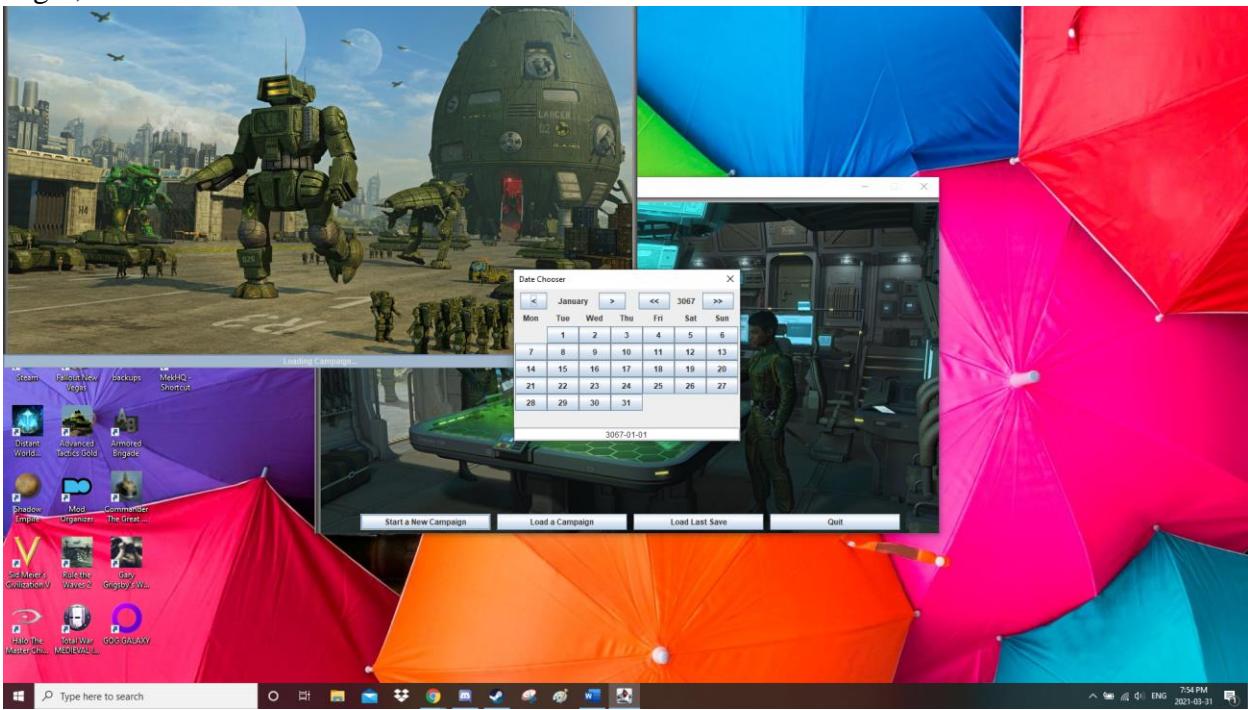
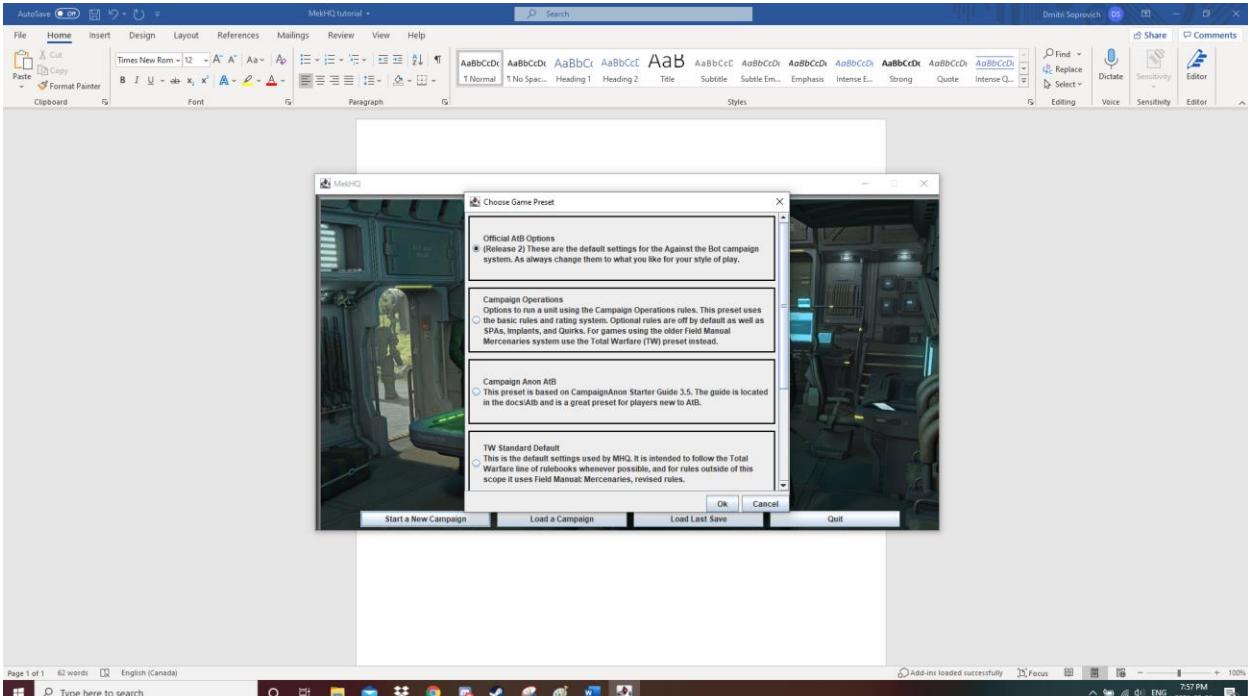


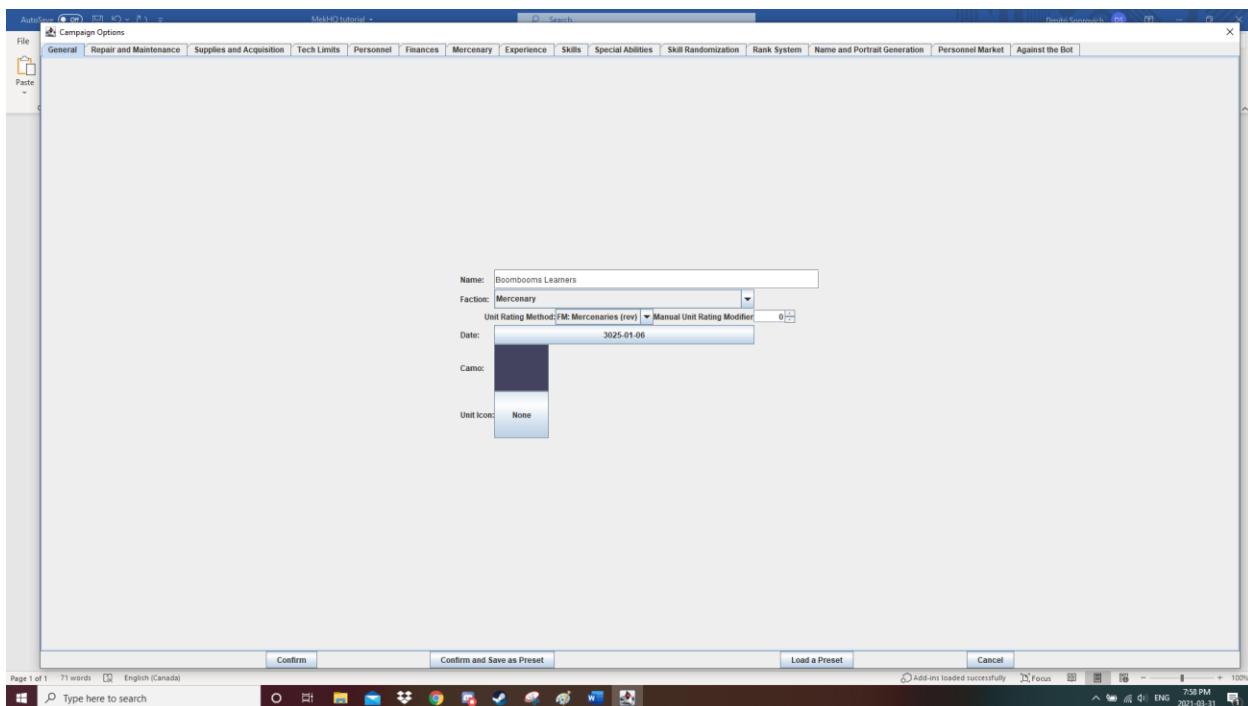
Right, so tutorial time



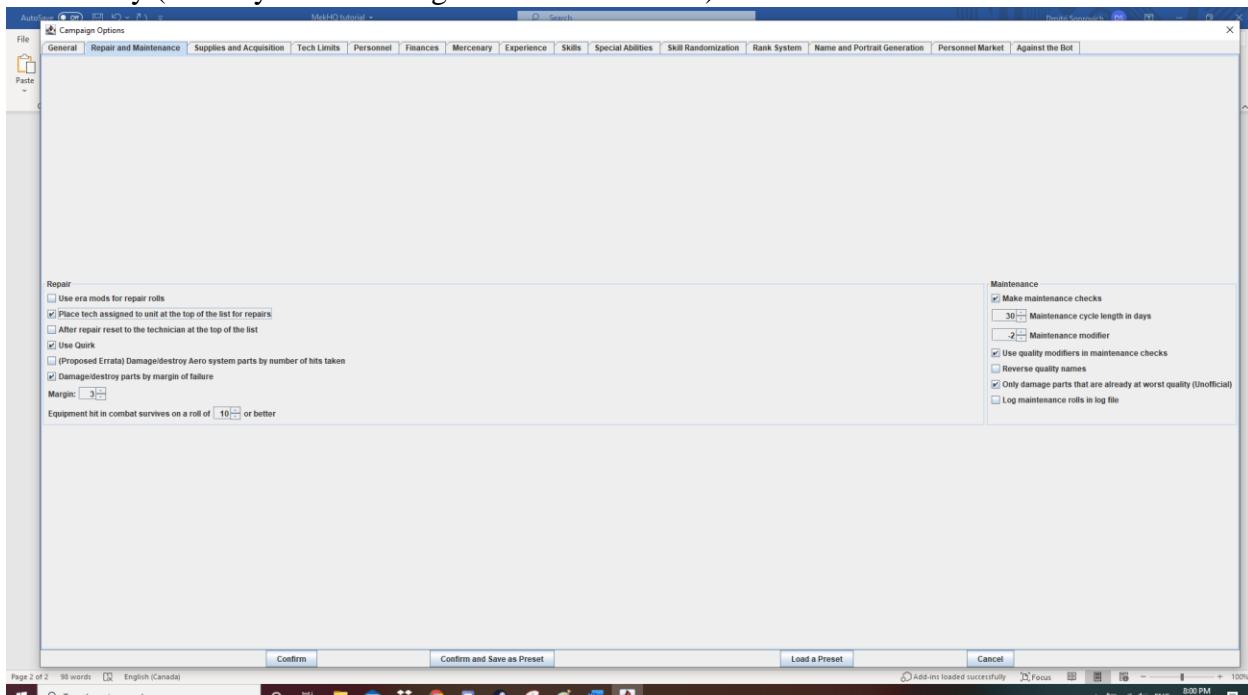
Starting screen. Personally, I tend to recommend sometime in the 3020s to start because tech is at its most basic, and because tech will start advancing around 3030 after the discovery of the Helm memory Core in 3028, but 3040 is also good cause there is new tech floating around and the Clan invasion isn't too far off.



Would also recommend the base Against the Bot ruleset.

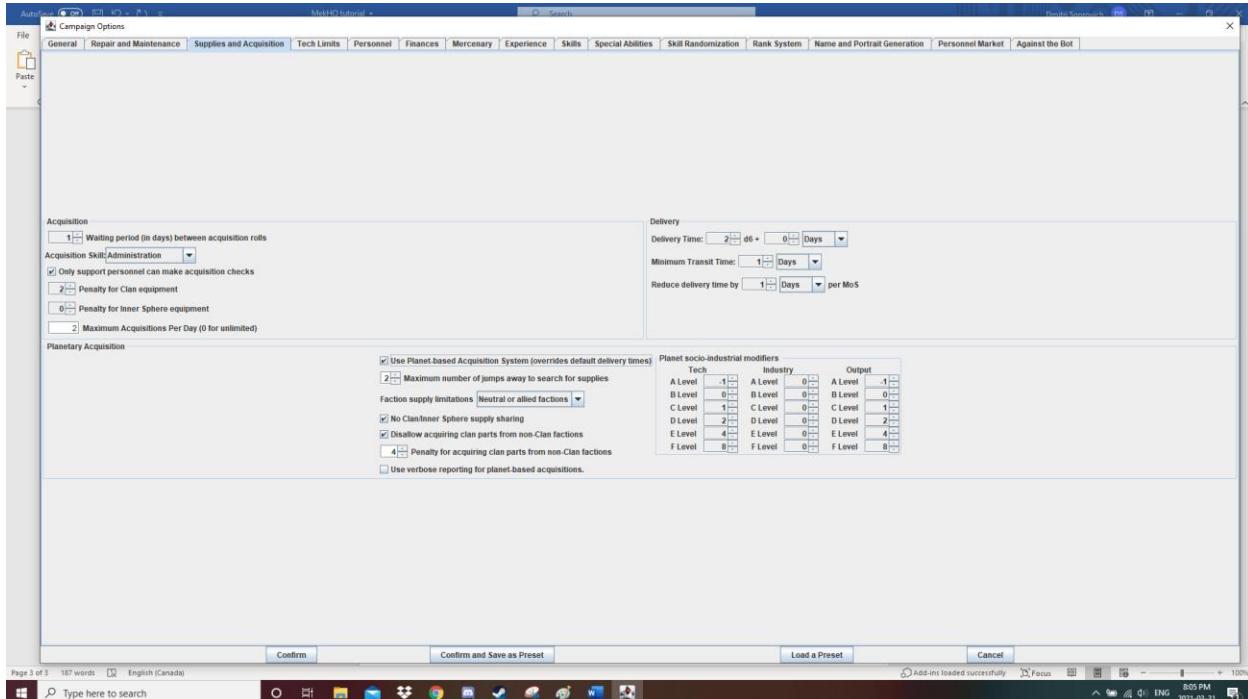


Name and faction. At the moment only mercs are implemented, so being another faction doesn't work sadly (unless you are willing to GM a lot of stuff)

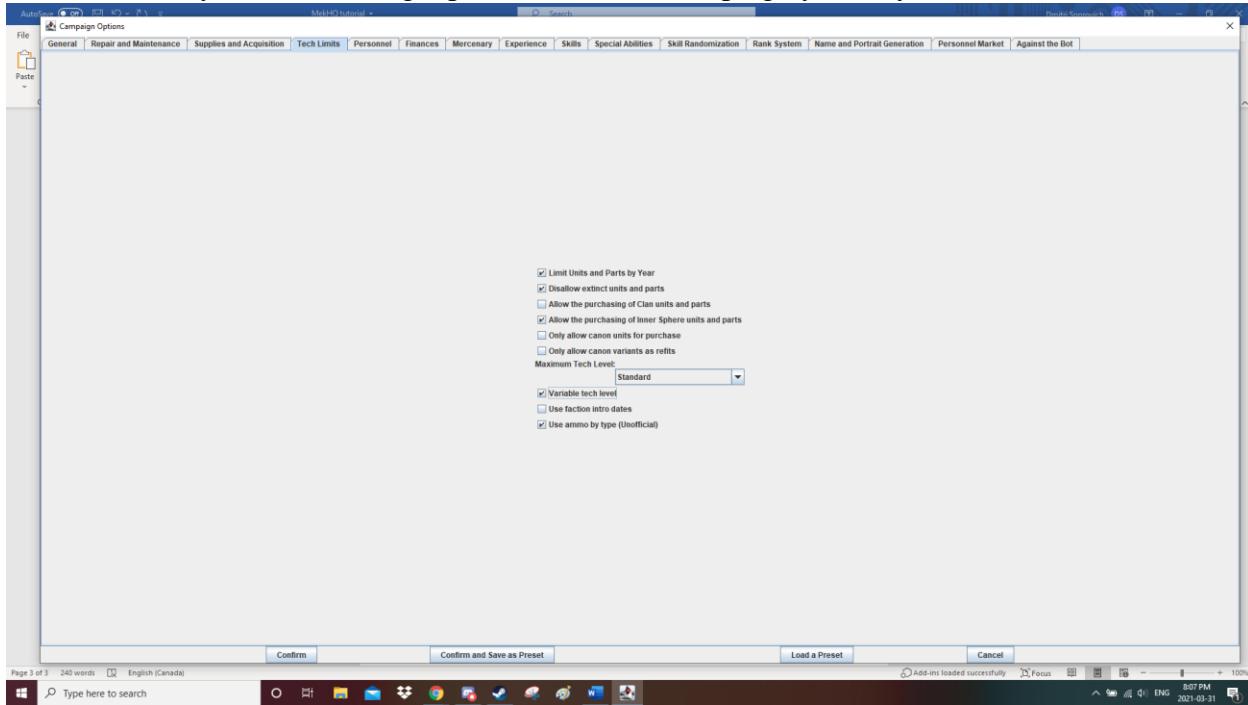


Maintenance screen. The only things I'd recommend to change from default for a first playthrough are checking "place tech assigned to unit at top of list", changing the maintenance modifier from the default 0 to -1 or -2 to make maintenance checks a bit easier for your techs to do, and checking "reverse quality names". With the default 0 mod it is pretty common for your techs

(who aren't the best at game start usually) to break parts on the mechs or degrade them so badly it is super hard to fix damage.



In supplies and acquisition my only change is checking “use planet based Acquisition”. That is more preference, adds flavor to the universe. It basically makes it so if you are on say a world with no industry it is harder to get parts. For a first campaign you may want that turned off.



For this I check “variable tech level” because I’ve found tech advancing bugs out if you don’t.

This screenshot shows the 'Campaign Options' window for the M4H4! mod. The 'Personnel' tab is selected. The interface includes several tabs at the top: General, Repair and Maintenance, Supplies and Acquisition, Tech Limits, Personnel, Finances, Mercenary, Experience, Skills, Special Abilities, Skill Randomization, Rank System, Name and Portrait Generation, Personnel Market, and Against the Bot.

**Personnel Settings:**

- General:** Includes checkboxes for various game mechanics like 'Use Tactics Skill as Commander Initiative Bonus', 'Use Edge for Non-Combat Personnel', and 'Allow Special Abilities'.
- Experience Multipliers:** Shows multipliers for experience levels: Commissioned (1.2), Enlisted (1), and Regular (1.5).
- Base Salaries:** Lists salaries for various roles: MechWarrior (1,500), Vehicle Driver (900), VTOL Pilot (900), Battle Armor Pilot (960), ProtoMech Pilot (960), Vessel Pilot (1,000), Vessel Gunner (1,000), Mech Tech (800), Aero Tech (800), Astech (400), Medic (400), Admin/Logistical (500), Admin/HR (500), and Vehicle Crew (0).
- Prisoners:** Settings for prisoner capture style ('Against the Bot') and status ('Prisoner'). Includes checkboxes for 'Babies Born to Prisoners Share Mother's Prisoner Status', 'Enable ATB Prisoner Detection', and 'Enable ATB Prisoner Ransom'.
- Family Options:** Includes checkboxes for 'Randomize Origin' and 'Randomize Origin for Dependents', along with sliders for 'Random Origin Search Radius' (45) and 'Minimum Marital Age' (16).

**Buttons:** At the bottom are 'Confirm', 'Confirm and Save as Preset', 'Load a Preset', and 'Cancel'.

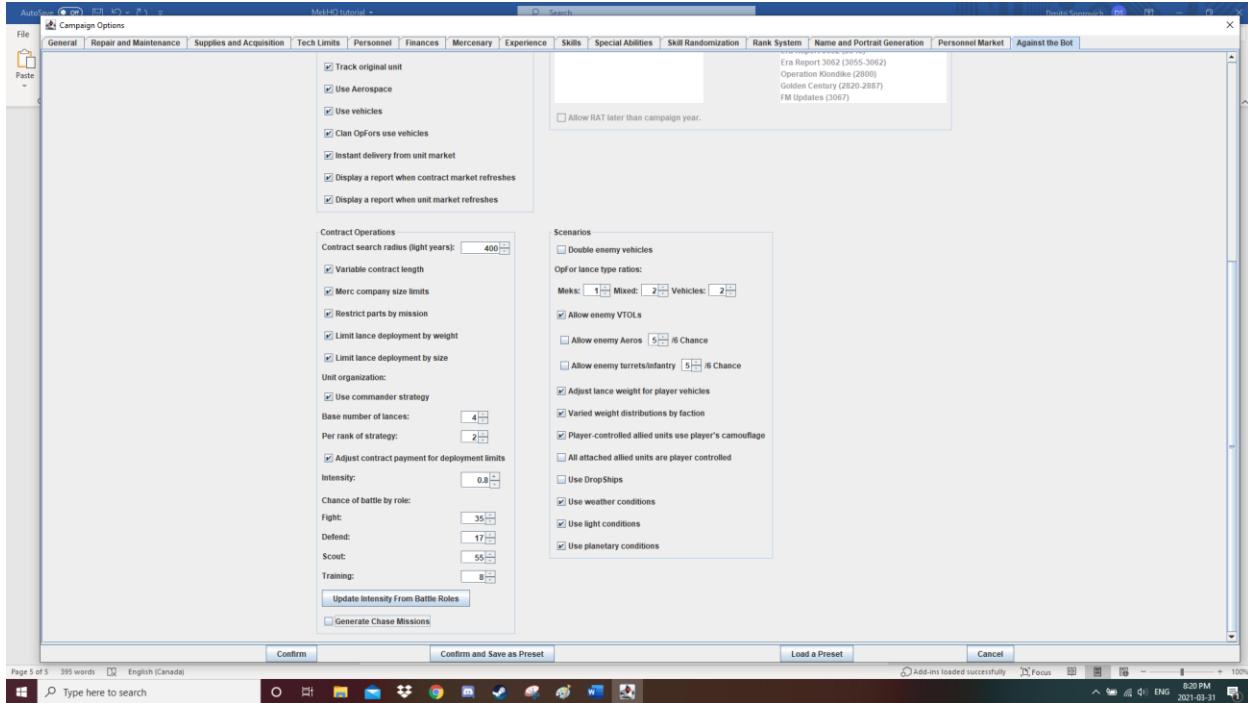
Personnel is mostly flavour. I check a bunch of this stuff, but it is up to personal preference. I personally wouldn't touch anything in Finances, mercenary, experience, skills, special abilities, personal market, or skill randomization for a first game. For rank system pick whichever one appeals to you, and in name an portrait generation I like to checkbox giving everyone a random portrait.

This screenshot shows the 'Contract Operations' section of the 'Campaign Options' window. It includes the following settings:

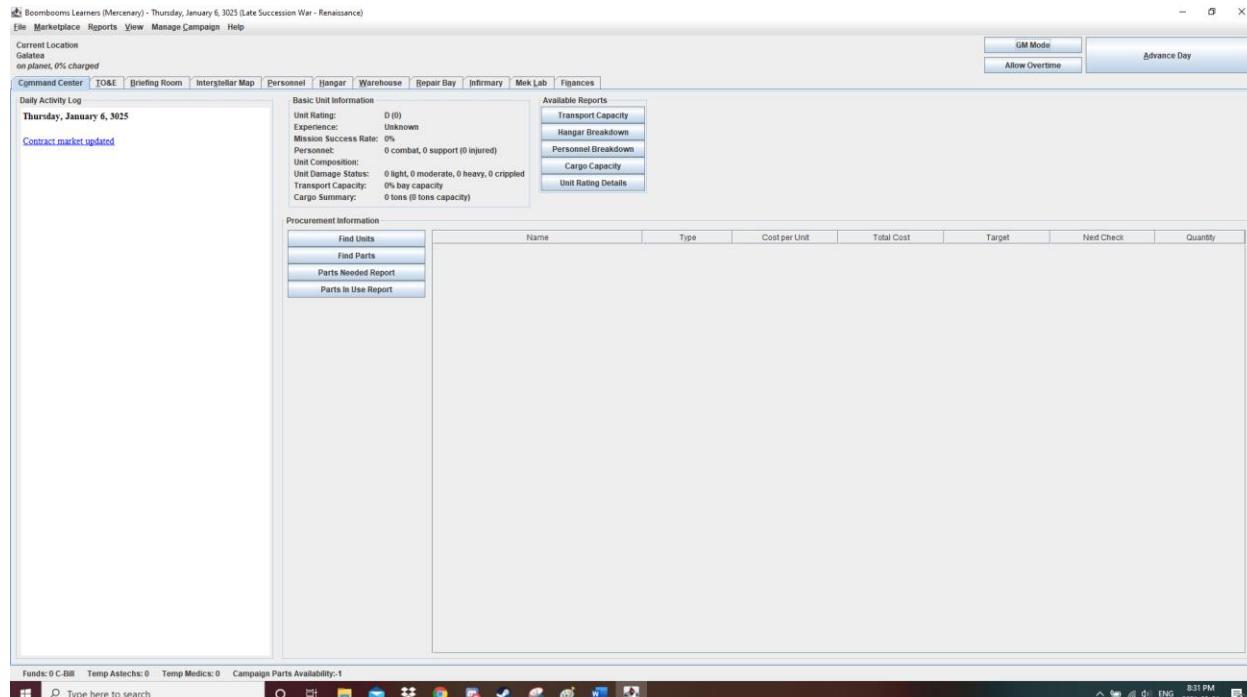
- Unit Administration:** Includes checkboxes for 'Use share system', 'Exclude large craft from share value', 'All personnel have shares', 'Treat Aerospace pilots like MechWarriors', 'Do retirement/defection rolls at contract completion', 'Customize retirement rolls', 'Founders never retire', 'Add Dependents', 'Dependents never leave', 'Track unit fatigue', 'Use leadership skill', 'Track original unit', 'Use Aerospace', 'Use vehicles', 'Clan Ops/ors use vehicles', 'Instant delivery from unit market', 'Display a report when contract market refreshes', and 'Display a report when unit market refreshes'.
- Random Assignment Tables:** A table showing 'Chosen RATs' (Xorf (2750-3052), Total Warfare (3067)) and a list of 'Available RATs' including Historical Brush Wars-Romni War (3034), House Arane (3030), Liberation of Terra (2766), Historical Turning Points - Misery (3028), Historical-Breish Wars-Andriens Wars (3035), Field Report 2765 (2765), FM Updates (3067), FM Crossfire Class (3068), Blake Documents (3067), Deric Page (3025-3050), FM 3145 (3130), Historical Brush Wars-Antons Revolt (2014), Historical Brush Wars-Operations (3075), War of 39 (3039), Era Report 2052 (3048), Era Report 2062 (3055-3062), Operation Klondike (2800), Golden Century (2820-2887), and FM Updates (3067). There is also a checkbox for 'Allow RAT later than campaign year'.
- Contract Operations:** Includes checkboxes for 'Double enemy vehicles', 'Variable contract length', 'Merc company size limits', and 'Restrict parts by mission'.
- Scenarios:** Includes checkboxes for 'Meks: 1 Mixed: 2 Vehicles: 3' and 'Allow enemy VTOLs'.

**Buttons:** At the bottom are 'Confirm', 'Confirm and Save as Preset', 'Load a Preset', and 'Cancel'.

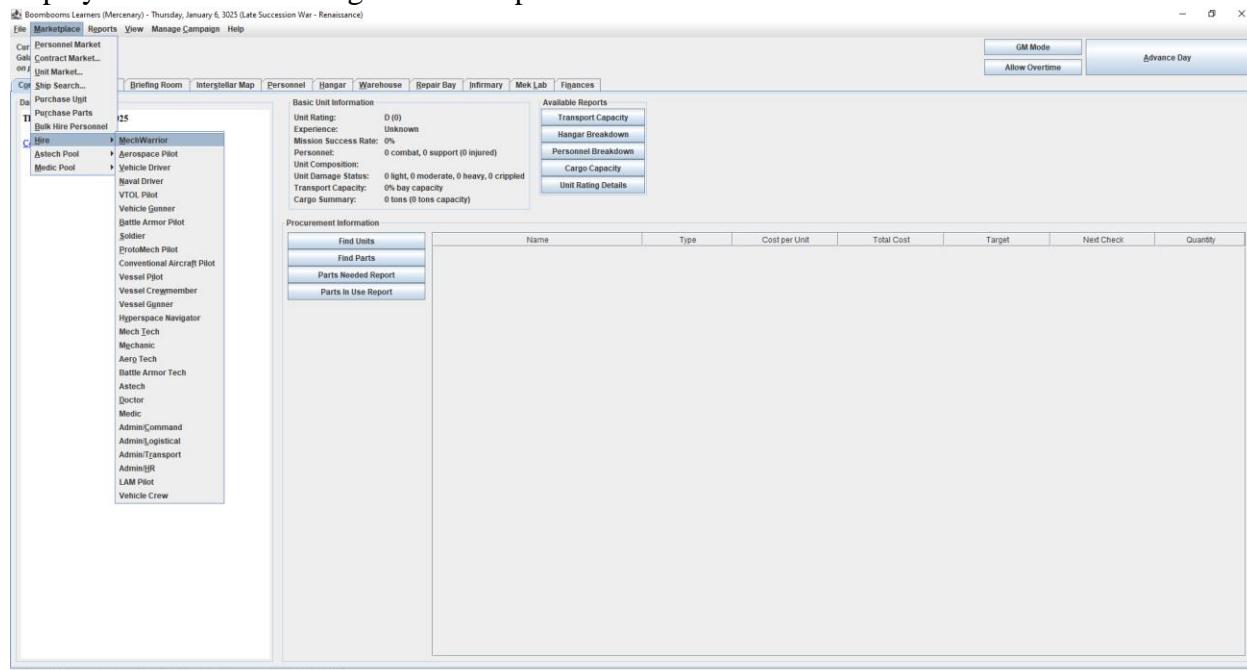
Now for the final screen before we can assemble our merc company. In Against the Bot (hereafter AtB) I'd bump your difficulty down to green or ultra-green (green is my recommendation). I check “founders never leave” because then your company commander can’t wander off after the first mission. I would also bring the contract search radius down to 400 because then contracts won’t generate too far away.



For these lower settings I tend to bump intensity down to 0.8 (you won’t be bombarded with missions, or at least less so), turn off chase missions (because they are you running away for 15 turns and also really common on scouting stance), and reduce Vehicles from 3 to 2 which reduces the chances of missions where you fight nothing but vehicles. Additionally, I check “use planetary conditions” because that means local atmosphere and gravity do something rather than every planet being the same. Now we hit confirm (or save as a preset if one desires) and move on to making our company. Finally, double enemy vehicles should be off by default, but if it isn’t then disable it as this will result in very large groups of enemy vehicles you may not be able to deal with



First thing you want to do is turn on GM mode, this will allow you to add in all the stuff needed to play. And first we will generate our personnel.



In the marketplace dropdown we find a bunch of useful options, but first is to hire the basic grist that will make us great.

Boombombs Learners (Mercenary) - Thursday, January 6, 3025 (Late Succession War - Renaissance)

**File Marketplace Reports View Manage Campaign Help**

Current Location  
Galatea  
on planet, 0% charged

**Command Center TO&E Briefing Room Interstellar Map Personnel Hangar Warehouse Repair Bay Infirmary Mek Lab Finances**

**Daily Activity Log**  
Thursday, January 6, 3025  
Contract market updated

**Basic Unit Information**  
Unit Rating: 0 (0)  
Experience: Unknown  
Mission Success Rate: 0%  
Repair Status: 0 combat, 0 support (0 injured)  
Unit Composition: 0 light, 0 moderate, 0 heavy, 0 crippled  
Unit Damage Status: 0% bay capacity  
Transport Capacity: 0 tons (0 tons capacity)

**Available Reports**  
Transport Capacity  
Hangar Breakdown  
Personnel Breakdown  
Cargo Capacity  
Unit Rating Details

**Procurement Information**  
Find Units  
Find Parts  
Parts Needed Report  
Parts In Use Report

**Hire Personnel**  
None  
Randomize Name  
Randomize Portrait  
Choose Portrait  
Edit Statistics (GM)  
Regenerate (GM)

Name	Type	Cost per Unit	Total Cost	Target	Next Check	Quantity
Catherine Ciller	MechWarrior					
Status: Active Origin: Galatea (Mercenary) Age: 23 Gender: Female						
Skills and Abilities Piloting/Mech: 7+ Small Arms: 6+ Gunnery/Mech: 6+ Toughness: 0+						
<b>Hire</b> <b>Add (GM)</b> <b>Close</b>						

Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1



We will be wanting 2 lances of 4 mechs to start, so we will be hitting the “Add (GM)” button 8 times. Though for your first game you may want to hit the regenerate button on anyone who is aggressively bad. For comprehension, the number with a plus beside it is the target number needed to use that skill. So lower is better, and because of BTs combat system anything higher than 5 is considered bad, and an 8+ is pretty much useless.

Boombombs Learners (Mercenary) - Thursday, January 6, 3025 (Late Succession War - Renaissance)

**File Marketplace Reports View Manage Campaign Help**

Current Location  
Galatea  
on planet, 0% charged

**Command Center TO&E Briefing Room Interstellar Map Personnel Hangar Warehouse Repair Bay Infirmary Mek Lab Finances**

**Personnel Type:** MechWarriors **View:** General **Group by Unit:**

Rank	Given Name	Last Name	Skill Level	Role	Unit Assignment	Force	Deployed	Hits	Salary	XP
None	David	Simbola	Veteran	MechWarrior	-	None	-	0	2,400 C-Bill	2
None	Scott	Munugan	Veteran	MechWarrior	-	None	-	0	2,400 C-Bill	3
None	NGoC-Dlep	Vostakova	Regular	MechWarrior	-	None	-	0	1,500 C-Bill	0
None	Alli	Mayes	Regular	MechWarrior	-	None	-	0	1,500 C-Bill	1
None	Maggie	Pitt	Green	MechWarrior	-	None	-	0	900 C-Bill	0
None	Han-soo	Chin	Green	MechWarrior	-	None	-	0	900 C-Bill	0
None	Frances	Seal	Regular	MechWarrior	-	None	-	0	1,500 C-Bill	1
None	Leiley	Long	Green	MechWarrior	-	None	-	0	900 C-Bill	3

**Skills and Abilities**  
Piloting/Mech: 7+ Small Arms: 6+  
Gunnery/Mech: 6+  
Toughness: 0+

**Injury Report**  
**+ Injury Penalties:** None

**Personnel Log**  
3025-01-06 Joined Boombombs Learners

Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1



Now that we have our mechwarrior we will need to give them ranks. Can't have no chain of command you see. Pick your best 2 mechwarrior and assign one a level one officer's rank (in my case a Lieutenant JG) and the other a level 2 rank (Lieutenant SG) the level 2 will be your company commander, and the level one will be your XO. All the others can become an enlisted rank of some sort. At any given time 1/3 or your company may be officers, if this is exceeded there is a debuff to how much people want to stick around in your company.

With that done, we now want to go and edit our CO and XO. The CO will receive one rank of the following: strategy, leadership, and tactics. The XO will get a rank of tactics. Strategy determines how many lances your company can have, leadership determines how many people you can have in the company before people become more likely to leave, and tactics gives a reroll on map conditions for battles, and a buff to initiative in battle. The more points you have in these skills the higher their effect. However, Strategy and leadership only have an effect if on your CO (and the game assumes your CO is the highest ranked officer in your company).

Boombombs Learners (Mercenary) - Thursday, January 6, 3025 (Late Succession War - Renaissance)

**File** Marketplace Reports View Manage Campaign Help

**Car** Personnel Market  
Gall Contract Market...  
**Unit Market...**

**Ship Search...**  
Purchase Unit  
Purchase Parts

**Per** Bulk Hire Personnel

**Lanc**  
**Unit**  
Astech Pool  
ProtoMech Pool  
Medic Pool  
Private  
Private  
Private  
Private  
Private  
Les

**Gear**  
Vehicle Driver  
Rebel Driver  
Frat VTOl Pilot  
Vehicle Gunner  
Battle Armor Pilot  
Soldier  
ProtoMech Pilot  
Conventional Aircraft Pilot  
Vessel Pilot  
Vessel Crewmember  
Vessel Gunnner  
Hyperspace Navigator  
**Mech Tech**  
Mechanic  
Aerg Tech  
Battle Armor Tech  
Astech  
Doctor  
Medic  
Admin/Command  
Admin/Logistical  
Admin/Transport  
Admin/HR  
LAM Pilot  
Vehicle Crew

**Briefing Room** Interstellar Map Personnel Hangar Warehouse Repair Bay Infirmary Mek Lab Finances

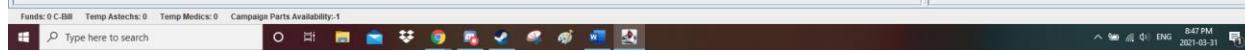
**View** General  Group by Unit

Given Name	Last Name	Skill Level	Role	Unit Assignment	Force	Deployed	Hits	Salary	XP
Veteran	MechWarrior	-	None	-	0	0	2,880 C-Bill	2	
Veteran	MechWarrior	-	None	-	0	0	2,880 C-Bill	3	
Regular	MechWarrior	-	None	-	0	0	1,920 C-Bill	4	
Regular	MechWarrior	-	None	-	0	0	1,500 C-Bill	1	
Green	MechWarrior	-	None	-	0	0	900 C-Bill	3	
Green	MechWarrior	-	None	-	0	0	900 C-Bill	0	
Regular	MechWarrior	-	None	-	0	0	1,500 C-Bill	1	
Green	MechWarrior	-	None	-	0	0	900 C-Bill	3	

**Skills and Abilities**  
Piloting Mech: +4  
Ground Mech: +2  
Abilities: Melee Specialist  
Toughness: +0

**Injury Report**  
+ Injury Penalties: None

**Personnel Log**  
3025-01-06 Joined Boombombs Learners  
3025-01-06 Promoted to Lieutenant JG



Now we want to get our support personnel. Use the same dropdown to give yourself 2 mechtechs (rerolling till they are at least 6+ skill), one Doctor, and one Admin/Command. For techs you want at least one per lance (in our case 2) plus once the company is off the ground usually 2 more than your total number of lances so that you have people to work on stuff.

Now, support staff. Techs and doctors are obvious, but what do Admin people do? Well 2 things. First they allow you to acquire parts for your units, and secondly if you give them points in negotiation they can renegotiate whatever parts of a contract is their specialty. So Command negotiates command rights, Transport transport payout, etc. There is also a certain number of HR hours needed per company which can be viewed under the reports tab.

Boombooms Learners (Mercenary) - Thursday, January 6, 2025 (Late Succession War - Renaissance)

File Marketplace Reports View Manage Campaign Help

GM Tools Dialog

Advance Multiple Days

Boomboms Randomization for All Personnel

Command Center TO&E Brief Mass Personnel Training Scenario Template Editor

Personnel Type: All Personnel

Group by Unit

Rank	Given Name	Last Name	Skill Level	Role	Unit Assignment	Force	Deployed	Hits	Salary	XP
Lieutenant SG	Dewi	Simbolon	Veteran	MechWarrior	-	None	-	0	2,880 C-Bill	2
Lieutenant JG	Scott	Munugan	Veteran	MechWarrior	-	None	-	0	2,880 C-Bill	3
Private	Nicoo-Dlep	Vostakova	Regular	MechWarrior	-	None	-	0	1,440 C-Bill	0
Private	Allia	Maria	Regular	MechWarrior	-	None	-	0	1,500 C-Bill	1
Private	Maggie	Pratt	Green	MechWarrior	-	None	-	0	900 C-Bill	3
Private	Han-iso	Chin	Green	MechWarrior	-	None	-	0	900 C-Bill	0
Private	Francois	Seal	Regular	MechWarrior	-	None	-	0	1,080 C-Bill	1
Private	Lesley	Long	Green	MechWarrior	-	None	-	0	900 C-Bill	3
None	Jeff	Montgomery	Regular	Mech Tech	-	None	-	0	800 C-Bill	3
None	Bora	Markoic	Veteran	Administrant	-	None	-	0	2,880 C-Bill	2
None	Shibru	Kakinomoto	Elite	Mech Tech	-	None	-	0	2,500 C-Bill	8
None	Eun-Hwa	Kim	Elite	Doctor	-	None	-	0	4,800 C-Bill	1

Eun-Hwa Kim  
Decor  
Status: Active  
Origin: Galatas (Mercenary)  
Age: 36  
Gender: Female

Skills and Abilities  
Small Arms: 4+  
Doctor: 4+  
Alliances: Oblique Artilleryman  
Eagle's Eyes  
Human TRO - Vee

Toughness: +0

Injury Report  
Injury Penalties: None

Personnel Log  
3025-01-06 Joined Boombooms Learners

Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1

Type here to search

Now we need some mechs to fight with. We can generate these with a GM tool.

Boombooms Learners (Mercenary) - Thursday, January 6, 2025 (Late Succession War - Renaissance)

File Marketplace Reports View Manage Campaign Help

GM Mode

Allow Overtime

Advance Day

Command Center TO&E Brief Mass Personnel Training Scenario Template Editor

Personnel Type: All Personnel

View General Group by Unit

Rank	Given Name	Last Name	Skill Level	Role	Unit Assignment	Force	Deployed	Hits	Salary	XP
Lieutenant SG	Dewi	Simbolon	Veteran	MechWarrior	-	None	-	0	2,880 C-Bill	2
Lieutenant JG	Scott	Munugan	Veteran	MechWarrior	-	None	-	0	2,880 C-Bill	3
Private	Nicoo-Dlep	Vostakova	Regular	MechWarrior	-	None	-	0	1,440 C-Bill	0
Private	Allia	Maria	Regular	MechWarrior	-	None	-	0	1,500 C-Bill	1
Private	Maggie	Pratt	Green	MechWarrior	-	None	-	0	900 C-Bill	3
Private	Han-iso	Chin	Green	MechWarrior	-	None	-	0	900 C-Bill	0
Private	Francois	Seal	Regular	MechWarrior	-	None	-	0	1,080 C-Bill	1
Private	Lesley	Long	Green	MechWarrior	-	None	-	0	900 C-Bill	3
None	Jeff	Montgomery	Regular	Mech Tech	-	None	-	0	800 C-Bill	3
None	Bora	Markoic	Veteran	Administrant	-	None	-	0	2,880 C-Bill	2
None	Shibru	Kakinomoto	Elite	Mech Tech	-	None	-	0	2,500 C-Bill	8
None	Eun-Hwa	Kim	Elite	Doctor	-	None	-	0	4,800 C-Bill	1

GM Tools

Dice Roller

Result: 2d6

Roll: 6

Individual Results:

RAT Roller

Year: 3025 Faction: Mercenary [MERC] Quality: F Unit Type: Mek Weight: Light

Roll For RAT Add Random Unit

Name Generator

Gender: Male Origin Fraction: Abandoned [ABN] Historical Ethnicity: Clanless

Generated Name: - Generate Name

Callsign Generator

Generated Callsign: - Generate Callsign

Bloodname Generator

Clan: Clan Blood Spirit Year: 2807 Phenotype: General

Generated Bloodname: - Generated Phenotype: - Generate Bloodname

Eun-Hwa Kim  
Decor  
Status: Active  
Origin: Galatas (Mercenary)  
Age: 36  
Gender: Female

Skills and Abilities  
Small Arms: 4+  
Doctor: 4+  
Alliances: Oblique Artilleryman  
Eagle's Eyes  
Human TRO - Vee

Toughness: +0

Injury Report  
Injury Penalties: None

Personnel Log  
3025-01-06 Joined Boombooms Learners

Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1

Type here to search

We will be using this menu. To randomize what mechs you get per mech roll 2d6. On a 2-6 it is a light mech, 7-9 is a medium, 10-11 is a heavy, 12 is an Assault. Make quality D.

Boombombs Learners (Mercenary) - Thursday, January 6, 3025 (Late Succession War - Renaissance)

File Marketplace Reports View Manage Campaign Help

Current Location  
Galaxies  
on planet, 0% charged

GM Mode Allow Overtime Advance Day

Command Center TO&E Briefing Room Interstellar Map Personnel Hangar Warehouse Repair Bay Infirmary Mek Lab Finances

Unit Type: All Units View: General

Name	Type	Weight Class	Status	Assigned To	Force	Tech Crew
Wasp WSP-1A	Mek	Light	Undamaged	-	-	-
Spazer SDR-5V	Mek	Light	Undamaged	-	-	-
Marauder MAD-4P	Mek	Medium	Undamaged	-	-	-
Vulcanine VRV-4R	Mek	Medium	Undamaged	-	-	-
Marauder MAD-3R	Mek	Heavy	Undamaged	-	-	-
Thunderbolt TDR-5SE	Mek	Heavy	Undamaged	-	-	-
Fistfalter F5H	Mek	Light	Undamaged	-	-	-
Vulcan V-2T	Mek	Medium	Undamaged	-	-	-

Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1

Boombombs Learners (Mercenary) - Thursday, January 6, 3025 (Late Succession War - Renaissance)

File Marketplace Reports View Manage Campaign Help

Current Location  
Galaxies  
on planet, 0% charged

GM Mode Allow Overtime Advance Day

Command Center TO&E Briefing Room Interstellar Map Personnel Hangar Warehouse Repair Bay Infirmary Mek Lab Finances

Personnel Type: MechWarriors View: General Group by Unit

Rank	Given Name	Last Name	Skill Level	Role	Unit Assignment	Force	Deployed	Hits	Salary	XP
Lieutenant SG	Donald	Simbob	Veteran	MechWarrior	Marauder MAD-3R	None	-	0	2,300 C-Bill	2
Lieutenant JG	Scott	Munugan	Veteran	MechWarrior	Thunderbolt TDR-5SE	None	-	0	2,800 C-Bill	3
Private	NGoc-Dlep	Vostakova	Regular	MechW	Change Rank	None	-	0	1,500 C-Bill	0
Private	Alli	Maries	Regular	MechW	Change Rank System	None	-	0	1,500 C-Bill	1
Private	Maggie	Pitt	Green	MechW	Change Status	None	-	0	900 C-Bill	0
Private	Han-soo	Chin	Green	MechW	Inprison	None	-	0	1,500 C-Bill	1
Private	Frances	Seal	Regular	MechW		None	-	0	900 C-Bill	3
Private	Lesley	Long	Green	MechW		None	-	0	900 C-Bill	3

Change Primary Role  
Change Secondary Role  
Set Salary...  
Assign to Unit As Pilot Msk Medium  
Choose Spouse (Male) None Light  
Award  
Spend XP  
Set Edge Triggers  
Special Tags...  
Randomize Portrait(s)  
Change Portrait...  
Change Biography...  
Change Callsign...  
Edit Personnel Log...  
Add Single Log Entry...  
Edit Mission Log...  
Add Mission Entry...  
Edit Kill Log...  
Assign Kill...  
Export Personnel  
Sack...  
GM Mode

Private NGoc-Dlep Vostakova  
MechWarrior  
Status: Active  
Origin: Outpost (Mercenary)  
Age: 25  
Gender: Female

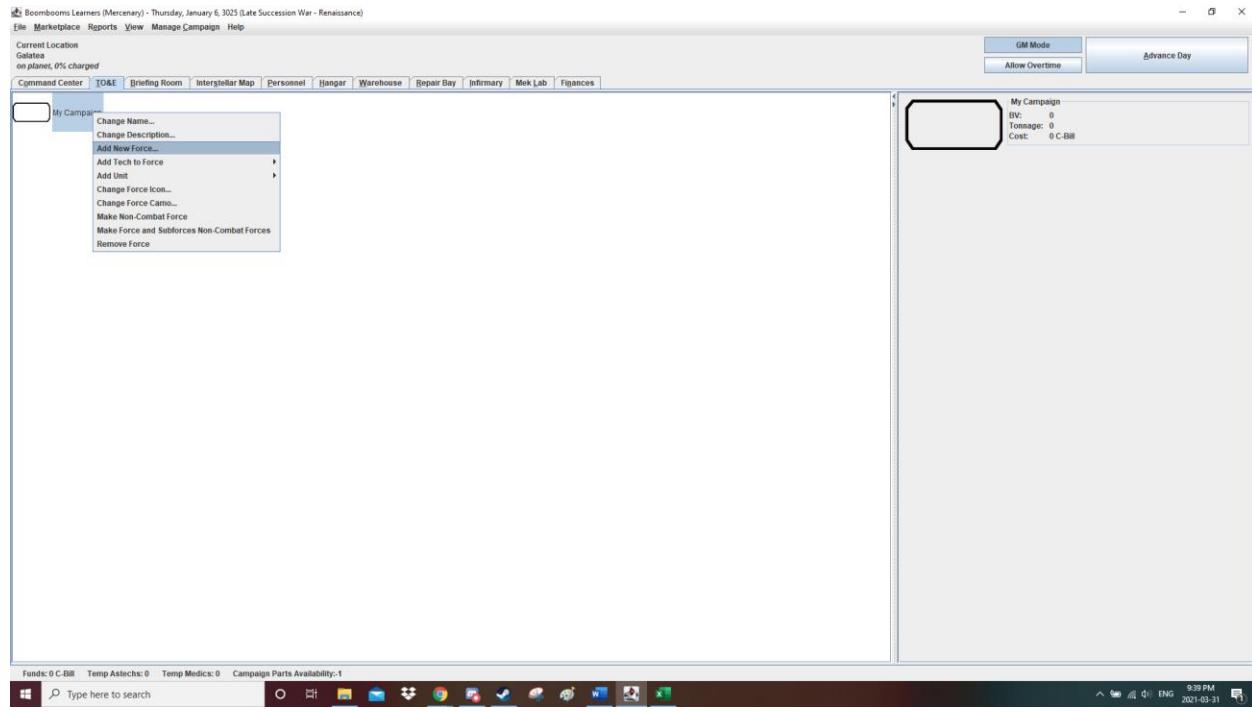
Skills and Abilities  
PilotingMech: 5+ Small Arms: 6+  
GunnerMech: 4+  
Toughness: +0

Injury Report  
Injury Penalties: None

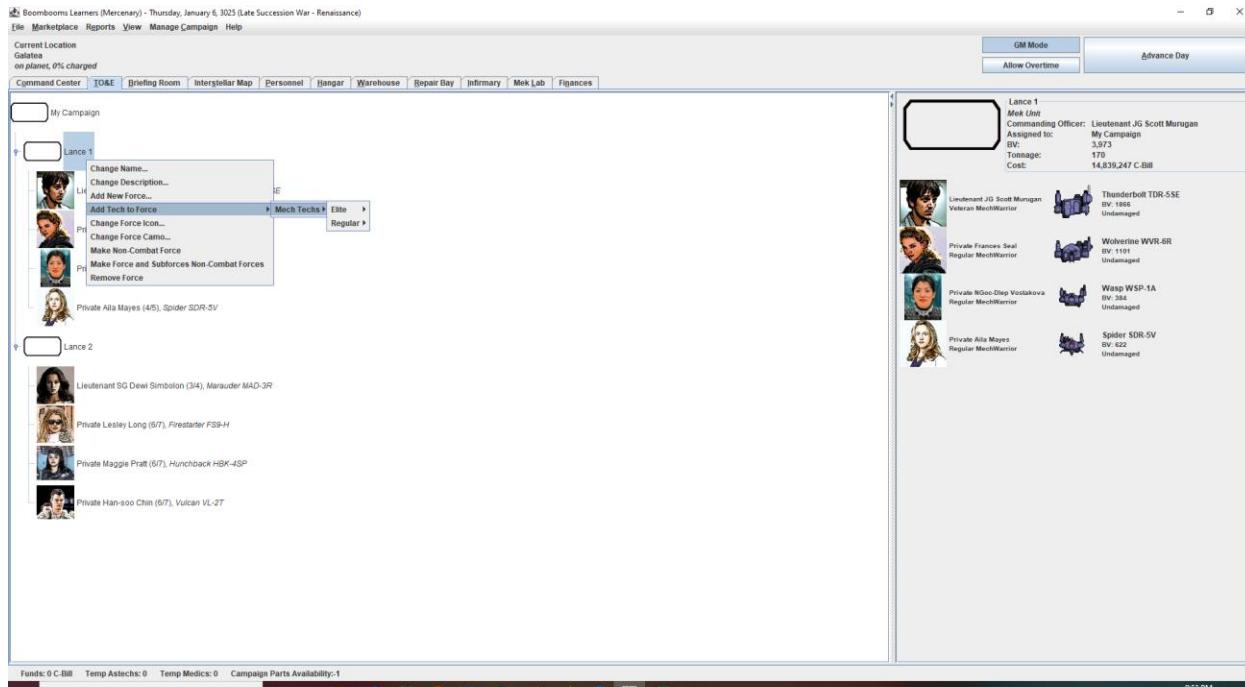
Personnel Log  
3025-01-06 Joined Boombombs Learners  
3025-01-06 Promoted to Private

Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1

This is the dropdown tree for assigning pilots.



This is how we set up our lances (a lance is a unit from 3-6 vehicles or mechs and forms the basic unit in battletech). I shall call mine Lance 1 and Lance 2. Once you click the add new force button and name the lance double click on the My Company icon to display all lances. Now we need to assign some mechs, which is done with the Add unit option. Lance organization works on a total tonnage system which effects a matchmaker. Light Lances are 0-130 tons, medium 135-200, heavy 205-280, and assault 285+. The battles will always generate assuming that your lance is the heaviest it can be in its tonnage range (ie a medium lance will be assumed to be 200 even if it is 180). This means that it is a very bad idea to go say 5 over into the next category and should be avoided if possible.

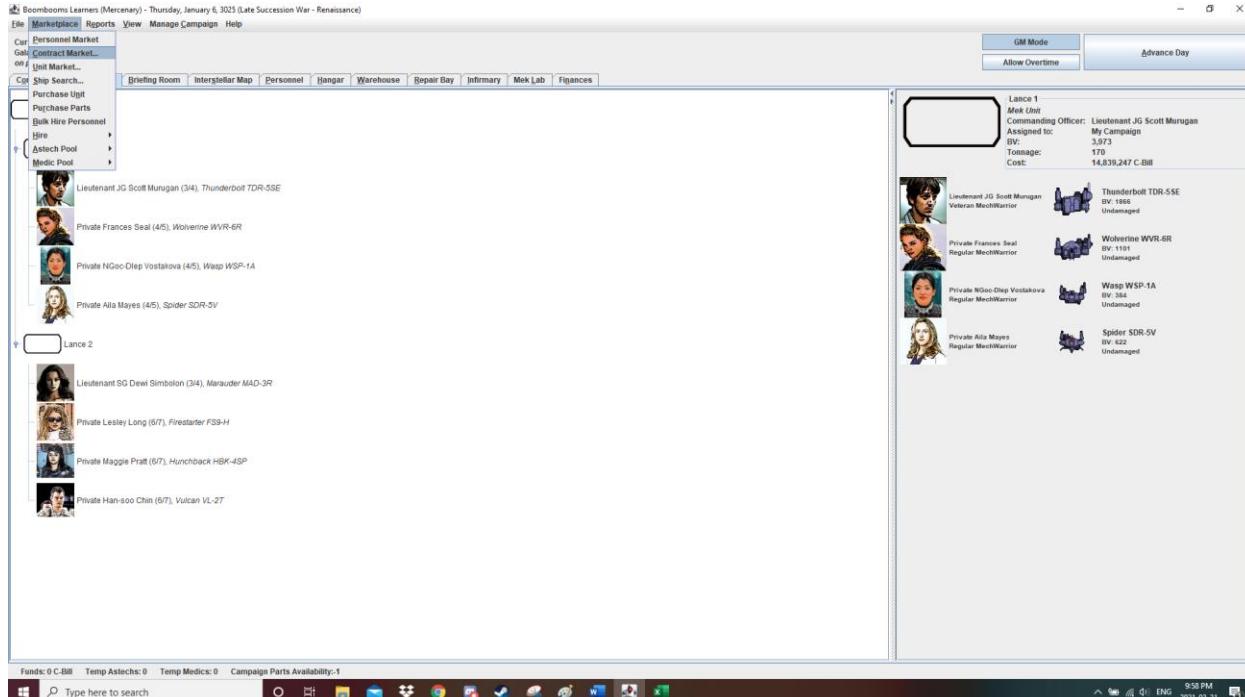


Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1

Type here to search

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Now we want to add mechtechs to our units. This can be done through this dropdown and means those techs will service those units. Now you will acquire units you don't or can't assign to combat formations. To ensure they don't degrade you can assign mechtechs in the hangar to specific units. Ultimately if you don't plan on using a unit in the near term it would be a good idea to mothball it so it doesn't need maintenance. Finally go to marketplace, and go to astech and medic pools and click "bring teams up to full strength" this will ensure your specialists have enough assistants

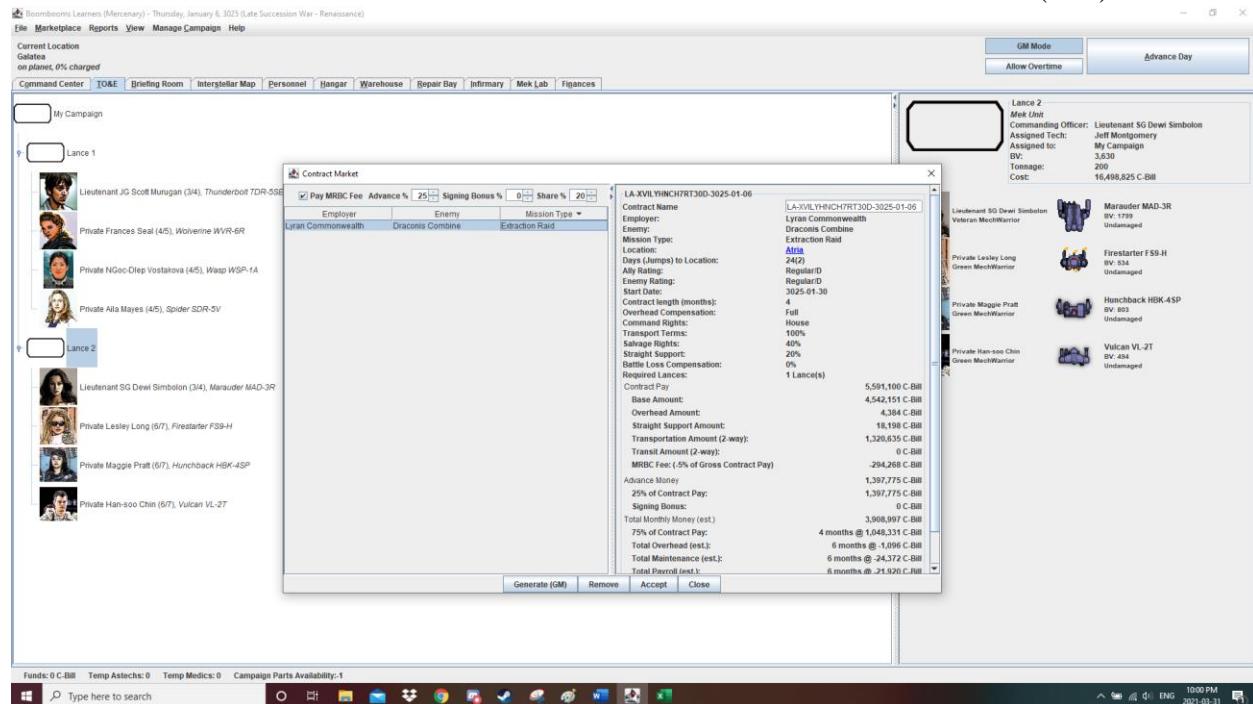


Funds: 0 C-Bill Temp Astechs: 0 Temp Medics: 0 Campaign Parts Availability: 1

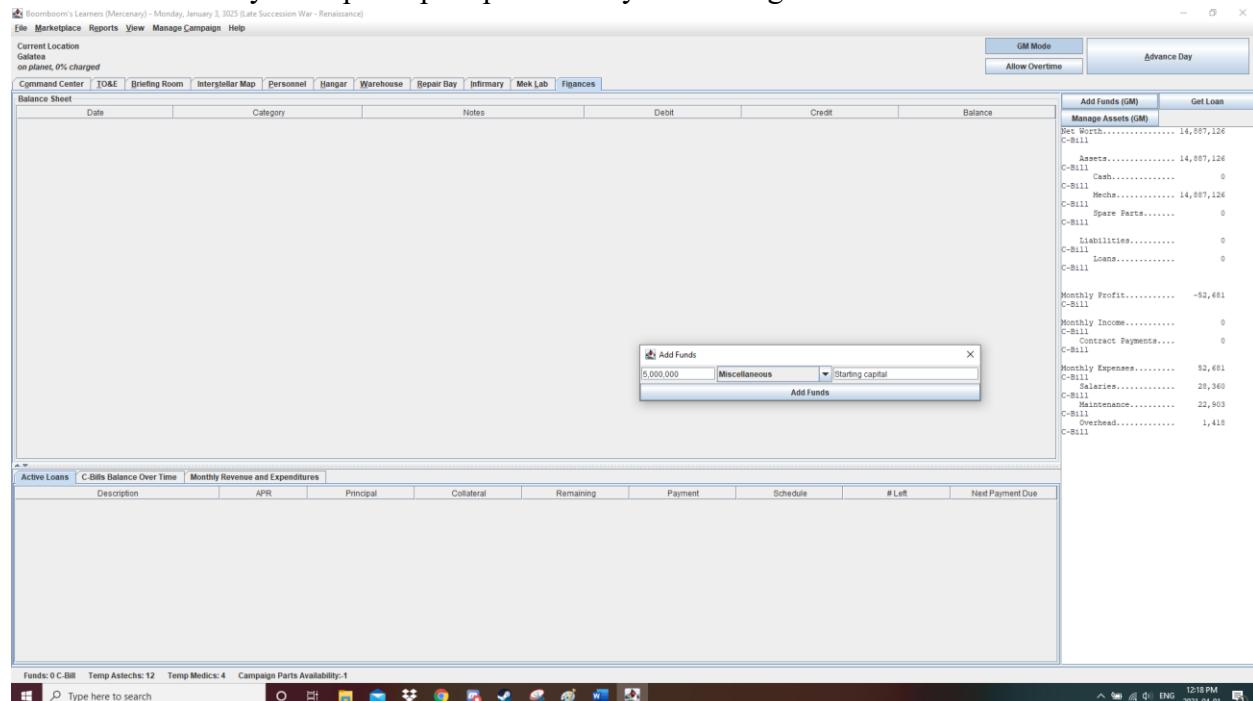
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Now we need a contract. For our first contract we will want to use the Generate (GM) button.



Ideally we want to find a contract that is close, and has above 30% salvage, and pays a decent amount of money. Additionally, pay attention to the enemy quality. Green/F are noobs in the crap scraped out of the scrap heap, Elite/A are Macho Man Randy Savage driving the absolute best mechs their faction has. Now that we have a contract, you can rename it to whatever you want. **HOWEVER**, don't hit accept just yet. You have no money, and no spare parts, and some contracts don't let you acquire spare parts once you have signed on the dotted line.



We need some starting money, so we are going to GM in some for us to start with. With 5mil C-bills we should be able to buy spare parts and get to where we need to go.

Part	In use	Stored	Tonnage	Ordered	Cost
D (20)	1		160.00	Buy	Buy in Bulk Add (GM)
Experience:			650.00	Buy	Buy in Bulk Add (GM)
Mission Success Rate:	0%		490.00	Buy	Buy in Bulk Add (GM)
Personnel:	8 combat, 4 support (0 injured)		480.00	Buy	Buy in Bulk Add (GM)
Unit Composition:	100% mech		640.00	Buy	Buy in Bulk Add (GM)
Unit Damage Status:	0 light, 0 moderate, 0 heavy, 0 critical		1,198.00	Buy	Buy in Bulk Add (GM)
Transport Capacity:	0 light capacity		1,008.3	Buy	Buy in Bulk Add (GM)
Cargo Summary:	0 tons (0 tons capacity)				Add in Bulk (GM)
AC2	1		15,000.00	Buy	Buy in Bulk Add (GM)
AC5 Ammo (45 shots)	1		75,000.00	Buy	Buy in Bulk Add (GM)
AC5 Armor (20 shots)	2		100,000.00	Buy	Buy in Bulk Add (GM)
Armor (Standard)	2		125,000.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (20 tons)	5		5,750.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (30 tons)	2		2,400.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (35 tons)	2		3,600.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (40 tons)	2		4,800.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (50 tons)	2		5,000.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (55 tons)	2		6,000.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (60 tons)	2		7,000.00	Buy	Buy in Bulk Add (GM)
Foot Actuator (75 tons)	2		9,000.00	Buy	Buy in Bulk Add (GM)
Hand Actuator (20 tons)	2		1,600.00	Buy	Buy in Bulk Add (GM)
Hand Actuator (30 tons)	2		2,400.00	Buy	Buy in Bulk Add (GM)
Hand Actuator (40 tons)	2		4,000.00	Buy	Buy in Bulk Add (GM)
Hand Actuator (50 tons)	2		4,400.00	Buy	Buy in Bulk Add (GM)
Hand Actuator (65 tons)	2		5,200.00	Buy	Buy in Bulk Add (GM)
Heat Sink	33		2,000.00	Buy	Buy in Bulk Add (GM)
Jump Jet (20 ton unit)	5		4,000.00	Buy	Buy in Bulk Add (GM)
Jump Jet (30 ton unit)	8		6,000.00	Buy	Buy in Bulk Add (GM)
Jump Jet (35 ton unit)	6		7,000.00	Buy	Buy in Bulk Add (GM)
Jump Jet (40 ton unit)	6		8,000.00	Buy	Buy in Bulk Add (GM)
Jump Jet (50 ton unit)	5		11,500.00	Buy	Buy in Bulk Add (GM)
Jump Jet (65 ton unit)	4		13,000.00	Buy	Buy in Bulk Add (GM)
Large Laser	1		100.00	Buy	Buy in Bulk Add (GM)
Lower Arm Actuator (20 tons)	2		1,000.00	Buy	Buy in Bulk Add (GM)
Lower Arm Actuator (30 tons)	2		1,500.00	Buy	Buy in Bulk Add (GM)
Lower Arm Actuator (35 tons)	2		1,750.00	Buy	Buy in Bulk Add (GM)
Lower Arm Actuator (40 tons)	2		2,000.00	Buy	Buy in Bulk Add (GM)
Lower Leg Actuator (20 tons)	2		2,000.00	Buy	Buy in Bulk Add (GM)
Lower Leg Actuator (30 tons)	2		2,750.00	Buy	Buy in Bulk Add (GM)
Lower Leg Actuator (35 tons)	2		3,250.00	Buy	Buy in Bulk Add (GM)
Lower Leg Actuator (40 tons)	2		3,750.00	Buy	Buy in Bulk Add (GM)
Lower Leg Actuator (75 tons)	2		1,600.00	Buy	Buy in Bulk Add (GM)
Lower Leg Actuator (80 tons)	2		1,400.00	Buy	Buy in Bulk Add (GM)

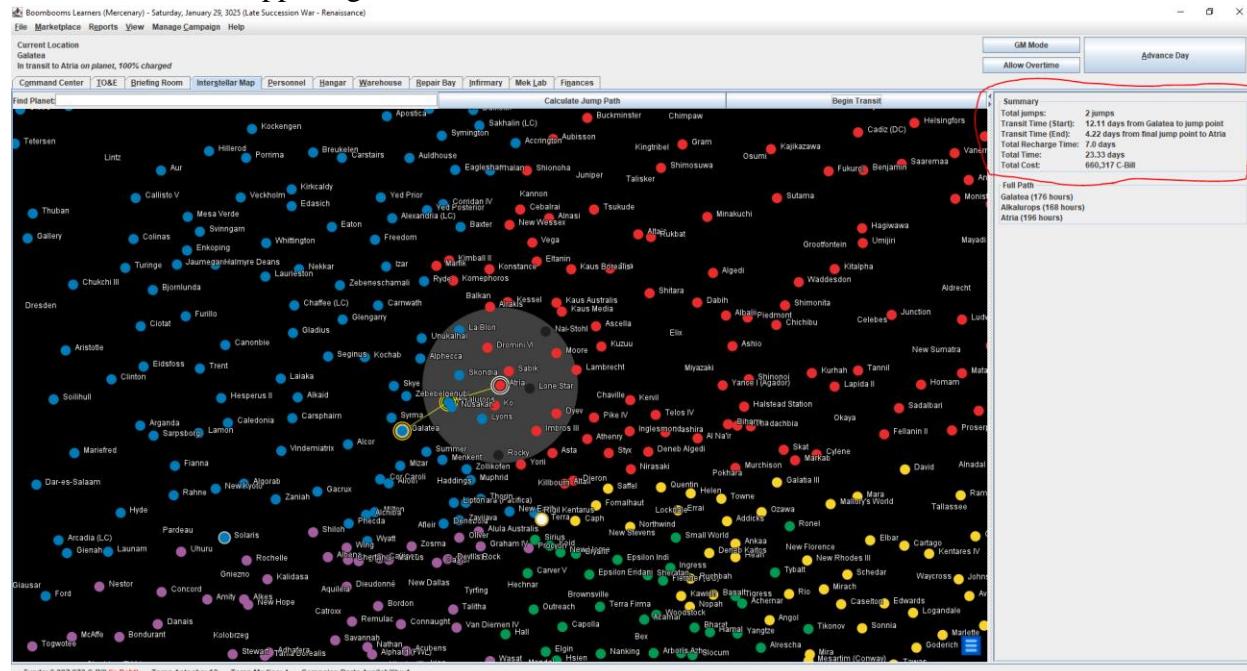
Now go to the parts needed report. This will show you all the parts you unit has in use, and what you have in storage (at the moment 0 in storage). I would recommend GMing in 200 round(ish) of every type of round you have in service, and about 400pts of armor (armor goes quick). Additionally, I would grab at least 2 legs and 2 arms for every type you have and 2 of each actuator. These parts tend to get blown off and can be hard to find.

System	Total Jumps	Transit Time (Start)	Transit Time (End)	Total Recharge Time	Total Time	Total Cost
Galatea	4 jumps					
Alcor		17.6 hours				
Alkaid		166 hours				
Gladies		194 hours				
Nekkar		176 hours				
Total	4 jumps	12.11 days	12.02 days	21.33 days	45.47 days	1,309,635 C-Bill

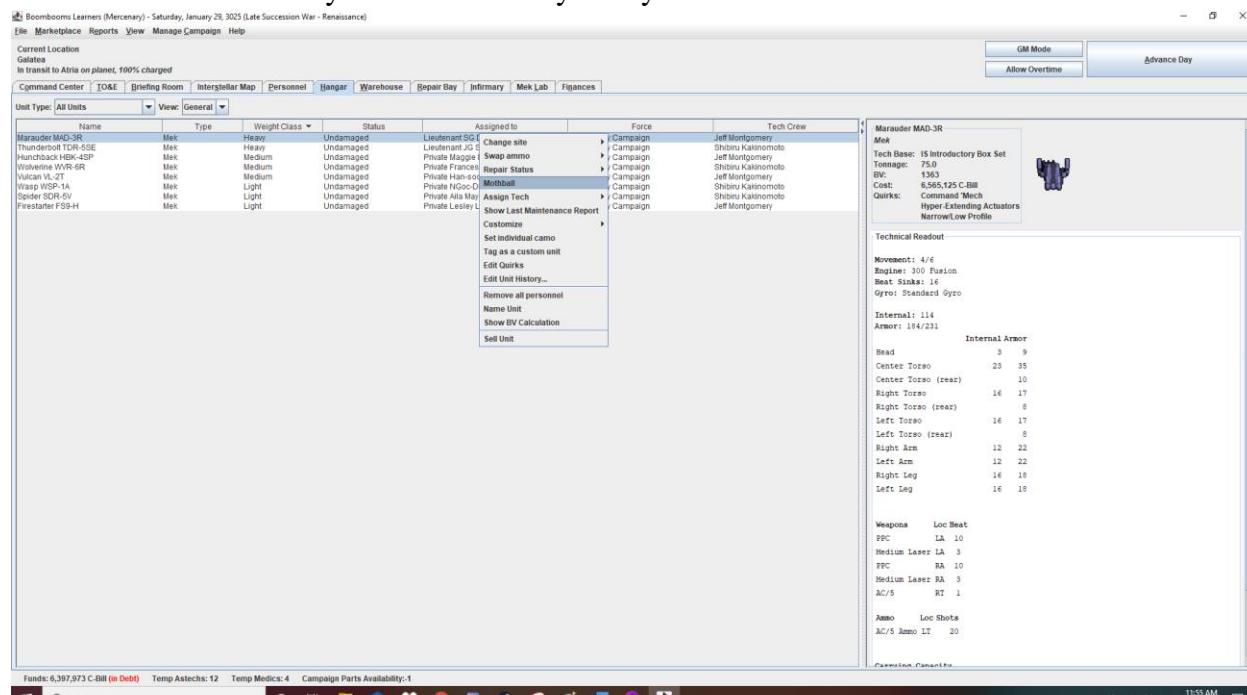
Once you have done that accept the contract! Go to the briefing room and select the location hyperlink. You then can press Calculate Jump path, and begin transit to start on your way to the contract.

K, Tutorial 2 time.

Now that we've calculated the jump path it will tell you how long it will take to get there, which can be seen in the upper right corner.

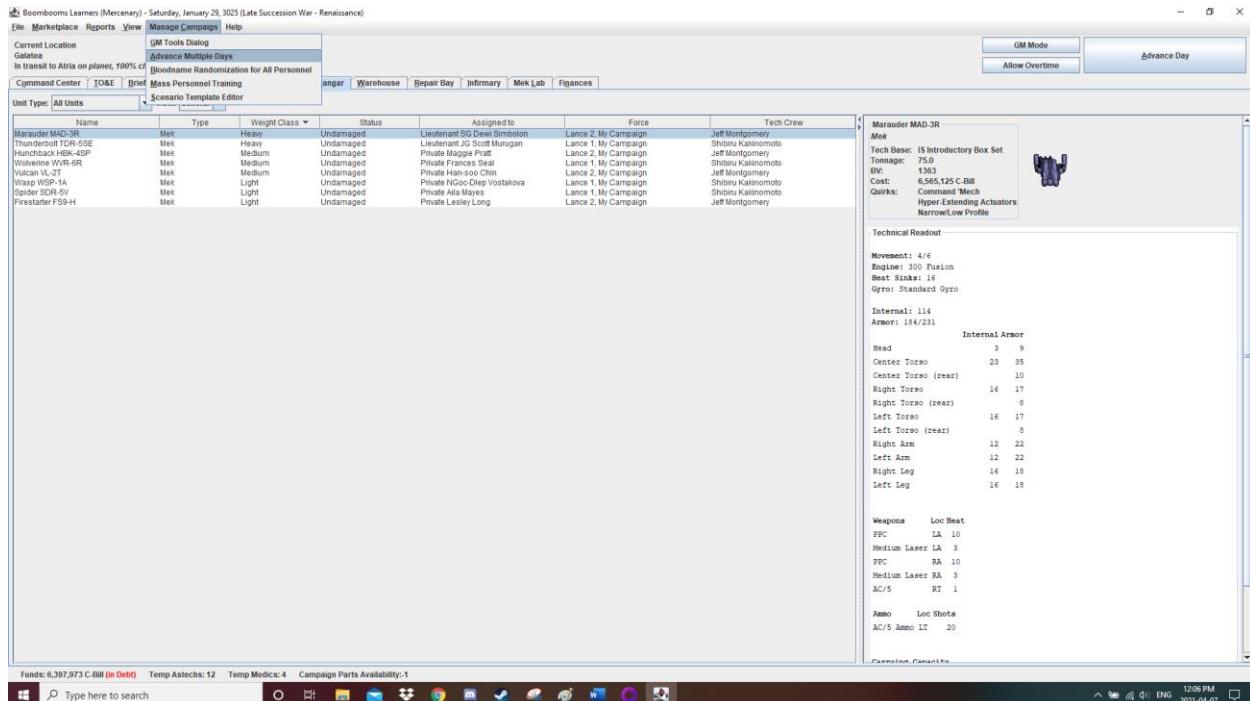


For any journeys over 2 months I would recommend going to the Hangar and mothballing your mechs so that they won't have to be maintained over the course of the voyage. Just remember to reactivate them when you arrive in the system your contract is in.

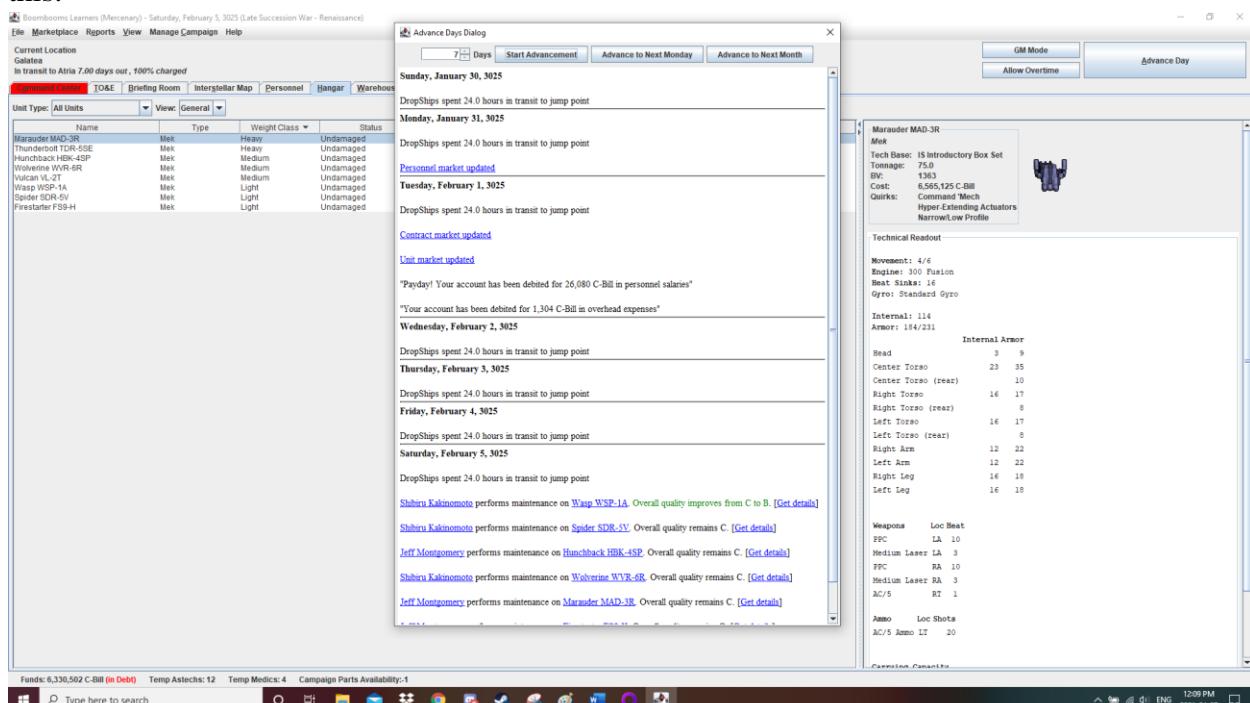


Now we want to advance until we arrive in system. This can be done either by clicking manually on the advance day button or by using the advance multiple days tool. I would

recommend going in 7 day advances because that allows you to check the personnel market when it refreshes.

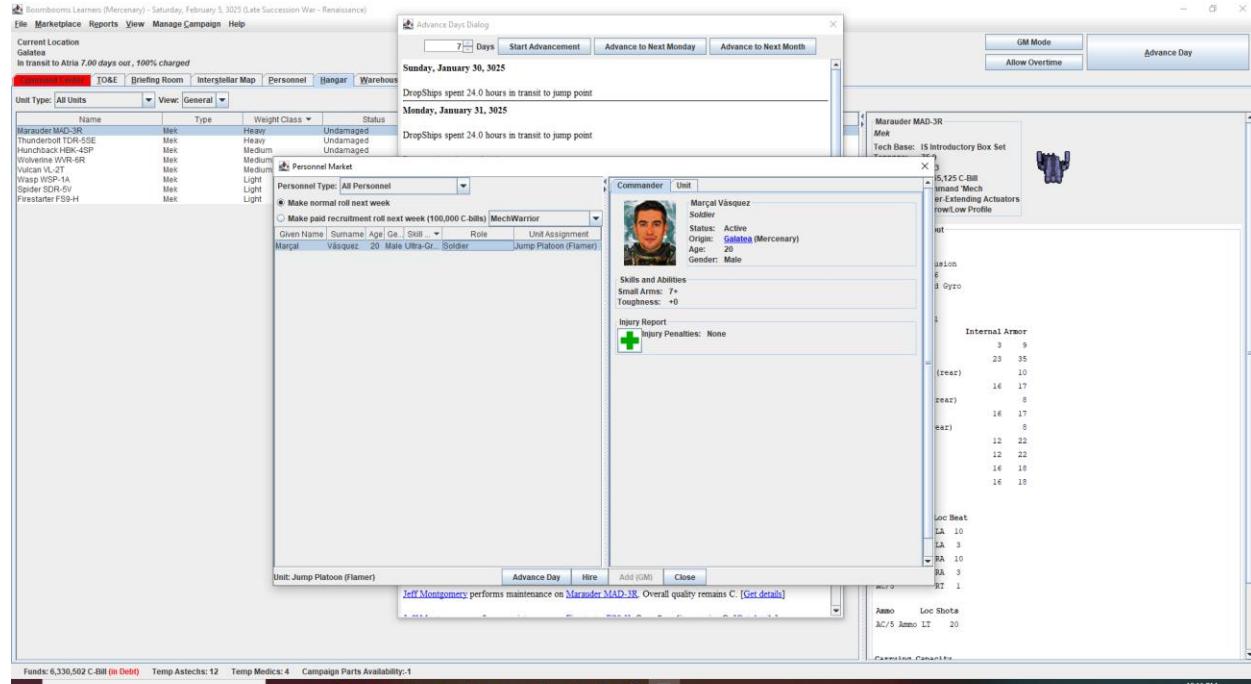


You may have to resize the dialogue box that pops up. You will see something that looks like this.



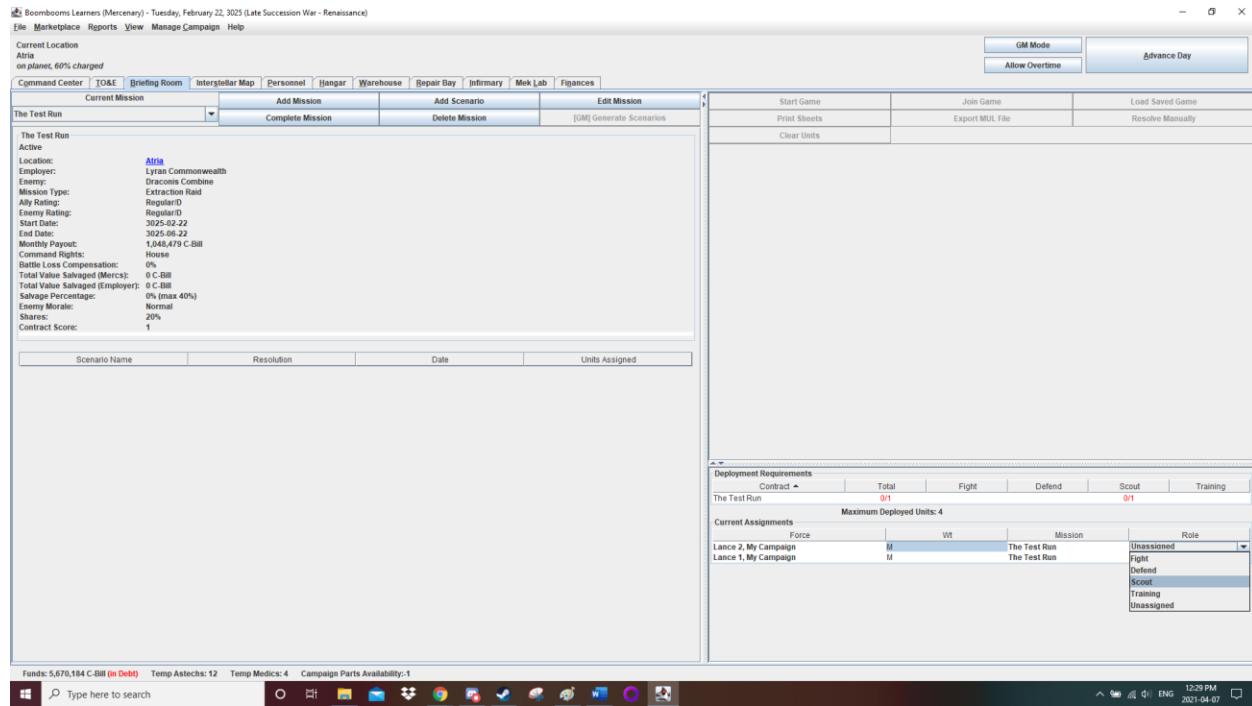
If you click on the personnel market it will bring up another window. This box is how you hire people during the normal course of the campaign. The dropdown we used during setup is reserved for certain special events and setting up the campaign. The personnel market will

refresh every week. In this case we see the market has a Jump platoon of infantry lead by an extremely inexperienced individual. We will decline to hire them. This market can display all kinds of jobs, but unless using paid recruitment roll (where you pay 100,000 per week to look for a certain type of personnel) the most common ones to see are mechwarrior, infantry, and sometimes mechtechs.



Keep advancing until you arrived in system, if you've mothballed your mechs activate them the same way you mothballed them and then advance days (I'd recommend one day at a time) until you've arrived on planet (which will be displayed under current location in the top left). Along the way I recommend hiring any Mechtechs and Admin personnel that are rated better than green who show up on the market.

Once you arrive on world you will see in the briefing room how many lances you have to deploy and on what mission. As 2<sup>nd</sup> lance is closest to the max tonnage for a medium lance we shall deploy the first and hold 1<sup>st</sup> lance in reserve for when 2<sup>nd</sup> needs to be rotated out of the line due to damage.



Once you have deployed your lance just advance days until a mission is generated. This mission will show up in the middle left box in the briefing room screen under the scenario name header.

As you can see our mission has generated. The box on the right when you click on the mission will display the opfor (opposing force aka enemies), any friendly forces, the mission conditions and objectives when you scroll down. The checkboxes beside things such as weather allow you to reroll those conditions based on the tactics skill of the person leading the lance assigned to the mission.

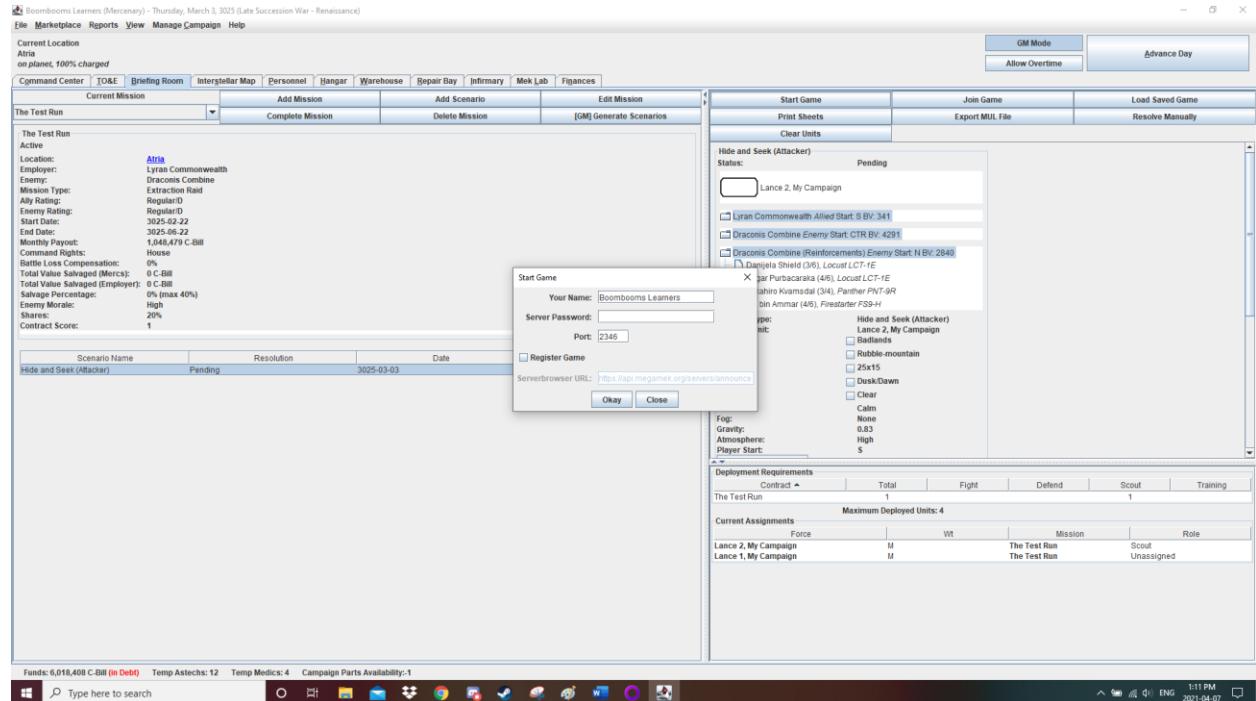
The screenshot shows the mod's user interface. On the left, a detailed mission log for "The Test Run" is displayed, including location (Atria), employer (Lyran Commonwealth), mission type (Extraction Raid), and various stats like monthly payout and command rights. On the right, a deployment window is open, showing deployment requirements for "Lance 2, My Campaign". It lists units like Dracconis Combine and Lyran Commonwealth, their roles, and deployment conditions such as map size (25x15), light (Dusk/Dawn), and weather (Clear). Below this is a deployment table for "The Test Run" with columns for Contract, Total, Fight, Defend, Scout, and Training.

I'm going to see if I can reroll the Light condition because moonless night means you won't be able to move far and have a massive +4 on your required to hit number.

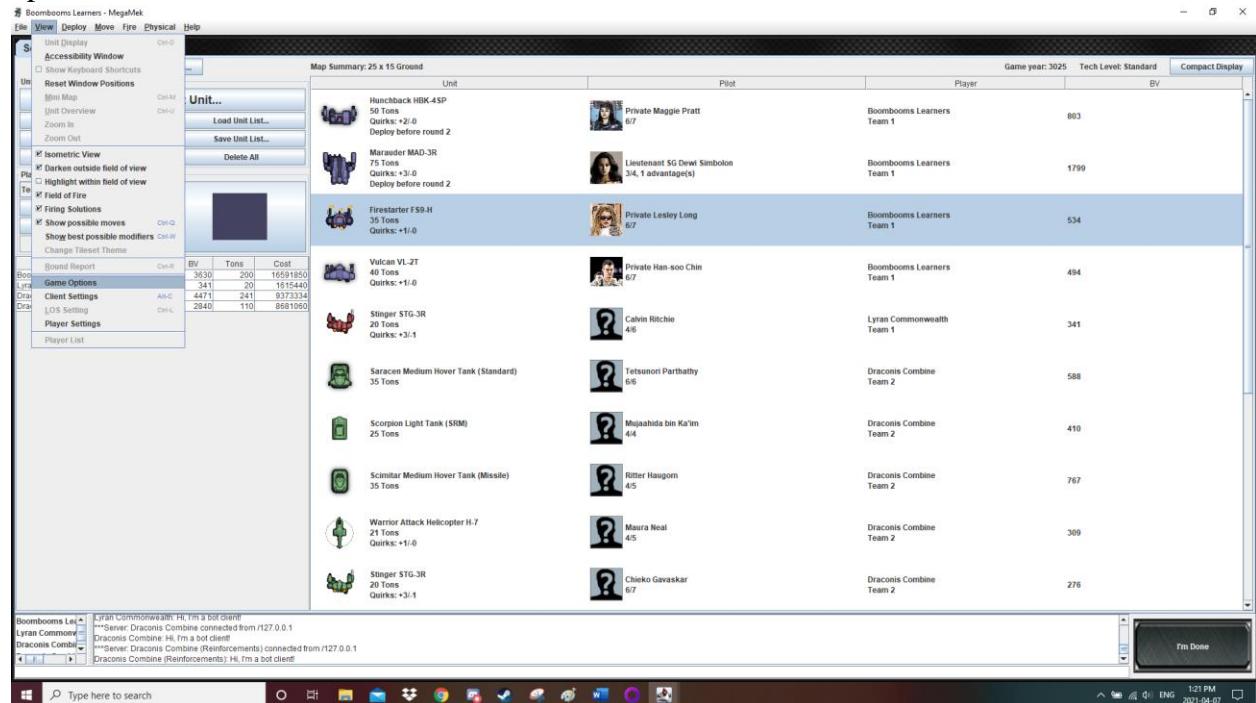
This screenshot shows the same mission log and deployment window as the previous one, but with a different deployment condition. The "Light" condition has been changed from "Moonless Night" to "Dusk/Dawn". The deployment table remains the same, showing "Lance 2, My Campaign" and "Lance 1, My Campaign" assigned to "The Test Run".

I successfully reroll to dusk/dawn which is a mere +1 to hit. As for the mission conditions we need to destroy 50% of the enemy while losing less than 33% of our force. This will be somewhat difficult because our ally is a bad pilot in a light mech, and there are 8 enemies with 4 more coming in as reinforcements at some point. This info can be seen by double clicking on the little folders beside the force names at the top.

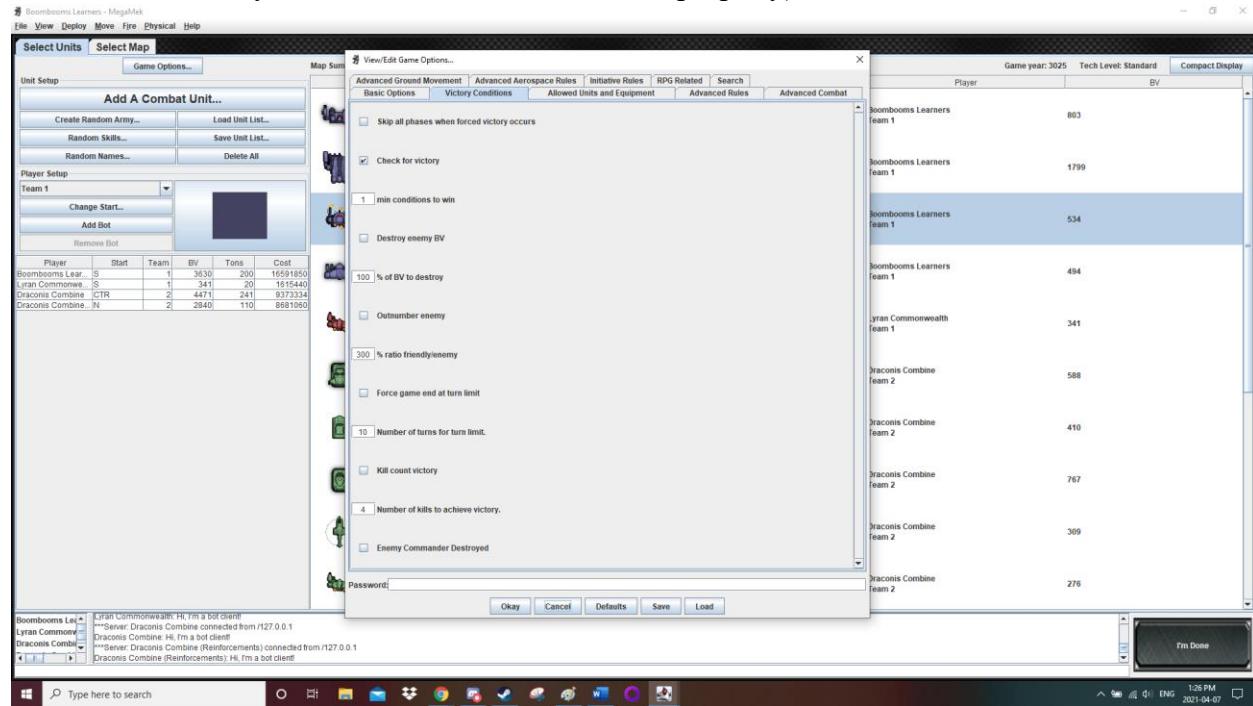
Once you are ready to play the mission click start game at the top. This will open MegaMek (the application used to play the battles) automatically. Just hit okay when the dialogue pops up.



Now that we are in the prebattle screen there are a couple settings we want to change. (these settings can also be changed at anytime from the file dropdown in MekHQ under MegaMek Settings). In MegaMek we can access the settings by clicking on View and going down to game options.



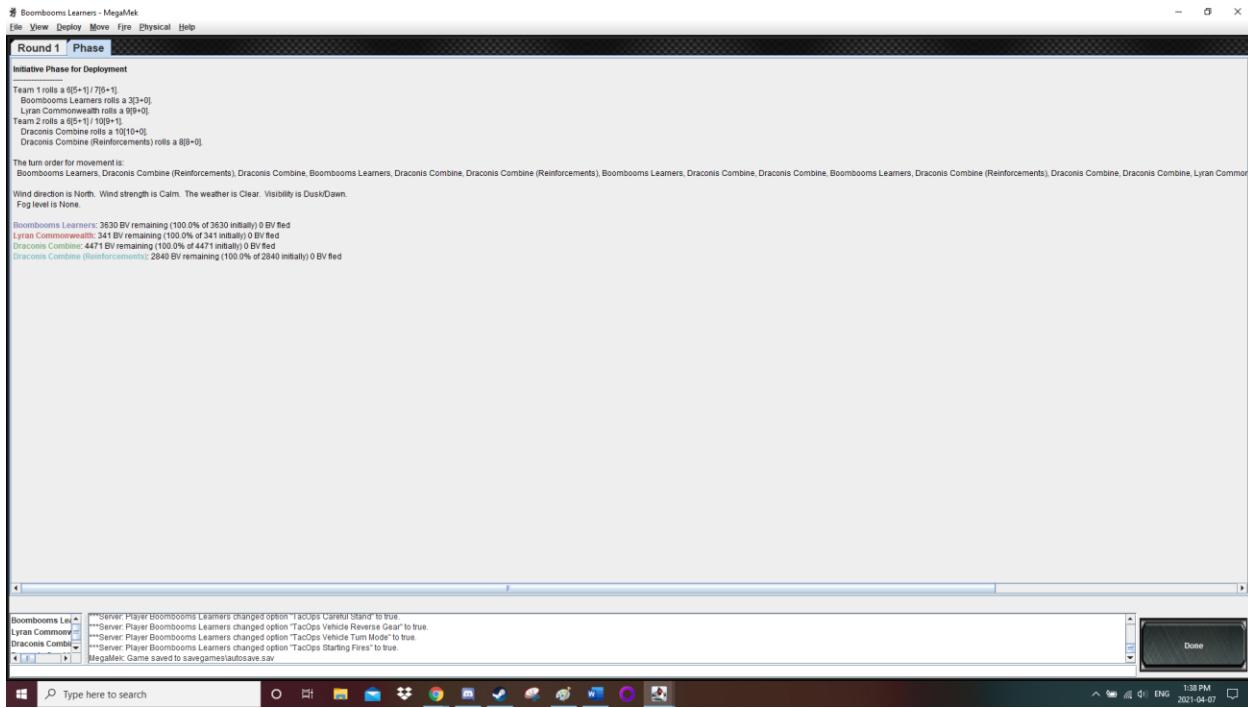
In basic options I would recommend turning on “Flamers per battletech manual” because that means they inflict both damage and heat on enemy units which makes more sense. Under victory conditions you can set the game to automatically end once a certain percentage of enemy forces are destroyed, along with a likewise percentage of your forces. We will use this for the first battle but you can also manually end a battle at any time by typing /victory (even if you haven’t won, once you exit MekHQ will assess this properly)



Other options I like to turn on and feel are good for a new player are:

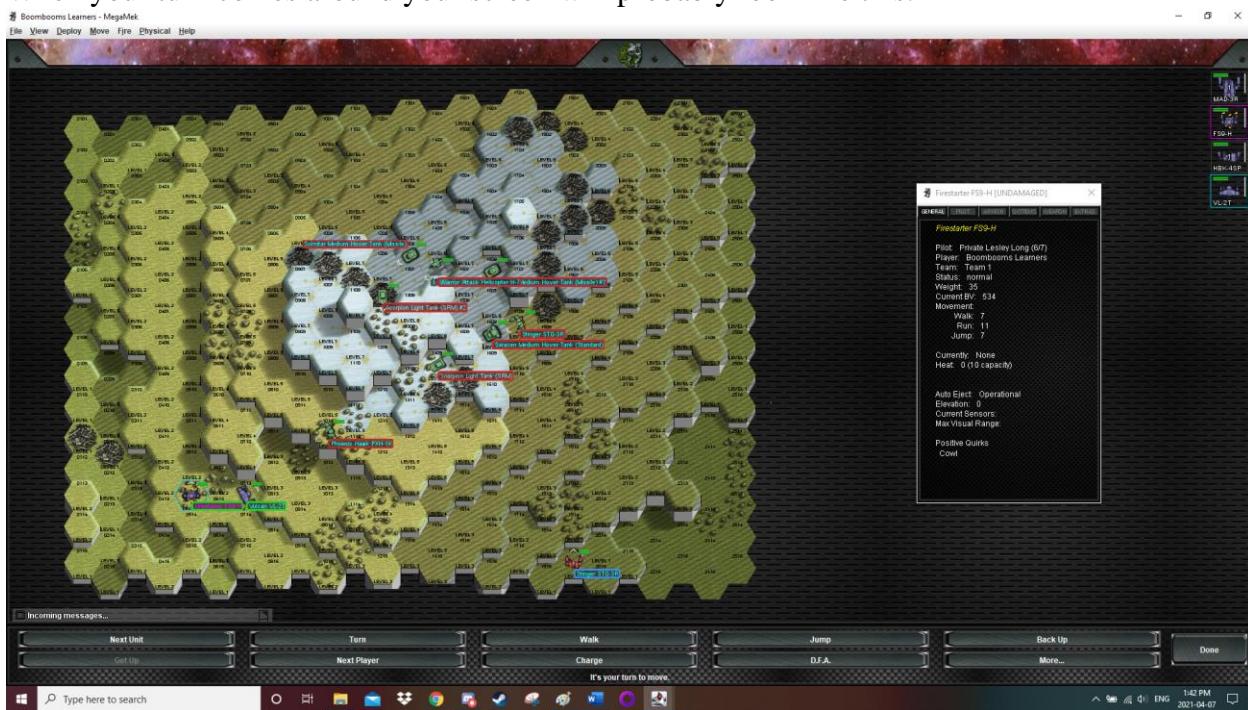
1. Under Advanced Combat: TacOps firing while prone, TacOps starting fires (lets you light stuff on fire on purpose), and (Unofficial) club (sword, hatchet, etc) attacks use punch table (which makes units with those items not count as kicking when they use them)
2. Under Advanced Movement: TacOps backwards movement (lets you back down slopes), TacOps Vehicle reverse mode, TacOps Vehicle turn mode (both these make vehicles behave slightly differently than mechs), TacOps careful stand (makes getting up from prone easier), and (unofficial) Vehicles can be abandoned (which means immobilized vehicles get abandoned by their crews rather than sticking around like dumbasses)
3. Finally, under RPG related (unofficial) Individual Initiative which forces you and the AI to only move units when their personal initiative roll comes up. I am not personally a huge fan of this option, but it can help with AI processing times. In my opinion enable it if you are finding the AI is taking too long.

Once that is all set press “I’m done” in the bottom right to go to the battlefield. This will take you to this screen. A round can be ended at any time by pressing the done in the bottom right.

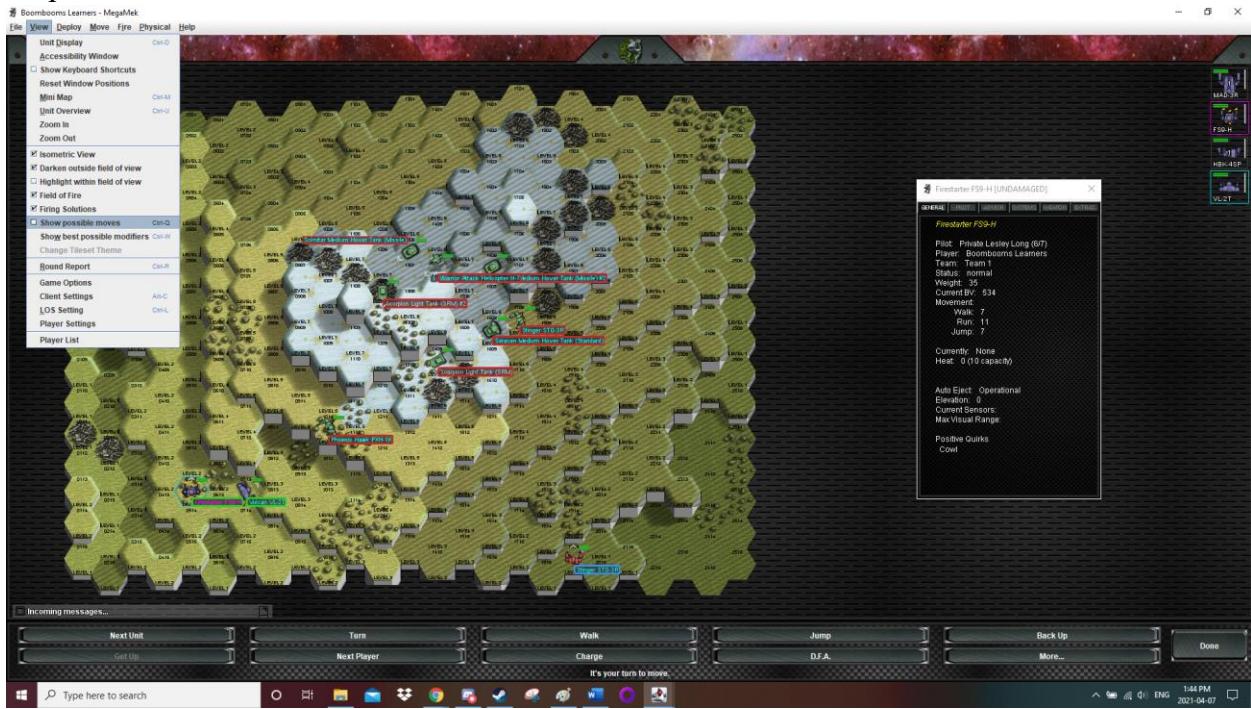


Basic controls: most things are selected/actioned on by left clicking, and scroll wheel zooms you in and out. You can deploy your units by clicking on one of the highlighted hexes and clicking deploy. Try to concentrate your units during deployment so that they can support each other. You can change the facing of the units by clicking turn (along the bottom bar) and click on the hex you want the mech to face. Once all units are deployed it will advance you to the 1<sup>st</sup> turn automatically.

When your turn comes around your screen will probably look like this.

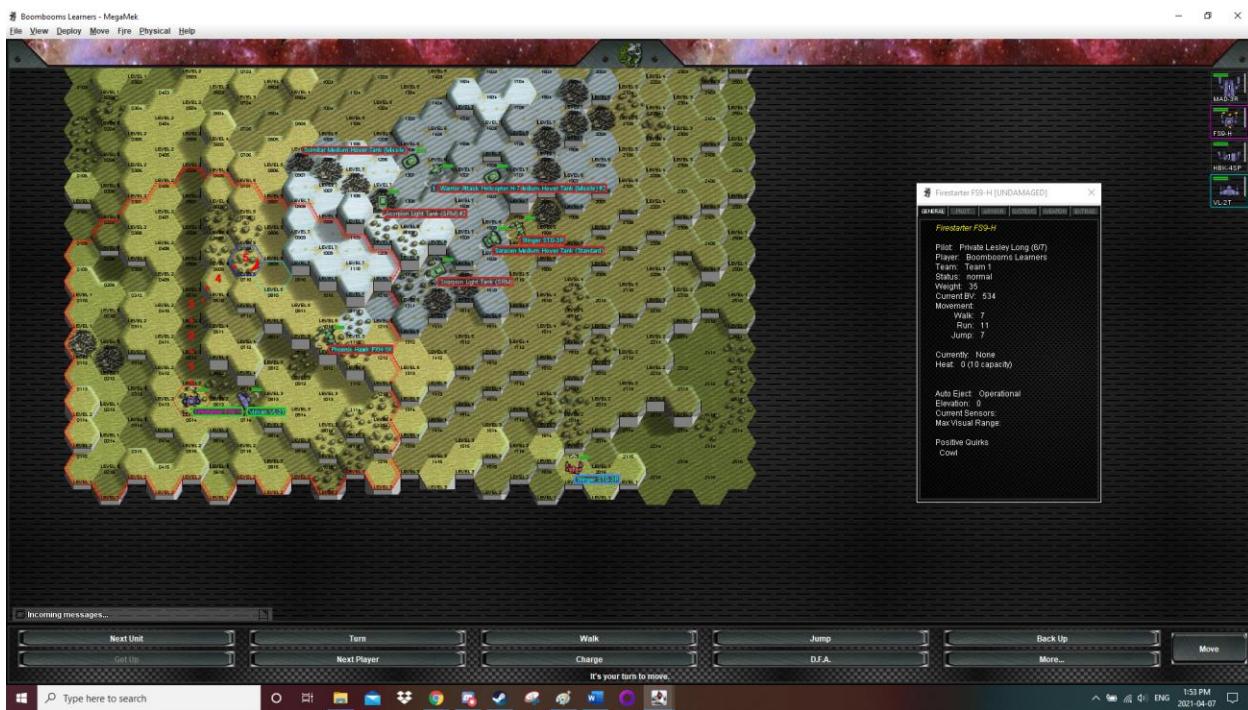


You want to be able to see moves your mechs can take, so either hit CTRL+Q or go to the view dropdown and click “Show Possible moves”

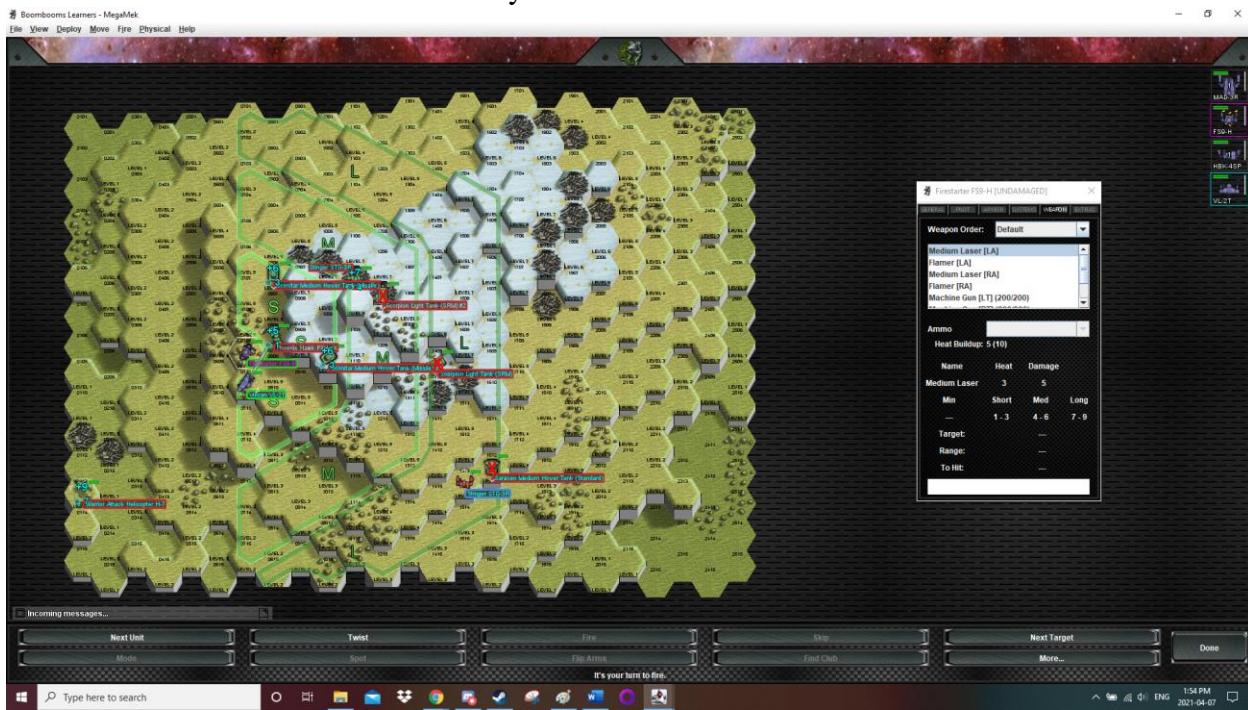


Blue highlighted hexes are ones your mech can walk to, and yellow are ones you can run to. There are several things to remember about moving. 1<sup>st</sup> is what type of moving you use adds modifiers to the needed roll to hit enemy units when you shoot at them. A +1 is added if you walk, a +2 if you run, and a +3 if you use your jumpjets (not all mechs have these, if the jump command isn't greyed out you can use them by clicking jump). 2<sup>nd</sup> is enemy to hit modifiers are determined by how far *you* move. It is a +1 for every 3 hexes you move, or +1 per 2 hexes if you jump.

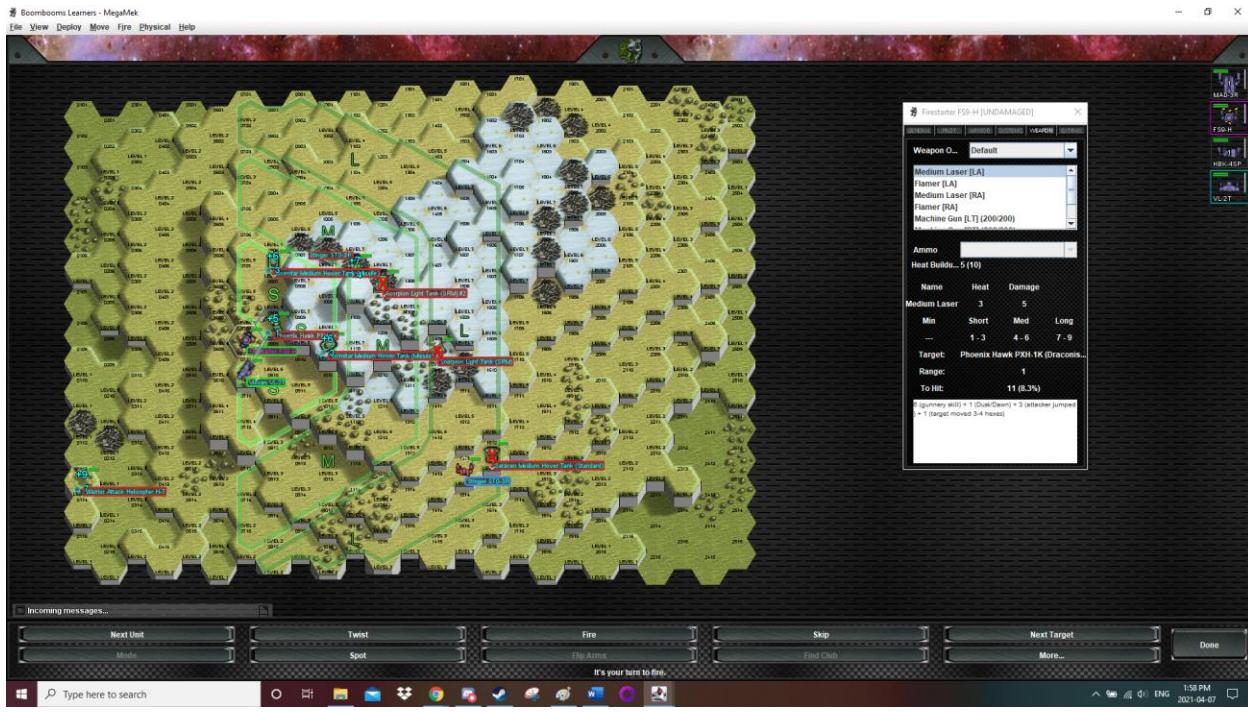
This of course applies to shooting at the enemy as well. I will cover how all the modifiers stack up in the shooting phase. For now I am going to move my mechs.



As you can see, we have advanced to shooting. The enemies have a number above them that indicates the modifier from how far they moved.



If I click on the enemy Phoenix Hawk beside my Firestarter the game will break down what the roll needed is and what all the modifiers are. The base formula is 6(whatever your gunnery skill is)+3(type of movement I made, so 3 for me cause I jumped)+1(because my opponent moved 3-4 hexes)+1(light/weather conditions, this may not always be present and the modifier depends on the conditions)=11(total number needed to hit)



Thus, because my pilot isn't very good, he doesn't have a very good chance of hitting with a 11 or higher on 2 six sided dice (2d6) rolled to hit. Megamek also conveniently gives you what your odds to hit are.

Now for shooting. I am going to fire because I have no better targets. When a weapon is selected you hit the fire button to add it to the list of weapons you plan on firing, and when you have "fired" all the weapons you want to fire you hit done. **HOWEVER!** There is a line called heat buildup. Most weapons generate some heat, as do other actions. Any heat above you total sinking capacity (the number in brackets) is carried over to the next turn. If you go to far over that limit bad things begin to happen.

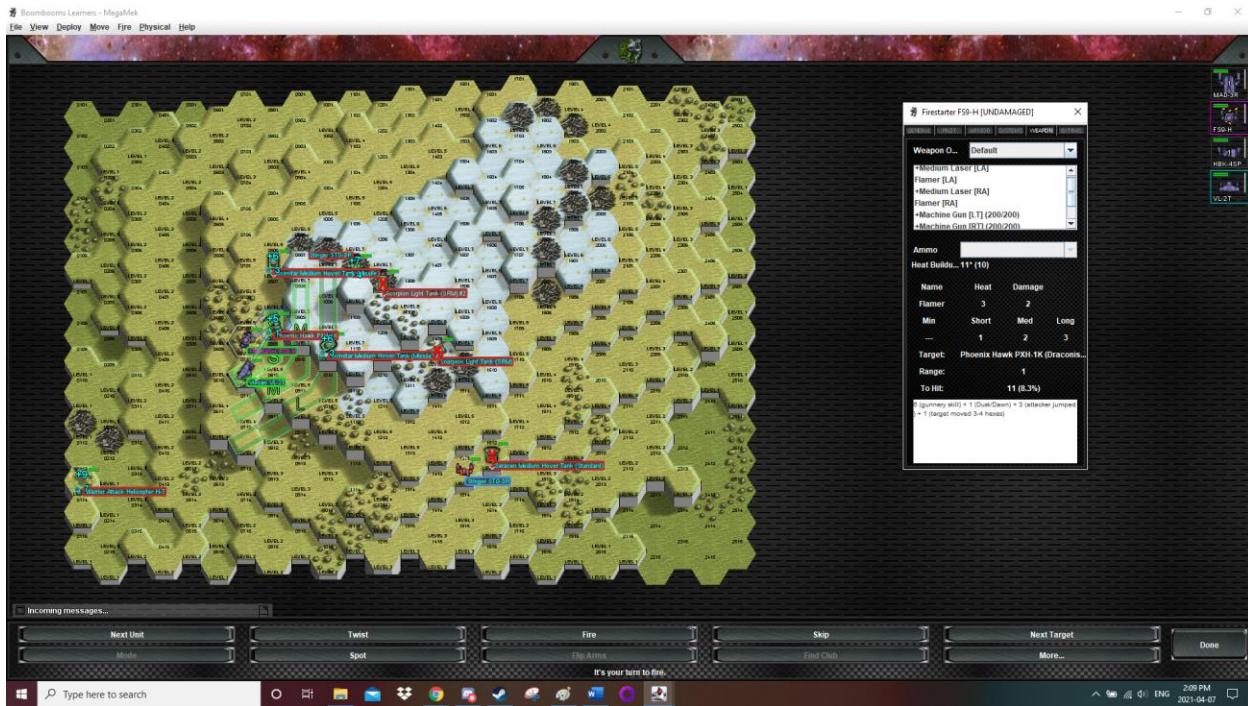
--things that cause heat:

1.firing weapons

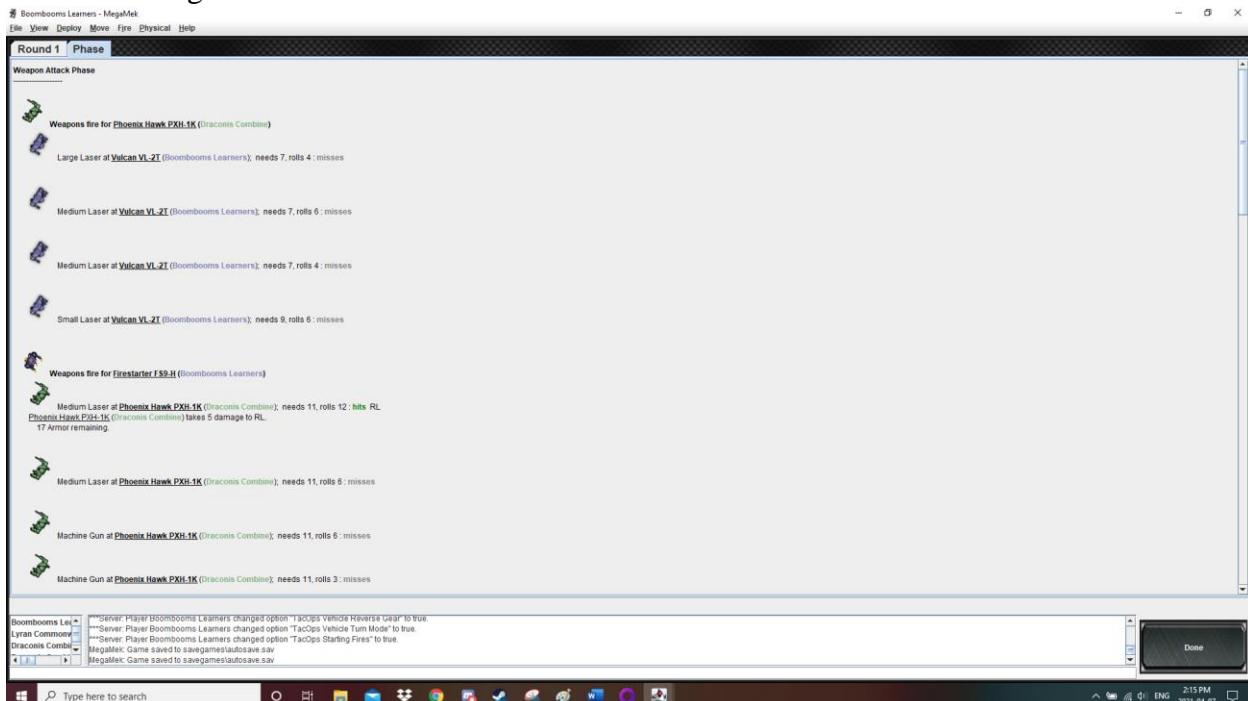
2.moving, walking takes 1 heat, running 2, and Jumping is one heat per hex moved.

3.standing in fire and being hit by a flamer.

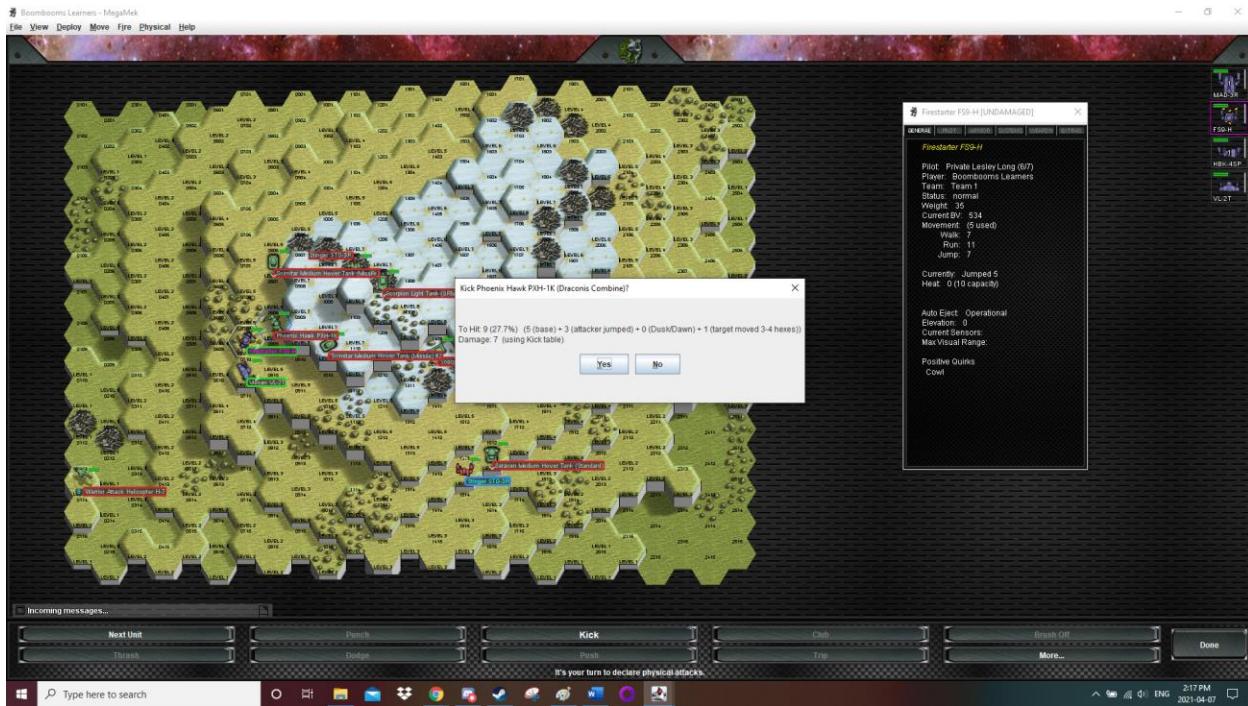
Thus, because I am on 5 heat base (I jumped 5 hexes) I am going to fire 2 medium lasers (3 heat each) and my machineguns (no heat) this will bring me 11 heat which considering my poor hit chance is reasonable while still outputting some shots. Note Fired weapons will have a + beside them in the list.



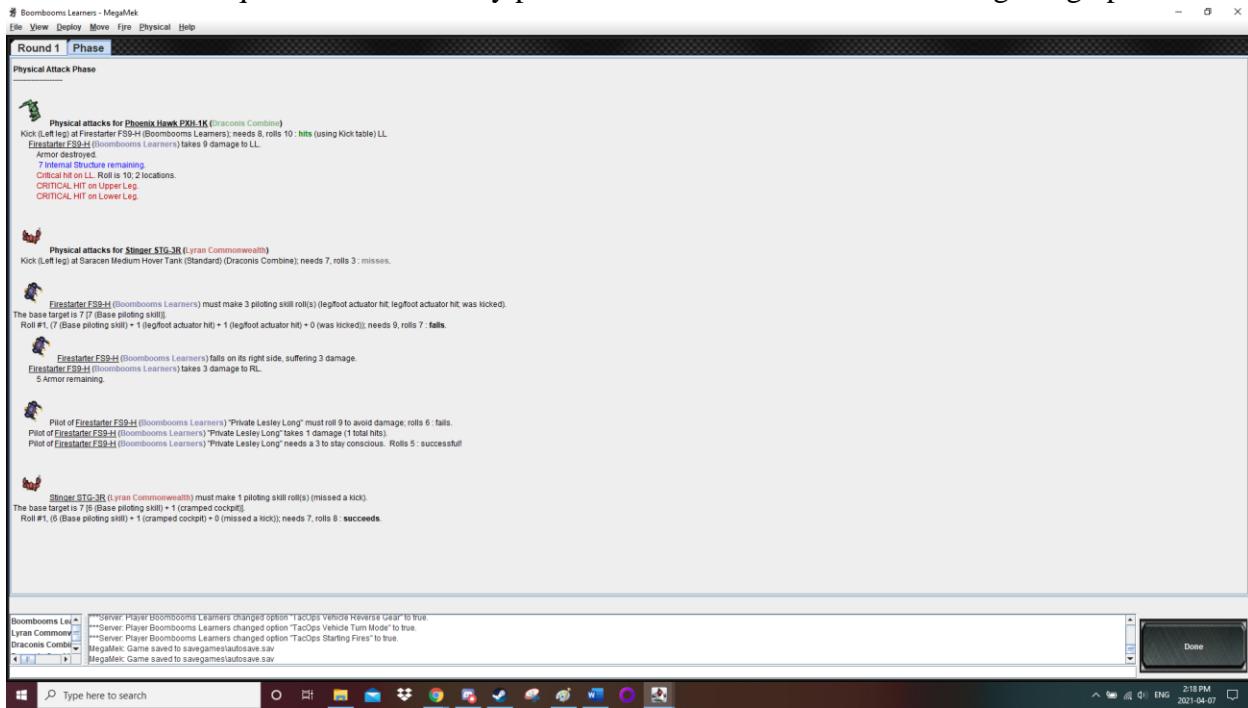
Once you have locked in your shooting for a unit you can hit done to move onto the next unit in your force. Once all units are done you advance to the next phase. This will show the results of all the shooting done in a turn.



Hitting done will move onto the melee phase where mechs adjacent to each other can kick and punch each other. However, kicking runs the risk of if you miss you can fall over. Thus, if you have bad odds to hit with a kick it is better to punch, even if punching has worse odds. As my chance to hit is 9+ I am just not going to melee.



As you can see the enemy hit me and did bad damage to my mech with that kick, causing it to fall over. This is quite bad because my pilot sucks and will have a hard time getting up.



Once you have achieved victory or defeat you can either rely on the autovictory settings (if you set those) or hit /victory. **IMPORTANT!!** Always click yes when asked if you want to save the results. This is how it ports the info over to MekHQ.

Ancillary info:

1. Weapons types

-LRM=Long range missiles. Fires a number of missiles equal to the number after the name, each missile does 1 damage and is very long ranged.

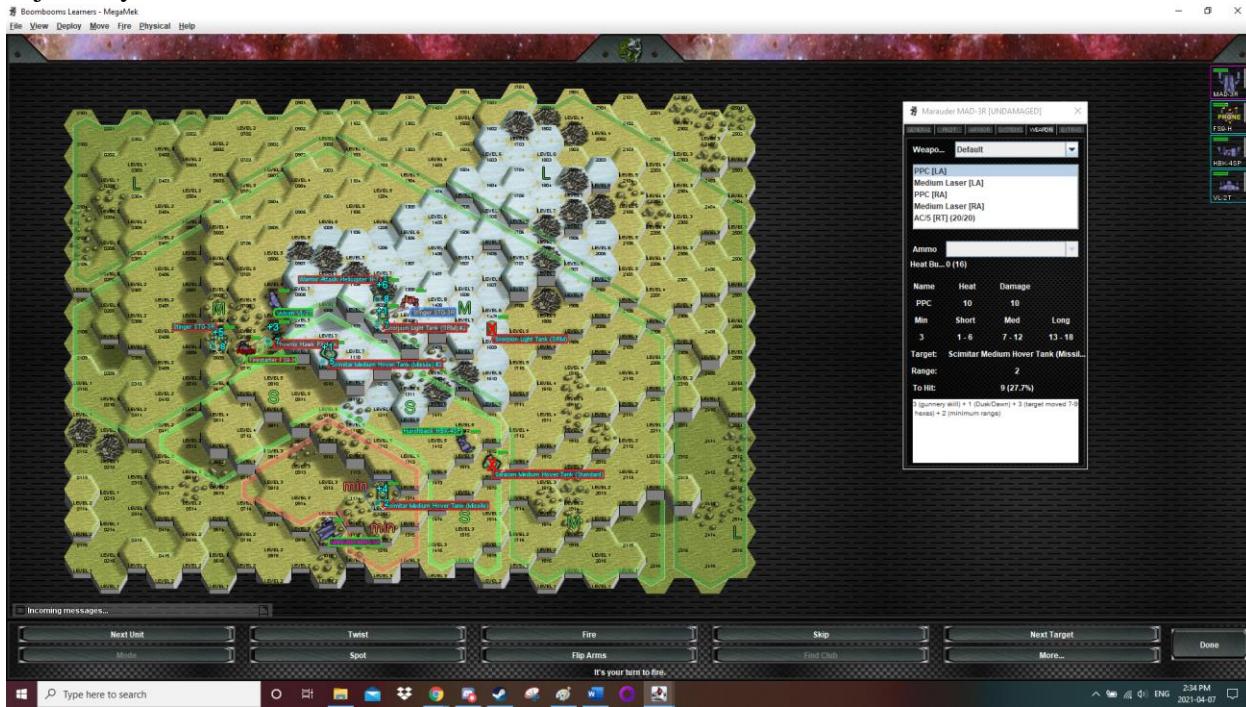
-SRM=Short range missile. Same functioning as the LRM except each missile does 2 damage and has a short range.

-PPC=Particle projector Cannon. Mid-Long range energy weapon that does 10 damage for 10 heat, quite powerful.

-AC/#=Autocannons, the number indicates what amount of damage it does. Range from the low damage long range AC/2 to the very short ranged mechbreaking AC/20.

-Lasers=what they say on the tin. Size of laser indicate range, heat, and damage.

2. range bands: All weapons have different range bands indicated by the green sections you see when you go to fire them. They are divided into long, medium, and short. These add their own modifiers. Long range is a +4 to hit, medium is a +2, and short is a +0. Additionally, some weapons have a minimum range marked with the red hexes. For each hex, a target moves closer to the firing unit it adds a +1 to the score to hit. So, for example a PPC which has a 3 hex minimum-range zone, if the enemy is at the edge of that you need +1 to hit, but if they are adjacent you need +3.



Once the battle is over you will be presented with a series of screens where you can pick salvage and assign kills, as well as see how the game assessed your victory or not. You can go over your salvage total, it will just prevent you from taking further salvage until you have killed enough stuff to bring the total below the max you can take.

Funds: 6,018,408 C-Bill (In Debt) Temp Astechs: 12 Temp Metrics: 4 Campaign Parts Availability: 1

Type here to search

**Boomboms Learners (Mercenary) - Thursday, March 3, 3025 (Late Succession War - Renaissance)**

**Claim Salvage**

**Instructions**

The following battlefield salvage has been identified. Check any salvage units that you wish to claim. If this scenario is part of a contract mission, then you will only be able to salvage a certain percentage of the total value of all units, as stipulated in your contract. The value of salvage recovered by you or your employer carries over from each scenario in the same contract.

	Salvage	Ransom	Escaped	
Stringer STG-3R	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(723,524 C-Bill) Moderate Damage				
Locust LCT-1E	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(786,140 C-Bill) Undamaged				
Panther PNT-8R	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(1,180,836 C-Bill) Undamaged				
Terrier T-1000	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(1,388,861 C-Bill) Undamaged				
Saracens Medium Hover Tank (Standard)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(118,566 C-Bill) Crippled				
Scimitar Medium Hover Tank (Missile) #2	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(134,475 C-Bill) Crippled				
Scimitar Medium Hover Tank (Missile)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(134,475 C-Bill) Crippled				
Warrior Attack Helocopter H-7	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(48,499 C-Bill) Salvage				
Phoenix Hawk P3H-1K	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<a href="#">View Unit</a> <a href="#">Edit Unit</a>
(1,603,986 C-Bill) Inoperable				

Total value salvaged (Mercs): 1,603,986 C-Bill  
Total value salvaged (Employer): 1,169,601 C-Bill  
Percentage: 57% (max 40%)

[Cancel](#) [<< Back](#) [Next >>](#) [Finish](#)

**Hide and Seek (Attacker)**

Status: Pending

Lance 2, My Campaign

Lyran Commonwealth Allied Start S BV-341  
 Draconis Combine Enemy Start CTR BV-4291  
 Draconis Combine (Reinforcements) Enemy Start N BV-2840  
 Danjela Shield (3R), Locust LCT-1E  
 Edgar Purbacaraika (4B), Locust LCT-1E  
 Takahiro Kuwasmal (3A), Panther PNT-8R  
 Ian bin Ammar (4B), Firestarter FS9-H

**Scenario Type:** Hide and Seek (Attacker)  
**Deployed Unit:** Lance 2, My Campaign  
**Terrain:** Badlands  
**Map:** Rubble-mountain  
**Map Size:** 25x15  
**Light:** Dusk/Dawn  
**Weather:** Clear  
**Wind:** Calm  
**Fog:** None  
**Gravity:** 0.83  
**Atmosphere:** High  
**Player Start:** \$

**Deployment Requirements**

Contract	Total	Fight	Defend	Scout	Training
The Test Run	1			1	

**Current Assignments**

Force	WT	Mission	Scout	Role
Lance 2, My Campaign	M	The Test Run	Scout	Unassigned
Lance 1, My Campaign	M	The Test Run		

Funds: 6,018,408 C-Bill (In Debt) Temp Astechs: 12 Temp Metrics: 4 Campaign Parts Availability: 1

Type here to search

**Boomboms Learners (Mercenary) - Thursday, March 3, 3025 (Late Succession War - Renaissance)**

**Preview**

**Instructions**

Check over the status of your units and personnel and enter the scenario resolution and after-action report.

**Resolution:** Victory

**Rewards Claimed**

**After Action Report**

[Write](#) [Preview](#)

The following unit(s) deployed by your employer must survive. Each one destroyed results in a 1 point penalty to your contract score. Completed

Destroy, cripple or force the withdrawal of at least 50% of the following enemy force(s). Completed 1 scenario victory point

Ensure that at least 66% individual units from the following force(s) and unit(s) survive. Completed 1 scenario victory point

Recovered Units	Missing Units	Salvaged Units
Marauder MAD-3R Firestarter FS9-H Hunchback HBK-4SP Vulcan VL-2T		Phoenix Hawk P3H-1K

Recovered Personnel	Missing Personnel	Dead Personnel
Lester Cog Mage's Prat Dew Simbola Han-soo Chin		

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**Hide and Seek (Attacker)**

Status: Pending

Lance 2, My Campaign

Lyran Commonwealth Allied Start S BV-341  
 Draconis Combine Enemy Start CTR BV-4291  
 Draconis Combine (Reinforcements) Enemy Start N BV-2840  
 Danjela Shield (3R), Locust LCT-1E  
 Edgar Purbacaraika (4B), Locust LCT-1E  
 Takahiro Kuwasmal (3A), Panther PNT-8R  
 Ian bin Ammar (4B), Firestarter FS9-H

**Scenario Type:** Hide and Seek (Attacker)  
**Deployed Unit:** Lance 2, My Campaign  
**Terrain:** Badlands  
**Map:** Rubble-mountain  
**Map Size:** 25x15  
**Light:** Dusk/Dawn  
**Weather:** Clear  
**Wind:** Calm  
**Fog:** None  
**Gravity:** 0.83  
**Atmosphere:** High  
**Player Start:** \$

**Deployment Requirements**

Contract	Total	Fight	Defend	Scout	Training
The Test Run	1			1	

**Current Assignments**

Force	WT	Mission	Scout	Role
Lance 2, My Campaign	M	The Test Run	Scout	Unassigned
Lance 1, My Campaign	M	The Test Run		