



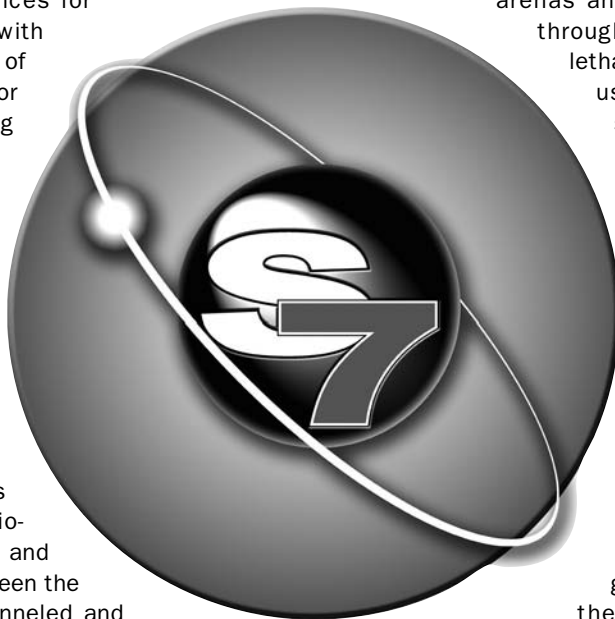
## INTRODUCTION

To many people all over the Inner Sphere, Solaris VII's very name conjures images of veteran MechWarriors battling in the close quarters of an arena for the pleasure of bloodthirsty spectators, their chances for glory and fortune on the line along with their lives. Once a major producer of BattleMechs and a testing ground for competing BattleMech designs during the Star League era, Solaris evolved over the centuries into a microcosm of the Inner Sphere, its remaining factories almost totally devoted to supplying the local economy and the MechWarrior champions who are its focus.

Throughout all the centuries of warfare, from the fall of the Star League through the Succession Wars, the Clan invasion and the FedCom Civil War, Solaris VII has remained an island of controlled violence. Here, where war is a game and warriors a commodity, the strife between the Successor States is organized, channeled and controlled, to a greater or lesser extent. All across the Inner Sphere, people recognize and identify with the fights on Solaris, the fierce-yet-clean arena battles broadcast daily into their living rooms via HPG.

Though it lies in Lyran territory, Solaris is open to all people of the Inner Sphere, with Solaris City, the core of its gaming industry, a haven for citizens of every Great House and minor power—and now even for the Clans. For centuries, these diverse individuals have come, drawn by the lure of the Games, the glamour of local celebrities and the untapped wealth that was always just one more match outcome away. Each year brings a new generation of would-be champions to the Game World, gathered from across the Inner Sphere to take part in the high-tech gladiatorial duels while eager bettors wager their meager earnings on the results. Each one hopes to be the next Cabol Hirsch, Gray Noton, Justin Xiang or Kai Allard-Liao, and each one is willing to risk life and limb for the opportunity to prove it.

—“Spotlight on Solaris” by Margaret Nelson, *Insider Magazine*, May 3064, New Avalon



Solaris VII, the Game World, is arguably one of the *Classic BattleTech* universe's most popular venues for roleplaying and straight *BattleTech* combat. With its variety of unique arenas and its melting pot of factions from throughout the Inner Sphere, Solaris is a lethal playground for the MechWarrior in us all. Here, MechWarriors of every style and affiliation clash with opponents either singly or in groups as large as a full lance, with the winner taking home the purse and the bragging rights—and the loser often lucky to be alive.

This supplement, as part of *Map Pack: Solaris VII*, presents additional, updated rules for playing scenarios set in the arenas of Solaris VII, while also giving players new and old an update on that world in 3067. *The Game World, Revisited* offers additional details that can serve as hooks for a gamemastered campaign, providing the backdrop for scenarios played on Solaris during this time period, while *Selected Stables and Cooperatives* describes the major stables and MechWarrior cooperatives that are most active in the Games today.

The *Rules* section provides new rules for generating and playing *Classic BattleTech* (CBT) scenarios and stable units for arena battles, as well as special, Level 3 rules for the various featured stables and cooperatives. These rules are intended as a supplement to the CBT rules found in *BattleTech Master Rules, Revised* (BMR) and the *Classic BattleTech RPG* (CBT: RPG), but are tailored to the Solaris arenas. In addition, special rules for the arena maps included with this set enable players to run scenarios in these unique battlegrounds. Finally, *New Equipment* provides rules for various Level 3 weapons and components that have gained increasingly wider use in the close quarters of the Solaris fighting grounds.

### MECHWARRIOR, THIRD EDITION

*MechWarrior, Third Edition* (MW3) was originally published by FASA Corporation. Upon its reprint by FanPro LLC, the name was changed to *Classic BattleTech RPG* (CBT: RPG). This product refers to pages in CBT: RPG, but the page numbers are identical in CBT: RPG and MW3.



# THE GAME WORLD REVISITED

Congratulations! You have just linked to Meier-Star Travel's guide to Solaris VII, the Game World. Meier-Star offers reasonable rates for one-way and round-trip to Solaris all year round. Tickets are available now for first, second and business class travel on any one of our luxurious star liners at the touch of a button. Please take the time to review the material below on this exciting destination, compliments of Meier-Star Travel, an affiliate of the Meier-Star Agency.

Meier-Star: From A Place to Zwipadze, we'll get you there!

## WELCOME TO SOLARIS!

The first-time visitor to Solaris VII is often summarily unimpressed—by the dreary gray skies, near-constant rainfall and the apparent squalor of Solaris City, an appearance that often fits in with the traveler's mood after spending weeks aboard DropShips that charge extortionate prices to bring him here in the first place. But the dismal skies over Solaris City are merely a shroud that keeps visitors from immediately seeing the vibrant heart of this world, which comes to life at night in a rainbow of neon. The traffic never stops in Solaris City, a metropolis that contains more than six distinct cities rolled into one. The interested travelers can find just about any political affiliation or cultural lifestyle in this cosmopolitan town, from the Germanic feel of the Silesia district, to the neo-Japanese motif of Kobe, and even to the hedonistic, anything-goes Canopian flavor of Xolara's southwestern sectors just outside the city proper. For all its dreary wrapping, Solaris City and even the nearby Reaches can provide more color and diversity than a wealthy tourist can imagine, short of journeying to Terra.

More than just any open megalopolis, the capital city of Solaris VII is also home to casinos, fine hotels, exquisite dining halls—and, of course, the Class Six arenas, five of the Inner Sphere's most elaborate controlled battlefields for BattleMech-on-BattleMech action and the centerpiece of each city district dedicated to the Great Houses. With over a hundred more arenas scattered around the outskirts of Solaris City and across the rest of the planet, fans can find any number of varied terrains where anything from exoskeleton-clad prize fighters and aerospace fighters to conventional vehicles and BattleMechs may square off in battle for the benefit of screaming crowds and the chance to be known as the best warrior in the Inner Sphere.

## LET THE GAMES BEGIN!

The Solaris Games are, of course, the planet's main draw. Centered on combat in everything from exoskeletons and battle armor to assault-class BattleMechs and high-flying aerospace fighters, the Games pit the best warriors on Solaris against one another in duels, tag-team matches and even lance-on-lance slugfests, for fame and fortune. BattleMech combat, by far the most popular, has spawned a host of

MechWarrior stables and cooperatives—groups of some of the best warriors, gathered under a single banner to compete either for their stable masters or for their cooperative team. With tournaments and competitions waged year round, these warriors battle every day for the highest standing in the various Solaris Leagues, settle their scores in much-publicized grudge matches or simply demonstrate what the newest piece of modified hardware can do in a spectacular exhibition match. Whether the duels are fought in the Class Five BattleMech Arenas of Solaris City or in the open fields south of Nowhere, or even in the skies high above the Grayland Coast, the Games bring the crowds—and the money—to Solaris VII.

Betting on any or all of these events is legal on Solaris VII, but first-timers should always take care before risking their life savings on the outcome of any games. Sudden upsets, occasional treachery and other subtle twists of fate have separated more than a few fools from their money on the mean streets of Solaris City.

## On the Main Circuit

It goes without saying that the main fight circuit in Solaris City is, bar none, the biggest game on the planet. Dominated by the major MechWarrior stables, many of the Inner Sphere's most elite warriors take up the colors of their stable and the Great House it purports to champion, mixing politics with commercial appeal and the lethal art of destruction. The result is an explosive combination of deadly talents and colorful personalities who might not have the discipline or training to serve in a serious military or mercenary command, but who can certainly handle the close confines of the arena floor with grace and style.

Victories and defeats throughout the year, tallied by the Solaran Gaming Commission, help to rank the best warriors of the major stables, while qualifier matches cement their place among those who will compete in the ultimate test of endurance and talent: the annual Solaris VII Grand Tournament. For fans who think the regular arena battles are enough to show off the flash and thunder of Solaran nightlife, this multi-day event will prove them wrong.

The Grand Tournament is a spectacle to behold, drawing rabid crowds that fill every one of Solaris City's Class Six arenas to maximum capacity, screaming for their personal gladiatorial hero as he (or she) blows away whoever dares to present a challenge. Fought as a fast-paced, no-holds-barred, single-elimination tournament, the Grand Tournament is waged every year in the space of five to seven days, with the winner taking home more than just a monster purse and the fame that comes with ultimate victory. He or she also earns bragging rights for a full year as Champion of Solaris VII, along with the immortality of being known as one of the greatest fighters in the Inner Sphere.



## Arena Classes

To organize the Games for the benefit of spectators and bettors alike, Solaris VII is host to several leagues that provide year-round entertainment with their own series of tournaments, proving who is best in their given fight class. Inter-league competitions add spice to these games as well, pitting the skills of the best in each league against those of the competition, proving who among these dynamic warriors is tops among all the leagues in the arenas. The best of the best often graduate into the Championships, which are fought annually to determine the most gifted warriors on the Game World, but only those in the Open Class can claim that kind of glory.

For the uninitiated, the league and arena classes may sound almost like another language, but in truth, they merely serve as a shorthand guide to what fans can expect from an arena or league duel. The five main classes of competition on Solaris VII are scarcely more complex than the weight levels of the machines coming onto the field, though the types of machines used may vary the tonnages somewhat.

At Class One, spectators can watch small yet deadly personal matches between warriors clad in exoskeletons and battlesuits. Duels in the Class One arenas are won and lost more by creative tactics than superior firepower and armor, making them an easy favorite for those fans jaded by the biggest and best BattleMechs of today.

Class Two matches pit warriors in lightweight machines against one another in a duel for supremacy, often relying on maneuverability to carry the day. Whether fought as an aerospace engagement or in BattleMechs and armor, Class Two fights give spectators a stunningly fast and savage experience.

Class Three matches are fought with medium-weight machines and make up a healthy bulk of the league matches. These fights provide viewers and bettors with an excellent balance of speed, tactics and variety rarely matched outside the Open Class, no matter the venue.

Class Four matches and arenas bring heavier machines to the field, with all the fireworks that come with them. Heavier armor and a broader array of bigger weapons often turn these matches into slugfests, though many heavy vehicles, aerospace craft and BattleMechs can still move well in the heavy weight class.

Class Five matches cater to those who want the biggest bang for their C-bills, featuring the heaviest weight classes in a given machine. Spectators often find the Class Five a dramatic contest of sheer brutality, the heavier armor and firepower of the assault machines making them far more durable—albeit much slower—than their lighter counterparts.

For the ultimate in variety, offering a mix of tactics, firepower, speed and style, nothing beats the Open Class—the Class Six venues. Only the five arenas inside Solaris City are rated for Class Six matches, and all five arenas collectively draw the biggest crowds on the planet. The Championships are fought in these arenas, where every MechWarrior in the Games dreams of making his or her mark. Though open to battlesuit and vehicle duels, spectators rarely see such machines in the Class Six venues, making every night a stunning display of gladiatorial combat between the most advanced tools of warfare ever devised by humankind: the BattleMech.

## Recent Standings

Despite the riots of 3062 and the FedCom Civil War, the Games most certainly have gone on, proving that no war—major, minor or local—can ever disrupt a really good party! For those of you who missed out on the excitement of the past five years, the *Solaran Spectator* brings you this special recap:

## THE SOLARIS WATCHMAN

Welcome to Solaris City, good citizen. If this is your first time in the Inner Sphere's most notorious land of violence, the Brotherhood of Peace wholeheartedly recommends that you depart immediately, for this world is a den of corruption and this city its pinnacle of depravity. For those who choose not to heed these warnings, however, or who cannot afford to because of legitimate and honorable business, the Brotherhood extends its greetings and offers its services by defining the nature of this city and its surrounding territories. Below are the facts about Solaris City and The Reaches. Be aware, and be warned:

## INTERNATIONAL ZONE

**Location:** Solaris City, Southwest Side  
**Dominant Affiliation:** None (Lyran authority)  
**Population:** 430,000  
**Dominant Language:** English  
**Per Capita Income:** 18,700 C-bills  
**Below Poverty Level:** 12.4%  
**Major Corporate Facilities:** Solaris Broadcasting Corp. and Solaris Times (media), Solaris Spaceport (spaceport)  
**Known Underworld Activity:** Mafia, Yakuza, Triads  
**Arena:** None

## BLACK HILLS

**Location:** Solaris City, Central Southwest Side  
**Dominant Affiliation:** Federated Suns  
**Population:** 460,000  
**Dominant Language:** English  
**Per Capita Income:** 19,000 C-bills  
**Below Poverty Level:** 10.3%  
**Major Corporate Facilities:** F-C Broadcasting (entertainment), New Avalon Technologies ('Mech tech)  
**Known Underworld Activity:** Mafia, Triads  
**Arena:** Boreal Reaches

## CATHAY

**Location:** Solaris City, Central Southeast Side  
**Dominant Affiliation:** Capellan Confederation  
**Population:** 530,000  
**Dominant Language:** Mandarin (Chinese)  
**Per Capita Income:** 18,800 C-bills  
**Below Poverty Level:** 8.4%  
**Major Corporate Facilities:** Dragon House (gambling)  
**Known Underworld Activity:** Triads, Tongs  
**Arena:** The Jungle