



CREATING SCENARIOS

The unique dueling arenas of Solaris VII are ideally suited to creating small, fast *BattleTech* games that can be played singly or as part of a larger campaign or tournament. The following section provides new rules for use with such *Classic BattleTech* scenarios, and is designed to work with the *Classic BattleTech Master Rules, Revised (BMR)*. Though these rules assume the players are running their games in the Solaris arenas, most may be adapted (if all players agree) for games not set in the Game World venues represented in this Map Pack. In such cases, the gamemaster or players must decide beforehand which rules are appropriate and which are not.

The first segment, *Team Generation*, enables players to generate *BattleTech* forces quickly for pick-up games and campaigns. *Scenario Generation* outlines the general process for choosing arenas and playing out a typical arena match.

The next segment, *Solaris Stables*, provides players with special rules for playing any of the stables and cooperatives featured in this product, and is followed by arena-specific rules in the *Solaris Arenas* section. All of these rules are compatible with both *BattleTech* and *Classic BattleTech RPG (CBT:RPG)*, and may be used to enhance Solaris-based campaigns.

Terminology: In these rules, the term *unit* will be used as it is in the *BMR*, to refer to a single battlefield element such as a 'Mech, vehicle or infantry platoon.

TEAM GENERATION

The random 'Mech tables in this section can be used alone or with the *Creating Scenarios* rules starting on page 97 in the *BMR*, or with the standard Vehicle Assignment Tables beginning on page 90 of the *CBT:RPG* rulebook. Though players can use them to generate any Inner Sphere force, these tables are designed with the Solaris arenas in mind. For a more accurate depiction of any House, Clan or Periphery force, consult the appropriate *Classic BattleTech Field Manual*, the *Classic BattleTech Field Manual: Updates*, the *BMR*, *CBT:RPG* or *Combat Operations*. Additional guidelines for assigning 'Mechs and vehicles appear with the individual unit rules in this section.

NON-'MECH DUELING

The majority of Solaris VII duels are performed between BattleMechs, and so the rules presented here work best when only 'Mechs are involved. Players can use other units such as ProtoMechs, vehicles, battle armor and aerospace, but should take care that the particular features of some arenas and the limitations of non-'Mech units do not produce an unbalanced game.

ASSIGNING 'MECHS

Because arenas are small, contained battlefields, a typical Solaris match is a single duel, a paired match (known as "tag team" or doubles), or a full lance-on-lance engagement. Players should therefore keep their team sizes no larger than four units when playing a Solaris-based scenario, and deter-

mine their various units' weight classes accordingly per the rules on p. 104 of the *BMR*. To keep matches fair, both sides should field units of the same weight classes and technology levels, though more experienced players or more complex campaigns may introduce more variety by employing various tech levels, weight classes and skills.

Once players have determined the weight classes of the units in each team, they can use the appropriate Random Assignment Tables to determine specific designs. If desired when generating a stable's force, players may also use a corresponding table from the Field Manual appropriate to the stable's sponsoring realm and equipment rating. Doing so, however, reflects special—and therefore limited—support from a patron realm, and so the quantity of such "House units" should never exceed half the stable's total force size.

To use the tables, players must first set their forces' equipment ratings (A, B, C, D or F). If playing a stable listed in this book, consult the stable's write-up or special rules to determine the rating of equipment it may field. Alternatively, players may simply set equipment ratings for their teams beforehand (where a C-rating is average), or roll 1D6 to determine the equipment rating randomly. In the latter case, a result of 1 provides an A rating, a 2 provides a B rating, and so on (re-roll on a result of 6). Keep in mind that using similar equipment ratings for both sides increases the likelihood of an evenly matched battle. Also, remember that an overall equipment rating often reflects the average of the ratings for the team's component units. For example, a lance with a B rating may include an A unit, two B units and a C unit.

After determining equipment rating, roll 2D6 and consult the appropriate rating column to find the specific 'Mech or vehicle.

Assigning 'Mechs in CBT: RPG

Players may also use the Random Unit Assignment Table to assign the starting vehicle for a new *CBT:RPG* character who joins a Solaris stable. In this case, use the table below instead of the standard *CBT:RPG* Vehicle Assignment Table (see p. 90, *CBT:RPG*). Base the character's equipment rating on the regiment or stable with which the character last served.

If the character has not served in a regiment or stable, assume he has a C rating. Increase the rating by one level for each of the following traits the character possesses: Land Grant, Title and appropriate Contact, Proud Heritage, Well-Connected, Edge (7 or higher), Social Standing (7 or higher) or a Tour of Duty (only one Tour of Duty path counts toward this total). Decrease by one level for every two of the following: Bad Reputation, Combat Paralysis, Madness, Owns Vehicle, Poverty, Shameful Heritage, Stigma, Unlucky or Ne'er-Do-Well (Life Path). Ratings cannot be increased above A or below F.



RANDOM BATTLEMECH ASSIGNMENT TABLE

Light 'Mechs

2D6	A	B	C	D	F
2	LCT-5V Locust [20]	NTK-2Q Night Hawk [35]	ZPH-1A Tarantula [25]*	MCY-98 Mercury [20]	PNT-9R Panther [35]
3	RZK-9S Razorback [30]	SDR-8M Spider [30]	BH-K305 Battle Hawk [30]	UM-R63 UrbanMech [30]	FS9-H Firestarter [35]
4	C-SK1 Cossack [20]	SCB-9A Scarabus [30]	SDR-7M Spider [30]	SDR-7M Spider [30]	UM-R60 UrbanMech [30]
5	JA-KL-55 Jackal [30]	TLN-5W Talon [35]	PNT-10K Panther [35]	WSP-1S Wasp [20]	JVN-10N Javelin [30]
6	DRT-4S Dart [25]	DRT-3S Dart [25]	FS9-S Firestarter [35]	JVN-10F Javelin [30]	WSP-1A Wasp [20]
7	COM-7S Commando [25]	JA-KL-1532 Jackal [30]	COM-5S Commando [25]	STG-3G Stinger [20]	LCT-1V Locust [20]
8	LCT-5M Locust [20]	WLF-2 Wolfhound [35]	JR7-K Jenner [35]	PNT-9R Panther [35]	STG-3R Stinger [20]
9	WLF-2 Wolfhound [35]	HMR-3M Hammer [30]	WLF-2 Wolfhound [35]	COM-3A Commando [25]	COM-2D Commando [25]
10	SDR-8M Spider [30]	BH-K305 Battle Hawk [30]	WSP-3M Wasp [20]	FS9-S Firestarter [35]	JR7-D Jenner [35]
11	OSR-3D Osiris [30]	ZPH-1A Tarantula [25]*	UM-R63 UrbanMech [30]	VLK-QA Valkyrie [30]	VLK-QA Valkyrie [30]
12	WLF-3S Wolfhound [35]	BZK-F3 Hollander [35]	BZK-F3 Hollander [35]	WLF-1 Wolfhound [35]	SDR-5V Spider [30]

Medium 'Mechs

2D6	A	B	C	D	F
2	HCT-6D Hatchetman [45]	CLN-7W Chameleon [50]	STH-1D Stealth [45]	WFT-1 Wolf Trap [45]	SCP-1N Scorpion [55]*
3	HSN-7D Hellspawn [45]	VND-5L Vindicator [45]	TR-1 Wraith [55]	GRF-3M Griffin [55]	TBT-5N Trebuchet [50]
4	CNS-5M Cronus [55]	BSW-S2 Bushwacker [55]	NGS-4S Nightsky [50]	SHD-2K Shadow Hawk [55]	ENF-4R Enforcer [50]
5	CBR-02 Cobra [45]	STY-3C Starslayer [50]	APL-1M Apollo [55]	HBK-5N Hunchback [50]	CN9-D Centurion [50]
6	HBK-5S Hunchback [50]	NGS-5S Nightsky [50]	WTC-4M Watchman [40]	PXH-3M Phoenix Hawk [45]	HBK-4G Hunchback [50]
7	WVR-8K Wolverine [55]	KW1-LH3 Lineholder [55]	CLN-7W Chameleon [50]	WVR-7D Wolverine [55]	PXH-1 Phoenix Hawk [45]
8	GRF-5M Griffin [55]	CN-10B Centurion [55]	KW1-LH2 Lineholder [55]	WTH-2 Whitworth [40]	GRF-1N Griffin [55]
9	UZL-2S Uziel [50]	SNT-04 Sentry [40]	BJ-2 Blackjack [45]	VND-3L Vindicator [45]	SHD-2H Shadow Hawk [55]
10	CMA-1S Chimera [40]	LNX-9Q Lynx [55]	SNK-1V Snake [45]	HCT-3F Hatchetman [45]	WVR-6R Wolverine [55]
11	ASN-30 Assassin [40]	BSN-3K Bishamon [45]*	LNX-9Q Lynx [55]	SCP-10 Scorpion [55]*	DV-6M Dervish [55]
12	SCP-12S Scorpion [55]*	BJ2-O Blackjack [50]	BSW-X1 Bushwacker [55]	CRB-27 Crab [50]	BJ-1DB Blackjack [45]

Heavy 'Mechs

2D6	A	B	C	D	F
2	THS-4S Thanatos [75]	MDG-1A Rakshasa [75]	GAL-1GLS Gallowglas [70]	CES-3R Caesar [70]	GHR-5H Grasshopper [70]
3	BGS-2T Barghest [70]*	FLC-8R Falconer [75]	HRG-LS-9000 Hercules [70]	CTF-3D Cataphract [70]	CRD-3R Crusader [65]
4	OSR-4L Ostroc [60]	GAL-2GLS Gallowglas [70]	WR-DG-02FC War Dog [75]	ARC-4M Archer [70]	TDR-5S Thunderbolt [65]
5	RFL-6X Rifleman [60]	ANV-3M Anvil [60]	TDR-7SE Thunderbolt [65]	TDR-9S Thunderbolt [65]	MLN-1A Merlin [60]
6	TDR-9M Thunderbolt [65]	WHM-7M Warhammer [70]	AXM-1N Axman [65]	QKD-5M Quickdraw [60]	RFL-3N Rifleman [60]
7	WHM-9S Warhammer [70]	TDR-9SE Thunderbolt [65]	WHM-7M Warhammer [70]	MAD-5S Marauder [75]	TDR-5SS Thunderbolt [65]
8	MAD-9M Marauder [75]	PTR-4D Penetrator [75]	GHR-6K Grasshopper [70]	WHM-7M Warhammer [70]	WHM-6R Warhammer [70]
9	MTR-5K Maelstrom [75]	QKD-8K Quickdraw [60]	CRD-5M Crusader [65]	ON2-M Orion [75]	MAD-3R Marauder [75]
10	CTS-6Y Cestus [65]	MAD-9M Marauder [75]	PTR-4D Penetrator [75]	GHR-5N Grasshopper [70]	ON1-K Orion [75]
11	AGS-4D Argus [60]	THR-1L Thunder [70]	TMP-3M Tempest [65]	AXM-1N Axman [65]	ARC-2R Archer [70]
12	TSG-9J Ti Ts'ang [60]	DGR-3F Dragon Fire [75]	MTR-5K Maelstrom [75]	JM6-DD JagerMech [65]	GHR-5N Grasshopper [70]

Assault 'Mechs

2D6	A	B	C	D	F
2	AKU-1X Akuma [90]	HGN-734 Highlander [90]	PLG-3Z Pillager [100]	MAL-1R Mauler [90]	CGR-1A5 Charger [80]
3	SRC-3C Sirocco [95]*	TDK-7X Thunder Hawk [100]	GUN-1ERD Gunslinger [85]	BNC-5S Banshee [95]	CP10-Z Cyclops [90]
4	HGN-732 Highlander [90]	CP-12K Cyclops [90]	MR-V2 Cerberus [95]	CP-11A Cyclops [90]	GOL-1H Goliath [80]*
5	CP12-K Cyclops [90]	CGR-SA5 Charger [80]	STK-5S Stalker [85]	AS7-S Atlas [100]	AS7-D Atlas [100]
6	VTR-10D Victor [80]	GUN-1ERD Gunslinger [85]	VTR-9K Victor [80]	AWS-9M Awesome [80]	ZEU-6S Zeus [80]
7	MR-V2 Cerberus [95]	AWS-9Q Awesome [80]	AS7-K Atlas [100]	VTR-9K Victor [80]	VTR-9B Victor [80]
8	BLR-5M BattleMaster [85]	NSR-9J Nightstar [95]	AWS-9Q Awesome [80]	ZEU-9S Zeus [80]	AWS-8Q Awesome [80]
9	GUN-1ERD Gunslinger [85]	STK-5S Stalker [85]	BLR-3M BattleMaster [85]	CGR-SB Charger [80]	BLR-1G BattleMaster [85]
10	BRZ-A3 Berserker [100]	MR-V2 Cerberus [95]	BNC-3S Banshee [95]	STK-5M Stalker [85]	BNC-3E Banshee [95]
11	SGT-8R Sagittaire [95]	LGB-12C Longbow [85]	BRZ-A3 Berserker [100]	MAD-5A Marauder II [100]	STK-3F Stalker [85]
12	MAD-4S Marauder II [100]	BNC-6S Banshee [95]	PPR-5S Salamander [80]	HTM-27U Hatamoto-Hi [80]	BNC-3S Banshee [95]

*Indicates a four-legged (quad) BattleMech



Creating Scenarios

ASSIGNING PILOTS

After determining the team's units, assign pilots using the Random Experience Level Table and the Random Skills Table (Expanded) on p. 114 of the *BMR*. If the team consists of warriors from a specific stable featured in this book, their relative experience levels may be determined based on the stable's write-up or special rules, which use the familiar skill ratings of Green, Regular, Veteran and Elite.

If playing a warrior from an Elite stable, add a +4 modifier to the Random Experience Level roll and a +2 modifier to the Random Skill roll. For Veteran stables, add +2 to the Random Experience Level roll and +1 to the Random Skill roll. Regular stables apply no modifiers. If playing a Green stable, a -2 modifier applies to the Experience Level roll and -1 to the Random Skill roll.

CUSTOMIZATION TABLES

Table 1: Customization Pool Table

Stable Rating	Customization Pool
A	8 points per unit
B	6 points per unit
C	4 points per unit
D	3 points per unit
F	2 points per unit
No Stable*	-2 points per unit

*Includes cooperatives and freelance warriors.

Table 2: Customization Costs Table

Cost	Customization Type	Description
1	Cosmetic	Garish colors, strobe lights, false gun-ports, logos and so on (see <i>Cosmetics</i> in the <i>New Equipment</i> section, p. 61)
1	Ammo Swap	Swap standard ammunition for non-standard (Level 1 or 2) ammo*
2	Ammo Swap 2	Swap standard or non-standard Level 1 or 2 ammo for Level 3 ammo*
2	Armor Swap	Drop equipment for armor or armor for equipment of equal level and technology base
2	Equipment Swap 1	Swap one piece of equipment (other than armor, structure, engines, gyros and heat sinks) for another of equal level and technology base
3	Equipment Swap 2	Swap one large piece of equipment (other than armor, structure, engines, gyros and heat sinks) for up to four smaller ones of equal level and technology base†
4	Equipment Swap 3	Swap one large piece of equipment (other than armor, structure, engines, gyros and heat sinks) for any number of smaller ones of equal level and technology base†
4	Basic Upgrade 1	Upgrade Level 1 armor, structure, gyro, cockpit systems or heat sinks to Level 2 (IS)
5	Basic Upgrade 2	Upgrade Level 2 armor, structure, gyro, cockpit systems or heat sinks to Level 2 (Clan)
6	Basic Upgrade 3	Upgrade Level 2 armor, structure, gyro, cockpit systems or heat sinks to Level 3
4	Weapon Upgrade 1‡	Upgrade one or two Level 1 weapons to Level 2 (IS)
4	Weapon Upgrade 2‡	Upgrade one Level 2 (IS) weapon to Level 2 (Clan)
6	Weapon Upgrade 3‡	Upgrade one Level 2 (IS) weapon to Level 3
2	Melee Weapon Upgrade 1	Add one Level 1 melee weapon
3	Melee Weapon Upgrade 2	Add one Level 2 melee weapon
5	Melee Weapon Upgrade 3	Add one Level 3 melee weapon
6	Engine Upgrade 1	Upgrade Level 1 engine to Level 2 (IS)
6	Engine Upgrade 2	Upgrade Level 2 (IS) engine to Level 2 (Clan)
8	Engine Upgrade 3	Upgrade Level 2 engine to Level 3

*Standard ammo is as follows: ACs (standard and LB-X cluster), LRM/SRM (standard/Narc/Artemis IV), Gauss (standard only), ATM (all types), Arrow IV (unguided), Narc (standard only)

†Adding ammunition with swapped weapons is free (not counted toward weapon limits).

‡Applies only to addition/upgrade of ranged combat weapons.