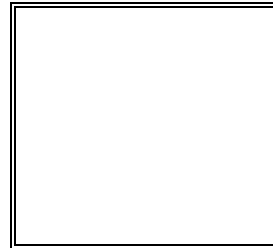


MWDA - SOLARIS VII Character Sheet

Player Name			
Call Sign			
Stable Name			
Stones		1st Place	
Fame		2nd Place	
Experience		3rd Place	
Piloting Skill	7	4th or lower	
Matches		Kills	



Mechs

Light Mech Skills

Basic			Piloting			Gunnery		
1	One re-roll per match		1	+1 Piloting Roll		1	+1 to hit <i>QuickShot</i>	
2	Repair		2	+1 to hit <i>Punch</i>		2	+1 to hit <i>Fire</i>	
3	Extra Initiative Die		3	+1 to hit <i>Strike</i>		3	Re-roll 1 Energy Attack	
4	+1 Defense		4	+1 to hit <i>Charge</i>		4	Re-roll 1 Ballistic Attack	
5	-1 Sprint Heat		5	+1 to hit <i>DFA</i>		5	+1 Energy Damage	
6	Free Stand up		6	Re-roll Close Combat Attack		6	+1 Ballistic Damage	

Medium Mech Skills

Basic			Piloting			Gunnery		
1	One re-roll per match		1	+1 Piloting Roll		1	+1 to hit <i>QuickShot</i>	
2	Repair		2	+1 to hit <i>Punch</i>		2	+1 to hit <i>Fire</i>	
3	Extra Initiative Die		3	+1 to hit <i>Strike</i>		3	+1 Maximum Range	
4	+1 Defense		4	+1 to hit <i>Charge</i>		4	-1 Minimum Range	
5	-1 Sprint Heat		5	+1 to hit <i>DFA</i>		5	+1 Energy Damage	
6	Free Stand up		6	Re-roll Close Combat Attack		6	+1 Ballistic Damage	

Heavy Mech Skills

Basic			Piloting			Gunnery		
1	One re-roll per match		1	+1 Piloting Roll		1	+1 to hit <i>QuickShot</i>	
2	Repair		2	+1 to hit <i>Punch</i>		2	+1 to hit <i>Fire</i>	
3	Extra Initiative Die		3	+1 to hit <i>Strike</i>		3	+1 Maximum Range	
4	+1 inch <i>Throw</i>		4	+1 to hit <i>Charge</i>		4	-1 Minimum Range	
5	+1 inch <i>Push</i>		5	+1 Movement		5	+1 Energy Damage	
6	+1 to hit <i>Bull Rush</i>		6	+1 Close Combat Damage		6	+1 Ballistic Damage	

Assault Mech Skills

Basic			Piloting			Gunnery		
1	One re-roll per match		1	+1 Piloting Roll		1	+1 to hit <i>QuickShot</i>	
2	Repair		2	+1 to hit <i>Punch</i>		2	+1 to hit <i>Fire</i>	
3	Extra Initiative Die		3	+1 to hit <i>Strike</i>		3	+1 Maximum Range	
4	+1 inch <i>Throw</i>		4	+1 to hit <i>Charge</i>		4	-1 Minimum Range	
5	+1 inch <i>Push</i>		5	+1 Movement		5	+1 Energy Damage	
6	+1 to hit <i>Bull Rush</i>		6	+1 Close Combat Damage		6	+1 Ballistic Damage	

Stable Abilities

1	Rich (+150 Stones)	
2	Promoter (+10% Stones)	
3	Training (+3 skills at start)	
4	Cunning (+10% Experience)	
5	Ace Crew (-1 Stone to Repair)	
6	Legendary (+10% Fame)	

Legendary Abilities

1	Tech Wizard - May repair 2 clicks of damage on a Jury Rig	
2	Wild Card - May use any Special Equipment (Once per match)	
3	Blaze - May add 1d6 damage to a successful attack (Once per match)	
4	Awe - First attack by every player on this Mech misses	
5	Heroic - 1 extra action per turn	
6	Deadeye - +1 damage on all attacks	

MWDA - Solaris Mech Campaign Sheet

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

Name	
Type	
Damage	
Mods	
Equipment	

MWDA - Solaris VII Campaign Stable Sheet

Stable Name:
Faction:
Heritage:
Stable Fame:
Stable Stones:

Pilot Name	Injuries	Fame

Mech Name	Damage

Facilities/Teams:

Type	Basic	Adv	Description
Headquarters	<input type="checkbox"/> 100	<input type="checkbox"/> 200	allows building facilities/teams; +1 NFMech
Repair Facilities	<input type="checkbox"/> 250	<input type="checkbox"/> 500	-1/click; -3/click, no Mech maintenance
Mech Workshop	<input type="checkbox"/> 150	<input type="checkbox"/> 300	-5% Mech mods; -10% Mech mods
Medical Team	<input type="checkbox"/> 200	<input type="checkbox"/> 400	-1 match wait to a min of 1; free healing
Promoter/PR Team	<input type="checkbox"/> 200	<input type="checkbox"/> 400	+10% stones; +10% fame
Investment Team	<input type="checkbox"/> 150	<input type="checkbox"/> 300	+1% on savings; +2% on savings
Training Facilities	<input type="checkbox"/> 150	<input type="checkbox"/> 300	-1 exp/skill; -2 exp/skill, 10% exp
Sales Team	<input type="checkbox"/> 100	<input type="checkbox"/> 200	buy/sell 5%, +1 NFMech; buy/sell 10%, +2 NFMech

Notes:

Solaris VII: Industrial Class 0 League Chart

Industrial Mech Basic League			
0+ Fame to enter (Industrial only, no MODs)			
Place	Fame	Experience	Stones
1	10	20	100
2	8	15	80
3	6	13	70
4	5	10	60
5	4	7	50
6	3	5	40
7	2	3	30
8	0	2	20

Industrial Mech Open League			
20+ Fame to enter (Industrial only, no MODs)			
Place	Fame	Experience	Stones
1	12	25	150
2	10	20	120
3	8	15	100
4	6	13	80
5	5	10	60
6	4	7	50
7	3	5	40
8	1	3	30

Solaris VII: Light Class 1 League Chart

Light Mech Basic League			
0+ Fame to enter (Lights and Industrials only)			
Place	Fame	Experience	Stones
1	12	25	150
2	10	20	120
3	8	15	100
4	6	13	80
5	5	10	60
6	4	7	50
7	3	5	40
8	1	3	30

Light Mech Open League			
30+ Fame to enter (Lights and Industrials only)			
Place	Fame	Experience	Stones
1	15	30	200
2	12	25	150
3	10	20	120
4	8	15	100
5	6	13	80
6	4	10	60
7	3	7	50
8	1	3	40

Solaris VII: Medium Class 2 League Chart

Medium Mech Basic League			
60+ Fame to enter (Medium only)			
Place	Fame	Experience	Stones
1	15	25	225
2	12	20	180
3	9	15	150
4	6	13	120
5	5	10	90
6	4	7	75
7	3	5	60
8	1	3	45

Medium Mech Open League			
90+/110+ Fame to enter (Medium/Light)			
Place	Fame	Experience	Stones
1	18	30	300
2	14	25	225
3	11	20	180
4	8	15	150
5	6	13	120
6	4	10	90
7	3	7	75
8	1	5	60

Solaris VII: Heavy Class 3 League Chart

Heavy Mech Basic League			
120+ Fame to enter (Heavy only)			
Place	Fame	Experience	Stones
1	18	25	300
2	14	20	240
3	10	15	200
4	6	13	160
5	5	10	120
6	4	7	100
7	3	5	80
8	1	3	60

Heavy Mech Open League			
150+/170+/190+ Fame to enter			
Place	Fame	Experience	Stones
1	21	30	400
2	16	25	300
3	12	20	240
4	8	15	200
5	6	13	160
6	4	10	120
7	3	7	100
8	1	5	80

Solaris VII: Assault Class 4 League Chart

Assault Mech Basic League			
180+ Fame to enter (Assault only)			
Place	Fame	Experience	Stones
1	18	25	300
2	14	20	240
3	10	15	200
4	6	13	160
5	5	10	120
6	4	7	100
7	3	5	80
8	1	3	60

Assault Mech Open League			
210+/230+/250+/270+ Fame to enter			
Place	Fame	Experience	Stones
1	21	30	400
2	16	25	300
3	12	20	240
4	8	15	200
5	6	13	160
6	4	10	120
7	3	7	100
8	1	5	80

Solaris VII: Open Class League Chart

Open Class Prize Fight			
240+ Fame to enter			
Place	Fame	Experience	Stones
1	24	30	500
2	20	25	400
3	18	20	300
4	14	15	240
5	12	13	200
6	10	10	160
7	9	7	120
8	7	5	100

Open Class Championship Fight			
By Invitation Only			
Place	Fame	Experience	Stones
1	30	30	600
2	25	25	500
3	20	20	400
4	15	15	300
5	12	13	240
6	10	10	200
7	9	7	160
8	7	5	120