

## Harlequins Solaris Event Rules

### > Mech Acquisition

#### Options:

-As is currently in the Blind Box draft, using the Gencon rules

OR

-Every player gets 2200 BV to buy their mech, including pilot skill adjustments. Once purchased multiply the remaining BV by 100, this number becomes your starting C-Bills

### >Resource types

Money/Cbills

XP

Reputation

Cbills – Cbills are used to modify your mech and pay for repairs. They can also be used for certain “cheater” moves.

XP – As you progress, your pilot gets better and better. XP tracks your pilots experience and can be used to buy skills

Reputation – how well you are loved, and how the crowd sees you

### >making a Mechwarrior

When you start you should pick a name for your mechwarrior. Record their Gunnery and Piloting, as shown in the Mech selector. Your pilot starts with the listed Cbill amount in their mech selector, a Reputation of 0 and 0XP. You may also want to pick up a stage name or nickname for your pilot/mech – it wont have an in-game advantage but it will help with the feel!

### >Seasons

Each phase of the event will be known as a “season”. Each season will have its own themes and any special events or arena rules chosen by the Organiser. These will be written down and handed out to participants. If a mechwarrior is unable to play in a season they can instead declare they are Training – they will not participate at all but will gain 10 XP. Otherwise, a player may participate in as many Solaris matches as they like throughout the season. Matches will be run on set days listed by the TO and come in 3 types

-Duel – in this match two pilots face off against one another in a one-on-one battle

-Melee – Multiple pilots fight one another, with no teams and each mechwarrior fighting for themselves, the spectacle is sure to draw crowds

-Team match – Pilots are divided into teams in a manner selected by the Organiser and then fight. May the best team win!

### >Pilot death

The reaper comes for us all, eventually. If your pilot dies, record their final reputation and XP. 100'000 Cbills are deducted from the pilots account to pay for funeral expenses, then the mech and all remaining money is passed on to the pilots heir/apprentice/young padiwan. This is a new pilot with 0 reputation, and XP equal to the number of seasons -1x10 (so if 4 seasons have passed the new pilot has 30 XP). This XP can be spent as per normal.

### >Repairs

Inevitably, a mech will take damage in the fight. If you don't want your ride to take a shortcut to the scrapyards your going to want to save some cash to patch it up. Every time you repair anything other than the armour roll 2d6, on a 4+ your fine. Otherwise, roll on the negative quirk table.

Repair Type	Cost	Notes
Ammo reloads	-	
Armour Repairs	-	You do wonder who provides the free plating, but its best not to ask too many questions
Internal Structure	20 Cbills per point	
Actuator destroyed	50'000 Cbills	Hands, Feet, and Hips all count as actuators
Per Engine Hit	80'000 Cbills	
Per Gyro hit	30'000 Cbills	
Life Support hit	20'000 Cbills	
Sensors hit	25'000 Cbills	
Cockpit hit	35'000 Cbills	Your pilots also dead. RIP
Heatsink hit	7000 Cbills	Doubled if its a Double Heatsink. Replaces entire Heatsink.
Ammo bin	5000 Cbills	
Weapon hit	10% of the weapons price rounded up per critslot destroyed	
MASC	2000 Cbills	
Super Charger	2000 Cbills	

#### >Pilot Injury

If your pilot takes a hit you have to pay medical expenses. Well, you dont, but its probably not a good idea to send a pilot out with injuries. Alternatively, if you skip a season, all injuries are healed. Otherwise its 50'000 per hit taken.

#### >Customisation

Its not Solaris without crazy customs. In between matches any player can choose to customise his mech. To do so first buy the components/weapons you want to add in then follow the correct procedure below. Note, structure cannot be changed.

-Regular Battlemechs: 10'000 Cbills per component added or removed, 200'00 to add/remove TSM. After customising roll 2d6, on a 5+ everything is fine, otherwise you gain a negative quirk (roll on the list below)

-Omnimechs: The pod loadout can be customised for free and will not incur any negative quirks. However any attempt to change fixed components will cost an additional 10% of the components price and incur an automatic negative quirk.

#### >Negative Quirk table

TBD

#### >Gaining XP and Skills

A pilot can gain XP in several ways:

Action	XP
Took part in a match	1
Won the match	1
Crippled an opponent	1
Mech kill	2
Killed a pilot	1

### -Spending XP

XP can be spent to improve a pilots skill or to gain PSR's

It costs 5 XP to increase your Gunnery or Piloting by 1 point

PSR's cost a number of XP equal to there tier (see Campaign ops)

Edge can be purchased at 10 XP per point (max of 3)

### >Reputation

Your actions in the arena can influence how the crowd sees you, and whether you stand out as a star, revel as a villain, or fade into obscurity.

### Gaining/Losing reputation

Action	Gain/Loss	Notes
Cripple an enemy mech	1/-1	Put the target into forced retreat, choose
Kill an enemy mech	2/-2	KO the target, choose
Give mercy	0/10/24	Opponent asks to surrender, player allows it, choose
Murder	-2/2	Kill an enemy pilot who is unconscious. Choose whichever moves you closer to 0
No mercy	-1	Refuse to let an enemy surrender if they ask to do so
Caught cheating	-4/4	Choose which ever moves you towards 0
Piloting a customised mech	1/-1	Choose which way you want to go. Gained only after a customisation.
Piloting an iconic mech	1/-1	Choose your path pilot. Gained per battle after piloting the same mech for 3 matches or

		more
Selling Out	-1/1	If reputation is over 10 and iconic paint scheme has been used then changed to an Advertisement. Pick whichever moves reputation closer to 0. Lasts for 2 seasons or paintjob is changed.

A positive reputation means your famous, a rising star, a negative reputation means your a villain of the show, a monster. The further you are from 0, the more recognisable you are.

#### >Gaining Money

You can gain money through several ways. Cbills are vital to keeping your rig up and running and making those all important modifications, or just for paying off those funeral expenses.

Action	Amount	Notes
Play in a match	200'000	
Cripple an enemy mech	50'000	
Kill an enemy mech	100'000	
Taking an add	Reputation x50'000	See Paintjobs. Count negative reputation as positive for this

#### >Paintjobs

Its not just your mech you can customise, the colours your machine wears can be just as important, if not more so, than its current loadout. A paintjob is more than just some pretty colours, being anything from an iconic, recognisable scheme, to money-gaining advertisement. You can only ever have one (1) paintjob at a time.

Paintjob	Cost	Effect	Notes
Iconic Scheme	300'000	Gain the "Iconic Paintjob" reputation perk	Takes effect each match
Dazzle Pattern	300'00	Enemy suffers an extra +1 to hit at long range	Google it, and good luck actually painting it.
Disruptive/Ambush pattern	300'00	When stationary in cover enemy suffers an additional +1 to hit at Medium and Long range	
Advertisements	-	Gain Cbills per match as per the 'Gaining Money' chart, potentially lose	"Fat Dans Burgers, buy now!"

		reputation (see 'Selling Out' on the Reputation chart)	

### >Cheerleaders

Since the earliest days of sports, there has been something gained from having a cheerleading team on the side. A good cheerleading team can bolster a pilots reputation with the masses, popularising their name and firing up the crowd.

A cheerleading team can be hired at any point, but only one may be employed at any one time.

Teams have two costs, an initial hiring cost that must be payed when initially hiring the team, and a retainer fee that must be payed after each match.

Each team has a Check number, each time you cripple an opponent, destroy a section, or kill a mech. You may make a roll against the Check, if you succeed you gain +1/-1 rep (your choice).

Team level	Check Number	Initial Hire	Retainer	Notes
Amateur	11	30'000	10'000	Fresh out of the Highschool team... Or maybe still in it.
Green	10	50'000	20'000	A trained, if inexperienced team
Experienced	9	80'000	35'000	These girls have been around and done it all before
Superb	8	120'000	50'000	A true high-quality team, trained to bring in the crowds cheer. They dont come cheap though
Legendary	7	180'000	80'000	The finest of Canopian imports

If you retain a team for atleast half of the current season there is a chance they will level up between seasons. Roll 1d6, on a 6 the squad level moves to the next highest rating. You do not have to pay the Initial Hire fee, but the Retainer price does increase.

### >Cheating

You wouldn't do that would you? You are a fair fighter, right? Hopefully you are. But some do see victory as something to be obtained by any means, fair or foul. In order to cheat, select an option from below and inform the Organiser of your intentions, then roll with them as a witness. If you succeed, you have succeeded in the cheat and may make use of it in your next match. When you do use it though, there is a chance the cheat will be discovered, the Organiser will make a roll against the Detection TN, modified by +1 per each additional combatant in the match beyond yourself and one opponent. If they succeed then the cheat has been discovered and the 4 point reputation loss

will be applied. Note, you can choose to cheat and apply the effects of the cheat to someone else's match in order to frame a rival, however this comes with a +2 penalty to the Success TN.

Cheat	Success TN	Detection TN	Effects	Cost	Notes
Actuator Bomb (leg)	8	9	Every time the target ends a heatphase with retained roll 2d6 and add the retained heat. On an 11+ make a critical roll against one random leg, rerolling any none-actuator result	100'000	A small package of flammable gel and incendiary mix placed inside the actuator housing
Actuator Bomb (arm)	8	9	Every time the target ends a heatphase with retained roll 2d6 and add the retained heat. On an 11+ make a critical roll against one random arm, rerolling any none-actuator result	100'00	As above
Engine sabotage	9	9	Each Heat Phase roll 2d6, on a 6+ the target gains 5 heat	200'000	Damaging the shielding to a mechs reactor, or its heat dissipation systems, can have interesting results. If your not caught.
Weapon system	7	8	Randomly select a weapon on the target mech, that weapon has a +1 to hit	70'000	The alignment and adjustment systems for the weapon are decalibrated
Gyro Calibration	7	7	Target mech has a +1 to all	150'000	The victims gyro is

Settings			Piloting Skill Checks		decalibrated, not enough to stop the match but enough to make a difference
Weapon Ammo/Power feed	9	9	Randomly select one weapon-bearing location on the target mech. Any time a weapon in that location rolls a double 1 to hit it becomes non-functional for the rest of the match	100'000	Ammo feeds and power couplings are loosened, potentially causing critical failures during the heavy rigours of combat
Crowd Spotter	6	8	Select a hex at the edge of the arena, you count as having a Light TAG placed here that can be fired as per the normal rules. It cannot be attacked. In addition you may use this hex as a spotter with an additional +1 to hit for indirect fire.	50'000	A member of the audience, bribed by you to sneak in some basic spotting gear. The chances of being caught are high but the utility is worth it
Hidden C3 system	6	7	Select a hex in the arena. You have a C3 Transmitter (counts as a either a Slave or Master, pick one) hidden beneath it and may use it as such.	80'000	A C3 system is concealed beneath the arena before the match begins. Whilst the signals are easy to detect, the benefits from the system, if well placed, are potentially

					enormous.
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## >Matches and Themes

Matches are the games played between players. Whilst most matches are 1v1 there may be times when the organiser instead chooses to put on 2v2, 3v5, or mass 'everyone for themselves' melee's, or whatever they decide. A Match is played on an Arena map either arranged by the Organiser or chosen from a maplist curated by the Organiser. This may change, though it is advised to maintain the same selection for each Season.

The Organiser may also impart any special rules or scenarios on to the matches that they choose, though it is recommended to keep these the same for all matches that day, or they may have a list to roll of select from. Whilst these are up to the individual Organiser to design, here are some for inspiration:

### -King of the Hill

The Organiser selects one terrain feature on the map, ensuring to define it. By the end of a set number of turns the winner is the one occupying the feature, or the team with the most members on it. If more than one player holds it/both have the same number of players on, then it is the player/team occupying a hex closest to the centre whom wins.

### -Moshpit

Mark a central hex, every hex within 3 hexes of this is classed as the "Moshpit". From Turn 4 and onwards, the game will automatically end if one player is the only active (not unconscious/shut down) mech within the zone. For teams, the game ends when one team does not have any members left in the pit. The winner is the player/team occupying the pit.

### -Capture the Flag

Each player/team has a flag that starts at their deployment hex (or adjacent of this hex is a gate, the flag can never start on a gate hex). A player "captures" a flag by moving into its hex and succeeding a Piloting check, the flag is then magnetically clamped to the mech. The player must then deliver the flag to their home hex. The flag will be dropped if the player takes 20 or more points of damage or falls/skids, its inbuilt jets sending it one hex in a random direction (re-roll if it would enter an edge hex or lava). In 1v1 games the player whom successfully steals their opponents flag wins, in team games a successful delivery scores that team a point and resets that flag (but only that flag) back to its home base, the game ends after a set number of turns or when a preset score is reached.

Themes TBD