Grand Melee

Harald Jorgensson of the 3rd Bear Guards "The ilKhan's Shield", has died a warrior's death while securing Alrakis. The 3rd Bear Guards are famous for their role in serving as the honour guard for ilKhans Nicholas Kerensky and Jerome Winson whenever they travelled in Ghost Bear territory.

BattleMechs Available

Choose a BattleMech from the Ghost Bear OmniMech Table 1 in the Rules Appendix below. Once a BattleMech is chosen compare the tonnage of the 'Mech to Table 2, the Mechwarrior Gunnery/Piloting Table, also in the Rules Appendix. The players 'Mech and pilot skill selection will be the same for the **Grand Melee** and the **Bloodname**.

Before the game players may view the map to be played on and select which Omni configuration they wish to use in Grand Melee.

Game Setup

Players can place their 'Mech in any full hex on the map as long as it is more than 5 hexes away from any other opponent already placed. Placement will be based on initiative draw, determined using the card draw method (see special rules section).

Primary Objective

The winner of the Grand Melee will be the player with the most Victory Points at the end of the time period allowed for the match.

1 Victory Point for damaging a 'Mech the same round it is destroyed.
3 Victory Points for destroying a 'Mech
5 Victory Points for being the last 'Mech/MechWarrior standing at the end of the match.

A 'Mech is considered "destroyed" if it meets any of the below criteria:
- Has no Internal Structure remaining in the Centre Torso.
- Has three or more Engine Critical Hits.
- The 'Mech leaves the map for any reason.
- The 'Mech is unable to fire any weapons at an enemy (all of a 'Mech's weapons are considered destroyed if it loses all weapons with a range greater than five hexes or if it can no longer cause more than 5 points of combined weapons damage).
- The 'Mech has lost both legs or one leg and both arms, and is therefore unable to stand.
- The MechWarrior is killed.

Special Rules
Card Draw Method for Initiative
The Tournament Organiser will have a deck of identical cards with each player's name on the card.
- The Tournament Organiser will shuffle the deck and draw the top card, announcing which player's turn it is.
- The player will have 30 seconds to move their 'Mech. If they do not move in that time, the unit will remain in its original hex and be stationary for the round.
- Initiative order is to be followed by a reverse firing order i.e. if you moved last you fire first.
- At the end of each round the Tournament Organiser reshuffles the deck and repeats.

If a player fires out of turn and destroys their target, the victory points will be awarded to the player whose turn it was to resolve fire before them, and had declared firing at the destroyed target.

If a 'Mech is destroyed when falling, after all weapons fire, all players who fired and hit the 'Mech will be awarded 1 Victory point.

A player may only fire on 2 different targets (one primary and one secondary).

Each round, the player's must fire at the easiest and/or closest target (or targets) to which they have a valid LOS. An exception may be made if a shot may be taken with a realistic chance to kill another target. If this choice is disputed, the tournament organizer may be called on to arbitrate.

In the case of multiple MechWarriors remaining alive with 15 minutes left until the end of the allocated time, the pilots will go at it with fisticuffs, to decide the winner, as follows:
- All pilot hits from the 'Mech battle carry over into this fight.
- Each player rolls 2d6 and the winner of each "dice off" inflicts 1 pilot hit against **all** of the other MechWarriors in the brawl.
- As each MechWarrior reaches 6 pilot hits they will be eliminated, until only one remains.

- No consciousness checks are to be made during the brawl.

Note

If at any time during the Solaris Challenge, the Tournament Organiser feels that a player or players are not playing by the spirit of this tournament (e.g. teaming up with friends and not firing on each other, not firing on available targets), the Tournament Organiser will first warn the offending players. If the player(s) continue the same behaviour they will have 5 Sportsmanship Points and/or 5 Competition Points deducted from their final score.

Bloodname

The Bloodname Trial is a one-on-one elimination tournament. Players will be assigned a random opponent through a card draw for the first round.

The tournament will advance through elimination rounds with the winners going on to the next round, while the defeated are eliminated.

BattleMechs Available

In the Bloodname you will use the same Ghost Bear OmniMech you chose for the Grand Melee. See Table 1 in the Rules Appendix below. Your MechWarrior's skills are also the same as they were in the Grand Melee. See Table 2, the Mechwarrior Gunnery/Piloting Table, also in the Rules Appendix.

Before each match, players may view the map to be played on and select which Omni configuration they wish to use for that match.

Game Setup

In each round, play will commence using the concept of Hunter and Hunted, see special rules below.

Each round will have a maximum of one (1) hour to determine the winner, with a small break between each round.

Primary Objective

Destroy your opponent's OmniMech and advance to the next round.

A 'Mech is considered "destroyed" if it meets any of the below criteria:
- Has no Internal Structure remaining in the Centre Torso.
- Has three or more Engine Critical Hits.
- The 'Mech leaves the map for any reason.

- The 'Mech is unable to fire any weapons at an enemy (all of a 'Mech's weapons are considered destroyed if it loses all weapons with a range greater than five hexes or if it can no longer cause more than 5 points of combined weapons damage).
- The MechWarrior is killed.

At the end of each round, the winner is the player:
   A. whose opponents 'Mech has been destroyed or crippled; or
   B. whose opponents MechWarrior is unconscious at end of the round;
and
   C. The player themselves is not crippled.

If a round fails to determine a clear winner and both pilots are alive and conscious, then the pilots will use the *Fisticuffs Rules*, as described in the Grand Melee above.

See the Forced Withdrawal section of the Rules Appendix on page 13 for a definition of Crippled.

Special Rules
Hunter and Hunted

Once your opponent for the round is known "Dice off" to determine who is the Hunter and who is being Hunted. The Hunted chooses which map the round will be played on, while the Hunter chooses which short edge of the map will be their home edge, your opponent will have the opposite edge.

During the Bloodname Trial **NO PHYSICAL ATTACKS** are allowed and **Edge** is not used.

Rules Appendix

Table 1 - Ghost Bear OmniMech Availability

Mech	Tonnage	Variants Available	Skill Level
Fire Moth	20	Prime, A, B, C, D, E, F, G, H, K	1
Mist Lynx	25	Prime, A, B, C, D, E, F, G, H, P	2
Arctic Cheetah	30	Prime, A, B, C, D, E, H	3
Hellion	30	Prime, A, B, C, D, E, F	3
Kit Fox	30	Prime, A, B, C, D, E, F, G, H, S, W	3
Adder	35	Prime, A, B, C, D, E, H, J	4
Battle Cobra	40	Prime, A, B, C, F, H	6
Viper	40	Prime, A, B, C, D, E, F, G, H, I	6
Ice Ferret	45	Prime, A, B, C, D, E, H, L	7
Shadow Cat	45	Prime, B, C, H, J	7
Nova	50	Prime, A, B, C, D, E, F, H, I, S, T	8
Stormcrow	55	Prime, A, B, C, D, E, F, G, H, I	10
Stooping Hawk	55	Prime, A, B, C, D, E, F, G	10
Mad Dog	60	Prime, A, B, C, D, E, F, G, H	11
Vulture Mk III	60	Prime, A, B, C, D	11
Ebon Jaguar	65	Prime, A, B, C, D, E H	12
Crossbow	65	Prime, A, B, C, E, H	12
Karhu	65	Prime, A, B, C, D, G	12
Hellbringer	65	Prime, A, B, C, D, E, F, H	12
Loki Mk II	65	Prime, A	12
Nova Cat	70	Prime, B, C, D, E, G, H	13
Summoner	70	Prime, A, AA, B, C, D, E, F, G, H, HH, M	13
Thor II	70	Prime, A, B, C, D	13
Timber Wolf	75	Prime, A, B, C, D, E, F, H, S	14
Gargoyle	80	Prime, A, B, C, D, E, G, H, M	15
Warhawk	85	Prime, A, B, C, D, E, F, H	16
Kingfisher	90	Prime, A, B, C, D, E, F, H	18
Executioner	95	Prime, A, B, C, D, E, F, H, I, K, P	19
Dire Wolf	100	Prime, A, B, C, H, S, W, X	20

Table 2 - Mechwarrior Gunnery/Piloting

Skill Level	Gunnery	Piloting
1	0	0
2	0	1
3	0	2
3	1	0
4	1	1
5	1	2
5	2	0
6	1	3
6	2	1
7	2	2
8	2	3
8	3	1
9	2	4
9	3	2
10	3	3
11	3	4
11	4	2
12	3	5
12	4	3
13	4	4
14	4	5
14	5	3
15	4	6
15	5	4
16	5	5
17	5	6
17	6	4
18	5	7
18	6	5
19	6	6
20	6	7