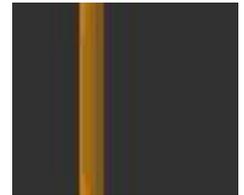


Solaris VII-Qualification 2022



Intro



Solaris City, 3056-06-15; 10:08 am local time

"Holy tin can! YOU are to be the new mechwarrior of the BlackStar stable?" The man in an AS-Tech's overalls steps off the ladder leaning against a Battlemech leg and thrusts his smeared fists into his hips. Then he begins to shake his head slowly and leans forward a little as if to say something conspiratorial to a toddler, "Have you ever control a mech in a duel?"

"Leave him alone!" resounds from the far corner of the mechbay from the AWS. You recognise Gordon Willner, who seems to have hit his tech with a whip. The AS tech quickly climbs back up his ladder and frantically tinkers with the control cables of an AWS leg. An Awesome would fit, you

think to yourself, as the chief technician just points silently to the back.

Continuing in this direction, you discover more filled mechbays with Battlemechs in all weight classes. Some with serious battle damages or so far disassembled that you have to take a close look to see which Mech chassis it is. Among the repair cranes and mountains of huge amounts of tools, you discover all kinds of weapons and mech components. You estimate that you could assemble a full-sized mech just from the parts lying here. You finally reach the far end of the hangar, when you spot another Solaris legend: Weapons Master Erin Consbruck. He is working on a laser module that is completely unknown to you. Just before you can speak to him, you hear someone call your name.

The liaison officer of the BlackStars comes out of one of the back rooms. He waves to you and you recognise him from the recruitment poster. "Welcome, recruit!" he says briefly and walks past you. "Don't talk to him while the module is online!" the officer reprimands you and you feel like a schoolboy.

He quickly reaches the middle of the hall with you in tow and points gloatingly at a rather dilapidated mech standing half-kneeling and with open maintenance hatches in the middle of the long wall in the mechbay.



"Look at this beauty!" the officer want you to do. He points out this medium-weight mech, which even to the untrained eye looks to be at least 200 years old, probably hasn't moved since either, and stands there with a goofy paint job like something out of a stupide parade. "We spared no money and got this SHD-2D for you, aspirant! It's not ready for action yet, but you'll be able to handle it with old Joe!" Then he scratches his chin a bit more and adds, "I'm already worried about the locked knees, well..."



Before you can even begin to say anything about the sight, he points to a door at the other end of the hall: "Go to Agathe, she'll tell you where to sign!" Then he puts on a big grin and leaves.

Puzzled, you stand still for a while, undecided whether you should follow this request so obediently and unasked. Looking around you, you discover a smudged jumpsuit, straining hard to prevent the human from overflowing into it. On the overall, the only area that appears to be unblemished is the name tag: "Joe". The officer walks straight to Joe, probably to make fun of you, for he gestures behind him and Joe nods with a grin.

Shrugging your shoulders, you turn and make your way to Agathe. On the long walk down the hall, you turn back and look again at the mech that has been provided for you. You notice that all the weapon systems seem to be missing and two large signs with the words "Special Offer!" and "5% Discount" held up by silly fairy lights are still hanging on the mech. Yet you travelled to the BlackStars stable so full of anticipation and euphoria after that invitation. Your beloved personal mech shot to pieces weeks ago and now this unexpected offer to become a Solaris VII mech jockey...



Agathe is a kindly older lady in an aging Hasek-Davion Troops jacket. She explains that you will have time to configure the SHD until the start of the arena games and with Joe and his squad, a very experienced tech team, will support you. "Since the mech itself didn't cost the provided sum of 5 million C-Bills by far, the remaining money is therefore available for you to equip the mech. Joe will work it out!"

"How much did the mech cost?" you blurt out, not thinking that this question is perhaps a little premature. Agathe looks at you scrutinisingly and then slides an invoice from the earthworks over to you. It says, with lots of details about the chassis and an extra passage to clearly explain the exclusion of recourse claims, that the mech cost 3.4 million C-bills, including the transfer.

"The Black Star Stable has some connections with traders here on Solaris VII, so we have access to all the current technology available. Therefore, you can equip the mech with all the weapons we can get! Joe knows his stuff!" assures Agathe with grand gestures. "Plus, I seem to recall that Mr Willner should still have a stripped down Nissan 220 from Skobel MechWorks if the reactor in the mech won't start."



"The reactor is cold?" you ask in amazement.

"Surely, after all it was just sitting in the hall of the earthworks for many decades!", Agathe laughs at you, as if that was clear to everyone in the room. "Now they needed space for the new chassis with the latest technology and this old mech was sold off." Agathe looks at you, wondering what else you don't know. "I'll back you up and maybe I can arrange for Vincent Cooper to give you some training before you get thrown into the arena."

"That's not very reassuring right now," you have to admit to Agathe, but here's your one chance at a mech. Disenfranchised, you don't want to stay. "You can replace the armour plates with the ferrofibril plates or even install some of those modern sensors that are supposed to bring advantages. I'm not that familiar with that," Agathe tries to reassure you. "You guys always get something screwed together!" then seems to be her last attempt at motivation for you.

"Mr Hasek-Davion is convinced that Black Star Stable can recruit a good contender for the championship in you. Don't disappoint him!" with these words Agathe slides you a contract with many pages on a clipboard. Without much reading or thinking, you put your signature on the last page in the space Agathe vehemently indicated with her pen tapping. You only remember the many bold headings to the individual paragraphs in the contract with the topics of exclusion of liability, liability in the event of disability, liability in the event of death and more.



Back in the hangar, Joe comes up to you with three other Techs in overalls, eyeing you blatantly. "Howdy!" Such is the curt greeting of "your" tech team. So this is my start in the world of Solaris VII...

You find the detailed rules for this year's Solaris VII tournament at Phoenix Con 2022 on the next page. (I used the program Skunkworks 0.7.6 to control the rules. Download at: <http://solarisskunkwerks.com/>).

Registrations are already possible: roeling@gmx.net

Solaris VII Qualification 2022 Rules Overview

This year all players will receive a Shadow Hawk, which was delivered without weapons and modern equipment. Now it is up to the players to rebuild the battlemech into a fighting machine. With the background that the mech is to be used in a Solaris VII arena and has to compete against another mech of the same construction series, each player can equip the mech according to his taste and ability. However, some restrictions must be observed:

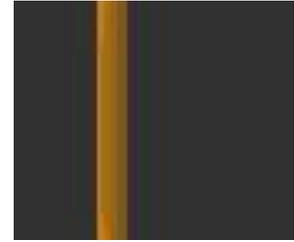
This mech has the following weapon couplings:

energy slot:	1 left arm + 1 right arm
ballistic slot:	1 left torso
missile slot:	1 right torso
	1 centre torso
	1 head

The wiring of these weapon couplings cannot be changed in the short time until the tournament and the players must therefore use the weapon type there again. But beyond that, the weapons can have other sizes. For example, a SRM mount can be fitted in the place of the LRM 5 mount in the right torso. Not all couplings have to be used, so some can be left free. Only one weapon can be connected to a weapon coupling. The four ammunition bunkers remain in their original places and the mech can carry a maximum of 4 tons of ammunition.

The armour can be replaced by the more modern version: Ferro Fibrous armour. The total weight of the armour, however, remains at 4.5 tons, but may be distributed freely, for example to better protect the head. The internal structure cannot be replaced, as the time factor is again too short.

Crest
of the
Black Star
Stable



Shadow Hawk

Manufacturer:	Earthwerks Incorporated
Production date:	11.08.2838
Model:	SHD-2D
Class:	medium
Cost:	4,538,757 C-Bills (new price)
Mech type:	Inner sphere
Mass:	55 tons
Chassis:	Maximilian 43
Reactor:	Core Tek 275
Communication System:	O/P 300 ComSet
Target system:	O/P 2000A
Heat exchanger:	14
Maximum speed:	86.4 km/h
Jump jets:	Pitban LFT-50
Standard armament:	1 autocannon / 5 1 L R M/5 2 S R M / 2 2 Medium lasers
Combat value:	899 BV (2)





For Solaris VII duels are of course always popular for the audience when a Battlemech is equipped with a melee weapon such as an axe.

Electronic components can also be used that are installed inside the Battlemech independently of the weapon couplings, such as a Beagle probe. This also allows the state-of-the-art Case system to be fitted to the three back torsos. Pay attention to the year of development of the components and that it must be available in the Inner Sphere. Also, the sponsors of the stables are expected to provide a spectacle for the public and therefore no inferno missiles will be allowed.

The total price of the Battlemech must not exceed 5,000,000 C-Bills as this is the only amount approved by Drew

Hasek-Davion. This is controlled by means of the Skunkworks programme in version 0.7.6. In the end, the total value of the Shadow Hawk may not exceed 5 million.

Depending on the number of players, the game will be played in a preliminary round or directly in a big stomp in a Solaris VII arena according to the adapted rules, which should be familiar from previous years. There will again be action cards and random effects that will positively or negatively influence the performance of the Battlemechs.

The spectators can also take influence inspired by the actions of the players. Here, of course, the players are challenged to inspire the spectators by performing spectacular actions and daring manoeuvres. Passive players and very restrained mech jockeys do not win the favour of the people.

Please send enquiries and submissions of Shadow Hawks to darkstar@phoenixguard.de. You will then receive a confirmation of your participation and that of your construction.

I look forward to your participation!