



## SOLARIS ARENAS

This map pack includes ten of Solaris VII's most popular arena maps, each of which has unique features that affect *Classic BattleTech* game play. The following rules simulate these features and are intended as Level 3 supplements for existing *BattleTech* and *CBT: RPG* rules. Many are optional rules, indicating features that may be used or discarded for any given scenario.

Unless otherwise specified, all of these arenas are fully enclosed, save for a few entry points large enough to accommodate BattleMechs (see *Arena Entry Points* in *Creating Scenarios*, p. 36). This means that the map edges represent walls or other barriers impassable to BattleMechs, which theoretically protect spectators from the giant machines. No unit in any of these enclosed venues may fall or be pushed off a map edge. Instead, units are displaced to one side of their current position along the arena wall, and remain in play but suffer damage equal to their tonnage divided by 10. Divide this damage into 5-point clusters and resolve it as if the unit had fallen on the side that faced the wall at the time it was displaced. If the unit remains standing, the controlling player must make an immediate Piloting Skill Roll to avoid falling in the new hex. This rule replaces the standard scenario rules for Movement and Retreat found on page 103 of the *BMR*.

## NON-BATTLEMECH MATCHES

Players interested in exotic arena battles may use non-BattleMech units in these arenas, though many feature terrain that such units may find difficult to handle. ProtoMechs and battle armor in *CBT* games, in particular, may find such terrain features a disadvantage because such units lack piloting skill ratings. Players using such units may substitute the unit's Gunnery Skill for any required Piloting Skill Rolls. (Players of *CBT: RPG* games may use the character's relevant Piloting Skill.)

## SURRENDER

Most arena battles continue until one unit or team is destroyed or crippled, at which point the judges declare victory for the last unit or team still standing. However, some stables and MechWarriors, eager to avoid the total loss of their machines, surrender once they absorb enough damage. A surrender is broadcast on a general arena frequency that can be picked up by the opponent's machines, and is accompanied by the firing of a "surrender flare" for the benefit of the audience (and in case of communications damage).

Unless otherwise specified, BattleMech units will surrender if they have suffered at least the following damage: two engine hits, two gyro hits, one engine hit and one gyro hit, two sensor hits, the loss of one leg, the loss of a side torso, the loss of all ranged weapons with a damage capacity of more than 3 points, or if the pilot suffers four or more hits.

Vehicles in an arena fight will surrender if they lose any mobility by any means (lift fans hit, engine hit and so on), when they lose all ranged weapons with a damage capacity of more than 3 points, or when all armor in any location is destroyed.

Aerospace units in an arena fight will typically surrender if they suffer two Avionics hits, two FCS hits, a fuel tank hit, two sensor hits, the loss of all weapons (or at least all with a damage capacity of more than 3 points), landing gear damage, or if the pilot suffers three or more hits.

## DEVELOPER'S SAY:

### A BRIEF WORD ON SCALE

As many of you no doubt remember, the five Great House arenas featured in this map pack originally appeared as part of the Solaris VII Boxed Set (published in 1991 by FASA). That same set included game rules for BattleMech duels that set the scale of combat at a quarter of the standard *Classic BattleTech* scale of 'Mech combat, with each hex representing a distance of about 7.5 meters and each turn representing about 2.5 seconds of combat time. Expanded rules for weapon recharge/reload times, as well as a host of new movement modes and other special rules, were added to enhance duels with an eye toward a more detailed roleplaying experience.

Since that time, the *BattleTech* game system and the old *MechWarrior* roleplaying game have undergone significant changes. A majority of the roleplaying rules and special abilities once used in the original Solaris Boxed Set now appear in the appropriate products, including the *BattleTech Master Rules, Revised (BMR)*, *Maximum Tech, Revised (MT)* and the *MechWarrior's Guide to Solaris VII (S7)*. The original rules are not reprinted here, and the scale of the maps and game turns is now the standard scale used by *Classic BattleTech*. This choice enables players to use these maps in their roleplaying campaigns and their *Classic BattleTech* scenarios with the same depth of play, but without any need for scale conversion.



## BOREAL REACH (DAVION ARENA)



The Boreal Reach arena (also known as the Davion arena) is a technological marvel that uses advanced holography, sophisticated environmental controls and portable, prefabricated constructs to simulate a wide range of environments ranging from an arctic wasteland to a tropical forest to a post-apocalyptic urban battleground. The map featured in this map pack shows one of the Reach's more popular venues—a polar glacier—and the rules given below cover that map and setting. However, the capabilities of the Boreal Reach are such that virtually any *Classic BattleTech* terrain or environmental conditions may be simulated instead, including those of the other arena maps.

### MAP SET-UP

Unless holding the matches in simulated terrain other than that shown on the Boreal Reach map, no special set-up is required. If using standard *Classic BattleTech* map sheets to simulate different terrain types, note that the Davion arena area is the size of two map sheets placed side by side.

All four corners of the map designate the Davion Arena's entry points. These points do not change, regardless of the terrain being simulated. At the beginning of any scenario, unless stated otherwise, place opposing units within two hexes of these entry points.

### SPECIAL FEATURES (ARCTIC MAP)

The arctic environment remains one of the most popular venues used by the Boreal Reach Arena, where the extreme cold and ice present unique challenges to the combatants. The following rules outline these challenges and features.

#### Extreme Cold

The standard temperature used for the Boreal Reach's arctic environment is  $-40$  degrees Centigrade, but if the gamemaster or players so desire, temperatures in this setting can range from a low of  $-60$  Centigrade to a high of  $-20$  degrees. The rules for how these temperatures affect BattleMech heat dissipation appear on p. 83 of the *BMR*.

#### Ice

Except for the hexes marked as Rough and the base of the crevasse, the arctic environment is entirely covered in ice. Rules for ice that affect movement, skidding, Piloting Skill Rolls and the like appear on pp. 83-84 of the *BMR*.

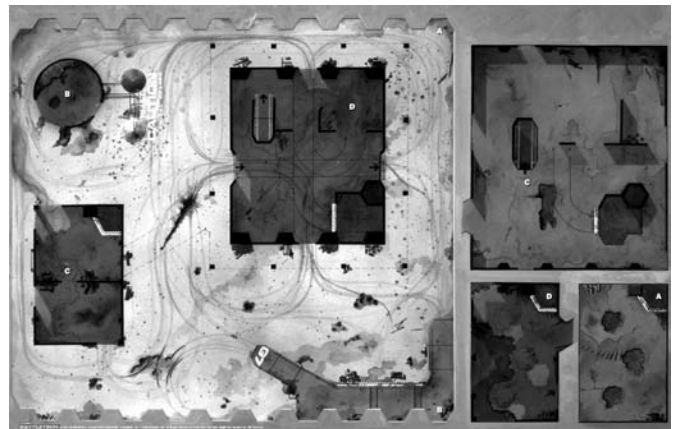
#### The Crevasse

The crevasse is the arctic map's most prominent feature. Six levels deep, its floor consists entirely of rough terrain. For most battles the crevasse is filled four levels deep with water that has frozen over per the normal rules for ice. Gamemasters and players, however, may opt to keep the crevasse empty, creating a real hazard for most MechWarriors to avoid, or may decide whether the ice is frozen solid or whether units can break through it, and under what conditions the ice will break.

#### Rock Outcroppings

In several areas marked on the map, rock penetrates the ice. Irregular and treacherous, these outcroppings produce effects identical to standard rough terrain and are marked as such on the map.

## THE FACTORY (MARIK ARENA)



The Factory arena is exactly that: an old shuttle manufacturing plant (scaled for work using IndustrialMechs) converted for use as a BattleMech dueling ground. Much of the structure has been allowed to decay with age, creating all sorts of unique hazards ranging from unstable floors and pit traps to lots of sensor-scattering scrap metal. The factory grounds are dominated by two large, multi-floored structures that are featured on the map in a cut-away format. The main map appears on the left and represents the ground floor, while additional levels appear on the right side.

### MAP SET-UP

The Factory features two entry points, with the primary located on the lower right corner of the ground floor and the secondary located in the upper right corner. Unlike the Boreal Reach, where units begin near the entry points, the Factory features a number of pre-designated starting points, marked on the map as a set of paired letters. To determine in which of



these hexes the combatants are placed at the start of a scenario, both players roll 2D6. The player who rolls the highest result may choose a starting hex marked by one of these letters. The opposing player must then place his unit on the other map hex that bears the same letter.

## SPECIAL FEATURES

The Factory's multi-level map has a number of special features described in the rules below.

### The Bridge

A bridge, located on the second floor of each building, joins the two structures on the map. Originally designed with a maximum weight limit of 50 tons, this bridge has been reinforced in recent years, and now is strong enough to support 100 tons. Each hex of the bridge has a CF of 110, and the entire span (from hex 0610 to hex 0909) will collapse if two or more hexes are destroyed.

### Elevators

Each of the buildings features an elevator with a 125-ton capacity. One is located in the upper right corner of the left-hand structure, while the other is in the lower right corner of the right-hand structure. These elevators are controlled by special comm units rigged into machines used during a duel here, and may go up or down one level per turn. Their operation costs 1 MP per level (reflecting the time spent in transit) for any units riding in them; provided there is sufficient MP available, a unit can move into an elevator on the same level, ride up or down and move out of it in the same Movement Phase.

Units outside an elevator may call an elevator that is on another floor if the controlling player declares such an action during the Movement or End phases of any turn, while the unit is standing adjacent to the elevator's hex. The elevator will arrive a number of turns later equal to the distance between the elevator's current floor and the one to which it has been called. If two units on different levels call for the same elevator, the elevator moves from its present location toward the unit that won Initiative.

### Pits

A number of the floors in the upper floors have collapsed over the years, creating pits through which opposing 'Mechs may see and fire upon one another, or may simply drop through. These pits appear on the map with solid lines on the levels where they exist, while the level immediately below features a dotted outline of the same hole in a corresponding hex. Use all standard terrain movement and LOS combat rules from the *BMR*.

### Ramp

The ramp inside the right-hand building allows a unit to move up or down as if on level ground, meaning that changing levels does not create an additional movement cost.

### Tanks

The tanks located in the upper right corner of the map present an interesting challenge. All three tanks stand two

levels high, but none can support more than 10 tons in weight. The larger tank is hollow, has no roof and is riddled with holes on various sides that can permit a unit to move or shoot through it with ease.

The smaller tanks may, at the gamemaster's or players' discretion, contain chemicals that can explode when fired upon. Players or the gamemaster should determine this before play begins. For combat purposes, treat these smaller tanks as if they have a CF of 15. If either tank has its CF reduced to 0 from weapons fire, roll 2D6. On a result of 6 or higher, the tank explodes, causing 10 points of damage to all units standing in adjacent hexes (applied as LRM damage, using Front Location Table). The tank hex itself is on fire once a tank explodes, and remains so until the end of the scenario. Smoke from these fires behaves per the rules on p. 80 of the *BMR*.

Full tanks are a recent change made to the Factory after 3063. Matches fought before this time feature harmless, empty tanks. Tanks destroyed by physical attacks—either intentional or accidentally—cause no damage and do not explode.

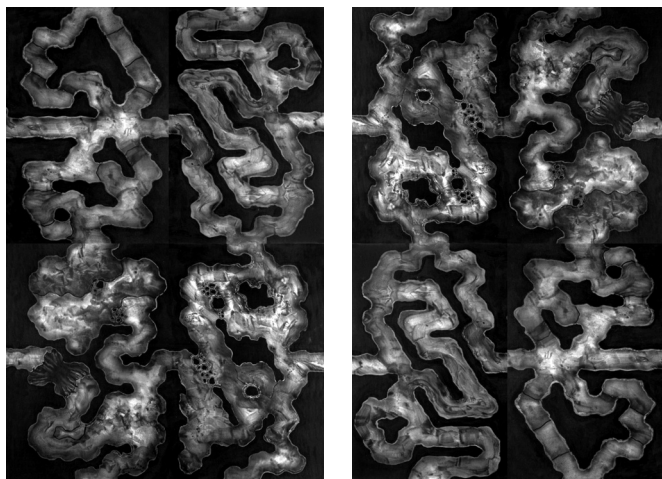
### Walls

Thick, solid lines denote walls in all the structures in the Factory. These walls are heavily reinforced and have an effective CF of 160; for simplicity's sake, no matter how many wall hex sections are destroyed, the entire wall never collapses. Players should indicate a rubble wall with a marker on the map. Units may not pass through these walls until the walls are destroyed.

### Sensor Interference (Optional Rule)

Heavy amounts of scrap metal and other features scramble all sensors used in the Factory. To reflect this, any use of the Sensor Operations skill (*CBT: RPG*) suffers a +2 TN penalty. In *BattleTech* games, this effect renders active probes useless, doubles the range of ECM "bubbles" and reduces rolls on the Missile Hits table by 2.

## ISHIYAMA (KURITA ARENA)



The Ishiyama arena (also known as Stone Mountain) is a maze of caves that runs through a craggy, artificial mountain