

Stable Creation

Solaris 7 is a unique world in the Battletech universe. While in Steiner space, it is a home to agents of every major faction and many sub factions of Battletech (except the Clans). It is a playground, a tourist destination, a Las Vegas of the Battletech universe. But while many worlds have gambling and prostitution, Solaris is the 'game world', where the prevalent warfare of the modern world, Battlemech combat, is fought for the cameras in arenas, packaged, and shipped across the stars to the thousand worlds and billions of viewers. At the elite levels and arenas, the money to be made is vast, and reaching those heights starts with the minor leagues on the fringes.

Each player owns one stable, a small business employing dozens of technicians and experts to support a roster of Mechwarriors from Rookies to Stable Champions, and maintain the Battlemechs they fight in. Each broadcast week (an 'in game' Solaris week) the stables prepare and train and recoup to then put on a weekend show for the local crowds and for viewers across the trillions of people in the Inner Sphere.

In each weeks fights each pilot and mech can only be deployed once. As each stable should hopefully have three to five fights per broadcast week, on Arenas that can have limits on weight classes and payouts not worth risking the expensive mechs, it will be a skill to match the right resources to each battle.

Each stable is made of components that add up and combine with player flavour text to create a vibrant and unique organisation that plays the game for fame and fortune.

Select Faction:

The first step aspect to chose for your stable is the link to a patron power or faction, perhaps to one of the noble lineages of the great Successor Houses, to the mysteriously influential Comstar, the zealots of Word of Blake, to the powerful mercenary groups, independent corporate groups, or distant Periphery States from beyond the borders of the Inner Sphere. Patronage to a Great House or Comstar gives easier access to some technologies, designs, ability groups, etc, while those from the lesser groups tend to have weaker access to a broader range of choices.

The common choices are the five great successor houses, House Davion, House Kurita, House Liao, House Marik, and House Stienner. Each of their written descriptions can be found in several of the books, or accessed through http://classicbattletech.com/index.php?action=text&page=Game_Universe

or

http://www.sarna.net/wiki/Main_Page

Eventually the game will set to being set around the late 3060s but the time is currently free form pre clan invasion, so read for the spirit of these factions, not the specifics that change with game time periods (Age of War, Star League, Succession Wars 1-4, War of 3039, Clan Invasion, Chaos March, New Starleague, Operation Bulldog, Fedcom Civil War, Jihad, Dark Ages).

Alternatively your patronage may be to either the great and mysterious Comstar, their fanatical splinter group the Word of Blake, minor states like St Ives, Free Rassellague, private corporations or large mercenary groups, or the many minor states at the dark edges of settled space.

Stable Owner:

The second step in stable creation is naming an giving a brief background concept to 'you', your

avatar in game, the stable master/owner. The more detail you give here the more depth of flavour your final Stable will have.

Each stable master grants a benefit to his stable. This simple mechanic is chosen from based on the background and concept you envision for your avatar, but grants a benefit to the stable.

Current ideas include:

Concept	Example	Benefit
Medical	Retired field doctor	One injured pilot will heal an extra hit per week and +1 medical action rolls
Noble	Third cousin to the Archon	One reroll per week on equipment contract rolls
War Hero	Op Bulldog War Hero	+1 on initiative for initial starting point on maps
Technical	Successful owner of a tech repair company found he had enough mechs to start a stable	1 reroll per week on modification checks
Economist	Banker banned from banking wasting his millions on idle entertainment	+ 5% on fight income.
Celebrity	Former Solaris Star	Reroll one pilot fame check per broadcast week and +1 on Publicity action checks.
Lucky	Won the stable in a poker game	Can reroll which mech or pilot random events effect
Security	Paranoid nut	+1 easier to spot cheats once per broadcast week and +1 to Security Action rolls.
Legal eagle	Retired lawyer looking at working in a less destructive industry	+1 to Legal action rolls and 50% more money on suing cheats.

Training Domains:

Over the course of the game you will recruit and train pilots to help you win fights. In normal combat situation overtaxing equipment and risky flamboyance gets entire units killed, in Solaris, you must put on a show and some pilots can do more than others.

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.

For the most part these areas are shown by faction below, by an X.

Faction	Pilot	Combat	Ferocity	Techno	Energy	Ballistic	Missile	EW
Davion				X	X	X		
Kurita	X		X				X	
Liao		X					X	X
Marik					X	X	X	
Steiner		X			X	X		
C*	X			X				X
WOB			X	X				X

Each stable gets these three of their faction, plus two of their choice from the remainder.

For factions not on the list you have close to free range to pick four areas your trainers specialise in teaching your pilots.

Starting Pilot roster:

Probably the most intensive step in stable creation is the Pilot Roster as you have to name and/or give callsigns to ten guys.

Each stables starts with a compliment of Ten pilots to rely on to pilot its Battlemechs, and will lose some to pilot death, to contract buyouts, and dead prostitute scandals, but there will always be wannabes lining up to join a good stable, though not all fanboys will be naturals.

To start you have

Four “Rookie” pilots – The greens who are more in training than for deployment to an actual arena. Of these four rookies you have 2 Green (5/6 pilot), 1 Green (5/6 pilot) with an Ability, & 1 Regular (4/5 pilot)

Three “Contenders” – Those not weeded out as Rookies who show future promise, but still have no heat with the crowds. Of these three contenders you start with 1 Green (5/6 pilot) with an Ability, & 2 Regulars (4/5 pilot)

Two “Stars” – The stable stars are the bread and butter workers of the stable, these are the guys who are out there every broadcast week. Start with 2 Regulars (4/5 pilot), each with an Ability.

One “Stable Champion” – The stable champ, the single best pilot on the roster, the top spot, who is the known face of the stable, but must fear not just enemy pilots who want a name for themselves beating or killing a champ, he must watch his own stable Stars, who may become big enough to challenge for his spot.

A Veteran (3/4) Pilot with two Abilities.

Ultimately while there will be room for pictures and backgrounds for each pilot, but start by giving each a name or call sign, such as 'Maverick', so as the game builds the regular pilots get recognition from the other players. Pilot 3 is far less interesting than 'Maverick' who has gotten three head cap kills over his five fights.

Over time and training the pilots get stronger and better, and carefully balancing replying on current stars and neglecting the rookies and contenders should be a skill to long term success.

Normally determining abilities would be determined here but that is a function best rolled at the table.

See the Pilots rules section for more details here.

The Battlemech roster.

Due to starting small I've determined that each stable starts with a warchest of 40,000,000 c-bills. This budget should allow you to around eight starting mechs, two from each tier. Light Mechs are 20-35 tons, Medium mechs are 40-55 tons, Heavy mechs at 60-75 tons, and 80 through 100 Assault mechs. For novice players, your medium and heavy mechs will be your most used workhorses so be happy with them first, and consider different movement profiles and weapons to make sure you have the tools to adapt to any battlefield.

Battletech has a rich history of beautifully backgrounded and sometimes nicely drawn mechs, but for speed I have shortened the list and limited the starting technology. Part of that background is variants, and also who has access to the factories to make these designs.

An attached spreadsheet called Faction Mechs shows each factions available choices. Those mechs highlighted in green with the column Level 2, contain advanced technologies you can not purchase unless you have supply contracts for such technology.

When it comes to the non normal factions, the last tab shows their kind, and simply take the mechs of the name of your faction, the name of your faction, and then general inner sphere and possibly general mercenary or general periphery if appropriate.

I implore you to explore the flavour text through http://www.sarna.net/wiki/Main_Page for full enjoyment.