

Solaris 7 – Stablemunder Rev: 11.5

Pilot rules

As half of the roster of assets a stable has in Solaris is in its pilots, and they represent a strong concern to any stable master, who needs to make the most of what life gives him.

This section covers several areas of pilot rules:

Pilot record

Pilot abilities

Pilot training

Pilot negatives.

Pilot Record.

Each pilot records several key traits.

Name and Call-sign – This is the pilots actual name and/or call sign that the public comes to recognize. Once a call-sign is picked, changing call-sign causes a penalty of 1 to the pilots fame, to a minimum of 0, representing loss of public awareness.

Ranking – This is the pilots ranking/licence in this Solaris league. Each Ranking comes with special benefits or limitations.

- **Rookies** – This are the new blood, trainees who are new to Solaris and think they can make it. Rookies may never be deployed in assault mechs.
- **Contenders** – These are the stables second line. The guys who are just coming into their skills and hungrily look to their careers in the arenas.
- **Stars** – These are the ones your stables reputation rests on. The bread and butter, these are the guys in the arenas week after week.
- **Champ** – Technically licensed as a Star, the Champ is the best man of your stable. He is the face of the stable, the pride and on his shoulders your success rests. In every stable, there can be only one.

Skill – This is the traditional Battletech gunnery and piloting skill ranking. Greens are 5/6, Regular 4/5. Veterans 3/4. Elite 2/3. All starting pilots and recruits will have one of these number pairs though through training they pursue superior of Gunnery and Piloting separately in training.

Abilities – While in the harsh reality of war the pilots and environments make showboating and tricks unreliable, in the more reliable confines of Solaris arenas the pilots can unleash risky moves to push their war machines beyond specs and truly wow the viewers.

In the stable creation, the training domains were allocated, three from the faction choice, and two chosen by the owner (or four chosen by owner if non standard faction chosen), representing the training focuses given to the men and women of the pilot roster. When a pilot gets a new ability, the owner gets

to choose which of the five domains the pilot will get an ability from, and then roll to see which ability is gained.

In the case of new recruit pilots who start with an ability and are from a faction other than your own, the stable owner may pick their ability domain from the three of their faction.

Rating – This is a battlevalue multiplying figure, generally calculated by taking the figure 0.75 for Green pilots and adding 0.2 for each number better gunnery and each gunnery labelled ability, and 0.05 for each number better piloting and each piloting labelled ability. For example while a green pilot would be 0.75, and a regular would be 1.00, a starting champ (veteran) with a gunnery and a piloting ability would be 1.50 (.75+.4 two gunnery better than 5, +.1 two piloting better than 6, and a gunnery ability +.2 and a piloting ability +.05).

Wounds – This is a simple trait of damage to the pilot and comes in two parts, hits and black marks.

The first is just like base Battletech rules and it runs in seven stages, No hits, 1 through 5 hits, and 6 hits (dead). If your pilot is wounded in combat, it is recorded here. If you have any hits here when you deploy this pilot, he starts with that many hits against the pilot at the start of the fight. At the end of each week a pilot will heal a single wound hit.

A second part of this trait is a black mark, a hash or the like after the number of hits. A hash represents frailty that has come to the pilot, removing his ability to take the last hit. For each black mark, fill in the sixth hit on the pilot section of the mech sheet, and putting dead under the now highest number. For example, a pilot with two black marks would have a pilot section showing 1 hit, consciousness check 3+. 2 hits 5+, 3 hits 7+, 4 hits dead.

A method to get a pilot back into fighting shape faster is to put him in for advanced and sometimes experimental surgery, under the Medical Action of the Stable Actions. This is also the main way to earn black marks, and a Medical Action can be used to cure black marks.

Fame – This is the current fame of the pilot and is earned by fighting well and earning pops from the audience. For Rookies and Contenders, this has no net effect. For the Stars and Champ, this forms the basis of the stable Prominence trait, earning more money per fight.

Signature Mech – Over time you can allocate one or more mechs to a pilot, or they may be new hires that come with a signature mech of their own. By having a signature mech, the pilot gets more recognition from the viewers and finds it easier to gain fame for his work. The trade off is not light however, as this mech is now the property of the pilot, not only can no other pilots deploy in his mech (other than by cheat card), but should the pilot leave the stable for any reason other than death, he takes signature mechs with him.

Negatives – This unusual trait represents a pilot with a problem that is a headache for the owner to deal with.

The most common trait here is the Ego, where the pilots own self importance becomes a money drain that needs to be appeased or the pilot may become erratic. Pilots with ego problems are a dime a dozen on the game world and can be expected to show up in new hires, but sometimes the promising new talent you hire could have other problems from unusual religious zealousness to adrenaline junkies, to psychologically damaged bullies.

While your starting ten pilots are headache free, new hires have a chance of coming with one or more problems, and current pilots may grow into such, to give you headaches, and as the stable owner you need to decide if you are going to try and work around this problem, rehabilitate the pilot, throw them to the legal and media wolves, or simply fire them as too much trouble. This is made harder by the fact that these problems tend to grow in the better pilots, making it hard to simply fire a guy who brings skill and even a mech to the stable.

XP – This is the pilots current XP total which can be used in training to buy increased ranking, skills, abilities, or signature mech.

Abilities

As the game progresses the pilots of your stable will have the opportunity to learn abilities that can affect the combat or give minor tricks and options that make them even more powerful, and more specialised. Factions like the Great Houses or Comstar have natural bias towards some aspects, while neglecting others.

These skill areas are:

Piloting – Representing training or natural abilities to push a mech just that bit further with more control.

Combat – Training for special advantages in fighting.

Ferocity – Often brutal or foolhardy specialisations that only the most driven of pilots would try often enough to become skilled at.

Techno – Technophile pilots tend to have training and knacks involve the deepest workings of Mech technologies and ancillaries of the industries.

Energy – Gifts & training for energy weapons.

Ballistics - Gifts & training for ballistic weapons.

Missiles - Gifts & training for Missile weapons.

EW – Special training with electronic and stealth warfare.

These ability training domains were chosen in stable creation.

Each ability is marked with a G or a P, indicating the value added to the pilots rating.

Piloting:

1. Catfall – Catfall pilots have the knack to keep some control when others completely lose it. When the mech falls, whether by failed PSR, falling elevation, or failed Gyro/missing leg, the Catfall pilot is allowed to choose the direction of the fall, takes only half damage to the mech for the fall, and gets +2 on his roll to not hurt the pilot. (P)
2. Dodge – The Dodge skill allows the pilot to withhold physical attacks by his unit, to make it harder to be hit by them. A penalty of 4 applies to attack roll of physical attackers against a dodging mech. (P)
3. Acrobat – The acrobat gains +1 jump movement point. Only applies to mechs with jump movement rates and costs 1 extra heat. (G)
4. Natural Grace – While some pilots can keep their rides 'stable', you make yours dance. +1 Piloting roll against knock down, physical attacks, skidding, water, avoiding pilot fall damage, and entering rouble terrain. You gain +1 run movement like a vehicle on roads. You can run backwards. Finally on entering an arena make a pilot check unmodified to make your mech disco dance and gain +1 fame in fight. (G)
5. Speed Demon – This skill lets the pilot may use the Sprinting Level 3 rules, allowing movement of up to double the mechs walk. He may not make attacks on the round he used this skill. If used on a mech with MASC or Supercharger, it acts as a further half walk movement to the mechs run category. Also the target roll for Hip Seizing of MASC or Supercharger Engine burnout is one less with this pilot. (P)
6. Manoeuvring Ace – This skill lets the pilot of a bipedal mech use the Side slip move of a quad mech. If used on a quad 'mech, Side slip only costs 1 mp. Also reduce by 1 difficulty for slip on roads (P)

Combat:

1. Melee Expert – The Melee Expert may allocate a +1 easier to hit and to the damage of his physical attacks. If used to increase damage of a charge or DFA, it is added to base damage before multiplied for distance. (G)
2. Jump Jet Pro – The Jump Jet Pro can vent his Jumpjets as an offensive weapon. In any round that the jumpjets were not used, each jump jet can do two damage, each jet generating one heat with a minimum of three. When standing, the jumpjets on the back and legs may attack a target one hex behind at one harder, and only hitting the legs or lower section in the case of units two levels high or more. Leg mounted jump jets may be used during a kick, with only the kicking legs jets firing, again burning only the targets leg unless prone, and again at -1. When Prone, leg jump jets may be fired at the legs of a mech in the hex behind the mech, with the -2 for prone. (P)
3. Toughness – The pilot is especially tough and pain resistant, ignoring the first head hit and lowering ammunition explosion feedback to one pilot hit. (P)
4. Knockdown – This training allows a pilot to know how to strike a mech physically to overbalance them. On any attack stronger than the punch of the mech piloted, including ability, weapon, TSM, or other physical attacks during the round (like the other fist punching), the target must roll piloting like successful kick. In the case that the pilot must make a PSR because of the attack, such as with a kick, it is 1 harder.(G)
5. Steadfast – Trained to hold it steady, this pilot skill forces piloting skill rolls for damage to be made in 30 point increments instead of 20. (P)
6. Melee Weapon Specialist – The pilot has trained to use a type of physical weapon. Randomly determine a melee weapon (Punch, Kick, Hatchet, or more if the Stable has tech access to other physical weapons), and gain +2 to hit with this weapon. (G)

Ferocity:

1. Berserker Charger – This training lets the pilot fire torso mounted weapons, at the target of the charge, during a charge attack. (G)
2. Edge- The pilot gets one edge, allowing one reroll of a dice roll made by him or against him during the course of the battle. (G)
3. Killer Reputation – This pilot has caused media attention that gives him instant pop +2 to the accounting of any fight. Also, to for a pilot to lose to a Killer Rep pilot is to become dead news, incurring a further -2 to pop accounting of defeated enemies. (P)
4. Nerves of Steel – A pilot with this trick can fight back unconsciousness, gaining a bonus 2 on rolls to avoid falling unconscious, and takes only one hit from ammunition explosions. (P)
5. Angel of DFA – A pilot trained to land his mech on enemy mechs, may gain a bonus to his with a death from above, for every jump movement point he does not use to reach the target. (G)
6. Fist Fire – On a successful punch or melee weapon attack, the pilot may fire one single weapon with normal to hit chance -1 easier, with a hit damaging the same hit location as the melee attack. (G)

Techno:

1. Engineer – The pilot is also an Engineer for the stable giving the stable one free reroll on each mech modification action the stable takes. (P)
2. Scrounge – Familiar with the underbelly of society, the Pilot who learns to scrounge may reroll one tech acquisition or mech availability roll for the stable per week. (P)
3. Medic – This skill is gifted medical training, healing an extra pilot hit inside the stable per week, and adds +1 to the medical action check of a Stable Medical Action. (P)
4. Ammunition Pro – The ammunition pro is able to get the most out of an ammunition bin, allowing his own mech to link ammunition bins to increase combined capacity by an additional half ton of shots (and risking damage in ammo explosion). Also the stable is allowed to allocate half ton ammo bins to weapons other than the MG. Loss of the pilot with this power does not fail mechs modified to use advanced ammunition in the modification. (P)
5. Computer Pro – This pilot is trained to best use his battle and heat management computers, for Sensor operations and to keep the coolant flowing. The pilot is able to penetrate ECM as a two hex Active Probe. He also can manipulate heat sinks to get a two bonus on rolls to avoid shut down, and a one easier on avoid ammunition explosion rolls. (P)
6. Publicist – This pilot has earned a slot on popular commentary show, Nero's Forum, hosted by Julian Nero, giving a boost to all Stable fights of +1 fame. (P)

Energy:

1. Weapons Specialist – Randomly determine two energy weapons on the Stables current tech list, and the Pilot may choose one of these two to be -1 easier to shot with it. (G)
2. Cool Hand – The pilot is trained to manage his heat, getting 2 more heat sinking from his mech per round. This is three heat per round on mechs with DHS. (P)
3. Harmony of Lasers – This pilot can reduce the power to his laser weapons to smooth out the balance of heat and damage. Modified before the battle but must be marked and can be turned back to normal during an end phase, the pilot can reduce the heat caused by the weapon at cost of one damage. So if he takes two heat from a medium laser it will only do 3 points of damage, but still at the same range. Neither Heat or Damage can be reduced below 1. (P)
4. Marksman – The Marksman gains one easier to hit with energy weapons on any round that he stood still. (G)
5. Range expert (energy) – Randomly determine two energy weapons on the Stables current tech list, and the Pilot has trained to fight at one type of range, short, medium or long (also determine randomly), increasing the range bracket of energy weapons in that bracket by two hexes, including extending beyond the range of the weapon in some cases. The other range categories are unaffected. (G)
6. Extreme Range – Chose a type of energy weapon the Stable has access to (Lasers, Er Lasers, Pulse Laser, PPCs, Flamers etc) and this pilot knows how to fire these weapons so as minimise energy dissipation at range, effectively using the extreme range rules for energy weapons, out to double the medium range of the weapon, at +6 to hit. (G)

Ballistics:

1. Weapons Specialist – Randomly determine two ballistic weapons on the Stables tech list or mounted on mechs, and the Pilot may choose one of these two to be -1 easier to shot with it. (G)
2. Rapid Fire – This pilot is adept at increasing the rate of fire on some cannon weapons. In the case of normal ACs, this makes them fire like an ultra-weapon, with double heat and ammo, however they jam on a four or less on the attack roll and may not unjam during battle. Also, normal ACs must use the same ammo for both shots. Ultra ACs are able to increase fire to three times normal, jamming for the fight on a four or more. Rotaries are able to increase fire to nine rounds per round, however jamming (and missing) as a normal RAC on a 4, 5 or 6, jamming as an ultra on a 3 or less (meaning no unjam) Machine Guns may fire using rapid fire rules, causing 1d6 damage each, half that in heat (round up), and three times the roll in ammunition. (G)
3. Accurate Shots – A pilot trained in this gets a bonus two on rolls for how many shots hit with Ultras and Rotary ACs. (G)
4. Gauss Hammer – This skill uses the massive momentum of the Gauss shots to really unbalance the target mech. One or more successful gauss attacks by this pilot on an enemy mech lowers the damage to cause PSR threshold by 5 points from, 20 points to 15 (30 for +1, 45 for +2 etc) (G)
5. Hip Shot – The pilot knows where in the mechs running stride to fire his ballistic weapons, making it only a penalty one 1 instead of 2 when running with such weapons. (G)
6. Range expert (ballistic) – Randomly determine two ballistic weapons on the Stables current tech list, and the Pilot The pilot has trained to fight at one type of range, short, medium or long (also determine randomly), increasing the range bracket of ballistic weapons in that bracket by two hexes, including extending beyond the range of the weapon in some cases. The other range categories are unaffected. (G)

Missile:

1. Weapons Specialist – Randomly determine two missile weapons on the Stables tech list or mounted on mechs, and the Pilot may choose one of these two to be -1 easier to shot with it. (G)
2. Save your ammo - The pilot has an eye for LRM shots and can see when he has no hope. When making an LRM shot that misses by 5 or more, he can choose not to shoot the launcher, saving heat and ammo like a streak. If he does hit the normal cluster check for number of missiles applies. (G)
3. Accurate Volley – The pilot knows how to group missile volleys tight. Randomly determine a type of launcher from those the stable currently has access to (LRM, SRM, MRM, etc but not Streak) and the pilot gets a +2 on the roll for how many missiles hit with that type of launcher. Stacks with Artemis IV. (G)
4. Streak Override – this pilot is skilled to fire Streak SRM launchers without a lock. Fire as normal, however on a miss the pilot may feel that he could make the shot and still fire without the advanced targeting system, rolling to hit again, but regardless of success or failure, the volley launches, generating heat and using ammunition. Without Streak guidance however, if the second roll is successful, the number of hits is rolled as a normal SRM rack instead of all missiles hitting. (G)
5. Anticipate Target – This pilot knows how to fire his missiles early, so as to catch the target on arrival. Subtract one from enemy movement modifier for missile attacks. (G)
6. Range expert (Missile) – Randomly determine two missile weapons on the Stables current tech list, and the Pilot has trained to fight at one type of range, short, medium or long (also determine randomly), increasing the range bracket of missile weapons in that bracket by two hexes, including extending beyond the range of the weapon in some cases. The other range categories are unaffected. (G)

Electronic and Subversive Warfare

1. Multitrack – This pilot may target any number of secondary targets in any arcs without penalty. (P)
2. Targeting Range Finder – The pilot skill counts as having a level 3 variable range targeting system. During the end phase, the pilot may switch between three different targeting modes. Once initiative is determined the player is stuck with whatever mode he had at end of last round. Choice is written on sheet. Normal mode is the standard unmodified shots at short range, two harder at medium, and four at long. Short range shifts short range to -1 easier, at the penalty that long range becomes 5 harder. Long range reverses that, with short range becoming 1 harder, while long is only 3 harder. (G)
3. Pump up the jam – This pilot is gifted enough to track enemy sensor frequencies and use his com gear to jam them in a limited fashion. His presence in a mech acts as a Guardian ECM with a one hex range instead of six. He cannot be used to fulfill the ECM requirement of Stealth armour but if piloting a mech with a guardian ECM increases its effectiveness to an Angel ECM in his hex only. (G)
4. Smoker – The pilot is adept at generating a dirty reaction out the jump jet ports on rounds not jumping, to cause smoke, then using this as cover. This counts as a level two light smoke in the hex he is in trade for three heat. This may also be used by pilots with a mech flamer instead of using jump jets. (G)
5. Who let the dog out – This Pilot has a natural talent on the skills of sensor operations. While piloting, his mechs counts as having a 2 hex range active probe, or increases the range of any active probe by two hexes. This benefit doesn't apply to the Pop and Training Point advantage of a mounted active probe. (G)
6. C3 Specialist – This pilot is trained to share data and co-ordinate actions. He may act as a C3 network with another pilot with this skill on the field, or act as a C3 Slave and connect to a C3 Master. If in a mech with a C3 Slave, may act as a C3i. (G)

Training – Every time mechs fight people learn. Mostly it is the actual pilot taking the hits and dealing the damage that learns the most, but through the review of battle tapes and sims and talking to the pilot who fought, the rookies and trainees learn what to do and what not to do to be the best.

Each fight is recorded for moves that wow the crowd but also boost improve the pilot with experience, trial by fire forging skilled warriors. But on the sidelines and watching the reviews your stable trainers also teach the junior recruits.

Each fight gives the pilot character points which become experience points are spent to make more potent and useful to the stable.

Each week also comes with training points from two sources, base training which gives every rookie pilot 2 points and every contender pilot 1 point. Plus a pool of training points from reviewing the fights. Half of these points goes to each rookie and contenders, spread in that ranking however the stable master sees fit. Nurturing a crop of talent or catapulting one pilot to the next level.

These points are spent as following:

Gunnery Skill		Piloting Skill		Abilities		Signature mech	
Green 5	0	Green 6	0	0	0	0	0
Reg 4	20	Reg 5	10	1	25	1	5
Vet 3	40	Vet 4	25	2	50	2	10
Elite 2	60	Elite 3	40	3	75	3	15
Super Elite 1	80	Super Elite 2	60	4	100	4	20
Seriously Elite 0	100	Seriously Elite 1	80				
		Silly Elite 0	100				

However there are limitations to what one can buy:

Ranking	Highest Pilot/Gunnery	Most Abilities	No of Sig mechs.	Limitations
Rookie	Regular 4/5	1	1	No using assault mechs
Contenders	Veteran 3/4	2	2	
Stars	Elite 2/3	3	3	No green pilots
Champion	Max 0/0	4	4	Only one per stable

The moment a rookie or contender maxes out there abilities they stop earning any form of XP until the stable master pays for an increase licence for them, 250k for going to Contender and the same for earning Star ranking but the stable must also spend a Stable Publicity action for your becoming a face of the company. The stable may pay this amount early to allow a rookie to contender to field in the assault class or a popular contender to become a stable star and profit off his fame.

Rating: Each pilot has a rating for determining his battlevalue multiplier in combat. This is also the core stat in the tally.

It is worked out fairly basically. First tally the pilots gunny and piloting, plus the abilities he has learned which also work off a gunnery or piloting. Starting with a base of 0.75, Each gunnery ability or gunnery step better than 5, add 0.2. Each piloting ability and piloting step better than 6, add 0.05. So for example a green pilot with nothing is only 0.75 and a regular only 1.00, while if your starting champion gets two abilities, his veteran ability puts him at 1.65.

Recruitment – The recruitment action implies you went and checked out the wannabe pilots and scouted some rookies and finally picked the most promising you could at the time. What you got however may not always be ideal to the goals of the stable.

The recruitment process actually takes nine steps to determine a final result of a new pilot.

Step 1: Faction

Generally you hire from your own faction, but such isn't always the case, especially when you start to get a bad reputation, your own people don't look up to you and you tend to find talent from rival and minor factions.

Roll 2 dice, 1 at a time.

1-3		Your Faction	-2 Negatives table
4-5	*	House Davion	+1 Mech table, +1 Negatives table
	*	House Kurita	+1 skill check, +1 negatives check
	*	House Liao	+1 skill check +1 negatives check
	*	House Marik	+1 mech check +1 negatives check
	*	House Stiener	+1 mech check +1 negatives check
	*	Comstar	+1 skill check +1 negatives check
	*	Word of Blake	+1 mech check +2 negatives check
6	1	Periphery	+1 skill check, +1 fame check, -1 mech check
	2	Periphery	+1 skill check, +1 abilities check, -2 mech check
	3	Merc	+1 skill check, +1 abilities check, +1 mech check, +2 negatives
	4	Merc	+2 skill check, +2 abilities check, +3 negatives
	5	Corporate	+1 skill check, -2 fame check, +2 mech, -2 negatives check, and gain one free equipment contract
	6	Clan	+1 G/P, +3 Problems, -2 abilities, -2 fame, If 0 mech gain EI and control equipment for sig mech from stable.**

*If you roll for a rival house roll 1d6 and count down the list ignoring your faction.

** This is the only method of getting a clan mech.

Step 2: Skill

How good is this pilot.

Roll 2d6 and add any bonus from faction.

2d6	Skill	Mods
2-7	Green (5/6)	-2 Negatives check

8-11	Regular (4/5)	+1 fame check, +1 Ranking check, +1 mech check, +2 negatives check
12+	Veteran (3/4)	+2 fame check, +2 ranking check, +1 abilities check, +1 mech check, +4 negatives check.

Step 3: Fame

Does this pilot have a following from his prior work.

Roll 2d6 and add any faction or skill bonuses

2d6	Fame
2-7	0
8-10	1
11-12	2
13+	3

Step 4: Ranking

Does this pilot already have a licence to play in Solaris.

Roll 2d6 and add any benefits from faction and skill.

2d6	Ranking
2-7	Rookie
8-11	Contender
12+	Star

Step 5: Abilities

Does this pilot have any neat tricks up his sleeve.

Roll 2d6+ any mods from faction and skill.

2d6	Abilities
2-8	0
9-12	1
13+	2 (Only 1 if Rookie)

Step 6: Signature mech

Some pilots bring their own mech. You have to repair it but he'll use it to earn the big bucks.

Roll 1d6 adding any bonus for faction or skill then a 2nd 1d6 if directed.

1 st dice	2 nd dice	Sig Mech
1-3	1-6	No sig mech
4	1-4	No sig mech

	5-6	Light (Introductory)
5	1	Light (Tournament)
	2-4	Medium (Introductory)
	5-6	Medium (Tournament)
6	1-2	Heavy (Introductory)
	3	Heavy (Tournament)
	4-5	Assault (Introductory)
	6	Assault (Tournament)

If a mech is gained roll within its category for a random weight, and pick the mech from the pilots faction list. If Tournament legal mechs with technology outside the supply contract of the stable may be gained but such parts may not be repaired or modified except out until the stable has access to the technology.

Clan mech gained with a clan pilot replace introductory with second line and tournament with omnimechs. While inner sphere equivalent construction materials (ie ferrofibrous) can be used for repairs, the weapons are not repairable or transferable.

Rookies may have signature assault mechs, they just can't field them till Contenders.

Step Seven: Negatives

What do you mean the new pilot owes the mob two million credits and has an ego problem.

The better the pilot, the more reason one of the other stables didn't snap him up.

Roll 2d6+ mods for faction and skill.

2d6	Problem
2-6	No problems – ideal recruit
7-8	Debt
9-10	Ego
11-12	Deeper problem
13+	Deeper problem and ego

Debt – This pilot comes with debts owing that need to b paid off. This might be not having full ownership of signature mech, contract buyout costs, gambling debts, baby sister needs to be bought out of white slavery, etc.

Simply pay 250k per ranking or half the cost of the new signature mech. Whatever is more. And the problem goes away.

Ego – This pilot thinks he is the best and future of your company and is living the rockstar life to prove it. This can be costly if left unchecked. See negatives section below for more information.

Deeper problem – He may not have the ego problem but he could be more trouble, possibly out to embezzle from you, has a bad prescription habit, or turned his first rookie training session into an orgie, and that's not what you are paying for. See the table in Negatives situation for his particular problem and methods to fix it.

Step eight: Reputation

Everyone hates that moment when you find out on the nightly news your new hire was actually involved in a brutal civilian pacification incident. Whatever he did, can rub off on you.

Roll 1d6

Roll 1d6	Reputation
1	Bad – make the stable make a Heel check
2-5	Nil
6	Good – make the stable make a face check

Step nine: Write it down.

For good or bad, this is the new recruit. Write him down, give him a backstory off what was rolled and give him a name and or callsign.

Negatives:

The pilots of Solaris are among the best in the Inner Sphere, but they also see more action than even front line troops and have thousands to millions to potentially billions of people knowing their name. Not a healthy environment for the average psyche.

While the ten loyal pilots you started with begin their career completely sane with solid work ethics, over time they could find themselves with Post Traumatic Stress Disorders, painkiller addictions, or just seduced by the bright lights of the paperatizi into taking their eyes off the job at hand and cause headaches for you as the owner.

Even more commonly the pilots you sometimes recruit, picking the best you can find to join your ranks, sometimes only lost their previous jobs for odd personality traits and issues, and now you have to weigh up their value and either cut them loose, or rehabilitate them into the fold once more.

Ego – Egotistical and self-absorbed pilots are bordering on cliché in all ranks of Mechwarriors, but here on Solaris, aware from true skirmish zones and enemy lines, and surrounded by the beauty and wealthy, the urge to live like a rockstar can get out of control. Soon a stable master finds himself paying for damage to hotel rooms, gifts and domestic travel for an entourage, replacing carelessly damaged equipment including company cars, and spending money on paternity suits and minor legal grievances.

Each week a pilot with an ego problem is deployed, you may either keep paying his bills and problem, as per the ego pilot payoff chart, or roll on the ego pilot sulk table.

Ego Pilot Payoff chart

Ego Pilot Sulk Table

Rookie	100,000 C-Bills	1d6	
Contender	200,000 C-Bills	1-2	Hold back -2 initiative for your side.
Star	400,000 C-Bills	3-5	Fight Normally
Champion	500,000 C-Bills	6	Pilot shows off A game. Gain one edge to use offensively during the fight. If you win and have used the edge, the pilot will mouth off you (as his employer) to the news giving a -1 pop on other pilots next week.

Egotistical pilots are also least likely to take second fiddle. If a Star pilot with an ego problem should get higher fame than the stable champion, roll 1d6+the fame difference and on a 5+ he challenges for the seat next championship week. This challenge stands as long as both pilots are still with the stable at Championship week even if the ego problem is resolved.

An Ego problem may be resolved in one of three ways. A dedicated Stable Medical action to have him treated with drugs or therapy. A dedicated Stable Legal action to

bully him into responsibility for his actions inside the stable. Or as a free action, the stable master may fire his ass, losing his skills, signature mechs, and problems.

Other Negatives

Ego isn't the only drawback however, that affects pilots.

Other Negatives table

1d6	1d6	Type
1-3	1	Drug Addiction
	2	User of illegal performance enhancers
	3	Depression
	4	Sexual deviant
	5	Family problems
	6	Drama queen
4-6	1	Religious Zealot
	2	Bully
	3	Adrenalin Junkie
	4	Criminal
	5	Gambler
	6	Reroll

Drug addiction.

From party drugs to prescription meds, this pilot has found a pill he can't live without and needs to use to perform in the arenas. Tragically they make him unreliable in performance and somewhat flaky. This pilot gets a black mark, and when deployed roll on the Drug addict table.

Drug Addict Table.

1d6	Effect
1-4	Normal Performance. He does his job normally.
5	Unsteady. -1 piloting. You may choose to treat as a 6.
6+	Flaky. Doesn't show up. Replace with another pilot in his mech and take a -4 to pop value.

Add +1 to roll if he was unsteady or flaky the week before.

Treating a drug addict can take three options. A Stable Medical action getting him treatment. A Stable Security action putting dedicated guards on him to keep him away from his addiction and hope he fixes himself. Or as a free action, the Stable master can fire the pilot, losing his skills, signature mechs, and problems.

User of Illegal performance enhancers.

Though not much is illegal to enhance a mechwarriors performance, there are a few such as Spazz or high doses of Krazy, or Flash, that can boost performance at a serious risk to a pilots health that even the Solaris authorities have to get involved. Worse this problem can spread through a stable. Each time this pilot is deployed roll on the following table.

Illegal Performance enhancers Table.

1d6	Effect
1-2	Normal combat performance however neurohelmet sensitivity causes any

	damage to internal structure causes a pilot hit
3-4	Normal combat performance.
5	Superior combat performance (-1 piloting) however neurohelmet sensitivity causes any damage to internal structure causes a pilot hit
6	Superior combat performance (-1 gunnery) however neurohelmet sensitivity causes any damage to internal structure causes a pilot hit

On any 5 or 6, if the pilot wins, make a check on the drug testing table
Illegal Performance enhancer attention table.

1d6	Effect
1	Drug test positive – the authorities are onto you. Make a legal defence action next week or lose the pilot and be fined 1 million c-bills per rank.
2-4	No effect.
5-6	Tell me how you did that – Another pilot at random in the stable becomes a user of Illegal Performance enhancers.

Dealing with the taker of illegal performance enhancers is not easy, as this is not a medical dependency problem. The primary angle is to take a stable security action to tighten drug testing and contraband in the stable facilities. A second choice is to prepare a legal defence that while leave the pilot out to hang if he does keep using. A third choice is to make a Publicity event out of handing this guy over to authorities with in house evidence and fire him, getting better public opinion. Finally you could just fire his ass.

Depression – Maybe from PTSD or even from too many concussions, the pilot has become lackluster and off his game. This negativity affects his performance in two ways. -1 penalty to his sides initiative checks during fights he is in. Should the affected pilot be a contender or rookie, he gains no automatic training points and cannot be allocated training points. If he is a Star or the champ his fame counts as one less for stable prominence.

Curing depression is not a light exercise but even a little of setting up the right medical support can greatly help, so the normal direction is a Stable Medical Action. Not so much a cure, but the presence of a Depressed pilot can be used as grounds for a publicity action to garner face for keeping such a pilot on the books. Other than this it may be best to simply fire him.

Sexual deviant – Different strokes for different folks, and generally you keep it in your own home/apartment/bedroom. Trouble is this pilot doesn't. It may be uncomfortable exhibitionism, it maybe a goat blaring in the night, it may be powered by a fusion reaction and louder than the goat, it may be worse. Each week roll on the Sexual deviancy table.

1d6	Result
1 – 3	Uncomfortable but normal week with no problems.
4	Entire stable is upset and embarrassed by this ass. No pilots will work with him in same fight. He must be fielded alone.
5	Someone in the stable took it into their hands to show disapproval. Roll 1d6-3. If possitive this pilot takes that many hits. If negative a random pilot takes that many hits picking a fight and losing.

6	Someone in the media has found out and done an editorial. -2 pop on all fights, -6 to this pilot.
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There are several ways to deal with this pilot, starting with the most common, a Stable Medical Action to get him sexual therapy. Alternatively you can handle it like a Television star and bring in the lawyers with a Stable Legal action to make special arrangements to satisfy his needs on the quiet. Since you are already paying them, a Stable Security action could help, isolating and disrupting this pilot from his actions that disrupt the rest of the stable. OR you can fire his ass.

Family – This unusual problem takes many forms, from the Stage Mom, the less fun form of Polygamy, the family member manager, a range of paternity suits and custody hearings, guilt tripping sibilings with hands out, and more.

Each time fielded, roll on the Family disruption table.

1d6	Family disruption
1 – 4.	No effect
5	Money pit – Demands or guilt trips for money and help cost heavily at last minute. Pay the same as the ego tiere table or the pilot fights distracted, -1 initiative for his side.
6	I have to go - Pilot doesn't arrive on time to fight and has to be replaced.

No doctor can help here, it is time to use a stick. Take a Stable legal action to cut those apron strings or at least get the methods the pilots deals with family under control. Option two is a Stable security action to send a small infantry squad around to sit down and talk to this pilots family and explain to them how disruptive they are being. Finally like all headaches, take two asprin and fire his ass in the morning.

Religious Zealot – Some men believe, and have strong faith. Some have to tell others how to live. This pilot may be very vocal and disruptive about a common religion, or he may be preaching some truly unorthodox stuff. Roll each week on the Religious zealot table:

1d6	Religious disruption
1 – 3	Loud but not disruptive
4 – 5	Picking on the new guys – Rookies don't gain the 2 tp free this week.
6	In your name – The pilot makes television appearance speaking his views that is turned to comedy gold by left wing media. -1 pop to all pilots this week and -4 pop to this pilot.

This is an awkward pilot to deal with as faith and belief are not conditions or treatable, but that doesn't mean a stable master can't take some actions to minimize disruptions. A Stable Security Action could be used to keep an eye on this pilot and keep him from interfering with the other pilots who don't share his beleifs. Another option is to give him what he wants, and have a Stable publicity action, and spread

his message by making it the official faith of the stable. Finally, fire him and let his god find him new work.

Drama Queen – Whether constantly on her profile on PilotBook™ or SolTweeting, this pilot's life is more in the public life than others. Tragically she has found a need to exaggerate some of the events around her, and some of the other pilots are none too pleased to find out on the media how they are pregnant or who is only getting picked for matches because the Stable master is a bigot. As a benefit this pilot gets +1 on pop. Roll on the gossip table each week:

1d6	Gossip effect
1 – 3	No effect
4	Randomly determine two other pilots in the stable, one gets +1 pop on next fight and the other gets -2 pop.
5	In stable bickering came to blows, one random pilot takes 1d3 hits.
6	One star or champion loses 1 fame (reroll pilot if 0 fame)

Drama queens are much like Religious Zealots in that the real choice here is to try and restrict her interference, or to give her a larger platform. A Stable Security Action can hack her profile and tone her down or try to disperse her followers, alternatively a publicity action may be used to catapult this pilot into limelight and keep her subject matter out of in stable matters. If successful with this publicity stunt, the pilot may buy the Technophile ability Publicist rather than rolling, even if Technophile is not a normal choice for this stable. Of course firing her can work too.

Adrenaline Junkie – One of the easier to deal with headaches in a stable, this pilot is crazy enough to jump out of planes, spelunking unmapped caves, race go carts at 200mph, or have seafood on Mondays. This pilot is very simple as you need only roll 1d6-3 each week and if positive he takes that many hits during his last escape.

Resolving the issue of an Adrenaline Junkie is hard, as much like religious zealot he has the right to believe what he wants to, including surviving his next adventure. The first choice is actually put him in more danger, with a Stable Publicity Action to put him into an even more extreme stunt, with more controls and safeguards and stuntmen to help keep him alive. If that doesn't get it out of his system, it is time to really scare him with a Stable Legal Action, sending in the lawyers to negotiate a bargain where he will cut back on the danger as long as he is part of the stable, or till he finds a loophole. And if the lawyers don't succeed, fire fire fire his ass.

Bully – This pilot is a jerk. Angry, passive aggressive, or spitefully, he will cow, browbeat, and bully others to get his way. He can be a negative influence on the stable and a danger to the other pilots. Each week, roll on the Bully effect table:

1d6	Bully effect
1 – 3	No effect this week
4	Pilot revolt, no one will pilot with him, only field pilot alone this week

5	One other pilot in the same tier as the bully gets injured, 1d3 hits
6	Management personel bullied, lose one action this week.

Some would argue that therapy and positive drugs may help this person, but no. Spend a Stable Security Action to cause 1d3 hits to pilot and teach him he can't always have his way. Alternatively spend a Stable Legal Action and lay it out that he will lose it all if he keeps this crap up. Or boot his ass to the curb and stomp the firing slip into his head.

Criminal – Just like it sounds like, this is a thieving blackmailing embezzling thief. Some say he can't even help it. Each week roll 1d6 -3 and times any positive result by 100,000 c-bills. Equipment, personal effects, funds, etc. go missing.

Spend a Stable Security Action to crack down on security, with an eye to making him paranoid of every email and phone call he makes, so he stops. Alternatively try a Stable Legal Action to outline all the evidence of his actions you have to hand the police if he doesn't stop. Or let him steal his skills, signature mechs, and abilities from the stable as you fire his ass.

Gambler – This troublesome addict is a real headache as he harms neither his performance or that of others, but he can't seem to stop gambling, badly, on fights he knows, which brings the Solaris authorites down on you.

After each fight he is in roll on the Gambler table.

1d6	Gambler table.
1 – 3	You didn't catch him.
4	Authorites watching him are watching you – 1 easier to be caught cheating next week.
5	He bet wrong to the wrong people – Pay 1d3*100,000c-bills or he takes that many hits.
6	Authorities caught him – You lose all purse on fight and lose pilot. You may challenge this next week with a legal action.

This dangerous pilot has a variety of options to deal with him. Security detail from a Stable Security Action, till he breaks his addiction is one. Therapy through a Stable Medical Action could help with addiction to. Some creative work with the in house lawyers through a Stable Legal Action can allow his betting to continue through an anonymous computer network and keep the Fuzz away. Finally you can simply help guide his life and hope he takes being fired as a reason to stop gambling.