

Fight for the spotlight

Ladies and gentlemen of Solaris VII, the lights are up and the gates are open! Tonight's card is a tag-team exhibition, and these MechWarriors are not here for a quiet contract kill. They are here for you. Two teams. Four machines. One arena. Every volley, every charge, every finish has to land for the stands, because the crowd decides who walks out a champion and who walks out forgotten. Pilots, the holocams are live. Make them roar.

List requirements

Each player must bring up to 2 mech units worth up to 3k Bv. These units may have their skill adjust to any amount but there cannot be more than a two point difference between them. Afterwards each player upgrades all units skills by 1 for free.

Game set up

Each player makes an initiative roll, starting with the player who won and going down in order, half the players (rounded up) place 1 spotlight building, it should be within 6 hexes of another existing building, and 4 hexes away from the map edge After all Spotlights are set up randomly select one spotlight to be active.

Using the Previously rolled initiative roll, each player moves onto the board during the first turn each unit must end their movement more than 6 hexes away from another enemy unit. (Each spotlight is a Level 1 CR 20 light building)

Objective

The Crowds Favor: Every team in this match is fighting for the crowd's attention. At the start of each round if 3 or more Vp has been scored while the current spotlight is active, it shuts down and a new spotlight activates. While a spotlight is active every hex within 2 tiles of the spotlight is being watched.

The crowd's mood: when a spotlight activates roll 1d6 to determine what the crowd wants

1. **"Show us Some Violence!"** - if a unit destroys either all the armor or all the internals to another unit's body part while it or the target is being watched, the unit's controller gains 2 Vp at the end of the round.
2. **"Wave to the crowd"** - at the end of the round each unit that is being watched and is not immobile or prone give its controller 1 Vp.
3. **"Who's The Best!"** - at the end of the round the player with the most units being watched gains 2 Vp.
4. **"Get in There!"** - at the end of the round each player scores 1Vp for each of their units that has successfully performed a physical attack that is not a kick.
5. **"Faster!"** - At the end of the round each player scores 1Vp for each unit that has the highest TMM while being watched.
6. **"Bring on the Big Guy!"** - t the end of the round each player with the heaviest or tied to the heaviest unit being watched scores 2Vp

Special rules

The crowd loves explosions - At the end of every round every player with the lowest Vp total gains 5 Rp to purchase artillery (Rules are found in the battlemech manual). When a player calls in artillery, it arrives the following turn. Some equipment interacts with calling artillery in the following ways.

tag - called artillery can benefit from the tag rule, allowing the shooter to use copperhead rounds

Ecm - any unit trying to call in artillery suffers a +2 penalty to the subsequent attack roll.

Probe - if a unit tries to call a strike while in range of the probe the user can make a pilot skill, if they are successful they can check to see where the strike is gonna land.

End of the game

If any of the following requirements are met the game ends

- If a player is the only one with units on the board they gain 4Vp then the player with the most Vp wins
- If a player gets to 15 Vp they win the game, if 2 or more players are tied the game continues until one player has the most Vp at the end of the turn