



## SOLARIS VII CHARITY TOURNAMENT 2024

**All proceeds from the tournament go  
100% to the children's cancer charity!**

### The Story:

Here you are, far away from the battlefields of the Inner Sphere, but not near one of the large stables in Solaris City. But before you go down as a disenfranchised mech warrior, you take this chance.

Thank Blake you met that old tech in the pub two days ago who told you about the tournament.

A guy known as the Terran is organising a tournament with his own mechs and is looking for jockeys.

When you took a look inside his hangar, you almost fell over. There were almost 2 dozen brand new BattleMechs! The guy even has a few of those new Draconian OmniMechs there! How on Blake's Blood does a Solaris backlander who doesn't even have anything to do with the big stables or the big arenas get his hands on such machines?

Anyway, the important thing is that it gives you the opportunity to earn enough fame to get a job at one of the stables in Solaris City. And all you have to do is defeat every opponent you face.





## The tournament rules:



Each player pays an entry fee of 5 euros.  
16 starting places are available.

The game will be played according to the classic Solaris VII duelling rules.

- 1 BT round corresponds to 4 Sol 7 rounds
- Weapon ranges and heat values are quadrupled
- Possible actions are limited by the number of available actions (complex actions, simple actions, secondary actions)
- Jumps are possible over a duration of up to 4 rounds
- New movement types sprinting and dodging
- Weapons can only be used individually or in previously configured fire control circles
- Weapons have a delay (loading time)
- Aiming and aimed shots are possible
- Partial cover gives +3 defence
- No secondary target fire possible
- Only strafing or melee allowed
- The 3 range modifiers have been replaced by 6 range modifiers
- There is only 1 stand up attempt per turn for prone mechs
- Only 1 attack is allowed in melee combat (i.e. only 1 strike not 2)
- All melee attacks are modified by the pilot values of both pilots

The player with the lightest BattleMech still available chooses his opponent from all the other BattleMechs still available (in the case of BattleMechs of equal weight, the alphabet decides). The chosen opponent then has the choice of arena in which the duel takes place.

In the following round, the winner can decide whether he wants to compete with his own BattleMech or the BattleMech of his defeated opponent. In the 1st round, the arenas are 2 cards in size, in the 2nd round 4 cards, in the semi-final 6 cards, the small final and final are played on arenas of 9 cards.



## **The BattleMechs:**

There are 20 different BattleMechs to choose from for the tournament.  
There are 5 BattleMechs from each weight class.

The BattleMechs are distributed at random.

## **The Pilots:**

Each pilot starts with the values: Gunner 4, Pilot 5.

After the BattleMechs have been allocated, but before the first duel, players can buy 3 upgrades for their pilot.

The first upgrade costs 5 euros and gives a random tactical ability, for a further 10 euros there is a random pilot or gunner upgrade, and then for 15 euros there is the option of freely selecting a desired upgrade from all the upgrades.

These upgrades are unique and cannot be changed during the entire tournament!  
The finalists, however, may freely exchange one skill before the final for a fee of 20 euros.

The following improvements are available:

- Improved gunner, gunner value is then 3
- Improved pilot, pilot value is then 4
- Weapon Specialist, 1 weapon type (e.g.: Medium Laser, AC/10, Gauss Rifle, etc.) receives a target count modifier of -2
- Marksman, Mech must remain stationary and may only fire 1 weapon at a targeted zone as if the mech had a targeting computer
- Melee Specialist, +1 damage from melee attacks and -1 Target number modifier for melee attacks
- Duck, is performed instead of melee and results in +2 Target number modifier for melee attacks against the mech
- Driving Artist, Mech can side step as if it were a 4-legged creature and -1 to Pilot rolls to prevent sliding
- Insensitivity to pain, +1 on all awareness rolls and only 1 Pilot damage from ammunition explosions
- Massel, 1 time per duel the player may roll 1W6 (own or opponent's) be repeated
- Tactical genius, second initiative roll per round possible but the second result counts in any case
- Sixth sense, once per duel the player may freely choose the initiative



## The Reason:

A very long time ago in 2016, I organised a Solaris VII Shoot Out at the Phoenix Con.

I had the honour and pleasure of being able to count Thomas Lagemann among my fellow players. Some people still remember this game and sayings like: 'Don't prop it up!'.

Thomas Lagemann said afterwards that whenever I offered Solaris VII again and he had the time and opportunity, he would love to take part. Somehow it never materialised over the years.

Unfortunately, I had to realise that Thomas passed away last November. In memory of the shoot out back then, and the conversations I had with him, I am offering this tournament this year in his honour.

Greetings Lars 'Erzi' Hartwig

