




SERVO STRIKE

REQUIREMENTS:  <10

A lucky shot at a servo junction takes an opponent's weapon offline.

Play this card after a ranged combat attack succeeds against a target.

Choose one of the following effects:


The target can't make a ranged combat attack this round using its primary damage value.

— OR —

The target can't make a ranged combat attack this round using its secondary damage value.

"Oh, MAMA! Did that just take out a shoulder?"

"Sure did, Sam! I don't think he'll be returning fire with that arm."

 REQUIRES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.
(VII) R-001

FLASH-BANG ROUND

REQUIREMENTS: **NONE**

A flash-bang round blinds an opponent.

Play this card when a unit is given a dodge order. Its dodge modifier is ignored this round.

"Is he dodging or falling?"

"I dunno, Max, and I bet he doesn't know either."

CROWD SWELL

REQUIREMENTS:



A sudden roar from the crowd offers some encouragement.

Play this card when a unit makes a close combat or ranged combat attack. Modify its attack value by +4.

"He's getting the crowd behind him now, Sam."

"He sure is, Max. If he keeps this momentum it could be trouble."

DESPERATE ENERGY

REQUIREMENTS:



A severely damaged unit finds strength for one more strike.

Play this card when a unit attacks. Modify its attack value by +3 and damage value by +1.


"He's down, Sam!"

"But apparently not out."

REPLACES REGISTRATION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-004

BEST FACE FORWARD

REQUIREMENTS:  <18


A unit maneuvers to present its well-armored side.

Play this card when a unit has damage scored against it. Reduce the damage scored by 2, minimum 0.

"I didn't think he had anything left on that arm."

"Looks like Bello thought the same thing, Sam."

C'MON OL' GIRL!

REQUIREMENTS:  <7

A pilot squeezes his or her BattleMech for more performance.

Play this card when a unit is given a move order. Modify its speed value by +4.

"Just what has he got under the hood of that Eisenfaust?"

"Desperation, Max. A healthy dose of desperation."

BIG BANG

REQUIREMENTS:




A unit switches up an explosive round during a match.

Play this card when a unit makes a ranged combat attack. Modify its damage value by +2.

"That one hurt."

"Sure did, Sam. They'll be finding torso shrapnel up in the cheap seats for the next few matches."

VII R-007

ILLEGAL PLATING

REQUIREMENTS:



<20

A unit uses a prohibited armor panel.

Play this card when a unit is the target of an attack. Modify its defense value by +2.

"That looked like a solid hit to me, Sam."

"Me too, Max. But for whatever reason she just can't seem to crack open that leg."

VII R-008

MECHBUNNY

REQUIREMENTS: **MAXIMUM RANGE
10 OR LESS**





A unit makes a called shot for a fan.

Play this card when a unit makes a ranged combat attack. Modify its maximum range value by +6 and its attack value by +1.

"This one's for you, Steve!"

RELUKES REGISTRATION STRIP. DO NOT TAMPER. PATENT PENDING.

CRITICAL STRIKE


REQUIREMENTS:  OR  OR  OR  < 3

A unit makes a stunning hit.


Play this card when a unit makes an attack. Modify its damage value by +1.

"Now that was a hit. Wouldn't you say, Max?"

"A hit with extreme prejudice, I'd say, Sam."

 R-010

R.I.S.C. TARGETING COMPUTER

REQUIREMENTS:  <9

A unit uses an illegal targeting computer.

Play this card before a unit makes a close combat or ranged combat attack; the unit can't use any of its special equipment or gear. Modify its attack value by +4.

"She shouldn't have been able to make that shot."

"I sense some R.I.S.C. was involved there, Max."

DUCK!

REQUIREMENTS:



<19

A unit tries to avoid a blow.

Play this card when a unit has damage scored against it. Reduce the damage scored by 1.


"OH! So close."

"And yet, so far."

REPLACES REGISTRATION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-012

POWER REDIRECT

REQUIREMENTS:  <6

A unit hastily redirects some power.

Play this card when a unit is given an assault order. Modify its speed value by +6.

"That's a lot farther than he went last time he tried that maneuver, Sam."

"Indeed, Max. He must be channeling Kerensky in that cockpit."

BLOCK

REQUIREMENTS:



<19

A unit deflects an incoming blow.

Play this card after a successful close combat attack is made against a target. Reduce the damage scored against the target to 0.

"That was an authoritative put down."

"Caro shouldn't try to touch a lady like that, Sam."

VII R-014

EMERGENCY VENT

REQUIREMENTS: **NONE**

A unit makes an emergency coolant flush.

Play this card during the move phase. A single unit loses 2 heat.

"Should she be flushing that much coolant, Max?"

"In her case, it couldn't hurt, Sam."

REUNITES REQUISITION STRIP. DO NOT TAMPER. PATIENT PENDING.

(VII) R-015

PLAYING POSSUM

REQUIREMENTS:




A badly beaten unit is not as vulnerable as it looks.

Play this card during the combat phase when a unit shows Salvage. The unit can be given a close combat or ranged combat order. Modify its attack value and damage value by +2.

"This looks like the end."

"You never know when the end is coming in a Solaris VII match, Sam."

STOP, DROP, AND CRINGE

REQUIREMENTS:  <19

A unit makes the most of cover in the arena.

Play this card when a unit is declared the target of a ranged combat attack. If the line of fire to the target crosses or follows a hindering terrain boundary line, modify the attacker's attack value by -2 instead of -1.

"I didn't think a Jackalope was that collapsible."

RELUKES REGISTRATION STRIP. DO NOT TAMPER. PATENT PENDING.

FIND AN OPENING

REQUIREMENTS:



<3

A unit exploits an opening in an opponent's armor.

Play this card when a unit makes a close combat attack. Modify its damage value by +2.

"Unless I'm mistaken, that myomer should be on the inside."

"You're not mistaken, Max."

RELUKES REGISTRATION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-018

SCURRY

REQUIREMENTS:



A unit decides discretion is the better part of valor.

Play this card during the combat phase before a unit is given an order. It can be given a move order instead of any other order.

"Do you think he plans to shoot at the opponent sometime today?"

"I think this is called 'regrouping,' Sam."

COOLANT REDIRECT

REQUIREMENTS: **NONE**

A unit makes some additional demands of its heat sinks.

Play this card when a unit is given a vent order. Modify its vent rating by +1.

"I thought she was running a little hot there."

"Seems like she's actually rather cool under the pressure, Max."

EAGLE EYE

REQUIREMENTS: **MAXIMUM RANGE
10 OR LESS**

A unit exceeds its targeting capabilities.

Play this card when a unit makes a ranged combat attack. Modify its maximum range value by +4.

"That was quite a shot, Sam."

"Well beyond the capabilities of a Night Stalker's targeting computer."

CAREFUL AIM

REQUIREMENTS: **NONE**

When a unit digs in, its opponent capitalizes.

Play this card when a unit attacks a target that has been given a dig in order. Modify the unit's attack value by +2 instead of +1.

"Looks like he's digging in."

"I don't think he can dig in far enough, Max."

RECKLESS SPEED

REQUIREMENTS: **NONE**

A unit relies on breakneck speed to get over obstacles.

Play this card when a unit has been given a move or an assault order. The unit modifies its speed value by -1 instead of -3 when it moves into a hindering terrain hex. The unit is dealt 1 damage after resolving the order, in addition to any other damage generated by the order.

"For a second there, I thought that Solitaire had Jump Jets, Sam."

SHORTEST DISTANCE

REQUIREMENTS:  <9


REUNITES REQUISITION STRIP. DO NOT TAMPER. PATIENT PENDING.

A unit finds the shortest distance between two points.

Play this card when a unit makes a ranged combat attack. It ignores blocking terrain boundaries.

"What a shot!"

"How could she have seen that hole, Max?"

 R-024

FAST AND WILY

REQUIREMENTS: **NONE**

A unit makes a clean getaway.

Play this card when a unit has been given a move order. The unit does not have to roll to break away, and its movement does not end if it comes into base contact with other opposing units during its move.

"And that's an example of how discretion is the better part of valor."

REUNITES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-025

SOLID AS A ROCK

REQUIREMENTS:



<18

Steeled for the blow, a unit denies its opponent damage.

Play this card when a unit is dealt impact damage. Reduce impact damage dealt to the target to 1.


"I don't think he budged an inch."

"She'll have to do better than that to get a rise out of him, Sam."

RELUKTES REDUCTION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-026

BOB AND WEAVE

REQUIREMENTS:  <19

A leap at an opportune time saves a unit's skin.

Play this card when a unit has damage scored against it from a ranged combat attack. Reduce the damage scored to 0.

"And the shot is high and outside."

"Now let's see that Kodiak get up off the floor before the next shot, Max."

$$F=M*A$$

REQUIREMENTS:



A salvaged unit offers a lesson in physics.

Play this card when a unit makes a charge special attack. The unit scores 3 impact damage to the target instead of its primary damage value +1.

"Ouch! I believe that mass and acceleration turned out to equal excessive force, Sam!"

REUNITES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

LAST STAND

REQUIREMENTS:



Near destruction, a unit makes a desperate attempt to deny its opponent a kill.

Play this card when a unit is the target of an attack. Modify its defense value by +4.

"Is this it? Is this the end?!"

"I can't watch, Max!"

CAN'T FOOL ME

REQUIREMENTS:



A unit's keen eyes show it "the" shot.

Play this card when a unit makes a ranged combat attack. The unit ignores hindering terrain boundaries.


"I bet he thought he was safe there, Max."

"His opponent had other ideas, Sam."

REUNITES REQUISITION STRIP. DO NOT TAMPER. PATIENT PENDING.

(VII) R-030

THE FIX IS IN

REQUIREMENTS:  <10

A unit adjusts its aim mid-attack.

Play this card after a unit fails an attack roll. Reroll a db from the attack roll.

"I think I need my eyes checked, Max. I could have sworn that was a miss."

RELUKES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-031

COLLATERAL DAMAGE

REQUIREMENTS: ⚡ OR ⚠ <3

A unit gets a little help from falling terrain.

Play this card when a unit makes a ranged combat attack. Modify its damage value by +1.

"And that's why aiming a little bit high in the scrap yard is an acceptable strategy, Sam."

REUNITES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

VII R-032

SPLASH DAMAGE

REQUIREMENTS: **NONE**

A unit demonstrates just how close is "too close."

Play this card on a unit that is the target of a successful ranged combat attack from an attacker that is in base contact with it. Score damage to the attacker equal to half the damage scored to the target.

"Aw! She gave him a hug."

"And I bet he doesn't appreciate it, Max."

COOLANT FLUSH

REQUIREMENTS:



<20

A unit makes an emergency coolant flush.

Play this card during the move phase. Turn a unit's heat dial to the starting position.






"He's gonna wish he had that coolant later on, Sam."

"That's later, Max."

REUNITES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-034

MOMENTUM

REQUIREMENTS:  OR   OR   < 3

A combatant throws its weight behind a blow.

Play this card when a unit makes a close combat attack. Modify its damage value by +1.

"That's putting your back into it."

RELUKES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-035

ON YOUR TOES

REQUIREMENTS:



<20

A unit keeps its wits about it.

Play this card when a unit is the target of a close combat or ranged combat attack. Modify its defense value by +1.


"She saw that one coming, Max."

"He's going to have to do better than that next time."

RELUKES REGISTRATION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-036

EVASIVE MANEUVERS


REQUIREMENTS:  <19

A unit makes an exceptionally nimble maneuver.

Play this card when a unit is the target of a ranged combat attack. Modify its defense value by +3.

"I think that BattleMech is actually doing the limbo"

GOOD HEAD OF STEAM

REQUIREMENTS:  <7

A unit's momentum propels it through the arena.

Play this card when a unit is given a move order. When the unit moves from one hex to another that phase, it subtracts 1 from its speed value instead of 2, and it ignores hindering terrain for the move.

"Ouch! The groundskeepers are going to be up all night fixing this arena."

TRICK SHOT

REQUIREMENTS:  <9

A unit makes a trick shot.


Play this card when a unit is given a ranged combat order. When it draws a line of fire it can draw the line starting from any hexside.

"I think her myomer is in a knot after that shot, Sam."

REPLACES REQUISITION STRIP. DO NOT TAMPER. PATENT PENDING.

(VII) R-039

AMMO COOK-OFF

REQUIREMENTS:  <19

A unit serves up a smoking hot plate of exploded ammo.

Play this card when a unit is in base contact with one or more opposing units. Deal 1 unpreventable damage to the unit and 2 unpreventable damage to each opposing unit in base contact with the unit.

"I hope they didn't want fries with that."