Armored Titan League
Player Packet

WEST COAST

IRREGULARS

Pilot Characters (PCs)

Each player is represented in the arena by their own persona unique Player Character. Each player is limited to one (1) PC.

All PCs begin with 12 initial Character Points (CE's), 0 Fame points, Gunnery skill of 4 and a Piloting skill of 5. All bonuses / penalties are cumulative unless otherwise noted.

Players must purchase a Mech before entering the arena. All costs should be rounded up to the nearest 10,000 C-bills to simplify accounting.

If a PC is killed, that PC gains a final reward of 8 Fame and that PC's final statistics are used in the rankings.

Abilities

Players purchase abilities to increase their survivability in the Solaris Arenas. Abilities come in three types: Pilot Abilities, Stable/Sponsor Abilities, and Quirk abilities. Only one modifier from an ability (Weapon Attack modifier, Physical Attack modifier, Attack Modifier, Target Movement Modifier and Pilot Skill modifier) can be used to modify a target Number. Only one Quirk and one Pilot ability can be used in a phase.

Pilot and Stable Abilities

Pilot and Stable Abilities are "one cool trick" that a pilot learns from a veteran MechWarrior. Abilities are added or removed from the MechWarrior's ledger during their OBC (Off Board Cycle – pg.6). Players may not purchase the same ability more than once (with the exception of Affiliation Change/Declare). Advanced abilities may only be purchased when the MechWarrior meets the Fame Total required for those abilities.

Only one Pilot ability may be used per turn phase, as the pilot hasn't had time to thoroughly learn this maneuver. Some abilities can only be used once per WCI event or Tournament Day and are designated with a "**" after the title or to a specific portion of the ability. The person running the game must use a token to track a player's use of these abilities during a WCI Event or Tournament Day. When the ability has been used, the player must forfeit the token to the person running the game until the next WCI event or Tournament Day. A player may only have one token per specific ability.

Losing Pilot and Stable abilities

Pilot and Stable abilities are temporarily lost when a Pilot receives a pilot damage. The Player running the MechWarrior must randomly choose which pilot or stable ability is lost until the MechWarrior is healed. Note that "Passive" Stable abilities are never lost in this manner.

Removing abilities

A player can remove abilities that they feel no longer suits their MechWarrior during an OBC for 5 CE per ability. A new ability can be purchased immediately after dropping ability. **When ability has been dropped, a MechWarrior may not acquire it again for a minimum of 4 matches, or 5 OBCs in Free for all.**

Buying and Selling Mechs

Players may choose to sell their current Mech and purchase a new one using the following guidelines:

1. The resale value of a Mech is 100% of its modified Book Purchase Price. If the Mech needs repairs when reselling, the MechWarrior will receive the resale value of the Mech minus any unmodified repair costs.
2. Only Canon Mechs allowed by the WCI Agent may be purchased.
3. OmniMechs are available for purchase with fixed configurations.
4. Mechs with a Nickname may only be purchased by a MechWarrior in a Stable. Only one version of that named model may be played in the arena, and duplicate models are not allowed.

Clan Mechs

Due to the scarcity in the Inner Sphere, prices for Clan Mechs and equipment is increased by 50% over the standard price. Clan tech base mech do not pay additional cost for swapping clantech parts.

Vehicles

A WCI Agent may allow players to use vehicles with the Mechs in the Arenas. The Vehicle can either be purchased in place of a Mech or as a friendly unit paired with a Mech. If Vehicles are allowed instead of Mechs, no other changes are needed.

If Vehicles are allowed as a friendly unit paired with a Mech, use the following rules:
- All PCs of vehicles are dedicated to the vehicle they begin in, and cannot change to a new vehicle. They begin with 10 initial Character Points (CE's), 0 Fame points, 4.5 million C-bills
- Vehicles get a Gunnery skill of 4 and a Driving skill of 4.
- The Gunnery skill of a vehicle driver may be improved to 3 by spending $1,000,000 C-bills and 10 CE when purchased and during any subsequent Off-Board cycles. The Driving skill of a vehicle may be improved to 3 by spending $1,000,000 C bills and 10 CE when purchased and during any subsequent Off-Board cycles.
- Gunnery and Driving skills do not transfer from one Vehicle to another.
- Vehicles can use only Sponsor and Quirks Abilities. A Vehicle is allowed only 1 Positive quirk. Vehicles get Negative quirks the same way Mechs do. Vehicles use the Sponsor Abilities that are assigned to the Mech it is paired with and may never acquire their own Sponsor.
- Vehicles do not earn their own Fame, CE, or C-Bills. Any Fame, CE, or C-Bills earned during an On-Board Cycle go to the Mech it is paired with. Vehicles are bought, sold, and repaired the same as Mechs with C-Bills belonging to the Mech it is paired with.

Entering and Exiting the Arena
- When a Vehicle enters an Arena the same turn as its friendly Mech, it is placed in any legal hex next to the friendly Mech. If none of the hexes next to the friendly Mech are legal, it must enter the Arena through another Elevator or Gate.
- Vehicles use Gates and Elevators in the same manner as their Friendly Mech. Vehicles do not have to leave the board if its friendly Mech is destroyed or leaves the Arena through an Elevator or Gate. A Vehicle may leave an Arena by itself and leave its Friendly Mech in the Arena by itself.

Repairing Mechs and Vehicles

During the course of combat, a mech or vehicle will take damage. This damage can be partially repaired (spot repair) or fully repaired (full repair) during xxx.

Use the *Repair and Refit Table* for general repair costs and adjust for abilities/sponsor/stable modifiers. Repairs must be approved by a WCI agent before a player can re-enter the Arena board, during Free for all matches

A player may choose to forgo Full Repairs and choose Spot Repairs instead. If a Mech is destroyed, Spot Repairs are not possible. When Spot repairing a component that takes up multiple critical slots, the cost listed in the chart below is to repair the entire component and not each critical slot the component takes up (i.e. Gauss Rifle, Engines, Gyros, Targeting Computer, etc.).

Armor repair for a torso or limb requires full repair of the internal structure first, but does not require the critical locations inside the limb or torso to be repaired.

Example 1: John had his arm blown off in the last match and now it's time to repair the damage done. The Solaris Gaming Commission Repair Technician tells John that he can get his Mech fully repaired for 800,000 C-bills (15% of the cost of his Mech). This will cover all the costs needed to get the Mech fully functioning. John pays the full amount and removes all damage from his Mech sheet.

Example 2: John went back in the Arena and had the same arm blown off. He didn't earn any money while in the arena. The Technician tells John that he can pay the 800,000 C-bills again or do a spot repair on all the components needed to get the arm functioning again (Internal Structure and 4 Actuators) for 1,170,000 C-bills (Internal Structure - 530,000 and each Actuator in the arm – 160,000). To save money during his latest bad luck streak, John goes the route of the Spot Repair but does not repair the actuators. This saves John 5% of the cost of the mech (spot repair of internal structure is 10% of the cost of the mech and armor repair is free, compared to a whole repair of the mech for 15%).

Repair and Refit Table

Repair Type	Cost (C-Bills)	Notes
Armor Repairs	Free	*Sponsored by Devall's Scrapyard*
Ammo Reloads (Special Munitions noted below)	Free	*Courtesy of Barrymore Munitions*
Full Repairs: Mech is not destroyed	15.00%	Of Base Cost
Full Repairs: Mech is destroyed (CT cored out)	30.00%	Of Base Cost
Spot Repair: *Internal Structure (Based on structure costs)* *(instead of Full Repairs)*	2.5%	Per each Location Includes replacing an entire limb or Torso
Spot Repair: *Critical Hit (Based on Item/Equipment cost)* *(instead of Full Repairs)*	20,000	For each individual Weapon destroyed
	3.00%	For each Actuator Critical
	5.00%	To repair the Engine or Gyro (10% to repair both)
	5,000	Any other Critical (each)
MechWarrior healing	50,000	Per each wound

Custom Mechs

Customizing currently owned Mech

The MechWarrior will pay for the customization by subtracting the C-bill book cost of the Mech from the total C-bill cost of newly customized mech. If the difference is a positive number, this is the MechWarrior cost for the customization. If the difference is a negative number, this is refunded to the MechWarrior. **All Custom Mechs must be approved by and built in the presence of a WCI Agent or GM**.

Omnimech Refits

In order to reflect their rapid refit capabilities, pod mounted weapons on all omnimechs receive a 30% discount. In exchange all fixed equipment **MUST** remain fixed.

Special Munitions

Players may load some of the special munitions from Total Warfare (pg. 140-142) and Tactical Operations instead of normal munition rounds. A player must pay 250,000 C-bills per ton of special munitions loaded into their mech. Special munitions will be reloaded only if the player pays for another ton of the munition. Stables and some sponsors allow their members to load special munitions into their Mech for free. Any ammo bins containing special ammunition must be clearly marked and authorized by a WCI Agent . Partial loads of munitions are NOT allowed. Declining ammo reloads are also allowed.

Cost	
75,000 C-bills/ton	Armor-Piercing[1,3], Artemis-EquippedMissiles[1,3], Cluster[1,3], ECM-Pod[1,3], ExplosivePod[1,3], HaywirePod[1,3], HomingPod[1,3], Infernos[1,3], Narc-Equipped Missiles[1,3], Nemesis-Pod[1,3], Precision ammunition[1,3], Smoke SRMs[2], Thunder LRMs[2]
125,000 C-bills/ton	Caseless Autocannon[2,3], Acid(AX) Missiles[2], Anti-radiation(ARAD) Missiles[2], Bola-NARC Pods[2], Follow-the-leader(FTL) Missiles[2], Heat-seeking Missiles[2], Inferno SRMs[2]
175,000 C-bills/ton	SWARM and I-SWARM [2] LRMs
250,000 C-bills/ton	Magnetic-Pulse Missiles[2], Semi-guided Missiles[1,3]
[1] TW 140-142, [2] TO 352-373, [3] BMM 106-108	

Recruit Corporate Sponsors / Enter a Stable

Players use a combination of CEs and C-bills to buy sponsorships, and/or stable membership. Sponsors and stables unlock additional benefits and abilities similar to SPAs and Quirks, the may also offer discounts or other off board advantages. See the *Stable* and *Sponsor Table* for ways to 'customize' your pilot. A GM or Agent must approve all purchasing before a player can re-enter the Arena.

Stables and Sponsors

As players advance they may elect to join a Stable or add a Corporate Sponsor. Players may only have a maximum of one Stable and two Sponsors at any time. MechWarriors must meet the Fame minimum before they can sign up for a Sponsor or Stable. Some Sponsors and Stables require that the player first declare a House Affiliation before joining. Any (U) entries may be combined with other Affiliated Sponsors / Stables, as long as the player meets the listed criteria.

Players switching Sponsors or Stables must first pay the penalty for withdrawing (on the *Sponsor Tables*) before they can sign with a new Stable or Sponsor.

Stables	Bonuses	Discounts
Dragon's Den (Kurita)	-1 TN with all Melee weapons, Melee weapons that don't use the optional punch table rule may now do so.	10% Discount on all PPCS, and mechs that appear on Kurita MUL
Eagle's Landing (FWL)	+1 to all Cluster type munitions. +1,000,000 C-Bills for Vehicle Companion purchase.	10% Discount on all Missile special munitions, and mechs that appear on FWL MUL
Chancellor's Pride (Capellan)	-1 TN with all heat causing weapons, Active Probes can ignore one level of **INTERVENING** Trees.	10% Discount on all ECM and Stealth Equipment, and mechs that appear on the Capellan MUL
Graylight Swords (Davion)	-1 TN for all Autocannon weapons, Additional 10% Fame per match.	10% discount on all Autocannon Special Munitions, and mechs that appear on the Davion MUL
Flaming Fist (Steiner)	-1TN with all Gauss weapons, additional 5% payout for all matches	5% Discount on all Heavy and Assault mech repairs and refits, 10% discount on all mech on the Steiner MUL
Knights of St. Jamais (Comstar/WOB)	-1 TN with all Direct energy weapons, May move/remove fixed equipment in Inner sphere Omnimechs	10% discount on all Inner sphere omni-mech refits, and mechs that appear on the Comstar/WOB MUL
Spina's Shooters (Clans)	-3 heat with all clan weapons, May move/remove fixed equipment in Clan Omnimechs	10% discount on all clan omni-mech refits, as well and IS/HW Clan General Lists

Loans

PC's current Fame rating	Maximum *Loan* Amount
0	200,000
1-3	400,000
4-6	700,000
7-9	1,000,000
10-15	1,500,000
16-21	2,500,000
22-29	3,000,000
30-39	4,000,000
Each +10 Fame (up to 79)	+1,000,000 (up to 8,000,000)

A player may acquire a Loan for 5 CE during the Maintenance phase of the Off-Board Cycle. Thisallows the player to borrow funds from Solaris' underworld. How much a player can borrow is tied to a player's fame (see table to right). The Loan is represented on the PC sheet by a negative number in the C-bills ledger. A player may only have one Loan out at a time. When the player's cash is back in the positive range, the Loan is erased from the PC's sheet and may then be purchased again if desired. Loans may be used to purchase a player's first Mech or to purchase a Mech the same OBC the loan is acquired. A player may not purchase a new Mech or any pilot ability until a loan is fully repaid. A Loan cannot be used to purchase a new Mech, Pilot abilities, or special munitions for the Final Round. A Player may default on part or all of a Loan if they are unable to repay the Loan in 3 OBC or 5 total matches and if the GM/WCI agent approves the request. The player will lose fame equal to the maximum amount of fame required to acquire the Loan (i.e., lose 15 fame if defaulting on a 1.5 Million C-Bill loan) The Current Loan field of the pilot's ledger. The Loan ability is not affected by pilot injury. To simplify play, consider a Loan's interest already calculated into the Loan amount. The maximum loan amount may never exceed 8 million C-bills.

Exiting the battlefield

A player can leave the Battlefield a number of ways: going through an exit portal, ejecting from a Mech, or if used, the pilot being knocked unconscious. A Mech can leave the arena only after a Mech has been on the battlefield the minimum number of 4 turns. See the "On Board Events" for the Solaris Gaming Commission's penalty for leaving the arena early. Solaris Regulations will allow variations to this rule as long as all parties are in agreement. Any player that leaves the Battlefield during the Championship Round cannot reenter the battlefield at all.

EXIT PORTALS

Arenas may be equipped with two types of Exit Portals: Gates and Elevators. A Mech may occupy an Exit Portal hex even if it has no intention of leaving the board.

GATES (+2 MP)

Gates are openings in the field or wall that protects the audience from any stray weapon fire. These gates are controlled by the Battlefield Operators of the Solaris Gaming Commission. To use a gate, a player must declare before their movement starts that they are leaving the battlefield through a Gate and must use either the Walking or Running Movement Mode to go through the Gate. The player must expend another 2 Movement Points after entering the Exit hex to open the Gate and to Pilot the Mech through the Gate. The exiting Mech will be pulled from the Battlefield at the end of that movement phase. If the exiting Mech is the target of a physical attack declared during the movement phase, the gates will not be opened that turn for the safety of the Solaris Gaming Commission Employees. The pilot may attempt to open the gates the next turn as long as the Mech is still in the Exit Portal hex for the Gate. Any Mech unable to leave the Battlefield at the end of a phase WILL NOT be pulled off the Battlefield.

ELEVATORS (+2 MP)

Elevators are drop down exits in the floor of the Arena. They are remotely controlled from the Console of the BattleMechs. To use an elevator, a player must declare before their movement starts that they are leaving the battlefield through an Elevator and must expend another 2 Movement points after entering the Exit hex to activate the Elevator. The exiting Mech will be pulled from the Battlefield at the end of that movement phase.

A Mech that has its walking Movement Points reduced to 1 due to damage done to leg actuators or a leg being blown off can still use an Exit Portal the same turn they have moved into the Exit Portal hex.

EJECTING

Use rules for Ejecting from Strategic Operations, Pg. 314. A Mech is considered destroyed and abandoned when a player manually ejects from it. All Players that damaged a Mech the same turn it is abandoned will receive a Kill reward. Players must declare on their Mech Record Sheet if they are turning off Auto-Eject. Failure to do so will set Auto-Eject to on.

Off Board Cycle (OBC)

Off Board Cycle is defined as the time that a player is not active in an Arena but still present in the play area. Players who plan to re-enter the Arena in a short period of time must remain Off Board for a minimum of 3 turns. A Player's Off Board Cycle is broken into 3 Phases. The actions taken in each phase must be followed as listed below. Any Phase or part of a phase that does not apply may be skipped.

Arena Exit Phase
Cash out Poker Chips (if using the Optional Betting Rules)
Verify a MechWarrior's Sponsor Eligibility (if applicable)
Maintenance Phase
Heal Pilot Character
Drop Sponsor/Stable
Take a Loan/repay a Loan
Repair Mech
Sell Mech
Change Affiliation
Join Sponsor/Stable
Arena Entrance Phase
Add/Remove Pilot Ability
Verify a MechWarrior's Stable Eligibility (if applicable)
Buy Mech

Fame! Fortune! Flair! (Or How to win the Tournament)

Qualifying for Finals or Championship

Only the top eight players based on total kills will be invited to a Tournament's Finals / Championship round. In case of a tie for placement, the pilot will be chosen if they have the higher:
> 1. Kills (Solo)
> 2. Fame

Finals or Championship:

The Finals / Championship will run between 4 to 6 hours (GM or WCI Agent discretion). The winner of the Finals / Championship will be the pilot with the most points for kills by the end of the time limit. Solo kills will be worth 1 point and an Assisted Kill will count as ½ point. In case there is a tie, the winner will be determined by the Pilot with the highest:
> 1. Fame
> 2. Kills (Total)
> 3. Kills (Solo)
> 4. C-bills Net worth (Total C-bills on hand + value of Mech(s) owned - Loans)

Second and Third place will be determined by the number of points for kills in the Finals / Championship Round. In case of a tie, the tiebreaker will be
> 1. Kills (total)
> 2. Kills (solo)
> 3. C-bills Net worth (Total C-bills on hand + value of Mech(s) owned - Loans)

Prize Money and Character Development

As play progresses, players can gain fame, fortune, and increased Pilot abilities. Certain acts, feats, kills, and moves can add CEs, Fame, and / or C-bills to your Pilot Character. See the On-board Event Table for a list of what you could earn or be penalized for. All Awards will be determined during the End Phase of a turn.

Recipients of a Kill credit / award will only go to the player(s) that successfully attacked the target Mech in the Phase it was destroyed. If a unit is destroyed before a player gets to roll their attack, the Attacking player still rolls as normal to see if the hit succeeds since all combat is considered simultaneous. When a mech has been destroyed, players will not attempt a Critical hits check in a location that is destroyed.

If a Player inflicts heat during the shooting/melee Phase, and the target is subsequently destroyed in the End Phase by heat effects, score this as a kill for any player that inflicted heat on the destroyed unit that turn. This includes engine hits.

Betting

As with any sporting event, Solaris is no stranger to Gambling. Gambling can make or break a player when it comes to their fame and fortune.

BETS MUST BE MADE IN C-BILL DENOMINATION. No US dollars or real world currency may be used.

It is recommended that poker chips are used for the betting process.

When placing a bet:
> · A Bet can only be made with another player or the house.
> · Events for Bets must be specific and have only two outcomes.
> · A bet must have a specific expiration time (end of turn, end of game etc)
>   Example: All weapons fired in this turn will hit; the pilot will succeed at his/her consciousness roll; the AC-20 attack made this turn will fail, etc.
> All Chips must be cashed in at the end of a WCI Event or Tournament Day.

Champion's Reward

A MechWarrior destroying the Mech of a previous year Champion will receive a special reward. This reward may only go to one MechWarrior. An assisted kill of the Champion's Mech will result in all the assisted kill participants dueling off for the reward. The duel will start the turn after the destruction of previous years Champion's mech. All participants in the duel must agree to a set of dueling rules and must complete the duel in 6 turns. If the duel is not completed by 6 turns, then The Champion's reward is still available if the Champion's Mech is destroyed.

The duelists must answer the following the dueling rule questions that will be recorded by the WCI Agent running the Solaris Session:
- What are the victory conditions? (First duelist to score 5 hits, destruction of opposing duelist's Mech, etc.)
- What maximum range the duelist must be at? (5 hexes, short/medium/long range of primary weapon, etc.)
- Can non-duelist fire upon duelists? Can duelist fire upon non-duelists? What penalties will be imposed on those that violate this dueling rule? (Penalties will be immediately given to violators by the Solaris Gaming Commission)
- Can duelists move out of LOS? If so, how long can they stay out LOS?
- The participating duelists may include additional dueling rules if agreed upon (turn length, no weapons that inflict more than 10 points of damage, no targeting computers, no physical attacks, etc.). A participant may opt out of the duel but loses any claims to the reward. Any participant that has their Mech destroyed before the duel starts forfeits the duel.

The Champion will receive a 25% discount to their next Final Repair Total or the purchase of a new Mech. This discount is only good for next immediate repair or purchase and cannot be saved for a later use.
The reward and Champion's discount are only good once per WCI Session, Game Day, or how often the WCI Agent wants to give the reward.