

# MECHWARRIOR<sup>®</sup>

## DARK AGE

### Solaris VII: Dueling Rules

#### Overview

This game format represents the mech duels on the game planet of Solaris VII. Each player is represented in the game by a single mech. All MechWarrior 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 edge of each corner of the map and one mech starts in the exact center of each edge of each side of the map. The map is set up by a judge before each map to represent terrain of different of 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 on 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 :	4 dice
Medium Mech:	3 dice
Heavy Mech:	2 dice
Assualt Mech	1 die

At the beginning of each round players choose how many dice they wish to roll, if a player wishes to move later in the turn they may choose to roll less dice from their pool. Initiative dice are chosen secretly, and everyone rolls their initiative dice simultaneously and order is determined with highest roll going first and continuing with the next highest roll.

#### Activations

Each Mech can perform 3 actions per turn. Mechs with leadership may roll one die at the beginning of their turn, on a six (6) they may take four (4) actions for this round.

#### One turn immunity

No figure may be targeted for attack in the first turn

#### Weight classes

0-100pts Light Mechs  
101-170pts Medium Mechs  
171-240pts Heavy Mechs  
241-300 Assault Mechs

#### Falling down

Anytime a mech takes damage they must roll over their piloting skill. Roll two dice and subtract the damage taken from the attack. If the result does not equal or exceed 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. Players may eject from there mech at any time to avoid costly repairs and the risk of death.

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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 game master their Name, Callsign, and Stable name.
3. **Mech.** Player have 100 stones (points) to buy a mech. Any left over points are marked in the “stones” entry of the character sheet.
4. **Stable Ability.** Player rolls a die the result is compared to the character sheet to find the mechs special ability. The character sheet is marked to indicate this result.
5. **Enter Arena.** Players are allowed to play in any arena they are qualified for. New arena matches will be announced as time, space, and qualified players permit.
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. 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 place they finish and the type of match.
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.** Player may perform a number of actions after a match.
  - a. **Repair.** Players can repair mechs at the following rate:
    - i. Light mechs cost 3 stones per click
    - ii. Medium mechs cost 5 stones per click
    - iii. Heavy mechs cost 7 stones per click
    - iv. Assault mechs cost 10 stones per click.
  - b. **Buy skills.** Skills cost 10 experiences per skill. Skill may only be bought for the class of mech you just piloting. You choose a skill type either, basic, piloting or gunnery. Do NOT roll for this skill until the record results phase. You may only carry over 9 experience points between rounds. If you win a prize match you may spend 30 experience to roll for a legendary skill
  - c. **Buy/Trade in mechs.** New mechs may be bought at the cost of 1 stone per point. You may trade in a mech for ½ its points in stones.
10. **Record results.** Give score keeper your updated character sheet so they may enter the results and print you a new updated character sheet.

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### **Solaris VII: One Shot Event**

- 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
- 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.
- For 30pts you may choose to roll on the legendary skill chart
- Unused points are lost.

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Player Name	
Call Sign	
Stable Name	



Stones	
Fame	
Experience	
Piloting Skill	13=x

Mechs	

### Light Mech Skills

Basic			Piloting			Gunnery		
1	1 re-roll per match		1	+1 Piloting Skill		1	+ 1 To-Hit Quick S	
2	Repair		2	+1 To-Hit <i>Punch</i>		2	+ 1 To-Hit <i>Fire</i>	
3	Extra Initiative die		3	+1 To-Hit <i>Strike</i>		3	Re-reroll 1 Energy Attack	
4	+ 1 Defense		4	+ 1 To-Hit <i>Charge</i>		4	Re-reroll 1 Ballistic Attack	
5	-1 Sprint Heat		5	+1 To-Hit <i>DFA</i>		5	+ 1 Energy Damage	
6	Free Stand Up		6	Re-roll 1 H2H Damage		6	+ 1 Ballistic Damage	

### Medium Mech Skills

Basic			Piloting			Gunnery		
1	1 re-roll per match		1	+1 Piloting Skill		1	+ 1 To-Hit Quick S	
2	Repair		2	+1 To-Hit <i>Punch</i>		2	+ 1 To-Hit <i>Fire</i>	
3	Extra Initiative die		3	+1 To-Hit <i>Strike</i>		3	+ 1 Range	
4	+ 1 Defense		4	+ 1 To-Hit <i>Charge</i>		4	- 1 Minimum Range	
5	-1 Sprint Heat		5	+1 To-Hit <i>DFA</i>		5	+ 1 Energy Damage	
6	Free Stand Up		6	Re-roll 1 H2H Damage		6	+ 1 Ballistic Damage	

### Heavy Mech Skills

Basic			Piloting			Gunnery		
1	1 re-roll per match		1	+1 Piloting Skill		1	+ 1 To-Hit Quick S	
2	Repair		2	+1 To-Hit <i>Punch</i>		2	+ 1 To-Hit <i>Fire</i>	
3	Extra Initiative die		3	+1 To-Hit <i>Strike</i>		3	+ 1 Range	
4	+1 inch <i>Throw</i>		4	+ 1 To-Hit <i>Charge</i>		4	- 1 Minimum Range	
5	+1 inch <i>Push</i>		5	+1 Movement		5	+ 1 Energy Damage	
6	+1 To-Hit <i>Bull Rush</i>		6	Re-roll 1 H2H Damage		6	+ 1 Ballistic Damage	

### Assault Mech Skills

Basic			Piloting			Gunnery		
1	1 re-roll per match		1	+1 Piloting Skill		1	+ 1 To-Hit Quick S	
2	Repair		2	+1 To-Hit <i>Punch</i>		2	+ 1 To-Hit <i>Fire</i>	
3	Extra Initiative die		3	+1 To-Hit <i>Strike</i>		3	+ 1 Range	
4	+1 inch <i>Throw</i>		4	+ 1 To-Hit <i>Charge</i>		4	- 1 Minimum Range	
5	+1 inch <i>Push</i>		5	+1 Movement		5	+ 1 Energy Damage	
6	+1 To-Hit <i>Bull Rush</i>		6	Re-roll 1 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% Exp	
5	<b>Ace Crew</b> -1 to repair cost	
6	<b>Legendary</b> +10% Fame	

### Legendary Skills

1	<b>Tech wizard</b> May repair 2 clicks damage on repair	
2	<b>Wild Card</b> May use any Special ability (1/Match)	
3	<b>Blaze May</b> add 1d6 damage to attack (1/Match)	
4	<b>Awe</b> First attack every player makes on this mech misses	
5	<b>Heroic</b> 1 extra action per turn	
6	<b>Deadeye</b> +1 damage on all attacks	

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### Action Chart

Actions	Heat	To-Hit	Damage	Description
<b>1 action</b>				
1/2 move	0**	N/A	N/A	Mech may move half printed distance
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 allows mech to move away next action
Aim	0	+2	+1	Aim works on next attack this turn
Punch	0**	0	-2*	Roll to hit in hand to hand
Cool	-1	N/A	N/A	Vent mech 1 click
<b>2 actions ***</b>				
Move	1	N/A	N/A	Move Mech printed move distance
Run	2	N/A	N/A	Move Mech double printed move distance
Fire	1	0	0	Roll to hit at range
Vent	0	N/A	N/A	Vent mech full vent rating
Jury Rig	0	N/A	N/A	Heal one click of damage, do not pass repair marker
Strike	1	0	0	Roll to hit in close combat
Trip	1	+2	-1	Successful hit makes enemy 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 primary damage in inches in any direction Enemy mech must be of lower weight class
<b>3 actions</b>				
Death from Above	2	-2	+2	Mech with jump jets may move up to run distance and attack in close combat
Charge	2	0	+1	Mech may move up to run distance and attack in close combat
Sprint	2	N/A	N/A	Move Mech triple printed move distance
Sweep	2	0	-1	Successful hit makes all adjacent enemy mechs fall down
Bull Rush	2	-1	0	Mech may move from a distance, roll to hit in close combat, and continue move.

\* no less than 1 damage

\*\* These actions generate one heat if used 2 times in a row in the same turn.

\*\*\* SE only work with 2 and 3 actions

Ejecting is a free action but may only be performed when in salvage