MECH WARRIOR 3

MICRO PROSE

First Edition, May 1999

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THE BATTLE RAGES ON

Welcome to **MechWarrior® 3**, the third installment of the best-selling science fiction combat sim of all time. If you are new to the **MechWarrior®** series, welcome aboard and be prepared for a wild ride. Based on the internationally known **BattleTech®** series of boardgames and novels, **MechWarrior 3** takes place in the far future where giant humanoid war machines, known as **BattleMechs®**, dominate the battlefield. **'Mechs®**, however, are not robots. Strapped tightly into the cockpits of these powerful combat machines are pilots known as **MechWarriors**. Some came from noble birth, descended from one of the five noble Great Houses that rule much of known space. Others fought their way up from the bottom, be it from some backwater agricultural world or even the teeming, choked streets of one of the capital planets. All, however, have the edge and the attitude required to be a **MechWarrior**.

The **BattleTech** universe and its story line is one of the richest and most documented in the world, with literally millions of words of fiction written to date about its characters, battles and history. **MechWarrior 3** steps into the story midstream, but this manual contains more than enough information for the new player to understand what's going on. As a member of the Eridani Light Horse, one of the—if not the—most elite combat units in **BattleTech**, you are asked to uphold a tradition of honour that goes back centuries. You'll learn more about the Eridani Light Horse and your enemies, the Smoke Jaguar Clan, in the next section.

Veteran **MechWarrior** players will immediately feel right at home and will be sorely tempted to jump right into the cockpit, but we recommend that you review the command and control chapters of this manual. Much should be familiar, but at the same time much has changed. There are now more options, more capabilities and more possibilities than ever before, including enhanced targeting, heat management, and command and control ability of your AI-controlled lancemates. In addition, there's real battlefield salvage and the full ability to modify a 'Mech chassis in your stable to match your idea of the perfect configuration.

Newcomer or seasoned veteran, we believe that you will find this **MechWarrior** experience like none other. Enjoy, and good hunting.

Jordan Weisman
co-creator of BattleTech

Heard you had some problems absorbing all this the first time around, so I thought you might want to brush up before you dropped on the enemy. Just a thought...

Your buddy, Dominic Paine

CADET INTRODUCTION

▶ ATTENTION!

The Eridani Light Horse, Cadet, is now your life.

The training you are about to begin will be the hardest days you have ever experienced. There is nothing that you may have done or learned that could have prepared you for what starts now. There will be days when you curse your own birth for signing up with the Light Horse, but in the end you will understand your abilities and limitations far more acutely than you'd ever thought possible—and you will be among the finest of warriors the Inner Sphere has ever known.

As a MechWarrior and a member of the elite Eridani Light Horse, you will be required to understand every system, subsystem and backup system on your 'Mech. You will be required to understand how all the systems cross-link, fold-back or integrate with each other. You will be able to dismantle it in your sleep and put it back together under the harshest conditions, including enemy fire.

More importantly, however, you will learn how to fight in your BattleMech. Anything else you might learn is ultimately secondary to understanding how to push your BattleMech and yourself beyond all preconceived limitations. You will also be taught to understand how your enemy lives, thinks and fights. With this knowledge, you can gain control of a battle and limit your enemy's tactical choices.

Even with all that, neither this manual, nor anything the Eridani Light Horse Training Corp will do, can teach you how to be a MechWarrior. We can and we will do everything possible to help you learn to command your BattleMech with the best of the best, but ultimately your success or failure on the battlefield comes down to you.

In the end it will be you, your machine and your enemy.

Know yourself, know your machine and know your enemy. That's the best we can teach you. The rest is up to you.

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CHAPTER 2: STRATEGIC OVERVIEW

▶ OPERATION BRIEFING
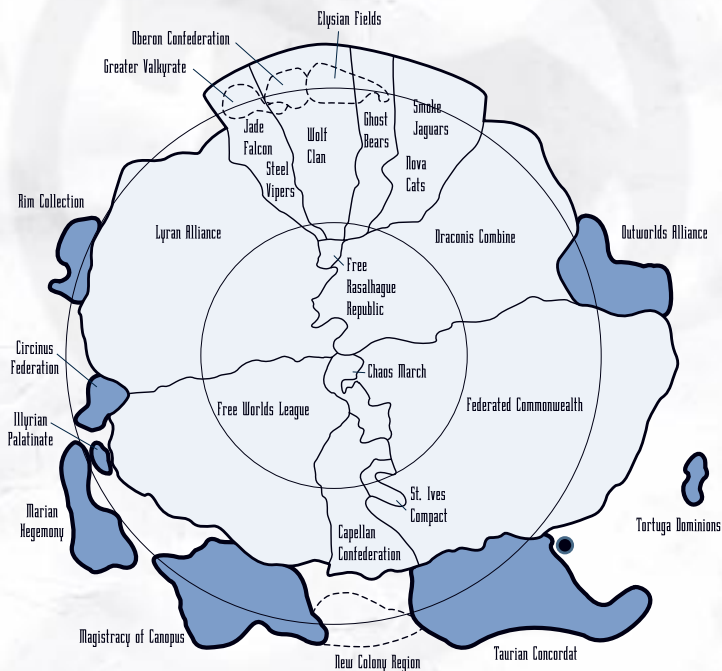
Supplemental

For almost a thousand years, humans have journeyed into the far reaches of space, colonizing thousands of worlds and forming star-spanning alliances. From these grew the Great Houses that make up the Inner Sphere.

But the Inner Sphere was divided. Its ruling dynasties warred constantly over colony worlds with valuable resources. These titanic struggles led to the development of BattleMechs: gigantic, humanoid battle machines bristling with lethal weapons. From the 25th century onward, these walking tanks ruled the battlefields. BattleMechs and their skilled pilots, known as MechWarriors, changed combat forever.

In 2766 the Star League, the unified governing body of the Inner Sphere, was in chaos. A usurper had gained power, and the resulting civil war raged for 13 years until the Star League military under General Aleksandr Kerensky finally defeated him. In the aftermath, however, the five Council Lords of the Star League began to fight among themselves to fill the power vacuum left by the defeat of the usurper. Faced with the spectre of his beloved Star League military becoming divided against itself and entering into decades of warfare, General Kerensky conceived a daring and fateful plan. He announced that he was leaving the Inner Sphere for parts unknown beyond charted space, to form a new society based on honour and justice, and he was willing to take whomever of the Star League military that wanted to come.

An astounding 80 percent of the standing Star League military force chose to leave the Inner Sphere and travel out into the unknown. In doing so, they left behind an Inner Sphere still wracked with battle, threatening to descend into a new Dark Ages, and began a journey that 300 years later would bring a rebuilt Inner Sphere to the brink of ruin.

We, the Eridani Light Horse, chose not to travel with General Kerensky on his Exodus. Instead, we stood in silent attention as he and his armada of ships departed, for we knew in that moment one era of history had ended and another had begun. We honour him and his beliefs to this day with the black ring around our insignia and by flying our banner always at half-mast. We will always speak the name of the General with respect for we have stood for these hundreds of years since his departure in defence of the Inner Sphere, awaiting a return to the glory of the Star League.

We remained in the Inner Sphere to defend our homes and loved ones, as we had always done and will continue to do. Though we honour the name Kerensky, we will not stand by and allow his corrupt descendants to defile all he stood for, no matter how loudly they shout his name with reverence.

How the descendants of Kerensky's Exodus and his grand ideals devolved into the Clans that 10 years ago attacked the Inner Sphere to regain it in his name is speculation for another book at another time. For perhaps in the greatest of all ironies, their invasion and conquest of a significant portion of the Inner Sphere has finally achieved what the General had always dreamed of—a reformed Star League. Flying that banner, proudly beside our own, we will take to the field against the Clans and explain to them the true meaning of honour and justice in a way they are sure to understand.

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The Rebirth of the Star League

Two years ago in 3058, the Great Houses of the Inner Sphere convened to create the Star League Constitution, resurrecting with a pen what they had failed to accomplish through the force of arms—a new Star League. The main impetus of this historic occasion, however, was to end the Clan threat once and for all. With the Houses united, they could combine their militaries under a single command structure to attack a single Clan and utterly annihilate it, thus proving to the other Clans that the Inner Sphere was a foe worthy of respect. Operation Bulldog, the massive invasion of the Smoke Jaguar Occupation Zone by a multinational force, began in 3059. Far more quickly than any analyst had predicted possible, the Inner Sphere force swept the Jaguars before them.

The Star League commander knew, however, that destroying the body would not accomplish their ultimate goal of ending the Clan threat if the head was allowed to live. Using information acquired from a Clan traitor, the Star League hatched a daring plan that required a force to travel through uncharted space to directly attack the home of Clan Smoke Jaguar, the planet Huntress. As Operation Bulldog began, Task Force Serpent was well on its way, heading blindly toward its destiny.

Under the command of Marshal Morgan Hasek-Davion, we comprised the backbone of Task Force Serpent. Our three reinforced regiments, transported on 13 JumpShips and 34 DropShips, were the single largest group of forces in the Task Force. As appropriate, our commanding officer, General Ariana Winston, was named second in command of the operation under Marshal Hasek-Davion. During the long trip to Huntress, Marshal Hasek-Davion was murdered by an assassin who would not reveal his patrons, leaving General Winston in charge of Task Force Serpent.

The plan was simple though devious: a small advance force of the flotilla of WarShips, JumpShips and DropShips (115 vessels in the main body) would approach Huntress using identification codes supplied by the Jaguar traitor. Using a ruse devised to make it appear that the battle armour-equipped commando force dropping from orbit was debris from a damaged DropShip, the Huntress orbital defence headquarters was targeted first. The plan worked perfectly, allowing the remainder of the ships to begin the assault on the Smoke Jaguar homeworld.

Though ultimately we were victorious on Huntress, General Winston was killed in the last hours of the battle. She stood valiantly with her troops as wave after wave of suicidal Smoke Jaguar warriors attempted to force them out of their defensive position. They were not successful, though the effort cost General Winston her life. Her death was not in vain. Though we do not accompany our fellow warriors on the Clan homeworld of Strana Mechty, they will carry with them the name of General Ariana Winston and the understanding of her sacrifice and the ideal that the Eridani Light Horse has carried since the days of the first Star League.

Task Force Serpent is victorious, as will be the force of Star League warriors destined for Strana Mechty. It is time for us to bury our dead, learn what we can from our mistakes and prepare for the long journey home.

Supplemental Information

Types of BattleMechs

Generally speaking, Inner Sphere and Clan 'Mechs come in four classifications:

Scout or Light . . . . . 20 to 35 tons   Medium . . . . . . 40 to 55 tons

Heavy . . . . 60 to 75 tons   Assault . . . . . . 80 to 100 tons

Military Organization

The Inner Sphere and the Clans use different systems for organising their military forces.

Inner Sphere

Lance . . . . 4 combat units ('Mechs or vehicles, rarely mixed)

Company . . . . 3 Lances (plus support vehicles)

Battalion . . . . 3 Companies (plus a Command Lance and support vehicles)

Regiment . . . . 3 to 5 Battalions (plus support vehicles and space transport)

Clans

Point . . . . 1 OmniMech or 5 Elementals (power armour)

Star . . . . 5 Points (led by a Star Commander)

Nova . . . . 1 Star of OmniMechs plus 1 Star of Elementals

Binary/Trinary . . . . . 2 or 3 Stars of OmniMechs (led by a Star Captain)

Cluster . . . . 3 to 5 Binaries or Trinaries (led by a Star Colonel)

Galaxy . . . . 3 to 5 Clusters (led by a Galaxy Commander)

Star League/Eridani Light Horse Ranks

The Eridani Light Horse has continued to use the ranking structure of the Star League. It is reproduced here for reference:

Sergeant   Master Sergeant   Lieutenant

Captain   Major   Colonel

Fedcom Office of Strategic Information

Document Extract

The Smoke Jaguars
Overview (Brief)

Edited for Classified Content

Like many Clan warriors, the predator for whom Clan Smoke Jaguar is named owes its existence to science tampering with nature. Its genes are those of the Terran jaguar, altered in the laboratory to enable it to survive in a harsher environment. Aleksandr Kerensky's followers brought the smoke jaguar to the world of Strana Mechty, where it thrived in the fertile jungles abundant with suitable prey.

Members of Clan Smoke Jaguar take fierce pride in their symbol, which the Clan's revered founder, Nicholas Kerensky (son of the leader of the Exodus), chose for them. They believe Nicholas modeled all of Clan society on the smoke jaguar and point proudly to an entry in one of his many journals in which he extols the beast's virtues. Modern day Smoke Jaguars often quote from this journal entry, which they revere above all other literature save for the Clan's epic poem, "The Remembrance."

An excerpt:

> *Remember Franklin Osis,*
> *Father of his Clan.*
> *Three strengths he gave us:*
> *The jaguar's spring that brings an enemy down,*
> *The jaguar's claws that rend the enemy's heart,*
> *The jaguar's taste for the enemy's hot blood.*
>
> *–"The Remembrance" (Clan Smoke Jaguar), Passage 104, Verse 18, Lines 5–10*

Clan Smoke Jaguar worships its symbol animal with fanatical fervour, so much so that its members have faithfully modeled every aspect of their society on the animal's behavior. The Smoke Jaguars claimed dubious distinction as the most bloodthirsty of the Clans when they wantonly destroyed the city of Edo on the world of Turtle Bay—a city whose only crime was resisting Smoke Jaguar occupation.

CHAPTER 3: GAME SETUP

▶ SYSTEM REQUIREMENTS

MechWarrior 3 is designed to take advantage of the latest in 3D hardware acceleration technology. The game can also run well on a machine that does not have 3D hardware acceleration. Not all of the advanced graphic features will be enabled, but nothing essential is eliminated.

All configurations of **MechWarrior 3** require Windows 95 or 98 to run and DirectX 6.1 or later (which you can install during setup).

Minimum System Requirements

- 166MHz Pentium
- Windows 95 or Windows 98
- 32MB RAM
- High Colour graphics (640 x 480 x 16-bit colour – 2MB video RAM minimum)
- Double-speed CD-ROM drive
- Hard drive (240MB free)
- DirectX-compatible sound card

Recommended System Requirements

- 200MHz Pentium or faster
- Windows 95 or Windows 98
- 64MB RAM
- High Colour graphics (1024 x 768 x 16-bit colour)
- Direct3D graphics accelerator
- Quad-speed CD-ROM drive
- Hard drive (390MB free)
- Joystick

Required for Multiplayer Option

- Windows-compatible 28.8 kps modem or faster
- Local area network (LAN) with IPX or TCP/IP
- Internet play requires a true TCP/IP connection

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▶ INSTALLATION

Before installing **MechWarrior 3**, we recommend that you run the Disk Defragmenter utility supplied with your copy of Windows on the drive you will install the game to. To run this utility, click the Start button and select Programs > Accessories > System Tools > Disk Defragmenter.

Insert the **MechWarrior 3** game in your CD-ROM drive. If the drive has AutoPlay enabled, installation begins automatically.

If installation does not begin, follow these instructions:

1. Insert the **MechWarrior 3** disc into the CD-ROM drive.

2. Click on the Start button on the Windows taskbar.

3. Select Settings and then Control Panel.

4. Double-click Add/Remove Programs.

5. Click the Install tab and select "MechWarrior 3."

6. Follow the onscreen instructions.

During installation, you can choose between a Typical, Compact or Custom install. Typical requires 390MB free and installs the game files needed for optimal performance. Compact requires 240MB free and installs only the absolutely necessary files. As a result, game performance may suffer. Custom gives you the choice of which files you wish to install to the hard drive and which you want to remain on the CD-ROM. If there are problems installing **MechWarrior 3**, please read the README.DOC file on the CD-ROM. To uninstall the game, insert the **MechWarrior 3** disc into your CD-ROM drive and choose "Uninstall."

DirectX Installation

MechWarrior 3 requires DirectX version 6.1. If you do not already have this on your computer, then it will be automatically installed after the game files are copied to your hard drive. If you need to install DirectX manually, follow these instructions:

1. Insert the **MechWarrior 3** disc into your CD-ROM drive.

2. Select "Reinstall DirectX" and follow the onscreen instructions.

▶ THE README FILE

MechWarrior 3 has a ReadMe file with which you can view updated information about the game. To view this file, double-click on README.DOC in the **MechWarrior 3** directory found on your hard drive. You can also view the ReadMe file by first clicking on the Start button on your Windows taskbar. Then select Programs > MicroProse > MechWarrior 3 > ReadMe.

► RUNNING MECHWARRIOR 3

Joystick Setup

If you plan to use a joystick, make sure it is calibrated in Windows before you start **MechWarrior 3**.

1. Go to the Start menu (at the bottom of your desktop) and choose Settings > Control Panels. When that window opens, double-click on the Game Controllers icon.

2. Make sure the General tab is selected.

3. If no game controllers are listed in this dialog box, select the Add button. If your preferred controller is listed here, skip to Step 6.

4. On the next dialog box, choose the controller that best fits your joystick and hit OK.

5. If you own a joystick that doesn't appear on the list, click the Add Other button. You may then need to click the Have Disk button to install joystick drivers from one of your disks, or else choose a driver from the list on the left. Follow the directions of the install wizard to successfully install your new drivers.

6. Choose your controller from the list and hit the Properties button.

7. Make sure the Rudder/Pedals check box is checked if you have rudder pedals attached to your controller.

8. Click the Calibrate button to begin the calibration process. Follow all the directions to calibrate your particular joystick.

9. Click the Test tab on this dialog box to see if all aspects of your controller are working properly.

10. If everything looks OK, press the Apply button.

11. Press the OK buttons to exit the Game Controllers control panel.

Playing the Game

To run the game, make sure the **MechWarrior 3** disc is in your CD-ROM drive, click on the Start button and select Programs > MicroProse > MechWarrior 3 > MechWarrior 3. You can also run the game by inserting the **MechWarrior 3** disc into your CD-ROM drive and selecting "Play!"

In addition to this manual, we recommend that you review the Technical Reference and Quick Reference Card for more information on how to play the game.

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CHAPTER 4: GAME BASICS

▶ MECHWARRIOR 3 JUMP START

If you just want to get into your 'Mech and start blasting, here is some key info:

1. Keep the Quick Reference Card handy. The most critical keys are highlighted in yellow.

2. Start the game and then choose Instant Action at the Main screen.

3. Enter a name under Pilot Entry and hit the Accept button.

4. At the Instant Action screen, hit the Accept button to accept the defaults. You will be in an Annihilator BattleMech, and your mission goal is to destroy an enemy 'Mech.

5. After the Mission Briefing screen loads, hit the Launch button to begin the mission.

6. Move your 'Mech by moving your joystick or by pressing the ↑, ↓, ← and → keys.

7. Target the enemy 'Mech by pressing the E key (Select Next Enemy).

8. Hold the targeting reticle over the enemy 'Mech until the reticle turns yellow.

9. Fire the weapons by pressing Spacebar, the joystick trigger or the left mouse button.

10. Remember to keep moving! A stationary 'Mech is a dead 'Mech.

If you want to learn more about your 'Mech, check out the Training missions (see page 46).

▶ THE MAIN SCREEN

The Main screen gives you access to the different parts of the **MechWarrior 3** game.
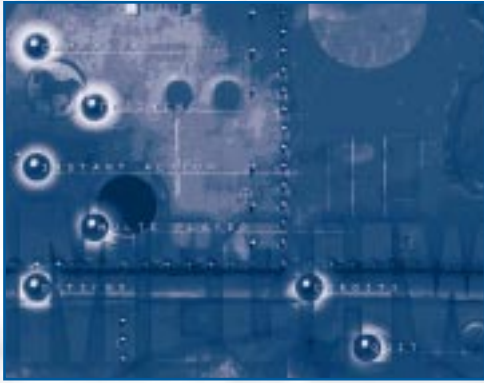
Campaign: Selecting this launches the single-player game (see page 45).

Training: If you are unfamiliar with your BattleMech's controls or feel you need to brush up, select this button and see page 46.

Instant Action: You can play stand-alone combat missions based on parameters that you choose. See page 46.

Multiplayer: Selecting this gives you access to the various multiplayer options. For more information, see pages 51 to 60.

Options: You can alter some of the game settings, such as difficulty, heat management, ammo usage and so on. You can also adjust the various video graphic and audio options. See "Game Options" beginning on page 48 for more information.

Credits: If you are curious as to who is responsible for **MechWarrior 3** (or at least who was willing to admit to it), select this button.

Quit: To end the program and return to Windows, select this button.

▶ CREATING AND SELECTING A MECHWARRIOR
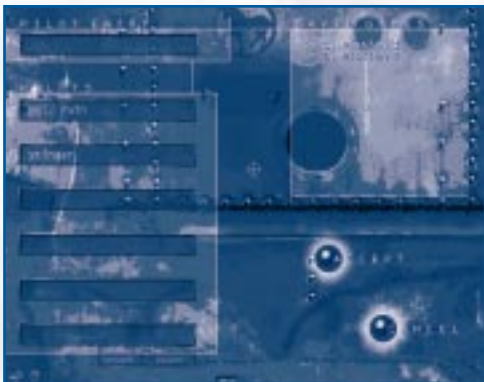
After selecting Campaign, Training, Instant Action or Multiplayer, you must either create a new pilot or select a previously created one. Since **MechWarrior 3** automatically tracks each MechWarrior's progress and status in the game, selecting an existing pilot will display the missions that the pilot has played and highlight the current mission. Select an existing pilot and press the Accept button to automatically restart the game at the beginning of the mission that the pilot is currently playing.

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▶ GAME OVERVIEW

Here's where you can find some key info necessary to controlling your BattleMech and living through your mission.

Mission Briefing (page 14): What you have to do to win and an overview of how it's going to be told to you.

BattleMech Overview (pages 16–17): What your 'Mech is made of and what's going to get broken when your enemy takes you apart.

Shooting (pages 25–26): How to select weapons, how to target something and how to blow it up... if you're lucky.

Moving (pages 27–28): If you stand still, it'll be over before you know it—it's called being a "sitting duck" for a reason.

Communicating (pages 31–33): Your lancemates are out there with you, and they're waiting for you to give them orders.

'Mech Lab (pages 35–44): A sure path to victory is to customise your 'Mech to match your own style. Don't pass up this edge.

CHAPTER 5: BATTLEMECH OPERATIONS

▶ BATTLEMECH BACKGROUND

The only way you can win and stay alive is to understand exactly how and why your BattleMech operates. Trust nothing and no one. Learn what you need to know yourself. Train until your nerves are raw, and then train some more. Then, and only then, will you be prepared to face another MechWarrior in combat.

The BattleMech is the pinnacle of modern weapon platform design. For centuries, engineers have tried to improve upon the efficiency of the humanoid form for manoeuvrability and weight-load carrying, but to no avail. It is understood that an airborne platform is too fragile and vulnerable, while a wheeled or treaded vehicle lacks manoeuvrability and tactical awareness. We will not even comment on the foolhardiness of powered armour as a viable weapon's platform.

From the earliest days of the BattleMech and its rapid evolution from its raw industrial beginnings, the silhouette of a 'Mech on the horizon has inspired fear and awe. With its physically high point of view and an array of enhanced and dedicated sensor systems, the tactical awareness of a MechWarrior safely protected in the head of the 'Mech is unsurpassed. Marry this awareness to a multitasking targeting system commanding high-speed primary and secondary hardpoints mounted onto a hardened chassis in a human-like configuration that allows the pilot to act and react instinctively, and it is clear to see why nothing on the modern battlefield even approaches a 'Mech's capability.

But all this is rhetoric without understanding the hows and whys of BattleMech operations. We have said it before: to understand how to fight is to understand how to command your BattleMech. Drill in the use of your 'Mech's systems, controls and capabilities until using them becomes reflexive, more like breathing than thinking. We guarantee that if you have to consult this book or some other craftily placed reference guide during combat, you may as well forward your belongings to your next of kin right now.

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Terrain

Proper manoeuvring and use of terrain is perhaps the most important element of a successful mission. Whenever possible, the Briefing Officer points out special or useful features of the terrain that open up various tactical possibilities. Proper review of the terrain may show routes that protect you from enemy fire or reveal paths completely around fortified or heavily patrolled enemy positions. Especially when bridges are involved, the terrain information presented in the Mission Briefing is occasionally out-of-date by the time you reach the mission area. (We point out bridges because they are especially vulnerable to weapon fire and the destruction of a bridge can quickly limit access to an area.)

Most often, however, proper terrain evaluation can reveal an unexpected approach to an objective or enemy position. Finding and utilising these unexpected approaches can provide you and your forces with the edge necessary to defeat a superior enemy.

Mission Briefing Screen Options

From the Mission Briefing screen, you have the following options:

- **Exit:** Selecting this button aborts the current mission and returns you to the main menu.

- **Replay Briefing**: Clicking on this replays the current mission briefing.

- **'Mech Lab:** This option takes you to the 'Mech Lab (see Chapter 7).

- **Allocate Salvage:** This option allows you to allocate the salvage you recovered last mission to your MFBs for transport. See page 34 for more information.

- **Launch:** Selecting this begins the current mission.
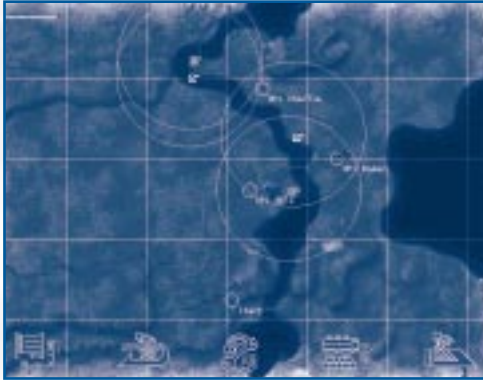
▶ **MISSION BRIEFING**

Your pre-mission briefing is designed to provide you with options. No mission has a guaranteed path, and even though you may receive a recommended course of action from your designated Briefing Officer, it is up to you to determine your path through the mission area. Your Briefing Officer provides you with information concerning your tactical objectives, enemy presence and terrain. If it's available, you may even have access to the video recordings of a remote-piloted drone that has recently flown through the mission area.

Tactical Objectives

Every mission has one or more tactical objectives that must be completed in order to be considered successful. These objectives (accessible in the cockpit by pressing the F12 key) are presented in the order that your Briefing Officer expects you to achieve them, but they do not always have to be completed in that order. If you can find another, better solution, use it. A particular objective may require you to reach a specific location on the map, destroy a specific target, rid the area of enemies or perform some other related action. When you successfully complete an objective, you'll hear and see a special message indicating such.

Enemy Presence

Your Briefing Officer and his staff work hard to provide the most up-to-date intelligence regarding the mission area, but the enemy doesn't sit still. Their information about the location of enemy forces, numbers and intention is as accurate as they can manage. Since the enemy is active and may be manoeuvring to counter the presence of you and your teammates, it is imperative that you not assume the Mission Briefing is always 100% accurate with regard to enemy presence. Keep the briefing information in mind, but be prepared for anything.

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CHAPTER 6: BATTLEMECH OVERVIEW, INTRODUCTION AND BASICS

▶ BATTLEMECH OVERVIEW
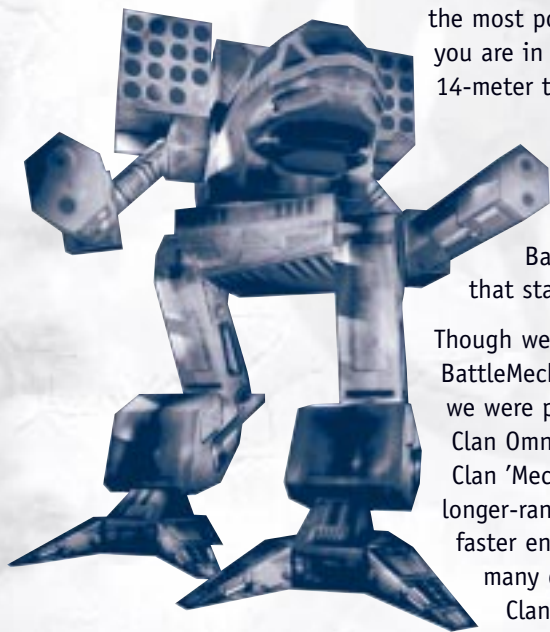
Your BattleMech is the premiere weapon platform of the modern age and the most powerful war machine ever built. Regardless of whether you are in a 25-ton, 10-meter tall scout 'Mech or the 100-ton, 14-meter tall assault 'Mech, it is more manoeuvrable, better armoured and more heavily armed than any other combat unit. Capable of carrying a wide arsenal of weapons, including missiles, lasers, particle projector cannons and rapid-fire autocannons, your BattleMech packs enough firepower to level anything that stands against it—except perhaps another BattleMech.

Though we long considered the Inner Sphere designed and built BattleMech to be the paramount of weapon platform design, we were proven wrong by the appearance and capability of the Clan OmniMech. Fortunately, we have learned from captured Clan 'Mechs many of the secrets of their more effective armour, longer-ranged and more powerful weapons, and lighter and faster engines. The newest BattleMech designs incorporate many design and technological elements learned from the Clans, as well as a few innovations of our own.

Key to long-term military operations in enemy territory is our ability to salvage armour, weapons and other components from damaged or destroyed units, including those of the enemy. Our ability to wage extended campaigns into Clan-controlled areas of space depends on the deployment of special adaptation technology that allows native Clan tech to be used on Inner Sphere BattleMechs. Perhaps foremost among the technological advantages of Clan OmniMech chassis, weapons and components has been their ability to quickly

replace or "hot swap" existing equipment for new. Though we have yet to match the raw interchangeability of the Clan systems, this adaptation technology allows us to not only to salvage and use Clan technology recovered from the battlefield but to swap our own equipment or Clan technology on or off our own BattleMechs much more quickly and efficiently, even when in the field.

If you are truly lucky, you may capture a Clan OmniMech either relatively intact or at least in repairable shape. Thanks to our victories against the Clan, our technicians now know enough about enemy technology to modify and retrofit its command and control systems to allow you to take it back into the field.

► BATTLEMECH SYSTEMS AND COMPONENTS

Every BattleMech is made of multiple systems and components. Some of these systems are built into a particular BattleMech chassis and cannot be modified, but most BattleMech components can be modified or replaced using the 'Mech Lab interface (see Chapter 7). All components take up valuable internal space known as critical spaces. Clan equipment is either lighter, is more powerful or takes up fewer critical spaces than the Inner Sphere equivalent.

Armour

Modern BattleMech armour is comprised of multiple layers designed to protect the machine and its pilot against energy and projectile weapons respectively. When damaged, the armour shears off and must be replaced. Ferro-fibrous armour is a variant of standard armour that weighs less but, unlike standard armour, takes critical spaces.

Internal Structure

Any weapon damage that penetrates past a 'Mech's armour can damage its metal skeleton internal structure. Too much internal structure damage results in the loss of a limb (and all its weapons) or, if a critical area is breached, the entire BattleMech. Endo-steel is a lighter version of standard internal structure that takes up critical spaces as a trade-off for the reduced weight.

Chassis Location

Every BattleMech has eight chassis location areas where armour, internal structure and components are tracked. These locations are:

Left Arm	Head	Right Arm
Left Torso	Centre Torso	Right Torso
Left Leg		Right Leg

Additionally, armour damage is tracked in the rear centre, rear right and rear left torso locations. When incoming damage hits one of these locations, it is applied first against the armour. If the armour is penetrated, damage is done to the internal structure and potentially one or more of the internal components within that location.

Cockpit

Situated in the head of a BattleMech, the cockpit contains the pilot (you) and the bulk of the command and control system electronics. A hit that penetrates the armour of the head will probably destroy the cockpit and kill you.

Engines

BattleMechs require a constant supply of power for movement and combat. Located in the centre torso area, a BattleMech's advanced fusion plant is well protected, but it can sustain damage in battle sufficient to cause it to overload, destroying the 'Mech and potentially killing the pilot.

The larger the engine, the more powerful it is and the faster it can propel a 'Mech. Engines can be repaired and swapped in the 'Mech Lab. Engines come in the standard form or the "XL" (extra light) version which weighs less but takes up additional critical space in the left and right torsos.

Heat Sinks

BattleMechs are incredibly heat inefficient—virtually everything you do, from moving to firing weapons, generates an excessive amount of heat. Too much heat, and your onboard systems will overload and shut your 'Mech down. You monitor your current heat on the heat gauge. Since 'Mechs disperse heat through their heat sinks, the more heat sinks your 'Mech has, the faster it dissipates the heat. Double heat sinks are twice as efficient as standard heat sinks but take up more critical spaces. See page 36 in the 'Mech Lab chapter for information on how to swap out heat sinks.

Jump Jets

'Mechs equipped with jump jets are able to use their limited rocket power to make short jumping flights over or across terrain obstacles. The larger the 'Mech, the greater the number of jump jets required to carry it across a given distance. Additionally, jump jets generate heat when triggered. See page 41 in the 'Mech Lab chapter for information on how to install jump jets and page 28 for how to use them.

Lasers

Lasers are direct-energy weapons capable of cutting through 'Mech armour. There are three sizes of lasers: small, medium and large. The size reflects the amount of damage done per shot. There are also two variations: pulse lasers (greater duration) and extended-range lasers (capable of firing over greater distances). Consult the Weapon Tables on pages 43–44 for more information.

Particle Projection Cannon (PPC)

A PPC fires high-energy proton or ion bolts that can severely damage its target, but also generate a huge amount of heat when fired. ER (extended range) PPCs fire shots at a longer range than standard PPCs, but generate even more heat.

Flamer

Basically a high-energy flame-thrower, the flame increases the internal heat of a targeted 'Mech if the stream can be kept focused on the target.

Anti-Missile System (AMS)

The anti-missile system is a rapid-fire, point defence machine gun that is capable of automatically tracking, engaging and destroying incoming missiles. As long as the system is engaged and has ammo, you can let the auto-tracking system do the rest. The weapon does have a limited amount of ammo. Press the [A] key to engage or disengage this weapon.

Gauss Rifle

Generating very little heat, this weapon uses magnetic rail gun technology to fire a slug at very high speeds over very long distances. Ammunition is limited.

Autocannon

Utilising a fast-loading, near-continuous fire mechanism, autocannons fire high-velocity, armour-penetrating rounds over great distances. The lighter the autocannon, the greater the range, but the smaller the punch. Heavy autocannons, as a result, have a devastating short-range punch.

LB-X Autocannon

This big gun fires cluster munitions which fragment into several small sub-munitions causing damage to multiple hit locations. It is available in multiple calibers and has limited ammunition. Consult the Weapon Tables on pages 43–44 for more information.

Ultra Autocannon

Ultra Autocannons fire explosive armour-piercing shells, which deliver strong, concentrated damage which is faster than the autocannons. It too is available in multiple calibers and has limited ammunition. Consult the Weapon Tables on pages 43–44 for more information.

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Machine Guns

These light autocannons are capable of delivering a high number of low caliber rounds in a very short period of time. The individual damage is not high, but if the target can be kept in the stream of bullets, significant damage can be done. Ammo is limited.

Long Range Missiles (LRMs)

Long range missile launchers fire missiles that have limited tracking capability. They are accurate, but lack turning capabilities and so do not have the pinpoint precision of Streak Missiles. Ammo is limited. LRMs have a minimum range of 90 meters. If they hit before they have travelled their minimum range, they will not explode, although they may do slight impact damage.

Short Range Missiles (SRMs)/Streak SRMs

These direct-trajectory missiles are more powerful than long range missiles, but only accurate at short range. The Streak variant has a smart targeting system that prevents it from being fired unless it is locked on and almost guaranteed to hit. Ammo is limited.

Artemis IV Fire Control System

This component improves the targeting capability of a BattleMech's onboard systems and enhances the tracking capability of any missile weapons fired. As a result, missile locks occur faster and the missiles fired are more accurate and have limited terrain-following ability. See "Missile Lock" on page 25.

Beagle Active Probe

Normal sensors, even in active mode, are limited in their range and ability to detect shutdown 'Mechs. The Beagle Active Probe is able to detect and identify enemy units at longer than normal range, including those that have deliberately shut down to avoid detection. Consult "Radar and Sensor Controls" on pages 30–31 for more information.

C3 Computer

Standing for Command/Control/Communications Computer, the C3 aids in interfacing the battle computers of any allied BattleMechs, allowing better integration of tactical information and targeting/tracking capability. If you are carrying the Master C3 unit (as opposed to the Slave C3 units which should be installed in your lancemates' 'Mechs), you can bring up the map display and see an overlay showing the information present on your lancemates' radar displays (even if they are out of radar range of your 'Mech). Consult "Radar and Sensor Controls" on pages 30–31 for more information.

ECM Suite

The Electronic Counter-Measures Suite reduces the effectiveness of the enemy's long-range sensors and scanning equipment. It nullifies the effects of the Beagle Active Probe, the Artemis IV, the Narc Missile Beacons, Targeting Computers, Streak Missiles and the C3 computer. It has no effect on TAG.

MASC

The MASC (Myomer Acceleration Signal Circuitry) system greatly increases the speed of any 'Mech equipped with it, but raises your internal heat. MASC can be engaged or disengaged by pressing the [V] key.

Narc Missile Beacon

The Narc Missile Beacon is a modified missile launcher that fires a pod equipped with powerful homing beacons. Any missile fired at an enemy unit struck by the Narc Missile Beacon has an increased chance to hit due to the pod's homing beacon.

Targeting Computer

The Clan Targeting computer enhances the pilot's accuracy with lasers, PPCs, Gauss rifles and autocannons by automatically calculating the lead factor necessary to hit a specific area on the enemy 'Mech. A secondary targeting reticle is displayed as a small circle on the HUD.

Target Acquisition Gear (TAG)

The TAG unit consists of a spotting laser that an incoming Arrow IV artillery missile is able to home in on, increasing its accuracy. Only one TAG unit can be mounted on a 'Mech. See page 26 for more information on TAG targeting.

CASE

Cellular Ammunition Storage Equipment, or CASE, is a special technology that, if mounted in a body location containing ammunition, automatically vents any ammunition explosions out the back of the 'Mech, preventing any additional damage to other locations. All equipment within the location is destroyed.

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▶ COCKPIT DISPLAY AND CONTROLS

The Head-Up Display (HUD) of your 'Mech contains a number of sophisticated visual aids designed to help you fight better. It also provides continual real-time information about your position, your 'Mech's heat, weapon and damage status, as well as data about enemies in the area and your currently selected target.

Radar/Local Map · Target Indicator · Heading · Weapon Status/Grouping Indicator · Op Point · Targeting Reticle · Heat Gauge · Throttle/Speed Indicator · Coolant Status · Target ID · Jump Capacity · Target Arrow · Targeting Window · Player Damage Display
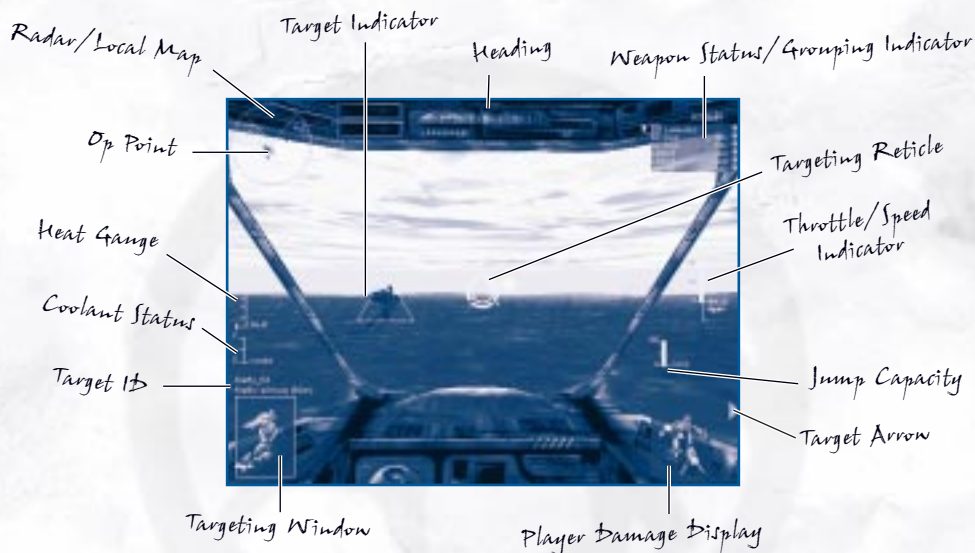
Radar/Local Map Display: toggles between the radar and map display, showing nearby units, navigation markers and angle of view/torso rotation.

Heading: shows your current compass point heading.

Throttle/Speed Indicator: displays your 'Mech's current speed and direction of movement. An ascending yellow bar indicates forward movement, and a descending red bar means reverse movement. See page 27.

Op Point Designator: when an operation point is selected, the physical location is marked by a glowing icon superimposed perpendicular to the ground at the appropriate location. If that location is outside your current field of view, an arrow appears pointing toward the location.

Targeting Reticle: shows the current point that your 'Mech's weapons are targeted on. The reticle changes appearance to indicate the presence of an enemy or missile lock. A "zoomed view" version of the reticle is also available.

Targeting Window: shows the current target, whether enemy or ally.

Currently Selected Lancemate: this line of text indicates which lancemate is currently selected and ready to receive orders.

Target Indicator: a red triangle marks the current target.

Target Arrow: the arrow points to the target if it is out of view.

Damage Display: shows your 'Mech's current damage status.

Heat Gauge/Coolant Status: displays your current heat status (red is bad) and the status of your coolant reservoir.

Jump Capacity: shows how much jump jet fuel remains in your tanks.

Weapon Status/Grouping Indicator: displays your current weapon configurations, their ammo and recharge/recycle status, their damage status and the grouping.

Equipment Status: displays the current damage status of equipment such as ECM, Targeting Computers, etc.

Display Controls

Multiple cockpit view display options are available to you. The standard display is the cockpit HUD described above. (Note that pressing the H key disables the HUD itself.) This places you directly in the cockpit, and everything that you can or cannot see is from that perspective. External views are also available.

External Views

The external views place your point of view outside of the 'Mech. The High external view places you outside of your 'Mech, slightly above and behind it. The Low external view is from behind your 'Mech and slightly below the cockpit level. All the controls operate normally, and the HUD is available with all its information, though the location of some of the displays may be slightly different. To cycle between the standard in-cockpit view, the Low external view and the High external view, press the X key.

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Left/Right Views and Weapon Targeting

When you look to either the left or to the right (using the hat control on your joystick or `Alt` `4` and `Alt` `6` on the numeric keypad), the targeting reticle appears in that view. Only weapons available on that side of the 'Mech are available for firing. Specifically, when looking left, only left arm mounted weapons are available. When looking right, only right arm mounted weapons are available. Note that you can also look up and down using `Alt` `8` and `Alt` `2` on the numeric keypad. Doing so does not affect weapon availability.

If your 'Mech has the ability to torso twist, you can twist all the way to the left (or right), then look left (or right) and effectively bring weapons to bear behind you.

Targeting Controls

Your targeting reticle is a multifunction display crucial to your weapon success. Its movement is controlled via the mouse, joystick or keyboard. Moving the mouse defaults to moving the reticle on the HUD but does not move your 'Mech. Press `L` or the right mouse button to lock the reticle to its current position. Moving the mouse now moves your 'Mech's torso.

To switch to the other mouse control mode, press `Ctrl` `0` on the numeric keypad. In this mode or if you are using a joystick, the reticle is locked to the center of the HUD and your 'Mech's torso moves as you move your mouse or joystick. (This control mode is similar to previous **Mech-Warrior** games.) If you press `L` or the right mouse button, the reticle is locked in the centre of your view and moving your mouse or joystick now moves your MechWarrior's head. (This mode is similar to a virtual cockpit.)

Reticle Zooming

You can magnify the HUD area immediately around the reticle by hitting the `0` key on the numeric keypad. Press `0` again to toggle off the zoom. You can also hold the `Z` down to zoom the reticle. The reticle appears slightly different when zoomed in. This option is excellent for gaining information in certain combat situations. Note that the Clan 'Mech reticle is square and the Inner Sphere 'Mech reticle is round.

Target Indication

When your reticle passes over a valid target, it changes colour. If the reticle is blue, the target is outside the range of your current weapon. If the reticle is green, the target is within range but cannot be damaged. When you are tracking a target within weapon range that can be damaged, the reticle turns yellow. If you have missile weapons, the reticle will turn red if you have achieved lock on your target.

Target Selection

You have a number of options for selecting your target:

- Select the next available enemy by pressing the Ⓔ key.
- Select the previous available enemy by pressing ⟨Shift⟩Ⓔ.
- Select the closest enemy by pressing ⟨Ctrl⟩Ⓔ.
- Deselect an enemy by pressing the ⓉT key.
- Select the target currently under the reticle by hitting the ⓆQ key or by zooming in on the target.

Additionally, you can choose to target your allies. Do this by following the above instructions, except substitute the ⓌW key for the ⒺE key.

Note that your particular joystick may allow you to perform one or more of the above actions by using the joystick buttons.

Weapon Controls and Configuration

Your 'Mech has a wide array of weapon selection and firing options. Proper use of the weapons on your 'Mech is often the difference between victory and defeat, and the ability to reconfigure your weapons during combat is usually the difference between a good MechWarrior and a dead one.

Firing Weapons

To fire your currently selected weapons, press either ⟨Spacebar⟩, click the left mouse button or press the joystick trigger. The weapons will immediately fire, but accuracy depends on the currently selected weapon and the relative motion of the 'Mechs. Energy weapons, like lasers, travel almost instantaneously to the target. Projectile weapons, like machine guns and autocannons, travel much more slowly and require that you lead your target. In other words, it's all up to you. The only exception to this are missile weapons, some of which require a missile lock before they can be used with any real accuracy.

Missile Lock

When one or more of the currently selected weapons is a missile weapon, such as an SRM or LRM, an audible targeting tone begins. The amount of time that passes before missile lock is achieved varies with the particular weapon system, but when missile lock is active, the reticle changes colour to red and the audible tone rises in pitch. At this point if the missiles are fired, barring any other interfering factors, they should hit.

Weapon Recycling and Reloading

When a weapon fires, it must then recycle or reload before it is ready again. A weapon's name changes to red when fired and then slowly back to green as it recycles or reloads and is ready again.

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Weapon Selection and Status Display

Every BattleMech is set up with default weapon groupings. When weapons fire, only the weapons in the currently selected weapon group fire. There are up to five primary weapon groups which are selectable by pressing F1 through F5, respectively. You can also cycle through the weapon groups by hitting the] key to move forward through the groups or the [key to move backward through the groups. See page 42 for more info about weapon grouping.

Weapon Fire Options

Within the currently selected weapon group, you have three options as to how those weapons fire. Press the \ key to switch between single weapon, chain fire and group fire modes. In single weapon mode, only the currently selected weapon within that group discharges whenever you fire. In chain fire mode, when a particular weapon fires, the next weapon in the group is automatically selected and fires next. In group fire, every weapon within the currently selected group fires.

You can manually cycle through the weapons in the group, regardless of grouping, by hitting the Enter key.

Alpha Strike

In certain circumstances, you may wish to fire all of your weapons simultaneously, regardless of whether they are selected or which group they are in. This is known as an "Alpha Strike." To fire all of your weapons simultaneously, press Enter on the numeric keypad. *Never forget that using an alpha strike could easily cause your heat to spike to an almost uncontrollable state. Use the alpha strike option with care.*

TAG Targeting

Your BattleMech may be equipped with a TAG targeting laser. When you are told that an Arrow IV artillery missile is inbound, select the TAG laser and fire it at the target. This effectively "paints" the target for the Arrow IV's active targeting system and allows the artillery missile to home in on the target. The longer you can keep the TAG laser pointed at the target, right up to the moment of impact, the greater the accuracy of the Arrow IV missile.

Location Targeting

You can target specific hit locations on an enemy 'Mech if you have a targeting computer on your BattleMech. To do so, use the following keyboard commands:

Head . . . . Numeric keypad 8   Centre Torso . . . . Numeric keypad 5

Left/Right Torso . . . Numeric keypad 4 and 6   Left/Right Arms . . Numeric keypad 7 and 9

Left/Right Legs . . . Numeric keypad 1 and 3

▶ MOVEMENT CONTROLS

Your BattleMech's current velocity is displayed on the middle right area of the Head-Up Display. An ascending yellow bar indicates that you are moving forward. A descending red bar indicates that you are moving in reverse.

Speed/Throttle Control

You have a number of options regarding speed control. If you are using the keyboard as your main control, use the ⒈ through ⓪ keys to directly set your 'Mech's throttle. The ⒈ key sets the throttle to full stop, the ⓪ key to full power, and the numbers in between to varying intermediate power levels. You can also press ⬆ to increase your throttle setting and ⬇ to decrease your throttle setting. If you are using a joystick with a throttle control, you can use that instead.

Movement Control

To steer your 'Mech, use either the ⬅ or ➡ keys to move left or right or move the joystick. Note that the current compass point heading of your 'Mech is shown in the upper centre section of the HUD.

Torso Rotation

Most BattleMechs are able to rotate their torso to face in a direction separate from their direction of movement. To rotate your 'Mech's torso:

- Keyboard: press ⟨<⟩ to rotate the torso left or ⟨>⟩ to rotate it right.

- Joystick with rudder capability: twist the stick or use the rudder pedals to twist the torso. The reticle remains fixed in the centre of the screen.

If you selected "Torso Auto Return" in the Game Options menu, release the key or stop twisting the joystick to stop the torso rotation and automatically return it to centre forward. Otherwise, the torso remains in the last position until you manually change it. If you are using the mouse, press the ⟨/⟩ key to centre the legs to the torso's heading. Press ⟨Shift⟩⟨/⟩ to centre the torso to the legs.

The current direction of your 'Mech's torso rotation is shown as a large "V" on the radar/map display.

Crouching

In certain tactical circumstances, it can be very advantageous to crouch down behind an obstacle. Doing so presents a smaller profile to the enemy, making you harder to target and hit. Additionally, if timed correctly, a last second crouch behind an intervening obstacle (such as a ridge or building) can block a salvo of missiles or other weapons pointed your way (although you would have to be very fast indeed to avoid a laser blast).

To crouch your BattleMech, press the ⒞ key. To stand, press the ⒞ key again or start your 'Mech moving forward and it will automatically stand.

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Standing Up

If your 'Mech is knocked down, press the ⌷G⌷ key to get back up again.

Jumping

'Mechs equipped with jump jets have an enormous advantage over non-equipped 'Mechs, if the jets are used correctly. Jump jets are best used to rapidly and suddenly change position since it's much more difficult to target a jumping 'Mech than it is a running one. As such, jump jets are effective both offensively and defensively. Here are the jump jet controls:

Forward Thrust . . . . ⌷Home⌷   Reverse Thrust . . . . ⌷End⌷

Rotate, Left . . . . ⌷Insert⌷   Rotate, Right . . . . ⌷Page Up⌷

Lateral Thrust, Left . . . . . . ⌷Delete⌷   Lateral Thrust, Right . . . . . . ⌷Page Down⌷

Vertical Thrust Only . . . . . . ⌷J⌷

(If you are an aficionado of the BattleTech paper game, you can restrict the manoeuvre capabilities of jump jets by making sure the "Relaxed Jump Jets" option is not selected in the Options screen.)

Jump Jet Fuel

Jump jet equipped BattleMechs have a limited amount of onboard propellant. Keep a careful eye on the fuel display if you are doing extensive jump jet manoeuvring. The last thing you want is to run out of fuel while in mid-jump. It's not the fall that damages your 'Mech—it's the sudden stop at the end.

▶ DAMAGE DISPLAY

The damage display for your 'Mech is in the right-corner of the HUD; the damage display for the currently targeted 'Mech is in the left-hand corner. The damage display has three modes: a 3-D model, a 2-D schematic and an HTAL graph. Cycle through these modes by pressing the ⌷D⌷ key for your 'Mech or ⌷Ctrl⌷⌷D⌷ for the targeted 'Mech.

The 3-D model and 2-D schematic show the current internal structure status for the 'Mech. Each hit location begins in the default blue colour. As a location takes damage, it changes to green, yellow and finally to red. The hit location (and all the weapons or equipment in it) disappear entirely when destroyed. Destroyed weapons are greyed out in the weapons display.

The HTAL (Head, Torso, Arms, Legs) graph shows armour damage. Green means the armour is fine; red means the armour is damaged. As specific armour becomes damaged, more of that bar will turn red. "H" indicates the head (cockpit) with one bar. "T" indicates torso armour with three pairs of bars for the left, centre and right torso armour. Each pair of bars represents the front armour and rear damage. From left to right, the bars indicate left front, left rear, centre front, centre rear, right front and right rear armour. "A" indicates arm armour with two bars for the left and right arms. "L" indicates leg armour with two bars for the left and right legs.

You can only cycle through the damage display modes for 'Mechs. Vehicles, Elementals and Turrets only have a 3-D damage display.

Once armour is destroyed, any additional damage is absorbed by the internal structure until that too fails. In some cases, extra internal damage may be passed laterally to the next hit location toward the centre (such as the right arm to the right torso, and so on).

Serious internal damage can slow a 'Mech down, reduce or eliminate sensor functionality, cause the engine to malfunction and generate more heat, or cause an ammunition explosion. As mentioned before, loss of a hit location destroys all the weapons or equipment in that location. Excessive damage to a single leg forces the 'Mech to limp. Complete loss of a leg destroys the 'Mech.

► HEAT CONTROLS

When your 'Mech moves, fires its weapon or jumps, it generates heat. Additionally, high environmental temperature and the effects of some weapons generate additional heat. Heat is dissipated from your BattleMech as its heat sinks at a set rate, so the more heat sinks your 'Mech has, the faster it bleeds off heat. Double heat sinks radiate heat at twice the rate as standard heat sinks. Since heats sinks can be destroyed in combat, the more battered your 'Mech gets, the less efficient it gets at radiating heat.

Overheating and Shutdown

When a 'Mech gets too hot, it begins to overheat. Excessive heat can cause system malfunctions, ammo explosions and eventually complete shutdown of the 'Mech's engine. When a 'Mech is in danger of overheating, an audible warning sounds in the cockpit. You then have a number of options.

You can override the shutdown by pressing the ⬚O key. This stops the shutdown from occurring, but does nothing to cool the 'Mech off. Overriding a shutdown can be very dangerous, especially in the middle of battle, since any additional heat generated could cause the engine to overload and explode.

You can also flush the coolant system by pressing the ⬚F key. This will significantly reduce the amount of heat but can only be performed a limited number of times during a single mission. Mobile Field Bases can refill your coolant supply.

You can also choose to allow the 'Mech to shut down. When a 'Mech shuts down, it loses all power, movement and weapons for however long it takes the 'Mech to dissipate the excess heat.

Deliberate Shutdown

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Though not truly a heat issue, it is possible to deliberately shut down your 'Mech's engine. Doing so will reduce your heat more quickly, but deliberate shutdown is usually used as a combat tactic since a shutdown 'Mech is harder to pick up on sensors. You must shut down your 'Mech before the Mobile Field Base can repair your armour and reload your weapons systems. To shut down your 'Mech, press the Ⓢkey. To power up, press the Ⓢ key again.

Heat Management

There are a number of things you can do to control your heat.

- **Use heat sinks:** Use the 'Mech Lab to install more heat sinks (see Chapter 7).
- **Find water:** Partially submerging your 'Mech dissipates heat more quickly.
- **Hold fire:** Limit your use of high heat generating weapons when your heat is high.
- **Slow down:** Moving at full throttle generates more heat than 50% throttle.

▶ RADAR AND SENSOR CONTROLS

Your BattleMech has a suite of powerful radar and sensor equipment built into it, but unless you understand how to use and exploit it, the most sophisticated system in the universe will do you no good.

The default display position for your radar is in the upper left corner. You can enlarge the display to nearly full screen by pressing the Ⓡ key.

Different equipment, such as the ECM Suite, Active Probes and so on, affects the operation and performance of your radar and sensor equipment to varying degrees. Consult the section "BattleMech Systems and Components" on pages 17–21 for more information.

Radar Modes

Your BattleMech sensors operate in two modes: *active* and *passive*. In active mode, your ability to detect and identify enemy units is greatly enhanced, but the likelihood of nearby enemy units detecting your presence is also greatly increased. In passive mode, your ability to detect and identify enemy units is reduced (compared to active mode), but the ability of enemy forces to locate you is reduced as well. Using active mode or passive mode is a trade-off between detecting the enemy and being detected yourself.

In active mode, the radar has a range of about 1,000 meters. In passive mode, the range is 500 meters.

When in active mode, the radar display turns green. It is yellow in passive mode. Press [Alt][R] to toggle between active and passive radar.

Map Mode

Additionally, you can shift between true radar mode and a hybrid map mode. In map mode, the radar display becomes a zoomed in variation of your mission map, with the radar display superimposed over it. To toggle between map and radar mode, press [Shift][R]. Note that in radar mode, the orientation of the display is relative to your position, meaning that the top of the display is always in front of you. In map mode, the top of the map is always north and your position is indicated relative to the map.

Navigation

The various operational navigation points for the mission area appear as yellow circles on your radar or map display. To cycle through those points, press the [N] key. The currently selected operational point displays in bright yellow.

▶ LANCEMATE COMMAND AND CONTROL

At various times in the field, you will have command over one or more lancemates. They will follow your orders even to the extent of leaving their position on your wing to pursue the target you've designated. You can issue them commands on the fly or via the Command Mode menu.

Lancemate/Ally Selection

In the normal cockpit view mode, pressing the [W] key selects one of your lancemates or allies. To select the nearest ally or lancemate, press [Ctrl][W]. If you need to return to an ally that you'd just selected, press [Shift][W].

Once selected, you can issue orders to that lancemate or ally by pressing [F6], [F7], [F8], [F9], [F10] or [F11]. See "Lancemate/Ally Orders" below.

Note that once you have a lancemate or ally selected, if you then select an enemy unit, that lancemate remains selected and awaiting orders. This is noted above the target display in the lower left-hand corner of the cockpit. Any order you now give will be to that unit. If you wish to issue orders to multiple lancemates simultaneously, you must use the Command Mode menu, which is detailed in a following section.

Lancemate/Ally Orders

Regardless of whether you are giving an order to a selected lancemate while in the cockpit view or to one or more lancemates in Command Mode, the following keys perform the same function:

• **Attack My Target** ⌐F6⌐: attack your currently selected target.

• **Defend My Target** ⌐F7⌐: engage any enemy unit that fires upon or moves too close to the target.

• **Follow Me** ⌐F8⌐: follow you at its best possible speed.

• **Stop** ⌐F9⌐: stop and remain at its current location.

• **Send To MFB** ⌐F10⌐: proceed directly to the Mobile Field Base for immediate repairs.

• **Await Order** ⌐Shift⌐⌐F11⌐: stop and do nothing. Press ⌐Ctrl⌐⌐F11⌐ to cancel the await order.

Any new order will immediately override any existing order.

Command Mode

Press the ⌐F11⌐ key to engage the Command Mode which allows you to select and issue orders to multiple lancemates simultaneously. Each lancemate is associated with a number (1, 2 or 3) listed on the right side of the display just above the orders. Pressing the appropriate number key toggles the selection of that individual lancemate. Therefore, to select all three lancemates, press each number key once. To issue orders, select one or more lancemates and then press the ⌐F6⌐, ⌐F7⌐, ⌐F8⌐, ⌐F9⌐ or ⌐F10⌐ keys as appropriate. Note that a blue line draws from the listing for the lancemate to his actual location on the battlefield, even if that location is out of sight.

► THE MOBILE FIELD BASE

Your unit will be equipped with one or more Mobile Field Bases, referred to as an MFB. The MFB is the latest in battlefield support technology and is capable of the following functions:

• **Salvage Storage:** each MFB can carry up to 300 tons of salvage.

• **Captured Chassis Transport:** each MFB can transport two 'Mech chassis.

• **Field Repair:** each MFB can repair armour, replace ammo and internal structure, and refill coolant. However, it cannot replace a missing limb or destroyed component. Rate and volume of repair varies with the situation, but the more MFBs able to focus on a single 'Mech, the faster the repair and refit is performed.

On missions where you are operating behind enemy lines, the MFB is critical to the success or failure of your efforts. If you lose all of your MFBs, you will be unable to achieve your objectives. Therefore, it is imperative and required that at least one MFB remain operational at the completion of every mission.

Commanding the MFB

In each operational area, the MFBs are assigned multiple staging points where they can deploy their equipment for performing field repairs. These staging points appear as grey circles on your radar or map display.

To enter MFB command mode, press the ⬚M⬚ key. This immediately selects the staging point closest to the MFBs. If you press the ⬚M⬚ key again, the MFBs will proceed to that staging point and prepare to repair and refit any allied units that you order to refit using ⬚F10⬚ (see "Lancemate/Ally Orders" on page 32). You can cycle through the various staging points by pressing the ⬚N⬚ key and dispatch the MFBs to that staging point by hitting the ⬚M⬚ key again.

Initiating Repairs

When the MFB is given a staging area, you will notice a grey circle on your radar. This circle will also be superimposed in green on the terrain as you approach it. Your MFBs will be in position around this spot when they are ready. To initiate repairs, simply walk onto the circle and power down by pressing the ⬚S⬚ key. The MFBs will proceed to repair and refit your 'Mech. When they are finished, they will back away. Press the ⬚S⬚ key again to power up and you're on your way. If you need to power up before your repairs are finished (such as if you suddenly are in danger of being attacked), you can do so by pressing the ⬚S⬚ key. The MFBs will take this as a signal that you are done and will disengage.

▶ MISSION RESOLUTION

At the completion of every mission, the Mission Resolution screen informs you of the status of the BattleMechs you deployed in the mission, how well you performed each of your mission objectives and what salvage you recovered.

If you failed at the mission, you can replay the mission by clicking on the Replay Mission button in the lower right-hand corner of the screen. If you succeeded in the mission, that button advances you to the next mission.

You can listen to the audio debriefing again by clicking the Replay Mission button.

You also have the option of exiting to the Main screen by clicking on the Exit button in the lower left-hand corner of the screen.

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'Mech Status

Each of the one to four 'Mechs that you deployed into the mission is listed here. Adjacent to the pilot's name are the HTAl graphs showing the condition of the BattleMechs for him and his lancemates. Below that is the total number of enemy units destroyed and how many of those were 'Mechs or vehicles.

Mission Objectives

The next column lists each of the objectives and whether or not they were achieved. Note that you do not necessarily need to accomplish all of the objectives in order to succeed at a mission, just the primary ones.

Following that is a summary of your performance in the mission. The total number of points earned in each category contributes to your Campaign Total. The Campaign Total in turn indicates what your current effective rank is, using the Star League/Eridani Light Horse scale. See page 5 for a listing of that ranking system.

Salvage Obtained

The final column lists all of the battlefield salvage your MFBs were able to retrieve following the battle. This salvage, however, is not automatically assigned to an MFB for transport. You have to do this manually by selecting "Assign Salvage" from the Mission Briefing screen.

▶ ALLOCATING SALVAGE

To assign salvage for transport, click on it in the right column—but keep an eye on the maximum capacity of your MFBs as listed in the centre column. Since you have a limited carrying capacity per MFB, pick and choose carefully what you want to transport. You can also click on an item already assigned to an MFB in the left column to get rid of it.

CHAPTER 7: THE 'MECH LAB

▶ THE 'MECH LAB OVERVIEW
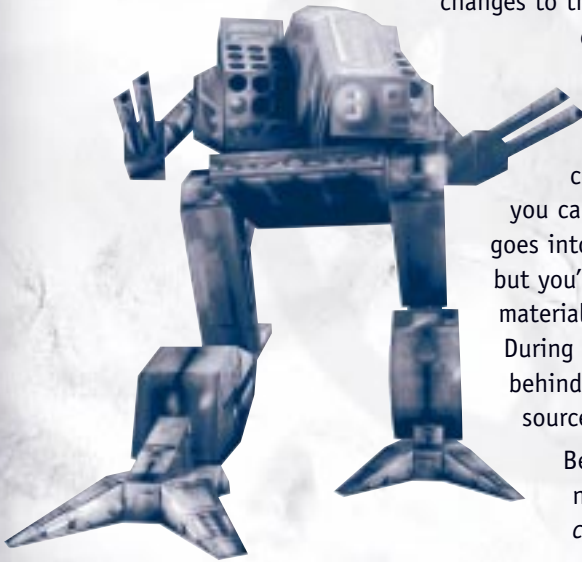
The 'Mech Lab is your interface for ordering configuration changes to the BattleMechs under your command. Don't concern yourself with repairs between missions; that's handled automatically by the crews of your Mobile Field Bases. Your primary concern is creating the most optimal configurations of weapons, armour and equipment you can with the resources at your disposal. Each MFB goes into the field with a certain amount of supplies, but you'll need to augment that inventory with materials and equipment salvaged from the battlefield. During particularly brutal operations, especially those behind enemy lines, salvage may be your only source of replacement parts and chassis.

Before you begin modifying your 'Mechs, you need to be familiar with three general concepts: *chassis*, *maximum tonnage* and *critical spaces*.

Every 'Mech is effectively a skeletal chassis that mounts all its armour, weapons and equipment. You could have the galaxy's largest stockpile of spare parts, but without a chassis to mount them in, you've got nothing. Multiple 'Mech configurations can be constructed from the same basic chassis, and you'll find chassis capable of supporting anywhere from 20 to 100 tons of armour, weapons and equipment. Additionally, each chassis is divided up into eight locations that can hold equipment.

Whatever the tonnage a chassis is rated for is the maximum total tonnage of all the armour, weapons and equipment that can fit on the 'Mech. So, a 30-ton 'Mech can have no more than 30 tons of anything on it. Period—you can't field an overloaded 'Mech; the system will not let you. In fact, it just simply will not allow you to add on any additional components that take you over that tonnage limit.

Not only does the chassis define the maximum tonnage of the 'Mech design, it determines something we call critical spaces as well. (You can think of critical spaces as size, though it's more complicated than that.) Every weapon or system takes up a specific amount of critical spaces, and a particular chassis location can only hold a certain number of critical spaces. There is no tonnage limit or restriction on the number of components that a location can carry.

This means that a 'Mech is limited to its maximum tonnage in total armour, weapons and equipment in all its locations, while a particular location is limited in the number of critical spaces it can hold. That two-tiered limitation makes configuring a BattleMech tricky sometimes, but you'll get the hang of it quickly.

Thinking About Heat

Nearly everything your 'Mech does generates heat. Too much heat and your 'Mech shuts down. One of the pieces of equipment that you can add to a 'Mech is a heat sink. The more heat sinks your 'Mech has, the more heat it dissipates and the less likely it is to overheat. When modifying your 'Mech, always keep a careful eye on how much heat you are generating and how many heat sinks you'll need to manage it.

▶ # THE MAIN 'MECH LAB SCREEN

The main 'Mech Lab screen is divided into the following sections:

Design Designation: shows the name of the design and whether or not it is a variant of the primary version. Adjacent to this display is an icon of the currently selected design.

Chassis Data: shows the tonnage of each of the different major categories of systems or equipment, as well as the current tonnage and maximum tonnage for the chassis.

Current Load-Out: shows the current weapons and equipment configuration for the design. More information is available on the 'Mech Configuration screen (see page 38).

'Mech Appearance: this rotating image shows you what this particular design looks like. You can customise the appearance by clicking on either the left or right arrows to change the skin (paint job).

Design Data: this block of information lists the type of armour, its tonnage, the type of internal structure of the chassis and so on. You can modify the armour type, tonnage and type of internal structure on this screen, but we recommend waiting until you reach the 'Mech Configuration screen.

MFB Stockpile: lists all the chassis currently stored in your Mobile Field Base. To change which design you want to review or alter, select here.

Variants: lists the available variations on the primary design selected on the MFB Stockpile list. The variant is created when you change the 'Mech's load-out. You can also rename, save or delete a variant by clicking on those options.

Across the bottom of the screen are three buttons. The first is already highlighted and it represents the Main 'Mech Lab screen. The second takes you to the 'Mech Configuration screen (see below). The third takes you to the Weapon Grouping screen where you can assign your 'Mech weapons to different fire groups (see page 42).

BattleMech Modifications
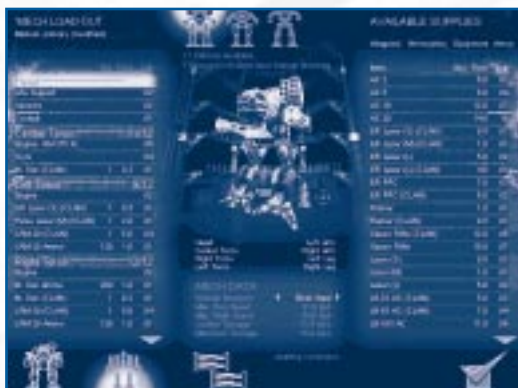
This screen allows you to completely alter a 'Mech's configuration. You can change its weapons, its ammo load-out, its armour type, how much ammo it's carrying, what size engine it has and what the material the chassis itself is made from. The screen is divided into the following areas:

Design Designation: Shows the same info as on the Main 'Mech Lab screen.

'Mech Load-Out: is a breakdown, chassis location by chassis location, of what is inside the BattleMech. The numbers to the right of the chassis location name are the currently used and maximum number of critical spaces for that location. Click on the particular location name to move it to the top of the display (or click on the up and down arrows). Click on an item to remove it from the 'Mech. If the item is greyed out, it cannot be altered. See "Modifying the Engine," "Modifying Weapons" and "Modifying Equipment" on page 40 for more information.

'Mech Appearance: this rotating image shows you what the 'Mech you are working on looks like. Directly beneath it is a listing of all the chassis locations. Select one and that location on the image highlights green and moves to the top of the 'Mech Load-Out listing.

Design Data: lists the type of armour, its tonnage, the type of internal structure of the chassis and so on. See "Modifying Internal Structure" and "Modifying Armour" on pages 39–40 for more information.

Available Supplies: is divided into *weapons*, *ammunition equipment* and *armour*. Select one of the headings to show all the components in that particular category. To add that component to a 'Mech, make sure the chassis location you want to place it in is selected on the 'Mech Load-

Out list and then click on the component. If the component name is greyed out, it cannot be placed in the currently selected chassis location due to either it requiring more critical spaces than the location has remaining or its additional weight exceeding the maximum tonnage of the design. Note that when the Equipment heading is selected, an additional display appears at the bottom of the column entitled Engine Selection. For more information on engine selection, see "Modifying the Engine" on page 40.

Across the bottom of the screen are three buttons. The first returns you to the Main 'Mech Lab screen. The second is highlighted because you are already at the 'Mech Configuration screen. The third takes you to the Weapon Grouping screen where you can assign your 'Mech weapons to different fire groups (see page 42).

Modifying Internal Structure

The Design Data section of the 'Mech Configuration screen allows you to modify the material that your chassis is made of. Your choices are *standard* and *endo-steel*. Standard internal structure is exactly that. Endo-steel is a recent advancement that reduces the overall weight of the chassis but increases the overall size of the structure, requiring critical spaces be reserved for the endo-steel chassis. When you select endo-steel, the number of critical spaces being automatically reserved for the endo-steel is noted above the 'Mech image. The 'Mech Lab will not allow you to add additional components if there are insufficient critical spaces remaining for the endo-steel. Endo-steel structure has no other impact on your design except for reducing the weight of the chassis at the expense of critical spaces.

Modifying Armour

The armour used on a BattleMechs is ablative, which means that pieces of it melt, fragment or shatter when damaged. The more armour your 'Mech has, the more resilient to damage it is. Armour is automatically distributed appropriately across your 'Mech, but be warned that most BattleMechs have thinner rear armour. You can use this to your advantage by trying to manoeuvre around your opponent for a rear shot, but the same weakness can also be used against you.

You have two options when it comes to modifying armour: *type* and *tonnage*.

Armour comes in two types, *standard* and *ferro-fibrous*. Standard armour is the material that the majority of BattleMechs are made of. Ferro-fibrous is a more modern alternative that provides better protection per ton, but requires critical spaces in return. Similar to endo-steel, you have to make a decision with ferro-fibrous armour of gaining additional armour protection in exchange for using up valuable critical spaces.

Regarding tonnage, basically the more tons of armour you have, the better protected all around your 'Mech is. If, when modifying a design you end up with extra available tonnage, see if you can add more armour.

To modify the armour on a 'Mech, open the Armour Allocation screen by clicking on "Armour" in the Available Supplies section of the 'Mech Modification screen. On this screen, each of the 'Mech's body locations is listed in the left column. Note that there is a separate listing for the rear armour of the centre, right and left torsos. Separate armour must be allocated to those areas.

Select the type of armour from the supply column on the right side of the screen and click on it again to allocate one-half ton of armour to the 'Mech. Though that armour is allocated to the 'Mech, it is not assigned to any location until you actually adjust the values of each location. Note that the information under Armour Allocation changes as you add armour. Remember, a 'Mech cannot carry more tons of equipment, including armour, than its gross weight, so you may not be able to allocate all of the armour you wish to without removing other equipment.

With each half-ton of armour, you receive a certain number of armour points to allocate directly to the body locations. This is reflected in the Total Points and Unassigned Points entries under Armour Allocation. To increase (or decrease) the armour value of a particular location, click on the right or left triangles surrounding the value for front or rear armour. Note that the 'Mech's chassis tonnage limits the number of armour points that can be assigned to a given location. Allocating ferro-fibrous armour, which requires additional critical spaces, may require you to remove equipment as well in order to make room for those critical spaces.

You can click on "Auto-Distribute Armour Points" and allow the 'Mech Lab to handle allocation of unassigned armour points for you.

Modifying the Engine

Select the Equipment heading of the Available Supplies column to modify the default engine your 'Mech is equipped with. You can vary the *tonnage* of the engine as well as the *type* of engine.

Varying the tonnage simply installs a heavier, more powerful engine. The more powerful the engine, the faster your 'Mech can run and walk.

The type of engine refers to how it's manufactured. Standard engines are what comes on most BattleMechs. More modern BattleMechs come with XL (extra-light) engines. XL engines are like endo-steel internal structure in that they are lighter than standard engines, but require additional critical spaces. All engines take up six critical spaces in the centre torso, but XL engines require additional spaces in both the left and right torsos. If the engine cannot be installed because the left or right torsos are already full, the 'Mech Lab will not allow you to install that type of engine.

Modifying Weapons

A wide variety of weapons are available for installation on a BattleMech, and many of them come in Inner Sphere and Clan variations. Consult the BattleMech components section (pages 17–21) and the Weapon Tables (pages 43–44) for information related to specific weapons. Pay careful note of the tonnage of the weapon, the number of critical spaces it uses up and whether or not it requires ammunition.

Installing and Removing Weapons

To add a weapon, first select the chassis location you want to install to in the 'Mech Load-Out column. Then click on the desired weapon in the Available Supplies column. Only those weapons listed in green in the Available Supplies column can be installed in the selected location. If the weapon is listed in grey, it cannot be installed due to tonnage or critical spaces limitations.

To remove a weapon, select it to automatically remove it from the chassis location and place it in the Available Supplies list.

Ammunition

Some weapons require ammunition. In order for the weapon to work, one or more tons of ammunition must be installed along with the weapon—though it need not be installed into the same chassis location as the weapon itself.

Ammunition can explode during combat if your 'Mech overheats or if the armour in that chassis location gets blown through. Since an ammo explosion can utterly destroy your 'Mech, it is recommended that every chassis location that contains ammunition also contain a piece of equipment called CASE. CASE is a system that vents an ammo explosion clear of the 'Mech, saving the 'Mech but destroying all the components in that chassis location. It's an easy price to pay for keeping the 'Mech intact and you alive. See "CASE" on page 21 for more information.

Modifying Equipment

There is also a long list of equipment that can be added to a BattleMech. Reference the "BattleMech Components" section (pages 17–21) for information related to specific equipment and components. Make sure you install at least an adequate number of standard or double heat sinks to handle the amount of heat your 'Mech is going to generate.

Installing and Removing Components

To add a component, first select the chassis location you want to install to in the 'Mech Load-Out column. Then click on the desired component in the Available Supplies column. Only those pieces of equipment listed in green in the Available Supplies column can be installed in the selected location. If the component is listed in grey, it cannot be installed due to tonnage or critical spaces limitations.

To remove a component, select it to automatically remove it from the chassis location and place it in the Available Supplies list.

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WEAPON GROUPING

After you have selected your weapons, you can group them into up to five weapon groups. Weapon groups allow you to arrange your weapons to conform to your fighting style. Some MechWarriors like to place short-, medium- and long-range weapons into three different groups. Others prefer to arrange energy, ballistic and missile weapons into groups. Still others group their weapons according to where they are loaded on the 'Mech chassis.

To access the Weapon Grouping screen, click the third button from the left at the bottom of the screen.

On the left-hand side of the screen are your weapon groups. On the right are unassigned weapons. Note that the MFB will assign your weapons to default groups for you.

To remove a weapon to a group, click on it on the left-hand side to move it to the Unassigned Weapons list on the right.

To assign a weapon to a group, first click the weapon group from the left column. Then click on the weapon you want from the Unassigned Weapons list to assign it to that weapon group.

Each weapon has its location indicated to the right of the weapon name:

- **H** = Head
- **LA** = Left Arm
- **RA** = Right Arm
- **LT** = Left Torso
- **CT** = Centre Torso
- **RT** = Right Torso

Important: Any weapon left in the Unassigned Weapons column will not be available to fire in the game. You are still, however, carrying the weapon on your 'Mech.

You can also change your weapon grouping in the game itself by first selecting the weapon (press the [Enter] key to quickly move to the weapon you want). To reassign the weapon, press [Shift] and then [F1], [F2], [F3], [F4] or [F5] to assign the weapon to the desired group.

► WEAPON TABLES

The following are tables of all of the weapons available for mounting on a BattleMech. If the weapon does not specifically say "Clan," then it is an Inner Sphere weapon.

Energy Weapons

ENERGY WEAPON TYPE	HEAT (PER SHOT)	MAXIMUM DAMAGE	TONNAGE	CRITICAL SPACES	AMMO PER TON	RANGE
Small Laser	1	Low	0.5	1	N/A	120 meters
Medium Laser	3	Medium	1	1	N/A	360 meters
Large Laser	8	High	5	2	N/A	600 meters
ER Small Laser (Clan)	2	Medium	0.5	1	N/A	240 meters
ER Medium Laser (Clan)	5	Medium	1	1	N/A	600 meters
ER Large Laser	12	High	5	2	N/A	1,000 meters
ER Large Laser (Clan)	12	High	4	1	N/A	1,000 meters
Small Pulse Laser	2	Low	1	1	N/A	240 meters
Small Pulse Laser (Clan)	2	Low	1	1	N/A	240 meters
Medium Pulse Laser	4	Medium	2	1	N/A	480 meters
Medium Pulse Laser (Clan)	4	Medium	2	1	N/A	480 meters
Large Pulse Laser	10	High	7	2	N/A	800 meters
Large Pulse Laser (Clan)	10	High	6	2	N/A	800 meters
ER PPC	15	High	7	3	N/A	920 meters
ER PPC (Clan)	15	Very High	6	2	N/A	920 meters
Flamer	3	Low (heat)	1	1	N/A	120 meters
Flamer (Clan)	3	Low (heat)	0.5	1	N/A	120 meters

Ballistic Weapons

BALLISTIC WEAPON TYPE	HEAT (PER SHOT)	MAXIMUM DAMAGE	TONNAGE	CRITICAL SPACES	AMMO PER TON	RANGE
Gauss Rifle	1	Very High	15	7	8	880 meters
Gauss Rifle (Clan)	1	Very High	12	6	8	880 meters
Autocannon 2	1	Low	6	1	45	720 meters
Autocannon 5	1	Medium	8	4	20	600 meters
Autocannon 10	3	High	12	7	10	450 meters
Autocannon 20	7	Extreme	14	10	5	270 meters
LB-2X Autocannon (Clan)	1	Low	5	3	45	870 meters
LB-5X Autocannon (Clan)	1	Medium	7	4	20	690 meters
LB-10X Autocannon	2	High	11	6	10	520 meters

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Ballistic Weapons, cont.

BALLISTIC WEAPON TYPE	HEAT (PER SHOT)	MAXIMUM DAMAGE	TONNAGE	CRITICAL SPACES	AMMO PER TON	RANGE
LB-10X Autocannon (Clan)	2	High	10	5	10	520 meters
LB-20X Autocannon (Clan)	6	Extreme	12	9	5	330 meters
Ultra Autocannon 2 (Clan)	1	Low	5	2	45	810 meters
Ultra Autocannon 5	1	Medium	9	5	20	630 meters
Ultra Autocannon 5 (Clan)	1	Medium	7	3	20	630 meters
Ultra Autocannon 10 (Clan)	3	High	10	4	10	540 meters
Ultra Autocannon 20 (Clan)	7	Extreme	12	8	5	360 meters
Machine Gun	0	Low	0.5	1	200	120 meters
Machine Gun (Clan)	0	Low	0.25	1	200	120 meters

Missile Weapons

| MISSILE WEAPON TYPE	HEAT (PER SHOT)	MAXIMUM DAMAGE	TONNAGE	CRITICAL SPACES	AMMO PER TON	RANGE
LRM 5	2	Medium	2	1	24	800 meters
LRM 5 (Clan)	2	Medium	1	1	24	800 meters
LRM 10	4	High	5	2	12	800 meters
LRM 10 (Clan)	4	High	2.5	1	12	800 meters
LRM 15	5	Very High	7	3	8	800 meters
LRM 15 (Clan)	5	Very High	3.5	2	8	800 meters
LRM 20	6	Extreme	10	5	6	800 meters
LRM 20 (Clan)	6	Extreme	5	4	6	800 meters
SRM 2	2	Low	1	1	50	360 meters
SRM 2 (Clan)	2	Low	0.5	1	50	360 meters
SRM 4	3	High	2	1	25	360 meters
SRM 4 (Clan)	3	High	1	1	25	360 meters
SRM 6	4	Very High	3	2	15	360 meters
SRM 6 (Clan)	4	Very High	1.5	1	15	360 meters
Streak SRM 2	2	Low	1.5	1	50	480 meters
Streak SRM 2 (Clan)	2	Low	1	1	50	480 meters
Streak SRM 4 (Clan)	3	High	2	1	25	480 meters
Streak SRM 6 (Clan)	6	Very High	3	2	15	480 meters
NARC	0	N/A	3	2	6	1,000 meters
NARC (Clan)	0	N/A	2	1	6	1,000 meters

CHAPTER 8: GAME MODES

► CAMPAIGN

Select Campaign from the Main screen to start the single-player game. The Campaign is a series of linked missions which follow a story line.

You need to either select an existing pilot or create a new one. The current mission is highlighted in the upper right-hand corner. You can select a mission from this list to replay it. After you hit the Accept button, watch the Mission Briefing movie which will outline the situation and describe the mission objectives.
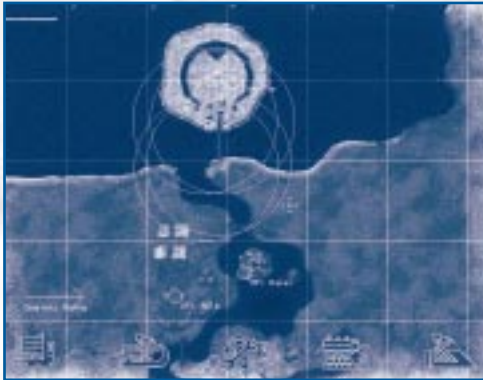
At the next screen, you can review the map for the mission, including op points and fixed enemy emplacements. In addition, you can replay the Briefing, access the 'Mech Lab (see Chapter 7) and allocate salvage from the previous mission (see page 34). Press the Launch button to start the mission. In addition, you must complete the mission without a "Dishonorable" label (see page 48).

After the mission ends (either successfully or unsuccessfully), you will see the Mission Resolution screen (see pages 33–34). You cannot continue to the next Campaign mission until you successfully complete your current one.

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▶ TRAINING

Select Training from the Main screen to brush up on your BattleMech skills. You need to either select an existing pilot or create a new one. After you hit the Accept button, a list of training missions will appear.

Select one of four training missions by clicking on the arrows in the upper right-hand corner. A mission description appears in the box below. Hit the Launch button to start the training mission.

During the mission, you will hear directions from your instructor. Follow these instructions to successfully complete your training mission.

▶ INSTANT ACTION

Select Instant Action from the Main screen to create a quick and dirty battle to hone your skills. You must then select an existing pilot or create a new one. Note that the various battle statistics for each pilot are displayed in the right-hand corner of that screen. See page 11 for information about creating or selecting a pilot.

Once you have a pilot, you must create your Instant Action battle.

Allied Force Selection: choose your 'Mech, whether or not you have a Mobile Field Base, whether or not you have lancemates, as well as what 'Mechs those lancemates have. Don't worry about selecting variants of those 'Mechs here; you'll have that option on the Instant Action Briefing screen.

Enemy Force Selection: select up to six enemy 'Mechs (with variants listed in the second column) as your opposition. (If you select *Battle Progression*, you cannot select which enemy forces you will face.)

Operation Map: choose from the four available operation area maps for your battle.

Battle Type: select from the five available options.

Battle – defeat the enemy you designate

Battle Waves – defend against waves of enemy 'Mechs that you designate

Battle Progression – fight against waves of progressively tougher enemy 'Mechs

Attack – destroy an enemy base

Defend – protect an allied base from enemy attack

When you've finished setting all the Instant Action options, click the Accept button in the lower right corner. This takes you to the Instant Action Briefing screen where you will see a map of the combat area you selected. You can now click on the 'Mech Lab icon to alter the configurations of the 'Mechs you selected for yourself and your lancemates.

Once you are done reconfiguring your 'Mechs, click the Launch button in the lower right corner to begin the battle.

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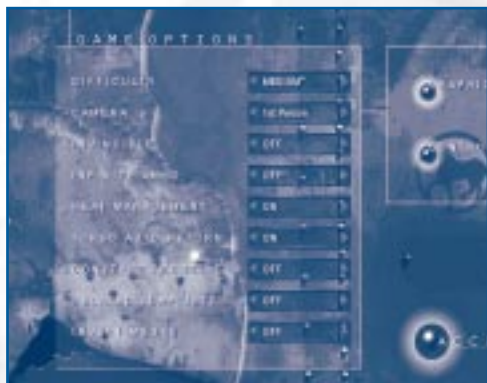
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CHAPTER 9: GAME OPTIONS

The Game Options screen, accessed from the Main screen, allows you to set a number of gameplay, graphics, audio and control options.

▶ GAMEPLAY

The following gameplay options are available. Most must be set before you begin a mission and cannot be adjusted once a mission has started.

If you turn on Invincible, Infinite Ammo or Heat Management, you will be branded "Dishonourable" (and will not receive credit for completing a Campaign mission).

Difficulty: the three options of *Low*, *Medium* and *High* affect how difficult each mission is. Default is *Medium*.

Camera: *1st Person* places your point of view in the cockpit and is the traditional **MechWarrior** view. *3rd Person (high)* and *3rd Person (low)* place the camera behind the 'Mech you are controlling. You can cycle through these view modes during the game by pressing the ⌧ key. Default is *1st Person*.

Invincible: setting this to *On* makes your 'Mech impervious to all types of damage. Default is *Off*.

Infinite Ammo: setting this to *On* prevents your 'Mech from running out of ammunition. Default is *Off*.

Heat Management: if this is set to *Off*, all heat generation and effects are ignored. Default is *On*.

Torso Auto Return: if this is set to *On*, a rotated torso will automatically return to the facing forward position. Default is *Off*.

Constant Throttle: if this is set to *Off*, then the ⬆ key acts as a gas pedal. As long as you hold down the ⬆ key, your 'Mech will move forward. If this is set to *On*, then the ⬆ key changes the throttle setting in increments that remain until you press the ⬇ key.
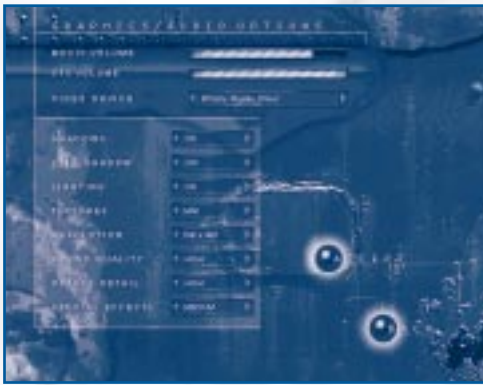
Relaxed Jump Jets: if this is set to *Off*, then you cannot manoeuvre your 'Mech while it is in the air.

Invert Mouse: if this is set to *On*, pushing the mouse forward makes your 'Mech look down. If this is set to *Off*, pushing the mouse forward makes your 'Mech look up.

▶ GRAPHICS AND AUDIO

Selecting Graphics & Audio brings up an options screen with the following choices. Note that many of these options are set automatically depending on the graphics configuration of your computer.

Music Volume: sets the volume control for the game's music.

SFX Volume: sets the volume control for the game's sound effects.

Video Device: choose *Software Render* if you do not have a 3-D graphics accelerator card. Choose *Primary Display Driver* if you have a Direct3D graphics accelerator. If you have a 3Dfx Voodoo or Voodoo 2 graphics accelerator, you can select *3Dfx DirectX Driver*.

Shadows: turns object shadows *On* or *Off*.

Self Shadow: when *Off*, your 'Mech itself casts no shadow.

Lighting: turns source light effects, such as from explosions, *On* or *Off*.

Textures: sets the megabytes of memory to be used displaying object textures.

Resolution: the higher the display resolution of the game, the greater the processing burden on the machine running **MechWarrior 3**.

Sound Quality: sets the playback quality of the in-game sound to *Low*, *Medium* or *High*.

Object Detail: sets the detail and resolution of the in-game objects to *Low*, *Medium* or *High*.

Special Effects: sets the resolution of the in-game special effects (explosions, etc.) to *Low*, *Medium* or *High*.

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► CONTROLS

From this screen, you can set the controls for Movement, Views, Cockpit, Mission, Weapons, Targeting and Communications. Game functions are listed along with their corresponding keyboard, mouse and joystick commands. Select the game function to view a description of it in the text box below the list.

Some game commands (such as Turn left) can be assigned to a joystick or mouse axis. If so, you can click the Assign Axis button. Scroll through the choices in this dialog box by clicking the left and right arrows.

To alter any of the game functions, select it in the left-most column. Then click in the column for either Key A, Key B, Mouse or Joystick. Assign the game function a command by pressing a key, clicking the mouse or using the joystick in the manner that you want. For example, if you want to change the command for Jettison Ammo, first select that game function. Then if you want to change the assigned key command, select the Key A column and press the key command you want to trigger that action. Note that you can assign two different key commands to the same game function by entering key commands for both the Key A and Key B columns.

To save your new control configuration, click the Save button. To load a configuration, click the Load button. To reset all the keyboard and mouse commands to the game defaults, click the Key Reset button. To reset all the joystick commands to the game defaults, click the Joy Reset button.

Click the Cancel button to return to the previous screen without saving your changes. If you click the Accept button, you will be prompted to save your changes.

Please see the Quick Reference Card for a full listing of all keyboard commands along with diagrams for joystick and mouse control.

CHAPTER 10: MULTIPLAYER

As advanced as the **MechWarrior 3** enemy AI is, perhaps the most challenging version of the game is multiplayer where the enemy is human. You can play multiplayer games over modems, a LAN (Local Area Network) and the Internet.

Please visit www.games.com for the most up-to-date information on how to play **MechWarrior 3** and other great MicroProse/Hasbro Interactive games on the Internet.

▶ MODEM PLAY

To play **MechWarrior 3** over modems, both players need to have 28.8 kps modems or faster connected to both their telephone lines and their computers. The Host, or initiator for a modem game, calls the other person (who Answers).

■ To *host* a modem game:

1. Click the Multiplayer button at the Main screen.

2. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

3. At the Multiplayer Access screen, configure your Net Name and Host Setup. See page 57 for more information.

4. Choose "Modem Connection" for Connection Type and click the Connect box.

5. Click the Answer button at the bottom of the screen to continue to the Multiplayer Game Setup screen. Your modem will automatically answer when the other modem calls.

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■ To **join** a modem game:

1. Click the Multiplayer button at the Main screen.

2. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

3. At the Multiplayer Access screen, configure your Net Name. See page 57 for more information.

4. Choose "Modem Connection" for Connection Type and click the Connect box.

5. Enter the phone number you want to dial under "Phone number."

6. When you are ready to dial, click the Dial button next to "Phone number."

7. Your modem will dial the phone number, and then the modem at the other end of the phone line should answer.

8. Choose the game you want to join from the list of available games under "Sessions" and click the Join button.

See the "Multiplayer Game Setup" section below for further instructions.

▶ LAN PLAY

Local Area Network play requires access to a local area network capable of supporting either the IPX or TCP/IP network protocol.

On a home LAN system, each of the computers involved must have a network interface card (10 Mbs or 100 Mbs) that supports the IPX or TCP/IP network protocol. In addition, there must be a network hub that supports the speed of the cards involved (a 10/100 will handle both). Set up the network as instructed with the information provided with the network cards and the hubs. If you need additional assistance in installing the network protocols (which should install automatically with the network card), consult your Windows manual. Once the network is installed, make sure that all the computers involved can transfer data to and from each other before you attempt to run **MechWarrior 3**.
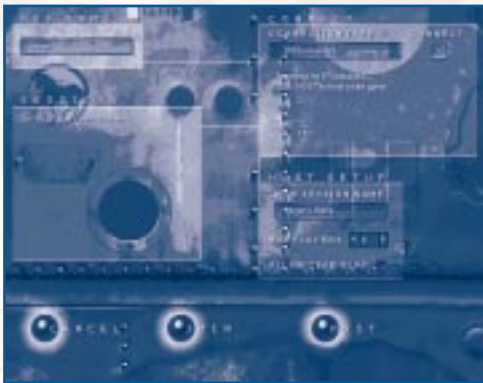
LAN Play Over IPX

■ To **host** a LAN game using the IPX protocol:

1. Click the Multiplayer button at the Main screen.

2. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

3. At the Multiplayer Access screen, configure your Net Name and Host Setup. See page 57 for more information.

4. Choose "IPX Connection" for Connection Type, then click the Connect box.

5. When you are ready, click the Host button at the bottom of the screen to continue to the Multiplayer Game Setup screen.

■ To **join** a LAN game using the IPX protocol:

1. Click the Multiplayer button at the Main screen.

2. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

3. At the Multiplayer Access screen, configure your Net Name. See page 57 for more information.

4. Choose "IPX Connection" for Connection Type, then click the Connect box.

5. Choose the multiplayer game you want to join from the list of available games under Sessions.

6. Click the Join button to continue to the Multiplayer Game Setup screen.

See the "Multiplayer Game Setup" section below for further instructions.

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LAN Play Over TCP/IP

■ To **host** a LAN game using the TCP/IP protocol:

1. Click the Multiplayer button at the Main screen.

2. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

3. At the Multiplayer Access screen, configure your Net Name and Host Setup. See page 57 for more information.

4. Choose "TCP/IP Connection" for Connection Type, then click the Connect box. Leave the IP Address field blank.

5. When you are ready, click the Host button at the bottom of the screen to continue to the Multiplayer Game Setup screen.

■ To **join** a LAN game using the TCP/IP protocol:

1. Click the Multiplayer button at the Main screen.

2. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

3. At the Multiplayer Access screen, configure your Net Name. See page 57 for more information.

4. Choose "TCP/IP Connection" for Connection Type, then click the Connect box.
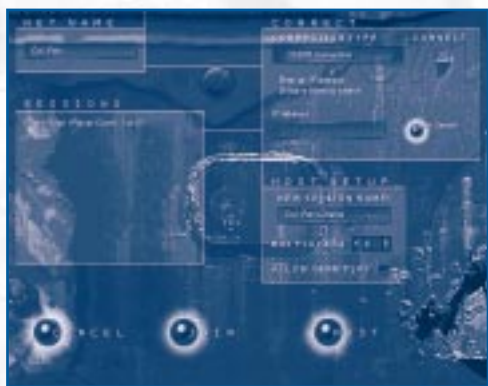
5. Leave the box below "IP Address" blank and click the Find Game button to search for **MechWarrior 3** games on your LAN.

6. Choose the multiplayer game you want to join from the list of available games under Sessions.

7. Click the Join button to continue to the Multiplayer Game Setup screen.

See the "Multiplayer Game Setup" section below for further instructions.

► INTERNET PLAY

To play **MechWarrior 3** over the Internet, you need a true TCP/IP connection. You must be connected to the Internet via modem or internal network. In addition, if you are joining a game, you need to know the IP address of your Host's computer.

■ To *host* a network or Internet game using the TCP/IP protocol:

1. Make sure you tell your IP address to everyone who will join your **MechWarrior 3** game before you start the game. If you do not know your IP address, follow these instructions:

   a. Do *not* start **MechWarrior 3**.

   b. If you connect to the Internet via modem, make sure you are connected to your ISP (Internet Service Provider).

   c. Click the Start button and select Programs > MicroProse > MechWarrior 3 > Find IP Address. This will display the IP address of your computer.

   d. Write down this number and give it to your friends via e-mail, chat or a phone call.

2. Load **MechWarrior 3** and click the Multiplayer button at the Main screen.

3. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

4. At the Multiplayer Access screen, configure your Net Name and Host Setup. See page 57 for more information.

5. Choose "TCP/IP Connection" for Connection Type, then click the Connect box.

6. When you are ready, click the Host button at the bottom of the screen to continue to the Multiplayer Game Setup screen.

■ To *join* a network or Internet game using the TCP/IP protocol:

1. Make sure you know the IP address of your Host before you start **MechWarrior 3**.

2. Click the Multiplayer button at the Main screen.

3. Choose a pilot at the next screen and click the Accept button. The number of kills vs. deaths in multiplayer games for that pilot is displayed in the upper right corner. See page 11 for more information on pilot entries.

4. At the Multiplayer Access screen, configure your Net Name. See page 57 for more information.

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5. Choose "TCP/IP Connection" for Connection Type, then click the Connect box.

6. Enter the IP address of the game you want to join in the box below "IP Address." This number will be the IP address of your Host's computer. (Remember that the Find Game button will not search for games on the Internet, only over LANs.)

7. Choose the multiplayer game you want to join from the list of available games under Sessions.

8. Click the Join button to continue to the Multiplayer Game Setup screen.

See the "Multiplayer Game Setup" section below for further instructions.

MSN Gaming Zone

If you are looking for an opponent, visit MSN Gaming Zone to meet fellow **MechWarrior 3** players. MSN Gaming Zone offers chat areas, tournaments and more. You must log onto the MSN Gaming Zone before starting **MechWarrior 3**.

1. To log onto MSN Gaming Zone, load your Web browser.

2. Type "www.zone.com" in the Address field.

3. If you have not registered on MSN Gaming Zone, click "New Zone Users – Signup to play games" and follow the onscreen instructions.

4. Click "Play Games."

5. From the list, choose "Simulation."

6. From the "Simulation Games" list, choose "MechWarrior 3."

7. Click on the game room you want to play in.

8. Log onto MSN Gaming Zone and you will enter that game room.

9. Choose the multiplayer game you want to join. If you want to host, click on an empty slot.

10. The **MechWarrior 3** program will automatically start once the host presses Launch.

The MSN Gaming Zone is an independent gaming service run by Microsoft Corporation. Hasbro Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the MSN Gaming Zone, including, without limitation, links to other Web sites or comments or other contact between users of the MSN Gaming Zone.

▶ MULTIPLAYER ACCESS SCREEN
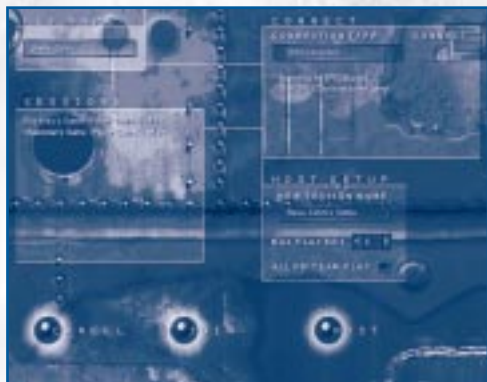
The Multiplayer Access screen lets you change your Net Name and Host Setup (in addition to Connection Type).

Net Name

The Net Name is simply the name you will be known by in any multiplayer games you connect to. By default, it is the same name as the pilot you chose, but you can change it if you wish.

Connection Type

Click on the Connection Type button to select either Modem Connection, IPX Connection or TCP/IP Connection. For more information, see "Modem Play," "LAN Play" and "Internet Play" above for more information.

Sessions

When multiple game sessions are available, such as on a LAN, the names of those multiplayer games appear under "Sessions." Choose the session that you wish to join by clicking on the name. Games already in progress are listed as "In Progress." You cannot join a game that has already started, but you can click the Join button to wait to play in the next game.

Host Setup

If you want to host a multiplayer game, you need to first choose a Connection Type. Then click the Host button at the bottom of the screen to bring up the Host Setup options.

New Session Name

Type in a name for your game in this field. The session name will default to your pilot's name plus "Game." This is especially important on a LAN where multiple **MechWarrior 3** games may be running. Name your game something recognizable so the players who are going to participate know which one is yours.

Max Players

MechWarrior 3 supports up to eight players in a single multiplayer game over a LAN or the Internet. If you and three of your friends are going to play, set this for four players so no one else can join.

Allow Team Play

MechWarrior 3 supports team play against other human players. If you check this box, players can play on teams against other teams. Any victories are team victories. If you do not check this box, then the game will be a free-for-all or "deathmatch."

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► **MULTIPLAYER GAME SETUP SCREEN**

If you are the Host, you can configure your multiplayer game at this screen. If you are participating in a multiplayer game, you can watch the setup and chat with fellow players.

If the Host allows, you can click the 'Mech Lab button to configure your BattleMech (see Chapter 7). Once you have finished configuring your 'Mech, you will return to the Multiplayer Game Setup screen. While you are in the 'Mech Lab, your name will be followed by "In Mech Lab" on the Player Setup list.

Game Setup

Only the Host can set the options under Game Setup.

- **World:** lists all eight maps available for multiplayer games.

- **Kill Limit:** sets the number of kills at which the game ends (1, 5, 10, 20, 40 or Unlimited). If you are playing a Team Play game, the Kill Limit applies to the whole team.

- **Time Limit:** sets the length of the game in minutes (5, 10, 20, 30, Unlimited).

- **Weight Limit:** sets the maximum tonnage per player.

- **Allow Respawn:** select this to allow a killed player to return to the game with a new 'Mech.

- **Allow Mobile Base:** select this to place a Mobile Field Base on the map. This MFB is available to all players for repairing 'Mechs.

- **Use Stock 'Mechs:** select this to force players to use off-the-shelf 'Mechs. This means that no 'Mech Lab modifications are allowed.

- **Unlimited Ammo:** select this to give all players unlimited ammunition.

- **Force First Person:** select this to disallow any external views. All players are limited to the in-cockpit view.

Scores

This area lists information for all players for the last game just played.

Chat

The Chat area displays messages sent by players. To send a message, type in the text box under "Enter Chat Message" and press the (Enter) key. If you are in a Team Play game and you want to send messages to just your teammates, click the Chat Team check box.

Hasbro Interactive does not monitor, control, endorse or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

If you are under 18 years of age, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

Player Setup

You can set up teams, choose teams, pick a team skin and more in the Player Setup area. In the Player Setup list, the Host's name is followed by two plus signs to distinguish that player.

Free-for-All

If the Host did not choose "Allow Team Play," all players are listed under "Unaffiliated Players." Players can choose skins for themselves.

Once all participants are ready, they should click on the "I Am Ready" button to signify that that they are ready to begin. Their names will be followed by "Ready!" in the Player Setup list. Once all players are ready, the Host can click on the Start button to begin the free-for-all battle (or "deathmatch").

Team Play

If the Host chose "Allow Team Play" in the Multiplayer Access screen, anyone can set up teams. Until a player joins a team, his or her name is listed under "Unaffiliated Players."

■ If you want to *create* a new team:

1. The Host must have already selected the "Allow Team Play" option at the previous screen.

2. Click the New Team button. Anyone can create a new team.

3. The dialog box above will appear. Choose a skin (paint job) for that team's 'Mechs. Then type in a name for your team (it will default to your name plus "Team"). Then click the Join Team box.

4. Click the Accept button, and the new team will be created with you listed as a team member.

■ If you want to ***join*** a team:

1. The Host must have already selected the "Allow Team Play" option at the previous screen, and a team name must be listed under "Team/Players."

2. Under "Team/Players," click on the team you want to join.

3. Click the Join Team button, and your name will move to underneath that team name.

Once players are ready, they should click the I Am Ready button to signify that they are ready to play. Their names will be followed by "Ready!" in the Player Setup list. Once all players are ready, the Host can click on the Start button to begin the Team Play game.

Remove

If you are the Host, you can remove any player from any team. First, click on the player's name and then click the Remove button. That player will then move to the "Unaffiliated Players" list. If you want to remove the entire team, click on the team name and then click the Remove button. All players on that team will move to the "Unaffiliated Players" list.

Kick Out

If you are the Host, you can completely remove a player from your multiplayer game. First, click on the player's name and then click the Kick Out button. That player will then exit all the way back to the Main screen.

Pick Skin

If you are in a free-for-all game, you can change your skin (paint job) by clicking on your name and then the Pick Skin button. Choose a new skin from the dialog box. If you are in a Team Play game, only the Host can change a team's skin. To change a team's skin, click on the team name and then click the Pick Skin button. Choose a new skin from the dialog box.

Lock Options

If you are the Host, once you are done setting all the Multiplayer Game Setup options, click the Lock Options button to lock all options and prevent other players from joining your game.

▶ IN THE MULTIPLAYER GAME

A multiplayer game ends when either the Kill Limit or Time Limit is reached. Players will see a game summary listing scores before returning to the Multiplayer Game Setup screen.

In-Game Chat

To send a message to everyone in the game, press numeric keypad ✱ and type your message. To send a message to just your teammates, press numeric keypad − and type your message.

Scores

To display the game scores, press the F12 key. This will show the current number of kills vs. deaths for all participants.

TECHNICAL SUPPORT

If you have problems and require assistance you can contact our Technical Support Hotline:

Phone: +44 (0) 1454 893900
Hours of operation: 9am – 5.30pm GMT/BST, Monday to Friday
Fax: +44 (0) 1454 894296

Note: Phoning this number costs the same as a standard rate call no matter where you call from in the UK. If you do telephone the Technical Support line, if possible please be sitting in-front of your computer and have a pen and paper at the ready. Before contacting our Technical Support Hotline, please try to have the following information ready so that we may help you more efficiently:
The name of the game, the make & model of your computer, processor and speed, peripherals, graphics card, version of Windows, amount of memory installed, the exact error reported (if any) and version numbers of Direct X drivers.

EMAIL

Alternatively you can email our Technical Support operators:

microprose_europe@compuserve.com

WEBSITE

http://www.microprose.com

To ensure a prompt reply please summarise your issues as concisely as you can, giving details, as above, of the game, the problem or error, any circumstances that you feel relevant and your particular computer system. We will endeavour to return your mail within the day.

All letters should be addressed to:
Customer Support Group
MicroProse Customer Support
The Ridge, Chipping Sodbury,
S. Gloucestershire,
BS37 6BN, UK

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During this period the Product, if defective, will be replaced free of charge if returned to Hasbro at Caswell Way, Newport, Gwent, NP9 0YH, together with a dated proof of purchase, a brief description of the defect and the address to which it is to be returned. Any replacement will be warranted for a further 90 day period. This warranty does not affect your statutory rights in any way.

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