

# Mechwarrior: Dark Age CMG

## Solaris VII: Dueling Rules

### Overview:

This game format represents the Mech duels on the game planet of Solaris VIII. Each player is represented in the game by a single mech. All *Mechwarrior: Dark Age* standard rules apply unless countered by these rules or special abilities.

### Setup:

The standard arena match is 8 single Mechs in a free for all battle. Each Mech has a specific starting place. One Mech starts in each corner of the map and one Mech starts in the exact center of each edge of the map. The map is set up by a judge before each game to represent terrain of different arenas of Solaris VII.

### Initiative:

Initiative is used to determine who goes first in a turn. Every player will roll a number of dice each turn based upon the type of Mech they are piloting and skills they may have. Each player has a base number of dice based on weight class:

Light Mech	4d6
Medium Mech	3d6
Heavy Mech	2d6
Assault Mech	1d6

At the beginning of each round, players choose how many dice they wish to roll (up to their maximum). Initiative dice are chosen secretly and everyone rolls their initiative dice simultaneously. Order is determined with highest roll going first and continuing with the next highest roll. Ties are broken first by weight class of Mech (lighter Mechs go first), then by Mech speed (faster Mechs go first), then by piloting skill (higher skill goes first), then finally by rolling off.

### Activations:

Each Mech can perform 3 actions per turn. Mechs with Command may roll 1d6 at the beginning of their turn. On a five (5) or six (6) they may take four (4) actions for this round.

### One turn immunity:

No Mech may be targeted for attack in the first turn.

### Weight classes:

Light Mech	0 - 120pts
Medium Mech	121 - 180pts
Heavy Mech	181 - 240pts
Assault Mech	241+pts

### Falling down:

Anytime a Mech takes damage they must roll over their piloting skill. Roll 3d6 and add the damage taken from the attack, then subtract your piloting skill. If the result exceeds your the piloting skill, the Mech falls over. Mechs on the ground may not move or attack. Mechs on the ground are +2 to hit.

### Gameplay:

Play continues until only one Mech is left operational. At the beginning of any round, immediately after initiative is rolled, any player may choose to eject from their Mech and remove their Mech from the playing field.

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## Solaris VII: Campaign Rules

1. **Sign-In:** Players pay \$5 to create a new character. This fee allows them to create a character and gives them one free match.
2. **Character Creation:** Players tell the Battlemaster/Envoy their Name, Callsign, and Stable name.
3. **Mech:** Players have 100 stones (points) to buy a mech. A Mech costs 1 stone per point. Any left over stones are recorded on the character sheet.
4. **Stable Ability:** Player rolls a die. The result is compared to the character sheet to find the stable ability of the Mechwarrior. The character sheet is marked with the result. (A player may NOT buy a new Mech at this point if an additional 150 stones is rolled.)
5. **Enter Arena:** Players are allowed to play in any arena they are qualified for (see more information under *Arena rules*). New arena matches will be announced as time, space and qualified players permits.
6. **Match:** A match is played using dueling rules.
7. **Scoring:** A player gets 1/10<sup>th</sup> the value in stones for eliminating a Mech from play and gets 1 Fame. If a pilot ejects, the last player that damaged the Mech gets credit for the elimination. In addition, a pilot gets stones, experience, and fame based on the match and may begin post match phase (see more information under *Arena rules*.)
8. **Pay out:** When a player is eliminated from the game they get payment for the match and may begin post match phase.
9. **Post Match Phase:** Player may perform a number of actions after a match:

**Repair:** Players can repair Mechs at the following rate:

Light Mechs	3 stones per click
Medium Mechs	5 stones per click
Heavy Mechs	7 stones per click
Assault Mechs	10 stones per click
Destroyed Mechs	cannot be repaired

**Buy skills:** Skills cost 10 experiences per skill. Skill may only be bought for the class of Mech you just piloted. You choose a skill type (basic, piloting or gunnery). Do NOT roll for this skill until the record results phase. You may carry over 9 experience points between rounds. If you win a prize match you may spend 30 experience to roll for a legendary skill.

**Buy/Trade-in Mechs:** New Mechs may be bought at the cost of 1 stone per point. You may trade in an undestroyed Mech for ½ of its points in stones. You may sell a destroyed Mech for ¼ of its points in stones.

10. **Record results:** Give the Battlemaster/Envoy your updated Character Sheet so they may enter the results and print you a new and updated Character sheet

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## Solaris VII: Arena Rules

### Types of Fights:

There are four weight classes and three leagues within each weight class.

### Qualifying for an fight:

To qualify for a fight, a mech must be equal or lower than the weight class being fought and the pilot must have the minimum fame necessary to fight in the league being fought.

For example, it takes 10 fame to fight in the advanced league in the light weight class. A medium mech would not be allowed to fight, nor would a light mech whose pilot only had 8 fame.

### Payouts:

The first mech to be destroyed (or pilot ejects) receives the rewards listed for 8th place in the league. The next mech receives the reward listed for 7th place. This continues until only one mech is left. The winner receives the first place rewards. If less than 8 mechs are fighting, the rewards still start at 8th place, but the winner receives the reward one higher than the 2nd place player.

For example, in a six player game, the first person to die would get the rewards for 8th place, the second person for 7th, the third person for 6th, the fourth person for 5th, the fifth person for 4th, and the winner would get the 3rd place reward.

The winner of a prize match may only buy a legendary ability if it is an eight player game.

## Solaris VII: One Shot Event

1. Players have 300pts to spend on choosing a Mech for play and choosing skills. Mech of any point value may be chosen as long as it is under 300pts.
2. For 10pts you may choose a skill class (Basic, Gunnery or Piloting), and roll a die to determine what skill you receive. You must determine number of rolls for each skill BEFORE rolling; you may not roll for skills one at a time.
3. For 30pts you may choose to roll on the Legendary Skill chart.
4. Unused points are lost.

### Notes:

- Updated the rules to latest document sent by SYB. Check <http://www.mwrealms.com/forum/showthread.php?threadid=22309>  
Download the original rules text file at:  
<http://digisign.virtualave.net/mwda/origins-solarisviirules.txt>
- Edited some typos and some wording changes. Edited for readability and output to a smaller .pdf file.
- Thanks for Mwrealmer's maelwyn, SYB for posting these rules in the forums.

# MWDA - SOLARIS VII Character Sheet

Player Name	
Call Sign	
Stable Name	

Stones	
Fame	
Experience	
Piloting Skill	13

Mechs		

## Light Mech Skills

Basic	Piloting	Gunnery
1 One re-roll per match	1 +1 Piloting Skill	1 +1 to-hit <b>QuickShot</b>
2 Repair	2 +1 to hit <b>Punch</b>	2 +1 to-hit <b>Fire</b>
3 Extra Initiative Die	3 +1 to hit <b>Strike</b>	3 Re-roll 1 Energy Attack
4 +1 Defense	4 +1 to hit <b>Charge</b>	4 Re-roll 1 Ballistic Attack
5 - 1 Sprint Heat	5 +1 to hit <b>DFA</b>	5 +1 Energy Damage
6 Free Stand Up	6 Re-roll H2H Damage	6 +1 Ballistic Damage

## Medium Mech Skills

Basic	Piloting	Gunnery
1 One re-roll per match	1 +1 Piloting Skill	1 +1 to-hit <b>QuickShot</b>
2 Repair	2 +1 to hit <b>Punch</b>	2 +1 to-hit <b>Fire</b>
3 Extra Initiative Die	3 +1 to hit <b>Strike</b>	3 +1 Maximum Range
4 +1 Defense	4 +1 to hit <b>Charge</b>	4 - 1 Minimum Range
5 - 1 Sprint Heat	5 +1 to hit <b>DFA</b>	5 +1 Energy Damage
6 Free Stand Up	6 Re-roll H2H Damage	6 +1 Ballistic Damage

## Heavy Mech Skills

Basic	Piloting	Gunnery
1 One re-roll per match	1 +1 Piloting Skill	1 +1 to-hit <b>QuickShot</b>
2 Repair	2 +1 to hit <b>Punch</b>	2 +1 to-hit <b>Fire</b>
3 Extra Initiative Die	3 +1 to hit <b>Strike</b>	3 +1 Maximum Range
4 +1 Inch <b>Throw</b>	4 +1 to hit <b>Charge</b>	4 - 1 Minimum Range
5 +1 Inch <b>Push</b>	5 +1 Movement	5 +1 Energy Damage
6 +1 to hit <b>Bull Rush</b>	6 Re-roll H2H Damage	6 +1 Ballistic Damage

## Assault Mech Skills

Basic	Piloting	Gunnery
1 One re-roll per match	1 +1 Piloting Skill	1 +1 to-hit <b>QuickShot</b>
2 Repair	2 +1 to hit <b>Punch</b>	2 +1 to-hit <b>Fire</b>
3 Extra Initiative Die	3 +1 to hit <b>Strike</b>	3 +1 Maximum Range
4 +1 Inch <b>Throw</b>	4 +1 to hit <b>Charge</b>	4 - 1 Minimum Range
5 +1 Inch <b>Push</b>	5 +1 Movement	5 +1 Energy Damage
6 +1 to hit <b>Bull Rush</b>	6 Re-roll H2H Damage	6 +1 Ballistic Damage

## Stable Abilities

1 <b>Rich</b> (+150 Stones)	
2 <b>Promoter</b> (+10% Stones)	
3 <b>Training</b> (+3 skills at Start)	
4 <b>Cunning</b> (+10 Experience)	
5 <b>Ace Crew</b> (-1 Stones to Repair)	
6 <b>Legendary</b> (+10% fame)	

## Legendary Abilities

1 <b>Tech Wizard</b> - May repair 2 clicks of damage on a Jury Rig	
2 <b>Wild Card</b> - May use any Special Ability (1/Match)	
3 <b>Blaze</b> - May add 1d6 damage to a successful attack (1/Match)	
4 <b>Awe</b> - First attack on this player misses	
5 <b>Heroic</b> - 1 extra action per turn	
6 <b>Deadeye</b> - +1 damage on all attacks	

# SOLARIS VII: Action/Ability Chart

Actions	Heat	To-Hit	Damage	Description
<b>1 action</b>				
1/2 Move	0**	N/A	N/A	Mech may move half of its printed speed
Stand up	0	N/A	N/A	Stand up
Quick Shot	0**	-1	-2*	Roll to hit at range
Break away	0	N/A	N/A	Successful break away allows Mech to move away next action
Aim	0	+2	+1	Aim works only if next action is a ranged attack action (quick shot or fire)
Punch	0**	0	-2*	Roll to hit in Hand to Hand
Cool	-1	N/A	N/A	Vent Mech 1 click of cooling
<b>2 actions * * *</b>				
Move	1	N/A	N/A	Move Mech of its printed movement
Run	2	N/A	N/A	Move Mech double of its printed movement
Fire	1	0	0	Roll to hit at range
Vent	0	N/A	N/A	Vent Mech at full Vent rating
Jury Rig	0	N/A	N/A	Heal one click of damage (do pass repair marker)
Strike	1	0	0	Roll to hit in close combat
Trip	1	+2	-1	Successful hit makes opposing Mech fall down
Push	1	+2	-2*	Successful hit pushes enemy Mech (Primary damage in inches)
Throw	1	+2	-1*	Successful hit throws enemy Mech in any direction (Primary damage in inches) Enemy Mech must be of lower weight class
<b>3 actions * * *</b>				
Death from Above	1	-2	+2	As per normal DFA rules
Charge	2	0	+1	As per normal Charge rules
Sprint	2	N/A	N/A	Move Mech triple of its printed movement
Sweep	2	0	-1	Successful hit makes all adjacent enemy Mechs fall down
Bull Rush	2	-1	0	Mech may move up to full and make a close combat attack at any point during that move.
<p><b>* No less than 1 damage</b></p> <p><b>** These actions generate one click of heat if used 2 times in a row in the same turn.</b></p> <p><b>No SEs may be used during any of the 1 action maneuvers with the exception of the Evade SE while breaking away</b></p> <p><b>Ejecting is a free action, but may only be performed when Mech is in Salvage.</b></p> <p><b>Evasion SE reduces heat from Sprint, Charge, Run, and Move by 1</b></p>				

# SOLARIS VII: Payout/League Chart

Light Mech Basic League			
0 + Fame to enter			
Place	Fame	Experience	Stones
1	10	20	100
2	8	15	80
3	6	13	70
4	5	10	60
5	4	7	50
6	3	5	40
7	2	3	30
8	0	2	20

Light Mech Advanced League			
10 + Fame to enter			
Place	Fame	Experience	Stones
1	12	25	150
2	10	20	120
3	8	15	100
4	6	13	80
5	5	10	60
6	4	7	50
7	3	5	40
8	1	3	30

Light Mech Prize Fight				
20 + Fame to enter				
Place	Fame	Experience	Stones	Prizes
1	15	30	200	Mech
2	12	25	150	Mech
3	10	20	120	Mech
4	8	15	100	
5	6	13	80	
6	4	10	60	
7	3	7	50	
8	1	3	40	

Medium Mech Basic League			
0 + Fame to enter			
Place	Fame	Experience	Stones
1	13	20	150
2	10	15	120
3	7	13	105
4	5	10	90
5	4	7	75
6	3	5	60
7	2	3	45
8	0	2	30

Medium Mech Advanced League			
20 + Fame to enter			
Place	Fame	Experience	Stones
1	15	25	225
2	12	20	180
3	9	15	150
4	6	13	120
5	5	10	90
6	4	7	75
7	3	5	60
8	1	3	45

Medium Mech Prize Fight				
40 + Fame to enter				
Place	Fame	Experience	Stones	Prizes
1	18	30	300	Mech
2	14	25	225	Mech
3	11	20	180	Mech
4	8	15	150	
5	6	13	120	
6	4	10	90	
7	3	7	75	
8	1	5	60	

Heavy Mech Basic League			
0 + Fame to enter			
Place	Fame	Experience	Stones
1	16	20	200
2	12	15	160
3	8	13	140
4	5	10	120
5	4	7	100
6	3	5	80
7	2	3	60
8	0	2	40

Heavy Mech Advanced League			
30 + Fame to enter			
Place	Fame	Experience	Stones
1	18	25	300
2	14	20	240
3	10	15	200
4	6	13	160
5	5	10	120
6	4	7	100
7	3	5	80
8	1	3	60

Heavy Mech Prize Fight				
60 + Fame to enter				
Place	Fame	Experience	Stones	Prizes
1	21	30	400	Mech
2	16	25	300	Mech
3	12	20	240	Mech
4	8	15	200	
5	6	13	160	
6	4	10	120	
7	3	7	100	
8	1	5	80	

Assault Mech Basic League			
0 + Fame to enter			
Place	Fame	Experience	Stones
1	19	20	250
2	14	15	200
3	9	13	175
4	5	10	150
5	4	7	125
6	3	5	100
7	2	3	75
8	0	2	50

Assault Mech Advanced League			
40 + Fame to enter			
Place	Fame	Experience	Stones
1	21	25	375
2	16	20	300
3	11	15	250
4	6	13	200
5	5	10	150
6	4	7	125
7	3	5	100
8	1	3	75

Assault Mech Prize Fight				
80 + Fame to enter				
Place	Fame	Experience	Stones	Prizes
1	24	30	500	Mech
2	18	25	375	Mech
3	13	20	300	Mech
4	8	15	250	
5	6	13	200	
6	4	10	150	
7	3	7	125	
8	1	5	100	