

Solaris 7 – Solaris Stable Manager Rev: 2.01

Solaris Stable Manager is a small manager style mini-game to add to the Battletech rules system. The goal is a managerial system that needs minimised representative rules to justify the true game of Battletech within the Solaris 7 war game environment to give each player a sense of control, growth, history, and consequence, without bogging down or playing normal campaign style.

Every player has an avatar of a manager of a minor Solaris Stable in a minor league with off world export media contracts. Each Broadcast Week the player as manager has duties. At the beginning of the week, he has to handle the recruitment and training of his pilots, the purchase of mechs, the modification of mechs, and ancillary management duties. At the weekend when the fights happen he has to allocate which mech and which pilot to what matches are happening. And after the fights he has to tally the consequences, in repair costs, pilot experience, wounds, and fame.

Each step of those above actions is kept to minimal work by the use of spreadsheet management and updated master rosters so that nearly all of it but a few brief rolls done at the venue of play. Also the nature of the system is meant that while someone who plays every week will get a stronger roster, he will not easily keep an advantage as even losing to a superior pilot and mech tends to be teach more, and the audience love underdogs.

Finally to maintain vague story motion through the series and break up the nature of the fights, an event card system lets the players bring in conditions and effects to the actual fights, but also brings in story based background events that become effective positive and negative consequences to the winners and losers of fights.

Each section of these rules is broken into chapters which are currently separated into different pdfs.

1. Stable Creation
2. Broadcast Week Order
2. Pilots
3. Mechs
4. Stable Actions
5. Fights
6. Accounting
7. Event Cards
8. Championship/Sweeps weeks