

Stable Broadcast Week:

The broadcast week is the Solaris time period cycle of relevance. In each cycle the Stable performs set actions and during the fight portion each mech and each pilot in the stable can be fielded once.

At the start of each week seven steps are taken. These steps are not in a rigid phase order as players may miss the week at the start of a broadcast week but this does not lock them out of taking stable actions. However in fairness each step should be completed before another step (ie Take all stable actions at the start and not save actions to use based off combat outcomes at the end of the week).

1. Choose Overseer. While the system settles it is Trent but in the future it will be voted on by the group and cannot be the same person twice in a row.

The Overseer just makes the system reliant decisions which will hopefully be fairly automated. While the central viewer for players rolls such as to take mech mod rolls to and double check math, these can be handled by other players when desired but some other player should watch over rolls.

2. Stable Actions

Each week the stable can take four actions for itself and on behalf of its pilots. These options are chosen from:

- Recruit a new pilot to the stable roster - Recruit one new pilot, hopefully not just a green rookie with a dream, and also hopefully not an ego maniac drug addict. But a stable manager as good as you can get the most out of what life gives you. See the pilot rules section for recruitment rules.
- Purchase a new mech. - You may purchase any mech that has every piece of its construction from materials, weapons, and equipment that you are contracted to have. See the mech rules section for purchasing.
- Modify Mech – You can put in a mech for modification and tailoring, just hope they balance it all up. As per modification rules in the Mech rules section. This action can be repeated the same week on the same mech, to fix any balancing problems, but will cost you the 2nd action.
- Make supply contract – Pursue a contract to be supplied with a rare or exotic technology to modify into your mechs or buy mechs deploying. For more see the equipment rules section.
- Medical action – Medical actions come in two distinct types, risky surgery to fix a badly injured pilot more rapidly and get him into the field again, or therapy to help a pilot resolve an issue like PTSD, Depression, Drug addiction, etc. For more information see the stable actions section.
- Publicity action – While most of your fanbase is off world, sometimes they can be influenced by the crowd cheering at the arena for your pilots and a publicity action to get in support can really help. Alternatively you can cause a publicity action or stunt to change how the public see your stable as good guys or cheats. For more information see the stable actions section.
- Security action – With cheating rampant, security forces try to stomp it out, but sometimes the boss and managers have to take a personal hand in protecting their interests. This action is a general defence making it easier to catch those cheating you. Alternatively you can focus some security troops to deal with an issue with a troublesome pilot, be it guarding him, or stopping his illegal side betting before it brings the police down on you. For more information see the stable action section.
- Legal action – This is where you call out the in house lawyers to fight it out. This action can be to challenge the Solaris authorities over a legal grievance like arresting a pilot or fines, or could be used as a civil solution to sue a cheating stable of lost income. It could also be used to gain better defence against being sued, or to lay out a contract which will limit a problem pilot from inflicting harm on the stable. For more information see the stable action section.

- Sponsorship – For particularly prominent stables they can pursue more money and support through a sponsorship deal. For more information see the stable action section.
- Trash and Treasure – Through the event system it is possible to lose pilots or mechs outside of the ring, as well as some pilots are not worth rehabilitating and better off firing, and finally sometimes a strapped for cash stable will have to field a spares mech from an arena and find it worked well. This option allows a stable to buy or bid from another stables trash bin and pick up the previous weeks lost pilots and mechs for themselves. Gain or bid to gain a pilot or mech lost/sold by a stable last round. For more information see the stable action section.
- Look for trouble – Draw 3 event cards. For more information see the event card section.
- Expanded management – A stable has the base facilities for twelve pilots and twelve mechs. To manage more than this, each expanded management action gives room for 6 more mechs or 6 more pilots. For more information see the stable action section.
- Public figure – You are so successful that you have to give part of your time to local politics, media and philanthropic endeavours. Not a true action but one taken automatically each week by any stable with 10+ prominence. Another public figure action will be taken at 20 prominence. For more information see the stable action section.

In the future more options may be added.

3. Draw a random event card and roll any negative pilot traits. For more information see Random events.

4. Mech fights – Mechs and Pilots fight in the Arenas, in war games determined by the overseer and altered by event cards. In general the fights section should last for a minimum of 3-4 fights using a total of 5 or more pilots for the stables involved. For more information see the fights section.

5. Tally and Repairs – After effects of the fight are tallied and fame/reputation checks are made. Mechs are repaired using their values and a simple cost of repair system. See the mech section for more information.

6. Train pilots, roll any negative pilot traits and heal. For more information see the pilots section.

7. Update main sheets and close week.