is assumed to be part of all movement, and the farther a unit moves, the more evasion is used. In *MW3*, evasion must be performed as a distinct action. This is because each turn is half as long (in *BattleTech*, most of those other five seconds are spent evading) and because we wanted you to have more options in a roleplaying setting; you can evade if you want to, or sacrifice defense for attack or other actions. Though a faster-moving target is still somewhat harder to hit, light 'Mechs will need to employ active evasion to get the most protection from their speed.

be hit based on the movement mode chosen for their phase, the ability of the pilot to use effective evasive maneuvers, and the maximum speed of the vehicle.

It helps speed-up play to pre-calculate each 'Mech's TNs to be hit, including bonuses for using each kind of movement mode, before play begins. Remember, when the rules mention INT, you must use the lower of the character's INT or Sensor Operations Skill Bonus.

The maximum bonus gained from Piloting Skill is based on the current maximum MP of the vehicle accounting for heat and critical damage. Note that the maximum only applies to the Piloting Skill bonus that can be added

to the TN; the total TN itself can certainly be higher than the vehicle's MP.

Standing Still: Lower of target's DEX or INT

Walking: (Lower of DEX or INT) + (Piloting Skill Bonus, max. Walking/Cruising MP)

Running/Sprinting: (Higher of DEX or INT) + (Piloting Skill Bonus, max. Running/Flank MP)

Jumping: (Higher of DEX or INT) + (Piloting Skill Bonus, max. Jumping MP)

Evading: (Higher of DEX or INT) + (2 x Piloting Skill Bonus, max. Running/Flank MP)

Target Size Modifiers

In personal ranged combat, there is a modifier based on the size of the target. It stands to reason that a small target is more difficult to hit than a large target.

In vehicular combat we are dealing with a much wider range of attacker and target sizes. Weapons mounted on a 12-meter tall BattleMech are designed to be fired at other BattleMechs, not at an individual character. Likewise, the character firing back at the 'Mech is essentially shooting at the "broadside of a barn."

This is dealt with by changing the target size modifier to be based on the relative size of the target to the attacker, rather than the raw size of the target. These effects are listed on the Vehicular Ranged Combat Modifiers Table (p. 38), but the most common attacker/target interactions are also summarized in the Relative Sizes Table (p. 37) for convenience.

Heat and Damage Modifiers

The attacking BattleMech may have TN modifiers for combat damage and heat build-up. Modifiers for these conditions are discussed in *Critical Damage*, p. 42, and *Heat Effects*, p. 49. The Heat Scale section of the record sheet summarizes the modifiers for the effects of heat build-up.

FIRING ARCS

Depending on where weapons are mounted on a 'Mech or vehicle, they can fire into limited areas around the unit, called firing arcs. The player should take each weapon's location into account when deciding where to fire it and how.

Weapons mounted in the three forward torso locations, the legs or the head of a BattleMech may fire only at targets in front of the 'Mech. Arm-mounted weapons may fire forward and also to the side. Rear-mounted weapons, indicated by an (R) on a 'Mech's record sheet, may only fire to the rear.

When determining acceptable targets, the gamemaster should keep in mind that most BattleMechs have a flexible waist (with the notable exception of four-legged quad 'Mechs), so they can torso twist to gain a wider field of fire for their weapons in much the same way a person can turn at the waist to one side or the other.

Vehicles: Vehicle weapons can fire only to the side in which they are mounted. Weapons mounted in a turret can fire in the direction the turret is turned to face.

MAKING THE ATTACK

With factors such as speed and range notwithstanding, BattleMechs and other vehicles are much easier to hit with attacks than characters. This stems from both their large size and their lack of agility as compared to humans.

The base target number to hit a vehicle or BattleMech is derived from the target pilot's DEX or INT Attribute. Note that the contribution of the character's INT (i.e., perception ability) is limited by his ability to interpret sensor data. As such, when the rules call for using the character's INT as part of a target number, use the character's INT or Sensor Operations Skill Bonus, whichever is lower.

Movement Modifiers

Because they move considerably faster than characters, 'Mechs and vehicles gain an additional modifier to their TN to

ROLEPLAYING 'MECH COMBAT

RELATIVE SIZES TABLE

Attacker	Target				
	BattleMech*	Vehicle**	Infantry	Character	Small Target
BattleMech*	—	+2	+4	+6	+8
Vehicle**	-2	—	+2	+4	+6
Character	-4	-2	—	—	+4

* Includes non-'Mech vehicles weighing 20 tons or more.

** Includes vehicles weighing less than 20 tons.

Fumbles (Optional Rule)

A fumbled Action Check (a roll of 2 on 2D10) can result in equipment failure if the players agree to use this rule. In this case, any fumbled attack with a vehicle or BattleMech weapon has the following effects.

In the case of energy weapons (PPCs, flamers and all kinds of lasers), the fumbled attack not only misses, but a major heat spike doubles the amount of heat generated by the weapon.

Ballistic weapons (autocannon, machine guns, Gauss rifles and conventional artillery) jam on a fumble, and cannot be fired for the remainder of the battle. After the battle, a technician can clear the jam easily.

Missile weapons (LRM, SRM, MRM, ATM, Narc missile beacon and Arrow IV artillery) misfire on a fumble, flying wide of the intended target and potentially hitting another target nearby. Make another attack Check against the nearest available target using the Missed Shots rule (*MW3*, p. 120). The secondary target need not be in line-of-sight with the attacker, since the missiles can bank around corners and over obstacles. Furthermore, the distance the secondary target can be from the intended target is not limited by the Margin of Failure in this case, but only by the maximum range of the weapon.

TARGETING INTERLOCK CIRCUITS

To offer a pilot more flexibility, he can set up as many as three Targeting Interlock Circuits (TICs) that group weapons together to fire at a single pull of the trigger. This can be done before play begins (i.e., right when the pilot hops in the cockpit), and can also be done on the fly as a Complex Action (reconfigure one TIC per Complex Action).

Write a letter to the left of each row of weapons to be included in each TIC, designated A, B or C. A single weapon row can be assigned to multiple TICs. When a TIC is fired as a Simple Action, all of the weapons included in that TIC are fired, but they must be aimed at the same target.

WEAPON DELAY

Many of the weapons carried on BattleMechs are much larger and heavier than even the largest man-portable support weapon. Certain of these weapons can only be fired every other turn because they need a turn to recharge, cool down or reload

before firing again. The following weapons fall into this category:

- Missile Launchers (ATM, SRM, LRM, MRM, Streak and Narc missile beacon)
- Artillery Weapons (Sniper, Thumper, Long Tom and Arrow IV)
- PPCs (standard and ER)
- Large lasers (standard, pulse, ER and heavy)
- Autocannon (standard,

LB-X and ultra, see also *Ultra Autocannon*, p. 52)

- Gauss Rifles (standard and light)

Ultra Autocannon: Ultra autocannon have a higher maximum rate of fire than other autocannon. These types can be fired every turn, but the second and subsequent consecutive shots count as "double-rate" fire, increasing the chance to fumble and jam by +2 for every consecutive turn of firing (see *Ultra Autocannon*, p. 52).

SENSORS

Hitting a target is much easier when it has been located and identified. This is accomplished with on-board sensors, using the Sensor Operations Skill.

Active Probe: If your 'Mech has an active probe, it is better at scanning for units. Apply a -2 modifier to the TN of sensor Action Checks

ECM: If the target has an ECM suite, or there is a suite friendly to the target within range of it (see *ECM Suite*, p. 54) it is more difficult to detect and lock on to with sensors. Apply a +2 TN modifier to any sensor actions attempted against such a target.

Heat: If the target is a 'Mech with heat buildup, there may be a modifier to the TN because a target that is overheating shows up very clearly on infrared sensors. Apply the target's Movement Points modifier for heat (if any) to the sensor TN.

Sensor Sweep

A sensor sweep is a Simple Action which attempts to locate and identify each unit in the vicinity, friendly or enemy. This is an opposed Sensor Operations Skill Check against the Sensor Operations Skill of any unit which is attempting to mask its presence though hiding or ECM. No specific modifiers apply to these rolls, though environmental conditions might make it more difficult for the sensing character (such as bad weather or lots of metal in the surrounding terrain). If a unit is not hidden or rolls a lower MoS than the scanning character, its type and locations are known to the scanning character. Sensors do not automatically update; another sweep must be done, or a sensor lock must be made.

Sensor Lock

Using a Complex Action a character can attempt to achieve a sensor lock, which is used to obtain detailed track-

ROLEPLAYING 'MECH COMBAT

VEHICULAR RANGED COMBAT MODIFIERS TABLE

Target is	Base TN
Running, jumping, sprinting or evading 'Mech	Higher of target's DEX or INT†
Walking or not moving 'Mech	Lower of target's DEX or INT††
Surprised 'Mech	2
Inanimate or completely immobile	1
Conditional Modifiers	TN Modifier
Range (BT range x 100 = meters)	
Short range	—
Medium range	+3
Long range	+6
Minimum Range; apply at minimum and for each 100m inside	+2
Visibility	
Poor visibility (rain, light snowfall)	+1
Bad visibility (twilight, heavy snowfall, light fog)	+3
Terrible visibility (darkness, heavy fog)	+5
Light cover (sparse foliage, 1/4 cover)	+2
Moderate cover (typical foliage, 1/2 cover)	+4
Heavy cover (dense foliage, 3/4 cover)	+6
Target Size Relative to Attacker (example relative to BattleMech)	
Much larger (large building)	-4
Larger (small building)	-2
Same size ('Mech or 20 ton + vehicle)	—
Smaller (vehicle under 20 tons)	+2
Much smaller (infantry unit)	+4
Tiny (individual character)	+6
Miniscule (dog or other small target)	+8
Attacking BattleMech Damage (see Critical Damage, p. 41)	
Sensor hit	+2
Arm actuator hit (each)	+1 for weapons in arm
Attacking BattleMech Heat	
0-7	—
8-12	+1
13-16	+2
17-23	+3
24+	+4
Miscellaneous Conditions	
Character's Fatigue exceeds WIL	+(excess Fatigue)
Attacking character is wounded	
Each Minor Wound	+1
Each Serious Wound	+2
Each Critical Wound	+3
Other conditions (gamemaster's discretion)	-1 to +3
Action Modifiers	TN Modifier
Target walking, running, jumping or sprinting	+(target's Piloting Skill Bonus)*
Target evading	+(2 x target's Piloting Skill Bonus)**
Target stunned	-2
Target prone	+2
Delayed action	+2
Attacker taking careful aim	-1/aim action (max. -3)
Sensor lock achieved (see Sensor Lock)	-1††
Attacker walking	+1
Attacker running	+3
Attacker jumping	+5
Special Weapons	
Heavy laser or MRM	+1
Pulse laser	-2
Targeting computer	-1/-2 for Aimed Shot
Indirect fire attack w/spotter	+3
Indirect fire attack without spotter	+6
Aimed Shots (conventional vehicle locations in parentheses)	
Center Torso (Front, Rear, Left Side, Right Side)	+3
Right Torso, Left Torso, Arm, Leg (Turret)	+6
Head (VTOL Rotor)	+9
Specific weapon or component; must have sensor lock	+12

* Maximum bonus equal to unit's current Walking/Cruising MP (or jumping MP if unit is jumping).

** Maximum bonus equal to unit's current Running/Flank MP.

† Use the lower of the character's INT Attribute or Sensor Operations Skill Bonus.

†† Reduces the penalty for each of the following conditions by 1: range, visibility, target size, indirect fire.

ing information (heading, speed, weapons status, armor status, engine and heat status and so on) about a single unit so it can be attacked more effectively. It can only be attempted on a target already spotted by a sensor sweep.

To attempt a sensor lock, the character makes a Sensor Operations Check with all standard Ranged Combat Modifiers applied to it. For purposes of range, assume the sensors have the same range profile as the longest-range weapon the vehicle carries, with no minimum range modifiers.

Success gives a *sensor lock* to the target unit, which reduces by 1 any penalties for range, visibility, indirect fire and target size. This applies only once per condition, and has no effect if the modifier for the condition is already negative (such as point blank range).

Also, if you have a sensor lock on a target, you can aim at a particular weapon or component with your attack (see *Aimed Attacks*, p. 46).

A unit can only have a sensor lock on one unit at a time, but it costs no actions to maintain a sensor lock.

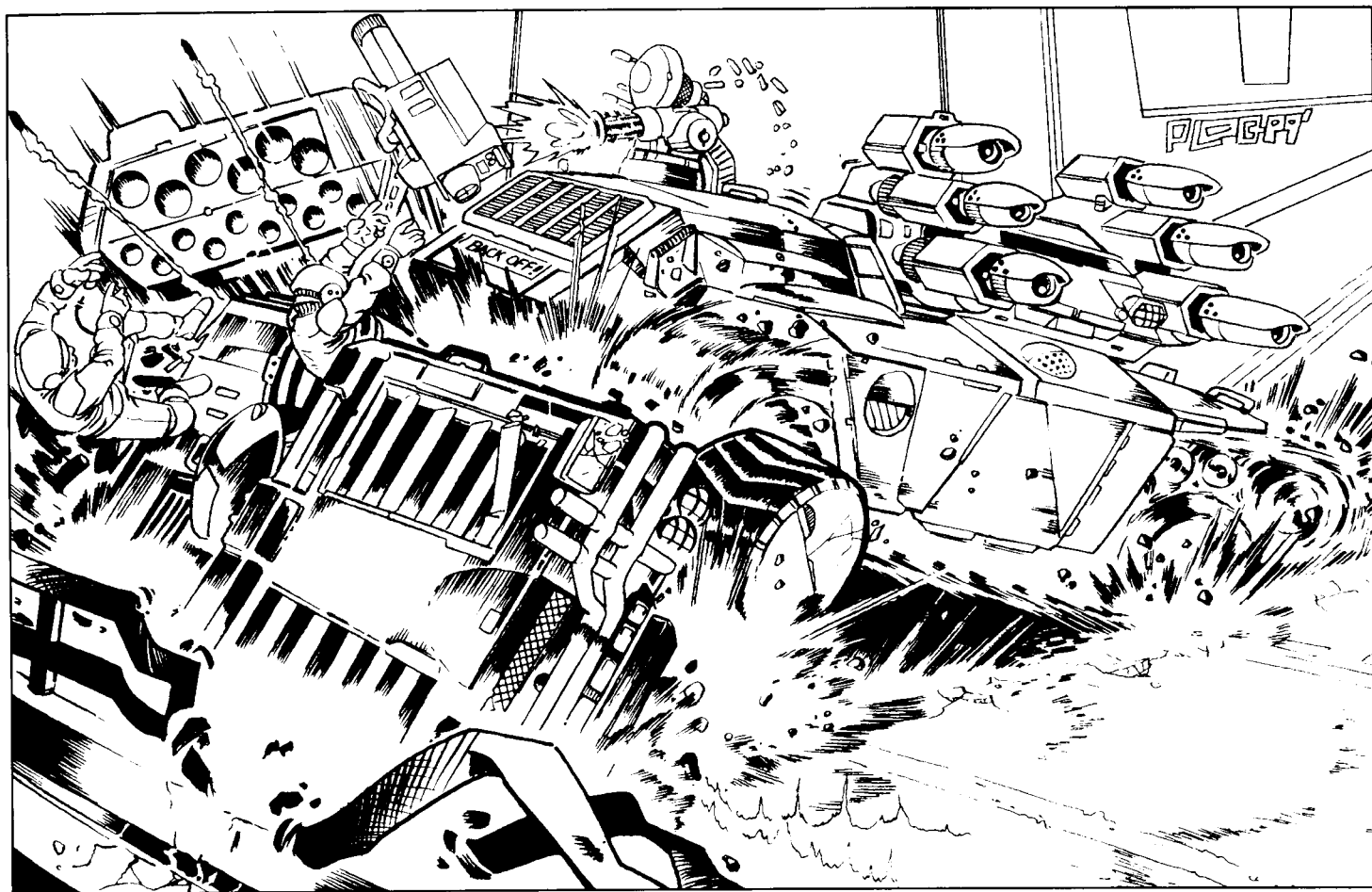
C³ Computers: Units with C³ or Cⁱ computers can "share" sensor locks across the C³ network. This means that a C³ lance could maintain sensor locks on as many as four enemy units, and all members of the C³ lance would benefit (see *C³ Computer*, p. 53).

HIT LOCATION

When an attack hits its target, the firing player must determine precisely where the attack hit the target. Hit location is determined by the direction of the attack and the facing of the target.

Attack Direction

When an attack hits a BattleMech or vehicle, it hits from either the front, rear, left, or right side of the target, whichever is facing the attacker. If this is not clear, the gamemas-



ter should decide what direction the attack is coming from based on the situation.

Missile Weapons

When a player launches a missile attack, the damage inflicted by a successful attack depends on how many of the fired missiles actually reached the target, which is determined by rolling 2D6 and consulting the Missile Hits Table.

First, find the number of missiles fired on the top row of the table. Cross-reference this number to the die-roll result in the left column. The result is the number of missiles that actually hit the target. Note that some advanced weapon systems modify this roll to reflect their greater accuracy. Also, the target's anti-missile systems may reduce the number of missiles that actually hit (see *BattleMech Equipment*, p. 51).

Determining Hit Location

To determine the exact location of a hit, the attacker rolls 2D6 and consults the appropriate column of the BattleMech Hit Location Table (p. 40).

SRMs: The attacker rolls a separate hit location for each short-range missile (SRM) that hits.

LRMs, MRMs and ATMs: The attacker makes one hit location roll for every 5 damage from long-range missiles (LRM), medium-range missiles (MRM) or advanced tactical missiles

(ATM) that hit the target. Group the missiles that hit into clusters of 5; in other words, form as many 5-point groups as possible, assigning any remaining points to one smaller group, and determine a hit location for each cluster.

Vehicles: Conventional vehicles use a special hit location table. See *Vehicle Damage*, p. 44.

MISSILE HITS TABLE

Die Roll (2D6)	Number of Missiles Fired									
	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLEMECH HIT LOCATION TABLE

Die Roll (2D6)	Left Side	Front/Rear	Right Side
2*	L. Torso (critical)	C. Torso (critical)	R. Torso (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

* A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 42.

DAMAGE

If the target of the attack is a character (including a character in battle armor) damage is resolved as per *MW3* rules, as described in *Vehicular Combat* (*MW3*, p. 126). The Margin of Success is applied to damage normally.

If the target of the attack is a 'Mech or vehicle, each point of *BattleTech* damage marks off one armor or internal structure box. In this case, Margin of Success is not added directly to damage as in *MW3*. Instead, for every 5 full points of MoS, add 1 point of damage to the attack. In the case of missile launchers, add 1 to the Missile Hits Table die result per 5 full MoS, instead of adding damage. Follow the step-by-step procedure outlined in *Damage Resolution* (p. 41) to determine the effects of this damage.

Vehicles: Hits against vehicles follow the same general procedure as hits against BattleMechs, though they cannot survive the destruction of a location and damage does not transfer. See *Vehicle Damage*, p. 44.

Torso Destruction

If a BattleMech's right or left torso has all of its internal structure destroyed, the corresponding arm is also blown off immediately (see *Critical Hit Effects*, p. 42). The corresponding leg is not damaged. If the center torso is destroyed, the entire 'Mech is destroyed (see *Destroying a 'Mech*, p. 45).

Leg Destruction

When a BattleMech loses one leg, either through a critical hit or the destruction of the leg's internal structure, the BattleMech automatically falls down. In the next turn the BattleMech may attempt to stand on its remaining leg, but the pilot must add a +8 modifier to the Piloting Check TN plus any

modifiers for other conditions. If the BattleMech manages to stand, it has a Walking MP of 1. To take into account the missing leg, add +8 to any Piloting Check made thereafter. The BattleMech may still jump (minus the power of the jump jets on the missing leg), but the pilot must make a Piloting Check each time the 'Mech lands.

TRANSFERRING DAMAGE

BattleMechs can survive the destruction of any body section except the head or center torso. If a section is destroyed and the same location takes another hit, or excess damage remains from the shot that destroyed the location, that damage transfers to (affects) the outer armor of the next location inward. Excess ammunition explosion damage is transferred directly to the internal structure of the next location inward. This principle is illustrated on the Damage Transfer Diagram shown on each record sheet.

Damage to a missing arm or leg transfers to the torso on the same side (left leg or arm damage is transferred to the left torso, right arm or leg damage is transferred to the right torso). Additional damage to a destroyed side torso location transfers to the center torso. Damage from a destroyed head or center torso does not transfer.

Damage from the rear that hits a missing limb is transferred to the appropriate rear torso location. For example, damage from the rear that hits a missing left leg would be transferred into the left rear torso.

A Grasshopper's left arm is hit by an attack from a PPC (Damage Value 10), a large laser (Damage Value 8) and two 5-point groups of long-range missiles (Damage Value of 1 per missile hit or 5 points per group). Before this turn, the BattleMech still had its full Armor Value of 22 in that arm.

The cannon hit reduces the Armor Value by 10, so 10 boxes are filled in. The laser hit does 8 points of damage, and so 8 more boxes are filled in, leaving 4 boxes. The first cluster of missiles reduces the Armor Value by another 5 points, but since the Grasshopper's remaining Armor Value is 4, that leaves 1 point of damage that the hit location cannot absorb.

The remaining 1 point of damage from the first cluster of missiles transfers to the 'Mech's internal structure, and so 1 box is filled in on the Internal Structure Diagram, leaving only 10 boxes out of the original 11. The last group of missiles reduces the internal structure by another 5 points. Five more boxes are filled in on the Internal Structure Diagram, leaving 5. If the Grasshopper's left arm takes a hit from a weapon that inflicts 5 or more points of damage, it will be completely destroyed.

CRITICAL DAMAGE

Every time the internal structure of a BattleMech or vehicle takes damage, either from a ranged attack, melee attack

or an ammo explosion, an internal component may take critical damage.

To determine whether a unit takes critical damage from an attack that damages the internal structure, the attacking player rolls 2D6 and consults the Determining Critical Hits Table (p. 42). On a result of 8 or higher, the target unit takes critical damage. The higher the result, the more serious the damage. If the unit takes critical damage, the target player rolls 2D6 and consults the unit's Critical Hit Table to determine the precise location of the damage, as described in *BattleMech Critical Hits*, p. 42.

Each successful attack that damages internal structure creates only one opportunity for the attacker to inflict a critical hit, regardless of the number of internal structure boxes that a single weapon (or other attack) destroyed. The attacking player rolls 2D6 only once for each potential critical hit.

The location of the damage determines the exact nature of the critical hit. Each part of a BattleMech's body can be affected by several types of critical hits. Further, every type of BattleMech can suffer different critical hits, depending on the array of weapons and other equipment it carries. The Critical Hit Table for each type of BattleMech appears on the record sheet for that type.

Vehicles: Unlike BattleMechs, which have a unique Critical Hit Table for every design, all vehicles use a standard set of Critical Hit Tables. The Critical Hit Tables for the various types of vehicles appear in *Vehicle Damage*, p. 45.

DAMAGE RESOLUTION

The procedure for applying damage from an attack is broken down into the following step-by-step process. Begin with the amount of damage the attack inflicts and the hit location of the attack, and start at Step 1. Answer each question with yes or no, and follow the instructions until the result states that the "attack is finished."

1. Is there armor in the location?

Yes: Check off one armor box on the Armor Diagram in the appropriate location for every point of damage taken, until all damage is applied or all armor in the location is destroyed. Go to Step 2.

No: Proceed to Step 3.

2. Is there damage remaining?

Yes: Go to Step 3 to allocate remaining damage.

No: Attack is finished.

3. Is there internal structure in the location?

Yes: Check off one internal structure box on the Internal Structure Diagram in the appropriate location for every point of damage taken, until all damage is applied or all internal structure in location is destroyed. Go to Step 4.

No: Proceed to Step 6.

4. At the beginning of the current phase, were there any components in the location that could sustain a critical hit?

Yes: Roll once on the Determining Critical Hits Table. Apply the effects of any critical hits to the location. Excess critical hits that cannot be applied are not transferred. Go to Step 5.

No: Roll once on the Determining Critical Hits Table. Any critical hits are applied to the next location inward (see Damage Transfer Diagram). Go to Step 5.

5. Is there internal structure remaining in the location?

Yes: Attack is finished.

No: The location and all components contained in it are destroyed. The destruction of components in this fashion will not cause ammunition (or other component) explosions, but otherwise all components in the location are affected as though they were critically hit. Go to Step 6.

6. Is there damage remaining?

Yes: Go to Step 7 to allocate remaining damage.

No: Attack is finished.

7. Was the damage resulting from an ammunition (or other internal component) explosion?

Yes: Go to Step 8.

No: Damage transfers to the armor of the next location inward (see Damage Transfer Diagram). Go to Step 1.

8. Is the location protected by Cellular Ammunition Storage Equipment (CASE)?

Yes: The remaining damage is applied to the armor of the location (rear armor in the case of torso locations) and any additional remaining damage is lost. The attack is then finished.

No: The remaining damage transfers to the next location inward (see Damage Transfer Diagram), directly to the internal structure. Go to Step 3.

Hit Location Critical Hits: Certain results on the hit location tables provide the chance for a critical hit, even if the internal structure was not damaged by the attack. These are resolved by rolling on the Determining Critical Hits Table just as for other checks for critical hits. This chance is in addition to the normal roll for a critical hit provided by damaging the internal structure. For example, a hit location result of 2 against a BattleMech with no torso armor left would provide two rolls on the Determining Critical Hits Table. If the 'Mech had armor in the location hit, there would still be one chance for a critical hit.

DETERMINING CRITICAL HITS TABLE

Die Roll (2D6)	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off/Roll 3 Critical Hit Locations*

* Roll 3 critical hit locations if the attack strikes the torso.

BATTLEMECH CRITICAL HITS

When an attacker inflicts a critical hit on a target, the target player finds the damaged location on the Critical Hit Table on his BattleMech's record sheet, then rolls dice for each critical hit and marks off the damage inflicted on the Critical Hit Table.

Note that some weapons, double heat sinks and other equipment take up multiple slots on the Critical Hit Table. A single critical hit disables any weapon or equipment except the engine, gyro and sensors. (However, a heat sink critical hit destroys only the specific heat sink hit.) Critical hits on additional slots occupied by the weapon, double heat sink, and so on only increase the difficulty of repairing the damaged equipment.

Head or Leg Hits: If the critical hit is inflicted on the BattleMech's head or legs, roll 1D6, find the result on the Critical Hit Table, and mark off the damaged location. If the critical location rolled cannot take a critical hit or has already been destroyed by a critical hit, roll the die again.

Torso or Arm Hits: If the critical hit strikes the torso or arms of the BattleMech, the player rolls both dice. The result of the first die tells which half of the Critical Hit Table for that location is affected, and the result of the second die identifies the location hit. The Critical Hit Table for these locations is divided into two sets of 6 critical slots, labeled 1-3 and 4-6.

The result of the first die identifies which set of slots takes the hit. On a result of 1, 2, or 3, the shot hits a location in the first set of critical slots. On a result of 4, 5, or 6, the attack hits a location in the second set of critical slots. The result of the second die roll identifies the critical slot that takes the hit.

Each weapon and other piece of equipment fills at least one slot on the Critical Hit Table. If the player rolls damage for a slot for which there is no component, or a slot that cannot take critical damage such as endo steel, CASE, or ferro-fibrous, or a slot that has already taken a critical hit, he rolls both dice again.

Transferring Criticals: If all of the possible slots in the damaged area took critical hits in previous phases, or if there were no items that could be affected by critical hits in the location in the first place, the critical hit transfers to the next location per the Damage Transfer Diagram. Critical hits to the center torso and head do not transfer.

CRITICAL HIT EFFECTS

Each type of critical hit affects a 'Mech's performance in a specific way, as described in the following sections.

A special case is the Limb Blown Off result. This critical hit occurs when the player rolls a result of 12 on the Determining Critical Hits Table, with the limb blown off corresponding to the hit location of the attack (if the attack hits a torso location, three critical hits are inflicted instead).

All of the weapons and equipment in the blown-off limb are of course severed from the 'Mech and no longer available for use. When a BattleMech's leg is blown off, the 'Mech automatically falls and takes normal falling damage, though it might be able to stand up again. See *Leg Criticals*, p. 44. Blown-off arms and legs can be picked up and used as clubs per the rules for *Club*, p. 45. Against the head location, this critical hit destroys the BattleMech's head location, kills the MechWarrior and puts the BattleMech out of commission for the rest of the battle. If the MechWarrior spends an EDG point, he can attempt to eject moments before the head is blown off (see *Ejecting*, p. 46).

If a blown-off arm or leg is recovered as salvage, the equipment mounted in it, including armor and internal structure, is in the same condition it was in at the time the limb was blown off. Unlike other Limb Blown Off results, this critical hit destroys all slots in the head, leaving nothing for salvage.

Ammunition

If a critical hit destroys a slot carrying ammunition, the ammo there explodes. The MechWarrior takes damage as a result of the feedback received through his neurohelmet (4D6, armor has no effect). In addition, the BattleMech takes damage to its internal structure.

Calculate the total Damage Value of all ammo carried in the slot and apply that total to the Internal Structure Diagram (ammunition explosion damage starts the *Damage Resolution* process at Step 3, as described on p. 41). If the location is not protected by CASE, any excess damage transfers to the internal structure of the next location. For locations protected by CASE, apply the excess damage to the armor (the rear armor, for torso locations), then vent any remaining damage without further harm. See *BattleMech Equipment*, p. 51, for details.



A critical hit to an ammo slot only explodes the ammo in that slot. It explodes with a force equal to the ammo's Damage Value times the shots remaining. Missile ammo explodes with a force equal to the number of missiles remaining times their Damage Value. For example, 1 full ton of machine gun ammo explodes with a force of 400 points of damage (2×200), while 1 full ton of SRM-2 ammo explodes with a force of 200 points of damage ($2 \times 2 \times 50$).

Arm Criticals

Critical hits to the various arm actuators (hand actuator, lower arm actuator, shoulder and upper arm actuator) hamper the limb's dexterity and make actions with the arm more difficult. Each critical hit to one of these actuators inflicts a cumulative +1 TN modifier to all Action Checks made that involve the damaged arm, including ranged and melee attacks using the arm (in some cases, the gamemaster will have to decide if a particular action requires use of the damaged arm).

In addition, a damaged hand cannot grip or pick things up, such that clubbing attacks are impossible if the hand actuator has suffered a critical hit, and a sword or hatchet mounted in the arm can no longer be used.

Finally, all damage inflicted in melee combat by a damaged arm is divided in half (round down).

Cockpit

A critical hit to the cockpit destroys that slot, kills the MechWarrior and puts the BattleMech out of commission for the game. A player character or major NPC may attempt to escape death in this case by spending an EDG point. This buys the character a chance at an ejection moments before the cockpit is destroyed (see *Ejecting*, p. 45).

Engine

BattleMech engines have 3 points of shielding. Each critical hit to an engine slot destroys 1 point of shielding. As points of shielding are destroyed, the amount of heat escaping from the BattleMech's fusion drive increases.

The first hit increases the 'Mech's heat build-up by 2 points per turn. The second hit results in 5 (total) points of added heat build-up per turn, and the third critical hit to an engine slot shuts down the engine and puts the BattleMech out of commission for the rest of the battle. Though XL engines take up additional slots (in the side torsos), critical hits to any 3 engine slots also shut down an XL engine. Note this means an Inner Sphere 'Mech with an XL engine is destroyed if its center torso or either of its side torso locations are destroyed.

Gyro

The gyroscope is a BattleMech's most sensitive piece of machinery. It keeps the BattleMech upright and able to move. The gyro can survive only 1 critical hit; the second destroys it.

After the first critical hit to the gyro, the player must make a Piloting Check every time the damaged BattleMech runs, sprints, evades or jumps, with a modifier of +5. Make this roll at the end of each such move.

When a BattleMech's gyro is destroyed (after a second critical hit), the 'Mech automatically falls and cannot stand up again. It can prop itself up to fire, and can move around slowly (10 meters/turn) while prone by using its arms to drag itself along the ground.

Heat Sink

One critical hit to a heat sink destroys the heat sink and reduces the BattleMech's ability to dissipate heat. The total number of heat sinks available should be reduced by 1 in the Total Heat Sinks area of the record sheet, and then the amount of heat dissipated per turn should be recalculated (i.e., divide this number by 2 and round down).

A double heat sink takes up more than one slot on the Critical Hit Table, but is destroyed by a single critical hit. Additional critical hits to a multi-slot heat sink produce no further effects. Each double heat sink destroyed reduces the 'Mech's ability to eliminate heat by 1 full point.

Jump Jet

When a jump jet exhaust port takes a critical hit, that jump jet can no longer deliver thrust. This decreases the distance the BattleMech can jump. For each exhaust port hit, reduce the BattleMech's Jumping MP by 1.

Leg Criticals

Critical hits to the various leg actuators (hip, lower leg actuator, foot and upper leg actuator) hamper the limb's dexterity and make actions with the leg more difficult. Each critical hit to one of these actuators inflicts a cumulative +1 TN modifier to all Action Checks made that involve the damaged leg, including all Piloting Checks and melee attacks using the leg (in some cases, the gamemaster will have to decide if a particular action requires use of the damaged leg).

If the 'Mech with leg actuator damage makes any move other than walking, the pilot must make a Piloting Check at the end of such a move or fall down.

In addition, each damaged leg actuator reduces the 'Mech's Walking and Running MP by 1. Multiple damaged actuators are cumulative, such that three damaged actuators would result in a -3 MP penalty.

Finally, all damage inflicted in melee combat by a damaged leg is divided in half (round down).

Life Support

A BattleMech's life support system protects its pilot from the machine's internal heat, and keeps him alive on airless worlds and in hostile environments. In game play, the life support system's main function is to protect the pilot from the heat generated by the 'Mech's fusion reactor, movement and weapons systems.

Any critical hit knocks this system out and leaves the pilot vulnerable to increased heat. The MechWarrior takes damage every turn that the BattleMech's internal heat is 15 or higher on the Heat Scale (as per the BattleTech Pilot Damage Conversion Table, p. 127, MW3.).

A life support critical hit also eliminates the 'Mech's internal air supply. If the 'Mech is submerged or is in a vacuum at the end of any turn, the pilot will start to suffocate, taking 2D6 damage which bypasses armor.

Sensors

When a BattleMech takes a critical hit to the sensors, add a +2 TN modifier every time the 'Mech fires its weapons or attempts a sensor sweep or sensor lock. A second sensor hit makes it impossible for the BattleMech to fire any of its weapons or use its sensors. Critical hits to sensors do not affect melee attacks.

Weapons and Equipment

Weapon systems are surprisingly delicate, and so a single critical hit disables a weapon or other internal component. Though some weapon systems occupy more than one slot on the Critical Hit Table, the first critical hit knocks out the weapon. Additional critical hits to a multi-slot weapon have no further effect, other than to make the equipment more difficult to repair. For example, an Inner Sphere particle projector cannon fills three critical slots. However, the cannon is disabled as soon as one of its three critical slots takes a hit.

Explosive Components: Certain non-ammo components such as Gauss rifles can explode when they suffer critical hits. The specific rules for the equipment will state if this is the case, and how much damage is inflicted (see *BattleMech Equipment*, p. 51). These explosions are handled in exactly the same way as ammunition explosions.

VEHICLE DAMAGE

Vehicles use most of the standard rules for combat, but they use slightly different rules for taking damage.

Vehicles take hits to only 4 or 5 locations: Front, Right Side, Left Side, Rear, and Turret or Rotor (if applicable). When a vehicle takes a hit, roll 2D6 and consult the *Vehicle Hit Location Table* (p. 45) to determine the location that took damage, using the appropriate column based on the attack direction. Other results may also apply, as noted on the table.

Unlike attacks on BattleMechs, an attack against a vehicle always hits the side from which the attack came, or the turret. For example, a result of 2-9 against a vehicle's right side will hit the Right Side armor, or internal structure if all the armor in that location has been destroyed. A result of 10-12 would hit the turret or rotor, if there is one.

Vehicle Critical Damage

Vehicle record sheets do not have Critical Hit Tables. Instead, the effects of critical hits are generalized in the *Vehicle Critical Hits Table*. The effects of these critical hits are

VEHICLE HIT LOCATION TABLE

Die Roll (2D6)	Front/Rear	Side
2*	Armor (critical)	Armor (critical)
3	Armor ¹	Armor ¹
4	Armor ²	Armor ²
5	Armor ³	Armor ²
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor ³
10	Turret Armor	Turret Armor
11	Turret Armor ⁴	Turret Armor ⁴
12*	Turret Armor (critical)	Armor (critical)

Note: Turret Armor hits are considered Rotor hits against VTOLs. If there is no turret or rotors, then all turret hits become normal armor hits.

¹ A track, axle, lift fan, engine room, foils or rotor has been destroyed; the unit cannot move for the rest of the battle. If a hovercraft or VTOL suffers this hit while over water, it sinks and is destroyed.

² A drive, wheel, air-skirt, engine room, foil or rotor has been damaged; -1 Cruising MP for the rest of the battle.

³ If the vehicle is a hovercraft, hydrofoil or VTOL, an air-skirt, foil or rotor has been damaged; -1 Cruising MP for the rest of the battle. If not a hovercraft, hydrofoil or VTOL, no additional effect.

⁴ The turret (if any) locks in its current position (the last direction it was facing) and cannot be moved for the rest of the battle; it can only fire out of its current arc. If there is no turret, no additional effect.

* A result of 2 or 12 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the *Determining Critical Hits Table*, p. 42.

VEHICLE CRITICAL HITS TABLE

Die Roll (1D6)	Result
1	Crew Stunned (No actions for the rest of this turn and 2 more turns)
2	Main Weapon Jams (No fire from largest system for 1 turn)
3	Engine Hit (No movement for rest of game; if a hovercraft or VTOL suffers this hit while over water, it is destroyed.)
4	Crew Killed (Vehicle out of game)
5	Fuel Tank Hit (Vehicle explodes)
6	Ammo/Power Plant Hit (Vehicle explodes)

explained on the table. Damage to the crew results from a roll of 4, 5 or 6; see the *BattleTech Pilot Damage Conversion Table* (p. 127, MW3).

VTOLs

Vertical Takeoff and Landing (VTOL) vehicles that are airborne will crash to the ground if their rotor is destroyed or if they suffer a 3, 4, 5 or 6 result on the Vehicle Critical Hits Table. Generate falling damage as for a falling character based on the VTOL's altitude before the crash (see *Falling*, p. 120, MW3), resolving damage as described in *Individual Attacks* (p. 128, MW3).

DESTROYING A 'MECH

Under the specific conditions described below, a 'Mech or other vehicle must be considered destroyed. Note that a "destroyed" 'Mech may not be actually physically destroyed. It simply is rendered tactically useless and is referred to as a "mission kill." Such units are out of the battle, but may be repaired later.

BattleMechs

A BattleMech is considered destroyed if its MechWarrior dies or the BattleMech suffers 3 engine hits. Note that the destruction of the head, cockpit or center torso has the same effects and renders a BattleMech destroyed. In addition, an Inner Sphere 'Mech with an XL engine is destroyed if the internal structure of the right or left torso is destroyed.

MechWarrior Survival: The MechWarrior dies when the 'Mech's head, cockpit or center torso is destroyed by an ammunition explosion or area saturation artillery attack, unless he is able to eject (see *Ejecting*).

Vehicles

A vehicle is considered destroyed and out of the battle when all of its internal structure boxes in one section are marked off, or when its Critical Hit Table indicates that it is destroyed.

Crew Survival: With no ejection system to save them, a vehicle's crew is killed when the vehicle is destroyed. A player character or major NPC inside a vehicle may spend an EDG point to survive, though he will suffer a Serious Wound before he can escape the wreckage.

EJECTING

Under certain unfortunate conditions, a MechWarrior may be forced to leave his BattleMech in a hurry, best accomplished by using the cockpit ejection system. When the pilot fires this system, explosive bolts allow the cockpit

canopy to separate from the 'Mech and the pilot rockets away from the now-disabled BattleMech, falling (relatively) safely to the ground on a parachute.

Ejecting from a 'Mech can be dangerous, and the pilot

VEHICULAR MELEE COMBAT MODIFIERS TABLE

Target Is:

Aware of attack
Surprised
Disengaging or stopping an attempt to disengage
Inanimate or completely immobile

Base TN

Opponent's DEX + INT†
Lower of opponent's DEX or INT†
Opponent's DEX + Tonnage/10
1

Conditional Modifiers

Attacking BattleMech Damage
(see Critical Damage, p. 41)

Arm Actuator Hit (each)
Character's Fatigue exceeds WIL

Character is wounded

Each Minor Wound

Each Serious Wound

Each Critical Wound

Character is stunned

Character's 'Mech is prone

Other conditions (gamemaster's discretion)

TN Modifier

+1 for attacks using arm, half damage
+(excess Fatigue)

+1

+2

+3

+2

+3

-1 to +3

Action Modifiers

Opponent stunned

Target evading

Delayed action

Special Maneuvers

Charging

Clubbing with sword

Death from above

Kicking

Aimed Shots

(conventional vehicle locations in parentheses)

Center Torso (Front, Rear, Left Side, Right Side)

Right Torso, Left Torso, Arm, Leg (Turret)

Head (VTOL Rotor)

Specific weapon or component;

must have sensor lock

TN Modifier

-2

+(2 x target's Piloting Skill Bonus)**

+2

+2

-2

+2

-2

+3

+6

+9

+12

** Maximum bonus equal to unit's Running/Flank MP.

† Use the lower of the character's INT Attribute or Sensors Operations Skill Bonus.

'Mech takes damage that would result in pilot death (such as a cockpit critical hit) and the pilot is a player character or major NPC, he can spend an EDG point to get a chance to eject and narrowly escape his fate. In this case, a failed Piloting Check results in character death (considered a Fatal Wound), while a successful Check results in a bad landing and falling damage as in a normal failed ejection roll.

AIMED ATTACKS

As in personal combat, 'Mech attacks can be aimed for a certain part of the target.

Attacks that use the Missile Hits Table (all missile-type weapons as well as LB-X cluster munitions) scatter their damage over the target, and so are very poor at this kind of attack. Only the first cluster of damage (5 points for LRM, MRM and ATM, 2 points for SRM, 1 point for LB-X) will hit the aimed location; subsequent damage from the attack rolls hit location normally.

If you have a sensor lock on the target (see *Sensors*, p. 38), you can aim for a particular weapon or other component. Choose any single critical hit slot (such as a Left Torso Jump Jet or the Cockpit) and add a +12 modifier to the TN (plus

all other modifiers as usual). If the attack is successful, it hits the location the component is in.

If that location has armor, the armor takes the damage and there is a chance for a critical hit just as if the internal structure had been damaged, even if the internal structure wasn't damaged by this particular attack. If the roll on the Determining Critical Hits Table is 8+, one critical hit is scored against the slot you aimed at.

If the location has no armor, the attack damages the internal structure, and in addition a critical hit is caused to the slot aimed at. Do *not* roll on the Determining Critical Hits Table.

may suffer damage upon landing. The pilot must make a successful Piloting Check to avoid taking damage, modified for the circumstances surrounding the ejection as per the *Target Number Modifiers Table* (p. 17, MW3). Note that an automatic ejection (as opposed to one manually triggered by the character) is considered "Bad conditions" and inflicts a +2 modifier. A pilot who fails this Piloting Check takes damage as from a fall from 12 meters (see *Falling*, p. 120, MW3).

During his phase, a player may choose to have his MechWarrior eject as a Simple Action. If the auto-eject function is operational, he will automatically eject at the end of the phase in which an ammo explosion takes place. Also, if the

MELEE ATTACKS

Melee combat between two BattleMechs is executed in the same way as melee combat between two characters, using an Opposed Piloting Skill Check. (If a character has the Martial Arts/BattleMech Skill, p. 18, he can use that instead). Attacks against non-'Mech units are resolved with only the attacker rolling, since the target cannot counter-attack.

The damage is based on the net MoS of the attack test, just like standard melee combat. However, in this case the damage is only 1 point per 5 full MoS the winner scored over the loser of the round. Add the winning 'Mech's tonnage divided by 10 (round up) in place of the usual STR Attribute to the damage.

Roll hit location using the BattleMech Hit Location Table, p. 40, unless a special maneuver is used.

Attempting to disengage uses the opposing 'Mech's tonnage divided by 10 (round up) in place of the STR Attribute, and DEX in place of RFL, to determine the target number.

SPECIAL MANEUVERS

BattleMech melee combat has a unique set of special maneuvers. Note that special maneuvers from the Brawling and Martial Arts Skills (with the exception of Martial Arts/BattleMech, p. 18) may not be used in BattleMech melee combat.

Unlike other special maneuvers, all of the following are taught to all MechWarriors. The usual limit of one maneuver per skill bonus point does not apply.

Punch (Attack)

This attack uses only the arms and aims high, increasing the chance of a hit to the head. It uses the Punch Hit Location Table, but your MoS has no effect on the damage.

**BATTLEMECH PUNCH
LOCATION TABLE**

D6 Roll Result	Left Side	Front/Rear	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

Kick (Attack)

A kick attack is easier to hit with than other attacks, and can also cause the loser of the round to fall. Apply a -2 modifier to the TN, and use the Kick Hit Location Table. The attack forces the loser of the round to make a successful Piloting Check or fall.

**BATTLEMECH KICK
LOCATION TABLE**

Die Roll Result	Left Side	Front/Rear	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

Club (Attack)

This maneuver uses a 'Mech-sized melee weapon to inflict serious damage on the target. Note that this maneuver can be used with an improvised club, which must be held in two hands, or with a built-in hatchet or sword, which can be wielded in one hand. The record sheet will show if your 'Mech has a hatchet or sword.

A hatchet or club attack adds the 'Mech's tonnage divided by 5 to the damage, rather than the usual tonnage divided by 10. A sword attack inflicts only standard damage, but is more accurate and so it has a -2 TN modifier.

Push (Attack)

If you win the round of combat, a push inflicts only half damage (after applying all other modifiers, divide damage by 2 and round down), but it also forces the target to make a successful Piloting Check or fall.

Charge (Attack)

In a charge, the attacking 'Mech runs directly at the target and attempts to slam into it and cause tremendous damage using its weight and velocity.

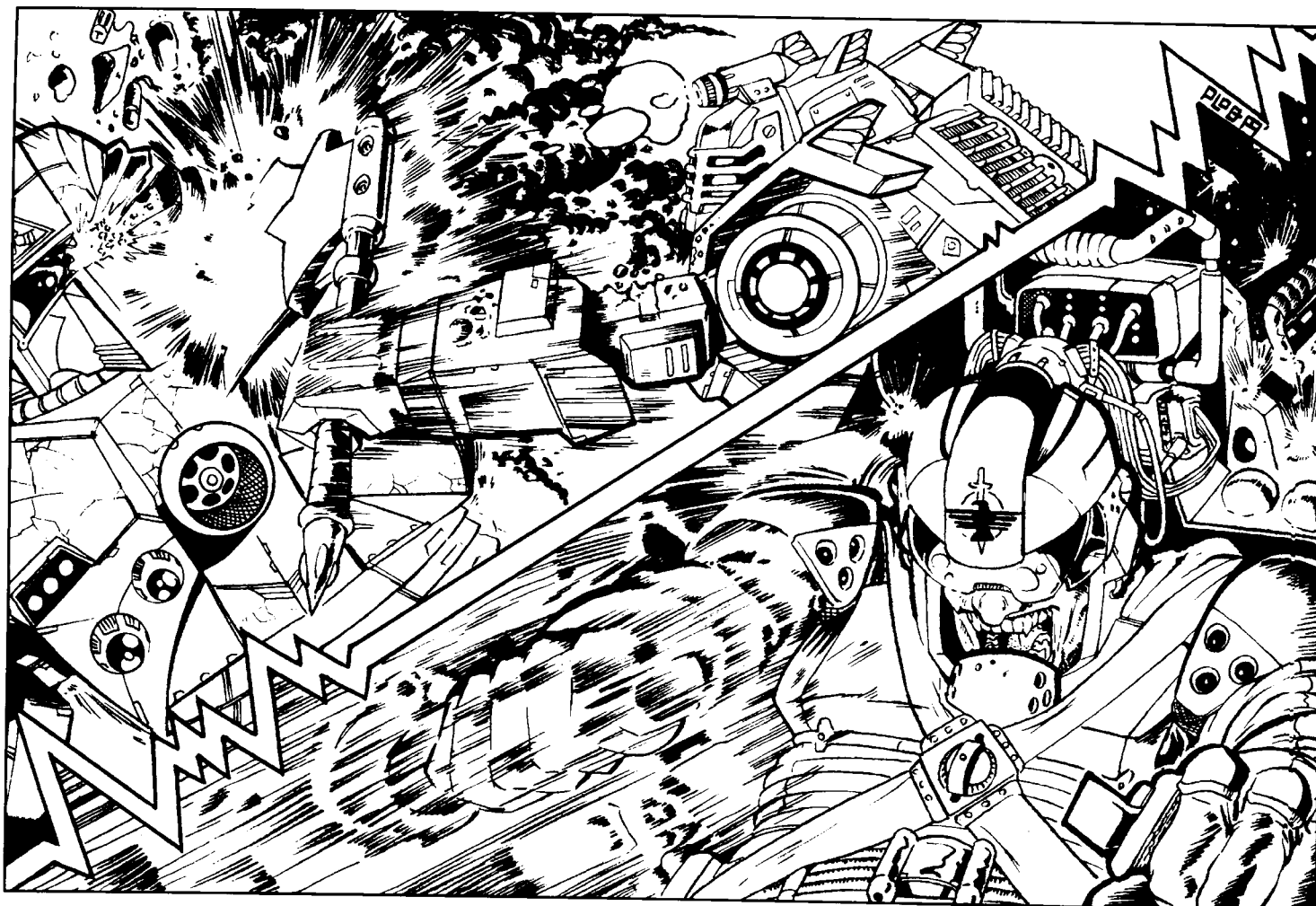
At the start of the attacker's phase, the intended target must be within a running move distance to the attacker. Then he must spend a Simple Action to run into direct contact with the target, and another Simple Action to make the charge attack and attempt to impact.

The charging attack has a +2 modifier to the TN.

If the charging 'Mech has a lower MoS, or fails his Skill Check, the charge misses the target. The target does not get to inflict damage against the attacker, but instead can move his 'Mech up to 10 meters in any direction as he "side-steps" the charge. The attacker continues his move to the limit of his maximum running distance, which may cause accidental impact or a fall depending on the terrain.

If the charging 'Mech has a higher MoS, or the MoS are tied, the attack hits. Determine damage normally, and add the attacker's current maximum Walking MP to the damage. Divide the total into 5-point clusters of damage like LRM damage, and apply using the BattleMech Hit Location Table as usual.

After a successful charge, both the attacker and target must make Piloting Checks with a +3 modifier or fall.



Death From Above (Attack)

A desperate MechWarrior piloting a jump-capable 'Mech can literally leap onto his target, with the aim of bringing the full weight of his machine crashing down on the victim's head. This type of attack, known among MechWarriors as "death from above," is extremely difficult and always results in some damage to the attacker ('Mech legs were not designed to take this kind of stress), so it is rarely attempted except as a last-ditch measure.

The death from above attack (DFA) may actually cause less damage than a standard charging attack, but the damage is concentrated on the upper part of the target BattleMech, with a good chance of hitting the head.

At the start of the attacker's phase, the intended target must be within a jumping move distance to the attacker. Then he must spend a Simple Action to jump into direct contact with the target, and another Simple Action to make the DFA attack and attempt to impact.

The DFA attack has a +2 modifier to the TN.

If the attacking 'Mech has a lower MoS, or fails his Skill Check, the DFA misses the target. The target does not get to inflict damage against the attacker, but instead can move his 'Mech up to 10 meters in any direction as he "side-steps" the

DFA. The attacker crashes down where the target was, automatically falling and taking double normal damage (see *Falling and Crashing*, p. 35).

If the attacking 'Mech has a higher MoS, or the MoS are tied, the attack hits. Determine damage normally, and add the attacker's current maximum Jumping MP to the damage. Divide the total into 5-point clusters of damage like LRM damage, and apply using the Punch Hit Location Table as usual.

After a successful DFA, both the attacker and target must make Piloting Checks or fall, the target with a +3 modifier and the attacker with a +6 modifier.

HEAT

One of the most severe problems facing any BattleMech in combat is internal heat build-up. Though every BattleMech can dissipate heat through its heat sinks (devices designed to draw heat away from thermal systems) or by standing in water, the BattleMech builds up heat whenever it moves or fires its weapons.

Even when using both those methods to cool its systems, a high rate of activity commonly produces more heat than a BattleMech can dissipate. It is possible for a BattleMech to overheat and continue to function, but a pilot who pushes his

HEAT POINT TABLE

Activity	Heat Points
Walking	—
Running/Evading	+1 per turn
Sprinting	+2 per turn
Jumping	+1 per 30 meters or fraction thereof
Attempting to stand	+1 per attempt
Weapons fire	Per weapons inventory
Heat sinks	-1/2 per operational heat sink
	-1 per operational double heat sink
	-1/2 additional per heat sink under water (maximum 3 points)
	-1 additional per double heat sink under water (maximum 3 points)
First engine hit	+3 per turn
Second engine hit	+6 (total) per turn
Fire	
Walking through	+1
Standing in	+3 per turn

BattleMech past its limits eventually must pay the price. As a BattleMech's internal heat increases, it moves more slowly and its weapons fire becomes less accurate. If its internal heat reaches a certain level, the ammunition that it carries may explode. The BattleMech's fusion reactor may even shut down, causing the BattleMech to become inactive and immobile until the heat drops below a certain point.

Vehicles: Vehicles are designed to dissipate all the heat from every weapon every turn, so these rules only apply to 'Mechs.

RECORDING HEAT BUILD-UP

Different activities build up heat at different rates. The Heat Point Table indicates the number of Heat Points generated by various activities and damage. It also shows the number of Heat Points that a BattleMech can dissipate through its heat sinks and by standing in water. Note that there are two types of heat sinks available: standard heat sinks that dissipate a 1/2 point of heat per turn, and double heat sinks that dissipate 1 point of heat per turn.

Water: Heat sinks dissipate twice as much heat when they are under water. When a BattleMech is standing in shallow water, only those heat sinks mounted in the legs are under water. A 'Mech standing in deep water or prone in shallow water is completely submerged, and so all of its heat sinks are considered under water. Regardless of how many heat sinks are under water, however, the 'Mech can shed no more than an additional 3 points of heat per turn by being under water.

Shutting Off Heat Sinks: A MechWarrior may actually wish to build up heat in some situations, particularly if his BattleMech is equipped with triple-strength myomer (p. 58). Building up heat is most easily accomplished by shutting off as many heat sinks as desired as a Simple Action. Heat sinks shut off in such a way dissipate no heat in this or subsequent turns,

and may only be switched back on during a subsequent phase.

HEAT EFFECTS

The effects of excessive heat cause the BattleMech to function less efficiently. It will move more slowly, fire less accurately and possibly shut down or even explode. Some of these effects are permanent, but others are negated when the 'Mech cools.

The BattleMech suffers the effects listed below after the heat level for the turn has been adjusted as described in *Recording Heat Build-up*.

Sensors: A target that is overheating shows up very clearly on infrared sensors. Apply the target's Movement

Points modifier for heat (if any) to the sensor TN (see *Sensors*, p. 37).

Movement Points

At 5, 10, 15, 20 and 25 Heat Points, the BattleMech will lose movement. The Heat Scale effects represent *BattleTech* Movement Points; convert each *BattleTech* MP to 15 meters per turn of speed for MW3 purposes. This movement loss applies equally to Walking and Running MP; Jumping movement is not by heat. Calculate Sprinting movement as double the heat-reduced Walking MP. If this reduction causes the BattleMech's Walking MP to drop to 0, it can no longer move, but it is not considered an immobile or inanimate target.

This effect is not cumulative with any previous heat-caused loss of Movement Points. When a BattleMech's heat build-up reaches 5 on the Heat Scale, its Walking and Running MP are each reduced by 1 (15 meters/turn). When the build-up reaches 10 on the Heat Scale, its MP are reduced by a total of 2, not 2 additional points.

When the heat build-up is reduced below the point at which the effect occurs, the BattleMech regains 1 MP, though previous losses remain in force. Thus, if the heat falls below 10 on the Heat Scale, the -2 MP effect is removed, but the -1 MP effect is still in force until the heat drops below 5.

Modifier to Fire

At 8, 13, 17 and 24 Heat Points, add the number indicated to the BattleMech's target numbers for ranged attacks. For example, at 8 Heat Points, add +1 to all ranged combat TNs while the heat is at or above 8. Treat these effects like movement effects: they are not cumulative and may be negated by reducing the heat build-up.

Heat has no effect on melee combat target numbers.

Shutdown

At 14, 18, 22, 26 and 30 Heat Points, a BattleMech attempts to shut down its fusion reactor automatically as a safety procedure. Until the MechWarrior restarts the reactor, the BattleMech is affected by shutdown as described in *Shutdown BattleMechs*, below.

This effect may be avoided if the MechWarrior is able to override the fusion reactor's safety shutdown procedure, using a Computer Skill Check as described in *MW3* (see *Heat*, p. 128). If heat accumulation reaches 2 or more trigger levels in one turn, roll only once, using the most severe modifier.

Shutdown BattleMechs: When a BattleMech shuts down, it can take no actions, and all of its equipment ceases to function. It cannot make attacks or move, and cannot build up heat by its own actions. Even engine critical hits will not generate extra heat while the 'Mech is shut down. Outside influences such as fire can create heat build-up, however.

While shutdown, a BattleMech is considered a completely immobile target.

A shutdown BattleMech's heat sinks will still work, however, and so will continue to dissipate the excess heat. For every turn that the 'Mech is shut down, the heat level will drop as usual, and the player may attempt to restart the reactor using a Complex Action. To do this, the player makes a Computer Skill Check as for a Shutdown Check, using the worst modifier based on the 'Mech's heat scale. When the heat drops below 14 on the Heat Scale, the reactor restarts automatically, even if the pilot is out of action.

Ammunition Explosion

If the heat level reaches or exceeds an ammo explosion threshold of 19, 23 or 28 Heat Points, the ammunition carried in the BattleMech might explode. The explosion may be avoided by pure luck, as indicated in *MW3*, p. 128. If heat accumulation reaches 2 or more trigger levels in one turn, roll only once, using the most severe modifier.

When a BattleMech's ammo explodes due to overheating, the ammunition critical slot with the most destructive ammo rack explodes first. An ammo rack is defined as the damage that one turn's worth of shots will do. Thus, a rack of machine gun ammo has a Damage Value of 2, an AC/10's Damage Value is 10, an LRM-15 has a Damage Value of 15, and an SRM-6 has a Damage Value of 12. When the 'Mech carries two racks with equivalent Damage Values, the BattleMech's pilot chooses which ammo explodes. All of the appropriate ammo type in a single critical hit slot explodes. If there is more than one critical hit slot with the appropriate ammo type, the one with the most shots remaining will explode. If there are two or more locations with an equal number of shots remaining, randomly determine the one that explodes.

Resolve the explosion following the rules in *Critical Damage*, p. 41.

SPECIAL ACTIONS

A skilled MechWarrior can make creative use of his heat-

dissipation systems to squeeze even more performance from his machine. The following rules for linking heat sinks and coolant flush represent two of the most common, and effective, techniques.

Link Heat Sink

The heat sinks of a BattleMech are designed to cool the entire 'Mech equally, offering maximum flexibility at the expense of efficiency. It is possible to re-route the coolant flow from the cockpit controls, sending more coolant to a certain area of the 'Mech, but denying that coolant to the rest of the 'Mech's systems. This is called *linking* the heat sink.

An attempt to link a heat sink takes a Simple Action and requires a Technician/Support Skill Check. A character without that skill can use his Piloting Skill instead, but must roll 3D10 and take the worst two results, adding his Piloting Skill Bonus rather than the usual Untrained Skill Use Modifiers.

Only one heat sink can be linked per Simple Action, and the heat sink must appear on the BattleMech's Critical Hit Table. (Heat sinks not shown on the Critical Hit Table are integral to the engine, and as such cannot be re-routed to specific systems.)

A failed attempt has no effect but to waste the action. A fumbled attempt actually ruptures a coolant line, recorded as a critical hit against the heat sink you were trying to link.

A successful attempt routes the coolant from that heat sink to one desired component: the engine, jump jet, or a weapon or other heat-generating component. Mark the link in pencil on the Critical Hit Table. The heat sink dissipates twice as much heat as usual (1 point per turn for a standard sink, or 2 points for a double), but can only dissipate heat generated by the particular component it is linked to. A heat sink linked to the engine can dissipate heat from non-jumping movement as well as heat generated by engine critical hits.

Permanent Link: A technician can permanently link a heat sink to a component, so that a Simple Action is not required during combat to make the link. However, such a link also cannot be changed in an emergency, such as when the engine is critically damaged.

Coolant Flush

A more radical method than heat sink linking, a coolant flush triggers an emergency overload of all heat sinks in an attempt to prevent ammunition explosions or shutdowns.

Attempting a coolant flush takes a Complex Action and a Technician/Support or Piloting Skill Check, in the same way as linking a heat sink. If the attempt fumbles, the attempt fails and the 'Mech dissipates no heat this turn. If successful, all the 'Mech's heat sinks operate at double capacity for this turn only (1 point per turn for a standard sink, or 2 points for a double). However, the heat sinks dissipate no heat at all in the following turn while the coolant system recovers.

Linked Heat Sinks: Heat sinks linked to specific components using the *Link Heat Sink* rule are doubled again in a successful coolant flush, but as usual they can only dissipate heat generated by the component they are linked to.

BATTLEMECH EQUIPMENT

This section describes and provides rules for all known weapons and equipment currently in use by Inner Sphere and Clan forces. The statistics for heat produced, Damage Value and range are shown in each record sheet's Weapons Inventory.

Except where otherwise indicated, the equipment in this section can be used in BattleMechs and vehicles. Both the Clans and the Inner Sphere have access to most of the technology discussed here, but the Clan versions of this equipment are generally lighter and more compact, and so considerably more efficient.

All equipment appears in alphabetical order.

Criticals: Unless specifically stated otherwise, a critical hit to a slot containing a weapon or other piece of equipment will disable that item per the *Critical Damage* rules, p. 41.

ACTIVE PROBE

Capable of detecting and identifying even shut-down and camouflaged units at distances much greater than standard-issue electronic warfare (EW) suites, the active probe makes a valuable addition to any recon unit.

In *MW3*, the Beagle active probe and its Clan equivalent apply a -2 TN modifier to all sensor-related Action Checks, including sensor sweeps and sensor locks (see *Sensors*, p. 37).

Light Active Probe: The Clans also employ a light active probe, which is smaller than the standard probe, offering only a -1 TN modifier to reflect its reduced range.

ANTI-MISSILE SYSTEM

The anti-missile system (AMS) is a rapid-fire, point-defense machine gun capable of tracking, engaging and destroying incoming missiles. While very effective, the system's primary drawback is its high ammunition consumption.

When a salvo of missiles attacks any BattleMech or vehicle equipped with an anti-missile system, the AMS automatically engages the salvo. A salvo is defined as all of the missiles launched from a single rack. For example, the 15 missiles launched from an LRM-15 rack are considered a salvo, as are the 2 missiles launched from a Streak SRM-2 rack.

When a 'Mech equipped with one or more anti-missile systems is being attacked by one or more salvos of missiles it must declare the target of each AMS, before to-hit rolls are made for any weapons. Each AMS may target only one salvo, and must be used if there are any incoming salvos, even if the controlling player doesn't want to use the system. The target may choose to aim the anti-missile system at any incoming salvo of missiles, provided the unit that fired the salvo is in the firing arc of the AMS. If the target has more than one AMS, it may aim them at the same or different salvos.

Once all AMS targets are declared, the to-hit rolls for the missile salvos are made as usual. If the attack hits, the number of missiles that hit are generated as usual using the Missile Hits Table, p. 39. Then the target player rolls 1D6 if the BattleMech is using an Inner Sphere system, or 2D6 if the

anti-missile system is Clan-built. The result is the number of missiles shot down, and also the amount of ammunition used by the AMS. If this result indicates that the system spent more ammunition than was actually available, the system is out of ammunition. As long as there was at least one shot available to fire, the number of missiles destroyed remains valid.

The attacking player subtracts the AMS result from the number of missiles that hit, and then applies the damage using the usual hit location procedure. If the AMS result equaled or exceeded the number of missile hits, the attack is completely shot down and no damage is inflicted.

If the missile salvo targeted by the AMS misses, the AMS still goes off, generating heat and expending ammo just as if the attack had hit.

An anti-missile system may be "turned off" with a Simple Action. While it is turned off the system will not engage any incoming missiles. Anti-missile systems that have been turned off may only be turned back on again in a subsequent turn.

Special Weapons: The anti-missile system cannot be used against Arrow IV Artillery, but can be used against Narc pods, MRMs and Streak missiles. In the latter case, if the Streak to-hit roll fails, meaning the missiles fail to achieve lock-on (see *Streak Short-Range Missiles*, p. 56), the results of the anti-missile system's firing are disregarded; the weapon does not fire, uses no ammunition and does not create heat.

Critical Hits: Each shot of AMS ammo inflicts 2 points of damage for the purposes of ammo explosions.

ANTI-PERSONNEL PODS

Anti-personnel pods (A-pods) consist of directional mines installed on the lower legs of a BattleMech—which is precisely where infantry must attack if they plan to plant explosives on the sensitive actuator mechanisms. When an A-pod is triggered, it blasts a cloud of shrapnel over an effective radius of roughly 15 meters, with a devastating effect against troops unfortunate enough to be in the open at the moment of the explosion.

The MechWarrior may trigger an A-pod mounted on his 'Mech in the same way as firing a weapon (note that A-pods are not fired in an alpha strike). When triggered, the pod explodes as a 15D6 blast attack with an Armor Penetration of 3 (*MechWarrior*-scale damage, not *BattleTech*-scale damage), centered on the part of the BattleMech in which the pod is mounted.

A-pods are one-shot weapons; each pod can be used only once before it must be replaced.

Criticals: Unexpended A-pods that take a critical hit do not explode, but simply become inoperative. Expended A-pods can still be affected by a critical hit in the same way as empty ammo bins.

ARTEMIS IV FIRE-CONTROL SYSTEM

The Artemis IV fire-control system improves the accuracy of standard missile launchers. Mounted in a dome near the launcher, the Artemis locks onto a target, illuminates it with

an infrared beam and fires a spread of missiles. The system provides constant course-correction data to the missiles in flight using a tight-beam microwave communications link, which increases the number of missiles that hit the target.

Resolve any missile attack from an Artemis-equipped launcher per the standard rules. However, before consulting the Missile Hits Table, add 2 to the die roll result. This potentially increases the number of hits against the target.

Ammunition: The Artemis system uses special missiles that are identical to standard missiles for all game purposes except that they cost twice as much. If the launcher is loaded with normal ammo, it may still be used but functions as an normal launcher.

Critical Hits: If the Artemis system assigned to a specific launcher is destroyed, the missile launcher can still be fired as a normal launcher.

ARTILLERY WEAPONS

Generally mounted only in vehicles, but sometimes in BattleMechs, these extremely large projectile weapons enable players to launch shells at targets several kilometers away. The artillery weapons in common use are the Long Tom, Sniper and Thumper, plus the Arrow IV Missile Artillery System.

Artillery weapons have ranges rated in *BattleTech* map-sheets, each of which translates to roughly 1 kilometer in MW3 terms (multiply the range in the Weapons Inventory by 1,000 rather than 100 to find the range in meters). Note that this range is listed in the Long Range column, so all artillery attacks have the +4 TN modifier regardless of the range to target.

In addition to this difference, all artillery weapons explode in a radius of effect, causing damage to the surrounding area in addition to the normal effects of the attack. Once the attack is resolved against the target, convert the base damage into MW3 terms and resolve the blast radius of the attack as per the rules for *Blast* (p. 118, MW3).

Arrow IV Missile Artillery System

The Arrow IV is a missile system designed to deliver long-range salvos as a supplement to conventional artillery pieces such as the Long Tom, Thumper and Sniper. The main advantage of the Arrow IV is its relatively light weight compared to other artillery, but its munitions are very expensive.

The Arrow system uses two basic types of missiles. The more common and relatively less expensive is the standard area-saturation missile, which functions in the same way as standard artillery described above.

The second type of Arrow missile is a homing missile, which homes in on a target designated by a spotting unit on the battlefield that carries target acquisition gear (TAG). The homing missile causes very little collateral damage, so it does not have the additional blast effect. However, if the target of the artillery has been successfully designated by a TAG (see p. 57), the artillery attack target number is only modified for the attacker's movement; no other modifiers apply to the base TN.

AUTOCANNON

An autocannon is a rapid-firing, auto-loading weapon that fires high-speed streams of high-explosive, armor-piercing shells. Light autocannon range in caliber from 30 to 90mm, and heavy autocannon may be 80 to 120mm or larger.

Autocannon are also available in advanced LB-X and Ultra versions.

LB-X Autocannon

An improvement on the common autocannon, the LB-X makes use of light, heat-dissipating alloys to reduce weight and heat build-up. These materials make the weapon more expensive than the standard autocannon, but its advantages outweigh the higher cost.

Note that the LB-X series of autocannon is not available in an Ultra configuration, and it cannot make use of that autocannon type's doubled firing rates.

Cluster Munitions: The LB-X autocannon can fire cluster munitions, which act like an anti-BattleMech shotgun in combat. When fired, the ammunition fragments into several smaller submunitions. This improves the attacker's chances of striking an unarmored location, but disperses total damage by spreading hits over the target area rather than concentrating the damage on one location. Cluster munitions can be used only in LB-X autocannon, not in standard or Ultra autocannon types.

Before the start of play, the player should designate any LB-X ammunition as either standard or cluster munitions. Ammo must be designated in full-ton lots. When declaring an attack with a LB-X, the player must announce the type of ammo being used and mark it off his record sheet accordingly.

For LB-X attacks made with cluster munitions, apply a -1 modifier to the TN. Resolve successful attacks with cluster rounds like a missile hit, with the player rolling 2D6 and consulting the column of the Missile Hits Table that corresponds to the size of his LB-X autocannon to see how many submunitions strike the target. Roll a separate location for each hit, each of which causes 1 point of damage.

Ultra Autocannon

The advanced autocannon known as "Ultras" are capable of a higher sustained rate of fire than standard or LB-X autocannon. These types can be fired every turn, but the second and subsequent consecutive shots count as "double-rate" fire, increasing the chance to fumble and jam by +2 (cumulative) for every consecutive turn of firing. Once the weapon is not fired for a single turn, the chance to jam returns to normal.

C³ COMPUTER

Only Inner Sphere units can use the Command/Control/Communications (C³) computer system. Intended for installation in command or reconnaissance 'Mechs or vehicles, the C³ system is designed to help unit commanders coordinate activities on the lance and company levels.

Prior to the start of battle, designate which units are part of the network. Only three slave units can tie into a single C³

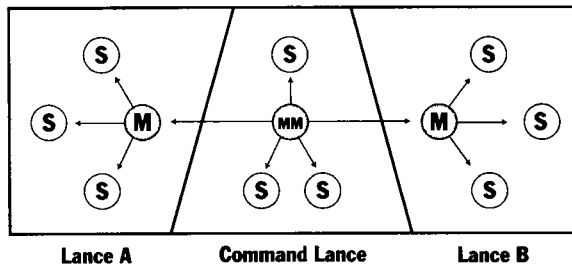
master computer, so a typical network would be the four 'Mechs of a lance. However, the network can be extended by connecting the C³ master computer in the command 'Mech of each lance in a company to a C³ master computer carried by the company command 'Mech. This allows any 'Mech in the company to use the computer's coordinating effects. The complexity required to coordinate actions using this system limits any network to twelve 'Mechs, even when the network is extended by additional command vehicles. (In general practice, this means that each command computer network consists of three lances of four 'Mechs each, with a master computer and three slave computers assigned to each lance, and then two of the lance commanders slaved to the third lance commander (the company commander) who therefore has two master computers. The lance commanders do *not* require slave units to connect into this network, as the master computers they already carry can handle the job.) Different networks cannot share coordinating abilities during a battle. For example, 'Mechs of Warren's Company could not use a 'Mech of Ching's Company as a target designator even if both companies had C³ networks. Loss or destruction of a unit carrying a C³ master computer, or a critical hit to the master computer itself, eliminates the portion of the network it controlled.

The effect in *MW3* terms is that units with C³ computers can "share" sensor locks across the C³ network. This means that a C³ company could maintain sensor locks on as many as twelve enemy units, and all members of the C³ company would benefit (see *Sensors*, p. 37).

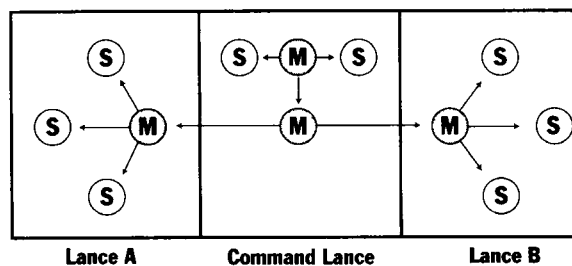
In the diagram, each circle represents a unit and each box encloses a lance. Each "S" represents a C³ slave. Each "M" represents a C³ master. The arrows show the network links radiating out from the master units. Destruction of slave units has no effect on the overall network (the affected slave unit simply drops out of the network). However, destruction of a master unit will eliminate all the links pointing away from it.

Company-sized networks can be arranged in the two ways shown. The first represents the most common arrangement, with a single unit carrying two master computers and coordinating its own lance as well as the entire company. The second example shows a separate unit in the command lance carrying the computer that links the master units together in the company network. Though in theory a single unit can carry

STANDARD CONFIGURATION



ALTERNATE CONFIGURATION



three or four master computers, the resulting increased vulnerability of the entire network makes this useless in practice.

TAG: The C³ master unit (but not the slave units) also duplicates the function of target acquisition gear (TAG, see p. 57) and can designate a target for Arrow IV homing missiles.

Improved C³ Computer

Having dominated the communications industry for hundreds of years, it didn't take long for ComStar's technicians to adopt and improve on the C³ concept. The improved C³ computer system (C³i) was developed partly to account for ComStar's radically different "base six" command structure, but also

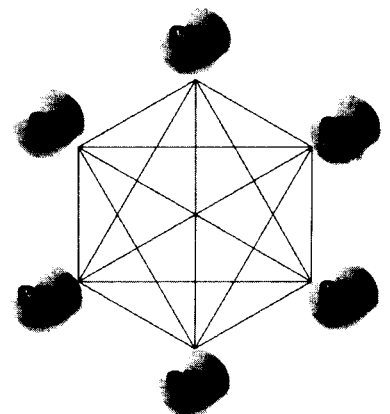
because ComStar wished to refine the system to improve its efficiency and durability.

After extensive testing, it was determined that there was simply no way for a single C³ master unit to coordinate fire from six units simultaneously. The solution was as simple as it was difficult to arrive at: the ComStar system does not rely on a central "master" computer, but rather creates a sort of cellular network in which each unit is an independently functioning node. This advance increased the size and cost of the C³i computer, and eliminated the ability to coordinate fire across multiple lances, but added the significant benefit that the network cannot be disrupted by the loss of a single master unit.

There is no "master" C³i computer. Every unit in a C³i network must mount a C³i computer. Up to six units may be linked in a single C³i network. Multiple networks may not be linked together.

Since there is no master computer in a C³i network, there is no possibility of the entire network being shut down by the loss of a single unit. Only those units that are actually in the effect radius of enemy ECM or have had their C³i computers destroyed by critical hits are isolated from the network.

C³i computers are not compatible with the standard C³ computer/C³ slave systems and they do not have the TAG capability of the standard C³ computer.



CELLULAR AMMUNITION STORAGE EQUIPMENT (CASE)

CASE is a damage-control technology that mitigates the effects of internal ammunition explosions. When ammo explodes in a location protected by CASE, the force of the explosion blows out through specially designed panels and armor, directing the main force of the explosion away from the BattleMech's vital components, such as the cockpit or the engine.

If ammo (or any other explosive component, such as a Gauss rifle) in a CASE-equipped location explodes, it damages the internal structure in that location; then the excess damage is applied to the armor of the location (the rear armor, for torso locations) and any remaining damage not absorbed by the armor simply dissipates—the damage does not transfer to an additional internal structure location. Remember that the loss of all internal structure in a side torso location also blows off the corresponding arm, though the arm is not damaged by the explosion.

If an ammo explosion transfers into a location protected by CASE, the internal structure in that location takes damage as normal. All excess damage is blown out the armor, as above. For example, if an Inner Sphere BattleMech suffered an arm ammo explosion and damage transferred to a side torso equipped with CASE, the internal structure of the side torso would suffer damage as normal, then the excess damage would be applied to the rear torso armor for that side. Any remaining damage would harmlessly blow out the CASE panels.

Criticals: Critical hits on slots occupied by CASE have no effect and should be re-rolled.

Vehicles: In vehicles, the CASE system blows out the rear armor in the event of Ammo/Power Plant critical hit; the vehicle itself is crippled, but the crew members, passengers and cargo take no damage from the explosion.

ECM SUITE

The Guardian ECM suite is a broad-spectrum jamming and electronic countermeasure device designed to reduce the effectiveness of enemy long-range scanning and surveillance equipment. The Clans also use an ECM suite with the same capabilities in a lighter and smaller package.

An ECM suite has an effect radius of 600 meters that creates a "bubble" around the carrying unit. The ECM's disruptive abilities affect all enemy units inside this bubble, as well as any line of sight traced through the bubble. It has no effect on units friendly to the unit carrying the ECM.

Within its effect radius, an ECM suite has the following effects on the following systems. The ECM suite does not affect other scanning and targeting devices, such as TAG and Clan targeting computers.

Artemis IV FCS: ECM blocks the effects of the Artemis IV FCS. Artemis-equipped launchers may be fired as normal missiles through the ECM, but the Missile Hits Table bonus is lost.

Narc Missile Beacon: Missiles equipped to home in on an attached Narc or iNarc pod lose the Missile Hits Table bonus (and TN modifier in the case of iNarc) for that system if

they are affected by ECM. The Narc launcher itself is not affected by ECM.

C³ Computer: ECM has the effect of "cutting off" any C³-equipped unit from its network. If a C³ master unit is isolated from the network by being inside the ECM radius, the entire portion of the network "below" it is effectively shut off (all units subordinate to it on the diagram on p. 53). Only those C³ units that can draw a LOS to the master unit that does not pass into or through the ECM radius can access the network. If the master unit that connects the lances of a company is inside the ECM effect radius, the link between the lances is lost, though each lance's network would function normally (unless the ECM also interfered with them individually).

Sensors: If the target has an ECM suite, or there is a suite friendly to the target within range of it it is more difficult to detect and lock on to with sensors (see *Sensors*, p. 37). Apply a +2 TN modifier to any sensor actions attempted against such a target.

ENDO STEEL INTERNAL STRUCTURE

Endo steel was designed especially for use in BattleMech skeletons. Using zero-G manufacturing techniques that uniformly mix high-density steel with lower density titanium and aluminum, the process produces a metal twice as strong per unit of weight as standard skeleton materials, but at an increase in overall bulk.

Criticals: Critical hits against an endo steel critical slot have no effect and should be re-rolled.

FERRO-FIBROUS ARMOR

Ferro-fibrous armor is an improved version of ordinary BattleMech and vehicle armor that uses woven fibers of ferro-steel and ferro-titanium to greatly increase its tensile strength. However, like endo steel skeletons, ferro-fibrous armor is bulkier than standard armor plating of equivalent weight.

Criticals: Critical hits against slots filled by ferro-fibrous armor have no effect and should be re-rolled.

FLAMERS

The typical flame-thrower carried by 'Mechs taps into the heat generated by the fusion reactor to create a powerful but short-ranged burst of fire. These weapons are rarely mounted on 'Mechs due to their poor heat-to-damage ratio, but can be useful incendiary weapons.

Vehicle Flamer

The so-called vehicle flamer uses ammunition supplied by fuel in tanks rather than tapping into the fusion reactor. As such, it is considered a ballistic rather than energy weapon.

GAUSS RIFLE

The Gauss rifle uses a series of magnets to propel a projectile through the rifle barrel toward a target. While it requires a great deal of power to operate, this weapon generates very little heat and can achieve a muzzle velocity twice that of any conventional weapon.



Criticals: Gauss rifle ammunition consists of a slug of nickel-ferrous metal. If a location containing Gauss ammunition takes a critical hit, the ammo does not explode, but the hit destroys the ammo-feed mechanism, rendering the rest of the ammunition in that slot useless. A critical hit on the Gauss rifle itself destroys the capacitors that power the weapon, causing a catastrophic discharge of the capacitor's stored energy, with results identical to an ammunition explosion. If a Gauss rifle takes a critical hit, treat the result as a 20-point ammunition explosion in the location containing the rifle. The capacitor discharge following a critical hit on a light Gauss rifle causes only 16 points of damage.

HATCHET

Some Inner Sphere BattleMechs come equipped with hatchets. To use the hatchet, a BattleMech must have a functioning hand actuator in the arm in which the hatchet is mounted.

A BattleMech uses a hatchet to make melee attacks per the standard club attack rules, but can make this attack with only one arm, rather than the two needed to swing a club. Though a BattleMech may mount two hatchets, one in each arm, it can only make one hatchet attack per turn.

HEAT SINKS

Heat sinks are devices designed to protect an engine and other components from heat build-up by shedding a certain amount of engine- and weapons-generated heat. Standard heat sinks dissipate 1/2 point of heat per turn; double heat sinks dissipate 1 point of heat per turn.

LASER

Laser is an acronym for "Light Amplification through Stimulated Emission of Radiation." When used as a weapon, a laser damages its target by concentrating extreme heat on a small area. BattleMech lasers are designated as micro, small, medium and large.

Lasers are also available in extended-range (ER) versions. These types of lasers offer longer range, but at a considerably higher cost in heat.

Heavy Lasers

Heavy lasers are used in the same way as standard lasers, except add a +1 TN modifier for attacks made with these weapons to reflect the interference they cause in cockpit systems. This interference has no other game effect.

Pulse Lasers

The pulse laser uses a rapid-cycling, high-energy pulse to generate multiple laser beams, creating an effect comparable to machine-gun fire. This design improves the hit probability of laser attacks and causes more damage per hit, though at a cost of increased heat and a somewhat shorter effective range.

BattleMech pulse lasers do not use the MW3 burst fire rules. Treat pulse lasers the same as standard lasers, but apply a -2 TN modifier.

MACHINE GUN

Though rarely carried by BattleMechs, the high rate of fire produced by machine guns makes them excellent anti-infantry weapons.

Heavy Machine Gun

The Clans have developed a higher-caliber machine gun that inflicts increased damage, but at a 33-percent reduction in effective range.

Light Machine Gun

The light machine gun represents another advancement from the Clans. This weapon has twice the range of standard machine guns, but its lower-caliber shells inflict only half the damage.

MISSILE LAUNCHERS

Missile launchers are devices used to deliver self-propelled and self-guided munitions to inflict damage on a target.

Advanced Tactical Missile System (ATM)

The Advanced Tactical Missile system is an advanced Clan weapon system that resembles an LRM launcher. Resolve an attack with an ATM system in the same way as a standard LRM attack, but the ATM includes an integral Artemis IV targeting system at no cost in space or tonnage; add +2 to the Missile Hits die roll for the weapon. Note this functions in every way like standard Artemis IV. Note that the ATM system has a minimum range.

Long-Range Missiles (LRM)

Long-range missile racks fire indirect salvos of high-explosive missiles at distant targets. Because of the way they are fired, LRMs suffer penalties when trying to hit targets near the firing unit. Clan versions of the LRM systems are very light and do not suffer from the minimum range problems that affect Inner Sphere LRMs.

Medium-Range Missiles (MRMs)

MRMs evolved to fill the need for cheap, easily produced weapons that could be used effectively by the hordes of green warriors flooding the ranks of the Draconis Combine Mustered Soldiery (DCMS). Originally dubbed "dead-fire missiles" or "dummy rockets," MRMs are unguided missile systems. Though this configuration makes MRMs less accurate than guided missile systems, the lack of targeting systems and steering thrusters dramatically reduces the size of each missile. Consequently, a standard-sized MRM launcher holds far more missiles than a comparably sized LRM rack.

Resolve MRM attacks in the same way as LRM attacks, with the following exceptions. First, apply a +1 TN modifier to MRM attacks. Second, when determining missile hits for an MRM-30 or MRM-40 rack, roll twice on the standard Missile Hits Table, p. 39. For an MRM-30, roll on the "15 missiles" column twice and add the results together. For an MRM-40, roll twice on the "20 missiles" column and add the results. Determine hit location per standard LRM rules.

Charlie fires a salvo from his MRM-40 at Bill's 'Mech and scores a hit. To determine damage, Charlie

makes two 2D6 rolls and obtains results of 9 and 6. Checking the 20-missiles column on the Missile Hits Table, he finds that his launcher successfully hit with 16 and 12 missiles, for a total of 28 missiles.

Short-Range Missiles (SRM)

SRMs are direct-trajectory missiles with high-explosive or armor-piercing explosive warheads. They are accurate only at ranges of less than 300 meters, but are more powerful than LRMs. Clan SRM systems are lighter and more compact than the Inner Sphere models, but otherwise function identically.

Single-Shot Missile Launchers

Vehicles and BattleMechs sometimes carry a single-shot version of a standard missile launcher. Such a system is designated by "OS" (one-shot) following the missile nomenclature, such as LRM-20 (OS).

Streak Short-Range Missiles

A Streak SRM missile contains a targeting device that prevents the missile from launching unless the missile has locked onto a target. Once locked on, the missile automatically hits its target.

A player attempting to lock a Streak missile on target must make an Attack Check as if he were firing a standard SRM. If successful, the player may immediately fire his Streak SRM at the locked-on target. All Streak missiles automatically hit (no roll on the Missile Hits Table is required), and the player rolls as normal to determine the hit locations. If the roll fails, the player fails to achieve a lock and so does not fire the SRMs and does not build up any heat.

The player must roll for a new targeting lock each time he wants to fire the weapon, even if he achieves a lock on the target in a previous turn. The player must make a separate attack roll for each individual Streak system being fired.

MYOMER ACCELERATOR SIGNAL CIRCUITRY (MASC)

MASC allows a BattleMech to put on a short burst of speed, at some risk to its fragile leg actuators. It works by boosting the signals to the myomer leg musculature, causing those muscles to contract and relax at a quicker rate than is usually possible. This increases speed, but the stress to the actuators and myomer can cause a catastrophic failure, especially after prolonged MASC use. Note that MASC only affects leg musculature.

You can tell if your BattleMech has MASC because if it does it will have a second Running Movement Point value listed in parentheses. In addition, the MASC will be shown somewhere on the Critical Hit Table (but not in the Weapons Inventory).

Any BattleMech with MASC can activate the system as it declares which movement mode it will use (as an Incidental Action). The player declares that he is using the MASC system and rolls an EDG Check with a -3 TN modifier. Success indicates the BattleMech can run or evade that turn at a speed equal to

double its standard walking speed, or sprint at a speed equal to triple its Walking speed. A failed EDG Check indicates the leg actuators freeze up, the effects of which are identical to the 'Mech taking a critical hit to both hip actuators (see p. 44).

NARC MISSILE BEACON

The Narc missile beacon is a heavily modified missile launcher that fires special missiles, called pods, made up of powerful homing beacons mounted behind a magnetic head. If the missile hits its target, the pod broadcasts a homing signal for any friendly missile systems equipped to receive Narc transmissions. Like the Artemis IV system, Narc pods potentially increase the number of missiles that hit a target. The Narc system is superior to the Artemis in that the signal lock cannot be broken once established, because the beacon is attached to the target and cannot be destroyed.

If the Narc attack hits, a pod is attached to the target unit. In all following phases, any unit attacking with Narc-equipped missiles adds +2 to the result of the roll on the Missile Hits Table. This modifier remains in effect for the targeted BattleMech for the duration of the battle. Multiple Narc pods attached to a target have no additional effect. Other Narc beacons in the target hex do not confuse Narc-guided missiles.

The Narc system can be used to aid both standard SRM and LRM missile attacks. It does not affect attacks made with special munitions or launchers. Missiles capable of homing in on a beacon cost twice as much as standard missiles because they carry special guidance links.

Criticals: Exploding Narc ammo causes 2 points of damage per pod.

ECM: Narc-guided missiles function like conventional missiles while within range of an active enemy ECM suite; they do not receive the +2 modifier when rolling on the Missile Hits Table.

Improved Narc Launcher

The improved Narc launcher (iNarc) was developed recently by ComStar. It functions in the same way as a standard Narc launcher, but with a longer range and somewhat improved abilities.

The standard iNarc homing pod has an improved ability to attract Narc-equipped missiles as compared to the Narc missile beacon. In addition to the usual +2 modifier on the Missile Hits Table Roll, also apply a -1 TN modifier to all Narc-capable missile attacks made against a target that has been hit with an iNarc homing pod. Narc-capable missiles (which cost double the usual C-bills) work with both standard Narc pods and iNarc homing pods.

Criticals: If a slot containing iNarc ammo is critically hit, it inflicts 3 points of ammo explosion damage per shot remaining in the bin.

PARTICLE PROJECTOR CANNON (PPC)

A PPC consists of a magnetic accelerator firing high-energy proton or ion bolts that cause damage through both impact

and high temperature. PPCs are among the most effective weapons available to BattleMechs.

PPCs also come in extended-range (ER) versions, which fire at a longer range but produce considerably higher heat.

SWORD

The BattleMech sword is a Draconis Combine version of the standard BattleMech hatchet. Most MechWarriors consider the sword less effective in combat than the heavier hatchet, but the large katana blade better fits the samurai ideal of the Combine warrior. Additionally, the sword's lighter weight makes its attacks somewhat more accurate than those made with hatchets.

The sword follows standard rules for clubbing attacks, but inflicts less damage in exchange for improved accuracy (see *Club*, p. 47). A MechWarrior trained in the BattleMech block maneuver (see *Martial Art/BattleMech*, p. 18) can use the sword to make effective melee blocks.

TARGET ACQUISITION GEAR (TAG)

A spotter uses target acquisition gear to designate a target for an attack by a homing missile fired from an Arrow IV Missile Artillery System.

No other weapon may be fired from the TAG unit in a turn it is using TAG.

In order for the TAG to be effective, the TAG unit must make a successful attack with the TAG in the same turn as the Arrow IV homing missile attack. The TAG unit must attack first, so this might require the Arrow IV unit to delay his phase until later in the turn.

If the TAG hits, it successfully designates the target for any number of subsequent friendly Arrow IV homing missile attacks later in the same turn. These artillery attacks target numbers are only modified for the attacker's movement; no other modifiers apply to the base TN.

Light TAG

The Clans also employ a light version of target acquisition gear, which is smaller than the standard model but has a shorter effective range.

TARGETING COMPUTER

In addition to the various special targeting systems developed for missiles, the Clans have developed advanced targeting systems, unmatched by anything in the Inner Sphere, that can enhance the performance of the following types of direct-fire weapons: lasers, PPCs, Gauss rifles and autocannon. It has no effect on other types of weapons.

To make an attack using the targeting computer, use all standard rules for weapons of that type, but modify the target number for any attack using the unit's lasers, PPCs, Gauss rifles and autocannon by -1.

The player may instead use the targeting computer to aid attempts to attack a specific hit location. When making an aimed shot using lasers, PPCs, Gauss rifles and autocannon,

use the standard rules for *Aimed Attacks* (p. 46), but apply an additional -1 to the TN (in addition to the standard -1).

TRIPLE-STRENGTH MYOMER

Inner Sphere scientists have developed a special type of myomer "muscle" that becomes exceedingly strong when a 'Mech overheats.

You can tell if your BattleMech has triple-strength myomer (TSM) if it has a second set of Walking and Running Movement Point values listed in brackets. In addition, "3x Strength Myomer" will be shown somewhere on the Critical Hit Table (but not in the Weapons Inventory).

TSM provides a benefit only when a BattleMech is running hot. Each turn that a BattleMech with TSM ends with a heat level of 9 or higher, the following effects take place the next turn.

- Increase the 'Mech's movement speed in all modes but Jumping by +2 MP. Note that heat modifiers for movement still apply; this increase will offset those modifiers (see *Heat Effects*, p. 49).
- Double the damage for punch, kick, club, hatchet and sword attacks (see *Melee Attacks*, p. 47).
- Double the 'Mech's lifting ability (see *BattleMech Lifting Capabilities*).

Criticals: Critical hits against slots filled by triple-strength myomer have no effect and should be re-rolled.

SPECIAL CASE RULES

A few special case rules follow that do not fit into the other parts of this section. They cover the guidelines for infantry *Anti-BattleMech Attacks* and also for *BattleMech Lifting Capabilities*.

ANTI-BATTLEMECH ATTACKS

Infantry trained in anti-BattleMech tactics learn to close with a BattleMech, climb it and plant satchel charges or make point-blank weapon attacks in strategic, vulnerable locations. This dangerous tactic requires highly skilled and dedicated troops, but can turn the tide of battle quickly if successful.

The first step in making such an attack is to climb up on the BattleMech. This requires a Climbing Skill Check with the difficulty modifier based on the 'Mech's movement that turn. If it stood still or used walking movement, the Check is Difficult (+2). If the 'Mech used running or sprinting movement, the Check is Very Difficult (+4). If it used evading or jumping movement, the Check is Extremely Difficult (+8). As usual, the gamemaster will determine if other modifiers apply.

A single successful Climbing Check (as a Complex Action) places the character on one of the 'Mech's legs. In order to climb higher on the 'Mech, another Skill Check is required in a subsequent turn. Since he is literally climbing on the BattleMech's skin, the character can choose exactly which hit location he will attack.

Every turn the character wants to keep hanging on the 'Mech, another Climbing Check is required using a Simple

Action and difficulty modifiers based on the 'Mech's movement that turn as described above. Failure results in a fall from as high as 12 meters off the ground, depending on the character's location on the 'Mech.

If the character is equipped with a jump pack (or jump-capable battle armor) he can reach any point on the target 'Mech using a single Simple Action. Grabbing hold of the 'Mech requires a successful Jump Pack Skill Roll (or Piloting/Battlesuit if the character is using battle armor jump jets) with the same modifiers as the Climbing Check described above.

Once the character has reached the desired location, he needs to make a Tactics/Anti-BattleMech Skill Check (p. 19) in order to locate a weak point in the 'Mech's armor (this takes a Simple Action). Once a vulnerable spot has been found, the character receives a +2 bonus to the Armor Penetration of each attack made from that position against the 'Mech (this replaces the usual +1 Armor Penetration for pointblank attacks). This bonus does not apply to other characters, nor does it apply if the character moves from his position. In the latter case, he needs to make another Tactics/Anti-BattleMech Check to locate another weak spot, even if he is targeting the same hit location.

Getting off the 'Mech is done with a Climbing, Free Fall or Jump Pack Check, and can be done safely in a single turn provided the character has ropes and climbing gear, or a jump pack. Apply the same modifiers to this roll as the Climbing Check to get on the 'Mech as described above.

Counterattacks

The target 'Mech can, of course, attempt to shake off swarming infantry. The simplest way is to simply move faster or jump, dramatically increasing the difficulty of hanging on.

A more direct approach is to try and brush off the infantry using the 'Mech's arms (four-legged quad 'Mechs cannot attempt this). This is a Simple Action, and requires a Piloting/'Mech Skill Check. Success knocks one character off the 'Mech, and doubles the falling damage the character suffers. A fumbled Skill Check actually causes damage to the 'Mech itself equal to it's tonnage divided by 10 (rounding up), applied using the *BattleMech Punch Location Table* (p. 47).

BATTLEMECH LIFTING CAPABILITIES

In some situations, a BattleMech pilot may want his machine to lift and carry a piece of equipment. A BattleMech may not pick up an active BattleMech or vehicle during combat. Only BattleMechs with functioning hand actuators may pick up an object. A BattleMech can pick up objects that weigh up to 5 percent of its tonnage per arm that it uses to lift. While the BattleMech is carrying the object, it cannot fire any arm or forward-firing torso-mounted weapons, make punching attacks or use a club; it may make charging and kicking attacks and execute death from above attacks. In addition, the BattleMech can only move at half speed (round up).

A BRIEF HISTORY OF SOLARIS VII

For better than three centuries now, the games on Solaris VII have attracted interstellar man's morbid curiosity. The spectacle of civilized warfare that takes place in the Solaris arenas, as MechWarriors duel each other in leviathan fighting machines, is as entrancing as it is profitable and dangerous. For some, the games offer an escape from the harsh consequences of a universe at war; they are a microcosm where honor, treachery and waged skill can exist without the deprivation and loss the Succession Wars and Clan invasion have visited on the Inner Sphere. For others, the games are an extension of the violent politics that so often seize the Inner Sphere. For this latter group, every win and loss in the arena is a personal matter, with allegiances to a favorite stable, 'Mech or fighter running as deeply as ties to nationality.

Aside from the importance of its arena games, the world of Solaris VII itself holds a near-mystical place in Inner Sphere culture and society. In one sense, it is a reflection of the universe, where citizens affiliated with each state hold to their own ideals and values as their anointed champions battle for them by proxy. The world is seen as one of dark drama and high adventure, where the average citizen is—or at least *can be*—routinely caught up in extraordinary events. One minute, you may be involved in a reception for a visiting noble, and the next you may be caught in the crossfire of a territorial gang-war. The games of chance can make you an instant fortune should you take risks on long-odd bets, or they can spell your demise should you run afoul of organized criminal concerns or accumulate too many debts. Even those who succeed or strike it rich cannot relax, as Solaris easily tempts you into long stretches of self-indulgence or business propositions with higher stakes.

And, always, there is the chance to meet some of the most lionized men and women in the Inner Sphere. Perhaps you will meet the next Paul Fokker, Rhian Caselton, Gray Noton or Kai Allard-Liao. Or better yet, you may attempt to follow in the footsteps of Jason Bloch and Jaime Ferrero, and rise through the Solaris masses to compete on the stage with such deified warriors. It is a prevalent dream.

But Solaris VII is not a world of dreams.

SOLARIS VII

Originally a planet of the Free Worlds League, Solaris VII was colonized for its industrial potential. A water-rich world in a galaxy of mostly inhospitable planets, colonists could hope to thrive naturally where so many others were still dependent upon the water-shipping cartel. Solaris VII joined other planets

in the system that were surveyed for mineral deposits, providing what the settlers hoped would be an extensive source of raw resources. Situated at the border between the Free Worlds League and the Lyran Commonwealth, it seemed a prime location for the growth of large industries. In that era, one of the largest industries was BattleMech production.

The variety of terrain within easy reach and its rugged, primitive nature made Solaris VII an ideal site for BattleMech proving grounds. Soon several corporations maintained testing laboratories and live-fire ranges. Blue Shot Weapons was one of the first corporations, and remains there still. Prophetic, perhaps, was Blue Shot's tendency to match their designs against each other to

see which had better offensive and defensive characteristics. Other corporations moved in and out, turning over facilities to the next set of designers and manufacturers looking for new design test sites.

Solaris City began to rise over an extensive network of tunnels connecting underground 'Mech bays and testing facilities. It began as a collection of apartments and buildings to house "leisure services" for a Free Worlds League corporation. Silesia Battleworks, a Lyran-based enterprise, moved in nearby, bringing an influx of people and businesses. They soon connected their underground facilities to the original set. Designers were quick to see the advantages of this model, a full underground system able to support and move BattleMechs without disturbing the city above. It became a mandatory feature of expansion. The tunnels were ripped up and rebuilt so often that rumors about lost chambers and testing facilities still exist, though seismic probing has all but invalidated such stories.

Another inadvertent result of the settlement was that the first two nationality-specific sectors of Solaris City formed. The lines would blur over time, but after another century would



A BRIEF HISTORY OF SOLARIS VII

LET THE GAMES BEGIN

Have I seen it? I own one of the cleanest copies you could ever hope to find. Taken directly off the lost master disk, it was.

A beautiful match, let me tell ya. No hype. No shoddy effects or overacting, ego-filled 'Mech jocks—hey, don't you be telling them I said that. Just two machines being pushed to the limits in hopes of placing on the rolls of the Star League Defense Force. The *Phoenix Hawk* grabbed an early edge with its large laser and jumping ability. It also didn't have to haul around all that ammo, so it boasted a better armor profile. You can almost hear the warrior inside laughing at the *Sentinel's* autocannon, which chipped away too slowly.

The Defiance pilot got frustrated in the end. He could have out-ranged the *Hawk*, maybe. Long enough to work through the armor. But he ran in too close and matched his short-range missiles against the *Phoenix Hawk's* lasers. The Orguss warrior skimmed over his head easy as you would want by featherin' those jump jets and then drilled him through the back. Guy barely had time to punch out before the reactor blew.

Now, I might be talked into a private screening. Won't cost too much, either. But a reproduction? Boy, you better bring your boss back here for that, and he and I will jaw it out. I know you don't have that kind of expense account.

—Interview with anonymous stable technician

time General Kerensky had led his followers away in the Exodus Solaris VII was long accustomed to a kind of political autonomy. It was left to the corporations who virtually ran the Game World to choose one side or the other. Contrary to popular belief, the fact that House Steiner was affiliated with a slim majority of the 'Mech production industries had very little to do with the decision. The truth is that Solaris VII owned one of the hottest commercial products in the Inner Sphere, and the Lyran economy was, and largely remains, the strongest of all Successor States'. When House Steiner seized several nearby worlds, the Game World quietly declared for the Lyran Commonwealth.

By 2790, however, Solaris VII was feeling the drain experienced across

reappear in almost exactly the same place, as the idea of dividing up the city became policy rather than practicality.

THE FIRST CONTEST

In 2695, the first official battle took place between 'Mechs of different manufacturers. Orguss and Defiance Industries were competing against each other for a valuable Star League Defense Force military contract. Orguss was promoting its new *Phoenix Hawk* design while Defiance wanted to impress the SLDF with its tried-and-true *Sentinel*, long in service to House Steiner. The *Phoenix Hawk* triumphed, and though both designs were eventually picked up, the prevalence of the *Phoenix Hawk* design for several centuries in the Inner Sphere is proof enough of the edge gained by its victory.

Noticing the raw appeal of the video footage shot of the battle, Orguss Industries distributed several edited versions as promotional infomercials and showed the full battle only to select audiences. A few months later they were surprised to locate a bootleg video of the fight, reconstructed from the infomercials and nearly as clean as the master copy. It was then that the appeal of the BattleMech contest for Solaris VII residents became apparent. Within the year, regularly staged battles were provided for the entertainment of local citizens. Team battles and dueling became so popular, in fact, that many corporations financed the first 'Mech stables in an effort to generate new profits. The videos began making their way out to the Inner Sphere worlds, while on Solaris the betting system that would eventually come to dominate the world was taking shape.

THE SUCCESSION WARS

It is a common misconception that the Lyran Commonwealth seized Solaris VII from the Free Worlds League during the first of what would later be called the Succession Wars. Already considered something of a "free world," by the

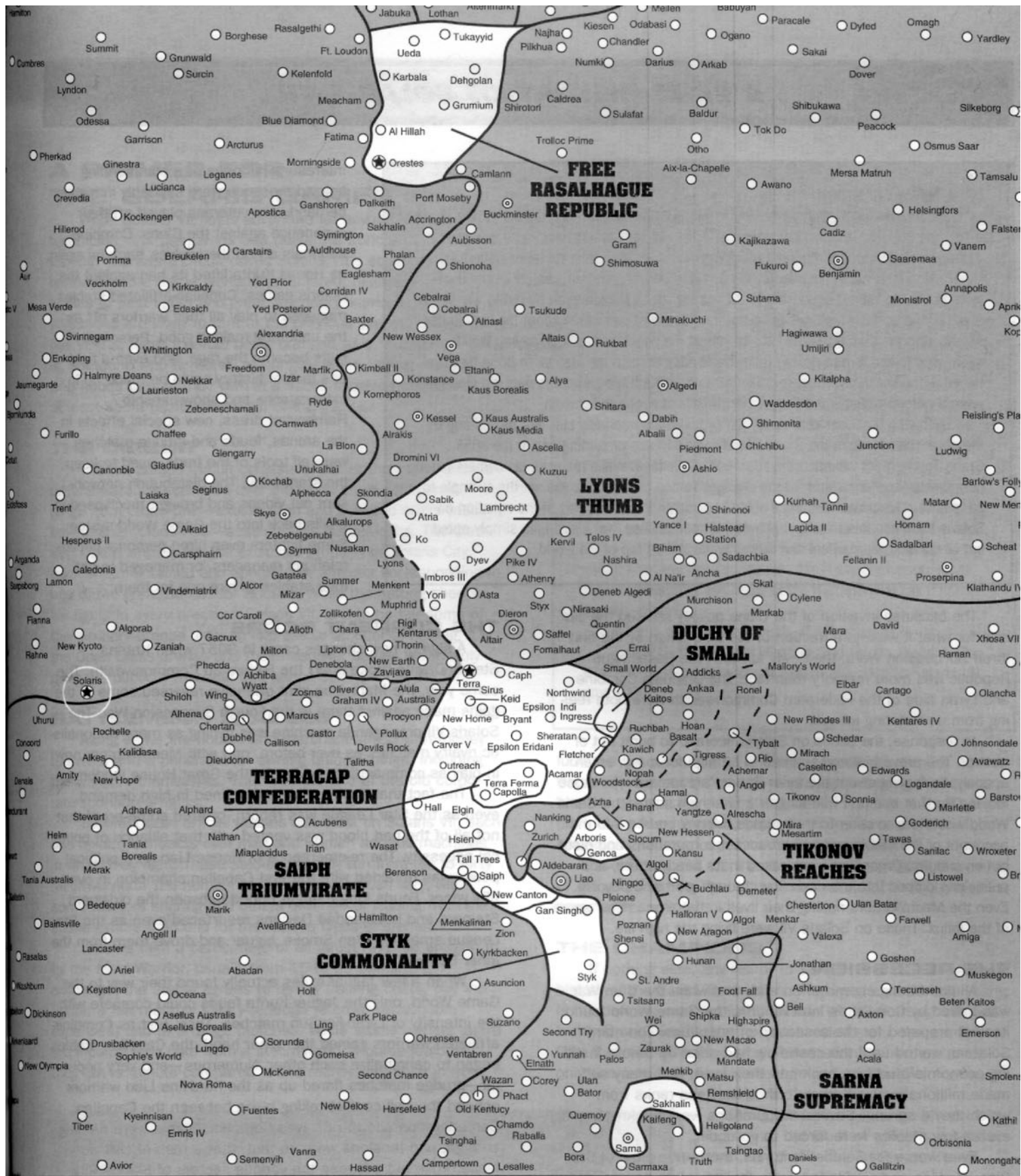
the Inner Sphere, though a bit different in nature. Some of the world's best fighters had been drawn away by the war, and it was hard to compete with live footage from the front lines. This became a period of reconstruction for the Game World, when Solaris City itself was rezoned into the five sectors representing the five Successor Houses. Each maintained one of the major arenas, tailoring it to the character of their sector. The fights became reflections of the current struggles and a new venue for the animosities so prevalent at the time.

It was this symbiotic—some say parasitic—relationship with the Succession Wars that allowed Solaris VII not only to survive, but also to thrive. The wars created no end of experienced MechWarriors looking for something other than life on a battlefield, and audiences grew as the BattleMech stables played off nationalistic loyalties and the rivalries fostered between them. Soon the entire Inner Sphere looked once more to Solaris City, where the latest offensive only meant another round of fighting for the same patch of ground. But in the evening's line-up, someone would emerge the certain winner.

And everyone wanted it to be their side.

THE CLAN FRENZY

In the years between the end of the Fourth Succession War and the return of Kerensky's descendants, Solaris VII continued to expand its presence in the Inner Sphere markets, though peace kept threatening to break out at every turn. The Federated Suns and Lyran Commonwealth had combined politically into the Federated Commonwealth, and no one seemed ready to challenge the great state. There was talk of a Star League reborn under the Steiner-Davion lineage, and people dared to believe that finally the battles might be confined to the Game World alone.



CHAOS MARCH FREE RASALHAGUE REPUBLIC

© 3061 COMSTAR CARTOGRAPHIC CORPS

LEGEND



40 PARSECS OR 130.4 LIGHT YEARS
SCALE: 1/8 INCH = 1 PARSEC = 3.26 LIGHT YEARS = 19,164,277,862,000 STATUTE MILES

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY

A BRIEF HISTORY OF SOLARIS VII

FAST TRACK CHAMPION

Kai Allard-Liao arrived on Solaris in late 3053. A war veteran, duke and heir apparent to the St. Ives Compact and friend of Prince Victor Steiner-Davion, he was also, without question, one of the best MechWarriors ever known to the Inner Sphere.

Taking over his father's languishing stable, Allard-Liao immediately began challenging the old ways. He was the first to capitalize on the situation by hiring war veterans, playing up their histories to recapture a sense of patriotism about those who had helped stop the Clan invasion. He also raised the ante on contracts, paying well for the talent who joined him in risking their lives and 'Mechs in the arenas. In 3054 he maintained a breakneck pace that rocketed him up through the standings until his championship victory in the Grand Tournament was a foregone conclusion.

Even as a first-year champion, Kai acquired a personality cult that rivaled any of the great champions in the Game World's past. His commanding win in the 3056 Grand Tournament validated the adoration of his fans. While many stable owners hated him for his excellence, and for the changes forced on them, he still set the example to be followed. MechWarriors once again became an important part of the equation on Solaris VII. Then, his mission apparently accomplished, Kai Allard-Liao simply opted out of the next tournament and retired while still on top of the world.

The blitzkrieg invasion of the Clans quickly showed the illusion for what it was. In a fraction of the time taken by the first three Succession Wars, the newly formed Free Rasalhague Republic was more memory than fact. The Draconis Combine and Lyran side of the Federated Commonwealth were both reeling from devastating losses.

In response, the action on Solaris seemed to burst out of control. The proverbial end seemed to be nigh for many, as an apocalyptic feeling swept the Inner Sphere's populace. For those looking for that one last wild fling or a final high score, the Game World was there to cater to their needs. Money poured into the accounts of the stable owners, broadcast corporations and distribution circuits. Organized crime raked in its heady share, and politicians dipped into the cash flow through graft and payoffs. Even the MechWarriors risking their lives in the arenas saw some of the influx. Those on Solaris VII were living the high life.

THE RECESSION

All good things come to an end, and when the Clan War was halted by ComStar's intervention, the Game World found itself ill prepared for the cessation of hostilities. Too many Solarans waited until the cash flow had dried up before instilling economic prudence back into their lives, and many self-made millionaires went back to the penniless ranks from which they'd sprung. Several corporations went bankrupt, and even a few stables were forced to go under.

Even worse for Solaris' fortunes, the frantic pace of the Clan invasion and circulating video footage of its battles had jaded the viewing public. Now everyone looked to the Solaris City arenas and said, "Top that!" The old hype wasn't going to be enough. Stable owners cast about frantically for the next big thing, certain they'd know it when it arrived.

Lacking direction, the Game World fell back on its underlying strength—the MechWarriors themselves. The fighters with

interesting histories or a commanding holovid presence were suddenly in higher demand. War veterans played off their experience against the Clans. Combine nationals styled themselves *samurai* again, as House Kurita lifted its ban against the Solaris games. Capellan-affiliated stables managed to play all their warriors off as the underdog making good. Personality cults became the rage, and even a fighter's lack of history could be made up in extravagance and showmanship. Flamboyant dress, new special effects in the arenas, feuds and grudge matches were all tools of the trade, used to keep the stands full. The distribution network sent out videos and brought much-needed C-bills back into the Game World system. Some fighters even hired personal public-relations managers, or managed to get their stables to hire one for them.

THE CURRENT SCORE

A sign of new changes came in 3057 when Katrina Steiner-Davion broke apart the Federated Commonwealth. The same year, the Marik-Liao joint offensive reversed some of the gains made against them in the Fourth Succession War. The Solaris VII propaganda machine was hyping as many nationalistic rivalry matches as ever before, only with MechWarriors now in play as commanding proxies for the Great House leaders.

The fact that such matches remained in high demand, even as the Star League was reborn, offered some proof that not all of the bad blood was vented with that alliance of political necessity. The re-emergence of House Liao as a political power was heralded with the first Capellan champion in over fifty years. Feuds long thought buried between the old-guard Steiners and hot-blooded Davions resurfaced even as the Star League smashed Clan Smoke Jaguar and drove them from the Inner Sphere.

When a few Jaguar exiles actually found their way to the Game World, only the Jaguar-Kurita feuds could compete with the intensity of Lyran-FedSun matches. Then, just as Combine-affiliated warriors gained the upper hand, the Capellan stables began to cannibalize each other. Numerous—and very popular—grudge matches flared up as the hard-line Liao warriors echoed the civil conflict taking place between the Capellan Confederation and the St. Ives Compact. Spirits were running so high, and tensions were so taut, that a rash of civil violence broke out between the various sectors of Solaris City.

Now Solaris VII stands as it ever has, offering warfare-turned-entertainment to the Inner Sphere and a few Clan members as well. It remains a world of dark drama and high adventure, a mirror to be held up to the Inner Sphere, reflecting back whatever the viewing public wants—and will *pay*—to see.

A PRIMER FOR THE SOLARIS GAMES

While Solaris VII holds adventure for anyone from tourist to technician, it is the games that make the world a place worth visiting. The arena circuit drives Solaris VII's economy. Every resident of the Game World is an amateur historian when it comes to past fights and great legendary warriors. Most conversations are likely to turn to the previous evening's, or previous year's, fight. To avoid being branded as a "breather"—that is, someone who is merely wasting air when talking—anyone who hopes to hold their own in a social situation should have at least some basic knowledge of the games.

THE CIRCUIT

The full Solaris Circuit consists of better than one hundred different arenas scattered over the world's two continents. They range from Class One—exoskeleton and powered armor matches—through Class Five—assault class BattleMechs. The Class Six "Open" arenas are the exclusive property of Solaris City, each one maintained and operated by a sector corresponding to one of the great Successor Houses. While the betting sheets list fights in every arena on Solaris VII, and to be fair some of the auxiliary arenas draw an impressive amount of betting, it is the Open Class arenas and their headliner battles which truly drive the publicity machine that keeps Solaris VII at the top.

BATTLEMECH STABLES

Along came the nobles and merchant kings, with money to invest and a penchant for owning unique things, including the warriors themselves. That was the end of the old corporate-sponsored fights.

Several dozen official stables now exist on Solaris VII, each one holding contracts over men and women and the machines in which they fight. These stables typically run from ten to forty MechWarriors. The number of 'Mechs owned can vary, with some warriors sharing and others owning—or leasing from the stable—more than one for the various types of arenas.

Stables take a percentage of all direct revenue brought in by the MechWarrior, usually from 15 to 25 percent. In exchange, the stable agrees to defray training costs, pay the fighter a fair monthly salary (enough to cover reasonable expenses) and to arrange matches. While stable owners guard the income they take from a MechWarrior's purse jealously, their cut is minute compared to the money they rake in from

Having heard Solaris VII disparaged by many Clan warriors, trueborn and proud, I admit being disinclined to think well of the world. 'Mech combat fought as entertainment for the lower castes? Merchants telling warriors who they will fight? Warriors accepting money, and having to sell their services to maintain their machines? It all seemed too alien. Not of the Clans.

But then again, the entirety of the Inner Sphere is not of the Clans, nor is it ever likely to be despite all our dreams of conquest. I do not deny my heritage, or the call to glory that still pulls me toward Terra like metal to a lodestone. But I have been to Solaris VII, which I think is more than most can say who continue to look upon it as a world of degenerates. How can anyone gainsay Kai Allard-Liao, who for a time called Solaris VII his home, as being anything but a warrior whether born true or free? I have seen incredible battles fought in the Solaris arenas. They challenge for prominence, for station, and match themselves as well as they are able so that the better warrior may emerge the victor. In this, I see something very noble in Solaris VII and many of the warriors who call it home. Something familiar.

What is our Circle of Equals, if not an arena?

—Star Colonel Taman Malthus, 2nd Falcon Jaegers, Clan Jade Falcon; personal account written after visit to Solaris VII, circa 3056.

lucrative broadcast rights and merchandising potential. By contract, all such marketing and media rights belong to the stable, though typically a MechWarrior will be given 4 to 10 percent. If the MechWarrior reaches the Top Twenty, they will be able to demand significantly better contracts.

Listed on p. 64 are the stables that manage at least one of the valuable Top Twenty ranked duelists, the most precious commodity on Solaris VII.

THE CHAMPIONS

If nothing else, any visitor to Solaris VII should know some history of the Grand Tournament. This single event, held yearly, is the defining moment for the Game World. Starting with one hundred and twenty-eight hotly contested slots, the warriors fight their way through a single-elimination tournament until only one remains—the number-one ranked MechWarrior on Solaris VII: the champion.

Being champion confers many privileges, not the least of which is a seat at the champion's dais of the exclusive Valhalla Club (see *Silesia*, p. 74). The purse is immense, guaranteed to be no less than a half million C-bills. At this stage in a MechWarrior's career, merchandising and fair percentages of broadcast rights can also mean incredible sums. The champion will also be chal-

THE SOLARIS CIRCUIT

SECTOR

Black Hills
Silesia
Kobe
Cathay
Montenegro

AFFILIATION

Federated Suns
Lyran Alliance
Draconis Combine
Capellan Confederation
Free Worlds League

ARENA

Boreal Reach
The Coliseum
Ishiyama
The Jungle
The Factory

A BRIEF HISTORY OF SOLARIS VII

lenged to a number of title defenses, guaranteed to be high-profile matches worth almost as much as the championship themselves. If a title defense is lost, the title is suspended until a rematch is arranged or the Grand Tournament is held again, whichever comes first. Losing the rematch transfers the title to the successful challenger. The Grand Tournament traditionally takes place in the latter half of the year, naming the champion for the next year. The Tournament date is set based on other major events happening in the Inner Sphere, so can be scheduled as late as February of the next year.

Jason Bloch

Having won the championship in 3050, Jason Bloch was unseated in a title defense by Liz O'Bannon. The Grand Tournament was early that year, and so came about before a rematch could be set. In the tourney, it was Tanya O'Bannon this time who knocked Bloch out of the running.

Most aficionados of the games still claim that it could only have been one of the sisters who beat Bloch that year. Bloch stayed in the games, determined to be the first non-consecutive champion since Oliver Two-Horse in 2840. He achieved this dream in 3054, unleashing his vengeance by knocking both sisters out of the Grand Tournament. Bloch fought for three more years, then accepted an offer to become Master-at-Arms for the O'Bannon sisters' new Gemini Stables.

Elizabeth and Tanya O'Bannon

Taking the Game World by storm in the late 3040s, the sisters have always avoided competing against each other. In 3051, they met in the final bout of the Grand Tournament, and to the shock of the public agreed to a draw without firing a single shot. This would be an event they would repeat for three years, during the frenzied days of the Clan invasion. The two sisters saved up a sizable fortune, always intending to open their own stable. When Jason Bloch unseated them before their plans were finalized, the sisters had no choice but to continue fighting for the smaller purses. Neither of them bothered to challenge Kai Allard-Liao for his title. Then, in the same year he did, they opted out of the Grand Tournament in order to open Gemini Stables. Jason Bloch was brought in as a junior partner. It was Bloch who discovered Samantha Coleman. Coleman placed well in the 3059 Grand Tournament and in the last few years has slowly worked her way into the Top Twenty.

BATTLEMECH STABLE TABLE

Stable	Owner	Affiliation	Top Warriors/Ranking
DeLon	Thomas DeLon	Kurita	Theodore Gross/Champion Srin Odessa/10 Kasigi Mihabu/19
Bromley Lion City	Thaddeus Bromley Vernon Singh	Marik Steiner	Evelyn Czerny/2 Ervin Rebelke/3 Jasmine Kalasa/12
Tandrek Cenotaph Galahad	Robynn Tandrek Kai Allard-Liao Jurgen Gaalf	Liao Liao (St. Ives) Marik	Kelley Metz/4 Larry Acuff/5 Isaak Kremms/6 Richard Smith/14
Blackstar Toranaga Starlight Zelazni	Drew Hasek-Davion Mitsuhara Toranaga Tran Ky Bo Victor Zelazni	Davion Kurita Davion Liao	Michael Searcy/7 Anne Jynn/8 Sarah Anne Wilder/9 Michael Karufel/11 Mandole Mgwane/17
Silver Dragon Gemini	Marcus Nevil Tanya and Elizabeth O'Bannon	Kurita Davion	Hohiro Sumasin/13 Samantha Coleman/15
White Hand Overlord Lynch	Fiona Loudon Rhianna Murray Trevor Lynch	Davion Steiner Steiner	Stephen Neils/16 Craig Orme/18 Victor Vandergriff/20

Kai Allard-Liao

Kai Allard-Liao's run to the championship in 3054 was reminiscent of his father's terrifying performance twenty-seven years prior. He unseated Jason Bloch in a title defense but refused to take the title in a rematch, waiting instead for the Grand Tournament to win as the 3055 champion. Many thought Kai Allard-Liao would be the next Gray Noton, the only seven-year champion in the history of the games. But in 3057 Allard-Liao opted out of the tournament and left Solaris VII, leaving his Cenotaph Stables in capable management hands. Though he declines to comment on his personal life, his marriage soon after to Deirdre Lear and the temporary assumption of the Free Capella leadership likely had something to do with his decision.

Wynn Goddard

Taking the Grand Tournament at the age of thirty-three, Wynn Goddard was predicted to be a single-year champion. Many denounced his championship as a "gift," since some of the top contenders had opted out that year. Though he had been ranked as the number three warrior on Solaris for several years running, Goddard was considered to be a MechWarrior past his prime in a field dominated by young warriors. He proved his mettle in 3058, when he soundly defeated all comers and took the championship again. In a time when the Capellan Confederation was ascending from its long recovery out of the Fourth Succession War, his victory seemed prophetic. When defeated in 3059, Goddard retired without

A BRIEF HISTORY OF SOLARIS VII

another fight despite the clamor for one last grudge match. He achieved his desire to go out while still on top.

Theodore Gross

The Coordinator's recognition of the Solaris VII expatriates in 3056 did more than restore the honor of the citizens of Kobe. It also spurred the Kurita-affiliated warriors to new heights. Under the watchful eye of their nation—legally—for the first time ever, most Combine fighters surged in the standings. But where Goddard had been thought past his prime, no one had considered Theodore Gross—at thirty-nine—a contender for the championship. For years, he had been slipping slowly back down the ranks, though his steady advances in '57 and '58 warned that he was on a comeback. In 3059 he became the oldest champion to date, dedicating his first win not to the Coordinator, but to Theodore Kurita's deceased father Takashi. For the honor shown his family, Theodore Kurita invited Gross to Luthien as his guest. This invitation was a rare honor given during a busy time, as the resurrected Star League was singularly focused on smashing Clan Smoke Jaguar.

Gross has remained on top of the Game World ever since. As if the visit back to his homeland rekindled a long-banked fire, the champion seemed practically untouchable in his next two years of title defenses and championship wins. He dedicated his 3060 championship to the Coordinator, and 3061 to the Coordinator's son Hohiro. In late '61, winning his fourth title less than a month after Theodore Kurita was elected as the Star League's next First Lord, Gross shocked many die-hard Combine patriots by dedicating the win to Prince-in-exile Victor Steiner-Davion. His dedication, for "standing by the convictions that rebuilt the Star League, even in these trying times at home," drew immediate and public appreciation from the ruling Kurita family. A salvaged Clan OmniMech, a *Masakari*, was sent to Gross under the Coordinator's signature. Gross has fought with it sparingly, though he plans to use it in the next Grand Tournament against those opponents who will accept the challenge. He has even offered to turn off half its weaponry, to ensure an even match.

A WHISTLESTOP TOUR OF SOLARIS VII

Solaris VII is a mass of contradictions. It is one of the wealthiest worlds in the Inner Sphere, yet the income of the average citizen falls well below the poverty levels of any Great House. Considered one of the most naturally inhabitable planets for five jumps in any direction, the population per square kilometer is, again, far below average. The majority live in or around Solaris City, creating an incredible metropolitan area, while much

of the world remains in a provincial or even primitive condition. Citizens of nearly every political state live here in an environment of neutral acceptance if not actual peace, and every night their champions try to tear each other to pieces.

Solaris is a place where people vacation, supposedly to forget both their own problems and those of the Inner Sphere. Yet here, more than anywhere else, those problems are highlighted—splashed across the daily betting journals and played out every evening in the lineup of arena bouts.

RECENT CHAMPIONS OF SOLARIS

Year	Champion
3050	Jason Bloch
3051-53	Elizabeth and Tanya O'Bannon
3054	Jason Bloch
3055-56	Kai Allard-Liao
3057-58	Wynn Goddard
3059-62	Theodore Gross

THE SYSTEM

Situated on the edge of Lyran Alliance space, closer to Rochelle of the Free Worlds League than any other Steiner system, Solaris sits astride major interstellar trade routes. JumpShip traffic is very heavy, and serviced by the two recharge stations which guard the nadir and zenith jump points. Solaris VII is the largest of a twelve-planet system, and is itself the size of Terra with comparable gravity and just as water-rich. Only

two other planets in the system boast atmospheres, and both of these are poisonous. Early surveys discovered extensive mineral resources on Solaris IV, though the cost of mining this airless world allows only a marginally profitable mining industry.

A little-mentioned feature of the Solaris system is a shell of comet activity that surrounds the system and drops comets around the sun on a frequent basis. There are several DropShip cruise lines that specialize in comet watching; the vessels are well-equipped, complete with full casinos and holoivid theaters for watching the Solaris VII fights, of course.

GETTING THERE IS HALF THE SCAM

With JumpShips entering the Solaris system on an almost hourly basis, travel to the Game World certainly is not difficult for the vacationing 'Mech-fights aficionado. Most cruise lines schedule stops at Solaris, trading at least one DropShip for a returning vessel from the Game World. Many other JumpShips with routes that pass Solaris will also accept passengers, transferring them to the recharge stations to wait for an inbound interplanetary ferry. These ferries are luxuriously outfitted DropShips, and if costs run a bit high, the passenger is at least traveling in high style complete with in-room bars, gambling halls, arena theaters and round-the-clock live entertainment. For a modest fee, passengers on regular cruise lines bound for the Game World can also trade up to the Solaris ferries on the inbound journey.

While traveling to Solaris VII is easy, leaving is much more problematic. The Solaris ferries run outbound only for chartered private parties; no general berthing can be purchased. This arrangement is a last ditch attempt by the entertainment concerns to separate a big winner from his instantly acquired

A BRIEF HISTORY OF SOLARIS VII

NOT WITHOUT A HEART

For those who find themselves unable to leave Solaris, there is always work to be had. Of course, not everyone can afford such a life-changing resettlement, in which case Solaris VII has "travel and loan" (T&L) companies.

T&Ls arrange and fund off-world transportation for the unlucky patron and promise to bill them at a straight interest rate of 20 percent. Noncompliance will result in the debt being turned over to a collection agency on the customer's home world, with additional penalties. Wary consumers will look carefully at the dates. Very often, the unobservant will find the bill waiting for them when they arrive, with no time to arrange payment. Additional penalties and administrative fees will mount up quickly, while the T&L splits profits with the debt collectors.

fortune. Also, those passengers who rode into the Solaris system on transitory vessels—JumpShips that merely used the system as a recharge point in a longer journey—often find that similar accommodations cannot be found to leave the Solaris system. Such travelers are forced to attempt to arrange outbound travel through the cruise lines, which are already intentionally overbooked.

The Solaris VII entertainment consortiums, in cooperation with the world's administrative branch, levy a large landing tax on all passenger-carrying outbound DropShips. This tax is based on the inbound ticket cost (or the inbound half of a round-trip ticket) per passenger on an outgoing flight. This keeps down the cost for arriving flights, and inflates the price for departures. Many touring lines have taken to scheduling *only* one-way tickets into Solaris, and chartering for private parties and first-class only on the outbound leg, much as the

ferries do. Others manage to convert from passenger vessels to limited cargo carriers.

Even taking into account that not every inbound ship runs at full capacity, the passenger berths available on outbound vessels number less than 90 percent of the

incoming capacity, usually far less. Passengers may upgrade—and every upgrade generates another fee for Solaris VII—or fight the masses for the limited space. Too often, it is easier to remain another day and hope fortunes change. Solaris VII is betting they will, but never in the tourists' favor.

SOLARIS VII

Star Type: K1V

Position in System: 7 (of 12)

Surface Water: 80 percent

Atm. Pressure: Standard

Surface Gravity: 1.1 G

Equatorial Temperature: 25°C

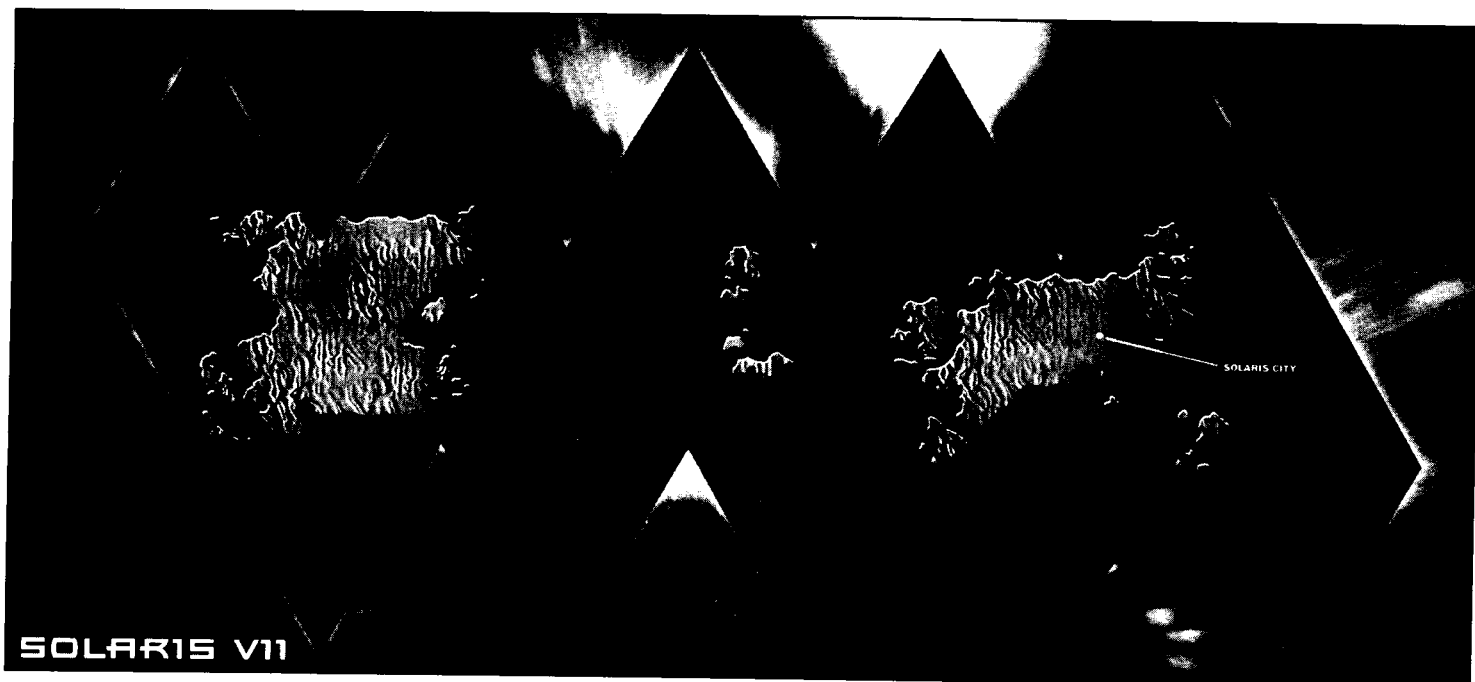
Days to Jump Point: 5

Recharging Station: Zenith, Nadir

ComStar Facility Class: A

THE GAME WORLD

Solaris VII has two large land masses, Grayland and Equatus. Grayland is the continent in the northern hemisphere, roughly four thousand kilometers east to west and two thousand kilometers north to south. Wide but shallow inland seas cover a great deal of the land. The Runagate Sea nearly splits Grayland into two land masses, as it stretches right down the middle of the continent, butting up against the low-land marsh country. The Poseidon Sea, in the northeast, is polluted with heavy natural mineral content. Xanatow Sea, along the east coast, technically splits off a large section of Grayland, though no one thinks to call it a separate continent.



A BRIEF HISTORY OF SOLARIS VII

In the southwest, the Avalon Sea is central to the few resorts that do not specifically rely on the 'Mech games, though even here one can find some Class One and Class Two arenas.

Even though most of Grayland can be classified as primitive country, Equatus is still known as Solaris VII's wild frontier. Situated in the western hemisphere, Equatus is smaller than Grayland and boasts several differences in climate and terrain. The Tangerine Desert sprawls across the center of the continent, visited only by small mining ventures and a few nobles who have a preference for isolated estates. Some thin forests allow a struggling timber industry along the western coast. However, logging is quickly giving way to raw land speculation as more nobles and corporations notice the wonderful temperate climate found here. Blood pits are common among the larger fishing villages and farming communities, with battles fought mostly by AgroMechs.

CIVILIZATION

Solaris City is located in central Grayland, in the middle of a dense stretch of forested plains, and boasts the largest population on the planet by far. Though it is doubtful that anyone would choose such a site for the city intentionally, Solaris organically grew out of the various camps, lodgings and installations various corporations established in the area. Central Grayland is a cool and damp place most of the year, with steady rainfall feeding the vast forests and lowland marshes. The seemingly eternal cloud cover is the primary reason Grayland got its name.

The city of Nowhere is another odd settlement to the far north, sitting in the shadow of the Majestyk Mountains, where taiga stretches along the entire coast. Blue Point Weapons has a production facility nearby, though no good reason has ever been given as to why they picked this site. The hot springs of Nowhere seem a thin excuse to be settled so far away from better climate and the world's center of civilization.

Xandria, in comparison to the other two Grayland cities, is a paradise. The city experiences a warm climate with only light rainfall for most of the summer, settling into a pleasant temperate climate during fall and spring. Xandria suffers only in winter. Many nobles without the extra means of settling private estates on Equatus have chosen Xandria and the surrounding coastal area as a site for summer homes that sit on beautiful estates.

OFF THE BEATEN PATH

The main towns of Equatus, similar in nature to the rest of Grayland's villages and hamlets, usually depend on a local resource or industry.

Solaris VII's timber-industry capital of Joppo is known—or laughed at, depending on one's view—for its rustic rough-and-tumble charm. Here, woodchip floors and log cabin architecture are used by design rather than by necessity. Only a few hours north of Solaris City, Joppo still manages to draw some attention to its own arena—a section of woodland set aside for team play rather than single dueling. In this arena, BattleMechs can build appropriately sized deadfalls, blinds and pit traps.

Mantraa serves as the capital of Equatus, and as such is

LOCAL LEGENDS

Every world is bound to have its stories of a forgotten Star League facility filled with lostech. However, on Solaris, with centuries of serving as host to many research and development teams, such tales should not be easily dismissed.

THE SCRAPHEAP

The one legend with any hard evidence is the tale of an abandoned production and testing facility in the badlands of Equatus' Tangerine Desert. Several prospectors have brought back a great deal of scrap from within a designated area of four hundred square kilometers, which many now agree must have been a previously unknown testing field. Whether or not there is a facility to go with it, and if it is even located nearby, is still unknown.

AVALON

When Marco Moliotti, second champion of Solaris, retired from the games, he settled somewhere around the Avalon Sea. Always an honorable and gallant MechWarrior, a report made by him the year of his disappearance left many puzzled. He claimed to see an island before him, rising out of the mists over the nearby waters, which was a haven for warriors. He felt that he would soon be laid to rest on that island, surrounded by others like him, who had laid aside their instruments of war in the safekeeping of their avatar. He vanished two months later and was presumed dead in the wilderness. This legend is a favorite among Federated Suns loyalists, as it plays on their capital of New Avalon and the old Arthurian myth.

VULCAN

Previously Mount Newhaven, this volcano was not catalogued until it violently erupted in 2732. Rumors persist that this was the site of a secret research lab, testing some type of new engine for BattleMechs or DropShips or even JumpShips, and that the testing somehow triggered the eruption. There is some evidence to corroborate that the SLDF planned a research facility for this area; however, it allegedly never got underway.

perhaps the one town on that continent independent of any single industry. Still, there's no denying that the small city would suffer a major recession if the cattle ranges suddenly shifted their export business northward to Port Townsend.

Anchorage is one of the larger fishing villages on Equatus, and most recently gained its fifteen minutes of fame as the hometown of Jaime Ferrero, one of Solaris VII's few homegrown MechWarrior arena fighters. Anchorage manages to support a Class Three arena, subsidized in part by Fitzhugh Stables and a small collection of independent MechWarrior collectives.

Southeast of Solaris City, the town of Mitchell has grown up around the training fields for DeLon Stables. The village relies on timber, a rock quarry and the Labyrinth—a Class Five arena Thomas DeLon built nearby. Mitchell has experienced

A BRIEF HISTORY OF SOLARIS VII

MASTERS OF SOLARIS

Not so surprising, perhaps, is that the true power on Solaris VII does not rest with what passes for central government. Nor does it reside with the individual sector administrations, despite their bluff ad bluster. There is no denying that it is the arena games which keep this world alive and raking in an income that would normally support several worlds of similar populations. Controlling the games, and therefore controlling Solaris VII, are the game promoters, stable masters and broadcast companies. Though the MechWarriors have come into their own of late, wielding a bit more influence than what they have had in years gone by—namely, *none*—there is still little they can do in the face of those who control the games.

These business masters have a stranglehold on Solaris VII's economy, and despite any Successor House propaganda it is easiest to lead through the pocketbook. While each of the three entertainment concerns are in competition for a larger share of the obscenely huge profits, they will let no outside force threaten their livelihood. Since the greatest threat to their control is the development of a strong centralized authority on Solaris, the easiest thing for these self-styled masters of the world to agree on is that no one can be allowed to rule effectively. Given their wide-ranging influence, this tactic of controlled destabilization has worked so far.

something of a financial windfall these last few years, with reigning Champion Theodore Gross maintaining a vacation home nearby and putting on the occasional exhibition bout at the Labyrinth. The town hopes to maintain tourism, though it is likely that the downfall of Gross will lead to a hard recession unless another DeLon Stables warrior takes the championship.

SOLARIS CITY

There are few words that would do justice to Solaris City. There are less which could do it injustice. Solaris City is ... an experience. Though not one I'd invite many people to know for themselves. Read about it. Catch the fights on holovid broadcasts. Leave the rest to mystery and never worry about the fact that you missed it. Because in the end, Solaris City is just what one would expect. Only more so.

—An interview with Kai Allard-Liao, Tharkan Media Associates, 23 November 3058

All the guidebooks suggest arriving in Solaris City by night. If coming by DropShip, forget an early debarkation and spend an extra hour on the ship's promenade. See the city cloaked in darkness but still alive with glittering lights.

What the guidebooks do not say is the reason behind this suggestion. Once Solaris City is seen by day, the memory is likely to ruin what little beauty the city may offer. Carpeted with trash-strewn streets and run-down neighborhoods, Solaris City is dirty and downtrodden. The Solaris River that cuts the city in half doesn't look so much like a river as like a flooded swamp—or a sewer. The homeless population is staggering, forced to live in sprawling slums and eking out an existence through petty crime and scavenging. The odds are one in fifty

you will witness a crime your first day, one in twenty-five hundred that you will be the victim—and you can find booking agents to take that bet. And always, there is the rain, which by night could possibly seem light and refreshing but by day will only begin to weigh oppressively.

Slightly more than three million people call Solaris City home, or at least their place of existence. Another half million in visitors might be swelling the population at any given time, donating generously to the cash flow Solaris VII must rake in to continue. Central to that very purpose, Solaris City is also home to the five Open Class arenas—the stars of the Solaris Circuit.

POLITICAL ASYLUM

During the period of Reconstruction, which took place during the First Succession War, Solaris City was divided into five major sectors, each representing one of the great Successor Houses. These sectors were to be administered by nationals, who were allowed to keep their foreign citizenship with no penalties as long as they lived in the appropriate quarter. No one thought about how this might affect Solaris City in the long run. At the time, this design was devised to keep Solaris VII in the money, leading the Inner Sphere in 'Mech games.

Each sector soon developed a character based upon the governing nationality. Kobe, devoted to citizens of the Draconis Combine, maintains a look reminiscent of medieval Japan with well-manicured grounds and an Asian touch to the many buildings. House Davion's Black Hills sector reminds one of a disorderly military camp—especially since the people maintain an identifiably aggressive attitude when set against other nationalities, though lately the Lyrans of Silesia come very close to matching them.

The physical division of Solaris had long-reaching implications as each sector took to policing their own. Each police force claimed jurisdiction to the sector boundary, but no further. Interference by the Solaris Police Department (SPD) was met with anything from icy cooperation to investigation-hampering "assistance." Soon the SPD involved itself only when a problem covered multiple sectors.

As more businesses moved in, the sectors also began depending more on the economic system of their particular nationality rather than the Lyran's strong economy. The various House bills became standard currency in their respective sectors, to be looked upon with disdain by the neighboring quarter. Solaris residents quickly invented derogatory slang for foreign moneys, calling K-bills "snakes," D-bills "shivs," S-bills "mittens," L-bills "cookies" and M-bills "birdies." The only slang everyone agreed on was the term for Solaris scrip. Forced on those who have no choice but to accept it as payment, scrip value fluctuates so wildly it can be worth anywhere from 1 percent of its theoretical C-bill value to the rare 100 percent.

A BRIEF HISTORY OF SOLARIS VII



A BRIEF HISTORY OF SOLARIS VII

BUSINESS AS USUAL

Look, I told you all I know. First I see a knife pointed at me, then a guy with a gun steps from the alley and whacks the guy with the blade. I think, sure, some vigilante justice. Why not? I mean, the guy wasn't pointing the gun at me. Not yet.

All right, he never really did. But the gun stayed out and yeah, it worried me. He asked if the first guy was trying to rob me. As if that hadn't mattered when he shot him. I said yeah. Then he sort of suggested that he might find a safer place for my wallet. Now I have my cards still, he made certain I kept those. Why not? Easier for me to use 'em and him to hit me up again sometime I suppose. The guy had some class anyway.

But it pissed me off, you know. So I start yellin' and complaining and that's when someone finally called you people and I end up here just doing more yellin' and complaining like it's gonna do me any good. Near as I can tell you're just burning time, and tell ya the truth I'm tired of the whole mess. I got tix to the Factory tonight, and I'd like to get cleaned up and make a withdrawal. So can we speed this along?

You guys at least have a trivid set up to receive the latest box scores?

—Transcript of possible robbery victim, Black Hills Sector, 3rd Street Station

Solaris scrip is commonly called "teep," sounding out the initials T.P.—a reference to the lower-end quality of the currency.

This system of nationalized sectors has continued to grow so that every political entity is now represented in Solaris City. The Periphery states have staked their claim in the run-down areas and slums bordering Solaris City. So have the bandit kingdoms, though quite often their territory is measured in a few city blocks and under the protection of a local gang or criminal concern. The old Guild Hall has been taken over by Wolf's Dragoons as an extension of Outreach's mercenary support plans. Even the Clans are represented on the Game World now, by the few exiled or renegade warriors who've come to compete, and by a political embassy established in Cathay for a small contingent of Clan Jade Falcon.

CRIME

With everything from police forces to public works divided up by sectors, only the Solaris criminal element seems to be pervasive. Having no concern for sector borders, they gouge each sector impartially.

Solaris VII had first thought to undermine criminal activity by legalizing gambling. But crime, as has been proven over the centuries, is a most adaptable curse. Bookies simply offered better odds than the legal gambling circuit, keeping their steady clientele. It also created other problems, as many who would've constrained themselves to office pools or a little book betting on the side now were driven by the lure of organized betting into a state of financial ruin. Theft, street-side drug dealing and prostitution soared in the first year of legalized gambling, as did the use of alcohol and narcotics as those who bottomed-out took to their final escape from the reality of their lives.

Serious crime on Solaris VII, however, has always been in the hands of serious people. The Solaris Syndicate—also known as La Cosa Nostra, "this thing of ours," or more com-

monly, the Mafia—oversees a lucrative business in gambling, drugs, prostitution and most other criminal activities. What makes the Mafia more dangerous in its latest incarnation is its completely business-like nature. Violence is a measure of last resort, when all legal tricks and other forms of coercion have failed. A hard eye on the bottom line has led to fewer mistakes than in the old days, making them much more unassailable.

If the Mafia has taken on at least the trappings of respectability, the yakuza are nearly ready for a public offering of stock. Though their rolls have opened up over the centuries, the yakuza still remain primarily staffed by those of Japanese descent with a head for business and a ruthless nature. Masters of threat, extortion and inside operating, these organized criminals maintain as many completely legal businesses—no matter how they were first acquired—as they do illegal ones.

The third powerful criminal force on Solaris VII are the triads—criminal organizations with Chinese roots. Nowhere near as organized as the previous two, a triad is a world unto itself. Its members tend to be fanatically loyal, but between triads the constant struggle for more territory is all-consuming. A triad typically stands ready to take on all comers, which means they are not averse to infringing on yakuza and Mafia claims. Where the Mafia and yakuza tend to operate behind closed doors, triads virtually flaunt their existence as part of the ritualized procedure for laying claim to new territory and "walking protection" over their current turf. Triads are like powerful street gangs, but with a slick media coating and very influential connections.

A TOUR OF SOLARIS CITY

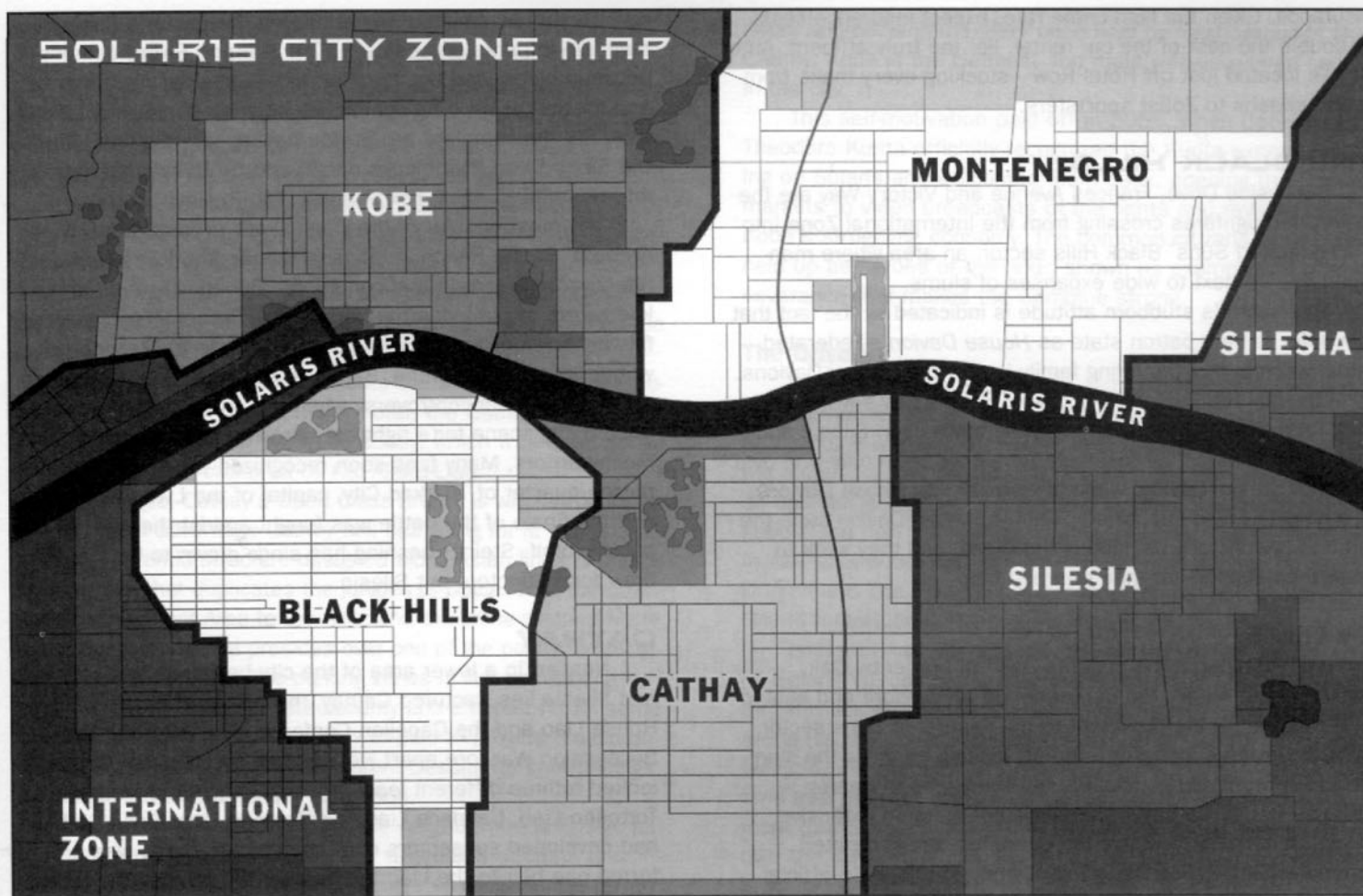
Learning Solaris City can be hard for the uninitiated. There are some residents of the city who have yet to venture outside their own sector, while others have seen little besides the Open Arenas. Knowing where the basic landmarks are, and using them as guides to some of the more popular destinations, can make any trip that much easier. In Solaris City, getting anything done easily is a small miracle.

The wide, sluggish expanse of the Solaris River cuts through the city from east to west, dividing it and forming a border for every sector. The Solaris Highway cuts through from north to south, running through Montenegro on the north side of the river and passing through the middle of Cathay on the south.

THE INTERNATIONAL ZONE

The International Zone is a neutral area used, or at least oft-visited, by the residents of all sectors—hence the reference as "international." This sector's primary interest is in transportation and other public works, as well as many of the general tourist attractions Solaris City offers. Though technically under Lyrans

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domain, the International Zone should never be confused with Silesia, the Lyrn Sector. Silesia is administered by a separate government from Solaris VII's central authority, and each jealously guards its own territory.

The Drive-By

Solaris VII's main spaceport is located in the southwest corner of the city, acting as the anchoring point for the entire International Zone. The Zone is safeguarded by the Solaris Police Department, who are technically under Lyrn command, and who have a reputation for their professionalism and incorruptibility. Though highly regarded (and perhaps feared) by the law enforcement agencies of other sectors, the SPD is made to feel unwelcome outside the Zone, and so it sticks to its home jurisdiction. They do handle all crimes committed against foreigners or against Solaris VII as a whole—such as smuggling and anything impinging on the games. Crimes committed by foreigners, however, are dealt with in the appropriate sector. Criminals are tried within the sector's General Court, and convicts are sent to the Solaris Prison near Xolara. The court is very careful with its power, preferring to let the various sectors handle the docket-filling work.

One of the city's most vital information sources, the Solaris Times newspaper, is located in this sector. The Times publishes

a full listing of upcoming fights and the betting spreads in morning and evening editions. More importantly, the Times frequent runs exposés on various arena fighters, which have been known to ruin an ambitious MechWarrior's career. The Guild Hall, also in this sector, is a good place to find people or look for opportunities, especially for mercenaries looking for a crack at the games or arena fighters ready for a paid excursion off-world. Though it falls within the boundaries of the Black Hills, the Class-A relay station maintained by ComStar is considered to be under the International Zone's authority, and is usually packed with patrons no matter the hour.

A monorail connects the spaceport to Hotel Row, a loosely defined area where some of the city's major hotels are found. The Golden Atlas, Hotel Solaris and the Solaris Hilton are here, offering rooms with incredible views of the city that are also close to many of the usual tourist sites. However, the major hotels here will only take C-bills in payment, and they can be rather pricey. Expect to be hit up for a minimum of one hundred and twenty C-bills per night's stay just for a small room near the ground floor.

For getting around, a full mass transit system exists and runs across the entire city at the cost of one C-bill per person per sector traveled. Renting a car is no more expensive than elsewhere in the Inner Sphere, until you get to the mandatory

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insurance. Given the high crime rate, expect insurance costs to double the cost of the car rental. For the truly affluent, Auto Row is located just off Hotel Row—stocking every make from Avanti sedans to Zoast sportsters.

THE BLACK HILLS

Sunnyside Drive, Frances Avenue and Victory Way are the major thoroughfares crossing from the International Zone into the Federated Suns' Black Hills sector, an area where mansions rise up next to wide expanses of slums.

This sector's stubborn attitude is indicated by the fact that they refer to their patron state as *House Davion's* Federated Suns, when in fact the ruling family is now the Steiner-Davions. Even though the Black Hills is one of Solaris City's worst sectors, its residents have always looked down upon Silesia and their Lyran in-laws. The residents here have been fully won over by Victor Steiner-Davion, whom they regard as Hanse Davion's true heir. To these supporters, Katrina Steiner-Davion stole the throne while Victor was fighting the Clans, and they seek to show their support for their returned hero.

The Drive-By

Framed against the sector's eastern border by Oak, Markham and Auton, the Lowlands are an eyesore and should be a constant embarrassment to the Federated Suns sector. Proof of Davion superiority is sorely lacking here, as the slum-filled area is indistinguishable from the slums of nearby Cathay—though Cathay's slums are not quite so extensive. Sitting up in the hills above the Lowlands, the Federated Commonwealth Police Department (though this is its official designation, it is commonly referred to as the Federated Suns PD, a discrepancy that is true of all organizations still retaining the FedCom moniker) houses over a thousand police officers and a lance of light BattleMechs specially modified for crowd control. Civil disturbance defenses have been necessary of late, as the anti-Steiner demonstrations have gotten out of hand for even the tolerant Chief Wyant Graceson.

The Federated Commonwealth Information Center will happily provide the inquisitive with information on the Federated Commonwealth and its many virtues. Staffed with some of the friendliest people to be found on Solaris VII, they will even assist in filling out the mountain of paperwork that allows one to apply for citizenship. A few blocks further north are the main news media of the sector, Federated Commonwealth Broadcasting and FedCom News Service. The broadcasting services are still hurting from the earlier dissolution of the Federated Commonwealth, having come to rely heavily on their Steiner counterparts. However, the News Service is still one of the most respected sports reporting authorities in the Inner Sphere, always with a sharp eye for talent—in the games or on their own staff.

The Sun and Sword Hotel sits along the west-central border of this sector, just over the border from the International Zone's Hotel Row. Near the Freedom Gate archway and not too far off from the Information Center, the hotel is surround-

ed by luxury commercial interests and the sector's few well-maintained parks and estates. The Sun and Sword charges between ninety and two hundred fifty D-bills per night's stay, and for that you will be completely immersed in Davionist culture. For the complete pro-Davion package, one should dine at the Silver Swan (five blocks north) and try to wrangle entrance into the elite Running Fox Country Club (by invitation only).

The most popular of the Open Class arenas, the Davion Arena of Boreal Reach, resides in this sector, loved for its infinitely variable terrain and conditions. Covering four square kilometers of old industrial real estate, Boreal Reach routinely fills its acres of parking lots as fans flock to the technological wonder of this holo-arena. Boreal Reach was recently the center of some local controversy when the arena managers simulated a city scene for a fight between two top Federated Suns MechWarriors. Many fans soon recognized the setting as the palace quarter of Tharkad City, capital of the Lyran Alliance, and the finale of the battle was fought amidst the ruins of the palace itself. Steiner bashing has since grown to be a popular draw for all sectors but Silesia.

CATHAY

Nestled in a lower area of the city between the Black Hills and Silesia lies fractured Cathay, the sector affiliated with House Liao and the Capellan Confederation. After the Fourth Succession War tore apart House Liao, residents of Cathay looked to three different leaders for guidance and identity: Tormano Liao, Candace Liao and Romano Liao. Soon Cathay had developed subsectors corresponding to those who preferred one heir to the Liao throne over the others. The recent conflict caused by Sun-Tzu Liao's work to reunite the Confederation under a single ruler has only contributed to gang violence and sparked feuds among the Liao stables.

Though Cathay still suffers from an identity crisis, this sector continues to maintain the highest average standard of living in Solaris City—a testament to the wealth that can be found here. Plagued by widespread criminal activity and home to many of the triads, Cathay is also known for containing the some of the most beautiful estates and neighborhoods that Solaris City has to offer.

The Drive-By

The Free Capella subsector, which once followed Tormano Liao and with his death has shifted loyalties to his son Treyhang, is a minor community that stretches along the southern half of the shared border with the Black Hills. Once a wealthy area known as the Chancellor's Quarter, this subsector has fallen on hard times since the Federated Suns stopped financial aide to Free Capella. Now its elegant buildings are rapidly decaying and crumbling, and some areas are succumbing to squatters and shantytowns. A few areas remain elite and secured, however, such as the expensive Glass Tower and The Strand condominiums, possibly the most exclusive and beautiful residences in all of Solaris City. The Strand's extensive penthouse palace is reserved exclusively for Treyhang Liao,

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though he has yet to visit Solaris VII since his ascendance to the leadership of the Free Capella movement.

Encompassing the neighborhood of Middle Town, the Middle Kingdom was first given its name in mockery of those who looked to Candace Liao and her St. Ives Compact for leadership, but has now come to reflect the grand nature of that name. Dominating the center of Cathay, the Middle Kingdom holds most of Cathay's highlands, which have always been home to the middle and upper class neighborhoods. A few extra neighborhoods cling to this central core, though the loyalties of such satellite communities are shifting even as the St. Ives Compact falls to the military of the Capellan Confederation. This subsector hosts the sector's finest restaurant, the Sesame Inn, and finest hotel, the Cathay Arms. It is also home to the Jade Falcon embassy, which was established in 3058 in a deal brokered by Kai Allard-Liao.

The Jungle, Cathay's Open Class arena, is without doubt the strongest advantage Cathay still has going for it. Inside an immense pyramid structure designed along Asian lines is a lush environment that duplicates the jungles of Spica. With the down-trodden Tenement Area to the west and the crime-plagued Maze to the east, this arena presides over one of the poorer areas of this sector. Driving into the parking zones is like penetrating an armed camp of police, private security and enforcers from some of the more patriotic triads, each well-paid to provide protection against their less-scrupulous brethren. Despite its surroundings, the Jungle remains a popular attraction.

The fourth subsector covers the neighborhoods known as The Maze and Rivertown. A squalid wasteland of crime and poverty, this subsector is sometimes referred to as the territory of the "Invisible Hand." This title refers to the prominence of the supporters of Kali Liao (formerly supporters of Romano Liao), whose recent Black May atrocities have proven her to be the choice of the disillusioned and dark-souled. Not a true contender for the throne of the Confederation, these followers are still a political force in support of what they perceive to be the Confederation's best interests, and who are willing to use terror and assassination as their main weapons. The Maze is the ideal home for the Invisible Hand, as the sector police are actually forbidden to tread within its tangle of dead-end streets and dense neighborhoods; the triads hold complete power.

KOBE

Affiliated with House Kurita's Draconis Combine, Kobe labored in dishonored silence for centuries—ever since Coordinator Urizen Kurita turned his back on Solaris City after the Star League Gunslingers were finally able to reverse the long string of victories his *ronin* racked up in challenge matches. Officially, Kobe did not exist, though black market videos of the 'Mech battles still filtered through the Combine, if slowly. Then the Clans came, and even this income was severely curtailed as a large part of that illegal market was gobbled up by the invaders. Adherence to duty kept the citizens of Kobe going, always making sure that their sector was a place in which they could take some small measure of pride. While

never approaching the glory once held by neighborhoods like Cathay, Kobe is the cleanest and most well-developed sector in the city.

This self-motivation paid off in 3056, when Coordinator Theodore Kurita officially recognized the Kurita expatriates living on Solaris and welcomed them back, opening the Combine markets to video broadcasts of the fights and revitalizing Kobe's struggling economy. The common citizens were also held up as heroes of the hour, shown as examples of the perseverance that makes the Combine strong.

The Drive-By

The Government House sits with a commanding view over War Memorial Park, a tasteful relaxation area in tribute to fallen Combine warriors. Behind it, on the gentle hillside rise, is the cultural center of Kobe. This area features Kobe Theater, an open-air auditorium specializing in Japanese drama such as kabuki and noh plays when weather permits. The sector's best restaurants and hotels are also close by, including the Hotel Dragon and The Paradise. A Buddhist temple and ancient Shinto temple flank the cultural district.

Ishiyama Arena is arguably the second most popular arena on Solaris VII, competing with the Factory and only a stone's throw in ticket sales away from Boreal Reach. "Iron Mountain" Arena (as the name translates) is actually constructed of rock facing over a titanium and steel structure, full of twisting caverns that promote close combat blood matches. This monument to the most violent 'Mech games on Solaris VII looms over the waterfront, overlooking an area of serene beauty that is speckled with shrines, temples, parks and statues.

Kobe is not without its poorer districts, though such troublesome areas are well hidden among stands of tall trees or on the backside of hills. An inattentive tourist would never suspect that this sector even has a distressed neighborhood, though a large area of tightly-packed tenements offers the kind of community on which the slum-gangs love to prey. The police force maintains tight control in this area, forcing the criminal element to operate well out of sight.

MONTENEGRO

When the Free Worlds League lost Solaris VII to the Lyran Commonwealth, the patriots left on the planet lost much of their fire. Businesses and industry went into decline, and many moved back to the League. By the time Reconstruction came about, the sector designated for the League was little but abandoned factories, warehouses and a very depressed residential community.

The sector has rebounded, but traces of its rocky beginning still remain. Montenegro is saddled with large areas of abandoned industrial districts and eyesore slums. A poor showcase for League culture, the sector demonstrates the fractious nature of the League in that its various areas are constantly at each other's throats. The local stables capitalize on the feuding, playing off their own people's need to see the various factions at war with each other. Montenegro has the

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most inefficient police force of any sector, and as a result is struck the hardest by gang violence and crime.

The Drive-By

Perhaps the only truly stunning sight within Montenegro is Marik Tower, a new edifice of steel and glass which sits at the head of Greenway Park. The Marik eagle is displayed proudly over the main entrance, and for a moment one might believe that the League does hold some power in Solaris City. This lasts long enough for the person to drive around behind the Tower, only to find the Andurien Block. Though the League-affiliated government has demanded that all League member states represented on Solaris VII maintain offices in the Tower, The Duchy of Andurien refuses to obey that order and maintains an ugly, squat monstrosity of a building within easy view to flaunt the sector government's lack of power.

An amazing number of Montenegro's points of interest are housed in abandoned factories or run-down tenements. This includes the local Open Class arena, called the Factory, built in the abandoned shell of what was once an industrial complex that employed 'Mechs for hard labor. Doors, hallways, large open floors—everything is built to the scale of BattleMechs. This one unique point has made the Factory a strong contender among the other arenas, edging out Steiner Stadium and the Jungle and making a push for the number two spot with Ishiyama.

Montenegro also offers some interesting nightlife. While not quite on a par with Silesia's Thor's Shieldhall, Hangar 66 also caters to the MechWarrior elite. A bit rougher around the edges, Hangar 66 is a place where the 'Warriors can go when they feel like cutting loose and their actions might be frowned upon in the sacred halls of Valhalla. Another good nightclub is the Riever, whose claim to fame is that it specializes in aerospace memorabilia, lore and trivia. The Riever also works as a talent broker for those looking to hire good mercenary fliers who would rather keep their faces and names out of the Guild Hall.

SILESIA

There are no easy through-streets connecting Cathay and the Lyran Alliance sector. Angel Avenue out of Cathay will work, or one could catch the beginning of Narvik which leads into Silesia. The easiest route is to simply follow signs for the Solaris Highway, get on the express route, and then pick your exit for the Lyran sector, which sprawls over the southeast section of Solaris City and even stretches over the river to claim the entire East Side.

The residents of Silesia were no more in favor of the formation of the Federated Commonwealth than their Davionist counterparts in the Black Hills. The Silesians considered the "Federates" to be arrogant and selfish, and though they allowed freedom of movement between the two sectors, staunch Federated Suns supporters were still made to feel unwelcome. When Katrina Steiner-Davion split the great state apart in 3057, the Silesians were ecstatic and immediately leapt to her support, considering her a "true Steiner," as

opposed to "Victor the Pretender." Katrina's recent move to take the throne of the Federated Suns is seen as a masterstroke, and they hope she will humble the Davionists by making that state subservient to the Lyran Alliance. In the meantime, Silesians continue to bet heavily on their local champions and clamor for any fights that put them up against the elitist Black Hills stables.

The Drive-By

Built to resemble an ancient Roman coliseum, Steiner Stadium is the major landmark of this district. The coliseum is one of the few stadiums where large audiences can watch the duel live rather than on closed-circuit television. A special lostech barrier contains the weapon discharges to keep the audience from harm. While a good draw for the masses, this selling point has also proven hazardous as no barrier separates the various collections of fans from each other. When Boreal Reach recently simulated fights in the Tharkad City palace quarter, some clips were quickly cut into the between-fight breaks at Steiner Stadium. The Lyrans started a riot, coming to blows with Black Hill residents in the stands.

On the north side of Solaris River is the fashionable Upper East Side of Silesia. Restaurants, hotels and museums round out the best of what the Lyran sector has to offer. This includes technician services, which Ewen Falcher has nearly turned into an art form in itself. Falcher's Repair, only two blocks north of the River Walk, is one of the best 'MechShops in Solaris City. He does not come cheap, but routinely performs work that most others would say is impossible.

The Riverside District, along the banks of the Solaris River, is where longer-term visitors can find luxurious condominiums. Strangely enough, the district prospers and is even in high demand, despite the fact that it overlooks Cathay's Maze and River Town slums. Some claim the reason behind this is the settlement of triad leaders and Mafia officers in this area, accepting it as neutral territory and living the high life. The fact that the area is light on police protection but claims the lowest crime rate in the sector may be some proof of this.

If Silesia had no other claim to fame, the famous—some might say infamous—sports bar known as Thor's Shieldhall would be enough. There is not one games fan in the Inner Sphere who is likely not to have heard of the Shieldhall or the exclusive Valhalla Club. While the main bar is open to the public for food, drink and the latest in dance crazes, Valhalla caters only to the most prominent MechWarriors on the planet and those few celebrated individuals who help keep the games running. Noble birth (on the high end of the scale) or large fortunes (provided some of that is used to grease your way in) can gain non-MechWarriors admittance to Valhalla, but never to the exclusion of the arena contestants. Seats at the main tables or the champion's dais are set according to a warrior's standing. For the most legendary fighters or prominent Solaris figures, the coveted alcoves stand by, each decorated with the personal heraldry of its owner.

CAMPAIGNING ON SOLARIS VII

Solaris VII is a world of contrasts that can be home to almost any form of MechWarrior campaign. The following section contains diverse information for gamemasters wishing to situate part or all of their campaigns on the Game World.

The first section, *Running Adventures on Solaris VII*, provides a number of adventure "hooks" and suggestions for gamemasters to incorporate into their campaigns, as well as general advice for adventures on the Game World. The second section, *Campaign Mechanics*, provides additional rules for *MechWarrior, Third Edition (MW3)* to better simulate conditions on Solaris. This includes a system for tracking a character's fame and prominence (particularly those dueling in the arenas) and rules for creating and managing stables. The *Campaign Mechanics* section also includes a price guide and availability index for a wide range of items, as well as details of the black market.

Solaris VII Encounters forms the third section, providing a system for creating social—and antisocial—encounters. This is accompanied by *NPC Archetypes*, describing a collection of significant characters who may appear in Solaris VII campaigns as allies or adversaries of the players.

RUNNING ADVENTURES ON SOLARIS VII

In many regards Solaris is a miniature reflection of the Inner Sphere, divided into clearly defined areas, each associated with a Successor State. As such, the petty rivalries, friction and conflicts of the Inner Sphere can be found on the Game World, prosecuted openly or otherwise as suits the protagonists. This strife, combined with more mundane matters like organized crime and corporate concerns, means Solaris VII can be home to almost any form of adventure. What follows are general guidelines for adventures and campaigns on Solaris VII, followed by a number of adventure suggestions.

Though the *MechWarrior's Guide to Solaris VII* contains a number of new game mechanics and tables, care should be taken to make sure these do not interfere with game play. Campaigns set on Solaris VII should be an exercise in role-playing, not "roll-playing." To that end, game mechanics should not be allowed to interfere with the flow of play and gamemasters and players should work together to advance the story and flesh out characters and encounters. If the mechanics prove intrusive, gamemasters should feel free to modify or ignore them as appropriate.

Similarly, characters on Solaris VII should be more than a string of numbers and statistics. *MW3* encourages players to round out their characters and a gamemaster should make a similar effort with NPC characters. Like player characters, NPCs have their own motivations and aspirations which shape their actions. Similarly, they will have personalities that may endear—or alienate—them from player characters. For example, a hotshot MechWarrior may be arrogant and quickly earn

the wrath of players, prompting challenges and a desire to bring him down a peg or two. Conversely, another MechWarrior may be sympathetic to the players and become a friend, increasing the pathos of any eventual confrontation with the character. Such character details can considerably enhance a roleplaying session.

Though Solaris VII is renowned as the home of the 'Mech games, campaigns need not revolve around such activities. Even the best-known duelists spend only a small portion of their time in the arenas, though considerable time may be devoted to practice. Indeed, limiting campaigns to the arenas and supporting events risks losing much of the atmosphere that makes Solaris VII unique. Gamemasters are encouraged to find ways to get players involved in life on Solaris VII, though the degree and depth of such involvement is solely in the hands of the players and gamemaster. If the players don't want to become involved in the humdrum of life on Solaris VII then they should not be forced to do so.

SOLARIS VII ADVENTURES

The possibilities for adventure on Solaris VII are almost limitless. The world is a magnet for the disaffected of the Inner Sphere, as well as for the upper echelons of society. Fugitives, out-of-work mercenaries and bored nobles all make Solaris their home, seeking a better situation in life or new experiences and opportunities.

The following suggestions are only a handful of the many possible adventure opportunities on the Game World. They are grouped by theme and are described separately but could be combined as part of a larger story. Gamemasters are encouraged to use imagination in the execution of these ideas and to invent their own.

The Games

The most obvious source of adventures on Solaris VII are the 'Mech games. Many players will wish to partake in the games, joining a stable or a 'Mech cooperative and seeking to gain fame and fortune as pilots. Others may sign on as support staff. Technicians and administrators are the most obvious support roles, but trainers, scouts and even spies can find employ with a stable. Such roles are less glamorous than that of MechWarrior but they provide the pilots with an often vital advantage. Indeed, many matches are won off the battlefield thanks to sabotage or espionage. If player characters do not choose these types of roles then the gamemaster should create a detailed cast of background characters working for and against the players.

Rivalry is a strong theme in campaigns centered on the games, particularly between competing warriors and stables during the championships or the leagues. Indeed, one or more NPC stables may become the players' nemesis, leading to a succession of grudge matches. Such conflicts are not, howev-

CAMPAINING ON SOLARIS VII

er, limited to opposing groups. Rivalries within a stable are common, particularly between old hands and young upstarts. Such friction may play a major role in defining the character of NPC MechWarriors associated with the players.

The underworld has strong links to the games through the betting syndicates and any players involved with a 'Mech will likely cross paths with the criminal fraternity at some point during their careers. Such subjects are covered in more depth in the underworld section below.

Games of State

The arena duels are not the only games played on Solaris VII. The world is a hotbed of political intrigue, a favored area of operations for spies, assassins and organized crime. It is often said that if you can't find the information or item you seek on Solaris VII—or at least learn of its whereabouts—then it probably isn't worth having. In many regards, Solaris serves as a proxy battleground for the states in the Inner Sphere, literally as well as figuratively, particularly since the rise of the Star League. Such conflicts range from the war of words between stables aligned with rival Houses to the terrorist bombings that have plagued Solaris in recent months. Indeed, while many observers regard a Lyran-FedSuns civil war as increasingly likely, residents of Solaris believe the war has already started and is raging in their streets and arenas.

Information is a valuable commodity, so governments spy on each other and corporations attempt to gain access to the business secrets of rivals. The cosmopolitan nature of the residents, combined with a significant transient population, makes Solaris an ideal place for such activities. Agents operating in or for the great houses often use Solaris as neutral ground on which to meet their contacts, acting much like Switzerland or Vienna on pre-spaceflight Terra. Likewise, many major personalities visit Solaris VII to watch the games or otherwise undertake business, offering opportunities rarely found in the daily life of such high-profile targets. Ryan Steiner was assassinated on Solaris VII and Katherine Steiner-Davion narrowly avoided death in a terrorist bombing.

Players can easily be the characters involved in such endeavors, or else find themselves enmeshed in the so-called "games of state" between the Great Houses and dozens of lesser factions. Espionage or counter-espionage operations can be the core of a Solaris campaign, or serve as an adjunct to adventures that focus on other matters.

Underworld Conflict

Solaris is a hive of villainy, home to many gangs and criminal organizations. The vast amount of tourists and cash flowing through Solaris City serves as a magnet for the triads, Mafia and yakuza, all of whom have widespread operations. Their interests are diverse, ranging from the traditional areas such as theft, extortion, prostitution and drugs, to information brokering and espionage. The black market is solidly in the hands of the underworld, as is a large proportion of gambling on the planet.

In fact, the underworld takes an active role in gambling, controlling many of the city's bookmakers and betting shops. They also seek to influence the outcome of matches by applying pressure to stables or individual MechWarriors, using bribes, blackmail and threats of violence as their principal tools.

Though the local police make great effort to keep disputes in check, conflicts between different elements of the underworld are common. Less overt than the conflicts between the street gangs, these clashes are brutal and bloody, ranging from arson attacks and drive-by shootings to deliberate assassinations and bombings.

Underworld themes can be introduced into almost any Solaris campaign. At one extreme, players can take on the role of mob enforcers, hitmen or lieutenants. At the other, they can play police officers fighting the Mafia, yakuza, triads and a host of independent gangs. The third option is for players to be "everyday Solaris folk" who find themselves caught up in underworld schemes or gang warfare.

The Ratings War

A combination of the games and the number of prominent individuals living on or visiting Solaris results in a high concentration of media and news concerns on the planet. Competition between these companies is intense, each seeking to be the first to break the big stories and to uncover skeletons in the closets of major personalities. Nothing is sacrosanct and major personalities can expect both their public and private lives to be exposed to scrutiny by the media. Astute individuals can manipulate the media to their own ends. However, this is a double-edged sword, and any mistake can have drastic consequences.

Journalists, chat show hosts and the like are, with few exceptions, aggressive and tenacious, going to great lengths to increase their audience share and further their own careers. As with the arenas, only the strongest and most ruthless make it to the top of the heap and once there must constantly fight off challengers.

Many media concerns, both broadcast and print, serve as mouthpieces for their respective states. For example, the Free Worlds News Service in Montenegro takes great pride in slighting the Federated Suns and Capellan Confederation while casting the League and its allies in the best possible light.

In addition to providing a rich variety of adventure opportunities, media characters are ideal as contacts and NPCs.

CAMPAIN MECHANICS

The following pages contain information to better recreate life on Solaris VII. The first section provides details of the Prominence Trait that reflects the fame of MechWarriors and other characters in the public eye. Details of the dueling leagues and MechWarrior stables follow, giving players the opportunity to participate and/or manage the games that are Solaris' lifeblood. The final section provides mechanics for acquiring material from the infamous Solaris black market, as well as providing a general overview of costs on the Game World.

CAMPAIGNING ON SOLARIS VII



USING PROMINENCE

The Prominence Trait, described on p. 9, represents the social standing of a character involved in the Solaris dueling circuit. A character's Prominence can vary wildly during game play, and can have an effect on the character's interactions with others. The following rules detail how Prominence should be used in a Solaris campaign.

Starting Prominence

Most characters start with a Prominence of 0 (completely unknown), but those whose fame or infamy precedes them, thanks to Good or Bad Reputation Traits, gain an advantage. For each level of these traits add 1 to starting Prominence if the trait's area of effect includes the world of Solaris VII and 0.5 (round up) if the area of effect does not include Solaris VII, the latter thanks to Solaris' cosmopolitan population. Clan phenotype characters gain a +1 bonus to their starting Prominence.

For example, a character with Good Reputation (2) in the Lyran Alliance's Freedom Theater (which includes Solaris) would begin with a Prominence of 2. Another character from the Draconis Combine with the Bad Reputation (3) Trait would have a starting Prominence of 1.5 (which rounds up to 2) as this trait's area of effect does not include Solaris VII.

PROMINENCE TABLE

Points	Rating
0	Unknown
1-2	Newcomer
3-5	Minor leaguer
6-7	Prospect
8-9	Major Leaguer
10	Champion
11+	Legend

Prominence may not normally be increased above 10, but CP can be reduced below 0. The only way to attain "legend" status (i.e., to gain a CP above 10) is to win the Open Class championship, which confers an automatic Prominence increase of +2 (if the CP is below 10) or +1 (if the CP is 10 or over).

With the exception of Legend-rated characters, a character's Prominence will automatically decrease by 1 each month unless they roll at least once on the Prominence Change Table in that period, irrespective of the result.

STABLES

Stables play a central role in the arena combats of Solaris. Though similar in many regards, there is a clear divide between MechWarrior cooperatives and BattleMech stables. Cooperatives are a group of pilots who have banded together for mutual support, often with little in the way of resources and backing. In stark contrast, stables are often owned and operated by wealthy patrons who subsidize their operations. Though competing MechWarriors need not join a stable or a cooperative, those attempting to "go it alone" will find the Solaris system stacked against them.

The sums involved in owning a stable are beyond anything available to even the richest starting characters, requiring tens of millions of C-bills. Players may, however, start out as part of an existing stable or form their own 'Mech cooperative.

The Effects of Prominence

Prominence influences a wide number of activities on Solaris—such as the likelihood of finding a patron, arranging a match or wheedling your way into a party—and is vital for characters involved in the games. The most common use of the trait is in an Attribute Check (see p. 15, MW3) to which a gamemaster may apply appropriate modifiers. The difference between the character's Highest Prominence (HP) and their Current Prominence (CP) may be applied as a negative modifier to such tests—most people look down on "fallen" idols. Other more specialized uses are covered below.

Changing Prominence

A character's Prominence is a fickle trait. Unlike most character traits in MW3, it increases and decreases depending on the player's public successes or failures. Whenever the gamemaster judges the character has done something that might influence their Prominence—fought in the games, appeared on a chat show, been arrested for brawling—they should roll 2D10 against a target number equivalent to 5 plus their Prominence, applying the appropriate modifiers from the Prominence Modifiers Table (p. 79). The Margin of Success/Failure should be compared to the Prominence Change Table (p. 80) to determine the effect on the trait.

Creating a Stable

To create a stable, one or more of the characters must have the Patron Trait (p. 8). The 'Mechs column of the Patron Table indicates the number of 'Mechs owned by the stable and lists the number of points available for the purchase of specific designs. These points should be spent as with the Vehicle Trait (p. 88, MW3) to determine the tonnage of the BattleMechs (i.e., 2 points for a light 'Mech, 4 for a medium, 6 for a heavy and 8 for an assault). Players may opt to spend 1 point less on each 'Mech to acquire a damaged 'Mech (exact status at the gamemaster's discretion). At least 2 points (1 if damaged) must be spent on each 'Mech in the stable. These 'Mechs are in addition to those already assigned to or owned by player characters through purchase of the Vehicle Trait. After determining its weight, roll 2D6 for each BattleMech and compare the result with the appropriate Vehicle Assignment Table for the patron's faction (see pp. 90-94, MW3).

The stable is assumed to have at least one tech for each 'Mech, but few stables have exactly matching numbers of MechWarriors and BattleMechs. The gamemaster must decide the number of additional NPC MechWarriors in the stable, though usually the total number of pilots is the number of 'Mechs + 15 percent. In addition, there will be one member of administrative staff per ten MechWarriors/techs.

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Cooperative

Cooperatives are much simpler to form without outside help. All that is required are a collection of pilots and BattleMechs owned solely or in part by the pilots (having the Vehicle Trait alone is insufficient). However, the Character Points for these traits must be born solely by the members of the cooperative—usually players but the gamemaster may choose to create additional NPC pilots. Furthermore, the players must have the financial resources to pay any bills, entry fees, license fees and so forth. Cooperatives may begin play with their own technicians by paying one month's wages (between 500 and 2,000 C-bills, depending on skill and experience).

Stable Ratings

The patron's status determines the general reputation of the stable. However, this rating may be increased or decreased by one place (never above AA or below D) at the gamemaster's discretion to reflect specific conditions in the stable.

MechWarrior Cooperatives are assumed to be equivalent to C-rated stables though this may drop to D if they have financial difficulties.

AA-rated stables are the cream of Solaris VII—well equipped, successful and solvent.

A-rated stables are good though occasional minor problems may arise because of equipment shortages or troublesome stablemasters.

B-rated stables are average for Solaris, with fair rates of pay and reasonable terms. However, problems with finances or supply are common.

C-rated stables are below average, with troublesome staff, poor contracts and trou-

PROMINENCE MODIFIERS TABLE

Base TN = 5 + Prominence

Dueling

Match Equality

Own Current Prominence (CP) – Opponent's Current Prominence (CP) +Difference
(Own Tonnage – Opponent's Tonnage) ÷ 10 (Round down) +Difference

Match Rating

Exoskeleton class	-1
Light class	-2
Medium class	-3
Heavy class	-4
Assault class	-5
Open class	-6

Battle Outcome

Decisive victory	-3
Victory	-2
Marginal victory	-1
Draw	0
Marginal defeat	+1
Defeat	+2
Decisive defeat	+3
No damage	-2
'Mech destroyed	+2
Accidentally kill opponent	+1
Deliberately kill opponent*	+3

Performance (GM's discretion for tricks and showmanship) +3 to -3

Media

Talk Show/Appearance

Superb performance	-2
Good performance	-1
Average performance	0
Poor performance	+1
Disastrous performance	+2

News Article/Media Piece

Major (favorable)	-2
Minor (favorable)	-1
Name-check	0
Minor (unfavorable)	+1
Major (unfavorable)	+2

Arrest**

Arrest (misdemeanor)	+1
Arrest (minor crime)	+2
Arrest (major crime)*	+3

Rumors about the character are circulating +1

Miscellaneous

Introvert Trait	+1
Gregarious Trait	-1

* Automatically gains Bad Reputation (+2)

** Double arrest modifiers if convicted

CAMPAIGNING ON SOLARIS VII

bled finances. They are not good long-term propositions.

D-rated stables are the dregs of the Game World. They have a proven record of fraudulent dealings, bankruptcy and unpleasant staff. They are often fly-by-night operations.

Terms

MechWarriors employed by a stable receive a monthly salary to pay for food, clothing, housing and so forth. The amount depends on the financial state of the stable and the patron, as well as the MechWarrior's Prominence. The MechWarrior's monthly salary is determined by first multiplying his CP by 10. The result of this is multiplied by (5 x the stable's modifier) and 250 is added to the result. This generates a monthly wage of between 250 and 2,750+ C-bills. These wages are in addition to any purse for winning a match. Support characters (technicians and administrative staff) receive remuneration equal to 250 C-bills times the stable's modifier.

However, the stable also takes a cut of any purse to pay for entry and license fees and maintenance costs. This takes the form of a percentage of the fees and may be calculated by rolling 1D10 and adding 10 plus the stable modifier; smaller stables tend to offer more favorable deals to attract warriors.

Furthermore, some stables require their warriors to place a "surrender bond" to discourage capitulation in matches. This can be anywhere from 50,000 to 250,000 C-bills and can be determined by multiplying the stable's modifier by 50,000. This surrender bond is only lost if the character surrenders; not if he loses.

THE FIGHT GAME

Though best known for the Open Class fights that are broadcast across the Inner Sphere, numerous leagues exist in

PROMINENCE CHANGE TABLE

Margin of Success/Failure	Effect
10 or better	Prominence +2, Good Reputation +1
8 to 9	Prominence +1, Good Reputation +1
6 to 7	Prominence +1
1 to 5	No Change
0	No Change
-4 to -1	No Change
-6 to -5	Prominence -1
-8 to -7	Prominence -1, Bad Reputation +1
-9 or worse	Prominence -2, Bad Reputation +1

PATRON/STABLE STATUS TABLE

Patron Status	Stable Rating	Modifier
5	AA	5
4	A	4
3	B	3
2	C	2
1	D	1

STABLE MONTHLY SALARY

MechWarriors: [(CP x 10) x (5 x Stable Modifier)] +250
Support Staff: 250 x Stable Modifier

ARENA CLASSIFICATION

Class	'Mech Type	Entry Fee (C-bills)	Fight Modifier
One	Exoskeleton	500	-3
Two	Light	750	-2
Three	Medium	1,000	-1
Four	Heavy	1,500	0
Five	Assault	2,000	+1
Six	Open Class	2,500	+2

Solaris City and the surrounding towns. Though more prestige is attached to games in Solaris City, the basic mechanics of the games are the same regardless of location.

Arena Class

Each arena is assigned a class that reflects its facilities and the range and type of fights it is certified to hold. Many small towns are only certified for matches in Class One or Two (exoskeletons—industrial machines usually used for heavy lifting—and light 'Mechs respectively), while larger towns have arenas of Classes Three and Four (medium and heavy 'Mechs), and perhaps even Class Five (assault 'Mechs). Arenas may stage matches containing 'Mechs up to and including the limits specified by their class, though it is also possible to stage "out of class" matches with the permission of the Solaris Dueling Board or the nearest facility of the match's class.

An additional Class Six rating exists for the five arenas in Solaris City that handle the Open Class fights. This distinct rating serves to distinguish these arenas from others elsewhere on Solaris and plays a role in determining the availability of fights and the amounts of entry fees and match purses.

Unlicensed fights take place in various locales in Solaris City and the surrounding areas. Mostly these are organized by the crime syndicates and lack any of the regulatory or safety measures of official fights.

League Matches

League matches are most common in the lower arena classes. Each league comprises between twenty and thirty MechWarriors who, over the course of a year, fight every other member of the league. In addition to the usual match purse, points are awarded depending on the outcome of the match—3

CAMPAIGNING ON SOLARIS VII

for a win, 1 for a draw and 0 for a loss. Points are totaled over the season. When all matches are completed, the duelist with the highest score is declared the league winner. Unfortunately, the repetitive nature of the leagues makes them unpopular with most spectators, though the thrilling last few duels to determine the championship—and the sudden-death matches that determine a winner in the event of a tie—can attract a respectable audience. However, some arena aficionados regard the leagues as the best way of judging new talent; because of the restrictive class system, the deciding factor in most matches is the skill of the pilots.

Championship Matches

Championship matches, principally the Open Class, are the bread and butter of Solaris' economy. Unlike the leagues, where every competitor fights every other competitor, the championships use a single- or triple-elimination format, with the winner progressing to the next round and the loser ejected from the competition. In the former category, the winner of a single duel advances to the next round. The triple-elimination format allows for "best of three" matches. The MechWarrior with the most wins progresses to the next round. In both cases, draws—where both MechWarriors are disabled—are re-fought. Initial pairings in the championship are by lot, though many of the most prominent warriors are "seeded" so as not to meet each other in the early rounds. The championship uses a pyramid structure, with the winners of each tier determining the pairings in the next round. However, provisions exist for altering the progression of contenders to facilitate the grudge matches that are good for ratings.

Challenges

Challenge matches take place between two individuals, usually to resolve a grudge or as part of a sporting promotion. They usually occur in isolation, having no impact on the leagues or championships other than to enhance or tarnish the reputations of the combatants. However, in some cases, challenge matches may occur as part of the championship process, deliberately circumventing the standard pairings. One-off duels also fall under the challenge category. Unlike leagues and championships, where the match format is one on one, challenge matches may involve any number of 'Mechs. One variant made popular by the O'Bannon sisters is tag-team matches, where each team is made up of two warriors and 'Mechs, though only one at a time is allowed to fight.

Dueling Licenses

Any MechWarriors wishing to fight on Solaris for a protracted period need to purchase a dueling license from the Solaris Civic Council. The cost of these licenses are based on a sliding scale, dependent on the class in which the

DUELING LICENSES TABLE

Class	Cost
One	5,000 C-bills
Two	9,000 C-bills
Three	15,000 C-bills
Four	20,000 C-bills
Five	30,000 C-bills
Six	50,000 C-bills

MechWarrior wishes to compete, and also requires the sponsorship of a licensed MechWarrior or stablemaster of good standing. The Dueling Board of Solaris reserves the right to refuse any application. The cost of the license is often defrayed by the stablemaster, who offsets the cost against their fee. The stable rather than the individual MechWarrior holds such "defrayed" licenses, making it harder for pilots to change allegiance.

Warriors may also fight without a permanent license by purchasing a waiver for each fight. This doubles the entry fee for each fight but does not require sponsorship and is more economical for visiting MechWarriors who wish to take part in the games.

To acquire a license, players should roll 2D10 against a target number of 15, applying appropriate modifiers from the License Acquisition Modifiers Table. Success indicates a license is granted for the appropriate class.

The Purse

Almost every match held on Solaris has an associated cash prize for the victor, known as the purse. This is divided between

LICENSE ACQUISITION MODIFIERS TABLE

Fight class	+1 to +6
Patron status	-1 (D) to -5 (AA)
Existing license class	-1 to -6
Prominence	-CP
Bribes (per 1,000 C-bills)	-1

PURSE CALCULATION TABLE

(Own CP* x Opponent's CP*) x (250 x Purse Modifier)

* In team matches, the Own and Opponent's CP ratings are an average of the team members, not a total.

PURSE MODIFIERS TABLE

Effect	Modifier
Arena class	+1 to +6
Grudge fight	+1
League match (top 5 MechWarriors)	+1
League match (bottom 5 MechWarriors)	-1
Challenge match	+1
Open Class final	+2
Unlicensed fight	Arena equivalent - 2

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the winning MechWarrior(s) and their patron as detailed under *Terms* (p. 80). The actual sum depends on a number of factors—the fame of the participants, the type of arena, and the type of match. The Purse Calculation Table provides the baseline formula; apply at least one modifier from the Purse Modifiers Table. Gamemasters are free to increase or decrease the sum as appropriate.

Getting a Fight

Getting a fight can be an easy process—or it can be the most difficult thing on Solaris. It all depends on the type of fight and the fame of the MechWarrior involved. For example, with league or championship matches, the most difficult point is being accepted into the event. Once in, event organizers arrange the fights and each competitor is guaranteed a certain number of matches in a year or at least one in a championship. Negotiations are best left to roleplaying, though the following mechanics provide a quick and easy method of determining the outcome.

Players should make an Attribute Check against their Prominence Trait, applying appropriate modifiers from the Match Acquisition Modifiers Table. Success means their challenge, league or championship application is successful.

Opponents

Once a match has been organized, the gamemaster must determine the skill of the opponent. The first step is to decide upon the opponent's Prominence Trait. To do so, add the player's Prominence to (7 – 2D6). Treat results higher than 10 as 10, and results lower than 0 as 0. On an average roll this will produce an opponent with the same Prominence Trait but can produce results 5 points higher or lower.

Next, roll 1D10 and add the result to the opponent's Prominence, cross-referencing the total with the Opponent's Skills Table below. Gamemasters may wish to add further characteristics and personality to these opponents, in which case they are advised to use the character generation rules in *MW3* with these statistics as a guideline.

Fast Resolution System

Though matches involving player characters should be resolved using the *Roleplaying 'Mech Combat* rules found

MATCH ACQUISITION MODIFIERS TABLE

Effect	Modifier
Arena class	+1 to +6
League	-1
Stable rating	-1 (D) to -5 (AA)
Championship	+2
Prominence	-CP
Unlicensed fight	Arena equivalent - 2
Challenge match*	(Opponent's CP - own CP)
Grudge fight	-1

* Assumes a challenge against a pre-existing NPC character, otherwise assume a modifier of 0

on p. 28 (or resolved using *BattleTech* rules if the gamemaster and players agree), gamemasters and players may also wish to determine the outcome of NPC matches without resorting to such systems. The following formula provides a method of approximating the outcome of a battle.

Designate one MechWarrior as the defender and the other as the attacker. For each, determine their Combat Rating as shown on the Combat Rating Table (p. 83). Round all fractions down at the end of the process.

Once the Combat Ratings have been determined, subtract the attacker's Combat Rating from that of the defender and apply the result to a 2D6 roll. Compare the result to the Combat Outcome Table (p. 83) to determine the result.

Note that a character cannot spend EDG to reroll combat results. However, EDG may be spent to receive a +1 modifier to the roll per EDG spent.

For example, two pilots face off, one in a 90-ton Mauler as defender, the other attacking in a 65-ton Loki. The Mauler is a 3050 design, so his Tech Rating is x1.00; the Loki is a Clan design with a Tech Rating of x1.75. The Mauler pilot has a Piloting Bonus of +2, an average Gunnery Bonus of +3 and Tactics +1. The Loki pilot has a Piloting Bonus of +3, an average Gunnery Bonus of +3 and Tactics +0. The Combat Rating of the Mauler pilot is 15 ([90 tons/10] x 1.00 + 2 + 3 + 1). The Combat Rating of the Loki Pilot is 17.375 ([65/10] x 1.75 + 3 + 3 + 0) which rounds down to 17. The Loki pilot is lucky to have the Tactics Skill at +0, otherwise he would suffer a -2 penalty. Subtracting the attacker's Combat Rating from that of the defender results in a -2 modifier, a substantial advantage for the attacker.

OPPONENT'S SKILLS TABLE (BATTLETECH)

Roll	Piloting	Gunnery
2 or less	6	5
3-4	6	4
5-6	6	4
7-8	5	4
9-10	5	4
11-12	4	3
13-14	4	3
15-16	3	2
17-18	2	1
19+	1	0

SOLARIS VII PRICE GUIDE

The Solaris Price Guide Table, p. 84, lists the cost and availability of items on Solaris VII. Prices are listed as a percentage of those found in *MW3*. Legality and Availability Modifiers take the form +X or -X, where X is the number of levels above or below the

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normal level. For example, Weapon Accessories have a Legality Modifier of 0 and an Availability Modifier of -1. This means Legality is unchanged but Availability is one level lower (e.g., Rare items become Uncommon, Uncommon items become Common and so on). An item may not be reduced below Very Common/Unrestricted.

Because of the complex nature of Solaris economics—there are seven currencies in Solaris City—the price of most goods is given in C-bills. C-bills are relatively rare, however, and the most common currencies are those of the Great Houses. Officially, such currencies may be used anywhere in the city, with the exchange rate as given on p. 131 of *MW3*, but in practice many storekeepers will add a handling fee of 10–25 percent for currencies other than those used in their district. For example, a merchant in Cathay will accept C-bills and L-bills at full value, but will levy a fee of 25 percent on D-bills—assuming they accept them at all.

Solaris scrip forms the seventh currency. Issued by companies and concerns based on Solaris to those in their employ who have little choice but to accept it, Solaris scrip has little value. Officially, scrip is equal in value to the C-bill but currency speculation and the activities of the crime cartels result in a wildly fluctuating exchange rate. Depending on the store, district and prevailing conditions, scrip may be worth anywhere from 1 percent to 100 percent of its official value.

THE BLACK MARKET

Solaris has a reputation as a world where anything can be acquired—if the price is right. Finding the appropriate contacts is not, however, a straightforward process. Even those with contacts on the Game World may not be able to find the appropriate people without considerable legwork. The following system provides a rule-based method for dealing with the black market, though players are encouraged to role-play the process.

Finding the Goods

Players should make a Skill Check against a relevant

COMBAT RATING TABLE

Combat Rating = [(Mech Tonnage/10) x Tech Rating] + Piloting Skill Bonus + Average Gunnery Skill Bonus* + Tactics Skill Bonus**

Tech Rating

Inner Sphere design dated pre-3050	x 0.75
Inner Sphere design dated 3050+	x 1.00
Clan design	x 1.75

* To determine the average Gunnery Skill Bonus, add together the skill bonuses for Gunnery/Ballistic/Humanoid, Gunnery/Laser/Humanoid and Gunnery/Missile/Humanoid and then divide the result by 3 (round down)

** If one character has the Tactics Skill and the other does not, the character without the skill suffers a -2 modifier

COMBAT OUTCOME TABLE

Modified 2D6 Roll	Result
1 or less	Decisive attacker victory
2–3	Attacker victory
4–5	Marginal attacker victory
6–8	Draw
9–10	Marginal defender victory
11–12	Defender victory
13 or greater	Decisive defender victory

Streetwise Skill (Lyrans, Alliance, Solaris and so on), adding the appropriate modifiers from the Finding The Black Market Table (p. 84) to the base target number. Characters with appropriate contacts (such as the Solaris underworld) may subtract the level of the contact from the base target number. Compare the MoS to the Black Market Contacts Table (p. 84) to determine the outcome of the search. Only one search attempt may be made per day.

A failed Streetwise Check indicates the character has wasted a day searching but may try again the following day. However, a fumble result means the searching has offended or angered a major personality in either the black market or the law enforcement agencies and imposes a +4 penalty on future attempts to contact the black market. This penalty lasts for a base time of 10 days; this

time may be adjusted by 1 day per MoS or MoF on a CHA Check made by the character.

Negotiating a Price

Once an appropriate lead has been tracked down, the characters still have to negotiate a price. The starting price for the item(s) should be determined by cross-referencing their legality and availability on the Black Market Base Cost Table (p. 85). When this has been determined, characters must make a Negotiation Check for their first lead. The base target number is modified by the result of the Black Market Contacts Table.

Each point of the MoS reduces the asking price by 5 percent (to a minimum of 25 percent of the original asking price). A failed roll does not increase the price but a fumble will result in the contact refusing to sell to the players. The players can accept the result and pay the asking price or, if they rolled appropriately, may refuse the deal and try their second or subsequent contacts. However, doing so adds a +1 penalty to the subsequent Negotiation Check. If players return to a refused contact (for example, if a second contact refuses to sell to them so they go back to the first), the original price will be increased by 10 percent.

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FINDING THE BLACK MARKET TABLE

Solaris Contacts

Level	TN Modifier
1	-1
2	-2
3	-3

Availability

Availability	TN Modifier
Very Common	-1
Common	0
Uncommon	+1
Rare	+2
Very Rare	+4
Unique	+6

BLACK MARKET CONTACTS TABLE

Margin	Result
+9 or better	2 leads, -2 negotiation target
+7 to +8	2 leads, -1 negotiation target
+5 to +6	1 lead
+3 to +4	2 leads, +1 negotiation target
+1 to +2	1 lead, +2 negotiation target
0	1 lead, +3 negotiation target
-1 or worse	Failed. A day wasted.

SOLARIS VII ENCOUNTERS

Solaris City teems with life and chance encounters are commonplace. The encounter tables (beginning on p. 90) allow gamemasters to generate many such encounters, both friendly and hostile. These encounters may be determined in advance, though the encounter descriptions also contain information and statistics that allow them to be used "as is" during an adventure session with minimal interruption.

GENERATING ENCOUNTERS

Gamemasters may generate random encounters when characters are in a locale where such encounters are likely to occur (on the street, in a bar). The gamemaster should roll 1D10 once per hour of game time. On a result of 6 or more, a

SOLARIS PRICE GUIDE TABLE

Item	Cost Modifier	Availability Modifier	Legality Modifier
Weapons			
Blade	90	0	0
Staff	100	0	0
Archery	100	+1	0
Pistols	80	-2	-1
Rifles	85	-1	0
SMGs	85	-1	0
Shotguns	85	-1	0
Throwing weapons	80	0	0
Support weapons	110	0	0
Demolitions	100	0	0
Weapon Accessories	90	-1	0
Power Pack and Rechargers			
Standard	90	0	0
High-capacity	110	+1	0
Rechargers	100	0	0
Armor and Combat Garb			
Flak	95	0	0
Ablative	95	0	0
Ablative/flak	100	0	0
Ballistic plate	100	0	0
Leather	75	-1	0
Misc.	100	0	0
Battle armor	120	+1	0
Misc. Equipment			
Comms	100	0	0
Kits	100	-1	0
Misc.	100	-1	0
Personal Gear and Expenses			
Clothing	100	0	0
Load-bearing equipment	100	0	0
Food	120	0	0
Housing	150	0	0
Hotels	150	0	0
Personal Vehicles			
Civilian	100	0	0
Military	90	0	0
Weapons & equipment (IS)	100	-1	0
Weapons & equipment (Clan)	150	+1	0
Medical and Survival Equipment	100	-1	0
Travel and Entertainment			
Transportation	110	0	0
Entertainment	120	0	0

random encounter takes place. The gamemaster rolls 1D10 again and adds to the result the Encounter Modifier for the characters' current locale (see the Encounter Modifiers Table, p. 85). Using this result, consult the Master Encounter Table (p. 85); the Encounter Type determines the Encounter Table

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used to generate the incident. Roll 1D6, add the appropriate Reaction Modifiers from the Encounter Modifiers Table and the Master Encounter Table, and consult the Encounter Table determined in the previous step.

Bill, the gamemaster, rolls a random encounter for the characters using 1D10. A result of 6 in a high class residential area receives a +2 Encounter Modifier for a result of 8, which indicates a tourist encounter. A high class area results in a -1 Reaction Modifier from the Encounter Modifiers Table and the tourist encounter indicates a Reaction Modifier of +2 from the Master Encounter Table, for a net bonus of +1. Rolling 1D6, the result is a 2, modified to a 3, which indicates a Nightmare Tourist encounter on the Tourist Encounters Table.

NON-PLAYER CHARACTERS

Non-player characters play a major role in any adventure or campaign. Many of them can be fleshed out by the gamemaster without the need for statistics or by using the sample characters presented in MW3. However, there are times when more detailed statistics become necessary. Gamemasters could use the full character generation rules given in MW3. However, this is an involved process and, while ideal for generating the most important NPCs, takes too long when generating more than the occasional character. The following template system provides a means of quickly developing character statistics. A variety of NPC characters is also provided, each created using the NPC template rules.

USING NPC TEMPLATES

To begin, decide on a concept for the NPC and assign them a general template, as shown on the NPC Template Table (p. 88). *Everyday NPCs* are run-of-the-mill characters, though they stand out in some way. These include non-player technicians and support staff. *Secondary NPCs* are in many ways the peers of starting characters, with comparable skill levels and Attributes. They include day-to-day "foes" such as rival MechWarriors and gangsters. *Primary NPCs* are superior to starting characters, often taking the role of archetypal "bad guys."

Each template of NPCs has certain points to spend on Attributes, skills and traits. These are, however, only guidelines and the gamemaster should increase or decrease these points as they see fit.

Attributes are the simplest element, each point buying one point in an Attribute. No Attribute may be below 2 nor may it be above the Attribute maximum unless the Exceptional Attribute Trait is purchased. Not all points need be spent on Attributes. Instead, they may be saved and added to those used to purchase skills.

The skill part of each general template is comprised of two parts. The first set of numbers is the number range of skills possessed by the character while the number in parentheses is the

BLACK MARKET BASE COST TABLE

Legality	Availability					
	A	B	C	D	E	F
A	0.5	1	1.25	1.5	2	4
B	1	2	2.5	2	3	6
C	2	3	4	3	4	9
D	3	4	5	6	8	14
E	5	6	7	10	15	21
F	7	9	11	13	20	30

ENCOUNTER MODIFIERS TABLE

Location	Encounter Modifier	Reaction Modifier
High Class Residential	+2	-1
Middle Class Residential	+1	0
Low Class Residential	0	-1
Slum	-1	-2
Industrial	-1	0
Commercial	0	+1

MASTER ENCOUNTER TABLE

Modified 1D10 Roll	Encounter Type	Reaction Modifier
0 and under	Gang Member	-1
1	Criminal	0
2	Beggar	0
3	MechWarrior	0
4	Aerospace pilot	0
5	Police officer	-1
6	Media	+1
7	Tech	0
8	Tourist	+2
9	Business person	-1
10 and Over	Noble	-1

number of points to be spent on skills. Unlike Attributes, the value of 0 counts as a level, so spending 2 points on a skill results in a +1 bonus. Points not spent on skills may be used to purchase additional positive traits. Skill selection is at the gamemaster's discretion but, as with a player character, care should be taken to diversify the NPC's skill base, helping to round them out.

The traits line of the NPC Template Table (p. XX) indicates the number of points available to spend on traits. This is not a

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limit on the amount that can be spent on positive traits; negative traits may be bought and their value used to purchase additional positive traits. The Natural Aptitude Trait adds 2 points to the associated skill. Clan NPCs may be assigned the relevant phenotype at no cost.

Michael decides to generate an NPC MechWarrior to use as an opponent for the player characters. The NPC will be a peer of the players, so he chooses the Secondary NPC template. He has 44 points for Attributes, 15 for skills and 3 for traits. Michael spends the Attribute points as follows: STR 5, BOD 5, DEX 4, RFL 6, INT 5, WIL 6, CHA 4, EDG 3, and SOC 3. He deliberately spends only 41 points, allowing him to spend an extra 3 (a total of 18) on skills. He spends 3 points on each: Piloting/BattleMech, Gunnery/Missile/Humanoid, Gunnery/Laser/Humanoid and Tactics, resulting in a +2 Skill Bonus for each. Next, he spends 2 points on Perception and

Gunnery/Ballistic/Humanoid (+1 Skill Bonus each) and finally 1 point on each of Leadership and Pistols (+0 Skill Bonus). Michael has 3 points to spend on traits but chooses Combat Sense, a 4-point Positive Trait. He offsets the extra point with a Negative Trait. He chooses Lost Limb (-1), deciding that as a Clan War veteran the pilot lost several fingers in the wars. The NPC is complete but Michael could give the character more positive traits, provided they are offset by negative ones.

HOTSHOT PILOT (SECONDARY)

There are dozens like him—the MechWarriors who believe in nothing but their own abilities and who seek their fortune in the Solaris arenas. His skill is unquestioned, but on Solaris “good” is usually not good enough. Pride comes before the fall and pitfalls lurk around every corner.

Attributes

STR	6	WIL	5
BOD	5	CHA	3
DEX	6	EDG	5
RFL	6	SOC	3
INT	5	Move	12/22/44

Skills

Piloting/BattleMech	+3*
Gunnery/Ballistic/Humanoid	+2
Gunnery/Laser/Humanoid	+2

NPC TEMPLATE TABLE

	Everyday	Secondary	Primary
Attributes	38	44	50
Skills	5-6 (10)	6-8 (15)	8-10 (20)
Traits	0	3	5

Gunnery/Missile/Humanoid	+1
Pistols	+1
Fast Talk	+0
Tactics	+0

Traits

Natural Aptitude*
Vehicle (2): Light BattleMech
Unattractive

DEEP COVER AGENT (SECONDARY)

Solaris seethes with intrigue, as it is home to agents of every major power—some operating openly, most of them not. The deep cover agent may work for a Great House, an industrial concern or a rival stable; her skills are well-suited to the job at hand. However, woe betides her if she is discovered.

Attributes

STR	4	WIL	5
BOD	4	CHA	4
DEX	5	EDG	5
RFL	6	SOC	4
INT	7	Move	10/20/40

Skills

Perception	+3
Computers	+2
Cryptography	+1
Stealth	+1
Pistols	+1
Careers/Cover ID	+0
Disguise	+0

Traits

Alternate Identity
Contact
Good Vision
Well-Equipped
In For Life

STABLEMASTER (PRIMARY)

He may be a slimy greaseball but he's rich and powerful. He likes to think his word is law, and within the stable it is. For him, 'Mechs and pilots are investments, resources and talent to be cultivated. He cannot abide freeloaders or those whose goals do not conform to his own.

Attributes*

STR	3	WIL	6
BOD	6	CHA	6
DEX	4	EDG	5
RFL	4	SOC	6
INT	5	Move	7/17/34

Skills

Negotiation	+4
Administration	+3
Arts/Any	+2
Appraisal	+1
Bureaucracy/Any	+1
Interests/Any	+1
Gambling	+1
Perception	+1

Traits

Wealth (7)
Well-Connected (3)
Quirk/Any
Enemy

* Spent only 45 points on Attributes, transferring 2 points to skills and 3 to traits

BORED NOBLE (SECONDARY)

Bored with her daily routine—or kicked out for breaking numerous taboos—the bored noble has made Solaris her new home. She constantly craves new thrills and experiences, seeking to add variety to her monotonous existence.

Attributes

STR	5	WIL	4
BOD	5	CHA	5
DEX	4	EDG	4
RFL	5	SOC	7
INT	5	Move	10/20/40

Skills

Protocol/Any	+2
Arts/Any	+1
Languages/Any	+1
Leadership	+1
Riding	+1
Shotguns	+1
Gambling	+0
Perception	+0

Traits

Title (5)
Wealth (2)
Unattractive
Stigma/Any
Poor Vision (2)

HOST/INTERVIEWER (SECONDARY)

Chat shows and interviews are an ever-present fixture on the Solaris tri-vid, creating a host of minor media celebrities. These range from knowledgeable sports commentators to the vapid hosts of the Solaris social scene.

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Attributes

STR	4	WIL	7
BOD	4	CHA	7
DEX	4	EDG	4
RFL	5	SOC	4
INT	5	Move	9/19/38

Skills

Acting	+3
Interrogation	+3
Fast Talk	+3

Careers/Media	+1
Perception	+1
Seduction	+1

Traits

Attractive
Good Reputation
Contact

GANG MEMBER (EVERYDAY)

While Solaris is best known for its games and social circuit, it has also garnered a reputation for the darker side of society. Gangs roam the streets in many sectors, sometimes just a brotherhood of disaffected youths and other times an offshoot of the local crime syndicates.

Attributes

STR	6	WIL	3
BOD	7	CHA	3
DEX	5	EDG	4
RFL	5	SOC	2
INT	3	Move	11/21/42

Skills

Streetwise/Any	+1
Blade	+1
Fast Talk	+1
Pistols	+1
Appraisal	+0
Perception	+0

Traits

Brave
Contacts
Addiction/Any (2)

MECHBUNNY (EVERYDAY)

Wherever the elite and famous gather, fans and groupies aren't far behind. MechBunnies—the term is used irrespective of gender—are one extreme of the phenomenon, willing to do almost anything to attract the attention of their idols.

Attributes

STR	4	WIL	3
BOD	5	CHA	6
DEX	5	EDG	3
RFL	5	SOC	3
INT	4	Move	9/19/38

Skills

Seduction	+2
Fast Talk	+1
Interests/Solaris Duelists	+1
Careers/Any	+0
Computer	+0

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Perception +0

Traits

None

CLAN WAR VETERAN (SECONDARY)

The Clan war—epitomized in recent years by Operations Bulldog, Serpent and Hunter—created a new generation of superlative warriors, a number of whom have traveled to Solaris, where they have used their combination of skills and experience to deadly effect.

Attributes*

STR	5	WIL	6
BOD	5	CHA	4
DEX	4	EDG	3
RFL	6	SOC	3
INT	5	Move	11/21/42

Skills

Gunnery/Missile/Humanoid	+2
Gunnery/Laser/Humanoid	+2
Piloting/'Mech	+2
Tactics	+2
Gunnery/Ballistic/Humanoid	+1
Perception	+1
Leadership	+0
Pistols	+0

Traits

Combat Sense
Vehicle (6): Heavy BattleMech
Lemon
Lost Limb
Enemy (2)
Bad Reputation
Quirk/Any

* Spent only 41 points on Attributes, transferring 3 points to skills

FIXER (SECONDARY)

It is said that everything and everyone has a price and on Solaris that is certainly true. The fixer's role in life is to facilitate such trades, be it information, merchandise or people. Often working behind a legitimate facade, their network of underworld contacts—buyers, sellers and information brokers—is unparalleled.

Attributes*

STR	4	WIL	5
BOD	4	CHA	4
DEX	5	EDG	3
RFL	3	SOC	4
INT	5	Move	7/17/34

Skills

Appraisal	+3
Negotiation	+3
Scrounge	+2
Perception	+1
Streetwise/Any	+1
Administration	+0
Pistols	+0
Protocol/Any	+0

Traits

Well-Equipped (8)
Well-Connected (2)
Gregarious
Combat Paralysis

* Spent only 37 points on Attributes, transferring 3 points to skills and 4 to traits

CLAN RENEGADE (SECONDARY)

The Clans regard the duels on Solaris as abhorrent, a travesty against their rights and practices and a mockery of honorable warfare. This has not, however, prevented a number of Clan renegades from visiting Solaris and partaking in the games.

Attributes

STR	6	WIL	5
BOD	6	CHA	3
DEX	6	EDG	4
RFL	7	SOC	3
INT	4	Move	13/23/46

Skills

Gunnery/Laser/Humanoid	+4
Gunnery/Ballistic/Humanoid	+3*
Gunnery/Missile/Humanoid	+3*
Piloting/'Mech	+3*
Tactics/'Mech	+2*
Leadership	+2*
Sensor Operations	+2*
Pistol	+1
Brawling	+0

Traits

MechWarrior Phenotype (N/A)
Combat Sense
Brave
Stigma/Clan Outcast
Quirk/Clan Honor

*Include the effect of Natural Aptitude, part of the MechWarrior Phenotype Trait

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GANG ENCOUNTERS TABLE

- | | |
|-------------|--|
| 1 and under | Rumble! You walk into the middle of a gang war and must fight. The gangers will flee if half their number are killed or disabled. (2D10 Bystander NPCs, Primary: Pistols, Secondary: Blade) |
| 2 | Trespass! A group of gangers claim you are trespassing on their turf and demand payment—in cash or blood. (2D6 Bystander NPCs, Primary: Blade, Secondary: Pistols) |
| 3 | Abuse. This group of thugs verbally abuses the players but back down if threatened. (1D10 Bystander NPCs, Primary: Blade, Secondary: Intimidation) |
| 4 | Chance encounter. Gangers brush by but otherwise ignore you unless provoked. (1D6 Thug NPCs, Primary: Blade, Secondary: Intimidation) |
| 5 | Disdain. A group of toughs keeps one eye on the players but otherwise ignores them. They are surly and uncooperative if approached. (1D6 Bystander NPCs, Primary: Blade, Secondary: Streetwise) |
| 6 and over | Idol worship. A group of gangers recognize you (or think they do) and offer assistance. (1D6 Bystander NPCs, Primary: Blade, Secondary: Streetwise) |

CRIMINAL ENCOUNTERS TABLE

- | | |
|-------------|--|
| 1 and under | Murder! A gunshot rings out just as you turn the corner and you walk right into a pistol-armed thug, standing over a corpse. (Thug NPC, Primary: Pistol, Secondary: Brawling) |
| 2 | Hold up! One minute you're minding your own business and the next you're looking down the business end of a revolver as the wielder demands you hand over your valuables. (1D6 Thug NPCs, Primary: Pistol, Secondary: Appraisal) |
| 3 | Da Mob! The boss of a crime syndicate wants to see you. Do you owe him money? Have you disrupted his operations? Does he have a job offer? (1D6 Thug NPCs, Primary: Pistol, Secondary: Intimidation) |
| 4 | If you know what's good for you ... You are warned of a line of inquiry and told to throw a fight or face the consequences. (1D6 Thug NPCs, Primary: Pistol, Secondary: Intimidation) |
| 5 | Close encounter. A car pulls up almost alongside you and a couple of obviously armed goons get out. They glance about them, momentarily focusing on the players, then hurry into a doorway. (2 Thug NPCs, Primary: Pistol, Secondary: Intimidation) |
| 6 and over | Job offer. "Your skills come highly recommended and we'd like to offer you a job. I'm sure you'll find the remuneration package to your liking." (Soldier NPC, Primary: Pistol, Secondary: Negotiation) |

BEGGAR ENCOUNTERS TABLE

- | | |
|-------------|--|
| 1 and under | Abusive drunk. "Don' youz ignor'n me you b—" A very drunk wino barrages you with verbal abuse and may even be violent. (Bystander NPC, Primary: Scrounge, Secondary: Brawling) |
| 2 | Stake out. Though he looks like a down-and-out, the derelict on the corner is surprisingly alert. The players accidentally discover a police/agent stakeout. The agent's actions depend on what the players do. (1D6 Elite NPCs, Primary: Pistol, Secondary: Disguise) |
| 3 | Bag lady. She keeps one nervous eye on you as she rummages through the trash. (Bystander NPC, Primary: Scrounge, Secondary: Streetwise) |
| 4 | How old? This kid—can't be more than fourteen—came to the city looking to meet up with his idols and now lives tough on the street. (Bystander NPC, Primary: Streetwise, Secondary: Interests/Solaris Trivia) |
| 5 | How the mighty have fallen. That tramp over on the bench looks very familiar. It can't be? It is! A once-famous arena MechWarrior living on the streets! (Bystander NPC, Primary: Scrounge, Secondary: Gambling) |
| 6 and over | "Hey buddy, can you spare a dime?" This down-and-out may be just another wino, a Clan War veteran, or just someone struggling to make ends meet. They may remember the players' good/bad deeds at some future date. (Bystander NPC, Primary: Scrounge, Secondary: Perception) |

MECHWARRIOR ENCOUNTERS TABLE

- | | |
|-------------|---|
| 1 and under | Rival. A famous MechWarrior bad-mouths any MechWarriors in the group, focusing on the character with the highest rep. If there are no MechWarriors in the party, it is a case of mistaken identity. (Soldier NPC, Primary: Piloting/Mech, Secondary: Brawling) |
| 2 | Hotshot. "What do you mean you haven't heard of me? I'm the one who ..." A brash young MechWarrior is upset that you haven't heard of his exploits. (Soldier NPC, Primary: Piloting/Mech, Secondary: Martial Arts/Gung Fu) |
| 3 | MechBunnies. "Hi. I'm free tonight." One or more groupies attaches themselves to any MechWarriors in the group. (Bystander NPC, Primary: Seduction, Secondary: Interest/Solaris VII duelists) |
| 4 | For sale. A struggling cooperative puts one of their 'Mechs up for sale at a bargain price. The condition is at the gamemaster's discretion. (Bystander NPC, Primary: Negotiation, Secondary: Pistols) |
| 5 | Party. Yep, the guy you're talking to is one of the top contenders for this year's championship. Who would've thought you had common interests? (Elite NPC, Primary: Pistols, Secondary: Interests) |

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- 6 and over **Hiring on.** The agent of a major stable casually mentions that they're looking for new blood ... (Elite NPC, Primary: Negotiation, Secondary: Bureaucracy)

AEROSPACE ENCOUNTERS TABLE

- 1 and under **Drunk.** "You ground-pounders make me sick." This guy has had a few too many and he's chosen you as the target for his invective. (Thug NPC, Primary: Intimidation, Secondary: Brawling)
- 2 **Trouble.** "You look like you could help me." A pilot you know asks for your assistance in a small matter ... (Thug NPC, Primary: Piloting, Secondary: Brawling)
- 3 **Deal.** "Psst. Wanna buy a Clan PPC? Fell off the back of a DropShip." The gamemaster should determine if the offer is genuine or part of a con. (Bystander NPC, Primary: Fast-Talk, Secondary: Appraisal)
- 4 **Information.** A newly arrived pilot offers to share some news and a succession of stories in exchange for keeping his glass topped off all evening. (Soldier NPC, Primary: Blade, Secondary: Streetwise)
- 5 **Looking for work.** "Hey guys, need a pilot?" A pilot offers his services. (Thug NPC, Primary: Piloting, Secondary: Negotiation)
- 6 and over **"Hey guys. Want to buy a fighter? I really need the cash."** A down-and-out aerjock offers the characters an aerospace fighter. (Thug NPC, Primary: Gambling, Secondary: Brawling)

POLICE ENCOUNTERS TABLE

- 1 and under **Arrest.** A group of heavily-armed cops appear and seek to arrest one or more characters. This may be for a real crime, a case of mistaken identity, or a stitch-up. (2D6 Thug NPCs, Primary: Brawling, Secondary: Pistols)
- 2 **Stakeout.** A group of police officers take a close interest in the players' activities. (1D6 Thug NPCs, Primary: Pistols, Secondary: Stealth)
- 3 **Jobsworth.** It was a minor infraction—a touch over the speed limit or littering—but this cop wants to play it by the book and insists on writing up a citation. (Soldier NPC, Primary: Pistols, Secondary: Bureaucracy)
- 4 **Assisting with inquiries.** A police patrol stops the players and shows them a photofit image, asking if they've seen the person depicted. (2 Bystander NPCs, Primary: Interrogation, Secondary: Pistols)
- 5 **Cordon.** A police cordon ahead blocks the road. An officer is directing people and traffic away from the area. (Bystander NPC, Primary: Intimidation, Secondary: Pistols)
- 6 and over **Donut time.** A pair of police officers stand outside a local bakery eating a snack. They smile and say hello as you pass. (2 Bystander NPCs, Primary: Streetwise, Secondary: Pistols)

MEDIA ENCOUNTERS TABLE

- 1 and under **Bloodhound.** An investigative journalist takes an interest in the players and hounds them regarding their activities or those of their associates. (Bystander NPC, Primary: Interrogation, Secondary: Perception)
- 2 **Vox Pop.** The players are stopped by a media crew and asked their opinion on last night's match, the latest music star, fashion trend, etc. (1D6 Bystander NPCs, Primary: Interrogation, Secondary: Streetwise)
- 3 **Mistaken identity.** "Do you know you look just like ..." This may be a case of mistaken identity, or (in the case of MechWarrior characters) someone who recognizes them from the arena. (Bystander NPC, Primary: Perception, Secondary: Interest/Solaris VII)
- 4 **Star quality.** A trivid talent scout approaches the character that has the highest CHA with a view to a booking in a forthcoming production. (Bystander NPC, Primary: Perception, Secondary: Arts/Tri-vid)
- 5 **Fly on the wall.** A journalist/writer asks to work with the group as part of background work for an article. (Bystander NPC, Primary: Interrogation, Secondary: Perception)
- 6 and over **Talk show.** One or more of the players are invited on a talk show to discuss their exploits or provide expert opinions. The session may be lightweight fare, intended for daytime broadcast, or may be a heavy hitting piece. (Bystander NPC, Primary: Interrogation, Secondary: Perception)

TECHNICIAN ENCOUNTERS TABLE

- 1 and under **Raw Nerve.** "Let me tell you what I think..." Something you say sets this tech off on a rant. Maybe he's had a bad day or doesn't like MechWarriors. (Bystander NPC, Primary: Technician, Secondary: Scrounge)
- 2 **Information.** "Wanna know where to get ..." This tech offers to sell the players information for 1D6 x 100 C-bills. (Bystander NPC, Primary: Fast-Talk, Secondary: Negotiation)
- 3 **Job seeker.** An out-of-work tech approaches the players seeking employment with their group. She may be genuine, or may be a plant by a rival group. (Bystander NPC, Primary: Technician, Secondary: Streetwise)
- 4 **Social.** A tech the players vaguely know strikes up a conversation. He may be killing time or might be fishing for information or a job offer. (Thug NPC, Primary: Technician, Secondary: Engineering)
- 5 **Black market.** "I have an inside line on ..." A tech offers to provide expensive or rare equipment. The condition and price are at the gamemaster's discretion. (Thug NPC, Primary: Fast-Talk, Secondary: Negotiation)

CAMPAIGNING ON SOLARIS VII

- 6 and over **Wunderkind.** "Yeah I worked for NAIS but that's all theoretical stuff. All the practical developments are made on places like Solaris." A high-flying tech seeks employment and brings with him knowledge—and perhaps samples—of several cutting-edge technologies. (Soldier NPC, Primary: Engineering, Secondary: Computer)

TOURIST ENCOUNTERS TABLE

- 1 and under **Advice.** "I saw you fight last week and you were lousy. You need to ..." says one of the horde of armchair MechWarriors. Such a character may even become a recurring character. Won't that be fun? (Bystander NPC, Primary: Interest/Solaris Trivia, Secondary: Perception)
- 2 **Fanboy.** "Wow, I know you. I think. Wanna sign my book?" You are cornered by one of the hordes of battle geeks, who can be a source of considerable information or a royal pain. (Bystander NPC, Primary: Interest/Solaris Trivia, Secondary: Interest/Military Trivia)
- 3 **Nightmare tourists.** They have cameras, loud shirts, the works—and they want you to take their picture—or worse, to take yours. Oh boy ... (4 Bystander NPCs, No major skills)
- 4 **MechBunny.** "Hi there. Want to go to a party?" (Bystander NPC, Primary: Interest/Solaris Trivia, Secondary: Seduction)
- 5 **"Hey, I'm buying."** A casual acquaintance makes small talk. (Bystander NPC, Primary: Interest/Solaris Trivia, Secondary: Career/Any)
- 6 and over **Offer.** He looks rich and powerful and wants to talk to you or your boss. An entrepreneur is looking to invest in stables and operatives on Solaris. Your group is one of those under consideration. (Soldier NPC, Primary: Negotiation, Secondary: Administration)

BUSINESS ENCOUNTERS TABLE

- 1 and under **"About that money you owe us ..."** A moneylender and assorted thugs demand repayment for a loan extended to you or one of your associates. If they don't receive what they expect, they'll take action to encourage prompt payments in future ... (1D10 Thug NPCs, Primary: Brawling, Secondary: Pistols)
- 2 **Turncoat.** News arrives that a trusted contact or ally has defected to an opposing group, taking with them details of the players' organization or operations. (Soldier NPC, Primary: Fast Talk, Secondary: Appraisal)
- 3 **Free Trader.** Recently arrived on planet, this entrepreneur offers you a good deal on a number of items—and the potential of acquiring a number of items not officially available on Solaris. Of course, it could be a scam. (Thug NPC, Primary: Fast Talk, Secondary: Appraisal)
- 4 **Buyer.** A tech offers to buy any surplus or unwanted equipment. The price is average but there is room for negotiation. (Thug NPC, Primary: Negotiation, Secondary: Appraisal)
- 5 **Test-drive.** One of the MechWarriors in the group is offered the opportunity to try out a new piece of hardware or pilot a new 'Mech. [Elite NPC, Primary: Negotiation, Secondary: Perception]
- 6 and over **Opportunity.** "I've been authorized to offer you some freelance work." The hiring agent of a major mercenary group offers the players a contract, which may or may not be on Solaris. (Thug NPC, Primary: Negotiation, Secondary: Bureaucracy)

NOBLE ENCOUNTERS TABLE

- 1 and under **Revenge.** A noble has decided to exact retribution on the players. This can be for something they have done, or something they are thought to have done. There should be at least as many thugs as players but no more than double their number. (2D10 Thug NPCs, Primary: Brawling, Secondary: Pistols)
- 2 **Offensive martinet.** There's something about him that just puts your back up—his voice, his banal comments, whatever—but he is escorted by a number of competent-looking bodyguards. (1D6 Soldier NPCs, Primary: Pistols, Secondary: Martial Arts/Karate)
- 3 **Aloof.** Many of the nobles on Solaris look down on the general population and this one is no exception, almost running you down with his entourage. (2D6 Bystander NPCs, Primary: Protocol, Secondary: Arts)
- 4 **Inheritance.** A lawyer arrives with shocking news: one of the many nobles on Solaris has died and has left a party member a substantial sum of money. Of course, other lawyers, relatives and gold diggers soon follow ... [1D6 Bystander NPCs, Primary: Negotiation, Secondary: Seduction; 1D6 Thug NPCs, Primary: Intimidation, Secondary: Brawling]
- 5 **Looking for adventure.** Bored with the party circuit and the daily routine of the nobles, this individual craves new experiences and excitement and seeks to hire or accompany the players for a "job." (2D6 Bystander NPCs, Primary: Fast Talk, Secondary: Pistols)
- 6 and over **Social encounter.** It takes a moment to sink in, but you eventually realize that the elegant young woman you've been talking to for the last ten minutes is the countess who has been in the vids recently. (Bystander NPC, Primary: Perception, Secondary: Protocol)

FIRST IMPRESSIONS



POWER LUNCH

There were so many things Mr. Smith loved about his job. Money. Power. Almost unfettered access to Solaris City. The respect of his peers. And all without having to live in the limelight.

Of course, there were many more things he hated about his job. None were currently so high on the list as having his lunch interrupted by a wireless call, however. Smith could see the mirth in his lunch companions' eyes as he threw his napkin to the table and reached toward the receiver clipped to his belt. He paused a beat to cool down before tapping the tiny receiver's connect button; the distinctive pattern of tones the remote earpiece had sounded let him know who the call was from, and he wasn't likely to call unless it was urgent. However, this knowledge didn't prevent Smith from letting the displeasure creep into his voice.

"This had better be good, Calvin."

Smith stared off into the distance for a few seconds before first craning his neck and then cupping his hand over his right ear, hopelessly trying to listen to his call over the din of the crowd around him. "Dammit! Calvin, I can't hear a thing you're saying. Let me get outside." Frustrated, Smith rose and took one last look at the mutton on his plate before he began to move through the crowd, all the while ignoring the pantomimes his associates leveled at him. The restaurant was one of his favorites, and he hated to leave such fine fare behind. But business was business.

Smith moved steadily through the mass of tables and bodies, nodding briefly to those few familiar faces he made

eye contact with in the crowd. Ahead of him, a woman emerged from the bathroom, taking one furtive look back towards Smith's table before heading out the restaurant's front door. Smith briefly looked back over his shoulder, working to comprehend the scene, as he continued on toward the door. A man was sitting alone in front of two meals at a table just a few meters away from Smith's own party. *Hmm. She's ditching her lunch date. Hell, I'd have ditched a guy eating stuffed asparagus, too. But where have I seen her before?*

The question bothered Smith for a few more seconds until he left the roar of the restaurant behind him for the relative peace of the mall's main floor. *Kat. Kat Rawlings. Where'd she get off to? Last I heard she was supposed to have caused that "accident" at the spaceport two years ago. Great fireball. "I didn't know Kat was back in circulation."*

"I'm sorry, what'd you say, boss?"

The sound from his earpiece startled Smith out of his daydream. "Hmm? Oh, nothing. Just saw someone I recognized." *Gotta remember she's around. We might just need her.* "Now, what's so important that you had to interrupt my lunch?" Smith produced a pipe from his jacket pocket and moved toward a nearby column that supported the mall's second level.

"Well, you wanted to know when we got confirmation on the Class Three bout next week. Our friend is confident she can get us good seats."

"Excellent." Smith allowed himself a smile as he packed his pipe with fresh tobacco. "Be sure to send our compliments."

"Will do. Anything else?"

Smith leaned against the column as he considered the question. A few hundred meters ahead through the crowd, he saw what could only be another riot in the making. *Davionists! You can always count on them to ruin a perfectly good day. At least they've got what looks like the mall's entire security force to deal with.* "Yeah. Make sure the fail-safe is in place, will you? I don't—What the?—" *That man ...*

"What's up, boss?"

FIRST IMPRESSIONS



"Noth—I don't know." Smith studied the man he saw some fifty meters away, leaning against another column, who seemed to be waiting for someone to come out of the restaurant's front door. *That man. Looks like one of Hasek-Davion's lackeys.* The man casually walked around to the other side of the column, placing it between him and the restaurant, and crouched down with his back against the thick ferrocrete pillar. Smith couldn't help the dread that was coming over him, but the shock of what he was seeing overrode his natural impulse to run. The crouching man quickly reached a hand into his pocket before curling up into a fetal position.

"Oh, shi—"

The blast's shockwave hit Smith a millisecond later.

"Boss! Boss! Can you hear me, Boss?!"

Smith could barely hear Calvin over the ringing in his ears. His head was still swimming, but he could sense the pounding of hundreds of frantically running feet as he slowly came to. He tried to bring his head up, but only managed to let out a groan.

"Boss! You okay?!"

Smith mumbled something even he couldn't quite understand before the pain shooting through his body brought him back to full consciousness. He took several more seconds to open his eyes and survey the scene around him. The restaurant's door and windows were all blown out and debris was scattered across hundreds of square meters in front of the establishment. A few people, bloodied and burned, stumbled out of the restaurant's door as Smith cautiously rose. A quick look around the panicking crowd netted no sight of the man Smith saw leaning against the other pillar.

"Boss! Can you understand me?!"

Smith recoiled at the sound suddenly blaring in his ear. "Yeah, I can hear you Calvin."

"What happened!?"

He jerked again, grimacing at the pain throbbing in his head. "Do me a favor, Calvin, and shut up for a minute?" He rolled over and cautiously propped himself up to a kneeling position, pausing for a few seconds to let the dizziness and nausea pass before rising to his feet. With the hundreds and thousands of people in the mall rushing to get away from the scene of destruction, Smith's only problem was his lack of balance as he made his way toward one of the restaurant's windows. A quick glance inside was all he needed. Dozens of people were writhing in pain on the floor, but there was no movement from the area by the bar where he had been sitting just a few minutes ago.

Damn! A year's worth of work blown to hell in an instant! It took me forever to get them on the line. Smith took one more look inside before speaking again. "Let Tony know—go to plan B."

Business has to come first, after all. Revenge will come later.

MECHWARRIOR RULES

To run *First Impressions*, the gamemaster needs a thorough familiarity with the material in the adventure, as well as a working knowledge of the *MechWarrior, Third Edition (MW3)* rules. Additionally, players will need a copy of the *BattleTech Record Sheets: 3025 & 3026* for their 'Mechs' record sheets; *BattleTech Technical Readout: 3025* provides illustrations and details about the 'Mechs the players will pilot. Aside from the clearly marked passages to be read to the players and the fictional prologue, all the information contained in *First Impressions* is for the gamemaster's eyes only.

In any encounter where 'Mech combat occurs, it is assumed that the gamemaster will be using the *Roleplaying 'Mech Combat* rules found in this sourcebook (p. 28). If the gamemaster wishes to run the combat sequences of this adventure using standard *BattleTech* rules, the gamemaster will also need a working knowledge of the rules contained in the *BattleTech Master Rules* and will need copies of the *BattleTech* mapsheets found in the *BattleTech, 4th Edition* box set and *BattleTech Map Set 2*.

HOW TO RUN FIRST IMPRESSIONS

Aside from the *MW3* rules and the sourcebooks listed above, this adventure includes all the information you need to run *First Impressions*. The gamemaster should read through the adventure before attempting to run it. Some important plot developments do not become apparent until well into the adventure, but the gamemaster must lay the groundwork for these developments early on. He or she can only accomplish that by being familiar with the story line.

Though *First Impressions* tries to cover all the likely (and even some of the unlikely) ideas that the players might come up with, it is impossible to foresee every possible action the players might choose to take. Therefore, the gamemaster must be prepared to improvise if necessary.

First Impressions is not meant to be a stand-alone campaign, but just a single chapter in what will hopefully be (or possibly already is) a long-running campaign. For first-time gamemasters (or role-players), it is a perfect stepping-stone for adventuring in the *BattleTech* universe. Veteran gamemasters can either adjust the setting to suit their own campaigns, or simply use this adventure as-is to introduce their players to the wonders and dangers of Solaris VII.

THE ADVENTURE SECTIONS

The adventure begins with a fictional prologue, *Power Lunch*, to give the gamemaster a feel for the setting. The *Overview* explains the nature and specific background of the adventure. The adventure itself is broken down into nine chapters or sections, each of which is divided into four parts: *The Situation*, *The Story*, *Behind the Scenes* and *Troubleshooting*.

The Situation offers a synopsis of the action in that section, for the gamemaster to use as a quick reference and

overview. It also tells you how a given section connects to those before and after it.

The second part, *The Story*, is read aloud to the players. It describes where the player characters are and what is happening to them as though they were actually there. Depending on the player characters' previous choices and/or the point in the adventure at which the section occurs, the gamemaster may need to adapt the text to suit the situation.

Behind the Scenes tells the gamemaster what is really happening in each section and proposes a potential sequence of events. Any maps needed to play a scenario are included in this section. Information the players can discover and possible consequences of the player characters' actions also appear here. Non-player character statistics needed to role-play the section are usually included here as well. *Behind the Scenes* may also contain hints and suggestions for handling a particular scenario.

The final element of each section, *Troubleshooting*, offers suggestions for getting the story back on track if things go too far wrong; for example if the player characters overlook a vital piece of data or if half the team meets an untimely death. The gamemaster need not use any of the suggestions given; if he or she has a better method of redirecting the game, feel free to use it. As always, the gamemaster may roll the bones and let fate decide.

At the end of the adventure are three final chapters: *Wrap-Up*, *Research* and *Cast of Characters*. *Wrap-Up* provides tips on how to complete the adventure, as well as hooks for establishing connections to another set of adventures or campaigns. *Research* contains additional information that the players may attempt to discover during the course of the game. The *Cast of Characters* includes full game stats for NPCs that have a major role or impact in the adventure.

OVERVIEW

Looking for quick fame and fortune, the characters travel to Solaris VII in hopes of breaking in on the "scene." The scene finds them first, however, as a representative from Crimson Voodoo Stables meets them just after they walk off of the DropShip. He leads them to a private office, where they are offered positions within the stable. The characters will be given up to 24 hours to accept this offer.

Once they do accept the offer, the characters will find that they have become mid-season replacements for the stable's premier "open" team. The entire team, which was ranked top in their division, was recently wiped out in a terrorist bombing in Montenegro. With only four games to go before the playoffs begin, they players will have to keep up the winning streak if they are to cash in on fortune and fame this team-play league offers.

The stable manager runs the characters through several brief exercises before officially accepting them into the stable and preparing them for their first fight. They will then have the evening to themselves, the quiet before the storm.

For their first bout, they are matched up against one of the worst teams in their division, and will have an easy go of

it. Unfortunately, a few minor equipment failures will hamper their debut performance. After the bout, the stable owner will apologize for the failure, citing old equipment and a scarcity of good replacement parts, and give the characters their first checks and an evening off to spend them.

During the characters' venture into Solaris City, four terrorist gunmen will attack them. Several civilians will likely be wounded or killed in the attack, and the attackers may get away. The characters will be conveniently rescued by a group of Mafia enforcers, however, who will take them to meet their boss. This boss will have a very cordial talk with the players in which he will simply let them know that there are a lot of people deeply "interested" in the outcome of the league's season. After this "talk," the characters will be allowed to go about their business.

While preparing for their upcoming match the next day, the players will find a large quantity of currency in each of their lockers, but will have little time to do anything about it before being rushed off to the fight. This fight will be more difficult than their first, a fact further exacerbated by several major equipment failures. Afterward, the characters will find out they have a real chance to advance in the post-season. A win in their next match, just two days away, will guaranty them a position in the playoffs. The characters will have the next two nights to discover exactly what is going on around them and who is behind it all.

Just hours before their next match, they will uncover the source of the mysterious equipment failures: their stable manager. The characters will need to decide what to do with the manager, but time will be a factor if they want to fix everything he sabotaged.

While changing for the battle, the characters will each discover a large sum of money and a note instructing them to throw the fight. They will have to decide quickly whether they will throw the fight or not.

The adventure ends after that point. The gamemaster can continue the story on from there, based on the characters' actions. A number of potential plot lines are included in the *Wrap-Up* section to assist gamemasters in continuing the adventure.

GETTING STARTED

First Impressions is an adventure for three to six players. Because this adventure places them in the middle of an arena league, at least three of the characters should be MechWarriors. The characters are not required to own their own 'Mechs to participate in this adventure. Characters that have Streetwise and/or technical skills will be a help to their party, though these skills are not an absolute necessity to complete this adventure.

Depending upon the type of campaign you prefer, you may have a mixed party of characters, only a few of which are MechWarriors. At first glance, it may seem difficult to run a group of characters such as this through *First Impressions*. However, those characters without MechWarrior skills will still

have plenty to offer. As the core of this adventure places the characters on the payroll of a minor Solaris stable, those who cannot pilot a 'Mech will simply be hired on as part of the team's technical or support crew.

On the other hand, you may have a party with no 'Mech-related skills to speak of. Integrating this type of party into the adventure is actually easier than it may seem. If the characters all have marketable technical or engineering skills, they will be hired on as part of Crimson Voodoo's technical crew. If the characters instead have been trained in a combat specialty other than MechWarrior (aerospace pilot, armored infantry, cavalry and so on), simply adjust the type of combat arena the characters will be involved in. After all, while Solaris VII is known as the game world, not *all* of the games revolve around BattleMechs.

REPOSSESSION

THE SITUATION

Crimson Voodoo Stables, like many other small Solaris stables, is looking for new talent to add to its "team." Unlike any others, its owner is desperately looking to replace a team that was entirely wiped out in a terrorist attack last week. In fact, Nicholas Aragua, Crimson Voodoo's owner, is so desperate that he's let his stable manager talk him into hiring a group of MechWarriors literally right off the DropShip.

Unfortunately for the straight-laced Aragua, his manager is working for the Mafia, who in turn is "fixing" a majority of the league battles Crimson Voodoo participates in. Until a terrorist bomb killed Crimson Voodoo's entire league team, the mob actively arranged for the stable's team to remain close to first place in their division. After the bomb wiped out the team, however, the mob decided to back another team, leaving Crimson Voodoo to fend for itself. Knowing that the fix is in against his employer, the manager suggests that Aragua should hire a group of MechWarriors he'd "been told to keep an eye on" by some friends. The manager did indeed receive a tip that these MechWarriors—the characters—were worth taking a look at, but hopes their inexperience will keep Crimson Voodoo from winning any further matches.

THE STORY

You've been cooped up on that blasted DropShip for *far* too long. It's been weeks since you've set foot on solid soil, but on the bright side, it was all worth it. It wasn't easy packing up and leaving your old lives behind, but it has finally paid off. You've officially arrived on Solaris VII—the Game World.

Unfortunately, the easy part is far behind you. Sure the tri-vids and newszines make it look like just anyone can make it on Solaris, but they say the same thing about fighting on the Clan front, and you know how much bull *that* is. You can feel the unease in your guts as you step into the concourse from the bus that shuttled you from your DropShip. So many faces, many of them shooting holos of the next Solaris Champion—or so they hope. Off to the side, a group of men and women in

black suits and caps stand holding signs out toward the debarking passengers. Chauffeurs—there's no mistaking them, no matter what world you're on.

You begin to move past the group until you notice something strange. One of them is actually holding a card with your names on it. *All* of your names. You stand dumbfounded for a second before introducing yourself to the man.

"Hello. I'm Argyle, your driver." The man hands you his card and shows you his Solaris transport license. It sure looks real enough. "I've already arranged to have your luggage taken care of. If you will follow me, I'll show you to your meeting upstairs."

Once the characters agree to follow Argyle, read the following:

Argyle leads you past several security checkpoints, up two flights of stairs and into a conference room overlooking the expanse of the spaceport. At the head of a long table sits two men, one taller than the other. Based on their graying hair, both look to be in their late forties and, at least on first glance, seem to be at least former MechWarriors.

"Hello, gentlemen (and ladies)!" The taller man stands up and moves to greet each of you with a firm handshake and an infectious smile. "Please, won't you have a seat?"

As soon as you take your seats, the taller man begins. "Time is precious, so I won't keep you waiting. I'll answer the first question you're wondering right now: 'Who the hell am I?' My name is Nicholas Aragua, and I own Crimson Voodoo Stables. My friend here is Salvatore Bandeau, my stable manager and often my voice of reason. Now, I'll get to your second question in just a minute. First, I just ask that you bear with me for a moment, okay?"

"Here on Solaris, the only way to survive is to be 'in the know.' So I pay handsomely to know everything that I can. Sometime last week, Sal here got a lead that some hotshot 'Mech jocks were inbound, so we checked them out. And I gotta say, I liked what I saw. Sure, there were some blemishes, and to the untrained eye, their records read more like they should be locked away. But if you read between the lines, you can get an impression of the real person. Sure, it's not the same as knowing someone, but it's enough to form a gut feeling, and my gut isn't often wrong. I was impressed with you. And you know what? I'm *always* willing to reward someone who impresses me. My stable's got an immediate opening for a team of MechWarriors. I want you to be that team."

BEHIND THE SCENES

Aragua will offer each MechWarrior character an immediate bonus of 1,000 kroner (techs will get a 750 kroner bonus for signing on with the stable). Additionally, he is willing to give each character a weekly salary, based upon their relative skill level. Base compensation is 100 kroner per week, multiplied by the average of the character's relevant Gunnery (choose the highest skill bonus if the character has multiple Gunnery Skills) and Piloting Skills (or appropriate Technician Skill), rounded to the nearest whole number. If the group has less

than four MechWarriors in it, Aragua will hire enough additional NPC MechWarriors that the size of the actual team will equal the number of players.

The players may wish to bargain for better terms, in which case they should appoint one character to negotiate on behalf of the entire group. Make an Opposed Skill Check using Negotiation against Aragua (see p. 126 for Aragua's stats). If Aragua has the better MoS, then the characters will not receive any better compensation. On the other hand, for every MoS point above Aragua's, he will raise the characters' base pay by an additional 10 percent, to a maximum of a 100 percent raise.

Beyond this base rate, he will pay each MechWarrior character a purse of 1,000 kroner for each victory they give his stable (techs and support staff will get 750 kroner apiece). For each battle in which one of the characters' 'Mechs is *not* crippled or destroyed, he will pay that 'Mech's pilot an additional bonus equal to four times this base weekly rate plus purse. These rates are not subject to negotiation (they are a standard throughout the Solaran League of Independent Stables).

Additionally, each character will be given a private apartment at the stable to live in. If they accept Aragua's contract, their luggage and other personal effects will already be there by the time they get to the stable.

Once all of the terms are laid out, and any negotiations are made, Aragua will have the characters each sign a contract. The contract will bind them exclusively to Crimson Voodoo Stables for the remainder of the current season, including the playoff and championship games. The contract also gives Aragua "first dibs" to hire the characters on for the next season (or to any other position), though the characters would still be free to accept a better paying position.

The characters will become the Crimson Caboritas, a team that is part of the Solaran League of Independent Stables (SLIS). Unfortunately, the "original" Crimson Caboritas were all killed in the terrorist bombing that killed seven and injured another twenty in a Montenegrin restaurant a week ago. Before this unfortunate accident, they were ranked top in their division. Even now, after a bye and one forfeit, they are still half a game ahead of any other team in their division. What makes this even more amazing is the fact that the Caboritas are a new addition to the league this season, and have summarily surpassed everyone's expectations (and ruffled more than a few feathers with some of the more established members of the league).

The characters' first bout will be in less than 2 days, giving them less than 36 hours to prepare and check themselves out on their new rides.

Aragua will answer any more questions the characters have about the league in general or his stable specifically. For more information on Crimson Voodoo Stables and the SLIS, see *Research*, beginning on p. 125.

TROUBLESHOOTING

This section is very straightforward, and there is really little that can throw the entire adventure off-course. So long as

the characters do not act like a bunch of miscreants, Mr. Aragua will offer them positions with his stable.

If the characters balk at the idea of immediately signing a contract with Aragua, he will give them until 6:00 p.m. the next day to give him an answer, giving them less than 24 hours to decide. He will have Argyle drop the characters and their luggage at the hotel of their choice and give them his card. Over the course of the evening and the following morning, the characters will find no other serious offers, unless they wish to join in one of the many blood leagues in the reaches of Solaris City. They will certainly find no deal anywhere as generous as the one Aragua is offering them.

A LEARNING EXPERIENCE

THE SITUATION

The characters have little more than a day to prepare for their first league match. While Aragua and Bandeau have a basic grasp of the characters' capabilities, they want to see them in action firsthand. So, in the morning, the two men take the characters to a combat range outside of town. There the characters will engage in personal combat training, giving their new employers the opportunity to see what they can do.

THE STORY

It's only your first day working for Crimson Voodoo Stables, and already you're beginning to wonder "why did I do this?" Bandeau rustles you each out of bed at the crack of dawn and gives you a slim twenty minutes to get ready and meet him in the stable's main hangar. So you go through your morning routine—the three "S's"—all the while grumbling about how you didn't have to leave the military for *this*. But Aragua *is* paying you a lot of money, so you don't complain too much.

Nineteen minutes and seventeen seconds later, you assemble yourselves into a loose formation—just enough to let everyone know you're ex-military but not so much that they think you're a nut-case. Aragua and Bandeau enter the hangar area a few seconds later with a third man in tow.

"Gentlemen, good morning." Aragua speaks up first. "I'd like you to meet our security chief, Tad Takegi." The third man, a little shorter than Aragua, but built far more powerfully, steps forward and shakes each of your hands with a strong and firm pump. Probably in his forties, the man looks like he could take on a Clan elemental and win. Well, okay, maybe a small elemental. That, and if Takegi had a big vibroblade.

Aragua motions you toward a large land rover, one that could probably comfortably hold two dozen people. "Tad is also our staff personal trainer. Your first match is tomorrow, so we'll get you up and running in your 'Mechs soon enough. But first you have to prove to him you're ready."

BEHIND THE SCENES

Aragua and Bandeau are naturally concerned about whether or not the characters can ultimately handle the pressures they will soon be facing in the arenas. Rather than

immediately throw them into the cockpit, the two men decided to test the characters' reflexes and wit in a different way. The characters will have to complete an obstacle course of sorts, designed by Takegi to push their abilities to the max.

Once the group reaches the combat range, Takegi will brief the characters. They will have half an hour to familiarize themselves with their weapons and gear before joining in what amounts to a game of capture the flag. They will have five minutes to make their way through a makeshift village, find the flag and then return it to their side. Exactly how the flags are placed and where each side enters is left up to the discretion of the gamemaster (the more difficult the placement of the flags and set up, the longer this combat will take).

The weapons they will be using are powered down versions of the real thing. They will each be given a set of body armor, which is in reality a highly sophisticated exoskeleton; its computer will register each weapons hit and shut down appropriate portions of the exoskeleton accordingly, simulating wounds. For the purposes of this engagement, treat all weapons as the full-powered version, and apply all wounds and resulting modifiers normally. At the end of the engagement, the exoskeletons will fully reactivate, and characters may erase all wounds inflicted by the simulated weapons. The characters must naturally heal any damage sustained during the exercise, such as from falling, getting the butt of a rifle shoved in their face, and so on.

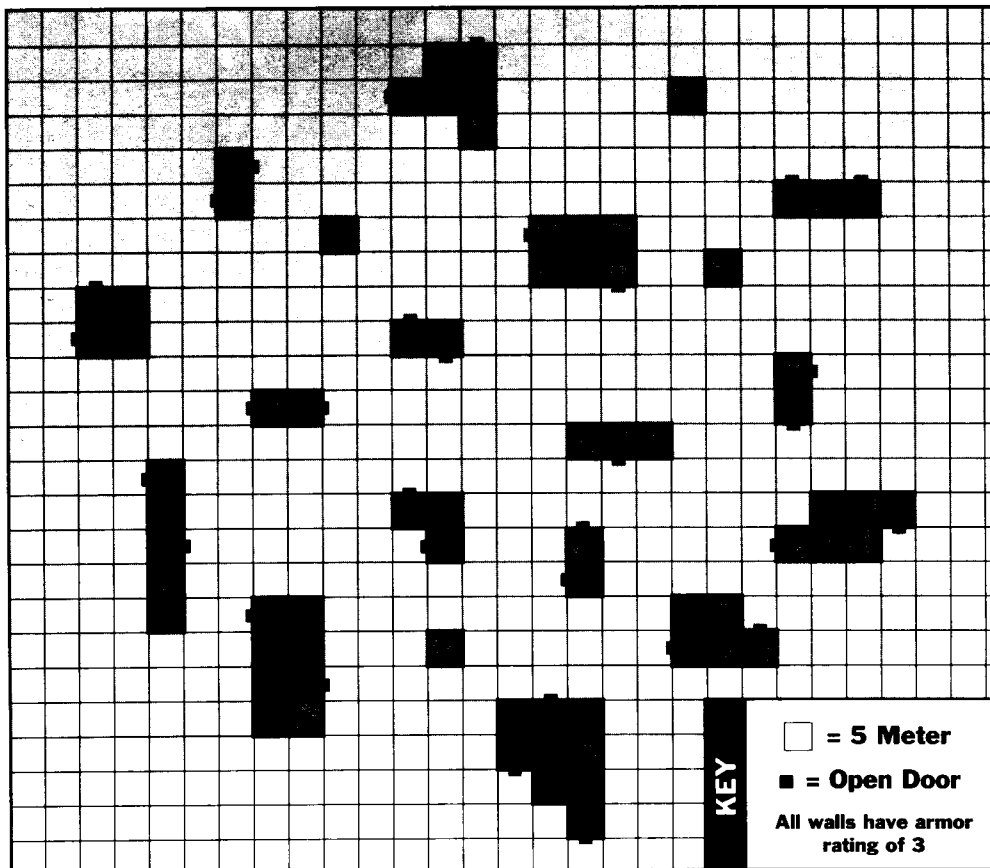
The characters will have sixteen opponents facing them (the gamemaster can use the mob enforcer in *A Day Like Any Other*, pp. 106–7). To even the odds a bit, Aragua, Bandeau and Takegi will join the characters on their run through the village.

Each character will have their choice of weapons and armor (see *MW3*, starting on p. 129, for equipment lists). The opponents will mostly pick the Federated long rifle (p. 135, *MW3*) or the laser rifle (p. 136, *MW3*) as their primary weapon; the gamemaster should determine what secondary weapons and armor they will take. Each piece of equipment they take with them will have the same mass and encumbrance as the normal version.

After the characters complete their faux battle in the village, Bandeau will immediately drive them a few kilometers down the road to another test range—this one for BattleMechs. There he will quick-fit them for neurohelmets and run them through a long and exhausting set of drills. The gamemaster can run this as a separate encounter or can simply give the players a quick description of the events.

In both the mock town fight and the BattleMech exercise, the goal is to provide the player characters with ample opportunities to use as many skills as possible. This allows them to quickly jump into the rules of *MW3*, as well as providing an opportunity for each player to know the real strengths of each of their characters.

Following their long day of combat drills, the characters will have the rest of the evening to do what they wish. Solaris City is a big place that anyone could easily get lost in, espe-



cially for characters with a signing bonus in their pockets. The gamemaster should give the characters a chance to not only purchase any items they may need, but to generally enjoy themselves (as it may be the last time they have to do so for the rest of this adventure).

Tad Takegi

A master of martial arts, Takegi is known for closing with trainees to finish a session hand-to-hand.

Attributes

STR	5	WIL	6
BOD	6	CHA	3
DEX	5	EDG	5
RFL	7	SOC	4
INT	5	Move	12/25/50

Skills

Martial Arts/Tae Kwon Do +4

- Block [opponent's damage divided in half (round down); you inflict no damage]
- Roundhouse kick [2 Fatigue; add 3D6 damage and attack has Armor Penetration Value 1]
- Flying kick [Melee attack a target 2 meters away (p. 103, MW3)]

Perception	+4
Pistols	+3
Running	+3
Streetwise/Solaris VII	+4
Submachine Guns	+5

Equipment

Ablative/Flak Vest [2/4/5/2]
Auto-Pistol [3•4D6; 5/20/45/105;
10 shots; Jam on a fumble]
Auto-Pistol Reloads (2)

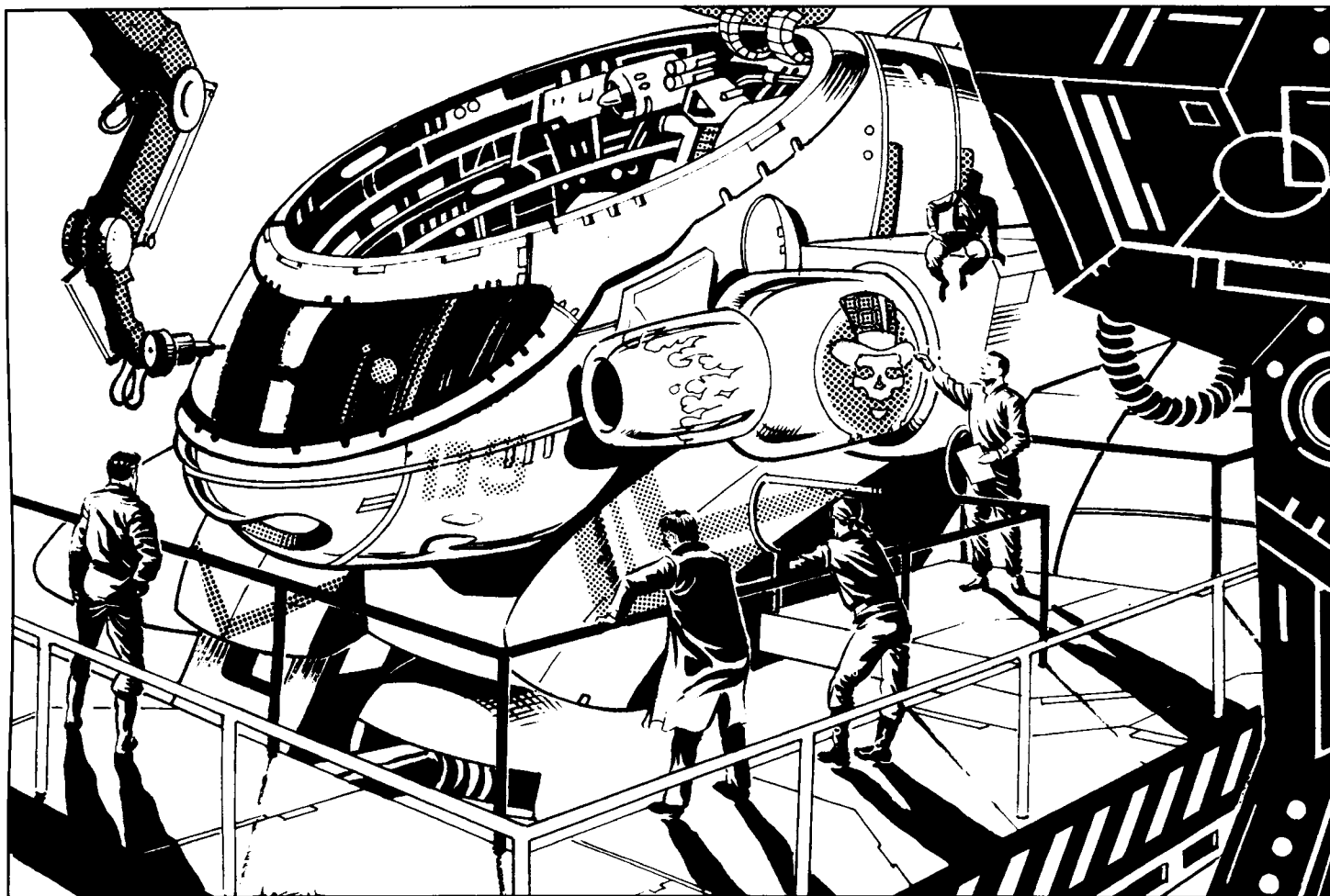
TROUBLESHOOTING

The players may think that their success in the village "assault" directly relates to the chances of their characters getting into the cockpit of a 'Mech. It does indeed, but only to an extent. Aragua, Bandeau and Takegi are looking more at the characters' actions than at their overall success. If the players want to run through the scenario again, then by all means allow them. If the characters show teamwork and prove they are not a group of drunken slob, they will "pass" the test.

On their night out, the characters could conceivably get themselves into

a heap of trouble if they try hard enough. You have an entire sourcebook on Solaris VII in your hands to use to assist the players in this venture. Be gentle on them, however. This will likely be the last time in a while the characters will have to simply enjoy Solaris City without having to worry about any Mafia machinations or traitorous comrades.

If the characters ask for it, however, they should not be excused from causing trouble. If, during the course of the evening, the characters manage to insult or run afoul of the wrong person, the gamemaster should not give them a "free pass." Solaris City is, after all, not a particularly kind city. Any incident should happen only at the characters' instigation however, and the gamemaster should be careful to have the NPCs react to the characters (NPCs should draw weapons only if the characters do, and so on). The characters will have no one to rely upon to get them out of any sticky situation. If they show up at the stable having obviously been in a brawl of some sort, neither Mr. Aragua nor Mr. Bandeau will be particularly pleased (a fact they will each make abundantly clear to the characters, likely for the remainder of the adventure). Anything more serious and Aragua is likely to outright discharge the characters and will gladly see to it that they are subsequently blackballed from just about any other legitimate stable on the planet (unless both the characters and their controlling players make some particularly persuasive arguments in their defense).



HEAD FIRST

THE SITUATION

After another early morning wakeup, followed by several hours of intensive training, the characters get their first taste of real 'Mech combat on Solaris. Their opponents are the worst in the league, however, and even with some technical malfunctions, the characters should have a relatively easy go at it. At the end of the battle, they will find that they are still in first place in their division, but only by a hair.

THE STORY

After an exhausting day of training, and the *fun* of the previous night, sleep comes quickly to all of you. Unfortunately, the 6:00 a.m. wakeup call seems to come even quicker. So, after a quick shower and an even quicker breakfast, you all gather in the hangar. A few techs are scampering around your 'Mechs, including your chief tech Arbogast, who seems like he hasn't moved from the repair gantry since last night. "This thing has been giving me grief for the last week," he says pointing to the *Grasshopper*, "but I *think* I've finally gotten it straightened out."

Arbogast's words don't quite reassure you as much as he had apparently intended, but they are quickly put behind as

Salvatore Bandeau approaches and briefs you on your schedule for the day. Five minutes later, you're strapping yourselves in to your assigned 'Mechs. Ten minutes after that, you're walking your 'Mechs to the live-fire range.

The hours go past quickly enough, even though you only run through a light regimen. Your hearts seem to beat to an increasingly faster tune as the clock counts down to 1:30 p.m.—your professional Solaris debut. Lunch goes by almost unnoticed as the butterflies pound for release. You haven't felt this much angst since the first time you strapped into a 'Mech.

But, before you know it, it's time to head out. Both you and your opponents walk out onto the field, in this case a huge quarry ten klicks outside of Solaris City. You each get into position as the clock now ever so slowly counts down. All of a sudden, you wish you hadn't accepted Aragua's offer ...

Read this immediately after the battle:

Following the battle, you meet Mr. Aragua and Mr. Bandeau at the entrance to the arena's command center. They lead you through the semi-organized hurricane of people to one of the conference rooms, where your match is being played back in hologram. Aragua breaks the uncomfortable silence first. "You had some actuator problems down there,

huh? Argh! You know, Arboghost has been tracking down problems in your 'Mechs since the season began. You have my sincerest apologies for those failures, but what can I say? Each of those 'Mechs has been rebuilt from the ground up probably a dozen times within the last two years, and I won't even go into what passes for replacement parts on this planet"

Aragua goes on for another minute or two, alternately apologizing and making excuses, before turning the debrief over to Mr. Bandeau. One thing's for sure: Bandeau knows his stuff. He goes over the entire battle with you in excruciating detail, pointing out each of your tactical mistakes. On the other hand, he's also quick to praise those moments of genius you had, so you can't really feel anything but respect for the man. Besides, the debriefing turned out to be a cakewalk compared to the press conference.

After it's all done, you begin to wonder which is worse: the possibility of being fried in the cockpit by a particle cannon or having to sit through another session with the media wolves. But, by 5:00 p.m. you are back at the stable, showered up and ready for a night on the town. Even better, you've got cold, hard currency in your pockets—following the battle, Aragua coughed up your first paycheck.

You're next match is in just two days, meaning that all day tomorrow and the following morning is going to be filled with mind-numbing training. However, the night belongs to you.

BEHIND THE SCENES

This first match pits the players against the Ventilators, a one-time championship team that has not had a winning season in eight years. Currently, the Ventilators are tied for last place in the league.

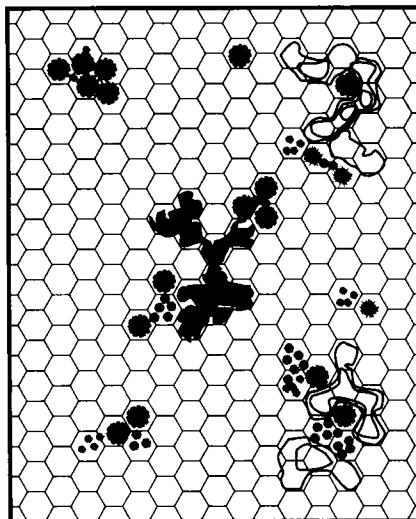
The following map provides a visual layout of the arena, with every hex representing 30 meters. The exact composition of the terrain and how it interacts with the Roleplaying 'Mech Combat rules is left to the discretion of the gamemaster.

If the gamemaster wishes to run this encounter as a *BattleTech* game, lay out the maps as shown. Use both *BattleTech* maps from *BattleTech Map Set 2* or the *BattleTech* box set.

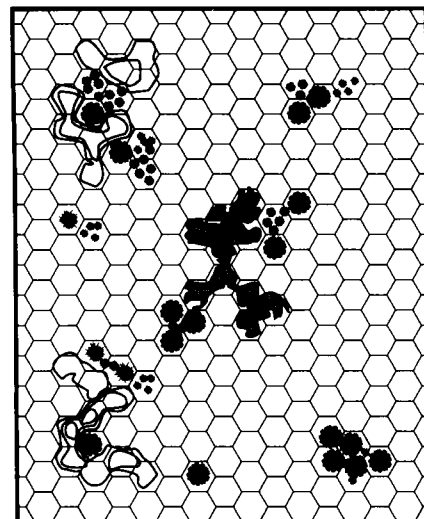
Once the players are ready, both sides will roll initiative to determine which direction (map edge) each side will move into the arena (map) from during the Movement Phase of Turn 1. Regardless of who enters the arena (map) first, all units on both sides should enter opposite one another. The encounter continues until one side is destroyed.

The attacker consists of the Crimson Caboritas. The characters, and any NPC members of the team, will be assigned the following 'Mechs (use only as many 'Mechs as there are members of the team). The gamemaster decides which player

BATTLETECH



BATTLETECH



characters pilot which 'Mechs. Remember that Crimson Voodoo wants the characters to win, so they would assign 'Mechs to the characters based on their respective skills.

1. GHR-5H *Grasshopper*
2. TBT-5N *Trebuchet*
3. AWS-8Q *Awesome*
4. MCY-98 *Mercury*
5. ON1-K *Orion*
6. QKD-4G *Quickdraw*

The defender consists of the NPC team known as the Ventilators. The size of the defending force should match that of the attacking (player) force.

1. Kurt Nowak, STK-4N Stalker

Attributes

STR	3	WIL	3
BOD	5	CHA	3
DEX	7	EDG	5
RFL	5	SOC	6
INT	7	Move	8/18/36

Skills

Gunnery/Humanoid/Ballistic	+0
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+1
Perception	+2
Piloting/'Mech	+2
Sensor Operations	+3
Tactics/BattleMech	+0

2. Chad Kallies, VTR-9A Victor

Attributes

STR	5	WIL	5
BOD	4	CHA	6
DEX	5	EDG	4
RFL	7	SOC	4
INT	4	Move	12/22/44

Skills

Gunnery/Humanoid/Ballistic	+0
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+0
Perception	+2
Piloting/'Mech	+2
Sensor Operations	+1
Tactics/BattleMech	+2

3. Wendy Testeberger, DRG-1G Grand Dragon

Attributes

STR	3	WIL	6
BOD	4	CHA	6
DEX	4	EDG	6
RFL	6	SOC	3
INT	6	Move	9/19/38

Skills

Gunnery/Humanoid/Ballistic	+1
Gunnery/Humanoid/Laser	+3
Gunnery/Humanoid/Missile	+1
Perception	+2
Piloting/'Mech	+1
Sensor Operations	+0
Tactics/BattleMech	+1

4. Xian Kha'Tuum, FS9-M Firestarter

Attributes

STR	4	WIL	6
BOD	6	CHA	5
DEX	4	EDG	4
RFL	7	SOC	2
INT	5	Move	11/21/42

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+3
Perception	+3
Piloting/'Mech	+0
Sensor Operations	+0
Tactics/BattleMech	+1

5. Andrew Berg, VND-1R Vindicator

Attributes

STR	5	WIL	5
BOD	6	CHA	6
DEX	5	EDG	4
RFL	3	SOC	4
INT	7	Move	8/18/36

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+2
Perception	+1
Piloting/'Mech	+2
Sensor Operations	+0
Tactics/BattleMech	+0

6. Amy Konnow, ENF-4R Enforcer

Attributes

STR	4	WIL	4
BOD	6	CHA	6
DEX	6	EDG	5
RFL	5	SOC	3
INT	5	Move	9/19/38

Skills

Gunnery/Humanoid/Ballistic	+0
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+0
Perception	+2
Piloting/'Mech	+3
Sensor Operations	+1
Tactics/BattleMech	+1

Malfunctions

Prior to the start of the game, the gamemaster should roll $1D6 \div 2$ (round down) and randomly select that number of characters' 'Mechs. Each of these 'Mechs will experience an actuator malfunction during the match. After determining which 'Mech(s) will experience a breakdown, the gamemaster should then randomly select one limb (either arm or leg) from each and finally one actuator in that limb. Sometime during the course of the battle, each of these actuators will fail.

The gamemaster should keep close track of which 'Mechs will experience a breakdown. If the selected actuator is in a leg, it will fail after the third Movement Phase in which that 'Mech makes use of Running (or Sprinting) MPs. If the selected actuator is instead in an arm, it will fail after the third Turn in which any type of physical or weapon attack is made with that arm. For game purposes, treat a failure as if the actuator in question had taken a critical hit (mark the critical hit on the record sheet).

Quarry Walls

The arena these two teams are fighting in is a granite quarry. Its sheer walls provide more than ample protection to the surrounding environment against 'Mech-class weapons fire. The quarry's walls also make a quite effective barrier to the 'Mechs themselves; once the 'Mechs have entered the area, they may not leave until the match is finished.

If this encounter is run using standard *BattleTech* rules, no 'Mech can move through or end its movement in a half hex. Likewise, no 'Mech can leave the map board during the battle.

TROUBLESHOOTING

The characters should have few problems in dispatching the Ventilators during their first bout, even taking into account their equipment failures. If they do win the battle, the characters will remain in first place. If, however, they lose, they will hear that the team ranked right behind them scored a draw. Because of that, the Caboritas are tied for first place with this other team.

A DAY LIKE ANY OTHER

THE SITUATION

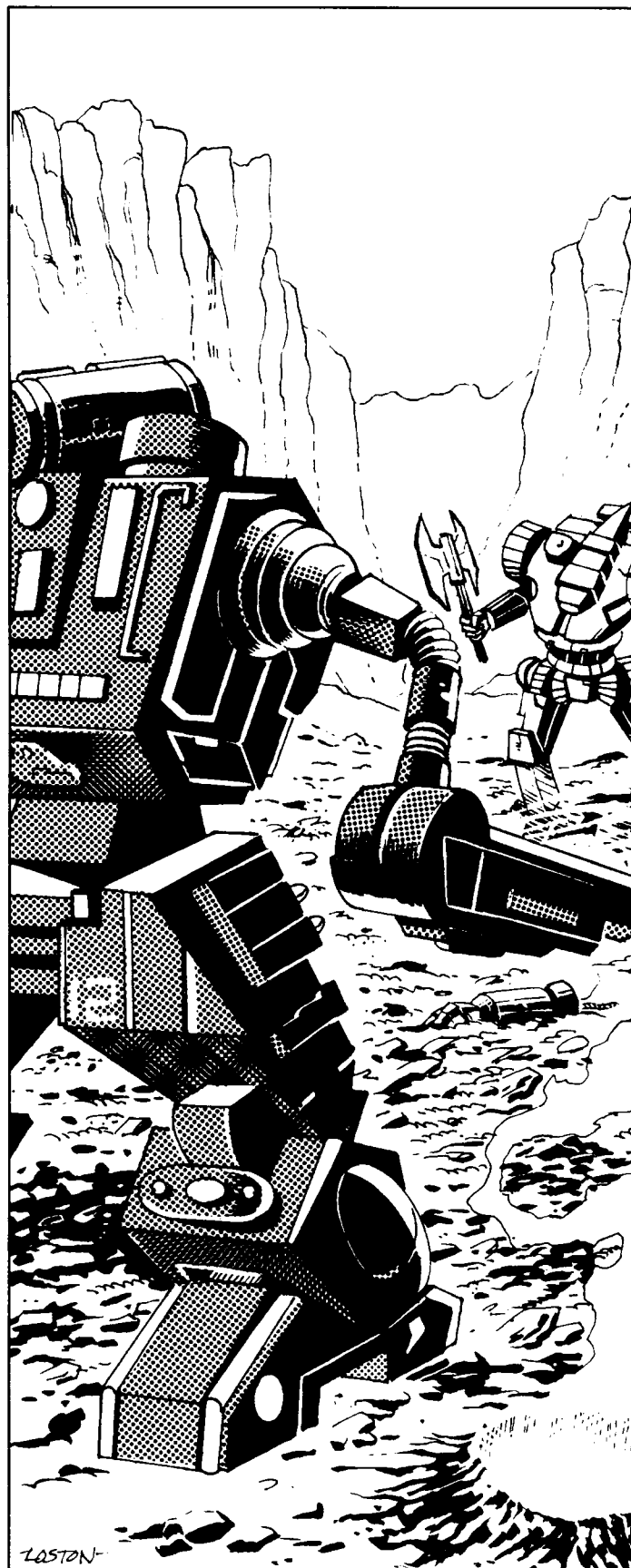
Following their first battle, the characters will want to blow off some steam and possibly spend some money. A multi-level mall within walking distance offers everything the characters will need. However, though it is unlikely the character's will notice, they are being followed. Once the characters enter the mall and sit down to enjoy dinner, a group of terrorists will open fire on the restaurant's patrons. The four mobsters that have been keeping an eye on the characters will jump into the firefight and rescue the characters. After the firefight, the mobsters will take the characters to a quaint café by the waterfront. There, a mid-level Mafia boss will have a brief talk with them before having them driven back to the stable.

All in all, just a normal evening on Solaris VII.

THE STORY

Already, the day is wearing on you, and it's only a little after 5:00 p.m. The rumble in your empty stomachs, in addition to the itching in your newly filled pockets, is demanding that you leave the stable in a hurry before someone else can conspire to keep you tied up again. You take one look around the nearly empty apartment Aragua provided each of you. It's small, true, but it's also cheap. Free, to be exact. And it's all yours, so long as you stay with Crimson Voodoo. So, until you start making enough money to move to some posh riverfront spread, it'll do. Well, once you spruce it up a bit, that is.

You each lock up your apartments behind you and make your own way toward the 'Mech bay, where you meet with each other. The entire bay is filled with activity, as techs are climbing over not only your own 'Mechs, but the rest of the stable's machines. The sound of all the machinery is almost deafening, but the ballet is mesmerizing. You catch sight of Arbogast and his crews working intently on getting those



actuators fixed. One thing is for certain: the man certainly doesn't give up easily. You almost feel guilty for not pitching in. *Almost*. But Aragua gave you the night off again, with the threat of more work in the morning.

So with fresh kroner in your pockets, you plan to make the most of the night. One of your fellow MechWarriors suggested heading towards the mall to get some food. "The best," Taylor said. "It's hard as hell to get reservations this time of day, but just tell them I sent ya and they'll find you a table."

Before you know it, you're standing at one of the many ground-level entrances to the twelve-story mall. "Big" just doesn't begin to describe it, especially after you step inside. A huge holo-table, the kind you'd expect to find in Prince Victor's new ComStar headquarters, sits just inside the entrance. Listed on its panels are every shop, restaurant and office in the mall complex, a simple press of a button showing you instantly on the 3-D hologram where that establishment is located. After a brief search, you find the name of the restaurant that Taylor recommended: Darmon's. A few other names catch your eyes, though, and soon enough you're pushing the buttons for various stores and boutiques located all over the mall.

Read the following when the characters head up to the restaurant:

With stomachs rumbling, you make your way to the huge bank of elevators located in an out of the way corner of the mall. You step into one of the almost dozen open cars and with the push of a button you're on your way to the eighth floor and, at least according to Taylor, the best food on Solaris VII.

The elevator car stops on the eighth floor's promenade, giving you a spectacular view of the mall below. You see only a few people walking around on this level, something you chock up to the fact that most of the floor is filled with professional offices. You stand there gathering in the view for a few moments more before the rumbling in your stomachs remind you why you're there. A quick walk along the esplanade and down a hallway brings you to Darmon's' foyer.

BEHIND THE SCENES

The Skye Mall is a relatively new addition to the Silesian skyline, with construction finished up just a year ago. The mall was the brainchild of Ryan Steiner, who gave final approval for the plans just before he was killed. His estate chose to continue on with the project, though, and today it stands in mute tribute to the man.

The first level is devoted to an extensive food court filled with dozens of different fast-food establishments and a large holo-vid multiplex, along with a few small novelty shops. The next six floors are filled with literally hundreds of retail stores of all sizes, where a person can find just about anything his or her heart desires. The top five floors are populated with a mix of different businesses. A few restaurants, like Darmon's, are interspersed among the offices of doctors, lawyers, agents, publishers and even a broadcast news station.

Underneath the mall is an expansive parking garage, large

enough to seemingly hold half of the vehicles in Solaris City and its reaches. The first sub-level is devoted to shipping and receiving docks, while three more sub-levels are exclusively for customer parking. Adjacent to each level are sections that house the environmental and electrical machinery that keeps the mall running.

The entire mall is kept under constant surveillance by an advanced security system tied into a master control room staffed by more than a dozen guards. Additionally, an armed security force regularly patrols the mall's public areas. Both of these facts keep crime down to a minimum, at least in the public's eye. Some levels of the mall and its parking garage are less covered than others, however. In these areas, gang members and black marketers deal their illicit goods to those who know where to look. In fact, some members of the mall's security staff are paid quite well by these entrepreneurs to keep a blind eye to their dealings.

The characters may choose to do some shopping before heading up to the restaurant. If they do so, they will run into a few MechBunnies searching for the autographs of the "flavor of the day." Characters with the Sixth Sense Trait will feel a few twinges while wandering around the mall, like someone is following them. If one or more characters make a successful Perception Skill Check with a TN of 14, they will notice that a few of the MechBunnies seem to be following at a discrete distance. If, instead, a character successfully makes the Action Check against a TN of 20 or better, he or she will be able to pick out at least one individual who seems to be taking pictures of them from a few levels up. This person will continue to shoot pictures even if noticed by the characters, but if they try to confront the person, he will quickly fade into the crowd long before they get to him.

What they will not be able to detect (at least without three successive Perception Skill Checks of 20 or more) is that there are a total of four individuals shadowing them from various positions in the crowd. They are simply waiting for the right time to ambush the characters. Even if all four are detected, a fifth man is keeping an eye on the characters with the mall's security system and coordinating the movements of the four shadows.

If the characters do end up purchasing any items that are too large to carry around, they will be able to make use of a delivery service to transport their items back to their apartments at Crimson Voodoo Stables. This is a free service offered to all of the Silesian stables courtesy of the mall (in return, the mall receives a number of free "celebrity" appearances from each stable throughout the year).

The Restaurant

The restaurant itself is laid out in a somewhat unconventional manner, as it takes up space on not only this level, but the level below. The foyer and a rather large bar sit on the upper level, overlooking an open dining area filled with people. Another balcony sits on the opposite wall, providing both an open dining area overlooking the rest of the restaurant and a number of pri-

vate dining rooms in the level beneath. Additionally, two smaller balconies sit along each side wall, lending four more dining areas that, while private, do not completely insulate those who are seated there from the open atmosphere.

The layout of the restaurant is indeed unique, but so is the character. The entire place is decorated in what you suppose is a classic Bavarian motif. Large murals of mountainous landscapes adorn each side wall, while other knick-knacks, such as animal heads and antique firearms, spruce up the restaurant's other walls. Even the staff are dressed in traditional costumes.

The maître d' will take notice of the characters, and their garb, as soon as they enter Darmon's. If the characters are still wearing casual or street clothes, they will most certainly notice his attitude. He will inform them that they will have no tables for several hours, and that perhaps they would rather come back then once they've had the chance to change into some evening ware. His tune will change radically, however, if and when they drop Taylor's name; he will immediately grab several menus and swiftly lead them away, much to the consternation of several patrons who have been waiting for much longer than the characters have been there.

The man will lead them down the stairs, across the main floor and then back up to the opposite balcony. He seats them on a small rise along the right wall, giving them a commanding look over the entire restaurant. Along the inside of the railing adjacent to the table, they can clearly see Taylor's initials carved into the wood, apparently marking this table as "his."

The Attack

The characters will have a few minutes to look over the menu and its accompanying wine and drink list before their waitress, Tabitha, shows up to take their drink and appetizer order. Much like the look of the restaurant suggests, the menu is filled with mostly Bavarian-style fare. The wine list is far more eclectic, though, listing potables gathered from all over the Inner Sphere and the Periphery.

A few minutes after their waitress comes to drop off their drinks, along with several loaves of freshly baked bread, characters with the Sixth Sense Trait will again feel a twitch. Only this twitch will feel a lot more immediate, putting any characters with this trait on edge. The gamemaster should feel free to play this up while Tabitha comes back with the characters' soups and other appetizers.

The characters' senses will really begin to twitch a minute later, however, when the four men who were following them through the mall enter the restaurant. Unlike earlier (if one or more of the characters noticed them before), the four men are now each wearing tailored business suits. At least one of the four men will keep their eyes on the characters as they descend the stairs to the main floor. Anyone who makes a successful Perception Skill Check against a TN of 12 will pick up on these men by the time they reach the bottom of the stairs. The higher the MoS, the sooner the characters will pick up on the men. If any characters succeeds with an MoS of 5 or better, they will

also notice that each of the men is wearing gloves of some sort.

Each character should make one last Perception Skill Check against a TN of 15 to pick up on the real threat—a group of six men making their way up the stairs to their balcony. Each of these men is wearing a long coat of some sort as well as dark glasses. Though this is hardly a bold fashion statement, what is strange about them is that they each seem to be holding something under their coats. As soon as they reach the balcony, they will each pull a submachine gun from under their coats, yelling "Down with Katrina!" Any character who has either not seen the men or has not been alerted by one of his or her comrades is considered to be surprised by this attack. The terrorists will open fire first on the closest targets, and will continue to fire on any moving target (and any who fire upon them). Unfortunately for the characters, they are seated at a table a mere 15 meters from the gunmen.

For the first round of the combat, the majority of the restaurant's patrons will be in a state of shock, giving both the characters and their attackers relatively clear shots at each other. After that first turn, though, half of the patrons will get up and run for the doors (while the other half will hit the floor). For the second through eighth rounds of combat, apply a +2 to any ranged-weapon TNs (in addition to any other modifiers) to account for the panicked crowd.

Any time a shot is taken while the crowd is panicking, there is a chance for a stray bullet to hit a bystander. If the MoF is 2 or greater for a weapon fired in single-shot mode, a random bystander is hit. If a weapon is fired in burst mode, half of the rounds (round up) hit members of the crowd if the MoS on the attack is zero or less.

The layout of the restaurant, in addition to the panicking crowd, will make any movement extremely difficult; drop all movement rates to a quarter of their original value. The tables and interior walls all have an Armor Value (AV) of 2.

Ensuing Chaos

After the first round of combat, the four mob enforcers will enter the battle, firing on the gunmen. They will attempt to kill or otherwise distract the terrorists from the balcony and the characters. When possible, they will rush forward and whisk the characters out of harm's way, through the kitchen, and out a service entrance. They will introduce themselves as the characters' guardian angels, if pressed.

After the second round of combat, 1D6 armed patrons will enter the firefight. Half of these patrons will be on the same balcony, while the rest will be on the main floor. They will not know who started the gunfight, though, only that two groups of people are apparently firing at each other. The gamemaster should roll a Perception Skill Check against a TN of 14 for each of these individuals. If they successfully make the roll, then they will fire upon the attackers; if they fail the roll, however, they will fire upon the characters instead.

On the seventh turn, the attackers will use their micro-grenades and submachine guns to keep the characters' heads down (along with anyone else who was firing at them). They

will quickly move off of the balcony and blend into the crowd. On the eighth turn, the fire suppression system will activate in response to the microgrenades, further adding chaos to the mix.

As soon as they feel it is safe to do so, the attackers will shed their weapons and coats, simply leaving them on the floor of the restaurant. If they have grenades left of any kind, they will use them at this time to help add to the confusion. Once they make it to the main floor, they will be able to easily blend into the panicked crowd and make their escape. The attackers will leave through an emergency exit, make their way to a service closet, and escape through the mall's air circulation system.

After the characters leave through the restaurant's service entrance, the mobsters will lead them through several narrow hallways, up a few sets of stairways, and into a private office. There, everyone will don the uniforms of a catering service, move to the parking garage via a service elevator, enter a waiting limousine and leave the mall.

Mob Enforcer 1: "Kalvin"

Attributes

STR	5	WIL	6
BOD	6	CHA	4
DEX	5	EDG	4
RFL	7	SOC	2
INT	5	Move	12/22/44

Skills

Perception	+1
Pistols	+1
Streetwise/Solaris VII	+2
Submachine Guns	+4

Equipment

Ablative/Flak Vest [2/4/5/2]
 Auto-Pistol [3•4D6; 5/20/45/105; 10 shots; Jam on a fumble]
 Auto-Pistol Reloads (2)
 Medipatch
 SMG [3•3D6; 5/16/35/80; 50 shots; Burst 10/2]

Mob Enforcer 2

Attributes

STR	6	WIL	4
BOD	5	CHA	5
DEX	5	EDG	6
RFL	5	SOC	3
INT	6	Move	11/21/42

Skills

Perception	+1
Pistols	+3
Streetwise/Solaris VII	+2
Submachine Guns	+3
Throwing Weapons	+1

Equipment

Ablative/Flak Vest [2/4/5/2]
 Auto-Pistol [3•4D6; 5/20/45/105; 10 shots; Jam on a fumble]
 Auto-Pistol Reloads (2)
 Medipatch
 SMG [3•3D6; 5/16/35/80; 50 shots; Burst 10/2]

Mob Enforcer 3

Attributes

STR	7	WIL	5
BOD	7	CHA	4
DEX	3	EDG	7
RFL	4	SOC	4
INT	3	Move	11/21/42

Skills:

Perception	+1
Pistols	+2
Streetwise/Solaris VII	+2
Submachine Guns	+3

Equipment:

Ablative/Flak Vest [2/4/5/2]
 Auto Pistol [3•4D6; 5/20/45/105; 10 shots; Jam on a fumble]
 Auto-Pistol Reloads (2)
 Medipatch
 SMG [3•3D6; 5/16/35/80; 50 shots; Burst 10/2]

Mob Enforcer 4

Attributes

STR	4	WIL	7
BOD	5	CHA	5
DEX	6	EDG	4
RFL	6	SOC	2
INT	5	Move	10/20/40

Skills

Perception	+2
Pistols	+1
Streetwise/Solaris VII	+2
Submachine Guns	+3

Equipment

Ablative/Flak Vest [2/4/5/2]
 Laser Pistol [4•3D6; 15/35/80/225; Pwr Use 2]
 2 High Capacity Power Packs [30 Pwr ea.]
 Medipatch
 SMG [3•3D6; 5/16/35/80; 50 shots; Burst 10/2]

Terrorist Gunman (6)

Attributes

STR	4	WIL	5
BOD	5	CHA	6
DEX	6	EDG	3
RFL	4	SOC	2
INT	3	Move	8/18/36

Skills

Perception	+1
Pistols	+2
Streetwise/Solaris VII	+2
Submachine Guns	+2

Equipment

Ablative/Flak Vest [2/4/5/2]
 Auto-Pistol [3•4D6; 5/20/45/105; 10 shots; Jam on a fumble]
 Auto-Pistol Reloads (2)
 SMG [3•3D6; 5/16/35/80; 50 shots; Burst 10/2]
 2 Microgrenades [3•6D6; 4/8/12/16; Indirect; Blast]

Armed Patron**Attributes**

STR	6	WIL	4
BOD	5	CHA	5
DEX	3	EDG	3
RFL	4	SOC	3
INT	5	Move	10/20/40

Skills

Perception	+1
Pistols	+2

Equipment

Hold-Out Pistol [3•3D6; 2/5/8/20; 2 shots]

Innocent Bystander**Attributes**

STR	3	WIL	4
BOD	5	CHA	5
DEX	6	EDG	3
RFL	4	SOC	2
INT	6	Move	7/17/34

Traits

Combat Paralysis
 Glass Jaw

TROUBLESHOOTING

This will be the characters' first life-and-death incident on Solaris VII. The terrorists are not out to specifically kill the characters, only to cause havoc. That is not to say, however, that the characters should be given a free ride; if the characters open fire on or otherwise try to stop the terrorists, they will be fired upon. The presence of the mob enforcers, along with the armed patrons, should help to keep the characters alive through this event.

If the characters decide they don't want to go along with their "protectors," the mobsters will not force them. They will, however, try to convince them that it would be in their best interests to leave as quickly as possible. A few seconds after the mobsters exit the scene, a police tactical squad will burst into the restaurant behind a volley of stun grenades and lock

down the entire restaurant. They will then arrest anyone who was remotely involved in the incident, innocent or not (including the characters). The police will then detain the characters for several hours of questioning before suddenly letting them go.

Waiting for them will be the mobsters, who will invite the characters to take a ride. This time, they will not take no for an answer and will go so far as to stage another terrorist shooting to force the characters into the limousine.

NOW WHAT?!**THE SITUATION**

Following the shoot-out at Darmon's, the mob enforcers will take the characters to another restaurant, where they will meet with a mid-level Mafia "boss," Mr. Smith. Smith will have a frank talk with the characters, letting them know where they stand in the hierarchy of the SLIS, at least according to him. Afterwards, they will be returned to the stable no worse for the wear.

THE STORY

You are only in the hover-limo for a few minutes before the vehicle stops. The cityscape passed by the tinted windows in a blur, so you really have no clear idea where you are. You step out behind "Thug Number One," as you have mentally named him, and find that you are standing on a block filled with five and six-story stone and brick buildings, apartment complexes by the look of them. A few businesses occupy the lower levels of these buildings, including the one directly in front of you. This one, a restaurant, seems to be the only one currently open, though.

Thug Number One leads you into the quaint little restaurant, which goes by the name of Pete's. With the blinds down on the front windows, you could only see that the lights were on. Once you step inside, though, it's plainly obvious that the restaurant is not open to general customers as you see only three other people in the dining room, all sitting in a corner booth. All three stand up to greet you and your escorts as you walk toward them.

Thug Number One steps to the side as one of the three men approaches you. The man, tall and well built, appears to be in his mid-thirties and is wearing decidedly more casual garb than his associates. "Gentlemen (and/or ladies). Please, sit down. I hope my friends here didn't alarm you too much? I know it can be somewhat *disturbing* to have strange men in limousines approach you at this late, well, make that this early of an hour. But, I assure you I have nothing more than good intentions at heart. My name is Mr. Smith. You can call me Christopher. Would you like something to eat?"

Read the following as soon as everyone is done with their meal:

Two thugs come and pick up the empty plates while Mr. Smith sits back in the booth and relaxes. "I'm sorry for stringing you all along like that, but I just don't like to have a serious talk on an empty stomach. What can I say?"

"I'll get right to the point. Whether you know it or not, you're in a fair amount of trouble. You're new to Solaris, so I'll give you a quick lesson. There are a number of important people who are deeply interested in the Solaran League of Independent Stables. You have to understand, that while the SLIS is not what most people think of when they hear the name Solaris, it *is* still a big operation. Some number-cruncher came up with a statistic that said that the SLIS brings in almost a *billion* C-bills in legitimate bets every week. And that's not counting any of the under the tables stakes. So, yes, there are plenty of people who have a vested interest in the SLIS.

"Why am I telling you this? Well, what you might not realize is that some of these people are more than a little ... *concerned* with your stable. Crimson Voodoo is a newcomer to the SLIS. It was just added at the end of last season. And you know what? Your Caboritas have *really* upset the balance. They've put the fear of God into the hearts of some of the old guard, who are none too pleased with the way their expensive teams are looking right now.

"Unfortunately, being a member of this 'old guard' means that a lot of people take your word literally, whether you really want it or not. So when one of those older gentlemen wistfully wishes the Crimson Caboritas weren't around, then suddenly someone's trying to make sure they really aren't going to be around for much longer. Guess what, my friends? You happen to be that particular 'they.'

"Now, I won't kid you. I work with one of those 'old guard' members. Unlike some of his other comrades, however, my friend isn't afraid of change. We see that you've got potential, and we don't want to see anything unfortunate happen to you. *That* is why my associates stepped in to help you out at Darmon's, which, I do have to say, makes some of the best steaks in this city ... and that's why I'm here having this talk with you.

"I know you're tired as hell, so I won't keep you any longer. Just do me a favor and think about what I said. Make sure you also keep a sharp eye on your tails. You never know what some idiot is going to try to do next.

"I'll have Calvin here give you a ride back to your stable, now. If there's anything you need, *anything*, don't hesitate to ask him."

BEHIND THE SCENES

As soon as they sit down at his table, the man offers each of the characters a menu while he continues to idly chit-chat about their first match. While the characters make their decisions on what they may or may not want to eat, one of the "thugs" brings out a tray full of glasses and sets one in front of each of the characters as well as in front of Mr. Smith. Another pours a round of talam juice, a citrus fruit grown only on a few worlds in the Duchy of Andurien, for everyone. He immediately takes a drink of the expensive and hard-to-find juice.

While he will not force anyone to order food, he will urge the characters to eat something. The menu is filled not only with breakfast specialties, but with dozens of Italian lunch and

dinner dishes. He will order a plate of scrambled Tor'Cha eggs with a side of sausage, while continuing the idle chit-chat. If the characters come right out and ask him why they have been brought to the restaurant, he will simply say, "All in good time. Now won't you have something to eat? My treat. I'm sure you didn't have much time to eat at the restaurant. "

The food will come surprisingly quickly, and the quality is outstanding. This meal is likely the best any of the characters have had on Solaris yet, assuming they take the opportunity. Mr. Smith will continue his banter all throughout his breakfast, if necessary talking just for the sake of talking. He never once raises his voice or threatens the characters, but he will sidestep any serious conversation until everyone has finished their meals. *After* breakfast, though, he's ready to talk.

Once Smith is done with his rather one-sided conversation, Calvin, a.k.a. Thug Number One, will lead the characters outside before they can say anything to Mr. Smith. Once they are back inside the hover-limo, the driver literally takes off. Calvin will refuse to expound upon anything that Mr. Smith said, though he will offer the characters assistance in obtaining anything that they might need. Both he, and his boss Mr. Smith, have extensive contacts within the Mafia and the black market (though the characters may surmise this, they should not be told it as a fact). If the characters ask for anything within reason, Calvin will be able to produce it within a relatively short order. This includes personal weapons and armor of all sorts, restricted and illegal goods, and just about anything else their heart's may desire.

If the characters request anything of Calvin, they will drive around the city for anywhere between ten minutes and an hour, depending upon the rarity of the items in question. After that (or, if they ask for nothing, within ten minutes of leaving the restaurant), Calvin will drop them off at the stable's main entrance. It is nearing sunrise by the time the characters are returned to the stable, and they are scheduled to begin a full day not long afterward.

Mob Boss "Mr. Smith"

Attributes

STR	3	WIL	6
BOD	5	CHA	6
DEX	7	EDG	8
RFL	4	SOC	4
INT	7	Move	7/17/34

Skills

Acting	+1
Intimidation	+3
Perception	+4
Pistols	+2
Streetwise/Solaris VII	+4

Equipment

Auto-Pistol [3•4D6; 5/20/45/105; 10 shots; Jam on a fumble]
Auto-Pistol Reloads (2)

Police Detective

Attributes

STR	6	WIL	8
BOD	7	CHA	4
DEX	5	EDG	6
RFL	6	SOC	3
INT	5	Move	12/22/44

Skills

Acting	+1
Interrogation	+3
Intimidation	+3
Perception	+1
Streetwise/Solaris VII	+1

TROUBLESHOOTING

This particular event is really more of an interlude than anything, giving the characters enough information to really let them know they are already in over their heads. That characters really have little chance of screwing up here. Following the shoot-out in the restaurant, they should have no problems with Mr. Smith and his associates; after all there are more of the mobsters than there are of them. If the characters become unruly, they will simply find themselves with large bruises on their heads and tied to chairs, the victims of an SMG butt or billy club to the backs of their heads. Following this event, the characters should have an idea on what is going on and what they are truly up against, which will give them a place to truly start their investigations.

The only real problem that might arise is if the characters were actually taken into custody by the police. Though they will certainly be interrogated by the police detective assigned to the case, they should have no real problems convincing them of their innocence, which means they will be released the same day. The mob will be aware of the situation and will be waiting to pick the player characters up and take them to their meeting with "Mr. Smith;" they will not take no for an answer. If the players act unduly nervous or secretive, the detective might try and lock them up for a day or so, at which time, the mob will have pulled a few strings to make sure they released.

BACK INTO THE FIRE

THE SITUATION

Following the previous night's activities, the characters will have another exhausting morning of training to prepare them for their second league match, later that afternoon. Before leaving for the bout, each character will find a large sum of cash in their lockers. They will have little time to discuss the matter before the beginning of the match, however, where they will again experience a number of equipment malfunctions. After their match, the evening will again be theirs, giving them the chance to do some investigating, if they are so inclined.

THE STORY

Yet again, Bandeau wakes you each up, though this time he does so sometime after dawn, giving you at least a couple of hours of rest. He doesn't say anything, but you can tell by the look in his eyes that he knows something was up last night and you came in particularly late.

He gives you barely enough time to get ready before he expects you in the hangar, and you use those precious minutes to the fullest. Only then, in front of half of the stable, does he lay into you about your responsibilities to the stable and to the team. He doesn't have the best management style in the galaxy, but it's effective, even if it wasn't your fault—not that you could tell him that (or that he would even listen). Particularly poignant are his points about how there are thousands of people counting on you doing the right thing and if your contractual requirements were too much for you to handle, just walk out right now. The man could make a saint feel guilty about helping the poor and diseased.

In any event, you weather the worst of it with a chorus of "yes, sir's" and "it'll never happen again, sir's." And with that, you're back in your 'Mechs for a grueling four hours of combat training.

Read the following when the characters are ready to begin their next battle:

You arrive in Hayward with almost an hour and a half to spare before your match is scheduled to begin. Unlike your last battle, there is no arena here, only a gunnery range encompassing several hundred square kilometers of rough, wooded terrain. A new "arena" is cordoned off every time a match is to be fought here, both guaranteeing an unfamiliar landscape for each team and allowing the terrain to recover from the ravages of a BattleMech match.

The time flies past as you run your final pre-battle checks. The techs finish loading the last of your ammunition just as the marshal sounds the horn—your signal that it's time to move down the crude logging trails to the arena.

Read the following after the match is over:

For the second time in a week, your performance is hampered by equipment failures, only now these are the kinds of failures that could cost you your lives. Likewise, for the second time this week, Mr. Aragua is apologizing for those equipment failures. "We've never had problems like these," he says. "Arbogast has had his teams working on your 'Mechs for weeks and still they can't track down all the problems. I don't know ... maybe we'll have to look into finding some new 'Mechs, either for the play-offs or for next season. I just don't understand it, though. We never had problems like these before ..."

Bandeau, on the other hand, is far less apologetic. Just like he does every day, he points out both the bad and the good, but ends the debriefing on a positive note.

BEHIND THE SCENES

After their standard morning ritual of showering, dressing

and eating breakfast—plus the chew-out of the century—the characters are again back in the cockpits of their 'Mechs. A few hours of light training and gunnery practice leads to a hearty lunch. The characters are rested up and again ready to face the world.

Once they are finished with lunch, the characters will go back to their apartments to change into their team uniforms. As soon as they put the brightly colored combination jumpsuit and cooling vest on, each will find that someone has placed an envelope containing 10,000 kroner into their uniform.

The characters will have no time to mull this over, as one of Bandeau's lackeys comes to escort them back to the hangar. Before they leave, Bandeau gives the entire team, including the technical crews, a brief pep talk. The characters will then climb into their 'Mechs and head out to the site of their next battle, along with the rest of the team's entourage. The characters may choose to discuss their "gifts" along the way, but they will have to risk doing so over open air. Even if they have already programmed discrete, encoded channels into their 'Mechs' communications systems, Bandeau will certainly be listening in. He will not tip his hand to the characters, but he will attempt to hint to them that perhaps they do not deserve to win or to move on to the championship—though he will couch these suggestions in the form of a "pep" talk.

The arena for this match is again located outside of town, though this one is almost an hour away near a small town called Hayward. Along the way, the characters will catch sight of the opposing team's convoy, which will fall in behind their own procession. This team, known as the Titans, is significantly better than the last team the characters fought. The Titans have fallen into a bit of a slump lately, following the destruction of two of their 'Mechs and the wounding of, arguably, their best 'Mech jock. The Titans still have an excellent record, and even though they have no chance of finding a position in the playoffs, they are not above doing their best to insure the same for another team.

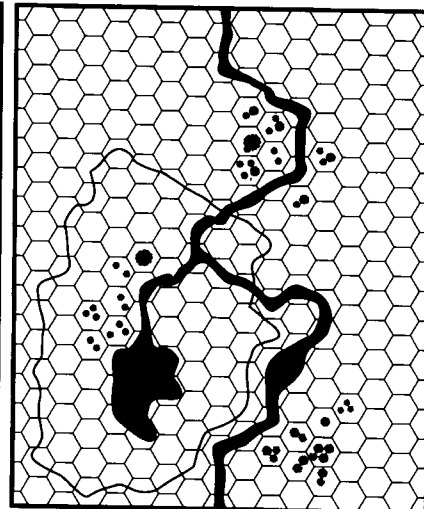
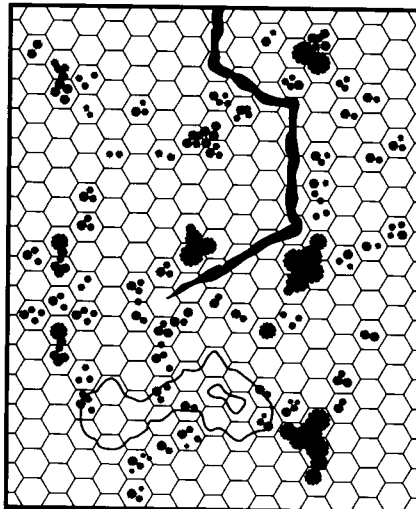
The Battle

The following map provides a visual layout of the arena, with every hex representing 30 meters. The exact composition of the terrain and how it interacts with the Roleplaying 'Mech Combat rules is left up to the discretion of the gamemaster.

If the gamemaster wishes to run this encounter as a *BattleTech* game, lay out the maps as shown. Use both *BattleTech* maps from *BattleTech Map Set 2* or the *BattleTech* box set.

Once the players are ready, both sides will roll initiative to determine which direction (map edge) each side will move into the arena (map) from, during the Movement Phase of Turn 1. Regardless of who enters the arena (map) first, all units on both

SCATTERED WOODS



MOUNTAIN LAKE

sides should enter opposite one another. The encounter continues until one side is destroyed.

The attacker consists of the Crimson Caboritas. The characters, and any NPC members of the team, will be assigned the following 'Mechs (use only as many 'Mechs as there are members of the team). Though the gamemaster may wish to allow each character to use the 'Mech he has previously piloted, he may change their assignments (though the players may want a good rationale from their stable for doing so).

1. GHR-5H *Grasshopper*
2. TBT-5N *Trebuchet*
3. AWS-8Q *Awesome*
4. MCY-98 *Mercury*
5. ON1-K *Orion*
6. QKD-4G *Quickdraw*

The defender consists of the Titans. The size of the defending force should match that of the attacking (player) force. The defending force is assigned the following 'Mechs.

1. Robert Safka, AS7-D Atlas

Attributes

STR	6	WIL	6
BOD	6	CHA	4
DEX	3	EDG	2
RFL	5	SOC	4
INT	4	Move	11/21/42

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+2
Gunnery/Humanoid/Missile	+2
Perception	+2

Piloting/'Mech +3
Sensor Operations +0
Tactics/BattleMech +1

2. Donald North, HCT-3F Hatchetman

Attributes

STR	7	WIL	5
BOD	7	CHA	5
DEX	4	EDG	3
RFL	5	SOC	3
INT	3	Move	12/22/44

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+3
Gunnery/Humanoid/Missile	+1
Perception	+1
Piloting/'Mech	+3
Sensor Operations	+0
Tactics/BattleMech	+1

3. Danny North, JM6-A JagerMech

Attributes

STR	5	WIL	7
BOD	5	CHA	6
DEX	5	EDG	3
RFL	6	SOC	2
INT	4	Move	11/21/42

Skills

Gunnery/Humanoid/Ballistic	+3
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+2
Perception	+3
Piloting/'Mech	+1
Sensor Operations	+1
Tactics/BattleMech	+3

4. Gina Ramirez, TBT-5N Trebuchet

Attributes

STR	5	WIL	3
BOD	5	CHA	5
DEX	5	EDG	7
RFL	6	SOC	3
INT	4	Move	11/21/42

Skills

Gunnery/Humanoid/Ballistic	+1
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+1
Perception	+1
Piloting/'Mech	+3

Sensor Operations	+1
Tactics/BattleMech	+0

5. Karrie Breones, ASN-101 Assassin

Attributes

STR	3	WIL	6
BOD	3	CHA	6
DEX	5	EDG	4
RFL	5	SOC	4
INT	7	Move	8/18/36

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+2
Gunnery/Humanoid/Missile	+0
Perception	+3
Piloting/'Mech	+1
Sensor Operations	+2
Tactics/BattleMech	+4

6. Jerome Goldsmith, BNC-3Q Banshee

Attributes

STR	6	WIL	5
BOD	7	CHA	6
DEX	4	EDG	3
RFL	6	SOC	2
INT	4	Move	12/22/44

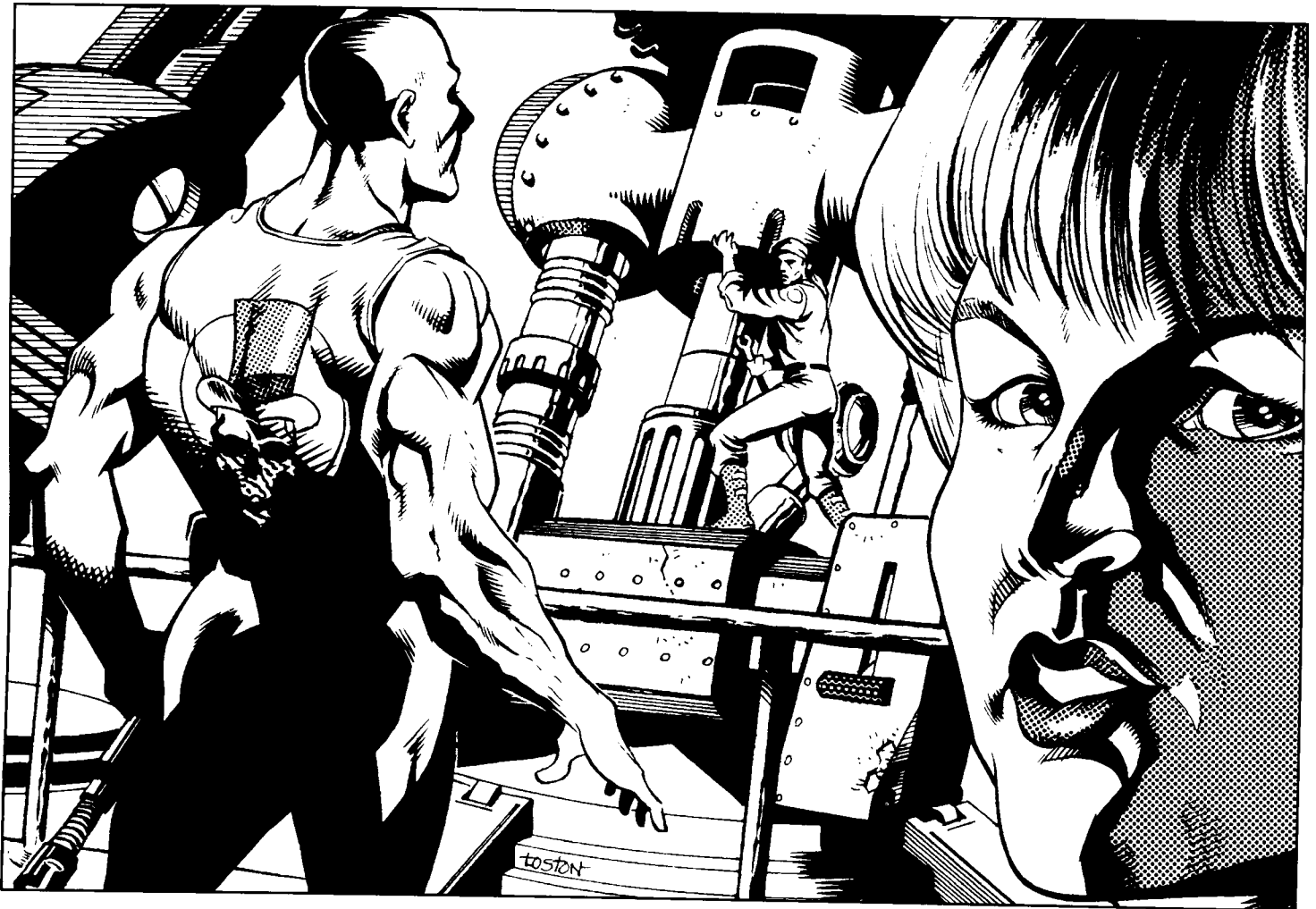
Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+2
Gunnery/Humanoid/Missile	+1
Perception	+2
Piloting/'Mech	+2
Sensor Operations	+1
Tactics/BattleMech	+3

Leaving the Mapboard

Unlike the arena in the previous scenario, the battlefield here has no impregnable walls surrounding it. In fact, only a portable fence delineates the boundaries of the battlefield. That fence does, however, transmit an encoded signal that each of the participants' onboard systems have been tuned to receive. Thus, every MechWarrior involved in the battle knows exactly where the boundaries are. Any 'Mech that crosses one of those boundaries, either under its own power or because of the actions of another participant, is immediately disqualified.

Any 'Mech that leaves the arena for any reason, is out of the game and considered destroyed (though the 'Mech does not physically take any damage). If this encounter is run using standard *BattleTech* rules, in addition to not leaving the map board, no 'Mech may move through or end the Movement Phase in a half hex.



Malfunctions

Prior to the start of the game, the gamemaster should roll $1D6 \div 2$ and randomly select that number of the players' 'Mechs; each of these 'Mechs will experience some sort of equipment malfunction during the match. After determining which 'Mech(s) will experience a breakdown, the gamemaster should then randomly select one body section and a piece of equipment within that section. The cockpit, ammunition bins, jump jets, heat sinks and weapons that take up only one critical slot may not be selected in this way. Sometime during the course of the battle, that piece of equipment will experience a failure.

The gamemaster should keep close track of which 'Mechs will experience a breakdown. If the piece of equipment is an arm actuator, it will fail after the third turn in which any type of physical or weapon attack is made with that arm. If a weapon, it will fail after the third time it is fired. If it is a leg actuator, an engine or a gyro, it will fail after the third Movement Phase in which that 'Mech makes use of Running (or Sprinting) MP. For game purposes, treat a failure as if the equipment in question had taken a critical hit (mark the critical hit on the record sheet).

TROUBLESHOOTING

This 'Mech bout will be difficult, especially if more than one 'Mech experiences an engine or gyroscope failure. No matter the outcome of the battle, the characters will be in an excellent position. If they win one of their next two matches, they are guaranteed at least a wildcard position in the playoffs. If they win both, they get an automatic "bye" (and three additional days of training), allowing them to proceed straight to the second round of the playoffs.

PUTTING THE PIECES TOGETHER

THE SITUATION

The characters have two days until their next bout, which could secure their place in the playoffs. During the day, they are committed to training, but the nights are theirs to do with as they wish. Investigating the conspiracy surrounding them will likely be the primary concern on their minds.

THE STORY

The grueling training each day is beginning to wear on

THE RUMOR MILL

Streetwise MoS	Rumor Heard
0-1	"That guy sure sounds like one of our regulars. He's in here a bunch. Connected with some stable, or so I hear."
2	"Mr. Smith? Yeah, that guy is in here pretty frequently. He likes to talk big about his favorite stable. Kokomo? Poker? Pokermo? Something like that. He's a real party animal. Likes to hang out at 'Mech jock clubs."
3	"Oh, yeah, Mr. Smith eats here all of the time. He's always got something going on, you know? Like last week, he brought some 'Mech jocks from Pocopo Stables over. I got some <i>real</i> good tri-vids of those guys. A friend of mine's a bartender at the Scorpion ... tells me Mr. Smith likes to hang out there."
4	"I see Mr. Smith in here a couple times a week. He's given me a bunch of free passes to see Pocopo matches. One time for my birthday he even took me to one of his private suites to watch the match. After the fight we went to the Scorpion to pick up some MechBunnies then headed to his office at the stable and partied with some of the MechWarriors."
5+	"You'd better watch out. The man is connected. A family man, if you know what I mean. But he's also a bigshot in Pocopo Stables. Brings a lot of business here. He keeps an office at the stable, but I hear he's hardly ever there. Likes to spend his nights at the Scorpion. That's it. If I tell you any more, I probably won't be breathing this nice polluted air for much longer."

you, but the night life is yours. Out on the streets, you find that anything—be it equipment, information or decadence—can be purchased for a price in Solaris City.

BEHIND THE SCENES

By the time the characters are finished with their debriefing and press conference and make it back to the stable following their battle against the Titans, it is almost 9:00 p.m. With the wisdom of someone who has been in their shoes, Mr. Bandeau simply recommends the characters take a shower, get a bite to eat and turn in for the night. After their recent ordeal, he feels they are close to burning out, and Bandeau will not be afraid to point that out to the characters. He will not overly press the issue, however. In the end, he will tell them, "Your day starts at 8:00 a.m. tomorrow, so make sure you're in your apartments by 1:00 a.m."

What the characters choose to do is entirely up to them. They will very likely want to track down Mr. Smith, or at the very least will want to find out more about him and who he works for. Their only limitations are that they only have the next two evenings to turn any information up before their next match.

Since the characters have a number of options open to them, this event has no logical narrative structure. Instead, the gamemaster should read the selections appropriate to the characters' actions.

Returning to Pete's

If the characters truly want to find out what is going on, they will have but one main clue to start out with—the restaurant in which they met with Mr. Smith. While Pete's is not the most popular restaurant in town, it does maintain its own loyal customer base. The characters will only need to ask around the stable to find out where it is located.

When they return to the restaurant, they will find that the small bistro is packed with customers even as late as 1:00 a.m. The restaurant's menu definitely specializes in what is commonly considered "classic Italian" fare. In fact most of the dishes are very well made, hence the restaurant's popularity even so late at night. If the characters pay close enough attention, this time they will see a small sign that points out the restaurant's hours—10:00 a.m. to 2:00 a.m.

The characters will not be so lucky as to run into Mr. Smith or any of his henchmen during their visits to the restaurant. However, some subtle inquiries about Mr. Smith will net them a few basic facts. If they ask either a busboy or one of the cooks, who will occasionally come out for a break at a nearby table, they will likely get the best information. The more money they slip to one of these employees, the better the information they will get.

The characters may make a Streetwise Skill Check once every hour against a base TN of 14. The higher their MoS, the better their information will be (see The Rumor Mill). For every 50 kroner they give the cook or busboy, they will gain a +1 bonus to their roll. However, for each successive hour that they continue to ask questions about Mr. Smith, they will receive an additional +1 penalty to the TN (the staff and patrons will tend to shut up after a while). If the characters become overly obvious in their inquiries about Mr. Smith, or continue to ask questions for more than three hours, they will attract the attention of two of Mr. Smith's "friends." Likewise, if one or more of the characters rolls an unmodified result of "2" they will attract attention from Smith's associates.

Smith's goons will surprise the characters after they leave the restaurant, attacking from the shadows. Use Mob Enforcer 1 and 2 from *A Day Like Any Other* (see p. 106) for this encounter. The mobsters' intention is to teach the characters

a lesson about being too nosy, and so they will attempt to hurt the characters but not kill them. After the scuffle is over, and if the characters are able to search the enforcers' clothes, they will find a number of clues. Among the items in their pockets is a cheap pocket lighter from the Scorpion, a fairly popular 'Mech jock hangout. Also, they will find an electronic passcard on each of the men. These passcards will circumvent the security system at Pocopo Stables, but as the cards are unmarked, the characters will have no idea what they unlock.

Checking Out the MechWarrior Hangouts

After checking out Pete's, the characters may try hitting some of the local MechWarrior clubs for clues on who Mr. Smith is. Of course, if they get the name of the Scorpion from someone, they may decide to go directly there. If not, they will have to go searching for Mr. Smith the old fashioned way: hit every nightclub they possibly can. If they are forced to go this route, they will need to make a Streetwise Skill Check against a TN of 12 for every club they visit. A success means they find out that Smith likes to hang out at the Scorpion; a MoS of five or more (a roll of 17 or more) nets the characters Smith's business card, complete with his wireless number and the location of his office at Pocopo Stables. If any character rolls an unmodified result of 4 or less, one of the people they talk to will inform Mr. Smith's associates that someone is inquiring into his business. If they haven't already encountered the two mob enforcers during this event, that skirmish will happen now (see *Returning to Pete's*, p. 114).

The Scorpion is a rather new addition to Silesia's night life. It is an "underground" club that caters to a very specific crowd—MechWarriors and "ranking" stable members. The characters will have little trouble getting in, especially if they have already won all of their SLIS battles.

Once inside, they will pick out Mr. Smith almost immediately. He is sitting at what can only be "his" table, surrounded by a mixed group of 'Mech jocks and MechBunnies, along with a few of his associates. He will spend nearly all of both nights in this club, drinking and partying until the club closes at 3:00 a.m.

While the characters will have no problem keeping Mr. Smith under observation, they may have a problem keeping him from noticing them. For every hour that they are in the club, the gamemaster should roll a Perception Check for Mr. Smith and two of his associates (assume Mob Enforcer 3 and 4 are with him, see pp. 106–7 for NPC stats). Each man should make a roll to notice *each* character each hour. The base TN for these rolls is the sum of the character's INT and RFL, modified by +4 because of the club's atmosphere. If the characters are clustered together in a group of two or more, modify the Perception rolls by a bonus of +1 per every character more than two in the group.

If Mr. Smith or one of his henchmen notice the characters, Smith will invite them to his table. He will introduce them to each of his table's guests, and each character will attract a

MechBunny of their very own. Smith will absolutely refuse to talk about business, but will order drinks for each of the characters. If Mr. Smith suspects the characters are up to something, he will send his two goons after them, hoping to quickly and quietly take care of them while they are drunk (see *Returning to Pete's*, p. 113, for more information).

Mr. Smith considers the Scorpion to be a "safe" zone, and will freely discuss business with his associates as long as no interlopers are around. There are no electronic devices installed to counter surveillance. Smith simply assumes that the loud music and relative anonymity of the club are enough protection. As such, Smith will talk to several colleagues over the course of the two nights about the characters. He will imply that he is paying them off to throw the next two fights, thus keeping Crimson Voodoo out of the playoffs. He will also state that he has a back-up plan in place: someone inside the stable who will sabotage the characters' 'Mechs, just in case.

Mr. Smith's Office

Mr. Smith keeps an office inside Pocopo Stables. Though he rarely uses it, preferring to conduct "family" business elsewhere, it is there. He keeps nothing blatantly incriminating in the office. He is, however, overconfident of his station and has become sloppy. On his desk is a databank that keeps track of important contacts. Listed prominently in that databank are Aragua, Arboghost and Bandeau (though characters who are searching it will only catch that fact after a successful Perception Skill Check against a TN of 11).

Mr. Smith also keeps basic files on each of his "family members" that he pays as employees of Pocopo Stables. The characters will be able to get an electronic copy of these files, but these files consist of little more than basic payroll information. A character with a Computers Skill Bonus of +2 or more can use other resources to bring up more information on these people, but the process will take from two to four hours. If the characters choose to do this, they will eventually find that the men who attacked them in the restaurant are currently in the employ of Mr. Smith. They will also find that Arboghost is in the files, though in a grouping of former employees (he left Pocopo's employ over two years ago).

In addition to the clues they are looking for, the characters will find that Mr. Smith has an impeccable taste in many different categories. He has a wall of equipment that can project trivid from seemingly every known channel, both from on Solaris VII and fed from off-world. A bar in the office contains nothing but the best potables and wines from across known space. A humidor, containing cigars and other smokes from a dozen different worlds, sits prominently on a credenza. All of the furniture is imported and made from the best woods and leathers. An ancient dartboard sits in the corner next to a closet, where Smith keeps a number of business and casual suits. If they look hard enough, the characters will also find a safe hidden in the credenza. The mechanical safe (TN of 16 to crack) contains 250,000 kroner in cash and a host of other items (the gamemaster should determine the safe's other contents).

While the characters will be able to find information freely enough in Mr. Smith's office, getting there will be difficult. Pocopo Stables is located several kilometers to the southwest of Solaris City in an old industrial park. An electrified fence, routinely patrolled by armed guards, surrounds the entire complex. Several of the old buildings have been modified into giant 'Mech repair bays, while others are now used for storage or as a live-fire range. One new building stands in the middle of it all, housing the stable's administrative and executive offices. Smith's office is within that building. At night, the entire stable is locked down by a security system, though authorized personnel are issued passcards which allow them entry into almost any of the stable's buildings.

If the characters want to break into the facility, they will have to defeat several security layers. The first, the fence, is an easy enough obstacle to overcome. The perimeter guards (see Mob Enforcer #2, p. 106) pose only a slightly higher threat. Once inside, the characters will need to make their way to the office building unnoticed and then defeat an electronic security lock (TN of 12). Inside, the building is patrolled by a pair of security guards (see Mob Enforcer #1, p. 106), while higher security areas are monitored via tri-vid cameras (exactly which areas this covers and what the response is to an alarm, is at the gamemaster's discretion). The lock to Mr. Smith's office is slightly more difficult to break (TN of 14).

TROUBLESHOOTING

The characters should not have too many problems tracking down Mr. Smith and his office. In fact, they have one big fact working in their favor: the mobsters are used to their intimidation (and bribery) tactics working and will not expect any trouble. Even if Mr. Smith gets a tip that the characters are on to him, he will assume that his two enforcers will be enough to dissuade any further investigation.

The characters will likely have several opportunities to get themselves into real trouble in this event. Pocopo Stables' guards will have few compunctions about firing upon the characters if there is even any hint the characters may be trying to draw weapons. The guards will attempt to apprehend the characters, however, and they have several non-lethal weapons at their disposal (stunsticks and sonic stunners, see pp. 135 and 139, MW3).

If the characters are killed or seriously wounded while breaking in to Pocopo Stables, Mr. Smith's job will have been done—the Crimson Caberitas will be disqualified from the league and Crimson Voodoo will be paid a less than cordial visit from the SLIS management. On the other hand, if they are simply captured by Pocopo's guards, Mr. Smith will have another talk with the characters. This talk, however, will be far more serious and to the point—the characters have a significant amount of Mr. Smith's money, which binds them to him. He will also warn them that he is not above using extreme measures to insure the characters accede to his "minor request" that they throw their next two fights. To help prove his point, Mr. Smith's associates will administer a severe beating to the char-

acters: the characters will be knocked out during the attack and will sustain two Minor Wounds, making their next bout even more difficult. Mr. Smith's thugs will keep their attacks away from the head and arms, insuring any evidence of their assault (bruises and so forth) is difficult to notice.

IN THE COMPANY OF JUDAS

THE SITUATION

When the characters return to the stable, they will find Arbogast in the process of repairing their 'Mechs—alone. Once they talk to him, the characters will realize that it has been Bandeau who has been working against them, and who indeed has been sabotaging their 'Mechs. They will have to work fast to not only gather evidence on his activities but also to repair the damage he has done to their 'Mechs.

THE STORY

Just like every other night since you accepted Mr. Aragua's offer to join his team, you enter the stable through the main 'Mech bay. The bay is actually devoid of people, which is rather surprising to you. But then you remember that, except for you, none of the stable's MechWarriors has another scheduled match for over a week. So, since the tech crews were actually ahead of schedule, Bandeau sent the majority of them home early. Even Arbogast.

You give your 'Mechs one last look before you make your way to the elevators and eventually to your apartments. As you walk past, you take notice of every new dent, every tiny scratch and every new plate of armor that has shown up since you first began to pilot these 'Mechs. But as you stand there, you notice a few access panels that should be secured are wide open, so you move closer to investigate. That's when you hear what sounds like a wrench dropping on the floor behind one of your 'Mechs.

BEHIND THE SCENES

As the characters search the area behind their 'Mechs, they find not only a number of spare parts and myomer bundles but also Arbogast and his assistant cowering behind a mobile workbench.

Arbogast was in the process of repairing the characters' 'Mechs when they walked in, and he will tell them just that if they ask him what he was doing. If they ask him what he was doing hiding behind the workbench, he will say that he didn't want Bandeau to find him there still working on the 'Mechs: "He'd explode! He ordered us to go home!" His assistant will say the same thing, whether or not the characters interrogate them together or separately.

If the characters continue to interrogate the two of them, they will learn some startling facts. Arbogast had few problems finding appropriate replacement parts right up until the time the characters were hired; afterward, the supply dried up and he was forced to cannibalize parts and jury-rig repairs.

About the same time, Bandeau suddenly made himself more visible in the repair hangar, and he began to personally inspect each 'Mech on a daily basis. After Arboghost made his final check of the 'Mechs the previous day, Bandeau sent him on his way, even over his protestations that he wanted to do some more work on the *Awesome's* cooling system. Arboghost came back half an hour later, but again Bandeau, who was apparently still checking out one of the 'Mech's systems, sent him home, this time with good natured orders to go home and not come back until the next day or else look for a new job.

Nevertheless, Arboghost came back just past midnight with his astech/trusty sidekick to work on that cooling system. They found some more mechanical problems, though, and immediately went to work on fixing them. That's when the characters surprised them.

At this point, the characters will need to plot out a course of action. They will need to determine just what has been sabotaged, but at the same time they will probably want to do some quick investigating of Bandeau.

Interspersed among their thoughts concerning whatever they learned in the course of their investigations will be the constant thought that a win in this next match will gain them a place in the SLIS playoffs, and a guaranteed shot at success and fame. Unlike any other section in this adventure, the circumstances here virtually demand the gamemaster keep a detailed account of exactly when the characters return to the stable and how long the characters' actions take. The characters will have until 9:30 a.m. to complete this section, before they absolutely must prepare for their next battle.

Bandeau's Office

Unlike many of the Stable's MechWarriors, Bandeau does not live at the stable. He lives several kilometers away in a posh apartment with his wife. He does keep his office within the building, however. Under most circumstances, no one touches the office while he is gone. The door has no locks on it, but sheer respect for the man keeps most people out of his office when he's not there, while the rest of the stable's personnel make sure that those few who might violate this unwritten rule don't.

Bandeau's office is large and elegantly decorated with mementos from both his career as a Solaris 'Mech jock and from the many stables he has been involved with afterwards. The furniture is all hardwood and/or leather. A detailed search of the office, or at least of the desk and any unlocked drawers, will turn up no incriminating evidence, though the characters will find several betting forms, some legitimate and some not.

The half dozen filing cabinets in the office are all locked (TN 12). Inside his filing cabinets are mostly hard copies of standard stable files: personnel files, banking and credit information, purchase orders and the like. A character will need to spend at least two hours to fully scan each of the files in order to find out they have nothing of merit contained within them. In the bottom two drawers of one of the filing cabinets are several firearms, a portable tool set and a mostly used-up

demolition kit (a few detonators, timers and the like are left, but there are no explosives).

Inside his desk drawers (locked, TN 14) are more confidential files, though again nothing that could be considered incriminating. The characters will find several datachips, however. One contains detailed blueprints of the arena the characters will be fighting in for their next battle. Another one, encrypted (TN 16), contains Bandeau's personal financial data, current as of a week earlier. A detailed analysis of this information (which will take 1 1/2 hours) will turn up the fact that Bandeau is broke, but maintains payments on his outstanding debt far in excess of what he makes as the stable's manager or what he might make off of wagers.

A check of Bandeau's computer (protected, with a TN of 14), will turn up the fact that he does electronic transactions with at least five different banks on a regular basis. A little digging into the background of each bank (against a TN of 14 on each) will show that three have reputed ties to the Mafia. Bandeau also keeps his personal contact database (encrypted, with a TN of 16) on the computer. Along with the usual types of contacts one might expect to find, Bandeau has prominently displayed Mr. Smith in his "most common contacts" file.

Few will believe them if the characters try to tell anyone else in the stable that Bandeau is a traitor. There is only a 25 percent chance that anyone they tell will even look at the evidence stacked up against Bandeau (it's all circumstantial, after all). Only Arboghost and a few of his trusted techs will believe the characters off the bat. If the characters manage to get Aragua involved, however (he is at home and asleep), he will agree to look at the information they have to present before he fires them. The evidence will convince him of Bandeau's guilt, however.

Interrogating the Saboteur

Bandeau is not at the stable when the characters return from their investigations; he is at home and asleep, content in knowing that the characters will have no chance of winning their next battle. If the characters call him and make up an emergency or some other reason for him to be there, he will immediately make his way to the stable (unless they somehow tip their hand to him).

If the characters confront Bandeau alone, he will be surprised and will immediately lash out at them verbally. He will very loudly chew them out for breaking into his office, will do the same to Arboghost for disobeying his orders, and will fire them all. He will continue to yell at the top of his voice at anyone else in the area for allowing this to go on under their noses. He will go on in this manner, never trying to argue the facts (or the supposed facts) with the characters, but simply going off on an irrational rant to try to drown out their accusations. Bandeau is scared, and this is his only way of trying to dodge the bullet. Unfortunately, by acting like this (which is way out of character for him), he will actually turn some of the staff against him, and they will help the characters contain and question him.

If, instead, the characters confront him with Aragua present, he will show a far calmer façade, at least to begin with (he knows he cannot bully Aragua with his temper). Aragua will suggest they all move to a conference room to discuss this. Once Aragua throws the accusations at Bandeau, he will begin to fly off the handle as he would in front of the rest of the stable's personnel.

Either way, he will continue to back into the corner until he can go no further. With no logical retort to the accusations, and with much of his energy spent on the loud rant, he will finally snap and pull a weapon on his accusers (he will do this immediately if someone begins to call the police). He will try his best to escape, and will fire only if necessary. He will not fire upon Aragua, however (the two have had far too much of a history together).

Once they contain him, the characters will clearly be able to see that Bandeau is scared. He will eventually break if interrogated, but will continue to put up a fight. He will only say that he was forced to do what he did because he was so far in debt, but he will not easily give up his contact's name. Having Aragua in the room as they question Bandeau will give the characters a +2 to their Interrogation Skill Checks. For every hour that they continue the interrogation, the characters will receive a +1 to their Interrogation Skill Checks, but each hour that they spend doing so gives them one less hour to repair the damage.

If and when he breaks, he will tell the characters that he was paid to sabotage their 'Mechs by a man named Calvin (Mr. Smith's "assistant"), but only after the original team was killed in the terrorist bombing. He will continue to say that the mob has their hands in most of the SLIS; Aragua would not play along with them, so they made sure Bandeau was available to take the position when Aragua went looking for an experienced stable manager.

Bandeau will also tell them exactly what he did to each of their 'Mechs. If asked about the explosives kit in his office, he will promptly shut up. The characters will need to make another successful Interrogation Opposed Skill Test (with the appropriate modifiers, listed above) to get him to admit to the fact that he planted a bomb within the arena they are to fight in later that day (and where it is—see *The Bomb* on p. 119). The bomb will destroy both the press suite and a dozen or more private VIP boxes. It is not on a timer, but will be activated by remote control if the characters seem to be winning, thus halting the match (and postponing it indefinitely until the arena could be repaired or a different venue chosen). An anonymous call after the explosion will claim the bomb was planted by a Davionist terrorist cell.

Bandeau does not have the detonator—one of Calvin's associates does. The man who has the detonator has been instructed to set the bomb off if the police show up in force and/or if the arena is being evacuated. The man is also monitoring the arena's security channels, and will detonate the bomb if he hears of any commotion in the maintenance area where it has been planted.

Bandeau knows nothing about the bribe money the characters have received.



TROUBLESHOOTING

The different pieces of this adventure have finally come together. The players should have enough information to figure out what truly is going on and who is pulling all of the characters' strings. If, somehow, they do not get the message that it is Bandeau that is behind most of their troubles, give them some hints (after having them roll a few successful Perception Skill Checks), but be sure to reduce their XPs at the end of the adventure accordingly.

If, somehow, the characters do not get the chance to interrogate Bandeau, they still have two chances to figure out exactly what he did to sabotage their 'Mechs. First, they can simply power up and run their machines through a full combat exercise on the stable's firing range. This may not be the best choice, however, as every piece of equipment that was sabotaged will fail. Their second option would be to review the hangar's security tapes, and watch what he did (in this case, you might want to subtly hint to the players that the hangar does indeed have security cameras). They will have to make educated guesses at what he exactly did, however, as the recordings will only show what body locations he entered, not what specific pieces of equipment he sabotaged.

Worst of all, if the characters do not get the chance to interrogate Bandeau, they will not find out about the bomb. In that case, the characters should eventually find a hardcopy of the arena's blueprints with the location of the bomb clearly marked. Of course, they will not know what the mark is for, but at the same time, they should discover another spent demolitions kit nearby, allowing them to jump to the conclusion.

KARMIC INTERSECTION

THE SITUATION

This final incident wraps up the events of this adventure, yet leaves several openings for follow-up adventures. Right before the match, the characters will each find a large payment, along with a note that tells them to throw the fight and promises more money in the future. They will also have to decide what to do about the bomb that Bandeau planted.

THE STORY

This is a big day for you, for many different reasons. Winning this match will give you a guaranteed place in the playoffs. You also have your 'Mechs to worry about—did all of those repairs you made this morning really fix everything, or did you maybe rush a bit too much. And what about Bandeau? Do you *really* know everything that was going on with him? Then there's the mob—how many more loops can *they* throw at you?

Are you *sure* Solaris VII is the place for you?

BEHIND THE SCENES

If he is not already at the stable, Aragua will arrive at 5:45 a.m. and will demand an immediate explanation when he sees their 'Mechs undergoing last minute repairs. The full

technical staff will arrive around 7 a.m., and if need be Aragua will detail them to help finish up repairs and get the 'Mechs combat-ready. Aragua will place Bandeau under house arrest in one of the offices, guarded by two of the stable's security guards (so long as he knows about the sabotage).

No matter how far along the repairs are, Aragua will demand that the characters drop what they are doing at 9:30 a.m. He will send them off to get something to eat and to then take a shower. If the characters put up an argument, he will simply say, "We have the entire stable's technical staff working their tails off to get your 'Mechs ready. There's nothing more you can do here except stress yourselves out and get in their way."

The characters will have until 10:00 a.m. to go through their morning routine before they have to be back in the hangar to move out to the arena. Again, when they put their uniforms on, they will find another envelope filled with money, only this time it contains 40,000 kroner and a note: "Winning is not always important. However, continuing to get envelopes like this is."

Here, again, the characters will have to make a big decision. Either they will throw the fight and take the money, or they will try to win and potentially face the wrath of the Mafia. The gamemaster should allow the players some time to confer with each other, though the characters will realistically only have a few minutes before they need to be down in the hangar.

Bringing the Boss In

If the players decide to bring Aragua in on the bribe money, the man will naturally be shocked, but will have some ideas on what to do. He will talk with the characters on the way to the arena on one of their own private, encrypted channels. He has been aware for some time that the money men behind Pocopo Stables have harbored a good amount of animosity toward Crimson Voodoo. He also suspected that those money men were connected to the Mafia.

Aragua quickly comes up with a plan on the fly, but will reference the league's by-laws and the entire season's statistics before laying it out to the characters. Once that is done, he will instruct the characters to purposely throw the match. Afterward, the characters will meet with their mob contact and try to get him to incriminate himself and Pocopo Stables (see *The Sting*, p. 123).

The Arena

The entire Crimson Caboritas team will reach the arena 45 minutes before the match is to start (scheduled time: 12:00 p.m.). The characters themselves can enter the arena proper any time after 8:00 a.m., so long as they have a team pass. Aragua will hand these passes out just before the team leaves for the arena, though he will give one to any character who asks for one prior to that time.

The passes will get the characters inside the arena, but it does not grant them access to the arena's maintenance areas. They will have to secure uniforms and/or passes once

inside the arena. There are literally hundreds of techs and maintenance personnel scurrying all over the arena who do have access to that area. The characters can either secure access by stealing someone's uniform and pass, or they can try to speak to the arena's security chief. The chief's first instincts will be to clear out the arena and call for a bomb squad, though characters who put up a convincing argument may be able to persuade her otherwise.

If the characters wait until the entire team reaches the arena to go and take care of the bomb, they will find that they will very quickly run short on time. It will take them at least ten minutes to check in with the arena and league officials (an event all of the fight's participants *must* participate in), and another ten to fifteen minutes to reach the area where Bandeau placed the bomb. This, of course, does not take into account any time they may spend on finding suitable uniforms and IDs.

The characters will need to make a decision on how they will take care of both the bomb and still fight their match (especially if they chose to wait until the entire team arrived at the arena before worrying about disarming the bomb). They can split up and fight the match with less than their full number, or they can enlist some of the stable's other personnel to assist them. Arbogast can pilot a 'Mech (though rather poorly), but is a whiz with anything electronic. He will assist in disarming the bomb, but only if one or more characters accompany him (one of them must at least claim to have experience with demolitions or explosives). Other stable personnel will assist the characters, but these NPCs will all be less skilled than they are—after all, it is the characters who are at the heart of this adventure and thus are the ones to make the decisions and take the risks. The gamemaster should determine what NPCs, if any, are available to the characters. Likewise, the gamemaster should generate any of these NPCs, if necessary.

The Bomb

Bandeau placed a fairly well-sized bomb (10 kilos of C8) in the maintenance area behind a set of private sky-boxes, and just beneath the press suites. The sky-boxes are owned by several prominent Silesian citizens, making any claim made by a Davionist group look even more convincing. Not only are Bandeau and his mob associates looking to halt the fight (if they have to), but they are also looking to shift the blame to someone else. By killing not only a group of Lyrans but also a host of the press corps, they hope the press will immediately attack the Davionist terrorists in every media outlet they can. After all, this particular Mafia family has deep roots in the Lyrans state, and will take any opportunity to help erode any base of support for the Federated Suns.

The bomb is professionally constructed, is well hidden and makes use of several booby traps. The device is hidden behind a locked elec-

trical access panel, and has a tripwire attached; if the panel is opened and the tripwire not disarmed, the bomb will explode. The access panel's lock has a TN of 10, while anyone with the Security Systems skill or any Technician skill (TN of 8) can easily disarm the tripwire.

The bomb itself cannot be removed before it has been disarmed, as a simple mercury switch will immediately set the device off if it is moved. Any character with Demolitions, Security Systems, Technician/Communications or Technician/Electronics can attempt to disarm the bomb. Anyone with the Demolitions Skill must roll against a TN of 20, while characters with any of the other listed skills must roll against a TN of 24. The base time required to disarm this complicated device is 10 minutes.

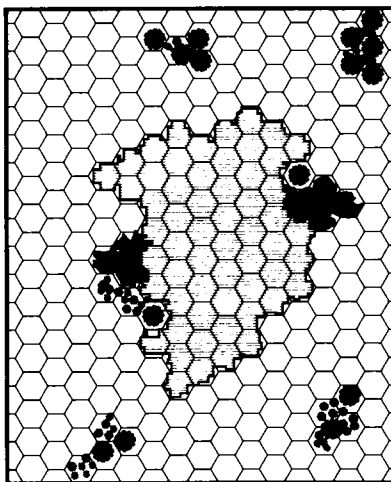
The Battle

The following map provides a visual layout of the arena, with every hex representing 30 meters. The exact composition of the terrain and how it interacts with the *Roleplaying 'Mech Combat* rules (p. 28) is left up to the discretion of the gamemaster.

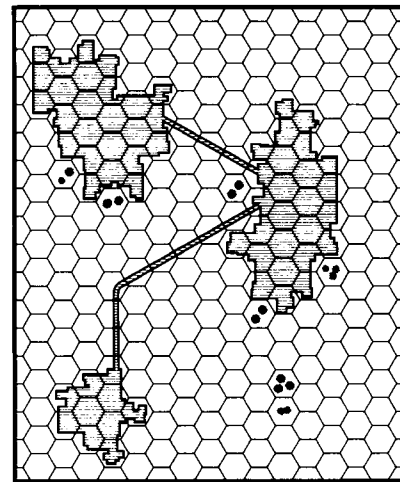
If the gamemaster wishes to run this encounter as a *BattleTech* game, lay out the *BattleTech* maps as shown. Use the CityTech and City Ruins maps from *BattleTech Map Set 2*.

Once the players are ready, both sides will roll initiative to determine which direction (map edge) each side will move into the arena (map) from during the Movement Phase of Turn 1. Regardless of who enters the arena (map) first, all units on both sides should enter opposite one another. The encounter continues until one side is destroyed.

The attacker consists of the Crimson Caboritas. The characters and any NPC members of the team will be assigned the following 'Mechs (use only as many 'Mechs as there are members of the team). The gamemaster decides which player characters pilot which 'Mechs, but remember that Crimson Voodoo wants the characters to win, so they would assign 'Mechs to the characters based on their respective skills. However, as



CITYTECH



CITY RUINS

previously stated, though the gamemaster may wish to allow each character to use the 'Mech he has previously piloted, he may change their assignments (though the players may want a good rationale from their stable for doing so).

1. GHR-5H *Grasshopper*
2. TBT-5N *Trebuchet*
3. AWS-8Q *Awesome*
4. MCY-98 *Mercury*
5. ON1-K *Orion*
6. QKD-4G *Quickdraw*

The defender consists of the Wiscorites. The size of the defending force should match that of the total attacking (player) force, including MechWarriors who are off disarming the bomb.

1. Daniel Ihde, JM6-A JagerMech

Attributes

STR	4	WIL	4
BOD	5	CHA	5
DEX	4	EDG	7
RFL	5	SOC	4
INT	5	Move	9/19/38

Skills

Gunnery/Humanoid/Ballistic	+1
Gunnery/Humanoid/Laser	+5
Gunnery/Humanoid/Missile	+2
Perception	+2
Piloting/'Mech	+4
Sensor Operations	+0
Tactics/BattleMech	+0

2. Chadwick Heinz, MON-67 Mongoose

Attributes

STR	3	WIL	4
BOD	5	CHA	3
DEX	7	EDG	5
RFL	5	SOC	3
INT	7	Move	8/18/36

Skills

Gunnery/Humanoid/Ballistic	+3
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+1
Perception	+2
Piloting/'Mech	+2
Sensor Operations	+3
Tactics/BattleMech	+4

3. David Voss, THG-10E Thug

Attributes

STR	5	WIL	5
BOD	4	CHA	5
DEX	5	EDG	4
RFL	7	SOC	3
INT	5	Move	12/22/44

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+4
Gunnery/Humanoid/Missile	+1
Perception	+2
Piloting/'Mech	+2
Sensor Operations	+1
Tactics/BattleMech	+3

4. Leigh Novak, ZEU-6S Zeus

Attributes

STR	4	WIL	6
BOD	6	CHA	5
DEX	5	EDG	3
RFL	7	SOC	3
INT	4	Move	11/21/42

Skills

Gunnery/Humanoid/Ballistic	+2
Gunnery/Humanoid/Laser	+2
Gunnery/Humanoid/Missile	+1
Perception	+2
Piloting/'Mech	+3
Sensor Operations	+1
Tactics/BattleMech	+3

5. Chad Hilke, PNT-9R Panther

Attributes

STR	5	WIL	4
BOD	6	CHA	6
DEX	5	EDG	3
RFL	3	SOC	4
INT	7	Move	8/18/36

Skills

Gunnery/Humanoid/Ballistic	+1
Gunnery/Humanoid/Laser	+1
Gunnery/Humanoid/Missile	+4
Perception	+3
Piloting/'Mech	+1
Sensor Operations	+3
Tactics/BattleMech	+3

6. John Kielman, GLT-4L Guillotine

Attributes

STR	3	WIL	6
BOD	5	CHA	6
DEX	4	EDG	6
RFL	6	SOC	3
INT	5	Move	9/19/38

Skills

Gunnery/Humanoid/Ballistic	+4
Gunnery/Humanoid/Laser	+2
Gunnery/Humanoid/Missile	+2
Perception	+1
Piloting/'Mech	+2
Sensor Operations	+0
Tactics/BattleMech	+4

Malfunctions

Prior to the start of the game, the gamemaster should roll $1D6 \div 2$ (round down) and randomly select that number of the characters' 'Mechs. Each of these 'Mechs will experience an actuator malfunction during the match. After determining which 'Mech(s) will experience a breakdown, the gamemaster should then randomly select one limb (either arm or leg) from each and finally one actuator in that limb. Sometime during the course of the battle, each of these actuators will fail.

The gamemaster should keep close track of which 'Mechs will experience a breakdown. If the selected actuator is in a leg, it will fail after the third Movement Phase in which that 'Mech makes use of Running (or Sprinting) MP. If the selected actuator is instead in an arm, it will fail after the third turn in which any type of physical or weapon attack is made with that arm. For game purposes, treat a failure as if the actuator in question had taken a critical hit (mark the critical hit on the record sheet).

Quarry Walls

The arena these two teams are fighting in is a granite quarry. Its sheer walls provide more than ample protection to the surrounding environment against 'Mech-class weapons fire. The quarry's walls also make a quite effective barrier to the 'Mechs themselves; once the 'Mechs have entered the area, they may not leave until the match is finished.

If this encounter is run using standard *BattleTech* rules, no 'Mech can move through or end its movement in a half hex. Likewise, no 'Mech can leave the mapboard during the battle.

The End

Following the battle, the players will go through the usual routine: a debriefing with Aragua, followed by a fairly extensive press conference. One thing is for sure: if the characters win this battle, they will automatically be in the playoffs with at least a wildcard position (and if they win the next, they will also gain a bye). If they lose, they will have one more chance

at the playoffs: by winning the next match, they will gain a wildcard position.

The press conference will simply last an hour if the characters lose the battle, but will go on for almost four hours if they win. Mr. Smith will be visible in the background looking either incredibly pleased (if the characters lost their fight) or rather distressed (if they won the match). If the characters did indeed win the fight, Smith will position himself so that Aragua cannot get a good look at him, and he will glare at the characters throughout the conference. No matter the outcome of the battle, Mr. Smith will disappear just before the press conference breaks up.

During the conference, the press will badger the characters with the usual types of questions, but they will also ask why Mr. Bandeau is not there (assuming the characters turned him in). If Aragua knows about Bandeau's guilt, he will surprise all by breaking the news that Bandeau has left Crimson Voodoo to pursue "other interests." If Aragua does not know about Bandeau, he will simply make the excuse that Bandeau has come down with a case of "press-itis," and as a result couldn't be there (the press corps will have a good-natured chuckle at that comment).

TROUBLESHOOTING

This final event will likely be the most difficult of the entire adventure, as the characters will need to be in two different locations at one time. They should not have a hard time gaining access to the area where the bomb is; instead, it should just be time consuming (after all, it's not hard to find maintenance uniforms in such a large complex as the arena is, and neither is it difficult to steal a few access badges). Gamemasters should play on the players' natural nervousness by having security stop the characters to check their IDs, or by having a tech crew stop them and ask who they are.

The characters do have a real chance of blowing themselves up in trying to disarm the bomb. The TN is a particularly difficult roll to make, but the players should realize they have a number of potential modifiers they can apply to both the TN and the roll. If you are running a game with players who are either inexperienced in general or who have not extensively played the *MW3* system, feel free to hint that there are several ways to make the roll far easier than it looks on its surface. This is an introductory adventure, after all.

The match should be a difficult fight, and will be even more so if the characters decided to split up to simultaneously disarm the bomb and fight the match. Don't pull any punches here. They may be left with a sense of a tarnished victory, especially if they disarm the bomb yet lose the bout. This is perfectly acceptable—there is usually a price to pay for any moral victory.

WRAP-UP

Unlike most other role playing adventures, *First Impressions* doesn't so much end as it slows down. This gives the gamemaster the chance to provide a nearly seamless segue

to an adventure of his or her own design. Several adventure hooks are included in the section below to give the gamemaster a head start on developing these new adventures.

If, instead, you are looking for a complete closure to the adventure, all of the loose ends can be wrapped up simply and quickly. Simply assume that Bandeau is arrested and gives up the name of Mr. Smith, who is subsequently arrested along with his associates. In this case, you should completely remove any mention of the bribes from the adventure—that plot device is there solely to assist you in continuing the campaign.

The following should help the gamemaster literally wrap up the adventure. Included is advice on how to deal with some of the more common problems that may creep up in this adventure as well as tips and suggestions on designing follow-on adventures.

COMMON PROBLEMS

Most of the information a gamemaster needs to successfully run this adventure is included in the text of each episode and event. Of course, Murphy's Law and common sense dictate that problems will occur. The paragraphs that follow will assist a gamemaster in overcoming these problems quickly so that he or she can get the adventure back on track.

Small Party

If you are running a party of less than six players, you will need to make only a few adjustments to the adventure, most notably in the three BattleMech dueling encounters. Each of these scenarios were designed under the assumption that six people would be participating in the adventure. If there are less than six players (but at least four players), simply resize both the attacking and defending forces in each scenario to the number of players you have. The 'Mechs in each scenario are numbered one through six; any elimination of 'Mechs in this way should be done in reverse numerical order.

If you only have four players, you will only use four 'Mechs per side in each BattleTech scenario; in this case you will eliminate 'Mechs numbered five and six from each side. If you instead have five players, you will only eliminate 'Mech number six from each side.

Serious Injury or Death

During the course of this adventure, the characters will have numerous chances to either injure or kill themselves. This adventure is intended to introduce players to the *BattleTech* universe, and specifically to the game world of Solaris VII. While none of its events are specifically designed to kill the players' characters, a serious injury or death may occur based on the luck of the dice. (And, really, it wouldn't be fun if there wasn't the chance for a character to die, would it?)

Gamemasters have two choices they can make if a character sustains a serious enough injury to net a long stay in the hospital or is outright killed: he or she can either ignore the wound or can deal with it and move on. If the gamemaster

chooses to ignore the "killing stroke" the blow or the weapon attack should still do damage in some way. In a case such as this, the character who survived the near-death experience should spend all of his or her remaining EDG (to only gain it back at the discretion of the gamemaster).

Alternately, the gamemaster can choose to move on. The player can simply roll up another character to bring into the adventure. In this case, assume one of Crimson Voodoo Stable's two leaders hired the new character as a "replacement" for the player's other character.

Replacement BattleMechs

Just as a character could easily die during the course of the adventure, one or more of the characters' BattleMechs may similarly be destroyed (the entire internal structure of the Center Torso destroyed). This eventuality is far easier to deal with than a character's death, however. Each SLIS team is allowed to use a total of six 'Mechs per battle, but may have up to an additional six in storage as backup in case one or more are destroyed. Each team must use the same 'Mechs from match to match and can only replace one when it is destroyed. Furthermore, every team can bring on a force of 'Mechs that masses no more than 400 tons. (If less than six players are involved in the adventure, reduce the maximum tonnage allowed per game by 60 tons per player.)

The Crimson Caboritas will have five remaining back-up 'Mechs at the start of the adventure, listed below. The characters will be allowed to substitute any one of the 'Mechs listed below for each of their 'Mechs that are destroyed, so long as the mass of their entire force does not exceed the league maximum.

STK-3F *Stalker*
DRG-1G *Grand Dragon*
KTO-18 *Kintaro*
BJ-1DB *Blackjack*
VL-5T *Vulcan*

ADDITIONAL HOOKS

Not every loose end is neatly tied up by the end of this adventure. This gives gamemasters the perfect opportunity to craft an adventure of their own design around a plot that has already been neatly set up. Six such plots are listed below, along with several suggestions on how to proceed with one of these adventures.

The Arrest

If the characters inform Aragua of Bandeau's actions, the stable owner will bring several police officers in to investigate. During the course of their questioning, the characters may decide to gloss over certain details or outright lie to the detectives. If they do so, the detectives may have the chance to detect the character's deception. The gamemaster should roll a Perception Skill Check for each of the detectives with a base TN of the INT plus WIL of the character who is lying to them. If they do detect any potential lies or half-truths, the detectives will

subtly try to expose the lie. If they manage to trap the characters up in their lies, they will split them up and may even take them back to the police station for further interrogation. If, instead, the characters keep up the façade, the detectives will quickly finish with them and move on to question other stable personnel before they leave. The detectives may yet decide to keep the characters under surveillance if they feel the lies they noticed warrant it (see *Covert Investigation*, p. 124).

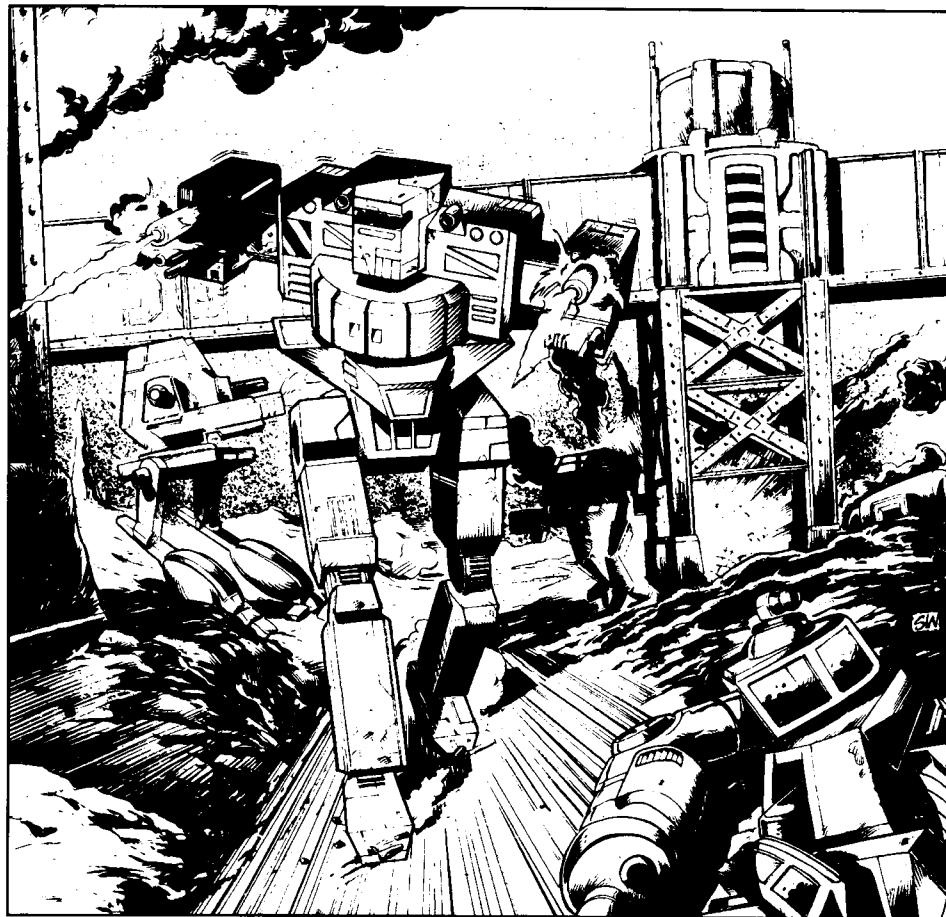
The Sting

If the characters made the choice to tell their employers about Mr. Smith and the bribes they received, they will become the key players in the middle of an undercover investigation. Aragua and Bandeau will bring in a few police officers who they have implicit trust in, and will have the characters set up a meeting with Mr. Smith, a meeting that will be caught on tape. Smith will offer the characters another bribe to throw their next game, and thus prevent the Caboritas from reaching the playoffs. The characters will need to get specific evidence that links Pocopo Stables to Smith's bribes, otherwise Bandeau and Aragua will not be able to take their case to the SLIS. The characters will need to act quickly to do so, as their next match is in just four days and any emergency SLIS meeting will take at least a full day.

If the characters can gather enough evidence within that window of time, the SLIS council will have little choice but to suspend Pocopo Stables. As league law stipulates a suspended team's record will not count at the end of the regular season, the Caboritas will automatically advance to the playoffs (every team's wins and losses against Pocopo will be voided, thus putting the Caboritas in first place by two games). However, if they cannot make the connection within that time-frame, they will need to win their next match if they want to advance to the playoffs (the SLIS will not nullify Pocopo's season once the playoffs have already started).

A New Family

If the characters decided to keep the bribes and purposefully lose their match, Mr. Smith will contact them a day after the fight and offer them each an additional 100,000 kroner to also lose their next bout. By doing so, they lose any hope of advancing to the playoffs, but Smith will hint at the fact that another stable may offer them a position. One thing is for sure, however: if the characters do accept Mr. Smith's offer, they will become "made" men (and/or women). Mr. Smith and



his associates will always feel free to call upon the characters to do their bidding. At the very least, they will lose fights on command. At worst, they may be slowly turned into Mafia enforcers.

To the Playoffs?

The characters have a very real chance at advancing to the SLIS playoffs. If they do advance, they will enter into a single elimination bracket with seven other teams. A win at each level will advance them to the next successive level while a loss will knock them entirely out of the bracket. Naturally, any win in the playoffs will boost the characters' Reputation and give them widespread exposure to games fans across the Inner Sphere.

Forging a New Destiny

The characters may decide to pocket the bribe money and simply carry on however they want. Naturally, they are inviting the wrath of Mr. Smith and his associates if they do so. Unless the characters somehow manage to quickly wipe him off the face of Solaris VII within a very short amount of time, Mr. Smith and his friends will track them down and make life very unpleasant for them. They can choose to flee Solaris, but risk the possibility of Mr. Smith tracking them down sometime in the future.

Covert Investigation

During their interview with the police detectives after their final battle, the characters may lie to the officers. If the detectives pick up on these lies, and more importantly deem those lies important enough, they may set up a covert surveillance of the characters to try to learn more. This surveillance will be very subtle, but after a while the characters will probably catch on. That may be too late, however, if they have done anything overtly incriminating (such as meeting with Mr. Smith and accepting more bribes). The police will very quickly close in on the characters and, after threatening them with serious prison time, will pose them an offer. If the characters deliver Mr. Smith and his associates to the police (along with any ill-gotten goods), they will be allowed to leave Solaris VII without serving any time (though they will not be allowed back into the city).

REWARDS

The characters should be awarded experience points for specific actions taken during the adventure and various goals accomplished, per the gamemaster's discretion. The *Reward* rules on p. 208, *MW3*, should serve as a guideline for the experience points awarded.

RESEARCH

The following section provides all of the background information on several of the major establishments involved in this adventure. Characters can easily dig up any of the background information contained here as long as they know what they are looking for. Gamemasters should not release any of this information unless the players specifically ask for it.

If the characters research Pocopo Stables, use the information provided in *Putting the Pieces Together*, p. 115.

THE SOLARAN LEAGUE OF INDEPENDENT STABLES

The SLIS itself is organized a bit differently than most other Solaris fare. None of the SLIS' member stables could be considered a major Solaris player on their own, and indeed most member stables are small outfits headquartered in Solaris City's Reaches. As most of the member stables are both relatively small and poor, the teams make use of relatively outdated equipment (less than 5 percent of the 'Mechs used in league play mount any lostech or Clan equipment).

That fact, however, drives very few away from the SLIS games. In reality, many fans prefer these games *because* the use of older technology tends to make the matches last longer and gives the audience a nostalgic feel, as if watching a historical battle.

On the down side, each stable is virtually forced to have a number of "extra" BattleMechs available. With each team frequently playing two or three times a week, their techs have only limited time to repair and refit damaged 'Mechs. In fact, a 'Mech's damage quite often exceeds the capabilities of the stable's technical crews. To help keep a level playing field, the

SLIS allows each team to have a complement of no more than twelve 'Mechs at the beginning of the season. Furthermore, each team can only acquire additional 'Mechs to replace those completely destroyed during the regular season after the mid-season break, and for the playoffs.

There have been rumors circulating for several years, however, that some of the larger stables involved in the SLIS do keep a few duplicate extra 'Mechs available, ready to fill the place of one damaged beyond quick or easy repair. Likewise, some say that organized crime "families" from all over the Inner Sphere provide the financing needed to keep over half of the SLIS stables running, though these stories tend to crop up only when a team member is somehow killed or suddenly disappears. No one has yet been able to prove the veracity of these rumors.

The league itself boasts a considerable following of fans, both on Solaris and elsewhere in the Inner Sphere. SLIS teams, broken down into four equal-sized divisions, compete in a twenty-week season of regular play, at the end of which comes a short series of playoff matches that pit the teams with the best records against each other. Cumulating the playoffs is the final round, where the two best teams fight an all-or-nothing battle for the league's championship. While not as prestigious as the title of Solaris Open-Class Champion, advancing to and winning this final game carries with it a significant reputation boost, and not a small purse to boot.

CRIMSON VOODOO STABLES

Crimson Voodoo Stables has been around since before the Clan Invasion, and for most of its years was involved only in the minor dueling circuits that are so prevalent in Solaris City's reaches. It wasn't until a few years ago that Crimson Voodoo began to expand and broaden its operations into several of the more legitimate, and far more lucrative, circuits, gaining more than a little fame along the way. Both its owner and its manager had their eyes on the SLIS, and after three years of petitioning they were finally granted entrance. Crimson Voodoo Stables, along with three other minor stables, became that league's first expansion in its lengthy history.

Since then, with the success of their Crimson Caboritas, Solaris has been abuzz with talk about Crimson Voodoo, and the stable is on the verge of making its way into the big time. Already the stable has lured some of the best 'Mech jocks away from the deathmatch circuits, and has attracted a fair share of Clan-war veterans to its halls. Crimson Voodoo is rated a solid B- on the scale of Solaris stables (see p. 79).

Crimson Voodoo is located roughly in the middle of Silesia, in a converted Succession Wars-era munitions factory. The lower levels are devoted solely to 'Mech bays, machine shops and vehicle garages. The second floor, amazingly soundproofed from the cacophony below, houses the stable's business offices and conference rooms. The third floor contains a cafeteria, a well-equipped recreation room and a workout/exercise area. The top three floors have been remodeled into small, but functional, apartments for use by the stable's MechWarriors and other personnel.

CAST OF CHARACTERS

This section provides background information and *MW3* statistics for each of the major non-player characters.

NICHOLAS ARAGUA, CRIMSON VOODOO STABLES OWNER

Nicholas Aragua hails from a relatively wealthy Lyran family some ten generations removed from Steiner blood. He served a stint in the Lyran Commonwealth Armed Forces (Lyran Guards) during the Fourth Succession War and later spent two tours in an exchange program with the Armed Forces of the Federated Suns.

After leaving the military service, he returned to his home, where he administered his family's holdings in the Tamar Pact. In the early 3040's, he made his first trip to Solaris VII and fell in love. Over the next few years, he made more and more trips to the Game World until he made the decision to sell his family's estate and start his own stable. At the time his peers considered his move foolish and impulsive, and in fact he quickly became the laughingstock of the Tamar nobility. When the Clans overran his home a few years later, however, everyone stopped laughing at his luckily timed move.

Even though he has been on Solaris VII for almost two decades, he has not managed to break into the "in" crowd, even with his extensive bankroll. Social standing, while important, is not what drives the man, however. He is truly concerned about making his stable the most successful on Solaris. Time and again, as the stories go, he has refused help from anyone who has had a hint of dealing with the criminal element. He wants to keep his business clean.

While he may not be popular with Solaris City's wealthiest, Aragua has been the target of numerous complimentary news articles and interviews. Unlike many others, who see the Solaris games as a hobby, Aragua puts his heart into his business. By all accounts, he is an apt manager and negotiator, but his biggest gift lies in his ability to hire the right people.

Nicholas is a tad overweight, but fit, and somehow manages to look much younger than his 58 years. His tall frame and long, gray pony-tail quickly establish his presence in any room. Like so many of Solaris' other wealthy residents, he has given in to the trappings of vanity and undergone several surgical procedures to help make him look younger than he truly is.

Attributes

STR	5	WIL	5
BOD	6	CHA	6
DEX	4	EDG	5
RFL	6	SOC	2
INT	7	Move	11/21/42

Traits

Allergy: shellfish
Contacts (3)
Enemies (3): Mafia on Solaris VII

Exceptional Attribute: INT
Good Reputation (2): Freedom Theater of LA
Prominence (5)

Skills

Administration	+4
Bureaucracy/Federated Suns	+2
Bureaucracy/Lyran Alliance	+3
Bureaucracy/Solaris VII	+6
Computer	+2
Fast Talk	+1
Gambling	+3
Navigation/Air	+1
Negotiation	+5
Perception	+7
Piloting/Aircraft	+3
Protocol/Solaris VII	+6
Strategy	+5

Personal Equipment

Noteputer
Personal Wireless Microcommunicator

SALVATORE BANDEAU, CRIMSON VOODOO STABLES MANAGER

Salvatore Bandeau has been on the scene for well over thirty years, both in the cockpit and on the ground. He started out as a teenage astech but soon graduated into piloting the 'Mechs he was working on. That led to positions with a number of different deathmatch stables before he found his way into the SLIS a year later. Bandeau spent the next eighteen years of his life in the SLIS, working the independent circuits in the off-seasons. During those years, he racked up an impressive five championships with the teams he was involved with, in addition to another six playoff appearances.

After hanging up his hat as an active 'Mech jock, he started a new career as an instructor and stable manager. Though at first few people took him seriously, he quickly exhibited his talent as both an able motivator and administrator. Within two years after his retirement from the cockpit, he was making more money per year from his position as a manager than he averaged as a MechWarrior.

He bounced around from stable to stable for a number of years, each time cleaning house and turning the operation around. Then, four years ago, Nicholas Aragua made him an offer he would have been foolish to pass up: partial ownership in Crimson Voodoo Stables. Instead of his salary being tied to a contract, for the first time Bandeau's livelihood depended entirely on his skills as a manager and leader. Just as he did with every other stable he had been affiliated with, he quickly got rid of the stable's problem cases and began, in cooperation with Aragua, to recruit new talent.

This time, Bandeau devoted all of his energy to his new venture. Almost immediately after accepting Aragua's offer, he

began an active campaign to expand the SLIS. He quickly banded together with the owners and managers of three other promising stables and lobbied the SLIS for inclusion in their league. The process took three years, but in the end Bandeau had nearly the entire talent and fan base screaming in support of his proposed expansion, leaving the league little choice but to relent.

Unfortunately, Bandeau has a long and troubling addiction: gambling. He is seriously in debt to all of the wrong people, and because of that has become a "made" man, nothing more than a mob marionette. He is so far into them that his marriage has begun to fall apart. Though many people know his reputation as a gambler, no one outside of the Mafia knows of his ties to organized crime.

Bandeau prefers a hands-on management style, and so always seems to be in the thick of things. Though he hasn't competed professionally for almost a decade and a half, he is still a competent pilot. At least once a week he trains alongside the stable's active MechWarriors in mock battles and live-fire range practice.

Salvatore Bandeau has been a staple of the gaming community for most of his career, but because he never chose to break into the big-time of the Unlimited Class, few of Solaris' uninitiated even know who he is. His reputation is, however, nearly legendary to the old-timers—the MechWarriors and techs who have been around for a decade or more. Somewhat less known is his reputation as a ladies' man, despite his long-time marriage and three children. According to the rumors, he uses his five championship coins, frequently worn on chains around his neck, as an "icebreaker."

The well-tanned Bandeau is short and powerfully built. He keeps his rapidly thinning gray hair trimmed short, but also wears a sparse beard. Even though his management duties often keep him in the office, he almost constantly wears his MechWarrior jumpsuit. He only puts on a suit when he is scheduled for a particularly important conference or meeting outside the stable.

Attributes

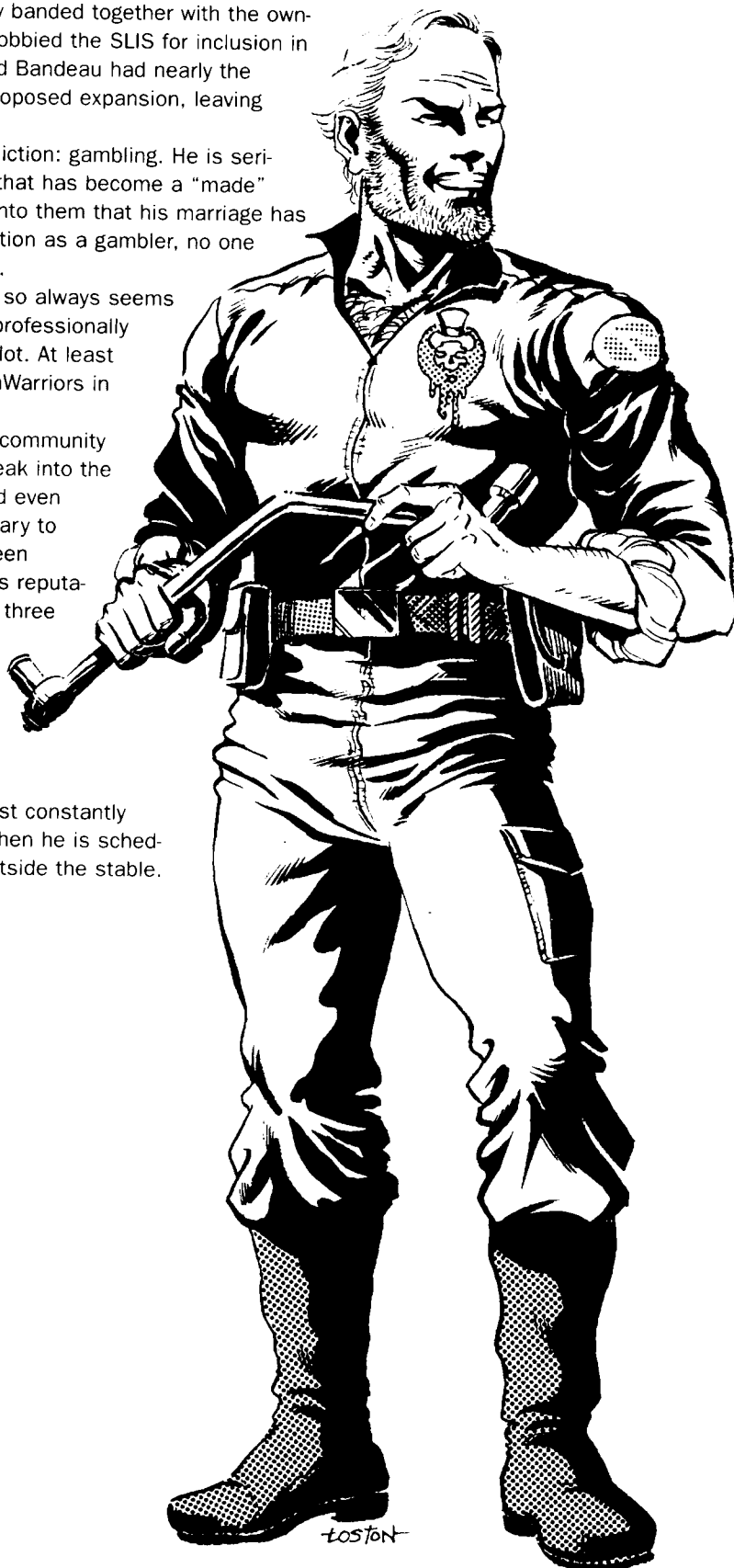
STR	5	WIL	5
BOD	6	CHA	6
DEX	6	EDG	4
RFL	8	SOC	3
INT	5	Move	13/24/48

Traits

Addiction (2): Gambling
 Combat Sense
 Enemy (3): Mafia on Solaris VII
 Exceptional Attribute: EDG
 Good Reputation (2): Freedom Theater of LA
 Prominence (7)
 Well Connected (2): Lyran Alliance

Skills

Administration	+1
Brawling	+3
Bureaucracy/Solaris VII	+3
Demolitions	+3
Engineering	+2
Gunnery/Humanoid/Ballistic	+4



Gunnery/Humanoid/Laser	+7
Gunnery/Humanoid/Missile	+3
Intimidation	+3
Leadership	+6
Navigation/Ground	+1
Negotiation	+2
Perception	+4
Piloting/'Mech	+4
Pistols	+3
Quickdraw	+2
Running	+1
Seduction	+5
Sensor Operations	+2
Strategy	+2
Tactics/BattleMech	+6
Training	+3

Equipment

Laser Pistol
 Noteputer
 Personal Wireless Microcommunicator
 5 Stimpatches
 Vibro-Blade

ALDRICH ARBOGHAST, CRIMSON CABORITAS CHIEF TECH

Arboghost is sort of an odd fellow. He is probably one of the biggest techheads on the planet, but he is also one of the best 'Mech techs around. His services have been in demand ever since he came on the scene six years ago as "Top" Jimmy Carelli's personal tech. In that time he has worked for five different stables and reportedly amassed a small fortune.

Based on his work, however, he is well worth the money. The man can work wonders with nothing but spit and baling wire. He has been able to piece together machinery that hasn't been produced in three centuries, scrounging together most of the parts he needs from scrap piles and milling the rest.

Prior to taking his current position as the chief tech for the Crimson Caboritas, he spent nearly a year at Pocopo Stables, rebuilding the scrap piles they refer to as BattleMechs. Other parties, including two big-time stables, were reportedly interested in hiring Arboghost for themselves, but somehow Aragua and Bandeau lured him away from the rest to Crimson Voodoo. While the rest are by all accounts a bit peeved at Crimson Voodoo for that coup, the members of Aragua's stable couldn't be happier. In just his first two weeks he had 'Mechs back up and running that every other tech said were good only for scrap.

While he is considered a true "geek" by anyone who has ever met him, he does not fit the stereotypical look. In fact, some would even consider him somewhat handsome, at least

until they met him in person. To say the least Arboghost is a shy man who prefers the company of his tools to the company of people. He is short and relatively well built, though he obviously makes no attempt to work out or otherwise keep himself fit, a fact that will undoubtedly soon adversely affect the 28 year old man. He keeps his longish hair slicked back and his face cleanly shaven.

Attributes

STR	4	WIL	3
BOD	5	CHA	4
DEX	7	EDG	7
RFL	6	SOC	2
INT	8	Move	10/20/40

Traits

Combat Paralysis
 Coward
 Exceptional Attribute: DEX
 Exceptional Attribute: INT
 Introvert
 Natural Aptitude/Engineering
 Prominence (6)

Skills

Comms/Conventional	+3
Computer	+5
Cryptography	+1
Engineering	+6
Perception	+2
Piloting/'Mech	+1
Scrounge	+2
Sensor Operations	+3
Technician/Ballistics	+2
Technician/Comms	+4
Technician/Electronics	+7
Technician/Fusion	+6
Technician/Jet	+1
Technician/Lasers	+2
Technician/Mechanics	+4
Technician/Missile	+2
Technician/Myomer	+8
Technician/Support	+3

Personal Equipment

Basic Tool Kit
 Gripper Gloves
 Hand-Held Laser Torch
 Noteputer
 Scanalyzer

LOCATION INDEX

This index provides various locations for each zone of Solaris City, including various hotels, restaurants, 'Mech repair facilities, the arenas and so on. A small restaurant has a capacity of up to 75 occupants, a medium restaurant a capacity of up to 150 occupants, and a large restaurant has a capacity of 250 occupants or more.

INTERNATIONAL ZONE

Government Buildings

Central Utilities Building	Jade Street and James Street
First Solaris Bank	Jade Street and Halloran Street
Solaris City 'Mech Bays	Victory Way and Solaris Spaceport
Solaris City Police Department	Hemlock Street and New Avalon Street
Solaris Council Hall	Porter Street and Halloran Street
Solaris General Court	Madelynn Avenue and Ashley Street
The Solaris Exchange	Haven Street and Minnesota Way

Utilities for all of Solaris City
Exchanges any currency
All newly arrived 'Mechs must register here
Jurisdiction only in International Zone
Includes representatives from all six zones
Deals with crimes that effect multiple zones
Ties to major exchanges in the Inner Sphere

Information

ComStar Relay Station	Regency Street and Halloran Street
Solaris Broadcasting Corporation	Porter Street and New Avalon Street
Solaris Tourist Bureau	Fir Street and New Avalon Street
The Solaris Times	Victory Way and James Street

Class A Station located in the Black Hills
Distributor of all 'Mech battle footage
Complete information on Solaris VII
Highest circulation newspaper on Solaris

Hotels

Golden Atlas	Watney Street and Halloran Street
Hotel Row	Hemlock Street and James Street
Hotel Solaris	Porter Street and James Street
The Imperial	Hemlock Street and James Street
The Royale	Hemlock Street and Halloran Street
Solaris Hilton	Victory Way and Solaris Spaceport

Dive hotel; casino is major attraction
Various hotels but none stand out
Dive hotel with underworld connections
Standard hotel
High-class hotel
Solaris' top luxury hotel

Attractions

BattleMech Center	Porter Street and New Avalon Street
BattleMech Museum	Apollo Street and Raglan Street
ComStar Community Center	Greenway Avenue and Halloran Street
Founders Bridge	Cable Street and Solaris River
Grafina Gerbert Concert Hall	Victory Way and James Street
River Park Zoological Gardens	Siriwan Street and Solaris River
Solaris Mall	Roberts Street and Minnesota Way

'Mech simulator pods for public use
Huge interactive center located in Black Hills
Headquarters for Com Guards' 56th Division
First bridge across Solaris River
Orchestras perform every night
Includes Terran and extraterrestrial animals
Largest mall in Solaris City
Complete line of 'Mech duel apparel
Tacky, cheap keepsakes of all kinds
Extensive selection of 'Mech-related books
Complete line of 'Mech-related tri-vid
Tasteful, expensive souvenirs
First-class tri-vid theater
Large and secluded park area
Extremely tall monument with stairs
Sheltered picnic area
Double-deck bridge for conventional and rail
Statue to the late House Steiner historian
A soaring, majestic suspension bridge

Nakatomi Clothiers
Grigg's Souvenirs
Mechboox
Mechflix
Solaris Memories
Battle Theater

Solaris River Water Park
Solaris Tower
Star League Park
Steel Bridge
Thelos Auburn Grove
White Bridge

Siriwan Street and Solaris River
Apollo Street and Minnesota Way
Porter Street and Halloran Street
Solaris Highway 1
Swift Shore Drive and Solaris River
Connects Silesia and Montenegro

Bars

The MechWarrior	Burl Avenue and Halloran Street
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Premier sports bar for the wealthy

Transportation

Budget Transport
Mass Transit
Monorail
Rail Station
Solaris Highway 1
Solaris Spaceport

Porter Street and New Avalon Street
Stallman Street and Hanse Davion Drive
Bass Street and Halloran Street
Madelynn Avenue and New Avalon Street
Passes through Cathay and Montenegro
Victory Way and Halloran Street

Planet wide rent-a-craft service
Mass transit depot, located in Black Hills
Transport between spaceport and Hotel Row
Primary rail station for the entire continent
Continent's main highway; elevated in city
Located on the highest hill in Solaris City

'Mech Tech

Cy's 'Mech City
Guild Hall

Powers Avenue and James Street
Powers Avenue and Minnesota Way

Sells scrapped and rebuilt 'Mechs and parts
Hiring hall filled with brokers, warriors, etc.

Medical Facilities

Astrid Palmer Memorial Hospital

Bass Street and Ash Street

Ultra-modern for MechWarriors or wealthy

BLACK HILLS

Neighborhoods

The Lowlands

Northeast section of Black Hills

Large-scale slums

Government Buildings

FedCom Police Department
Sortek Building

Sunnyside Drive and Hanse Davion Drive
Beane Drive and Halloran Street

Large, well-equipped police force
Administrative offices for the Black Hills

Information

City Tours
F-C Broadcasting
F-C News Service
F-C Information Center
First F-C Bank
Mainline MechWarriors

Princeton Street and Halloran Street
Princeton Street and New Avalon Street
Greenway Avenue and Halloran Street
Fontaine Street and Halloran Street
Preslynn Street and Hanse Davion Drive
Pine Street and Ash Street

Bus tours of Solaris City
Largest single broadcasting company
Publisher of printed media
Information and propaganda center
Caters primarily to F-C citizens
Brokerage house for F-C MechWarriors

Hotels

The Sun and Sword

Wheaton Street and Halloran Street

High-Class hotel; strictly Davion guests only

Attractions

All Saints Cathedral
Callista's Bluff
Davion Arena (Boreal Reach)
Davion Arms
Freedom Gate
Green Mansion
Guzman Park
Marina
Mirabilis House
Starlight House
The Running Fox Country Club
Viewpoint
Winged Victory

Sunnyside Drive and Halloran Street
Stallman Street and Hanse Davion Drive
Marx Way and Foster Road
Frances Avenue and Hanse Davion Drive
Winchester Street and Halloran Street
St. Helens Avenue and April Street
Halstead Street and Autoni Street
North America Street and Solaris River
Sunnyside Drive and Hanse Davion Drive
Minos Drive and April Street
St. Helens Avenue and Raglan Street
Laurel Avenue and Robinson Avenue
Halstead Street and Amel Way

Mammoth Gothic masterpiece
Home to the owner of White Hand Stable
House Davion's Open Class Six 'Mech Arena
High-class condos
Monument to Federated Suns' victories
Home to Drew Hasek-Davion
Black Hill's residential centerpiece park
Exclusive wealthy Davion dock
Home of former Count Danning of Doneval II
Home of Starlight Stables
Exclusive country club
Secluded viewpoint of Solaris River
Fourth Succession War memorial

Restaurants

The New Avalon
The Silver Swan

Arbogast Street and Halloran Street
Beane Drive and Halloran Street

Large restaurant; allows anyone with money
Large restaurant; most exclusive in Solaris

Bars & Nightclubs

The Pelican
Seventh Heaven

Frances Avenue and Era Street
Minos Drive and Hanse Davion Drive

Caters to MechWarriors and their guests
Caters to techs; techs can be hired here

LOCATION INDEX

Transportation

Luxury Transport	Fontain Street and Hanse Davion Drive	Elite, luxury car dealership
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'Mech Tech

'Mech Sales	Winchester Street and Garibalo Street	Sells high-quality rebuilt 'Mechs
New Avalon Technologies	Regency Street and New Avalon Street	Sells to everyone, cut-rate price for Davion

Medical Facilities

Davion General Hospital	Porter Street and Halloran Street	Accepts all patients, regardless of pay
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CATHAY

Neighborhoods

Chancellor's Quarter	Southwest section of Cathay	Declining residential area, Free Capellan
Middle Town (aka Middle Kingdom)	East section of Cathay	Middle and upper-class residential
River Town	Northeast river section of Cathay	Heavily populated slums, mostly foreigners
Tenement Area	Northwest section of Cathay	Crime-ridden slums
The Maze	Northeast section of Cathay	Heartland of triads and abject poverty

Government Buildings

Capellan High Court	Torquil Street and Lio Bang Street	Home to Cathay's court and cell complex
Cathay Security Headquarters	Chuhai Avenue and Canis Street	Cathay Security includes 'Mech forces
Security Station	Maxmillian Avenue and Beijing Way	Main security post for Cathay slums

Information

Warrior's Way Brokerage	Starlight Avenue and Hsin Avenue	Low-talent MechWarrior brokerage
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Hotels

Cathay Arms	Capella Street and Al Nair Street	High-class hotel, imperial Chinese motif
Raven's Roost	Wazan Street and Canis Street	Dive hotel, headquarters for a crime family

Attractions

Capellan War Memorial	Chu Street and Sian Avenue	Fourth Succession War memorial
Liao Arena (The Jungle)	Canton Street and Beijing Way	House Liao's Open Class Six 'Mech Arena
The Glass Tower	Confederation Avenue and Chandler Avenue	Elegant condominium, home to triad leaders
The Strand	Capella Street and Chandler Avenue	Wealthiest condominiums in Cathay
Tandrek Palace	Confederation Avenue and Hunan Street	Headquarters of Tandrek Stables
Zelazni Estate	Adlis Street and Sian Avenue	Headquarters of Zelazni Stable
The Docks	Rivoli Drive and Solaris River	Docks contain both legal and illegal trade
Jade Falcon Embassy	Capella Street and Al Nair Street	First official Clan embassy on Solaris

Restaurants

The Crane	Confederation Avenue and Al Nair Street	Large restaurant, Chinese cuisine
The Sesame Inn	Torquil Street	Large restaurant, financed by St. Ives

Bars and Nightclubs

The Bitter Pool	West Way and Kung Street	Seedy bar with triad connections
The Brass Lily	Tsinghai Avenue and Kung Street	Fortress of the Hundred Swordsmen Triad
The Cobalt Coil	Angel Avenue and Sorrenson Street	Popular with Capellan MechWarriors
Dragon House	Drake Street and Phung Street	Gambling and entertainment establishment
The Kirin	Honer Street and Ralston Street	Drug house connected to Red Cobra Triad
The Perfumed Garden	Portobello Street and Al Nair Street	Luxury brothel for Capellan citizens only
Warriors' Hall	Maxmillian Avenue and Phung Street	Poor combination bar, eatery, brothel, hotel

'Mech Tech

Cathay BattleMech Bay	Nova Street and Weymouth Street	Liao stables use this facility free of charge
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Macamis' Place	Tsinghai Avenue and Alexander Street	Prime pirate weapon and contraband shop
Medical Facilities		
Amida Buddha Hospital	Liao Street and Hsin Avenue	Free facility staffed by Buddhist volunteers
KOBE		
Neighborhoods		
Kobe Slums	North section of Kobe	Small slums infested with yakuza and triads
White Lotus District	West section of Kobe	Growing wealthier than Chancellor's Quarter
Government Buildings		
Government House	Dahar Street and Theodore Kurita Street	Official residence of the Kobe governor
Kobe Security	Legion of Vega Street and Hehiro Kurita Street	500 security troops known for their brutality
Information		
Cramer Associates	Heller Street and Styx Street	Brokerage for Kurita MechWarriors
Theodore Kurita Building	Pillar of Gold Street and Luthien Street	High rise contains 'Mech brokerages
Hotels		
The Bamboo Palace	Pullman Street and Minoru Kurita Street	High-class hotel
Draconis Combine Dormitory	Kessel Street and Yamato Street	Base quarters, free for Kurita MechWarriors
Hotel Dragon	Kessel Street and Theodore Kurita Street	High-class hotel, Japanese motif
Attractions		
DeLon Estate	Millers Street and Galedon Street	Headquarters of DeLon Stables
Kobe Temple	Robert Kurita Street and Minoru Kurita Street	Features a 12-meter tall gilded Buddha
Kobe Theater	Takiro Kurita Street and Minoru Kurita Street	Open-air auditorium for kobuki, noh theater
Kurita Arena (Ishiyama)	Galedon Avenue and Minoru Kurita Street	House Kurita's Open Class Six 'Mech Arena
Phoenix House	Jerome Blake Street and Ragoshima Street	Headquarters for a yakuza gumi
Shinto Temple	Dahart Street and Mallory Street	First religious building on Solaris VII
Silver Dragon Grove	Unim Street and Galedon Street	Home of Marcus Nevil, Silver Dragon Stables
Takeo Shinden Estate	Cunningham Street and Shibokawa Street	Home of a retired famous Kurita
MechWarrior		
The Dragon Arch	Theodore Kurita Street and Solaris River	Japanese motif arch leading into Kobe
War Memorial Park	Robert Kurita Street and Theodore Kurita Street	Park/shrine to fallen Kurita MechWarriors
Waterfront	Minbusho Street and Hehiro Kurita Street	Shirines and parks, all kept immaculate
Restaurants		
The Paradise	Dragon's Dove Avenue and Theodore Kurita St	Medium restaurant, Japanese motif
The Swallow	Jerome Blake Street and Theodore Kurita St	Medium restaurant, luxury front for triads
Bars and Nightclubs		
The Marauder	Unity Street and Yamato Street	Slum bar for hiring underworld talent
The Snowbird	Dragon's Dove Avenue and Mallory Street	Luxury MechWarrior bar, Japanese motif
'Mech Tech		
Draconis Equipment Liaison	Kessel Street and Takashi Kurita Street	'Mechs directly from the Combine pass here
Tekshop	Cadiz Street and Ozawa Street	Small but favored by Silver Dragon Stables
Medical Facilities		
Indrahar Memorial Hospital	Unity Street and Luthien Street	Admits only MechWarriors, nobility, wealthy

MONTENEGRO

Neighborhoods

Allman District	Southeast section of Montenegro	Bleak residential, split by principality groups
Grey Industries	East section of Montenegro	Poor area, headquarters of Red Cobra Triad
The Riverfront	South river section of Montenegro	Burned-out crime-ridden wharfs/warehouses
The Wasteland	Northeast section of Montenegro	Abandoned industrial section, deadly slums

Government Buildings

Andurien Block	Kemper Street and Marik Street	Andurien government building
Marik Tower	Sadd Al Barani Street and Lafayette Street	Brand-new government facility
Montenegro Water Works	McKean Avenue and Solaris River	Primary pumping station for Solaris City

Information

Free Worlds News Service	Sadd Al Barani Street and Roma Street	Provides both broadcast and print news
Kinebatu Travel	Drum Street and Ralston Street	Front to hire merc JumpShips & DropShips
The Black Lions	Adman Street and Montenegro Street	Independent MechWarrior cooperative
Horziba Manor	Peace Street and Yamamoto Street	Reasonably priced high-rise housing
Sandway Building	Bolivar Street and Ha Yehudim Street	Low-income housing
Sutter Warehouse	Renne Street and Skagway Street	Headquarters of the Bertoli Mafia family
Von Tripp, Inc.	Unim Street and Solaris Highway 1	Marik-only 'Warrior broker, no Anduriens

Hotels

The Five Princes	Lafayette Street and Bohemia Street	High-class hotel, finest in Montenegro
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Attractions

Bromley Estate	Caracas Avenue and Williams Street	Home to Thaddeus Bromley, Bromley Stable
Free Worlds Theater	Arthur Street and Mehmet Street	Entertainment complex
Greenway Park	Sadd Al Barani Street and Solaris River	Sections are both immaculate and rundown
Marik Arena (The Factory)	Drum Street and Montenegro Street	House Marik's Open Class Six 'Mech Arena
Melway Fountain	Sadd Al Barani Street and Solari River	Large, exotic water fountain
Shadow Downs	Roma Street and Alpin Francais Street	Home of Andrew Fitzhugh, Fitzhugh Stables

Restaurants

Stewart Inn	Arthur Street and Marik Street	Small restaurant, Scottish cuisine and motif
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Bars and Nightclubs

Brit's	Hills Boulevard and Conde Street	Working class bar, owner has many contacts
Hangar 66	Reisman Street and Pender Street	Second in notoriety only to Thor's Shieldhall
Home Guards Club	Marik Street and Solaris River	Only Marik Home Guard members & guests
The Riever	Sejour Street and Alpin Francais Street	Only Solaris bar to cater to aerospace pilots

'Mech Tech

Danner's Spare Parts	Stelm Street and Via Dolorosa	Deals exclusively with small stables
Devall's Scrapyard	Hostam Street and Skully Street	One of the largest 'Mech scrapyards
Earthwerks-FWL	Sadd Al Barani Street and Caracas Avenue	Local offices of Earthwerks Incorporated

SILESIA

Neighborhoods

Blackthorne District	Southwest section of Silesia	Relatively trouble-free residential area
The Riverside	Northwest river section of Silesia	High-class hotels and condominiums

Government Buildings

The Lyrar Building	Dusseldorf Street and Munchenstrasse	Steiner-loyal government building
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Information

Hollis Security
Isher Weapon Shop
Larsson Clothiers
Murdock Brokers
Nashan Diversified

Goethe Avenue and Pauling Street
Baldur Street and Dusseldorf Street
Munchenstrasse and Solaris River
Goethe Avenue and Dalban Street
Roger Street and Dusseldorf Street

Security guards hired for any occasion
Personal weapons sold only to Lyrans
Elite tailor with extensive noble gossip
Steiner-only MechWarrior brokerage
Local offices of Nashan Diversified

Hotels

The Armored Fist
The Officer's Club
The Tamar Domains

Demien Street and Dusseldorf Street
Barer Street and Petersburg Street
Douglas Street and Alsa Street

High-class hotel, staunchly Steiner
Base officer quarters
High-class hotel

Attractions

Chahar Lake
Commonwealth Museum
Lyrans Theater
Oonthrax Estate
Parmus Estate
Shrimpton Gallery
Steiner Arena (Steiner Stadium)

Lake Drive and Chalm Avenue
Ashing Street and Markham Street
Waller Street and Siebert Street
Miller Street and Dusseldorf Street
Hesperus Avenue and Ridgeway Avenue
Landswehr Street and Pauling Street
Luisen Street and Petersburg Street

Man-made lake, lair for drug dealers
Artifacts and exhibits on Lyrans history
Theatrical presentations for the wealthy
Home of Vito Oonthrax, Oonthrax Stables
Jarvo Parmus often hires MechWarriors
Gallery specializing in 'Mech-oriented art
House Steiner's Open Class Six 'Mech
Arena

Steiner Park
The Cooper Coin
Vernon Singh Mansion
White Pine

Siebert Street and Solaris River
Kübler Street and Alsa Street
Briener Avenue and Chalm Avenue
Lake Drive and Channing Avenue

Clean, well-patrolled park
Includes bar, restaurant (small) and casino
Home of Vernon Singh, Lion City Stables
Home of Rhianna Murray, Overlord Stables

Restaurants

The Grateful Burger
The Sea King
The Swooping Crane

Barer Street and Liszt Street
Dusseldorf Street and Thurman Place
Kirchner Street and Lake Drive

Small restaurant, caters to cults
Large restaurant, seafood cuisine
Large restaurant, triad connections

Bars & Nightclubs

Thor's Shieldhall

Arnulf Street and Cosgrove Street

Top Twenty hangout, famous around I.S.

'Mech Tech

Falcher's Repair
Fujima's 'Mech Bay

Steed Avenue and Herd Street
Roger Street and Ridgeway Avenue

One of the finest techs on Solaris
Repair and stable options only for Steiner

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