

MULTIPLAYER **BATTLETECH**®

A thick, solid brown horizontal bar spanning the width of the page, with a rounded right end.A dark gray sphere with a white highlight, containing the text "Operations Manual". A thin black line extends upwards from the top of the sphere, and a curved black line extends from the bottom right of the sphere.

Operations
Manual

MultiPlayer BattleTech™ Solaris

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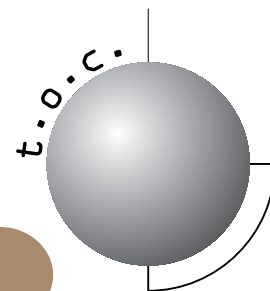


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GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

To play *MultiPlayer BattleTech: Solaris*, you need a minimum of a 486/66 CPU with 8 megs RAM running Windows 95, a Web browser (Netscape 2.0 or Internet Explorer is recommended) VESA local bus, 15 megs of hard drive space, SVGA monitor and card, a SoundBlaster-compatible card, and a modem with at least 9600 baud capability.

Faster machines enhance game play; graphics animate more smoothly and shapes jump, or “warp,” around the screen less. Faster modems and accesses do not appreciably affect the game, but may slightly increase performance by transferring the data faster.

The optimal configuration is a Pentium/66 or better with 8 megs RAM, 20+ megs of hard drive space, an SVGA card and monitor with 2 megs of VRAM, a sound card with general midi capability, a mouse and joystick, and access at 9600 baud. You are not just playing a “game” on this system — you are experiencing a universe.

DOWNLOADING

To become part of the *MultiPlayer BattleTech* experience, you first must download all files in order to build the front end. The *MultiPlayer BattleTech: Solaris* front end file, MPBTxxx.EXE (where “xxx” is the current version number), is a self-extracting archive. Place the file in a temporary directory and extract it by double-clicking on it. There are installation documents, FAQ information, and a README.DOC in this archive; please take the time to read these documents so that your install will reflect the most current changes in the front end files.

Double-click on SETUP.EXE in your BattleTech directory. This will automatically set up the *MultiPlayer BattleTech: Solaris* front end.

BATTLEMECHS

BattleMechs are available at every arena for use in battle. Repairs are picked up by the arena management after every battle — even in the event of total destruction. (Revenues from the rebroadcasting of duels are quite profitable.)

A full list of BattleMechs available in *MultiPlayer BattleTech: Solaris* can be found in Appendix III.

INTRODUCTION TO MULTIPLAYER BATTLETECH

The smell of sweat fills your cockpit. That same sweat trickles down your neck from under the bulky neurohelmet connecting you to your machine. Outside, it is well below freezing. Inside, it is all nerves and heat. The steady hum of a fusion engine vibrates through the ejection seat into your back. Glittering readouts illuminate the dark interior, indicating a successful drop to the planet's surface. Nine meters below, snow swirls in the gale-force winds at the feet of your humanoid BattleMech. Alarms ring throughout your helmet as sensors confirm enemies approaching...

BATTLETECH, THE GAME

FASA Corporation's *BattleTech*® is a universe in which tactical, strategic, and role-playing games combine to provide a complete gaming system for the player. *BattleTech*®, which celebrated its 12th year of development in 1996, is one of the most popular games in America today. It has spawned several related products, including four PC video games, three home video games, and a "virtual reality" experience in centers around the globe.

Kesmai Corporation's *MultiPlayer BattleTech*® is the culmination of efforts that began in 1990. The initial version drew from Activision's original *MechWarrior*™ game. The version released in 1996 takes advantage of advances in high-resolution graphics technology to produce a real-time, three-dimensional combat simulator. *MultiPlayer BattleTech*® is a unique experience both online and in the *BattleTech*® universe.

MECHWARRIORS AND YOUR ROLE

In the year 3025, walking metal giants known as *BattleMechs* are masters of the battlefield. Fearless *MechWarriors*, operating an armored BattleMech™, are part of an elite society which rules over the normal citizens of the Inner Sphere.

In *MultiPlayer BattleTech: Solaris* (MPBT), you interact with other players in the neutral game world Solaris VII™. Your goal is to become the best duelist on Solaris by proving yourself against other MechWarriors.

COMBAT QUICK START

DOWNLOAD

Follow instructions in the "Getting Started" section of this manual. Note that *MultiPlayer BattleTech: Solaris* is a Windows 95-only product and should be run only in Windows 95.

LOG-IN

After downloading and installing the front end files according to the directions in the README.DOC file, click the Play MultiPlayer BattleTech button.

CHOOSE A HANDLE

1. Type in the handle you've chosen and hit <RETURN> (or <ENTER>, depending on your keyboard). At this point, ComStar assigns you a permanent ComStar ID number. (See below.)
2. Read the text welcoming you, and click on OK at bottom.
3. Read the block of text that gives you a physical orientation.

FIND A MATCH

The International Sector, your starting point, is set up as a short walk through a tutorial of Solaris highlights. You can follow this short tutorial, or you can choose to jump right into combat by following these steps:

1. Click on the center icon of the *location display icon* group on the left side of the screen.
2. Click on ALL, and from the All Roster Search Options select "Show All Players." Take note of a district that shows other players.
3. Click on the Tram icon to the south in order to see the tram map of Solaris. Click on the district where you noted player activity, and select the Travel button to take the Tram there.





4. Click street scene icons (rooftops, streets, etc.) on the left side of the screen until you come to the arena in which you wish to fight. In each district there are five arenas with icons unique to that district. These include a red mountain-like icon (Kobe); a blue icon with a classical stadium (Silesia); an icon showing a purple factory building (Montenegro); a green pagoda-like building (Cathay); or a large rectangular building on a yellow icon (Black Hills). Click on the arena to step into it. Next, you will enter the *arena ready room* by clicking on its door icon; once there you will begin preparing for your match.
5. Click on MECH (or press <F1>) and select a class of BattleMechs by clicking first on your choice and then on the SELECT button.
6. A variant may be offered to you in a screen format much like the one where you selected your BattleMech. Select a variant if you are presented with the option to do so.
7. Now click the *arena battlegrounds* icon (represented by a 'Mech™ in battle — you can't miss it). When your opponent is ready and moves into the arena battlegrounds, the match begins.

DESTROY THE ENEMY!

Use the BACKSPACE key to *switch* between input mode and targeting mode, and click on the left side of the mouse to *use* whichever mode you are in. Input mode allows you to use cockpit controls, and targeting mode allows you to twist your torso left and right as you shoot enemy 'Mechs. Note that input mode is the default mode and that with each new mission you will have to click into targeting mode. Press <F1> for a list of controls. When the battle is over you will see a cut-scene of a DropShip lifting off. Whether you've won or not will be fairly obvious. Check your scores by clicking on YES to see how well you did. When you're done, click on OK and get ready to begin the next match.

You are returned to the arena ready room after every battle. If you enter the arena ready room and there are people getting ready for their own duel, please be considerate and leave until they enter battle.

COMMUNICATING

THE INTERFACE

A horizontal gray bar divides the role-playing interface into upper and lower sections. On the gray bar are several different interface buttons that augment a character's ability to interact with the game world.



The top part of the screen is where all in-room communications occur. Everything said in a room appears here, including your own words. The line of text you are typing appears in a small input window underneath the top part of the screen. When you arrive in a room, this window displays the Handles of others who are present there.

The lower-left part of the screen contains the location display, which shows as many as five icons (the center one marking where you are; the other four representing adjacent locations), and the lower-right part of the screen gives a textual description of the current location. Navigate through the the streets of Solaris by clicking on the location icons in the lower-left quadrant of the screen.

The Options button in the upper-left corner of the location display lets players configure several important functions, including joystick support and sound controls.

The ComStar symbol in the lower left allows MechWarriors to send ComStar messages, read saved (unread) messages, and view their Solaris ranking tier (see Chapter 5).

Certain alerts and dialogue boxes appear in the lower right from time to time. These messages cover the location descriptions and usually require clicking on an acknowledgment button. Messages not requiring immediate action “gray out” until the top-most message is eliminated.

COMMUNICATING ONLINE

Talking

Players can easily talk through their characters. Simply type what you want to say, and it will be broadcast to all characters in the same location, or “room.” You can use the entire space provided in the middle bar for your message.

When characters talk, their handles precede what they say, like this:

```
Crucible =DHD= : Think you have what it takes?
```

ComStar messages

Players can speak to characters in other locations by using ComStar messages. You can send ComStar messages (called “C*s”) by clicking on the ComStar logo (a gold star in the location display), or by using the terminals found at bars or ComStar facilities. The *all-roster* lists everyone online and can send a ComStar message when you click on a character’s name.

Every terminal in any bar has the ability to send ComStar messages to any person in the game. Simply choose the option to send a ComStar message at the Terminal menu and enter the player’s ComStar ID. ComStar will route the message to that player even if the player is not currently online.

ComStar messages can be sent even if a character is not at a terminal. When an “incoming ComStar” notification is received, just click on YES (or press <TAB> + <Y>) to read it, or click on NO (<TAB> + <N>) to save it for later. Each time a character either logs in or returns from battle, a notification will appear if there are unread ComStar messages. Any character can read “saved” ComStar messages at any terminal. ComStar does not save more than 25 messages at a time, so it is important to remain current with your messages.

To respond to a ComStar message after reading it, click on REPLY (or press <R>) to write back to the sender, or click on OK (<RETURN>) to discard it. Clicking SEND (or pressing <ESCAPE> + <S>) sends your message, and clicking CANCEL (or pressing <ESCAPE> twice) aborts it.



Finally, the ComStar icon in the lower- left part of the screen provides the ability to send or receive ComStars from anywhere. Clicking it will provide the same functions as a ComStar terminal.

Etiquette

Communication between characters is one of the most enjoyable aspects of *MultiPlayer BattleTech*. There are, however, some guidelines based on standard “netiquette.” Please refrain from being vulgar or intentionally rude. Kesmai Corporation recommends that players follow GEnie communications guidelines. These are available on GEnie by typing “M3;7” at any GEnie prompt. We want *MultiPlayer BattleTech* to be fun for everyone.

Discovering who is online: The all-roster

This is a convenient way to see the ComStar ID, handle, and current location of every character online. Click on the center location icon (or press <5> on the keypad) to see the *all-roster*. A gray screen that shows the characters present in the room appears before the all-roster begins.

To view information on all characters online, click on the ALL button (or press <A>). There are several ways to filter the Handles so that you see only those that interest you. Choose the method you want to use from the menu. (Choosing to view ALL players online may produce a very long list. Be sure to choose a filter suited to your purposes to avoid a long scrolling list of Handles.) The display shows each player’s ComStar ID, Handle, and current sector, and location. Click on the MORE button (or press <M>) to show more names if there are many players on the list you have chosen. The CANCEL button (<ESCAPE>) exits the roster. After the all-roster is finished, click on the DONE button (<ESCAPE>) to leave the list.

The all-roster also provides the capability of sending a ComStar message to a player. Select a character by clicking on the character’s name, or move down to the character’s name with the cursor controls and press <RETURN>. A menu displays two options. Click on the appropriate option or press the corresponding number to send a ComStar message or examine the person’s personnel record.

SOLARIS

WELCOME TO SOLARIS

Welcome to Solaris VII, *the Game World*. MechWarriors from across the Inner Sphere come here to find fame, fortune, and glory. The best prove it day after day against all odds; the rest usually ship out as laborers on some periphery-bound DropShip, hoping eventually to claim the glory that was almost within their grasp.

Forget your past; where you come from doesn't matter. The only thing that counts is where you'll be in a few months.

Luck is nothing, skill is everything. If you're good, we'll know. If you're not, we won't.

From the introduction to "The Wanna-Be's Guide to Life on Solaris," Xolara Pressworks Inc., 3025.

What is Solaris?

Solaris VII is the game world on which MechWarriors fight for fame and glory. Here, warriors from each of the Great Houses and their mercenaries meet, make friends, make enemies, and duel without regard to their House allegiances; skill and determination make the only difference. There are no promotions and no prize money; the winner wins exclusive bragging rights, and his or her name appears in lights for everyone to see. And remember, skill alone allows one player to defeat another.

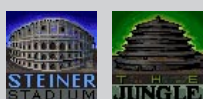
ARENAS

Arenas are the lifeblood of Solaris and the reason for the planet's continued prosperity and well-being. MechWarriors from across the Inner Sphere can duel against each other in any arena they wish.

Each of the five Great Houses on Solaris VII is represented by a sector, and each of those five sectors is made up of five districts. The 25 districts can all be accessed by way of the Tram system, which runs throughout Solaris City.

Entering combat

The *arena ready room* is the room from which players enter combat on Solaris. To get there, just click



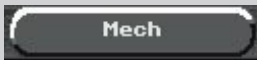
the icon for the arena you wish to visit. Inside will be a door leading to the arena ready room. Click on this door icon, and then prepare for your match.

Duel preparations

The buttons on the crossbar change to reflect the special preparations duelists must make here. They change to MECH (<F2>), SIDE (<F3>), and STATUS (<F4>).

HELP (<F1>)

Clicking on the HELP (or pressing <F1>) button brings up two pages that describe the locations you will encounter in the game, and it displays helpful tips that will assist you in navigating around the game environment. (These are the same pages that are displayed when you enter the game.)

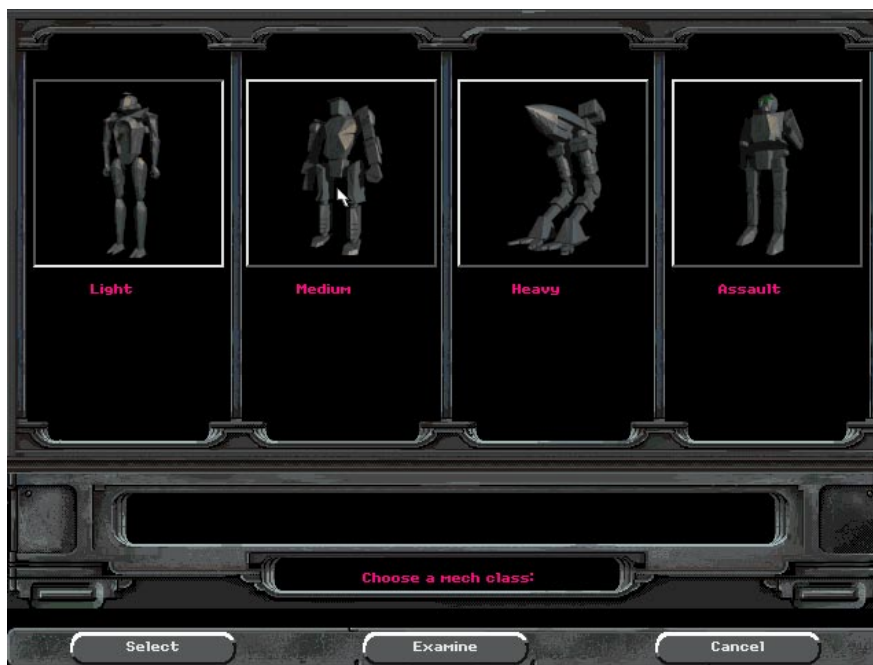


MECH (<F2>)

Clicking on the MECH (or pressing <F2>) button brings up a standard BattleMech selection screen that displays the four 'Mech weight classes — light, medium, heavy, and assault. Click on the weight class you and the other duelists have agreed upon and click on SELECT (or press <RETURN>). The selection screen will change to reflect the BattleMechs available within that class. Select one of those to see any available variants of that type. To “back out” of a selection and return to the last level, click on CANCEL (or press <ESCAPE>).

When you choose a variant, the selection screen vanishes and a dialogue window alerts you to your selection; click on OK (or press <RETURN>) to continue. Enter combat by clicking on the arena battlegrounds icon (represented by a 'Mech in combat). If you have chosen a BattleMech that you do not wish to pilot, you must reselect the type and variant you wish to pilot.

At any point, clicking on EXAMINE (or pressing <X>) gives more detail about the highlighted class or 'Mech. If you examine an entire weight class, a list of BattleMechs within that class and the number of variants each has appears. Use the EXAMINE function to display a list of all variants for that type. Examining an individual variant displays details about that 'Mech.



Side

Status

SIDE (<F3>)

Clicking SIDE (or pressing <F3>) brings up a menu of the eight sides. Players with the same side are considered teammates. Players may not all enter the arena while on the same side.

STATUS (<F4>)

The STATUS button (<F4>) lists every player in the arena ready room as well as each player's side and whether each has picked a BattleMech.

Picking a 'Mech and side and clicking on the arena battlegrounds icon declares your readiness for the duel. When the last person clicks on the arena battlegrounds, everyone drops into battle and the duel begins.

Sanctioned Matches

Certain arenas run what are known as sanctioned matches, where duelists make or break their reputations within the Solaris community. Each sector has two arenas that always run sanctioned matches: arena #1 (or the "main" arena for that sector) and arena #2. The only two colors to choose from in these arenas are red and blue, since sanctioned duels are always between two sides.

The results of every battle fought in these arenas are fed immediately into SCentEx, the Solaris central information exchange, which keeps track of a duelist's overall ranking. SCentEx calculates changes in rank by making comparisons between BattleMech effectiveness and MechWarrior rankings.

The scoring system

The paradigm for rising in rank is this: The greater the damage you inflict, and the less damage you sustain, the faster you rise in rank. If your opponent has a lower rank or a

less-effective BattleMech than you, your rank gain is less than it would be if you were fighting a fiercer 'Mech or an opponent with a higher rank.

Tiers

The entire community of MechWarriors is organized into seven tiers based on their rank score: Champion (highest), BattleMaster, Master, Veteran, Professional, Amateur, and Novice. Lists of these tiers are available at terminals in bars and ComStar facilities.

BARS



Bars have two special features: booths and terminals.

Booth functions

Just before the all-roster appears, a screen shows everyone in the room. In a bar, there are options to take a booth or to join a player already in a booth. By selecting “new booth,” a player can grab the next available booth. If there is a character in a booth whom you want to join in private conversation, select the player’s name by clicking JOIN (or pressing <J>). Conversations held in a booth cannot be heard by other occupants of the bar; nor can any conversation in the bar be heard by occupants of a booth. A terminal is present at every booth. To exit a private booth, press the STAND button, or leave the bar.

Terminals

Terminals have several important functions. Activate each function by selecting the appropriate number on the pop-up menu.

Send a ComStar message

This option allows you to send a ComStar message to any player in the game by using the intended recipient’s ComStar ID number.

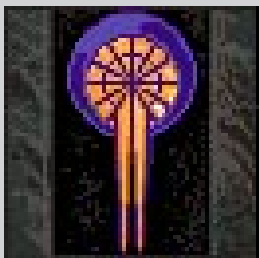
Receive a ComStar message

Sometimes you will receive more than one ComStar message at a time, and occasionally you will not be in a position to read a ComStar message the moment you receive it. Use this option to read a ComStar message when it suits you to do so.

Tier rankings

Every warrior on Solaris needs to know how well he or she is doing in relation to everyone else on Solaris. Clicking on this option displays your current rank in your tier, and also your rank score. In addition, a menu of the seven tiers appears. Selecting a tier displays statistics for every person in that tier; starting from the top-ranked duelist, the warriors’ ComStar IDs, Handles, rank scores, and win/loss ratios are presented. Clicking on MORE will show the next page of ranks; DONE will cancel this listing.

COMSTAR FACILITIES



This facility functions like a terminal does in a bar.

TRAM (MONORAIL)



This is an easy way to get to distant locations within the city, and it is the only way to get to any arena district on Solaris.

Click on the tram icon or move toward it using the cursor keys. A map appears showing the five sectors of Solaris City and their districts. Click on a sector name to see the sector's "dominant" terrain type, sector description, and the number of MechWarriors in that sector. Click on the TRAVEL button to take the tram to that sector.



COMBAT

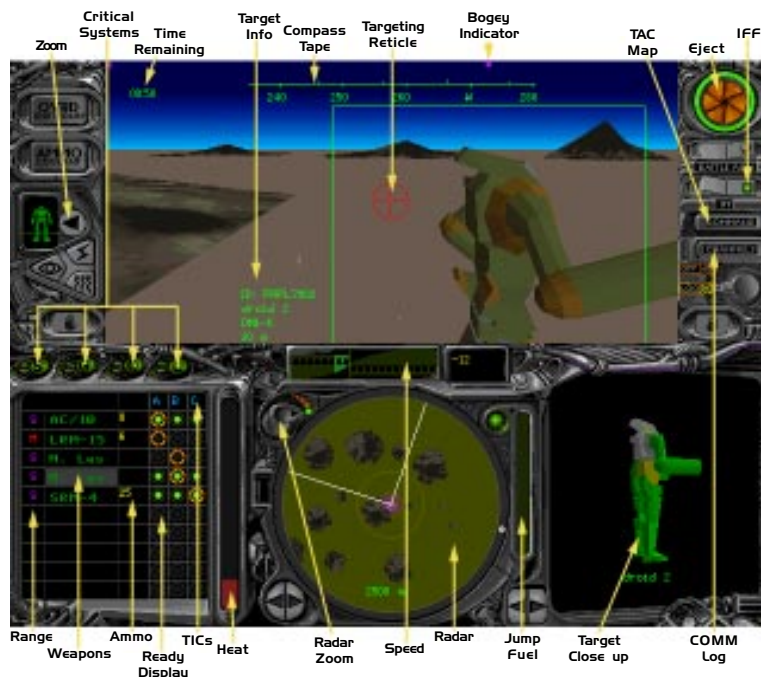
Combat is what attracts most players to *MultiPlayer BattleTech*. When you enter combat, you are transferred to the scarred surfaces of worlds where communication amounts to flashing lasers, strobing autocannons, and screaming particle cannons.

USING THE MOUSE: INPUT AND TARGET MODES

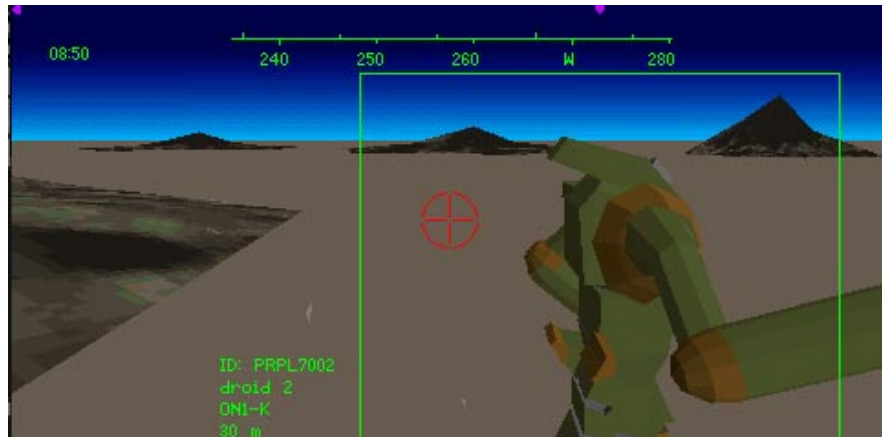
The basic control interface in combat is the mouse. There are two modes: input (for using the various cockpit controls) and targeting. The default setting is input mode. Switch modes by pressing the BACKSPACE key. When you enter input mode, the pointer appears in the center of the cockpit under the Main View Screen and the crosshairs do not move from their last location. When you enter targeting mode, the crosshairs remain where they were until you the mouse. Click on the left mouse button to fire the currently selected weapon and the right side to fire the currently-selected T.I.C.

THE COCKPIT

The cockpit has three subdivisions — the main view screen (MVS), located in the top-center of the combat screen; the side panels, located along the left and right sides of the MVS; and the information panel, along the bottom half of the screen under the MVS and side panels. Nearly everything a player needs to know during combat is present on the cockpit screen at all times. At a glance, a player can see all of the important data necessary to help win a battle.



Main view screen (MVS)



View from the cockpit

The MVS is the only way the MechWarrior can safely view the world from within his or her cockpit. Since it is an electronic compilation of sensor information, it serves to protect the MechWarrior somewhat by reducing glare from near-misses and explosions. It allows the warrior to view the battlefield in any direction and provides him or her with information to make destroying targets easier.

Heads-up display

The MVS contains all heads-up display (HUD) information. This includes the targeting reticle (crosshairs), the compass tape, target information, current BattleMech information, and mission time remaining.

Each of the functions below has a keyboard equivalent. Refer to the “Combat Controls” section for more information.

Targeting reticle (crosshairs)

The crosshairs remain in the center of the MVS. When the pilot moves the crosshairs, he or she is moving the torso of the BattleMech.

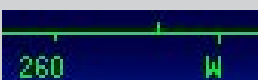
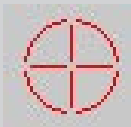
To move the crosshairs/torso for targeting, use the mouse, joystick, or the keys <A> for left movement, <D> for right movement, <W> for upward movement, and <S> for downward movement. On the stick and mouse, the default setting for pushing up will point the torso down. Similarly, pulling back will point the torso up.

Compass tape

The compass tape conveys two pieces of information: the direction of travel (called “heading,” indicated by the numbers and marks on the lower half of the tape), and the direction in which the torso is twisted (called “facing,” along the top of the tape).

Target information

This information is available only for the currently selected target.



Friend/foe designation

Targeting a 'Mech tells you whether that 'Mech is an enemy or ally. If the target is a hostile unit, it is enclosed by a single-lined box the color of the “constant” HUD displays. If the target is a friendly unit, it is enclosed by a double-lined box the color of the “constant” HUD information.

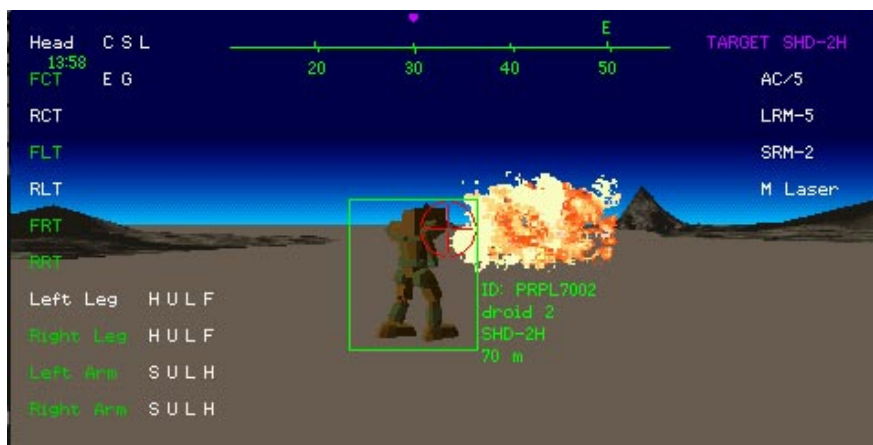
Any targeted unit is automatically displayed in the target status display (MFD-2).

Short information

This function displays a minimum of information about the target: Handle of the pilot, and type and variant of BattleMech. This information is displayed either in the MVS near the 'Mech or in the target status display (MFD-2).

Activate the short information by pressing the <Y> key.

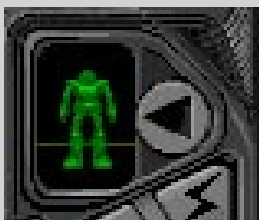
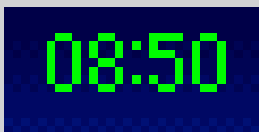
Detailed information



Your BattleMech's sensors are able to feed information directly to the targeting computer onboard your 'Mech. These sensor readings, coupled with the targeting computer's tactical evaluations, can estimate the damage status of any targeted unit. The structural integrity of each location is listed as a percentage.

A detailed readout of the functional status of a target's systems is found in white letters along the left and right sides of the HUD. Any non-functional system is displayed in black. Most internal systems, such as actuators and weapons, either work or do not, so evaluating their status is easy. Abbreviated location names are to the left of every system; weapons are listed individually on the right side of the HUD.

Some systems (gyros, life support, and sensors) can take damage before being completely destroyed. If they are functional but not intact, they display as red. The engine of every BattleMech is well-shielded; the engine has two damage levels before being destroyed: yellow (light damage) and red (heavy damage).



Each arm has anywhere from two to four actuators: shoulder (S), upper (U), lower (L), and hand (H). BattleMechs have fewer than four arm actuators in either or both arms when the weapons in that location occupy too much space. If an arm actuator sustains damage, weapons mounted in that arm become less accurate.

Each leg has four actuators: hip (H), upper (U), lower (L), and foot (F). All BattleMechs have four leg actuators in each leg. For each leg actuator that is damaged, the BattleMech's top speed decreases.

The detailed information option for a target shows all of the same information as the quick information unless the target's IFF indicator is off. Activate the detailed information of the target by pressing the <T> key.

Bogey indicators

Bogey indicators move across the top of the Main View Screen. These indicators represent hostile and friendly targets near the BattleMech.

Indicators for off-screen targets appear on the left or right side of the MVS in the direction that will most directly bring the target into view.

Your BattleMech information

This information concerns only your BattleMech and displays the same information as the target's detailed information option. Activate this function by pressing the <U> key.

Time remaining

The HUD always indicates the time remaining to complete a mission. Normally, this counter begins at 15 minutes.

Side panels

Left side panel

MVS magnification control

The main view screen of every BattleMech is capable of three levels of magnification: normal (1x), medium (5x), and high (10x). Crosshairs are present only when the MVS is set for the normal level of magnification.

To zoom in (increase magnification), press the ">" key. To zoom out (decrease magnification) press the "<" key. To return to normal magnification (turn zoom off), toggle the ">" or "<" key depending on whether you zoomed in or out.

Right side panel

The following functions appear from top to bottom.

Eject

This two-stage button enables the MechWarrior to eject from a BattleMech before a situation becomes life-threatening or before the damage to his or her BattleMech becomes irreparable. The first stage of activation opens the access cover; the second actually ejects the pilot, at which point battle ends for that warrior.

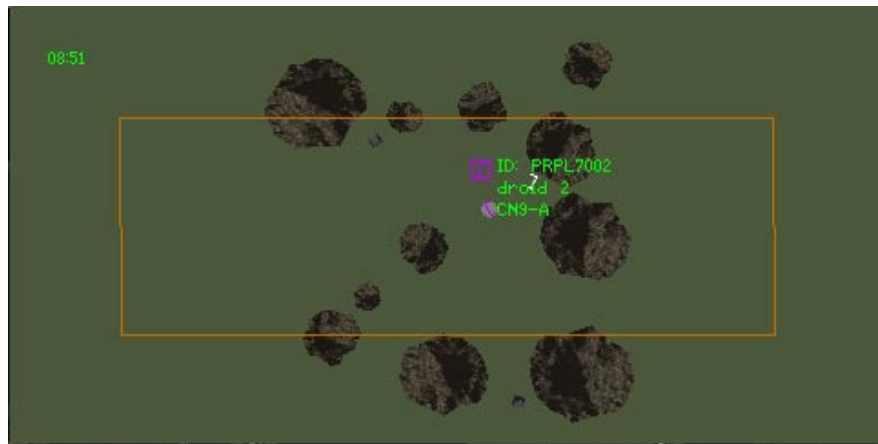
When the access cover has been opened, the button underneath it flashes red. If the MechWarrior decides not to eject and subsequently uses any other BattleMech function, the button resets to "inactive."

Eject from your BattleMech by clicking two times on the button or pressing the <ES-CAPE> key twice.



Tactical screen toggle

The tactical screen toggle (also called the command screen or upper screen) replaces the Main View Screen. Activate the tactical map by clicking on the command button or pressing the <=> key. After a brief burst of static, the overhead tactical view will appear. A small green light on the switch stays on when the tactical map is in use.



The tactical map allows a warrior to grasp the battlefield quickly and easily, and it allows a commander to better coordinate the actions of his or her subordinates. It provides a satellite view, combined with information from every friendly unit on the battlefield, to show the position of every terrain feature and potential target on the battlefield.

Clicking on a symbol for a BattleMech automatically selects that BattleMech as a target. Displaying the quick or detailed information about the target is still possible and can aid in the planning of group tactics.



Communications log toggle

The communications log is a record of the messages sent and received during combat. Activating the log causes a dedicated communications screen to slide over the information panel. A small indicator LED indicates the mode it is in. The arrows in the upper-left side of the log screen allow the reader to scroll through the messages.

Messages on this screen are preceded by the sender's ComStar ID number. Messages from your team appear with an asterisk (*) before their ComStar ID number.

In conjunction with the tactical map, this screen makes an excellent command, communications, and control platform. Activate the communications log by moving the switch into

the “log” position with the mouse or by pressing the < - > key on the main part of the keyboard. Return it to the “off” position by using the mouse or by pressing the < - > key a second time.

Information panel



Critical systems display (lights)

These indicators display the status of the most critical systems on board every BattleMech: sensors, engine, gyro, and life support. They are green when fully functional, red when severely damaged, and black when destroyed. In addition, yellow indicates light damage to engines.

These systems can be damaged by any attack that penetrates the armor down to the sensitive internal structure of a location. Damage to any of these systems has several important effects on combat.

Sensors

Sensors are located in the head of every BattleMech. They serve as the interface between the MechWarrior and the outside world.

Engine

The Engine is located in the center torso of every BattleMech. It supplies the energy to every system on board a BattleMech and is a powerful but compact fusion reactor. The magnetic field of the reaction chamber is enclosed by a protective armor layer that contains the main cooling system for the engine. Any damage to that protective layer renders the coolant system incapable of dispersing heat efficiently. The result is a sudden accumulation of heat. Light damage will be indicated by a yellow light; severe damage will be indicated by a red light. If the damage is severe enough, the engine will automatically shut down to prevent the fusion reaction from running out of control.

Gyro

The gyro is located in the center torso of every BattleMech, near the torso. It represents a huge gyroscope and the related systems that help to stabilize a BattleMech. Like the engine, the gyro is surrounded by armor designed to prevent serious damage directly to the mechanism; however, the gyro is too delicate to survive anything more than minimal damage. When the gyro has been destroyed, the 'Mech becomes immobile and falls easily. If the 'Mech remains standing, its body locks in place to prevent any unbalancing motion.

Life support

The life support system is located in the head of every BattleMech, near the warrior's cockpit. It maintains the integrity of the cockpit, supplying the MechWarrior with a constant supply of air. If the system sustains damage, the MechWarrior experiences discomfort directly related to how hot the BattleMech gets; if destroyed, the system no longer serves as a buffer to the terrible heat levels a BattleMech builds up.

Weapons display

The weapons display is the primary control interface for configuring targeting interlock circuits and monitoring the status of a weapon's availability and ammunition stores.

Reading left to right, each weapon has the following information on the weapons display: range indicator, name, ammunition counter, and readiness boxes.

Range indicator

This lights up when the weapon is in range. Each weapon is part of one of three range classes (short, medium, or long; see "Appendix II: Weapons" for more details). A letter corresponding to that range class lights up when it is in range. At the outside ranges of a weapon's effectiveness, the light is red. When the target is deeper in the weapon's effectiveness range, the light is yellow; and finally, the light is green when the weapon is very close to your BattleMech. If a weapon has a minimum range, the light turns blue when the target is within minimum range.

Name

Each weapon is associated with a number (1 through 0) along the top of a standard keyboard. The weapon corresponding to the number "1" is the top weapon; the weapons below are numbered consecutively.

A warrior can select a weapon for firing by clicking on it or by pressing the weapon's number. When selected, the black part of the name box turns gray. This does not fire the weapon.

Ammunition counter

This counter (the "ammo counter") indicates the number of rounds remaining for a particular weapon and displays the maximum number available at any given time. When the warrior fires a weapon with ammunition, the counter subtracts one round from that weapon's total. When there is a dash in the weapon's ammo counter, the weapon can no longer fire.

When weapons share the same ammunition bins, the counter decreases each time one of the weapons is fired. If these weapons fire together, then the ammo counter decreases by the number of weapons drawing from that bin. BattleMechs with more than one weapon system for a single type (LRM-15s, for example) often share the same ammo bins.

Readiness boxes

There are three weapon readiness LEDs for each weapon, one per targeting interlock circuit (TIC). The TICs are labeled along the top of the display: A, B, and C.

The green LED in the center of the box is lit when a weapon is ready to be fired. When a weapon is on a TIC, the yellow circular LED is on; when that TIC is selected, the black portion of the box is gray.



MechWarriors can configure weapons on any or all of the three TICs in any combination. Place a weapon on a TIC by clicking on a readiness box, or by selecting the weapon, then pressing <L> for TIC A, a semicolon (< ; >)for TIC B, or an apostrophe (< ' >) for TIC C.



Heat bar

Every BattleMech builds up excess heat that the heat-sinks on board get rid of at a steady rate. When heat generation exceeds the amount dissipated by the sinks, the overflow is displayed on the heat bar by filling upward.

When heat levels exceed the capacity of the 'Mech's heat-sinks but are not high enough to cause any problems, the heat "fill" is green. When it becomes serious enough to begin affecting the systems of a BattleMech, but not severe enough to shut it down, the fill is yellow; when the heat level exceeds the threshold for safe operation, the fill on the heat bar turns red and the 'Mech shuts down.

See the "Heat" section for more information on the effects of heat on both internal BattleMech systems and MechWarriors.

Speed indicator

The speed indicator, or speedometer, consists of two readouts: an analog readout displaying how close to maximum speed the BattleMech is moving either forward or backward, with a red throttle setting and a green fill indicating current speed; and a digital readout of the throttle setting and absolute speed in kilometers per hour.

The digital display has two numbers: The top number is the current throttle setting. To increase the throttle setting, press <8> on the keypad; to decrease or set the throttle to reverse, press <2>. The bottom number is the current speed of your 'Mech.

The analog display fills in green. When the BattleMech's velocity is forward, it fills to the right; when the 'Mech is moving backward, it fills to the left. The throttle setting is shown as a yellow bar on the analog display. Your BattleMech will attempt to match this speed at all times.

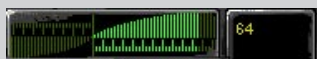
The analog display shows your BattleMech's jump speed. The digital readout shows the 'Mech's current rate of climb or descent (top number) and altitude (bottom number).

Radar

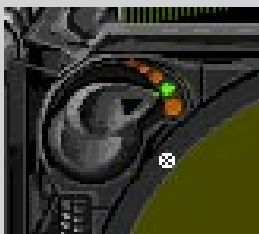
The radar is an overhead representation of the area immediately surrounding the MechWarrior in his or her BattleMech. The MechWarrior's BattleMech is represented by an upward-facing bracket-like symbol in the center of the radar. North is represented by a small white circle on the outside gray border of the MFD.

Other BattleMechs on the radar are represented by similar symbols and are colored by team choice in the same manner as bogey indicators. Each BattleMech's direction of travel is in the direction of the "open" part of the bracket.

Radar can scale to a radius of 50, 100, 300, 800, or 2,500 meters; the current setting is displayed in "constant" HUD colors in the lower middle of the radar. Each of these has a circular indicator visible at a lower resolution (larger radius) setting. The scale can be changed by moving the scale selector above and to the left of the radar to one of the

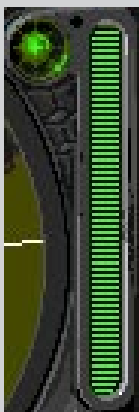


settings — the smallest orange circle (and farthest from the MFD) is for 50 meters, the largest (and nearest the MFD) is for the 2,500-meter setting. On the keyboard, the <INSERT> (not on the keypad) key cycles smaller, and the <DELETE> key (not on the keypad) cycles it larger.



BattleMech status

A quick view of your BattleMech in three dimensions superimposes itself on the radar when you press zero (<0>) on the keypad. This view displays qualitative damage to your BattleMech. Damage limited to a location's armor colors that location green; damage that has stripped the location of all armor or has damaged the internal structure of that location colors it yellow; red damage means that that location has less than one quarter of its total armor and internal structure value remaining. Locations colored black have been completely destroyed. Locations colored gray have suffered no damage.



Jump jet fuel indicator

Some BattleMechs come equipped with powerful thrusters that allow for jumps of scores of meters when activated. These jets, though very useful in a mobile conflict, build up a huge amount of heat in a very short time. The thrust is provided by plasma from materials superheated near the core of the Mech's fusion reactor.

The fuel used to generate thrust takes a short time to recharge. The gauge to the right of the MFD #1 indicates how much fuel remains; if there is too little to initiate jump, the LED above the indicator glows red. When the jets have recharged enough to permit jumping, the LED glows green.

Initiating a jump uses up a large amount of fuel. Fuel is also used whenever the pilot increases forward velocity, turns, or applies upward thrust.



Target status display

Only qualitative information about the target is available. This information is identical to that found in the BattleMech Status function on the radar ("BattleMech status" above) except that only the selected target is displayed (see "Combat controls" section below), and it shows the facing of the target relative to your BattleMech. Short information about the target is displayed if available (see "Main view screen" section above).

HEAT

Compensating for heat

The effects of heat are perhaps the primary concern of the MechWarrior during battle. Every time a 'Mech moves, fires a weapon, or jumps, its heat levels rise. In order to compensate, every 'Mech is equipped with multiple heat-sinks that dump heat from the 'Mech to the external environment. However, in the thick of battle, even these powerful cooling units can be overloaded, and the effects of high heat begin to take a toll on the 'Mech and its controlling MechWarrior.

COMBAT CONTROLS

Protecting against heat

In order to protect the 'Mech (and occupant!) against the effects of heat, every 'Mech is equipped with an automatic monitoring system that causes a shutdown before the heat can rise to damaging levels. As the heat begins to rise above the safety threshold for a 'Mech, the speed of the 'Mech will decrease.

Veterans may be able to balance the effects of high heat buildup against the potential benefits of continued operation at those levels, but it means riding a thin edge between victory and disaster.

Communicating

You have the option to communicate with friendly MechWarriors or with everyone in combat, including enemies. To communicate only with warriors on your “team,” press the <F7> key. To communicate with everyone in combat with you (including friendly MechWarriors), press the <F8> key.

Pressing either key opens an input line on your HUD. Type your message text and press <RETURN> when done. Your message appears on other players’ screens beside your ComStar ID number.

Communications log

Messages often appear and disappear faster than a warrior can read when in the middle of combat. To read past messages, press the <-> key (not on the keypad). This activates the communications log window (comm window for short), which covers the lower half of the screen.

The comm window contains a record of the messages sent by you and any other players in battle with you. To view messages that may have scrolled past the window, click on the arrows in the upper left corner of the comm window (or press <F5> to scroll back, <F6> to scroll forward). The arrow pointing down is lit if there are newer messages; the arrow pointing up is lit if there are older messages than the ones you are viewing.

Eject

Press the <ESCAPE> key once (or click on the ejection button on the right side panel) to prepare the ejection mechanism; press the <ESCAPE> key a second time to eject from your BattleMech and combat.

Mouse control

Press the <BACKSPACE> key to switch between input and targeting modes. Input mode allows the MechWarrior to activate controls by clicking on different parts of the cockpit, and targeting mode allows the MechWarrior to aim and fire weapons.

The default setting is input mode. Switch modes by pressing the <BACKSPACE> key.

When you enter input mode, the pointer appears in the center of the cockpit under the Main View Screen and the crosshairs do not move from their last location. When you enter targeting mode, the crosshairs remain where they were until you move the mouse. Click on the left mouse button to fire the currently selected weapon and the right side to fire the currently selected T.I.C.

Movement

Eject from cockpit

Press <ESCAPE> twice to eject from the BattleMech and leave combat, or click on the EJECT button.

Directional/speed controls

The following keys control movement and can be combined or used individually. For example, to accelerate forward movement while turning right, press <8> and <6> at the same time.

Forward

Press <8> on the keypad to increase the forward throttle setting of a BattleMech.

Reverse

Press <2> on the keypad to increase the reverse throttle setting of a BattleMech.

Turn left

Press <4> on the keypad to turn the BattleMech left but add no reverse or forward motion.

Turn right

Press <6> on the keypad to turn the BattleMech right but add no reverse or forward motion.

Stop all movement

Pressing <5> on the keypad stops all motion of the BattleMech.

Initiate jump

In order to initiate a jump on a BattleMech with functional jump jets, press the <HOME> key. After the jump has been initiated, the directional keys noted above work as described. It is important to note that your BattleMech first comes to a complete stop in order to jump.

Stand up

Although being prone has its advantages, a MechWarrior who finds himself or herself in a BattleMech on the ground typically wants to stand up immediately. Press the <F12> key to do so.

Sensors

Tactical map

Press the < + > key (not on the number pad) in order to see an overhead view of the entire battlefield. This map displays the current location of every known unit, building, or mountain.

Scale radar out (decrease magnification)

Press the <DELETE> key (not on the keypad) to scale the radar out to 2,500 meters in stages.

Scale radar in (increase magnification)

Press the <INSERT> key (not on the keypad) to scale the radar in to 50 meters in stages.

Detailed report of the target

Press <T> to show detailed information in your heads-up display (HUD) about the selected friendly or enemy target's damage.

Target damage

<u>Color</u>	<u>Meaning</u>
white	undamaged location
green	armor damage only
yellow	internal structure damage or no armor remains
red	internal components damage, location close to being destroyed
black	location destroyed

Each arm has anywhere from two to four actuators: shoulder (S), upper (U), lower (L), and hand (H). BattleMechs have fewer than four arm actuators in either or both arms when the weapons in that location occupy too much space. Internal components are listed to the right of their location. Most components are displayed as either white (for functional) or black (for non-functional).

Each leg has four actuators: hip (H), upper (U), lower (L), and foot (F). All BattleMechs have four leg actuators in each leg. If a leg actuator becomes damaged, the BattleMech's top speed decreases.

If a jump jet is damaged, the BattleMech's total jump distance is decreased. When all of a 'Mech's jump jets are destroyed, that BattleMech can no longer jump.

Damage to sensors, gyros, and life support

<u>Color</u>	<u>Meaning</u>
white	functional (no damage)
red	damaged
black	destroyed

Damage to engines

<u>Color</u>	<u>Meaning</u>
yellow	initial damage
red	second incidence of damage
black	destroyed

Damage to internal components

<u>Color</u>	<u>Meaning</u>
green	undamaged systems
yellow	initial engine damage
red	damage to life support, sensors, gyros, and second damage to engine
black	component destroyed

Brief information on the target

Press <Y> to display brief information about the target on your HUD. The 'Mech's pilot and his or her ComStar ID and BattleMech type and variant appear to the right of the targeting box.

Detailed report of your 'Mech

Pressing <U> displays the same information as the detailed report on the enemy, except the details of your 'Mech are displayed

Quick view of your 'Mech's damage

Pressing and holding <DELETE> on the keypad displays your BattleMech on the round screen on the bottom. Your BattleMech appears with its locations colored according to the damage sustained. Undamaged locations are light gray; green locations have damage only to the armor. Locations colored yellow have taken damage to the internal structure, and red locations are those that have taken damage to internal components or are very close to being destroyed.

Targeting

Select target

Pressing the <ENTER> key cycles through the available targets. A single box indicates a non-friendly target, and a double box indicates a friendly target.

Torso (targeting) controls

Up

To make the torso point upward, press the <W> key or move the mouse "down."

Down

To make the torso point downward, press the <S> key or move the mouse "up."

Left

To make the torso swing left, press the <A> key or move the mouse left.

Right

To make the torso swing right, press the <D> key or move the mouse right.

Recenter Torso

To make the torso face in the direction of travel, press the <M> key.

Views

View magnification

A MechWarrior may press the "<" key or click on the view magnification button on the left side panel to zoom in (increase magnification), and the ">" key to zoom out (decrease magnification). The different magnifications are 1x, 5x, and 10x.

Return to 1.0 magnification by pressing the < ? > key. The targeting crosshairs disappear in any magnification other than 1.0.

Directional views

These controls allow the MechWarrior to look in a direction other than directly in front of the torso. They can be combined to limit “blind spots” and to better coordinate group tactics.

Up

Hold down the <PAGE UP> key to view 45 degrees up from the torso’s current position.

Down

Hold down the <PAGE DOWN> key to view 45 degrees down from the torso’s current position.

Left

Hold down the “left” arrow cursor control key (not on the number pad) to view 90 degrees left from the torso’s current position.

Right

Hold down the “right” arrow cursor control key (not on the number pad) to view 90 degrees right from the torso’s current position.

Front

Press the “up” arrow cursor control key to return to forward view from any other view.

Back

Hold down the “down” arrow cursor control key (not on the number pad) to view directly behind the torso’s current position.

Sticky view

Press the <END> key to lock the current view. Selecting another view will “unstick” the current view.

Weapons control

Fire a weapon

To fire the selected weapon, press the SPACEBAR or the left mouse button while in targeting mode. The top weapon is automatically selected to be fired.

Select a weapon

To select a single weapon to fire, press the number key along the top of the keyboard corresponding to the weapon (the top weapon listed is always number 1), or click on the weapon name with the left mouse button while in input mode.

Previous weapon

Press < - > on the keypad to select the weapon listed “above” the currently selected weapon. When this function is used while the top weapon is the current weapon, it wraps around to the bottom weapon.

Next weapon

Press < + > on the keypad to select the weapon listed “below” the currently selected weapon. When this function is used while the bottom weapon is the current weapon, it wraps around to the top weapon.

Cycling weapons fire through a TIC

Instead of selecting the top-most available weapon, the battle computer selects the next weapon in sequence along a TIC defined by the MechWarrior. Firing a single weapon automatically selects the next weapon on the TIC.

TIC A

Press the <P> key or click on the letter “A” in the Weapons Display to select TIC A; this will allow you to sequentially fire along TIC A.

TIC B

Press the < [> key or click on the letter “B” in the Weapons Display to select TIC B; this will allow you to sequentially fire along TIC B.

TIC C

Press the <] > key or click on the letter “C” in the Weapons Display to select TIC C; this will allow you to sequentially fire along TIC C.

Select Next TIC for firing

Cycle forward through the TICs by pressing the keypad's zero <0> key.

Fire a TIC

TIC A

Press <NUMLOCK> on the keypad to fire TIC A.

TIC B

Press < / > on the keypad to fire TIC B.

TIC C

Press < * > on the keypad to fire TIC C.

Configuring a TIC

Each weapon has three indicator buttons on the right side of the weapons display that indicate the targeting interlock circuits that the weapon is on. These indicator buttons are set within a box and appear as small lights in the center of a circle.

To put a weapon on a TIC, click on the indicator button for that weapon and TIC. A yellow circle appears in the indicator button to show the weapon is now on that TIC.

To remove a weapon from a TIC, click on the indicator button for that weapon and TIC. The yellow circle in the indicator button disappears to show the weapon is now off that TIC.

Any weapon may be on one, two, all, or no TIC, depending on the preference of each MechWarrior.

TIC A

Press the <L> key to toggle the selected weapon on TIC A, or click on the green LED under the letter “A” in the weapons display for that weapon. When the weapon is on the TIC, a yellow circle appears around the LED.

TIC B

Press the semicolon (< ; >) key to toggle the selected weapon on TIC B, or click on the green LED under the letter “B” in the weapons display for that weapon. When the weapon is on the TIC, a yellow circle appears around the LED.

TIC C

Press the single quote (< ' >) key to toggle the selected weapon on TIC C, or click on the green LED under the letter “C” in the weapons display for that weapon. When the weapon is on the TIC, a yellow circle appears around the LED.

Select a TIC

Mouse-click on the letter at the top right of the Weapons Display for the TIC you want, or press < P >, < [>, or <] > to select TICs A, B, and C, respectively. The background of the TIC’s letter lights up when it is selected. Cycle forward through the TICs by pressing < 0 > on the keypad.

Select a single weapon

Mouse-click on the name of the weapon, or press the number key that corresponds to the number of the weapon you want to fire. All weapons on any BattleMech are numbered one through zero (standard keyboard numbers) from the top to the bottom of the Weapons Display. A small green light in the TIC indicator boxes shows when the weapon has been recharged and may be fired.

Fire the selected TIC or individual weapon

Click the left mouse button or press the <SPACEBAR>.

COMBAT TIPS

Combat in *MultiPlayer BattleTech* takes a short time to learn and a long time to master. Exceptional MechWarriors will master all of the tips below, plus myriad others. The best way to learn is to pit yourself against the best — duel and learn from other players.

EFFECTIVELY DESTROYING THE ENEMY

Destroying the center torso or head of any BattleMech guarantees that BattleMech's destruction. The least-experienced (green) droids stop fighting once one leg has been blown out; however, the majority of the opponents you face continue fighting when they are down, either from a prone position or by trying to stand up again to continue the fight.

HEAT MANAGEMENT AND AVOIDING 'MECH SHUTDOWN

Heat management is a skill that separates the best players from those who are merely good. The MechWarrior who can keep his or her heat levels in "green fields," or simply "out of the red," while maintaining a high volume of fire has a combat advantage that few can match. Their 'Mechs remain mobile and continue to fire, further damaging the weakly armored locations on their targets.

The best MechWarriors learn exactly when the best time to fire is. Know each weapon's maximum range, and get good at judging when a target is entering that range. Getting the first shot can mean the difference between life and death when your opponent is at least as good as you and in a similar 'Mech.

Take advantage of the range at which your BattleMech operates best. If the BattleMech you are piloting has weapons that make it ideal for close-range combat, attempt to close the distance to your target quickly. Balance the effectiveness of your BattleMech against the strengths and weaknesses of your enemy.

Good MechWarriors learn their enemies by scanning them before combat begins. Their approach is to synthesize tactics and strategies from knowledge of all aspects of the enemy's weaponry. Good MechWarriors also aim for the locations containing the most dangerous weapons. They destroy those locations before their BattleMech's paint job gets ruined — or worse.

Targeting interlock circuits do wonders for heat management and for firing weapons with the same range. You can configure your BattleMech's three TICs to suit your style of combat. Some MechWarriors always configure their BattleMechs to maximize damage at different ranges. Others maximize their ability to manage heat. Get comfortable with switching configurations in battle; there will likely be situations where the TIC configurations you chose earlier simply are not appropriate.

Most MechWarriors place all of their long-range weapons on one TIC and their close-range weapons on the second TIC. Many MechWarriors reserve the third TIC for an “alpha strike” of all weapons that the 'Mech carries. Bear in mind that alpha strikes are very risky because they overheat a BattleMech rapidly. They are, however, useful when you need to get rid of an enemy in a hurry.

Some MechWarriors configure their TICs for heat management. They mix weapon types and ranges to produce TICs that never, or rarely, overheat the BattleMech. These TICs require a steady hand since some weapons will be in range before others. Although this type of TIC configuration lets the BattleMech continue maneuvering and keeps you out of danger, it lacks the high-powered attack of an alpha strike.

SELECTING AN APPROPRIATE 'MECH

Heavier BattleMechs tend to be more powerful than lighter ones. However, they are slow and usually cannot jump. In contrast, while lighter 'Mechs tend to be maneuverable and fast, they lack both the necessary armor to stand up to heavy abuse and the weapons needed to inflict massive amounts of damage. A Spider, for example, is incredibly difficult to target but usually suffers critical damage immediately when hit.

PHYSICAL COMBAT

Physical combat is a last resort for most pilots since charging/ramming attacks usually result in both participants falling. The faster you are moving at the time of the collision, the greater damage you'll inflict, but the greater the opportunity for both 'Mechs to lose balance and fall.

The more massive your BattleMech, the more likely it will be to cause serious damage to your target. Light, fast 'Mechs are not well-suited for physical combat because heavier BattleMechs tend to crush them. (Remember, BOTH BattleMechs are effectively charging each other.)

Since light 'Mechs tend to be jump-capable, they are most likely to perform the deadly “death-from-above” maneuver. A MechWarrior can launch a jump-capable BattleMech into the air and bring it down on the head and shoulders of a target BattleMech. If executed properly, this dangerous maneuver can knock an opponent out of the battle quickly. Unfortunately, it always damages the legs of the jumper and usually causes both 'Mechs to fall.

BATTLE COMMANDS

DEFAULT KEY SETTINGS LISTED BY FUNCTION

Note: Keys located on the numeric keypad are noted in this appendix with the prefix "KP". Function keys noted in this appendix have "F" as a prefix.

COMMUNICATIONS

F5	msg scroll bk
F6	msg scroll fwd
F7	team comm
F8	comm
-	communication window on/off (lower screen toggle)

MOVEMENT

F12	stand up
KP2	backward
KP4	left
KP5	stop
KP6	right
KP8	forward
HOME	initiate jump

SENSORS

=	tactical (overhead) map on/off
T	HUD target detail readout
Y	HUD target brief readout
U	HUD self readout (detailed)
KP.	quick view self — qualitative (MFD-1)
DELETE	radar demagnification
INSERT	radar magnification

TARGETING

ENTER	select a target
-------	-----------------

TORSO (TARGETING) CONTROLS

W / Forward mouse	torso move up
S / Backward mouse	torso move down
A / Left mouse	torso move left
D / Right mouse	torso move right

M	recenter torso
BACKSPACE	toggles mouse input/targeting mode
Right mouse button	fires current TIC in targeting mode
Left mouse button	fires current weapon

VIEWS

<	main view zoom out
>	main view zoom in
/	main view zoom off
C	toggles bitmaps on mountains
V	toggles bitmaps on radar
INSERT	radar zoom +
DELETE	radar zoom -
END	sticky view
Page up	up view
Page down	down view
Up arrow	view front
Left arrow	view left
Down arrow	view back
Right arrow	view right
Combination of presses	combo view

WEAPONS CONTROL

L	put weapon on TIC A
;	put weapon on TIC B
'	put weapon on TIC C
P	cycle through TIC A
[cycle through TIC B
]	cycle through TIC C
KPNUMLOCK	fire TIC A
KP/	fire TIC B
KP*	fire TIC C
1-0	select weapon 1 through 10
KP-	select previous weapon
KP+	select next weapon
KP0	cycle current TIC
SPACEBAR / Right mouse	fire current weapon
Left mouse button	input mode: enables cockpit controls targeting mode: fires current weapon

MISCELLANEOUS

ESC	eject (press twice)
F1	help

Alternate Keys

ALT+KP0	radar zoom +
ALT+KP.	radar zoom -
ALT+KP9	View up

ALT+KP3	View down
ALT+KP8	View forward
ALT+KP2	View back
ALT+KP4	View left
ALT+KP6	View right
ALT+P	Fire TIC A
ALT+[Fire TIC B
ALT+]	Fire TIC C

DEFAULT CONTROL SETTINGS

MOUSE CONTROL

BACKSPACE	toggles input/targeting mode
Forward	torso points downward
Backward	torso points upward
Left	torso points left
Right	torso points right
Right mouse button	fires current TIC
Left mouse button	input mode: enables a cockpit control targeting mode: fires a selected weapon

SUMMARY OF KEYS

ESC	eject (press twice)
F1	help
F5	msg scroll bk
F6	msg scroll fwd
F7	team comm
F8	comm
F12	stand up
1 - 0	select weapon 1 through 10
'	put weapon on TIC C
=	tactical (overhead) map (upper screen toggle)
-	communication window on/off (lower screen toggle)
;	put weapon on TIC B
[cycle through TIC B
]	cycle through TIC C
<	main view zoom out
>	main view zoom in
/	main view zoom off
ENTER	select a target
SPACEBAR	fire weapon
BACKSPACE	toggles input/targeting mode
A	torso move left
C	turns off bitmaps on mountains
D	torso move right
L	put weapon on TIC A
M	recenter torso
P	cycle through TIC A

S	torso move down
T	HUD target readout (detailed)
U	HUD self-readout (detailed)
V	turns off bitmaps on radar
W	torso move up
Y	HUD target readout (brief)
INSERT	radar zoom +
DELETE	radar zoom -
HOME	initiate jump
END	sticky view
Page up	up view
Page down	down view
Up arrow	view front
Left arrow	view left
Down arrow	view back
Right arrow	view right
Combination of presses	combo view

Keypad keys

KPNUMLOCK	fire TIC A
KP/	fire TIC B
KP*	fire TIC C
KP-	select previous weapon
KP+	select next weapon
KPENTER	select a target
M	recenter torso
KP.	quick view self — qualitative (MFD-1)
KP2	move backward
KP4	turn left
KP5	stop
KP6	turn right
KP8	move forward
KP0	cycle current TIC

Alternate Keys

ALT+KP0	radar zoom +
ALT+KP.	radar zoom -
ALT+KP9	View up
ALT+KP3	View down
ALT+KP8	View forward
ALT+KP2	View back
ALT+KP4	View left
ALT+KP6	View right
ALT+P	Fire TIC A
ALT+[Fire TIC B
ALT+]	Fire TIC C

KEYBOARD REFERENCE SHEET

ESC
Eject

F1
Help

F2

F3

F4

F5
Msg
Scroll
Bk

F6
Msg
Scroll
Fwd

F7
Team
Comm

F8
Comm

F9

F10

F11

F12
Get Up

,

1
Wep1

2
Wep2

3
Wep3

4
Wep4

5
Wep5

6
Wep6

7
Wep7

8
Wep8

9
Wep9

0
Wep10

=
Tac
Map

(bk)
Cursor
Toggle

TAB

Q
Torso
Up

W
Torso
Up

E

R

T
HUD
Detail

Y
HUD
Brief

U
HUD
Self

I

O

P
Select
TIC A

[
Select
TIC B

] Select
TIC C

CAPS LOCK

A
Torso
Left

S
Torso
Down

D
Torso
Right

F

G

H

J

K

L
Wep
TIC A

ENTER
Target

SHIFT

Z

X

C

V
Terrain
Detail

B
Radar
Detail

N

M
Recent
Torso

<
Zoom
-

>
Zoom+
.

/
Zoom
Off

SHIFT

Fire
Weapon

Fire
TIC

↕

Target Up/Down

↔

Torso Twist

Insert
Radar
Zoom +

Home
Jump

Pge
U
Up
View

Del
Radar
Zoom -

End
Sticky
View

Pge
D
Down
View

(Arw)
View
Left

(Arw)
View
Back

(Arw)
Front
View

(Arw)
View
Right

NmIk
Fire
TIC A

7

4
Left

1

0
Cycle TIC

8
Fwd

5
Stop

2
Bkward

3

Del
Quick-
view

Enter
Target

/ Fire
TIC B

9

6
Right

9

8
Wep

+

Next
Wep

* Fire
TIC C

9

6
Right

3

Enter
Target

WEAPONS

DESCRIPTIONS

Autocannon

Autocannons release a firestorm of depleted uranium or high-explosive rounds at their target. Lighter autocannons range from 30 to 90 mm, and heavy autocannons from 80 to 120 mm.

Machine gun

The machine gun is a 20 mm version of the autocannon. The rotating barrel can fire up to 6,000 rounds per minute, devastating infantry and other lightly armored targets. Against BattleMechs, they are largely ineffective.

Lasers

The concentrated burst of megajoules of energy as a beam of coherent light is enough to tear through and melt most BattleMech armor into slag. Although laser-focusing techniques have remained the same throughout history, the recent losses of technology during the Succession Wars have forced lasers to become more close-range.

Particle projector cannon (PPC)

The man-made lightning of the PPC ravages targets with high-impact and high-temperature bolts of ions or protons. The PPC is one of the most effective weapons on the modern battlefield.

Flamer

High-temperature combustible liquid from the flamer's nozzle sears away even the strongest armor plate from a target, often reaching internal structure. Unprotected targets are usually incinerated immediately, or at the very least they are left to burn.

Long-range missiles (LRMs)

LRMs follow an indirect arc over large distances to deliver an explosive payload to their targets. Because the missiles are fast, the warheads are usually not able to arm before traveling 270 meters.

The missiles possess only a rudimentary guidance system, resulting in a randomness in both the number of missiles that hit and where they hit. LRM racks launch five, 10, 15, or 20 missiles at a time.

Short-range missiles (SRMs)

SRMs fire along a direct path to deliver an explosive warhead to their targets. The flatter trajectory and larger warhead make them more powerful than LRMs, but they have a much shorter range. Because of the lack of sophisticated guidance systems, they also tend to scatter before reaching their targets. SRM racks launch two, four, or six missiles at a time.

SPECIFICATIONS

The table below lists all game information for each weapon. A list explaining the table's categories follows the table.

<u>Name</u>	<u>Dam.</u>	<u>Dly</u>	<u>Heat</u>	<u>Min.</u>	<u>Max.</u>	<u>Class</u>	<u>Tons</u>	<u>Amm.</u>
Ballistic Weapons								
Autocannon/2	Light	2.5	1	120	720	L	6	45
Autocannon/5	Medium	5.0	1	90	540	L	8	20
Autocannon/10	Heavy	5.0	3	-	450	L	12	10
Autocannon/20	Brutal	7.5	7	-	270	M	14	5
Machine Gun	Light	2.5	0	-	90	S	0.5	200
Energy Weapons								
Flamer	Light	5.0	3	-	90	S	1	-
Laser (Large)	Heavy	7.5	8	-	450	L	5	-
Laser (Medium)	Medium	5.0	3	-	270	M	1	-
Laser (Small)	Light	5.0	1	-	90	S	0.5	-
PPC	Heavy	10.0	10	90	540	L	7	-
Missile Weapons*								
LRM-5	Light	7.5	2	270	630	L	2	24
LRM-10	Medium	7.5	4	270	630	L	5	12
LRM-15	Heavy	7.5	5	270	630	L	7	8
LRM-20	Brutal	7.5	6	270	630	L	10	6
SRM-2	Light	5.0	2	-	270	M	1	50
SRM-4	Medium	5.0	3	-	270	M	2	25
SRM-6	Heavy	5.0	4	-	270	M	3	15

*These weapons do a variable amount of damage scattered across a target.

Explanation of weapons specifications categories

Name

The common name for the weapon.

Dam.

The amount of damage the weapon does on a scale from light to brutal.

Dly

This is the number of seconds a weapon takes to recharge after being fired.

Heat

The number of heat points generated when the weapon is fired.

Min.

The minimum range in meters at which a weapon can be safely fired; if the distance to the target is less, then the firing 'Mech may suffer damage from a backblast.

Max.

This is the maximum range in meters at which the weapon is effective.

Class

This indicates the range class of the weapon. Short-range (S) weapons have ranges up to 90 meters; medium-range (M) weapons up to 270 meters; long-range (L) weapons up to 720 meters.

Tons

This value indicates how much of a BattleMech's total tonnage is used by the weapon.

Amm.

This figure represents the number of shots per ton dedicated to ammunition. If a weapon has a number in this column, it means it is dependent on ammunition to cause damage.

BATTLEMECHS

LIGHT BATTLEMECHS

LCT-IM Locust

Tonnage: 20
Max speed: 129.6 kph
Armor: light
Jump: none
Armament:
 2 x LRM-5
 Medium Laser
Most effective range:
 Between 240 and 270 meters.

LCT-IS Locust

Tonnage: 20
Max speed: 129.6 kph
Armor: light
Jump: none
Armament:
 2 x SRM-2
 Medium Laser
Most effective range:
 Within 270 meters.

LCT-IV Locust

Tonnage: 20
Max speed: 129.6 kph
Armor: light
Jump: none
Armament:
 Medium laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

STG-3G Stinger

Tonnage: 20
Max speed: 97.2 kph
Armor: light
Jump: 180meters
Armament:
 2 x Medium Laser
Most effective range:
 Within 270 meters.

STG-3R Stinger

Tonnage: 20
Max speed: 97.2 kph
Armor: light
Jump: 180meters
Armament:
 Medium Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

WSP-IA Wasp

Tonnage: 20
Max speed: 97.2 kph
Armor: light
Jump: 180meters
Armament:
 Medium Laser
 SRM-2
Most effective range:
 Within 270 meters.

WSP-IK Wasp

Tonnage: 20
Max speed: 97.2 kph
Armor: light
Jump: 180meters
Armament:
 Medium Laser
 Machine Gun
Most effective range:
 Within 90 meters.

WSP-IW Wasp

Tonnage: 20
Max speed: 97.2 kph
Armor: light
Jump: 180meters
Armament:
 6 x Small Laser
Most effective range:
 Within 90 meters.

COM-2D Commando

Tonnage: 25
Max speed: 97.2 kph
Armor: light
Jump: none
Armament:
 SRM-6
 SRM-4
 Medium Laser
Most effective range:
 Within 270 meters.

JVN-IOF Javelin

Tonnage: 30
Max speed: 97.2 kph
Armor: light
Jump: 180 meters
Armament:
 4 x Medium Laser
Most effective range:
 Within 270 meters.

JVN-ION Javelin

Tonnage: 30
Max speed: 97.2 kph
Armor: light
Jump: 180 meters
Armament:
 2 x SRM-6
Most effective range:
 Within 270 meters.

SDR-5K Spider

Tonnage: 30
Max speed: 129.6 kph
Armor: light
Jump: 180 meters
Armament:
 Medium Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

SDR-5V Spider

Tonnage: 30
Max speed: 129.6 kph
Armor: light
Jump: 240 meters
Armament:
 2 x Medium Laser
Most effective range:
 Within 270 meters.

UM-R60 UrbanMech

Tonnage: 30
Max speed: 32.4 kph
Armor: light
Jump: 60 meters
Armament:
 Autocannon/10
 Small Laser
Most effective range:
 Within 90 meters.

VLK-QA Valkyrie

Tonnage: 30
Max speed: 86.4 kph
Armor: light
Jump: 150 meters
Armament:
 LRM-10
 Medium Laser
Most effective range:
 Between 240 and 270 meters.

JR7-D Jenner

Tonnage: 35
Max speed: 118.8 kph
Armor: light
Jump: 150 meters
Armament:
 SRM-4
 4 x Medium Laser
Most effective range:
 Within 270 meters.

MEDIUM BATTLEMECHS

PNT-9R Panther

Tonnage: 35
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 Particle Projector Cannon
 SRM-4
Most effective range:
 Between 90 and 540 meters.

WTH-I Whitworth

Tonnage: 40
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 2 x LRM-10
 3 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

BJ-I Blackjack

Tonnage: 45
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 2 x Autocannon/2
 4 x Medium Laser
Most effective range:
 Between 120 and 270 meters.

ASN-IOI Assassin

Tonnage: 40
Max speed: 118.8 kph
Armor: light
Jump: 150 meters
Armament:
 LRM-5
 Medium Laser
 SRM-2
 3 x Small Laser
Most effective range:
 Within 90 meters.

CDA-2A Cicada

Tonnage: 40
Max speed: 129.6 meters
Armor: light
Jump: none
Armament:
 2 x Medium Laser
 Small Laser
Most effective range:
 Within 90 meters.

PXH-I Phoenix Hawk

Tonnage: 45
Max speed: 97.2 kph
Armor: medium
Jump: 180 meters
Armament:
 Large Laser
 2 x Medium Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

VND-IAA Vindicator

Tonnage: 45
Max speed: 86.4 kph
Armor: light
Jump: 150 meters
Armament:
 Particle Projector Cannon
 LRM-5
 Medium Laser
 Small Laser
Most effective range:
 Between 240 and 270 meters.

VND-IR Vindicator

Tonnage: 45
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 Particle Projector Cannon
 LRM-5
 Medium Laser
Most effective range:
 Between 240 and 270 meters.

CN9-A Centurion

Tonnage: 50
Max Speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 Autocannon/10
 LRM-10
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

CN9-AH Centurion

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 LRM-10
 Autocannon/20
Most effective range:
 Within 270 meters.

ENF-4R Enforcer

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 Autocannon/10
 Large Laser
Most effective range:
 Within 450 meters.

HBK-4G Hunchback

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 Autocannon/20
 2 x Medium Laser
 Small Laser
Most effective range:
 Within 270 meters.

HBK-4H Hunchback

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 Autocannon/10
 4 x Medium Laser
 Small Laser
Most effective range:
 Within 270 meters.

HBK-4J Hunchback

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x LRM-10
 5 x Medium Laser
 Small Laser
Most effective range:
 Between 240 and 270 meters.

HBK-4N Hunchback

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x LRM-5
 Autocannon/5
 4 x Medium Laser
 Small Laser
Most effective range:
 Between 240 and 270 meters.

HBK-4SP Hunchback

Tonnage: 50
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x SRM-6
 4 x Medium Laser
 Small Laser
Most effective range:
 Within 90 meters.

TBT-5J Trebuchet

Tonnage: 50
Max speed: 86.4 kph
Armor: medium
Jump: 150 meters
Armament:
 LRM-15
 3 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

TBT-5N Trebuchet

Tonnage: 50
Max speed: 86.4 kph
Armor: medium
Jump: none
Armament:
 2 x LRM-15
 3 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

TBT-5S Trebuchet

Tonnage:
Max speed:
Armor: medium
Jump: none
Armament:
 2 x SRM-6
 3 x Medium Laser
Most effective range:
 Within 270 meters.

DV-6M Dervish

Tonnage: 55
Max speed: 86.4 kph
Armor: medium
Jump: 150 meters
Armament:
 2 x LRM-10
 2 x Medium Laser
 2 x SRM-2
Most effective range:
 Between 240 and 270 meters.

GRF-IN Griffin

Tonnage: 55
Max speed: 86.4 kph
Armor: medium
Jump: 150 meters
Armament:
 Particle Projector Cannon
 LRM-10
Most effective range:
 Between 240 and 540 meters.

GRF-IS Griffin

Tonnage: 55
Max speed: 86.4 kph
Armor: medium
Jump: 150 meters
Armament:
 LRM-5
 Large Laser
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

SHD-2H Shadow Hawk

Tonnage: 55
Max speed: 86.4 kph
Armor: medium
Jump: 90 meters
Armament:
 Autocannon/5
 LRM-5
 Medium Laser
 SRM-2
Most effective range:
 Between 240 and 270 meters.

SHD-2K Shadow Hawk

Tonnage: 55
Max speed: 86.4 kph
Armor: medium
Jump: 90 meters
Armament:
Particle Projector Cannon
LRM-5
Most effective range:
Within 540 meters.

WVR-6K Wolverine

Tonnage: 55
Max speed: 86.4
Armor: heavy
Jump: none
Armament:
Large Laser
2 x Medium Laser
SRM-6
Small Laser
Most effective range:
Within 90 meters.

HEAVY BATTLEMECHS

WVR-6M Wolverine

Tonnage: 55
Max speed: 86.4
Armor: medium
Jump: 150 meters
Armament:
Large Laser
2 x Medium Laser
SRM-6
Most effective range:
Within 270 meters.

DRG-IN Dragon

Tonnage: 60
Max speed: 86.4 kph
Armor: medium
Jump: none
Armament:
LRM-10
Autocannon/5
2 x Medium Laser
Most effective range:
Between 240 and 270 meters.

WVR-6R Wolverine

Tonnage: 55
Max speed: 86.5 kph
Armor: medium
Jump: 150 meters
Armament:
Autocannon/5
SRM-6
Medium Laser
Most effective range:
Between 90 and 270 meters.

OSR-2C Ostroc

Tonnage: 60
Max speed: 86.4 kph
Armor: medium
Jump: none
Armament:
2 x Large Laser
SRM-4
2 x Medium Laser
Most effective range:
Within 270 meters.

DRG-IC Dragon

Tonnage: 60
Max speed: 86.4 kph
Armor: heavy
Jump: none
Armament:
LRM-10
Autocannon/2
2 x Medium Laser
Most effective range:
Between 240 and 270 meters.

OTL-4F Ostsol

Tonnage: 60
Max speed: 86.4 kph
Armor: medium
Jump: none
Armament:
2 x Particle Projector Cannon
Most effective range:
Within 540 meters.

RFL-3C Rifleman

Tonnage: 60
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x Autocannon/10
 2 x Medium Laser
Most effective range:
 Within 270 meters.

RFL-3N Rifleman

Tonnage: 60
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x Large Laser
 2 x Autocannon/5
 2 x Medium Laser
Most effective range:
 Between 90 and 270 meters.

CLPT-CI Catapult

Tonnage: 65
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 2 x LRM-15
 4 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

CPLT-C4 Catapult

Tonnage: 65
Max speed: 64.8 kph
Armor: armor
Jump: 120 meters
Armament:
 2 x LRM-20
 2 x Small Laser
Most effective range:
 Within 630 meters.

CPLT-K2 Catapult

Tonnage: 65
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x Particle Projector Cannon
 2 x Medium Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

CRD-3D Crusader

Tonnage: 65
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x LRM-15
 2 x SRM-4
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

CRD-3L Crusader

Tonnage: 65
Max speed: 64.8 kph
Armor: heavy
Jump: 120 meters
Armament:
 2 x LRM-10
 2 x SRM-4
 2 x Medium Laser
 2 x Machine Gun
Most effective range:
 Between 240 and 270 meters.

CRD-3R Crusader

Tonnage: 65
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x LRM-15
 2 x SRM-6
 2 x Medium Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

CRD-4K Crusader

Tonnage: 65
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x LRM-10
 2 x SRM-6
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

JM6-A JagerMech

Tonnage: 65
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x Autocannon/2
 2 x LRM-15
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

JM6-S JagerMech

Tonnage: 65
Max speed: 64.8 kph
Armor: light
Jump: none
Armament:
 2 x Autocannon/2
 2 x Autocannon/5
 2 x Medium Laser
Most effective range:
 Between 120 and 270 meters.

TDR-5S Thunderbolt

Tonnage: 65
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 Large Laser
 LRM-15
 3 x Medium Laser
 SRM-2
 2 x Machine Gun
Most effective range:
 Between 240 and 270 meters.

GHR-5H Grasshopper

Tonnage: 70
Max speed: 64.8 kph
Armor: heavy
Jump: 120 meters
Armament:
 Large Laser
 LRM-5
 4 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

WHM-6D Warhammer

Tonnage: 70
Max speed: 64.8
Armor: assault
Jump: none
Armament:
 2 x Particle Projector Cannon
 2 x Medium Laser
 2 x Small Laser
Most effective range:
 Within 90 meters.

WHM-6K Warhammer

Tonnage: 70
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x Particle Projector Cannon
 SRM-6
 2 x Medium Laser
 2 x Small Laser
Most effective range:
 Within 90 meters.

WHM-6R Warhammer

Tonnage: 70
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 2 x Particle Projector Cannon
 SRM-6
 2 x Medium Laser
 2 x Small Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

MAD-3D Marauder

Tonnage: 75
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x Particle Projector Cannon
 Large Laser
 2 x Medium Laser
Most effective range:
 Within 270 meters.

MAD-3M Marauder

Tonnage: 75
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x Large Laser
 Autocannon/5
 2 x Medium Laser
Most effective range:
 Within 270 meters.

MAD-3R Marauder

Tonnage: 75
Max Speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 2 x Particle Projector Cannon
 Autocannon/5
 2 x Medium Laser
Most effective range:
 Between 90 and 540 meters.

ONI-K Orion

Tonnage: 75
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 LRM-15
 Autocannon/10
 SRM-4
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

ONI-V Orion

Tonnage: 75
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 Autocannon/10
 LRM-15
 2 x Medium Laser
 2 x SRM-4
Most effective range:
 Between 240 and 270 meters.

ONI-VA Orion

Tonnage: 75
Max speed: 64.8 kph
Armor: assault
Jump: none
Armament:
 Autocannon/10
 2 x Medium Laser
 2 x SRM-4
Most effective range:
 Within 270 meters.

ASSAULT BATTLEMECHS

AWS-8Q Awesome

Tonnage: 80
Max speed: 54 kph
Armor: assault
Jump: none
Armament:
 3 x particle projector cannon
 Small Laser
Most effective range:
 Within 540 meters.

AWS-8R Awesome

Tonnage: 80
Max speed: 54 kph
Armor: assault
Jump: none
Armament:
 2 x LRM-15
 Large Laser
 Small Laser
Most effective range:
 Between 240 and 450 meters.

AWS-8T Awesome

Tonnage: 80
Max speed: 54 kph
Armor: assault
Jump: none
Armament:
 2 x LRM-15
 2 x Large Laser
 Small Laser
Most effective range:
 Between 240 and 450 meters.

AWS-8V Awesome

Tonnage: 80
Max speed: 54 kph
Armor: assault
Jump: none
Armament:
 Particle Projector Cannon
 Large Laser
 LRM-15
 Small Laser
Most effective range:
 Between 240 and 450 meters.

CGR-IAI Charger

Tonnage: 80
Max speed: 86.4 kph
Armor: medium
Jump: none
Armament:
 5 x Small Laser
Most effective range:
 Within 90 meters.

VTR-9AI Victor

Tonnage: 80
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 Autocannon/20
 2 x Medium Laser
 SRM-4
 2 x Machine Gun
Most effective range:
 Within 90 meters.

VTR-9B Victor

Tonnage: 80
Max speed: 64.8 kph
Armor: heavy
Jump: 120 meters
Armament:
 Autocannon/20
 SRM-4
 2 x Medium Laser
Most effective range:
 Within 270 meters.

VTR-9S Victor

Tonnage: 80
Max speed: 64.8 kph
Armor: medium
Jump: 120 meters
Armament:
 Autocannon/20
 2 x Medium Laser
 SRM-6
Most effective range:
 Within 270 meters.

ZEU-6S Zeus

Tonnage: 80
Max speed: 64.8 kph
Armor: heavy
Jump: none
Armament:
 Large Laser
 LRM-15
 Autocannon/5
 2 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

BLR-ID Battlemaster

Tonnage: 85
Max speed: 64.8 kph
Armor: assault
Jump: none
Armament:
 Particle Projector Cannon
 4 x Medium Laser
 2 x Machine Gun
Most effective range:
 Within 90 meters.

STK-3F Stalker

Tonnage: 85
Max speed: 54 kph
Armor: heavy
Jump: none
Armament:
 2 x LRM-15
 2 x Large Laser
 2 x SRM-6
 4 x Medium Laser
Most effective range:
 Between 240 and 270 meters.

CPIO-Q Cyclops

Tonnage: 90
Max speed: 64.8 kph
Armor: assault
Jump: none
Armament:
 2 x LRM-10
 3 x Medium Laser
 SRM-4
Most effective range:
 Between 240 and 270 meters.

CPIO-Z Cyclops

Tonnage: 90
Max speed: 64.8 kph
Armor: medium
Jump: none
Armament:
 Autocannon/20
 LRM-10
 SRM-4
 2 x Medium Laser
Most effective range:
 Within 270 meters.

BNC-3M Banshee

Tonnage: 95
Max speed: 64.8 kph
Armor: assault
Jump: none
Armament:
 2 x Particle Projector Cannon
 2 x Medium Laser
Most effective range:
 Within 270 meters.

BNC-3Q Banshee

Tonnage: 95
Max speed: 64.8 kph
Armor: assault
Jump: none
Armament:
 Autocannon/20
 Small Laser
Most effective range:
 Within 270 meters.

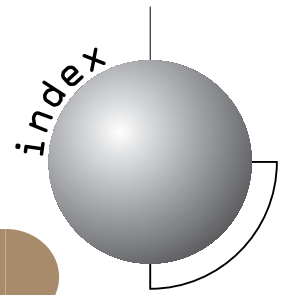
BNC-3S Banshee

Tonnage: 95
Max speed: 54 kph
Armor: assault
Jump: none
Armament:
 2 x Particle Projector Cannon
 Autocannon/10
 SRM-6
 4 x Medium Laser
 2 x Small Laser
Most effective range:
 Within 270 meters.

AS7-D Atlas

Tonnage: 100
Max speed: 54 kph
Armor: assault
Jump: none
Armament:
 Autocannon/20
 LRM-20
 SRM-6
 4 x Medium Laser
Most effective range:
 Within 270 meters.

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