Mass:	40 Tons
Chassis:	Whitworth Type I
Power Plant:	LTV 160
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	Whitworth Jetlift
Jump Capacity:	120 m
Armor:	Durallex Light
Armament:	2 Longbow-10 LRM Launchers
	3 Intek Medium Lasers

Manufacturer - Whitworth Company
Communication System - Garret T14
Targeting and Tracking System - Garret D2j

'Mech Ops

Marriott Hexman
Chief Tech
"You break it, you buy it."

Business skills are important, and so are piloting skills; but without techs, your 'Mechs would fall apart. And replacing a 'Mech is a very expensive process. Following is a description of the standard 'Mech Bay, where you can buy, sell, repair and outfit 'Mechs.

'MECH BAY

Arms Merchant

And people call us scum. Here you deal with your friendly neighborhood gunrunner, the lowlifes who keep us in business. As long as you've got the money, you can buy a huge variety of arms from him, and sell arms you salvage in the field. Keep in mind that, as technology increases, new weapons will become available.

'Mech Factory

Here you can access a list of the 'Mechs currently available for purchase. Buying a new 'Mech is a huge expense, but a unit is only as good as its equipment. Keep in mind that if you see a 'Mech you want you'd better snap it up; the way the black market works around here, it may not show up again for a while.

Customize

Here you can add to your 'Mechs the weapons and components you have purchased. You can only customize with equipment in your inventory, and each customization costs a fixed amount.

Repair and Reload

'Mechs take a lot of damage and use a lot of ammo in the field, but here you can fix 'em up. If you don't have enough money to repair the entire 'Mech, you can limit your repairs to individual items.

Weapons Grouping

Here you can strategically organize your weapons in up to five groups.

WEAPONRY

Since weapons and ammunition are expensive, you have to learn to use your weapons systems as effectively and sparingly as possible. It doesn't do you any good if it costs you 500K C-Bills worth of ammo to complete a contract that only pays 300K. The major distinction you have to make when deciding on how to arm your 'Mech is between ammunition-based weapons and energy weapons. Ammunition-firing weapons, like missiles and autocannons, can run out of ammo — but they reload and fire quickly. Energy weapons, on the other hand, take time to recharge between shots and build up a lot of heat, but they never run out of ammo.

Before assigning weapons to your 'Mech, you should research your mission and prepare for the combat conditions you expect.

Energy Weapons

Lasers — Light Amplification through Stimulated Emission of Radiation. Lasers damage their targets by concentrating energy in a small area.

Particle Projection Cannons — PPCs fire high-energy ion bolts that cause a lot of damage and really raise the target's heat level. They also take longer to recharge than lasers.

Missiles

Long-Range Missiles — LRMs have basic guidance systems that lock them onto a target. "Splash damage" means that indirect hits cause almost as much damage as direct hits.

Short-Range Missiles — SRMs reach a high velocity for greater damage when fired at close range.

Ballistic Weapons

Autocannons — Autocannons are rapid-firing auto-loading weapons that fire a stream of high speed. exploding, armor-piercing shells or magnetically propel a solid slug. Some ammo will fragment after being fired, improving the chance of making a hit.

Machine Guns — Machine guns are rapid-fire ballistic weapons and one of the most effective weapons a 'Mech can carry. The volume of shots increases your chances of scoring a hit, but machine guns don't cause severe damage unless used at close range.

Weapons Configurations

Weapons Grouping — Part of learning how to operate your 'Mech well is learning how to group your weapons. Your 'Mech's default Weapons Display shows all weapons in a single group by the 'Mech's left- and right-side designations. You can strategically organize your weapons in up to five groups designated by the colors GREEN, WHITE, YELLOW, LIGHT BLUE and DARK BLUE on the Weapons Display. This allows you to set up a weapons layout for the mission at hand (e.g., grouping missiles in the first group to allow time for reloading while other quick-loading groups can be fired). To do this, go to the **'MECH OPS** in the 'Mech Bay or, in combat, press **Shift** plus **1**, **2**, **3**, **4** or **5**.

Chain-Fire vs. Group-Fire — You can configure your weapons systems to two different firing modes: Chain-Fire or Group-Fire. Chain-Fire lets you automatically advance to your next available weapon, firing each weapon within that group one at a time. You can also use Chain-Fire mode with weapons systems that have been grouped; or you can designate Group-Fire mode, enabling you to fire multiple weapons within a specific group at the same time — called a "weapons dump."

Use the following keys:

Spacebar	Fires a weapon, or group of weapons if Group-Fire is engaged.
\ (backslash)	Toggles between Chain-Fire and Group Fire.
Enter	Cycles from weapon to weapon.
' (apostrophe)	Cycles from one weapons group to the next.
; (semi-colon)	With Chain-Fire selected, fires all weapons in the selected group.

Alpha Strike — Allows you to fire all weapons in a group and auto-switch to the next group by pressing **P**.

Jettison Ammunition — To jettison ammunition, select the weapon in the firing chain and activate the Jettison Ammunition system. This will prevent internal ammo explosions in damaged areas and allow you to dump ammo you're carrying for a damaged or lost weapon. To do this, select the desired weapon and press **K**.

Note: If one of your machine guns is selected to jettison its ammo, you will lose all ammo for all machine guns. If you have three SRM launchers, you will lose ammo for all three when you jettison the ammo for one.

GUIDING A CAREER

My best advice to a virgin Merc is to use your head when you're outfitting a 'Mech. Decide what weapons and equipment you need based on where you're going and who you'll be fighting. Balance your weapons; on a hot planet, your 'Mech will overheat quickly if you're only using energy weapons, but ammo weapons can explode on you, and every round you fire costs you money. Be smart.

Mass:	100 Tons
Chassis:	Foundation Type 10X
Power Plant:	Vlar 300
Cruising Speed:	32.4 kph
Maximum Speed:	54.0 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Durallex Special Heavy
Armament:	1 Class 20 Autocannon
	1 LRM-20 Missile System
	4 Medium Lasers
	1 SRM-6 Missile System

Manufacturer - Na'ir, Hesperus, Quentin
Communication System - Army Comm. Class 5
Targeting and Tracking System - Army Comp. Type 29K

Mass:	40 Tons
Chassis:	Maltax 40
Power Plant:	280 VOX
Cruising Speed:	75.6 kph
Maximum Speed:	118.8 kph
Jump Jets:	100AFVTA
Jump Capacity:	210 m
Armor:	Lox loft series 1
Armament:	1 Martell Medium Laser
	1 Holly Long-Range Missile Rack
	1 Holly Short-Range Missile Rack

Manufacturer - Maltax Corporation
Communication System - Garret T15 B
Targeting and Tracking System - Garret 500S

Mass:	80 Tons
Chassis:	Technicron Type G
Power Plant:	Pitban 240
Cruising Speed:	35.4 kph
Maximum Speed:	51.2 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Durallex Heavy Special
Armament:	3 Kreuss Particle Projection Cannons
	1 Diverse Optics Type 10 Small Laser

Manufacturer - Technicron Manufacturing
Communication System - Garret T19-G
Targeting and Tracking System - Dynatec 2780

ASN-21 Assassin

Specifications

Overview:

Many of the purchasing agents for the Star League's military branch seem to have overstepped their authority in the case of the Assassin BattleMech.   Although a new light 'mech was not required in great numbers, lobbyists for Maltex Corporation managed to gain several key contracts for the production of this 'Mech.   Despite all the politics involved, the Assassin turned out to be a successful 'Mech in combat. Its ample firepower, good armor protection, and speed have made it a popular model. Its mobility seems to be the key to its success in battle.

AS7-D Atlas

Specifications

Overview:

The sight of BattleMechs lumbering across the terrain is a familiar one among the worlds of the Inner Sphere.   Nevertheless, the sight of an AS7-D Atlas still manages to make even experienced MechWarriors break out in a sweat and brings the bitter taste of bile to their mouths. The Atlas was designed as a last-ditch attempt to ensure the superiority of the Star League's Regular Army over the growing armies of the House Lords.   It was an understandable reaction to the Cameron edicts passed from 2751 to 2761 by the High Council, which permitted the five Lords to double the size of their personal armies.   General Kerensky himself set down the specifications for the Atlas.   He said that it should be "a 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

AWS-8Q Awesome

<u>Specifications</u>

Overview:

The AWS-8Q Awesome is one of the most feared vehicles on the battlefields of the Succession Wars. First built in 2655 by the Technicron Manufacturing Conglomerate under license from the Star League, it soon became a popular heavy 'Mech in many regimental assault lances. Based on the design of the STR-2C Striker, the original assault 'Mech, the Awesome soon superseded that aging vehicle as the main heavy assault 'Mech in almost all the Successor States.   The STR-2C Striker is almost never seen in front-line regiments today. The Awesome is widely used as an initial penetration assault vehicle. Massed Awesome assault lances are sent to destroy a point in the enemy defenses, allowing units that follow to exploit the breach.   The Awesome is also used in many defensive situations where it is usually responsible for the most threatened or important areas of a perimeter.

CPLT-C1 Catapult

<u>Specifications</u>

Overview:

The CPLT-C1 Catapult was produced by Hollis Incorporated in a limited production run between 2561 and 2563 under a special military contract with the Star League.   It was officially classified as a close-support vehicle, designed as a second-line defense with strong offensive capabilities. Early models of the Catapult were equipped with no close support weapons. But the most current versions carry four medium

lasers for close support.

CDA-2A Cicada

Specifications

Overview:

Many small manufacturers entered the BattleMech industry as tensions mounted near the time of the fall of the Star League.   In this period, HartfordCo, a known manufacturer of fine communications and targeting systems, began constructing 'Mechs from their home planet of Bryant near Earth.   Their single contribution to battlefield technology was the Cicada, which went into limited production in 2840. With Bergan Industries holding almost a total monopoly on the contracts for small recon 'Mechs, HartfordCo proposed a 'Mech heavier than the Locust made by Bergan.   It would be armed with the well proven Magna laser systems, and be as fast as the Locust but weigh twice as much. Most important, the price was right.   Star League took a limited contract for the Cicada, shipping it to replace many of the Locusts lost in border areas.

CN9-A Centurion

Specifications

Overview:

The Centurion was designed and built by Corean Enterprises as an operational partner for the highly successful Trebuchet.   Produced from 2801 until the Corean plant on Ramen II was destroyed in 2845, it

boasts a poweful Luxor medium-heavy autocannon and two Photech 806c medium lasers. For long-range hitting power, it has a chassis mounted Luxor 3R LRM-10. This cross-section of weaponry gives the centurion a potential damage curve that increases steadily as it nears its target. Unfortunately, many CN9-As have developed defects in their autocannon loading mechanisms.   In many cases, it has been necessary to replace the entire loader.   As replacement parts for the Luxor autocannon become increasingly rare, Techs often replace the entire autocannon with another make or decide to mount a different type of weapons system in its stead. No matter which alternative is chosen, it is an extremely complicated and time-consuming operation, as the Luxor system was custom-fit into the Centurion's chassis with no room left for modifications.   Although the CN9 is a fine 'Mech when in good condition, the defective autocannons make its future uncertain.   In the future, Centurions may adopt a variety of roles, depending which refits they receive.

CLNT-2-3T Clint

Specifications

Overview:

Andoran Industries began construction of the CLNT-2-3T under the Star League Armaments Act of 2507, which law provided border areas with the latest in battlefield technology.   The Andoran Industries project resulted in the construction of over 200 of this class. The original Clint prototypes mounted a heavier autocannon (Armstrong Buster Class) and carried more ammunition.   However, the chassis of these models developed stress problems, and the armament was downgraded to its current configuration. This 'Mech functioned as a recon 'Mech as well as a well-armed, lower-end medium 'Mech.   Its history and combat performance shows that it served those purposes well.

COM-2D Commando

Specifications

Overview:

The Commando COM-2D was designed as an alternative to the more numerous Wasps and Stingers as a reconnaissance 'Mech.   While not jump-capable, the Commando has far stronger weapons than either of the more famous scout 'Mechs. Conceived by engineers at Coventry Defense during the last days of the Protectorate of Donegal, the first prototype Commando was tested in 2463 and carried a large laser on the right arm.   Because of the sudden heat generated by the laser was breaking down the lubricants in the 'Mech's wrist and hand, the weapon was later replaced with an SRM four-rack. The Commando was commissioned by the Protectorate of Donegal in 2466, then adopted by the entire Lyran Commonwealth after the Protectorate became part of it.   Though Star League made many attempts to draft the Commando into its own forces, the Commonwealth managed, through clever stalling and subtle lying, to keep the design to themselves.   That has proved a prudent move on the part of the Commonwealth.

CRB-27 Crab

Specifications

Overview:

The Crab has been well received in Kurita units since Comstar began supplying them to the Draconis Combine.   The 'Mech performed well in the War of 3039, surprising Davion units with the weapons hidden inside its claws.   In fact, House Kurita would probably make the Crab one of its standard designs if it had the factory to produce its own.

CP 10-Z Cyclops

Overview:

Stormvanger Assemblies first placed the CP 10-Z Cyclops into production in 2710.   Designed as a heavy assault vehicle for use in assault lances, the Cyclops also proved a favorite among headquarters troops in higher-echelon formations.   With its sophisticated holographic Tacticon B-2000 battle computer and its planet-wide communications capability, the heavy 'Mech proved highly useful in this role.   Except when the Cyclops is part of an assault, tactical doctrine usually places it in the reserve, where it can coordinate and support the overall actions of the other BattleMechs in its command.   At regimental level and higher, the commander's Cyclops is usually guarded by a headquarters lance and supporting units. Though individual commanders have occasionally made personal modifications, the present-day Cyclops is virtually identical to the prototype coming off the assembly line in 2710.

DRG-1N Dragon

Specifications

Overview:

In the first years of the Kerensky Protectorate, the lackluster performance of the aging SHD-1R Shadow Hawk against newer designs made apparent the need to replace it.   In a major contest, the Luthien Armor Works submitted its Dragon design and promptly lost the contract to the upgraded Shadow Hawk, the 2H. Amazed and angered, the owners of Luthien Armor Works went ahead with production of a slightly less powerful Dragon.   This design carried a Class 2 Victory autocannon on its right arm instead of the more powerful Imperator-A.   It was this Dragon design that House Kurita privately commissioned in 2754 as the basis for the Combine's private army until the dissolution of The Star League.

HTM-27T Hatamoto-Chi

Specifications

Overview:

The HTM-27T Hatamoto-Chi is one of the first BattleMechs fielded by the DCMS utilizing advanced construction materials, most notably an Endo Steel chassis.   First deployed by the DCMS on An Ting in 3039, the Hatamoto-Chi is a major conversion of the Wells Technologies CGR-1A1. The modifications were so extensive that the 'Mech was given a new designation. Externally, the Hatamoto-Chi is similar to its parent design, retaining the large shoulder assemblies and lacking a left hand, which give the machine its characteristic silhouette.   The most obvious distinguishing characteristic of this class is the radiator fins mounted on the head.

HNT-171 Hornet

Specifications

Overview:

A design that has long been out of favor, the Hornet was one of the first 'Mechs to use recovered technology in the hope of improving its performance.   The work was done at the high-security Kallon factory on the planet Talon in the Wernke system.   The HTN-171 model has appeared in limited numbers in F-C units, mostly in the Sarna March. The Federated Commonwealth version is far more effective than the old HNT-151.   It incorporates the lighter Endo Steel Construction, combined with Ferro Fibrous armor and Cellular Ammunition Storage Equipment. The 171 carries a half-ton less armor than the 151 but has virtually the same amount of external protection and significantly more protection against an ammunition

explosion. The MainFire Point Defense Anti-Missile System gives the Hornet better defense against enemy missiles at the cost of a smaller laser.   It remains to be seen, however, whether the improved Hornet will prove more valuable on the battlefield.

HBK-4G Hunchback

Specifications

Overview:

The HBK-4G Hunchback is a heavy-hitting fighting vehicle.   Serving in medium and assault lances of many regiments of the Successor States, it has earned a distinguished fighting record.   Designed in early 2572, the Hunchback continues as a popular vehicle both in House Liao and House Kurita regiments.   It is also used extensively by House Marik armed forces. The Hunchback is widely known for its streetfighting abilities in the confined spaces of urban battles.   With its massive firepower at close range, it is more than a match for many heavier 'Mechs.

JM6-S Jagermech

Specifications

Overview:

Recognizing that the Rifleman was a good design that could be improved, the designers at Kallon Industries began reviewing the RFL-3N's original design in light of its battlefield performance.   Three

facts immediately came to light.   The Rifleman was prone to overheating, it did not carry enough ammunition, and it was lightly armored in comparison with other 'Mechs of the same tonnage.   Kallon designers reworked the blueprints, making a few trade-offs, and created a first-grade 'Mech - The Jagermech. Though still lightly armored for its weight, the Jagermech is less likely then the Rifleman to overheat, as the large lasers have been replaced with more ammunition and a pair of Mydron light autocannon.

JR7-D Jenner

Specifications

Overview:

The Jenner is a relatively modern design, first constructed in 2784 by Diplan Mechyards of Ozawa under contract to House Kurita.   It was designed as a fast, hit-and-run guerrilla fighter.   With a maximum speed of 118.8 kilometers per hour and a jump capacity of 150 meters, it was hoped that this 'Mech would form the foundation for a new, highly mobile lance. The origional Jenners mounted two Argra 27C medium lasers and a Diplan HD large laser on a central turret, but this configuration could easily be disarmed by a direct hit to the turret.   The medium lasers' targeting system was also plagued with problems.   However, because the chassis and mobility sub-systems performed well in trials, designers decided to refit the weapons systems instead of crapping the whole design. The standard ten heat sinks allowed the 'Mech to move swiftly and fire without overheating. The Jenner was then modified to its current configuration, mounting four Argra 3L medium lasers, two per side, on directionally variable mountings. The Argra 3L replaced the older 27C because is had a better spectral purity and a more rugged focal system. The Thunderstroke SRM-4 was installed after additional testing showed the need for increased short-range firepower.   The resulting 'Mech was the pride of Kurita forces.   Designed and built at home, it was the optimum mix of speed, jump capacity, and firepower.

JVN-10N Javelin

Specifications

Overview:

The JVN-10N Javelin is one of the newer recon vehicles used by the armies of the Successor States. First produced in 2751, the light 'Mech still had not been entirely integrated into many 'Mech regiments by the beginning of the First Succession War in 2786. Because of this, many combatants were caught off guard when it appeared on the battlefield. House Davion took a particular interest in the Javelin's development, introducing them into many recon lances. Today, after centuries of Succession Wars, the Javelin has come to be known as a reliable scout 'Mech. The Javelin's main function is reconnaissance , though it is also used extensively in ambushes. In that regard, the term "sneaky as a Javelin" has become widespread among MechWarriors throughout the Inner Sphere.

MAL-1R Mauler

Specifications

Overview:

The Mauler is the Federated Commonwealth codename for a Kurita Assault 'Mech just beginning testing at the proving grounds of Luthien Armor Works. The Draconis Combine has high security surrounding this project, and all information is a combination of unconfirmed reports, speculation, and analysis.

ON1-K Orion

Specifications

Overview:

The ON1-K Orion is an ancient BattleMech design.   Created by the Terran Hegemony as the first truly heavy 'Mech, the Orion has acted as the brute force of major offensives for nearly 500 years.   Even today, the Orion is still a formidable 'Mech. The original design was created in response to the theft of BattleMech blueprints by commandos of the Lyran Commonwealth.   To ensure the continued dominance of the Hegemony's 'Mechs, engineers built the "Ultimate BattleMech".   Commissioned in 2570, the Orion first saw action in the bloody Reunification Wars along the periphery.   The original Orion, the 1-C, did not have long-range missiles, and sported a Class 5 autocannon instead of the Class 10 seen today.

PNT-9R Panther

Specifications

Overview:

Designed as a fire support vehicle for reconnaissance units, the prototype Panther was first built for Star League during the closing years of the Cameron Dynasty.   After being commissioned in 2739 to produce the 'Mech, Alshain Weapons began immediate delivery of Panthers to League ground troops fighting renegade bandits along the Periphery. The 'Mech's poor performance in the Battle of St. John pointed both a flaw and a strength in it.   The flaw was that the large laser carried in the 'Mech's right hand lacked effective range and power.   The strength was the 'Mech's basic hardiness.   To improve this battleworthy machine's firepower, Star League engineers replaced the large laser with a PPC. The Draconis Combine is the only Successor State that today uses the Panther in any significant numbers.   The current model, 9R, is a compromise developed by Combine engineers.   Though lacking the original Panther's sophistication, its systems are more adaptable to present-day factories.

QKD-4G Quickdraw

Specifications

Overview:

First produced in 2779, the QKD-4G Quickdraw was assigned to very few 'Mech regiments before the start of the Succession Wars in 2786. Since that time, however, it has slowly found its way into a number of units in all five of the Successor States.   Though designed as the most likely replacement for the Rifleman support vehicle, the Quickdraw has never realized this aim and so remains less known than the older Rifleman design.   Nevertheless, the Quickdraw's enormous firepower capacity and good armor protection quickly earned it the acceptance and respect of many MechWarriors.

RVN-3L Raven

Specifications

Overview:

Two decades ago, the Raven was a House Liao experimental attempt to produce a 'Mech that could provide a battalion or regiment with sophisticated electronic-warfare capabilities.   The equipment was not a complete success, both because it was too heavy and because it was not sophisticated enough to turn the tide of a battle.   Recovered technology has changed all that.   Produced only by Hellespont Industries on Sian, the Raven is striding off the assembly line bristling with the most advanced electronics ever seen in the Inner Sphere.

TBT-5N Trebuchet

<u>Specifications</u>

Overview:

Corean Enterprises constructed the Trebuchet (or Trenchbucket) from 2780 to 2845 as a main-line medium 'Mech.   With the long-range punch of its twin Zeus LRM-15s and the short range power of its three Magna Mk II medium lasers, the Trebuchet is a dangerous opponent at any range. As it was never intended to operate far from its supply lines, the Trebuchet received only eight reloads for each of its missile racks. This limited ammunition supply can become a serious problem if the Trebuchet is trapped behind enemy lines.

STN-3M Sentinel

<u>Specifications</u>

Overview:

The Sentinel, a Star League design that Comstar supplied to the Draconis Combine, fought its first battle in centuries during the Kurita counter-thrust at the Davion planet Exeter during the War of 3039. Along with the Crab, the Sentinel played a major role in the Combine's destruction of vast areas of the planet.

STK-3F Stalker

<u>Specifications</u>

Overview:

The Stalker is the most famous and most common heavy assault 'Mech. A product of the Reunification War, the first prototype was produced as early as 2594.   Early models were not very heavily armed, but field tests suggested that the STK would be most effective if it mounted weaponry with differing optimal ranges.   Although the resulting 'Mech had far more weapons than could be safely fired in a single salvo, it had an extremely flexible response capacity.   The League computer systems determined a target's range and suggested the optimum mix of weapons for the situation.   The resulting fire control system was the best available. The STK represents BattleMech technology at its height. Few Stalkers still retain the original computer equipment so vital to proper operation in battle.   The STK is still a fearsome 'Mech, but with the loss of the computer, its pilots must be cautious not to overuse their tremendous firepower. The large quantity of waste heat generated by the lasers can quickly overheat the 'Mech despite its 20 heat sinks.

UM-R60 Urbanmech

Specifications

Overview:

Called upon to produce an effective light 'Mech for city-fighting, Orguss Industries replied with Urbanmech.   Cheap to produce, but potent in its assigned duties, the 'Mech was manufactured in large numbers, many of which have survived into the present era.   Now common in city garrisons and defensive units, the Urbanmech continues to be an effective battle weapon.

VTR 9B Victor

<u>Specifications</u>

Overview:

The VTR 9B Victor was originally built under a defense contract with the Star League in 2510.   Defined as a heavy BattleMech, it was used as a strong support 'Mech with jump capabilities.   Earlier models carried a sophisticated array of anti-infantry weapon systems, later discarded due to the overheating problems common for a heavily armed 'Mech. Also, technicians felt that this heavy-support 'Mech would not be engaging infantry, so the flamer and machine gun systems were removed. The Victor was originally outfitted with a Standus 20 tracking system, but it was removed from all but the first-run prototypes due to its tendency to project targets that didn't exist. HildCo Interplanetary produced the 'Mech out of three plants whose facilities were destroyed during the First Succession War.   Most of the firm's records fell into the hands of House Kurita, however.   Thus, the total numbers of Victors produced has been determined to be nearly 1000. Many were lost during Kerensky's exodus from the Star League, and still more were lost during the First Succession War.

VND-1R Vindicator

<u>Specifications</u>

Overview:

Much like the old joke about the camel, The VND-1R Vindicator is the product of compromise and not inspiration.   As Capellan Confederation designers created this 'mech to fit as many roles as possible, it is capable of fire support, point defense, and offense, though only in lackluster fashion. The First Succession War had proved disastrous for the Confederation, who lost all but one of its 'Mech-producing facilities.   The remaining 'Mech plant, on the heavily industrialized planet of Capella, was limited to the

production of 'Mechs of less than 60 tons.   Also, because the Confederation had few materials to build 'Mechs, its engineers decided to build a 'Mech that was capable of several roles, yet could be built with meager resources. The Vindicator was designed and built in 2826, during the lull between the First and Second Succession Wars.   The first Vindicators had machine guns mounted on their left arms instead of the small laser seen on current models.

WTH-1 Whitworth

Specifications

Overview:

The Whitworth was first built in 2610 as a scout 'Mech intended to fill the gap between the light Wasp and the medium Phoenix Hawk.   Whitworth's development program soon produced a well-armed, versatile vehicle. Although slower than other scout 'Mechs, the Whitworth made up for it with the protection given by its excellent Durallex Light armor. The Whitworth was initially armed with Harpoon-6 SRM launchers. Star League defense planners replaced these with Longbow-10 LRMs on most models in an effort to discourage MechWarriors from engaging the Whitworth in close-range combat.   Known to critics and admirers alike as the "Tin Woodsman", the Whitworth served throughout the Age of War and then in Star League scout units thereafter. The Star League's death throes also brought the destruction of many Whitworths, serving as they did in heavy combat zones.   Survivors were quickly recruited into the forces of the Noble houses that replaced the Star League, however.   In the present Successor States era, Whitworths continue to serve their units well.

WFT-1 Wolf Trap

Specifications

Overview:

The Wolf Trap, the Federated Commonwealth codename for House Kurita's answer to the Wolfhound, is a rubric likely to stick, even though the Draconis Combine will doubtless give it some Japanese name. This 'Mech has been on the drawing boards for years, only recently entering extensive field testing.   One of the first completely new designs to emerge since the recovery of Star League technology, it will be a bellwether to see if other realms, such as the Free Worlds League and Capellan Confederation, rush to produce new designs instead of revamping old ones.

ZEU-6S Zeus

Specifications

Overview:

The heavy 'Mech ZEU-6S Zeus is the Lyran Commonwealth's pride and joy. The initial design ideas were first put to paper just after the start of the war with the Draconis Combine in 2407.   Three years later, when enemy forces were threatening Hesperus II, two Zeus prototypes were already lumbering across test terrains.   The speed with which the Zeus was brought from idea to reality astounded even the most optimistic generals. The Zeus also had the best field test a new 'Mech could hope for. When Kurita forces assaulted Hesperus II, the two Zeus prototypes were there, aiding in the defense of the vital BattleMech factories. These prototypes carried PPCs on their left arms.   After the battle, the pilots reported that the PPC was extremely erratic and unreliable. Further research revealed that the PPC's insufficient shielding created wild magnetic interactions between it and the 'Mech's engine. The designers thus decided to drop the PPC in favor of the simpler autocannon to insure quick delivery of the 'Mech to the front. The autocannon gave the Zeus less punch but the same range as the PPC. The Defiance factories on Hesperus II are the only ones currently producing the Zeus, which first came off the production lines in 2411.

Letter from the President
Business Management

'Mech Ops

Combat Procedure

Battletech History

Control Systems

BattleMech Descriptions

ASN-21 Assassin
AS7-D Atlas
AWS-8Q Awesome
CPLT-C1 Catapult
CDA-2A Cicada
CN9-A Centurion
CLNT-2-3T Clint
COM-2D Commando
CRB-27 Crab
CP 10-Z Cyclops
DRG-IN Dragon
HTM-27T Hatamoto-Chi
HNT-171 Hornet
HBK-4G Hunchback
JM6-S Jagermech
JR7-D Jenner
JVN-10N Javelin
MAL-1R Mauler
ON1-K Orion
PNT-9R Panther
QKD-4G Quickdraw
RVN-3L Raven
TBT-5N Trebuchet
STN-3M Sentinel
STK-3F Stalker
UM-R60 Urbanmech

Battletech History

July 8, 2784: General Alexandr Kerensky gives his fateful order, "Exodus;" and 200 transports, filled with scientists, soldiers and the best minds of the Inner Sphere, vanish from known space. For the next 300 years, the Successor Lords use their regiments of BattleMechs, giant humanoid war-machines once used for heavy labor and construction, to destroy what remains of the Star League, each Successor Lord trying to place himself on the throne. Humanity falls into darkness.

May 10, 3044, the present: Three hundred years of war have nearly destroyed humanity's ability to build war machines. Only a few factories remain active, churning out BattleMechs for the four Successor States that still battle for the almost forgotten throne of the Star League. Most BattleMechs are salvaged from battlefields, the victors scavenging what they can from the fallen.

Mercenaries now sell their strength to the Successor States, all bidding for the best contracts with the most powerful warlords. On the periphery, outside of the Successor States, pirates rule petty "Bandit Kingdoms." From the fringes of human space, the Bandit Kings raid weakened Successor Lords for precious water and spare parts.

Despite centuries of war, the battle continues.

Business Management

Anya Kiowa

Financial Expert
"Get the skills to pay the bills."

Here at Tri-M™, we don't just teach you how to fight — we teach you how to fight for money. That's where I come in. Before hiring on at the Academy, I was a junior partner in a major business consortium. Then I learned where the real money was and joined up with the Hansson's Roughriders. Now I'll teach you the business secrets I learned along the way. The first section of this manual will give a brief overview of what cadets learn in our business management program.

OFFICE

This is the standard base of operations for a Mercenary, where you will find your computer, your most important tool in keeping track of your money, contracts and inventory.

Contracts — The Contracts Screen shows the contracts your mercenary team is being offered, and on what terms. You must always weigh your fee against the risks of the mission and the damages you may incur during it.

Personnel — Allows you to choose 'Mech pilots so that you can assemble a well-balanced, compatible team that is *within your means*. When choosing personnel, keep in mind that you also have to purchase 'Mechs and equipment. Also, you can hire aerospace pilots who offer the added protection of air support while you are in combat.

Inventory — Shows all your 'Mechs, weapons and ammunition. There are two ways to acquire items for your inventory. 'Mechs and equipment can be purchased in the 'Mech Bay, or they can be salvaged as bounty during missions.

Finances — Mercenary contracts can make you a *lot* of C-Bills, but remember that everything costs money: 'Mechs, weapons, pilots, repairs and ammunition. The Finances Screen helps you keep track of your total funds and your monthly expenses.
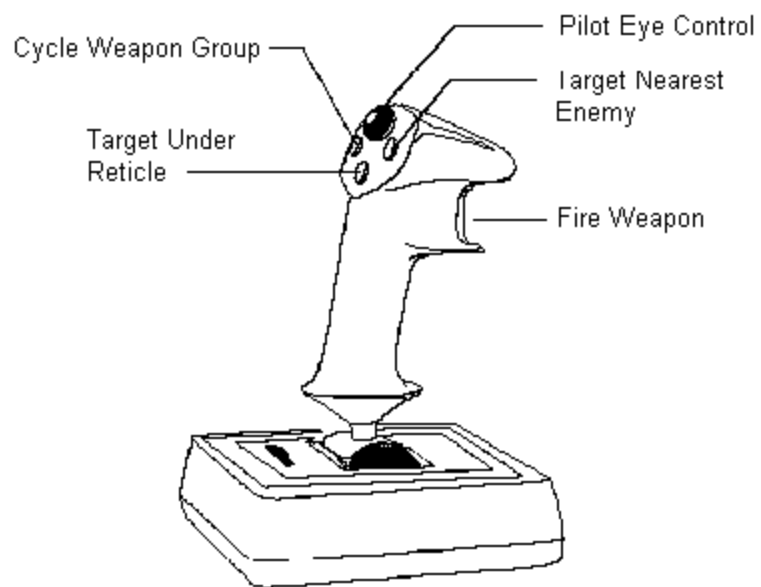
GUIDING A CAREER

H.H. also asked each of us if we would say a few words about how to steer a mercenary career successfully. My colleagues might say differently, but, in my opinion, the most important part of your job is picking the right contracts. Always weigh your potential gains against your potential losses. Be aware of who your employer is, who your enemy is in each mission, and what kind of resistance you can expect. You can always find out background info from ComStar news in the Spaceport, which will inform you a little better when choosing between contracts.

Here my area of our tour ends, but I want to stress again that the financial aspects of a Merc's career are truly among the most important. I mean, what are we in this for? Excitement? Honor? Please. During the rest of your tour, and if you join us here at the Academy, always pay attention to how much things cost, especially 'Mechs, weapons and repairs, which Tech Hexman will be covering in his discussion of the 'Mech Bay.

Mass:	40 Tons
Chassis:	Hartford 300
Power Plant:	320 Pitban
Cruising Speed:	86.4 kph
Maximum Speed:	129.6 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	3/Star Slab
Armament:	2 Magna Medium Lasers
	1 Magna 200 Small Laser

Manufacturer - HartfordCo
Communication System - Hartford J15 B
Targeting and Tracking System - Hartford S1000

CH Joystick

Cycle Weapon Group

Pilot Eye Control

Target Nearest Enemy

Target Under Reticle

Fire Weapon

Mass: 40 Tons
Chassis: Andoran Model III
Power Plant: Pitban 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Andoran Model JJIII
Jump Capacity: 180 m
Armor: Durallex Medium
Armament: 1 Armstrong Autocannon/5
                        2 Martell Medium Lasers

Manufacturer - Andoran Industries Ltd.
Communication System - Raldon R1
Targeting and Tracking System - Sloane 220 Lockover Systems

Mass:	50 Tons
Chassis:	Corean Model K7
Power Plant:	200 Nisson
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	StarGuard III
Armament:	1 Luxor D-Series Autocannon
	1 Luxor 3R LRM-10
	2 Photech 806c Medium Lasers

Manufacturer - Corean Enterprises
Communication System - Corean Transband-J9
Targeting and Tracking System - Corean B-Tech

Mass:	25 Tons
Chassis:	Coventry Metal Works
Power Plant:	Omin 150
Cruising Speed:	64.8 kph
Maximum Speed:	97.2 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Lexington Linked
Armament:	1 Shannon Six-Shooter Missile Pack
	1 Coventry 4-Tube Missile System
	1 Hesperus-B3M Medium Laser

Manufacturer - Coventry Defense Conglomerate
Communication System - TharHes Crystal Flower RG-2
Targeting and Tracking System - TharHes Star Shark

Mass:	90 Tons
Chassis:	Stormvanger HV-7
Power Plant:	Hermes 360
Cruising Speed:	42.1 kph
Maximum Speed:	61.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Starshield Special
Armament:	2 Diverse Optics Type 20 Medium Lasers
	1 Delta Dart Long Range Missile 10-Rack
	1 Hovertec Short Range Missile Quad
	1 Zeus-36, Mark III Autocannon

Manufacturer - Stormvanger Assemblies, Unlimited
Communication System - Olmstead 840 with SatNav Module
Targeting and Tracking System - Tacticon Tracer 280

Mass:	65 Tons
Chassis:	Hollis Mark II
Power Plant:	Magna 260
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	Anderson Propulsion 21
Jump Capacity:	120 m
Armor:	Durallex Heavy
Armament:	2 Holly LRM 15s
	4 Martell Medium Lasers

Manufacturer - Hollis Incorporated
Communication System - O/P COM-211
Targeting and Tracking System - O/P 1078

Mass: 50 Tons
Chassis: Hollis Mark 1A
Power Plant: Magna 250
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Paulina Heavy Ferro-Fibrous
Armament: 2 RAMTech 1200 Large Lasers
                     1 Ceres Arms Medium Laser
                     1 ExoStar Small Laser

Manufacturer - Cosara Weaponries
Communication System - Garret T11-b
Targeting and Tracking System - Garret D2j

Combat Procedure

Captain Mitchell Foxworth

Chief Pilot Instructor
"Kick ass or get killed."

Once you've accepted a contract and bought and outfitted your 'Mechs, the real mercenary work begins. Your mission will start in the Starport, where you will board the DropShip that will start you on the road to destruction and profit.

STARPORT

ComStar Terminal

ComStar plays a big part in a Merc's life: it holds all bonds for service, oversees contracts and provides the news service. At the terminal in the Starport, you can access from around the galaxy news that can help you decide which contracts to take. Keep an eye on the terminal; you don't want to sign on with someone who has just skipped out on a contract. And, if you pay attention to the news, you can stay out of trouble spots (or get *into* them if you wish).

Board DropShip

After you have selected your mission, a DropShip will transport you to the planet where the mission will take place. While your DropShip's in transit, you can access the on-board computer to prepare for battle.

Finances — Helps you keep track of your total funds and your monthly expenses.

Inventory — Shows your 'Mechs, weapons and ammunition.

Duty Roster — Here you assign the pilots and 'Mechs who will go into combat once you embark on a mission. Although you want to ensure that you include 'Mechs that can successfully complete the mission, remember that 'Mechs that don't go into battle can't be damaged. It may be better to avoid costly repairs on an expensive 'Mech if a lesser 'Mech can get the job done. These are the decisions that make the difference between a rich Merc and a dead one. Here you can also assign aerospace pilots for aerial support, which you may need in some missions.

Repair & Reload — You can refit your 'Mechs while in transit as well as in the 'Mech Bay.

Mission Computer

    Briefing — Gives you a description of your mission and outlines your objectives. Clicking the LAUNCH button embarks you on your selected mission.

    Situation — Offers background information on your mission and other Inner Sphere events.

    Abort Campaign — Aborts your current campaign, at the loss of any additional payments.

BASIC BATTLEMECH PILOTING

No matter what Kiowa and Hexman may have told you, 'Mech piloting is the most important aspect of being a Mercenary. If you can't fight, no one's going to hire you — it's that simple. The best pilots are

those who can use their in-cockpit systems as extensions of their bodies — you have to become your 'Mech. And never forget your environment and mission objectives.

Heat Management

Internal heat buildup is one of a 'Mech's worst in-combat dangers. A BattleMech builds up heat whenever it moves, fires its weapons or stands in an area of intense heat. A 'Mech's heat sinks are its only way to dissipate heat, and, if you overuse your weapons or stand in a high-temperature area, you may produce more heat than your 'Mech can tolerate.

If your 'Mech's internal heat reaches critical heat levels, ammunition or other systems may explode. Because of their huge purchase price, new 'Mechs are designed to shut down automatically when their heat thresholds exceed maximum critical levels. This forces the 'Mech to remain inactive until its heat falls below critical levels. You can manually override automatic shutdowns during emergency situations, but this maneuver should be used with great caution. If you do need to override shutdown, watch your heat tracking indicator closely. If it reaches full RED levels, you run the risk of a fatal explosion. Press the letter **O** to override automatic shutdown.

Throttle

The throttle controls how much power you're sending to the 'Mech's engine, just like a twentieth-century gas pickup truck. You can shift the throttle to incremental speeds, measuring from a complete stop at one (1), half throttle at five (5), and 100% power at zero (0) on the 'Mech throttle indicator in the cockpit control panel. Watch out — running at full throttle does have consequences. The more power you're sending to the engine, the more heat buildup and the higher risk of an ammo explosion.

You must always be aware of your surroundings and make throttle adjustments continually to accommodate your environment. You can severely damage a 'Mech's internals by colliding with another object at high speed.

You can also use the throttle to drive your 'Mech in reverse when you need to make a strategic retreat (hell, no need to die in one of these things). To do this, press **Backspace.** Refer to my discussion of the HUD for location of the rear-view camera so you can see where you're going when you're backing up.

Note: When you press **Backspace,** you will not immediately start going backwards; you must first slow down your forward movement, which may take some time.

Steering

Basic 'Mech maneuvering depends on your ability to steer under combat conditions. Turning a 'Mech requires careful calculation of your present situation. Since the radius of a turn is directly related to the speed at which you are traveling, recommended procedure for executing a quick turn in a 'Mech is to throttle down before initiating the turn.

Torso Twist

'Mechs are capable of torso movement of up to 90 degrees to the left or right of center, which allows you to travel in one direction but still engage an enemy on your flank. In order for this to be effective, torso twist timing and coordination are crucial. For you greenhorns, all I can say is *practice, practice, practice*. Your current torso twist is shown by a GREEN bar above the heading indicator in the HUD. Use the < and > keys to twist your torso.

You can also try a maneuver know as a Twist and Circle by torso twisting to one side and walking around the enemy in a large circle while firing at him/her. This allows you to be moving across your opponent's line of sight, making you a much more difficult target to hit.

Pilot Eye Control

There are a variety of different views from the cockpit available to you. By pressing **Ctrl** plus an **Arrow Key**, you can look left, right, up or down from inside the cockpit to see your surroundings without turning your 'Mech or torso. You can either glance in a particular direction or reorient yourself to face a different direction. Glancing around frequently will help you spot enemy threats not in your line of fire. Be aware. To

glance left or right out of the cockpit, press **7** or **9** on the numeric keypad.

You can also zoom in or out from any of these interior cockpit views for a closer or wider view using the optical magnification system. To do this, press **Z** to zoom in, **Shift+Z** to zoom out and **Ctrl+Z** to reset zoom.

External Tracking Camera (XTC) — Gives you an over-the-shoulder tracking view of your 'Mech for a third-person combat perspective. To toggle XTC OFF and ON, press C.

Satellite Uplink — Gives you a bird's-eye view of the area from a geosynchronous observation point one kilometer overhead. This wire-frame representation of the satellite view is beamed into your neurohelmet. You can increase the satellite uplink scaling factor to see a more detailed representation of an area, or decrease the scaling factor to cover a larger radius of the overhead view. **F3** toggles the satellite uplink ON and OFF. To zoom in on the radar/satellite uplink press **X**, and to zoom out press **Shift+X**.

Use the satellite uplink (**F3**) to dodge enemy fire when they are hot on your trail. Also, when you only need to get back to the DropShip alive, switching to **F3** allows you to see the missile trail of enemies from behind while blazing full-speed ahead towards your destination. Using the satellite uplink is even more useful if you have jump jets because you can then dodge even faster.

Thermal Optics — During night battles or when visibility is low, you can rely on this infrared system's sensors to project enhanced images of the otherwise indistinguishable environment. To activate, press **L**.

HEADS-UP DISPLAY (HUD) SYSTEM

The connection between a 'Mech and its pilot is the neural-impulse helmet. Your neurohelmet covers your head and attaches to the shoulders of your cooling vest (these 'Mechs really get hot). Electrodes inside the helmet channel sensory information from the BattleMech directly to your brain. Vital information is projected onto your retina so you don't have to look down while some 100-ton Atlas is bearing down on you. This is your lifeline. And if you get hit, these systems will go down. So don't get hit.

Radar System

The radar display shows all enemy threats and friendly 'Mechs within a one-kilometer (default) radius of your BattleMech. All enemy objects are RED blips, all friendly craft are GREEN, any neutral data BLUE and NAV points YELLOW. The "V" shows the resulting field of view based on the angle of the 'Mech's torso.

The radar screen's zoom function increases the level of detail in the radar display while decreasing the overall range from 2.0 kilometers to 250 meters. You can also toggle between the standard size radar display to a full-screen radar mode that shows up as an overlay centered around your 'Mech's crosshairs. The radar system also shows your currently targeted enemy by bracketing or highlighting the blip. The radar display also shows your currently targeted NAV point. More about that when I turn to "NAV Points" under "Navigation" in this section.

Press **F2** to maximize radar to full screen, and press **F2** again to minimize it and place it in the upper left corner. You can also zoom in on the radar screen by pressing **X**, and zoom out by pressing **Shift+X**.

Heading Indicator

This directional indicator shows you your 'Mech's heading in degrees, with "N" indicating 00 or zero. RED arrows will appear on the indicator to show the direction to the targeted object, and a GREEN bar above this indicator gives the degree of your torso twist.

Weapons Display

In the upper right-hand corner of the HUD, this display shows all the weapons you're carrying. The weapon you've currently selected will be outlined, and any weapon that's been destroyed appears in BLACK. The default displays all weapons in a single group arranged by the 'Mech's left- and right-side assignments. The Weapons Display can also show up to five distinct weapons groups designated by the colors GREEN, WHITE, YELLOW, LIGHT BLUE and DARK BLUE. Check out Tech Hexman's "Weaponry" section for procedures on "Grouping Weapons."

Note: After firing a weapon, the name of the fired weapon will turn RED while it is reloading. When it returns to its regular color, it is ready to fire again.

Altimeter

The altimeter measures your 'Mech's current elevation from the horizon in meters. The altimeter is especially useful when considering the atmospheric effects of navigating over mountainous areas or while using jump jets.

Throttle Indicator

This HUD indicator measures the current throttle power used by your BattleMech — with GREEN indicating forward throttle power and BLUE indicating reverse throttle. To the left of the throttle indicator a small read-out shows your 'Mech's current speed in kilometers per hour, indicating negative kilometers per hour for reverse throttle movement. Press the number **1** (stop) or the number **0** (fastest) to control the throttle.

Targeting Reticle

The targeting reticle indicates the object on which you're focusing your weapons. The reticle is GREEN when your weapon is armed and ready to fire, and YELLOW when your weapons are recharging or reloading. When the targeting reticle is RED, you've got the object in range and on-target; or, in the case of homing weapons, your targeting computer has made a lock.

Targeting Brackets and Markers

When you target an object, targeting brackets will appear around it. The brackets will appear in GREEN to indicate a friendly object; RED to mark an enemy object; and BLUE for any neutral targeted object, like non-enemy structures.

A RED targeting marker appears on the heading indicator to show the relative direction of the current target.

Targeting Camera

The targeting camera screen identifies the targeted object, showing its current actions and its orientation to the pilot's 'Mech. It also displays the targeted object's current damage. The enemy 'Mech's damage is indicated in three colors: GREEN = None or Superficial; YELLOW = Moderate; RED = Critical; BLACK = Maximum. Refer to "Target View" under "Targeting" in this section.

Targeting Information

When you target an object or NAV point, your 'Mech's targeting system identifies the targeted object's name and its current range in meters. This targeting information appears at the bottom left side of the HUD (below the targeting camera display screen if you have it enabled). You can also access further targeting information about some objects by activating the Inspection command. Press the letter I to identify.

Off-Screen Targeting Indicator

If a targeted object advances past your visual range, an off-screen targeting indicator will alert you to the relative heading of the target. This indicator appears in the form of a RED arrow along the perimeter of your HUD to indicate a targeted object. This off-screen target information also appears in a scaled-down display on the radar screen.

Heat Tracking Indicator

The heat indicator measures your 'Mech's heat buildup and dissipation. It tracks heat in three measures: GREEN = Nominal Heat; YELLOW = Marginal Heat; and RED = Critical Heat. The DeltaHeat Indicator constantly surveys your BattleMech's current rate of change in heat buildup. Press the letter **O** to override shutdown.

Jump Thrust Indicator (JTI)

The JTI will be displayed on the HUD of your 'Mech only if it is equipped with jump jets. It measures the

remaining amount of charge in your 'Mech's jump jets. Press J to activate jump jets.

Multi-Function Display (MFD)

This HUD is automatically initiated at launch. You can choose between optional camera views by pressing **F1** to cycle through all available modes.

HTAL (Head Torso Arm Leg) Damage Report — This detailed display shows section-specific damage information of your 'Mech's structure and remaining armor for that area (marked in GREEN). A bar measures damage to each corresponding section: head, torso, arms and legs — with torso being broken up into left, center and right, each with a separate front and back section.

Rear View — The rear-view camera can be activated to display a behind-the-'Mech exterior view to get a handle on what's going on behind.

Front View — Good for use with external (XTC). Helps you steer and target while viewing from the outside.

Down View — The down-view camera captures a lower view from directly beneath your 'Mech, which is useful during jump jetting, especially while attempting DFA. Refer to "Jumping" under "Advanced Piloting" in this section for DFA procedures.

Satellite View — Lets you view the satellite uplink from the main cockpit.

Weapon View — The weapon-view camera can be activated upon firing off a weapon to track its path until it reaches its target. By pressing **F10**, a pilot can also activate a full-screen weapon view once a salvo of missiles has been launched to track its progress.

You might want to use your long-range missiles as scouts. To do this, fire off a round of missiles, then press F10 to activate the missile cam. This allows you to ride along with the missiles and see what's up ahead of you.

Objectives/Briefing Summary

If you get flustered in combat and need to be reminded of your mission, you can access a short-form report of the target bonus bounty objectives. It'll also show you which objectives you've completed and the status of current ones. Press **F12** to activate briefing summary.

Another source of in-combat information is the com-link, which connects you with other 'Mechs and with your DropShip. At any time, you may receive new or alternate instructions, so be prepared and listening!

NAVIGATION

Often a mission will require you to follow a predetermined navigational (NAV) sequence. Each NAV sequence is mapped out before the mission, giving you directional guidance to targets, structures or locations.

NAV Points

NAV points are the locations that make up your navigational sequence. You can enable your 'Mech's navigational targeting computers to receive a signal of the sequence on your neurohelmet display. You can then cycle through all of the NAV points in sequence to determine their relative locations.

Once a NAV point has been targeted, you can access targeting information on the specific NAV point designated by the letters of the Greek alphabet. If the targeted NAV sequence is out of radar range, the off-screen targeting indicators will point toward the targeted NAV point. Once a NAV point has been reached, its color changes in all display screens to indicate such. Press **N** to cycle through the NAV points.

Autopilot

'Mechs are equipped with systems that automatically direct you to the next unreached NAV point. Your autopilot system comes in handy when other systems demand your attention. Press **A** to toggle autopilot

ON and OFF

Note: Autopilot is automatically disengaged once you re-establish control of your 'Mech.

TARGETING

Along with the various special targeting systems developed for streak missiles, 'Mechs are equipped with targeting systems that can give you information about targeted objects and enhance the performance of direct-fire weapons such as lasers, PPCs, Gauss rifles and autocannons.

Targeting Info and Ranges

One of the most effective functions of a 'Mech's targeting system is its ability to determine the range of a targeted object. Upon activating a 'Mech's targeting system on a particular object, a bracket display appears around the targeted object. The targeted object is then identified by name, and its range is given in meters. This targeting data can be accessed on the targeting information read-out for you to decipher objects underneath the reticle or the nearest enemy target, or to cycle through data on all available targets. When a target is in range of a selected weapon, your reticle turns RED.

Press **Q** to target objects underneath the reticle, press **T** to cycle through all targets, press **F** to target friendlies and press **E** to target the nearest enemy.

Deciphering ranges is an important aspect of weapons management. It allows a seasoned MechWarrior to fire short-, medium- and long-range weapons strategically, aiding weapons management. When I'm through with you, you *will* have this skill.

Target View

After enabling your 'Mech's targeting system, you can access a visual representation of the targeted object via your targeting camera. The targeting camera shows the object's current bearing and its present actions in relation to your 'Mech. However, upon suffering a critical hit, a BattleMech could suffer damage to any of its camera system sensors, rendering them inoperable. Refer back to my discussion of the HUD.

Inspection

Many recon missions depend on a MechWarrior's ability to inspect likely targets such as enemy structures or foreign objects. To inspect a target, you must first position your 'Mech within range of the object, activate the targeting system and enable the inspection scanner. The Targeting Information System will then receive all information detailing the contents of a prospective target. If you attempt to inspect an object that is out of range or whose contents are not relevant, the Targeting Information System will display the cause of the denied inspection. Enemy 'Mechs will become aware of you when scanned. Press the letter I to activate the scanner.

DAMAGE AND CRITICAL HITS

A 'Mech can sustain damage to eight separate locations: head, left torso, center torso, right torso, left arm, right arm, left leg and right leg. Each of these locations is equipped with a layer of armor that covers the internal structure and protects the contents housed inside. The torso armor is divided into front and back sections. Damage to the armor of each piece is tracked in the HUD by both the Damage Display and the HTAL.

Your 'Mech can be damaged in several ways: weapon impact, proximity to an explosion (splash damage), internal ammo explosion (cookoff) and collision with another object. Once the armor in a certain section has been depleted, your 'Mech can take damage to that section's internal structure. For each hit to the internal structure of a part, there is the risk of a critical hit.

A critical hit indicates that the equipment located within the affected section has suffered damage. Different types of equipment will react differently when delivered a critical hit:

- Weapons are rendered inoperable.

- Ammunition explodes (causing an internal ammo explosion).

- Hips, feet and legs become damaged and affect movement rates.

- Jump jet exhaust ports jam, thus taking away your ability to use your jump jets.

- Heat sinks are lost and your heat dissipation decreases.

- Engines are damaged, decreasing the 'Mech's speed.

- Gyros break, preventing jump jetting and affecting maneuvering.

- Sensors become unreliable, affecting in-cockpit systems.

- Life support systems fail, which can be fatal to the pilot in hostile environments.

- A critical hit to the cockpit kills the pilot instantly.

Some critical hits cause a 'Mech to lose its damaged section; this is known as "chunking." The components in a chunked section are (obviously) rendered inoperable. Internal ammo explosions can be triggered by a critical hit or by excessive heat levels if you override automatic thermal shutdown. In the case of an ammo explosion, the damage is applied to the section in which it was stored.

ADVANCED PILOTING

My more advanced students will also learn a few of the tricks that have kept me in the merc business this long, the real tricks of the trade. I would caution any of you cub scouts from trying these until *after* considerable instruction in 'Mech piloting.

Weapons Grouping

Put weapons with long recharge times (like missiles) in their own weapons group. Then you can move to another group of faster firing weapons while they're recharging. This way you don't have to skip over the missiles while they are inactive, and you won't fire them accidentally before they are locked if they happen to recharge while you are firing.

Jumping

Jump jet technology was originally developed to give 'Mechs jump capability for access to higher ground and maneuvering, but certain MechWarriors have refined jump jet maneuvers for use in combat. Since a 'Mech's mass significantly hinders its speed, jump jetting capability is used consistently by heavier 'Mechs for linear acceleration, letting them gain great distance in short periods of time. Another common practice is to use jump jet capability to execute rapid turning maneuvers that a pilot may not otherwise be able to perform; this is widely employed by slow 'Mechs.

The most famous jump maneuver, and my personal favorite, is DFA, or "Death From Above." Talented MechWarriors like myself are able to coordinate their jump jets and steering to land precisely on an enemy 'Mech's head. Since leg armor is stronger than average head armor, DFA can destroy an enemy 'Mech on impact. Not that you cadets will be doing this any time soon, but, when attempting DFA, you should access the down-view camera on the MFD to improve your accuracy.

Often you will see incoming fire approaching. If you are quick enough, use your jump jets to side step out of the line of fire. This works particularly well against PPCs.

Manual Shutdown

If your 'Mech reaches critical heat levels during battle, you can initiate manual shutdown to dissipate heat rapidly and cool your 'Mech down to a safe temperature. Some MechWarriors also use manual shutdown to deceive the enemy, since 'Mechs that have initialized the shutdown sequence cannot be detected on enemy radar. This advanced maneuver must be strategically timed to be effective. The same function starts up your 'Mech after manual shutdown. Press **S** to shutdown, and press the letter **O** to override shutdown.

Pilot Auto-Ejection

'Mechs are equipped with sensors that detect imminent internal explosions. The cockpit ejection system is

designed to eject you when your 'Mech's damage has reached critical levels. Once activated, this system triggers the cockpit canopy to be blown away by explosive bolts and you are rocketed away from your disabled 'Mech. You can choose to override automatic pilot ejection, a practice used by pilots who'd rather die in their 'Mechs than leave 'Mech technology for salvage or be ejected onto a planet with a hostile atmosphere. Didn't say it was smart, just said it was possible. Press **Ctrl+E** to toggle Auto-Eject ON and OFF, and press **Ctrl+Alt+E** to eject.

Thermal Optics

Enhanced images are transmitted into your neurohelmet as infrared images, giving you a virtual representation of the outside world. This system has proven an invaluable environmental aid due to its effectiveness in cutting through dense atmospheric conditions and enabling visibility. Press **L** to activate thermal optics.

Commanding a Lance

In battles calling for lance coordination, a MechWarrior in the position of lance commander (unit 1) can command his or her lancemates. To command a lancemate, press **Alt** plus the corresponding number.

Attack Target — A lance commander can assign a particular lancemate to attack a predetermined target. This object must first be targeted by the commander before the target information can be transmitted to the lancemate. Press **Alt+A** to attack a target.

Defend Target — A pilot can also assign a lancemate to defend a target. The commanding lancemate must first acquire a lock on the object before a lancemate can receive the command. Press **Alt+D** to defend a target.

Join Formation — A lancemate can be called to join a formation s/he's not currently a part of once the battle has commenced. Press **Alt+J** to join a formation.

Disengage and Reform — Once a command has been made or a lancemate has been otherwise committed, a lance commander can also choose to withdraw the order and call the lancemate back to rejoin the formation, regardless of the lancemate's current combat status. To do this, press **Alt+R**.

Engage at Will — This command orders lancemates to search their radar systems actively in order to engage targets as they become readily available. Press **Alt+W** to engage at will.

Shutdown — A lance commander can order a lancemate to shut down at any point. This practice is effective in camouflaging 'Mechs on an enemy's radar detection system. To shutdown, press **Alt+S**.

Flee — Allows the lance commander to call off a mission and retreat. Better to break a contract than to be annihilated. To flee, press **Alt+F**.

A good way to use an unskilled lancemate is to make him or her a decoy to draw enemy fire. Fix up a cheap, heavily armored 'Mech with a few low-cost energy weapons and let her or him attract the enemy's attention while you go about completing the mission. S/he may not love you for it, but we aren't in this business to make buddies.

Commanding Aerospace Fighter Support

If you have hired aerospace fighters to provide air support, you can call for an airstrike at any time during a mission. Alt+X brings on a strike against a targeted enemy, and Alt+C   calls it off to bring the aerospace fighters back into a holding formation

ENVIRONMENTAL CONDITIONS

Your 'Mech's capabilities are significantly affected by the environmental conditions of each mission. You should always take into consideration the terrain and atmospheric conditions of the planet where an engagement is to take place.

Temperature

A 'Mech's likelihood of overheating is primarily determined by its size, weapons systems and over-activity,

but ambient temperatures can also affect your 'Mech's heat dissipation rate. If a planet's temperature is extremely hot or cold, your 'Mech's heat buildup will increase or decrease accordingly.

Atmosphere/Gravity

The varying gravitational and atmospheric conditions of planets can supplement or limit certain 'Mech capabilities. You must also remember that hostile environments do not allow auto-ejection.

Terrain

Different types of terrain can have a significant effect on a BattleMech's efficiency. The ease in navigational ability can be determined by the frictional coefficient on any sloped terrain. Man-walker 'Mechs are more effective on rugged terrain than reverse-joint chicken-walkers, since chicken-walkers are low to the ground and have less leg flexibility for climbing mountains or going over steep inclines.

Time of Day

The time of day when a mission occurs can affect your piloting capability. Since environmental changes occur at different times during the day, you must consider such effects before deploying a specific 'Mech configuration and using in-cockpit systems such as thermal optics.

GUIDING A CAREER IN COMBAT

Advice on being a Merc? I'd say one of the most important aspects of combat, and one that too many people don't consider, is keeping an eye and ear on how the battle is progressing. In combat, listen closely to your com-link. Friendly troops and sometimes even the enemy will give you vital information. If you're losing a battle, find a way out. You've got to run away when you can't survive a mission, or   it'll cost you more than you're being paid. And remember that sometimes a losing battle can turn into a winning one: a generous enemy may let you switch sides, and we are, after all, Mercenaries.

I'm not gonna lie to you. There's a lot to learn, and it's a lot harder to remember when you've got a Draconis Orion emptying its autocannons into your chest. This is not a course in 'Mech piloting — you'd have to be crazy to go into battle with just what I've told you here — just an overview of what Tri-M™ has to offer.

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'Mech Ops

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MECHWARRIOR 2: MERCENARIES
based upon the BattleTech Universe created by FASA CORPORATION

MERCENARIES DIRECT 3D EDITION

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MANUAL

SPECIAL THANKS

Mass:	60 Tons
Chassis:	Alshain Type 56-60H
Power Plant:	Vlar 300
Cruising Speed:	54.0 kph
Maximum Speed:	86.4 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Starshield
Armament:	1 Telos DecaCluster LRM Missile System
	1 Imperator-A Autocannon
	2 Victory 23R Medium Lasers

Manufacturer - Luthien Armor Works
Communication System - Sipher CommSys 3
Targeting and Tracking System - Eagle Eye Sy10-10

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Mass: 50 Tons
Chassis: Komiyaba Type VIII
Power Plant: Nissan 200
Cruising Speed: 43.9 kph
Maximum Speed: 63.5 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament: 1 Tomodzuru Autocannon Mount Type 20
                       2 Ichiba 2000 Medium Lasers
                       1 Diverse Optics Type 10 Small Laser

Manufacturer - Komiyaba/Nissan General Industries
Communication System - Sony MST-15
Targeting and Tracking System - Tacticon Tracer 300

Mass:	20 Tons
Chassis:	Corean Model KL77 Endo Steel
Power Plant:	Hermes 100
Cruising Speed:	54 kph
Maximum Speed:	86 kph
Jump Jets:	Pitban LFT-50
Jump Capacity:	90 m
Armor:	StarGuard CIV Ferro-Fibrous with CASE
Armament:	1 Holly LRM 5
	1 Martell Medium Laser
	1 MainFire Point Defense Anti-Missile System

Manufacturer - Kallon Weapon Industries
Communication System - Tri-Word Duplex 4880
Targeting and Tracking System - Dalban HiRez II

Mass: 80 Tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon Ferro-Fibrous with CASE
Armament: 2 Tiegart Particle Projection Cannons
                     2 Bical-6 SRM Launchers

Manufacturer - Maltex Corporation
Communication System - Colmax 90
Targeting and Tracking System - Garret D2j

Mass: 65 Tons
Chassis: Kallon Type XII
Power Plant: 260 Magna
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar
Armament: 2 Mydron Model C Medium Autocannon
2 Mydron Model D Light Autocannon
2 Magna Mk. II Medium Lasers

Manufacturer - Kallon Industries
Communication System - Garret T11-A
Targeting and Tracking System - Garret D2j

Mass:	35 Tons
Chassis:	Diplan Scout-A
Power Plant:	245 Magna
Cruising Speed:	75.6 kph
Maximum Speed:	118.8 kph
Jump Jets:	Smithson Lifters
Jump Capacity:	150 meters
Armor:	Starshield
Armament:	4 Argra 3L Medium Lasers
	1 Thunderstroke SRM-4

Manufacturer - Diplan Mechyards
Communication System - Dawson III
Targeting and Tracking System - Bk-309

Mass:	30 Tons
Chassis:	Duralyte 246
Power Plant:	GM 180
Cruising Speed:	67.3 kph
Maximum Speed:	95.9 kph
Jump Jets:	Rawlings 95
Jump Capacity:	180 m
Armor:	Star Guard 1
Armament:	2 Arrowlite SRM 6 Racks

Manufacturer - Stormvanger Assemblies, Light Division
Communication System - Garret T10B
Targeting and Tracking System - Dynatec 128C

Dear Prospective Cadet:

As President and Founder of the Tri-M**TM** Mercenary Academy, people often ask me just what Tri-M stands for. I tell them money, money, money. Becoming a Mercenary was the best business decision I ever made. And it will be for you, too.

Twenty years ago, I was just like you -- sitting on some backwater low-tech rock where I only read about the big 'Mechs and the big money. What could I do? Join the military? Sure, and risk my life to line some general's pockets? I don't think so. Hey, they wouldn't have taken me anyway.

I had to smuggle my way onto a freighter on its way here to Outreach and cheat and steal my way into the Wolf's Dragoons. Two decades later, I'm a millionaire 30 times over, and you can be too -- but while I had to kill and scrape to get where I am, you don't have to! For a reasonable fee (or a percentage of your lifetime earnings -- see p. 317 of tuition agreement), the Tri-M Mercenary Academy will teach you the skills you'll need to pilot a 'Mech and plan a successful mercenary career. Worried about getting in? Don't be -- your acceptance is guaranteed on receipt of tuition payment!

Last year, we placed 100% of the class of 3043 with mercenary groups. That's right, 100%! And what do they have to say about good old Tri-M? Hear what <u>students and alumni</u> have to say about their alma mater.

In the following pages, you will be introduced to Tri-M's instructors, the "best" MechWarriors the universe has to offer, who will walk you through the Academy's program. After this taste of the mercenary life, you'll never want to give it up.

Howard Hughes O'Grady
President, CEO and Founder
Tri-M Mercenary Academy

Mass:	90 Tons
Chassis:	Alshain Class 101
Power Plant:	Hermes 270 XL
Cruising Speed:	32.4 kph
Maximum Speed:	54.0 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	New Samarkand Royal Ferro-Fibrous with CASE
Armament:	2 Victory Nickel Alloy Extended-Range Large Lasers
	2 Shigunga Long Range Missile 15-Racks
	4 Imperator Smoothie-2 Autocannon

Manufacturer - Luthien Armor Works
Communication System - Sipher Security Plus
Targeting and Tracking System - Matabushi Sentinel

MercNet

Launch *MercNet* in Windows 95 from the Start menu by selecting
PROGRAMS/ACTIVISION/MERCENARIES. Or from the DOS box simply type **MERCNET** and press
Enter, making sure you are in the same directory in which you installed *MechWarrior 2: Mercenaries*.

To go directly to *MercNet*, at the DOS prompt type **MERCNET** and press **Enter**. If you're running
Windows 95, you can start *MercNet* by opening the folder in which you installed it, and double-clicking on
the **MercNet** icon.

TRANSPORT SELECTION SCREEN

ENTER CALLSIGN — Type in your name. Note: This field must be filled, or you will not be able to enter
the game.

SELECT CONNECTION TYPE — Choose **IPX** if you wish to play via IPX network; **Modem** if you wish to
play via modem; or **Null Modem** if you wish to play via direct cable hookup between two computers. Click
on your selection, then click the **SELECT** button or press **Enter**.

Note: If you choose **IPX**, you will be taken directly to the Game Selection Screen.

QUIT — Click this button to exit *MercNet* and retreat to the safety of your operating system.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will
appear here.

TELECOM COMMUNICATION SCREEN

If you choose **Modem** in the Transport Selection Screen, the Telecom Communication Screen appears.
Note: Only two warriors can play via modem.

MERCENARIES — The callsigns of the players appear here.

PHONE NUMBER — Listed here is the phone number of your fellow MercNet player.

ADD — If you click this button, the Warrior Entry Screen will appear, allowing you to add new warriors
and their phone numbers. Enter the name and number and click on **ACCEPT.**

EDIT — If you click on this button, the Warrior Entry Screen will appear, allowing you to edit any name
and number that you wish.

DELETE — Highlight the name and number you wish to delete, then click on this button.

MODEM SETTINGS — If you click on this button, the Modem Setting Screen will appear. Select your
settings for Modem Type, Com Port and Baud Rate, then click on **ACCEPT**.

Note: If your com port uses a non-standard IRQ (for instance, if you have an internal modem), you should
select the appropriate IRQ before you click on ACCEPT.

You will also be able to read your Modem Init. String, but if you wish to add a new modem type, you must
exit the game and do so in DOS by typing **EDIT MODEM.LST**.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will
appear here.

BACK — Click this button to return to the Transport Selection Screen.

DIAL and **ANSWER** — Because one player must click on **DIAL** and the other one on **ANSWER**, you
should decide beforehand who will do what. If you both click the same button, a dialog box will appear
indicating that the line is busy.

Note: You might wish to disable Call Waiting by attaching the disabling code   to the beginning of the

phone number. (Normally this code is "*70" or "#70"; check with your local telephone service provider for more information.)

Once the connection is made, you will be taken to the Game Selection Screen.

QUIT — Click this button to exit MercNet and retreat to the safety of your operating system.

SELECT COMMUNICATIONS PORT SCREEN
If you choose **Null Modem** to play via direct cable link between two players, the Select Communications Port Screen will appear.

BACK — Click this button to return to the Transport Selection Screen.

ACCEPT — Highlight the com port you wish to use and then click here. You will then be taken to the Game Selection Screen.

QUIT — Click this button to exit MercNet and retreat to the safety of your operating system.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will appear here.

GAME SELECTION SCREEN

After you have chosen a transport and finished with its setup screen, the Game Selection Screen will appear.

ROOMS — Listed here are the Pilots' Lounge, where anyone looking for a game can talk to other MechWarriors, and Ready Rooms, where you can find out which warriors have joined certain games. Highlight the Ready Room of the host whose game you wish to play, then click **JOIN**.

Note: The columns to the right of the Pilots' Lounge or Ready Room will indicate the maximum number of players allowed in that room and how many positions are available.

MERCENARIES — If you highlight a Ready Room, then the callsigns of the warriors joining that mission will be listed here.

COM — This area serves as a communication link between warriors. Click in the smaller bottom section and type your message, then press **Enter** to send it to everyone in the same room or lounge as you. All messages will appear in the larger top section.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will appear at the bottom of the screen.

BACK — Click this button to return to the Transport Selection Screen.

JOIN — Click this button to join a Pilots' Lounge or Ready Room.

HOST — Click this button if you wish to host a game. Note: Only those warriors with an original Mercenaries CD in their CD drive can host a game.

QUIT — Click this button to exit *MercNet* and retreat to the safety of your operating system.

MISSION SETUP SCREEN

The Mission Setup Screen offers choices of missions and battle conditions. Because the privilege of making choices is reserved solely for game hosts, this screen only appears if you choose to host a game. Other warriors may offer suggestions and debate the host's wisdom, but in the end they must agree to abide by his or her conditions (or join another mission).

Note: If you choose to join a game, rather than host, the Mission Information Screen will appear instead.

FREE FOR ALL — Click here and then use the left or right scrolling arrow to see a list of free-for-all missions in which you will battle other MechWarriors.

TEAM — Click here and then use the left or right arrow to scroll through a list of team missions in which you and members of your squad will face a rival squad. Note: The host may select squad logos for both teams. To change the logos, click the on-screen logo, then select a squad from the pull-down list and click **OK**.

COM — This area serves as a communication link between warriors, and is invaluable during mission setup especially if you're playing on teams. Click in the smaller bottom section and type your message, then press **Enter** to send it to all the warriors who have joined the mission. Messages that other warriors send to you will appear in the larger top section.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will appear at the bottom of the screen.

OPTIONS — The following options allow you to shape the style of combat by implementing or avoiding certain aspects of 'Mech warfare:

> **REGENERATION** — If this option is chosen, warriors can rejoin combat after being destroyed. Press the **Spacebar** to resurrect your 'Mech.
>
> **UNLIMITED AMMO** — If this option is chosen, all warriors are provided with an inexhaustible supply of ammunition (i.e., missiles, machine guns, autocannons and Gauss rifles).
>
> **HEAT TRACKING** — If this option is chosen, 'Mechs are affected by the heat they naturally generate and are susceptible to overheating. If not selected, 'Mechs are unaffected by heat.
>
> **SPLASH DAMAGE** — If this option is chosen, 'Mechs will sustain damage from weapons, ammo or missiles exploding nearby. If not selected, 'Mechs are immune to this damage.
>
> **COLLISION DAMAGE** — If this option is chosen, 'Mechs will be damaged by falling or colliding with other objects. If not selected, 'Mechs are immune to this damage.
>
> **RADAR** — If this option is chosen, 'Mechs are equipped with radar that allows them to locate, track and target other warriors automatically. If not enabled, targeting must be done manually (by moving the target reticle over the enemy 'Mech and pressing the letter **Q**).
>
> Note: If this option is enabled, F2 will toggle this option ON and OFF while in battle.
>
> **WEIGHT LIMIT** — This option allows the host to determine the maximum weight limit for each 'Mech, from 25 to 100 tons.
>
> **GRAVITY** — The gravity of battle sites can be set to any number from 0.25 to 4.0, altering the effectiveness of jump jets and the speed of 'Mechs.
>
> **TIME OF DAY** — This option allows the host to determine when the mission will begin: dawn, day, dusk or night.
>
> **TEMPERATURE** — This option allows the host to determine how quickly 'Mechs will heat up and cool down; the choices are Cold, Normal and Hot.
>
> **MAX. PLAYERS** — This option indicates the maximum number of players who can participate in this mission.

BACK — Click this button to return to the Game Selection Screen.

ACCEPT SETUP — Once all participants have agreed on the conditions of battle, click this button to proceed to the Squads Screen.

QUIT — Click this button to exit *MercNet* and retreat to the safety of your operating system.

MISSION INFORMATION SCREEN

This screen shows the mission and conditions being selected by the host, and only appears if you choose

to join a game. When the host is finished establishing the mission conditions, the Squads Screen will appear.

Note: If you choose to host a game, the Mission Setup Screen will appear, rather than this one.

COM — This area serves as a communication link between warriors, and is invaluable during mission setup especially if you're playing on teams. Click in the smaller bottom section, type your message and press **Enter** to send it to all who have joined the mission. Messages that others send to you will appear in the larger top section.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will appear at the bottom of the screen

MISSION — The name of the mission chosen by the host is shown here.

OPTIONS — Listed here are the mission conditions established by the host. These options can only be changed by the host. Note: You can let the host know your preferences by communicating via **COM**.

BACK — Click this button to return to the Game Selection Screen.

QUIT — Click this button to exit MercNet and retreat to the safety of your operating system.

SQUADS SCREEN

This screen allows warriors in a team mission to identify their squad affiliations once the conditions of the battle have been accepted.

Warriors are randomly divided into two teams. If you wish to betray your squad and switch to the enemy, click the **CHANGE** button. Note: you do not need to highlight your name, since you can only change your own affiliation.

Note: In free-for-all missions, warriors can select their own logos to be displayed on their 'Mechs. To change your logo, click the on-screen logo, then select a squad from the list and click **OK.**

COM — This area serves as a communication link between warriors. Click in the smaller bottom section and type your message, then press **Enter** to send it to all the warriors who have joined the mission. Messages that other warriors send to you will appear in the larger top section.

Note: If you are playing a team mission, you may send messages to all warriors engaged in the mission or to your squad only; click either the **Send to All** or **Squad** box to specify your communication link.

QUICK HELP — As you move your cursor around, a brief description of each section of the screen will appear at the bottom of the screen.

BACK — If you are hosting a game, this button will return you to the Mission Setup Screen. If you are joining a game, this button will return you to the Game Selection Screen.

SQUADS — Clicking this button has no effect because you are already in the Squad Selection Screen.

MISSION — Click this button to enter the Mission Summary Screen, where you will see a final summary of the mission.

'MECH — Click this button to enter the 'Mech Selection Screen, where you can choose your 'Mech configuration.

DROPSHIP — Click this button to enter the DropShip Launch Screen where you can indicate that you are ready to engage the enemy.

QUIT — Click this button to exit *MercNet* and retreat to the safety of your operating system.

MISSION SUMMARY SCREEN

This screen gives the final summary of the mission. It lists the mission name and briefing, and the

conditions of combat.

OPTIONS — Listed here are the mission conditions established by the host. If you would like any of the conditions changed, this is your last chance to voice your opinion by communicating via **COM**.

Note: For descriptions of the remaining buttons, see the "Squads Screen" section.

'MECH SELECTION SCREEN

With widespread warfare breaking out in the Inner Sphere, tech support has been reduced to simple repairs. As a result you will not be able to build your own 'Mech as you could in *MechWarrior 2* and *Ghost Bear's Legacy*. You can, however, select a chassis and some variants. It is also possible for you to design a 'Mech for *MercNet* in the Mercenaries Instant Action 'MechLab.

Click on the outer arrows to scroll through the various 'Mech chassis; click on the inner arrows to scroll through the alternate configurations of 'Mechs. Click on the 'Mech description for a list of all the 'Mechs that are available.

Note: For descriptions of the remaining buttons, see the "Squads Screen" section.

Note: If you select a Mercenary logo, only Mercenary 'Mechs are available. Clan logos are only available for Clan 'Mechs.

DROPSHIP LAUNCH SCREEN

This screen lists the callsigns of all the warriors and allows you to launch into the MercNet mission. If the box next to a player's name is lit up, that player has clicked the **LAUNCH** button and is ready for battle. If you have clicked **LAUNCH** and the box next to your name is not lit or if the **LAUNCH** button is disabled, then you should review the mission options by going back to the Mission Summary Screen because one of several possibilities may have occurred:

- The host has made some changes.

- You have not accepted the changes to the mission.

- Your 'Mech is now invalid because the host has changed the parameters of the mission.

- The host has selected an invalid option for that particular mission.

- Another warrior has joined the mission or someone has changed squads.

When all warriors have clicked the **LAUNCH** button and lit boxes appear next to all names, everyone will be transported to the selected planet to commence combat.

COCKPIT RESOLUTION — You can choose between 320x200, 640x480 and 1024x768 by clicking to cycle through the choices. The lower the resolution, the faster the gameplay.

BACK — If you are hosting a game, this button will return you to the Mission Setup Screen. Otherwise it returns you to the Game Selection Screen.

Note: For descriptions of the remaining buttons, see the "Squads Screen" section.

MISSION RESULTS SCREEN

This screen gives information about the mission just completed, including the score for each callsign and who completed the mission successfully.

ADVANCED MERCNET FEATURES

You can take advantage of the following new features while you are engaged in a MercNet mission:
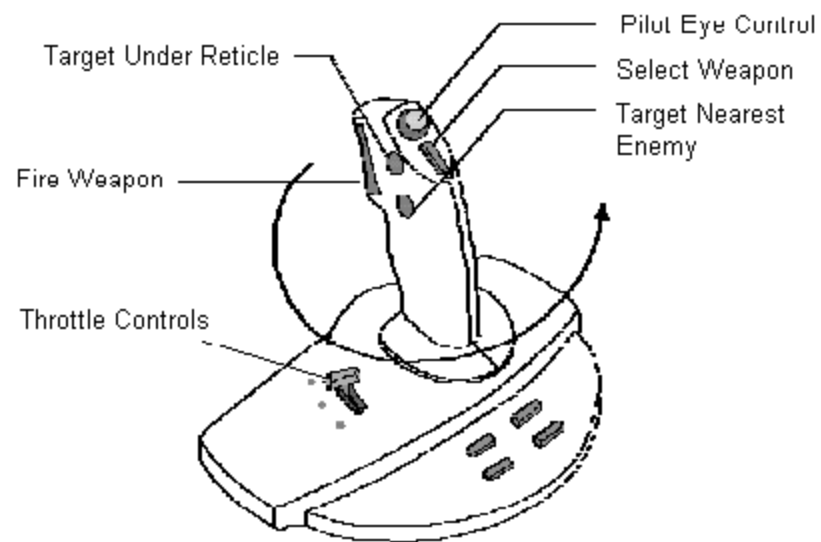
- After your 'Mech is destroyed (if the Regeneration option is not selected), you can still track other warriors by pressing the **Spacebar** to toggle through the warriors' callsigns and by pressing **Ctrl**

and the **Arrow Keys** to maneuver your camera.

- You can chat with other warriors while on the battlefield by pressing **Ctrl+F1** or **B** to access a window in which to type your message. After typing your message, press **Enter** to send it to all warriors; in a team mission you can send it to your squad by pressing **Ctrl+F** or to your enemies by pressing **Ctrl+E**. Press **Esc** to abort.

- You can also chat with specific warriors while on the battlefield. The function keys **F2** through **F8** are assigned to individual warriors. Press **Ctrl+F?** (the key corresponding to the warrior with whom you wish to chat), then type your message and press **Enter**. Press **Esc** to abort.

- Once you have been destroyed and you flee from combat, you can still chat with players on the battlefield (from your game only) via the Mission Results Screen.

Microsoft Sidewinder

Pilot Eye Control

Target Under Reticle

Select Weapon

Target Nearest Enemy

Fire Weapon

Throttle Controls

MOUSE

Fire Weapon

Target Item Under Reticle

Cycle Weapon

Torso Movement

Mass:	75 Tons
Chassis:	KaliYama Chassis
Power Plant:	Vlar 300
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Valliant Lamellor
Armament:	1 KaliYama Class 10 Autocannon
	1 KaliYama Death Bloom Missile System
	2 I.W.W. Medium Lasers
	1 I.W.W. Class 4 S.R. Missile System

Manufacturer - KaliYama Weapons Industries of Kalidasa
Communication System - Irian Orator-5K
Targeting and Tracking System - Wasat Aggresor Type 5
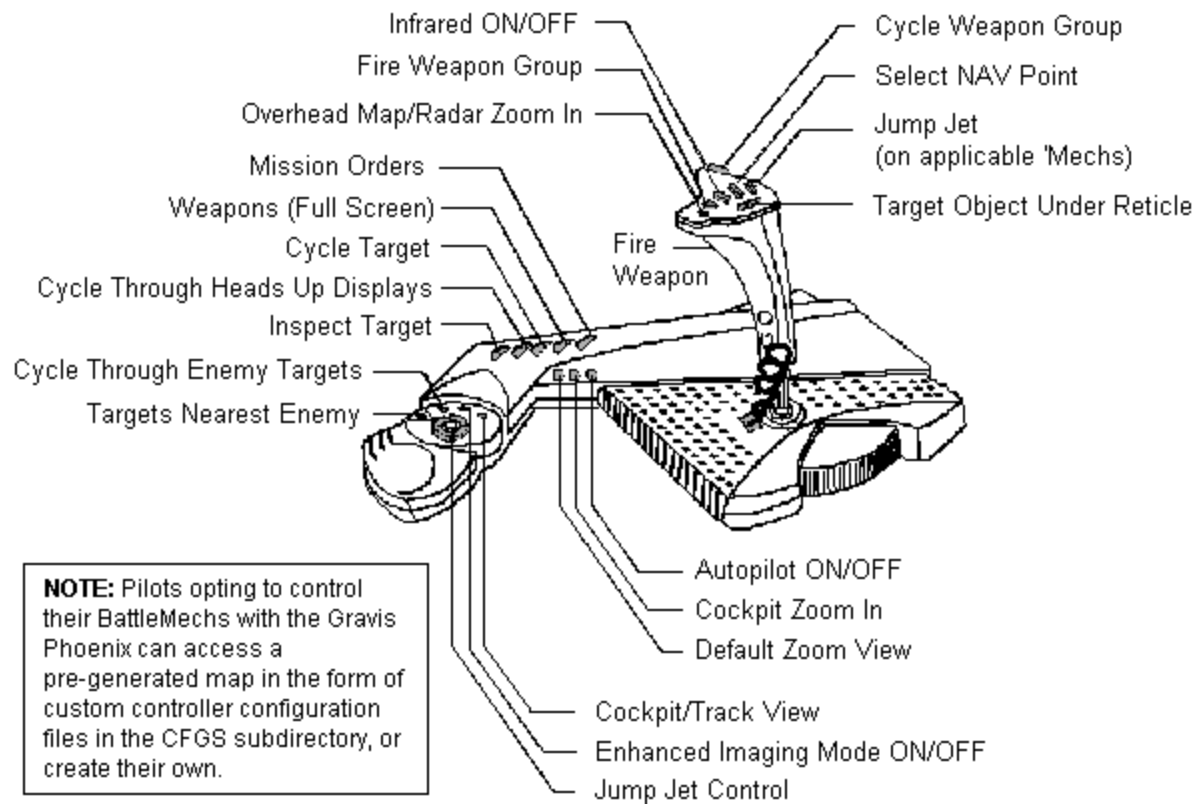
Mass: 35 Tons
Chassis: Alshain 56-Carrier
Power Plant: Hermes 140
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Lifters
Jump Capacity: 120 m
Armor: Maxmillian 42
Armament: 1 Telos Four-Shot SRM Missile System
                     1 Lord's Light Particle Beam Weapon

Manufacturer - Alshain Weapons
Communication System - Sipher CommCon CSU-4
Targeting and Tracking System - Cat's Eyes 5

Phoenix System

Infrared ON/OFF

Fire Weapon Group

Overhead Map/Radar Zoom In

Mission Orders

Weapons (Full Screen)

Cycle Target

Cycle Through Heads Up Displays

Inspect Target

Cycle Through Enemy Targets

Targets Nearest Enemy

Cycle Weapon Group

Select NAV Point

Jump Jet
(on applicable 'Mechs)

Target Object Under Reticle

Fire Weapon

Autopilot ON/OFF

Cockpit Zoom In

Default Zoom View

Cockpit/Track View

Enhanced Imaging Mode ON/OFF

Jump Jet Control

NOTE: Pilots opting to control their BattleMechs with the Gravis Phoenix can access a pre-generated map in the form of custom controller configuration files in the CFGS subdirectory, or create their own.

Mass:	60 Tons
Chassis:	Technicron Type E
Power Plant:	VOX 280
Cruising Speed:	42.1 kph
Maximum Speed:	66.7 kph
Jump Jets:	Chilton 460
Jump Capacity:	150 m
Armor:	Riese-475
Armament:	4 Omicron 4000 Medium Lasers
	1 Delta Dart Long Range Missile Ten-Rack
	1 Hovertec Short Range Missile Quad

Manufacturer - Technicron Manufacturing
Communication System - Garret T12E
Targeting and Tracking System - Dynatec 2180

Mass: 35 Tons
Chassis: Hellespont Type R
Power Plant: 210 XL
Cruising Speed: 64.8 kph
Maximum Speed: 90.7 kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite Ferro-Fibrous with CASE
Armament: 1 Harpoon SRM-6 Launcher
      2 Ceres Arms Medium Lasers
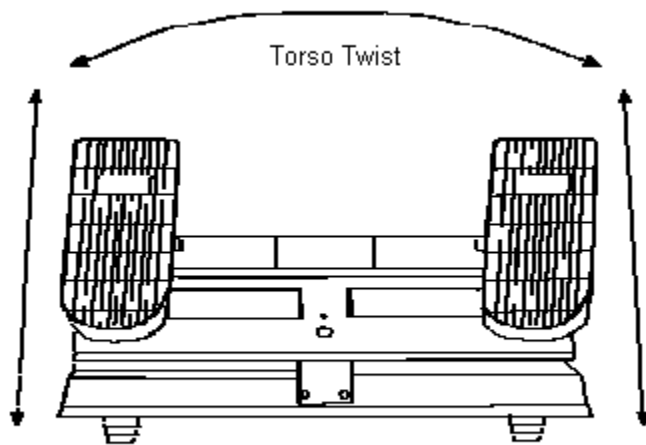   1 Apple Churchill Guiding Light Narc Beacon

Manufacturer - Hellespont Industries
Communication System - Ceres Metals Model 666
Targeting and Tracking System - Apple Churchill 2000

Rudder Pedals

Torso Twist

Mass: 85 Tons
Chassis: Titan H1
Power Plant: 255 Strand
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Valliant Lamellor
Armament: 2 Jackson B5c LRM-10
                2 Magna Mk. III Heavy Lasers
                4 Magna Mk. II Medium Lasers
                2 Thunderstroke SRM-6

Manufacturer - Triad Technologies
Communication System - Cronol PR
Targeting and Tracking System - Spar 3c Tight Band

Mass:	40 Tons
Chassis:	Defiant V
Power Plant:	Pitban 240
Cruising Speed:	65 kph
Maximum Speed:	97 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Valiant Lamellor
Armament:	1 KWI AC/5 Ultra Autocannon
	1 Marklin Mini SRM-2 Launcher
	1 Magna Mk II Medium Laser

Manufacturer - Defiance Industries
Communication System - Starlink/Benicia Model AS829G
Targeting and Tracking System - Targa-7, Vid-Com-17

Mass: 50 Tons
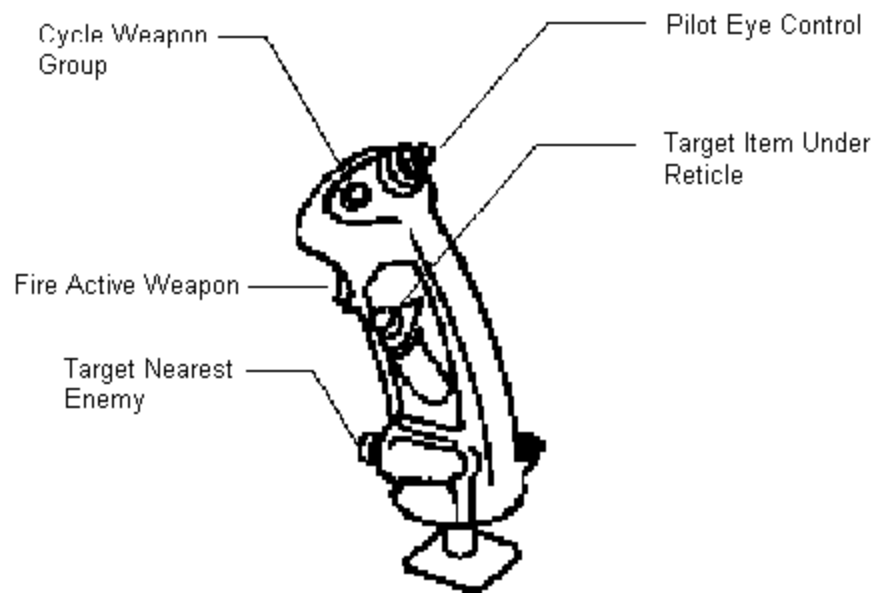**Chassis:** Corean Model 9C
Power Plant: 250 Magna
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament: 2 Zeus LRM-15s
3 Magna Mk II Medium Lasers

Manufacturer - Corean Enterprises
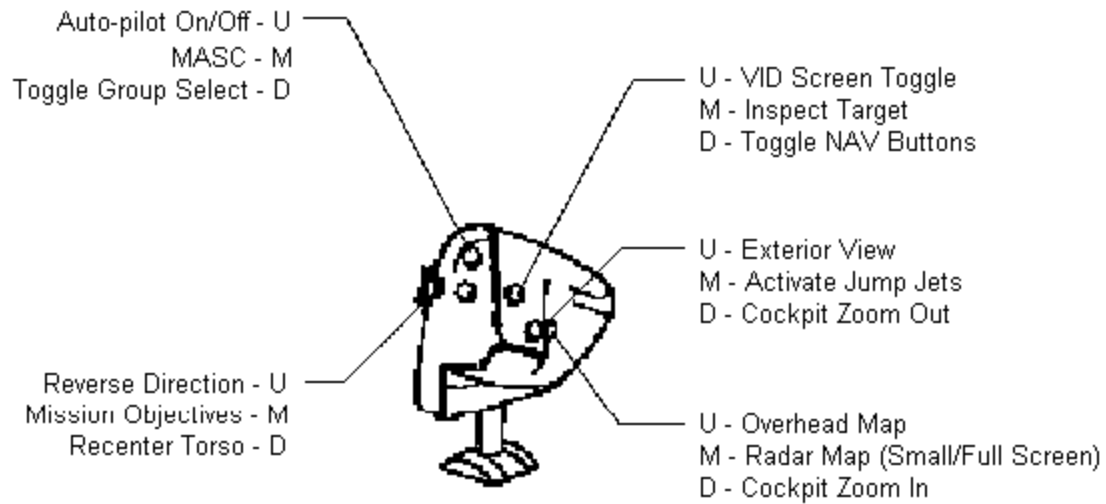**Communication System** - Corean Transband-J9
Targeting and Tracking System - Corean B-Tech

Thrustmaster Joystick

Cycle Weapon Group

Pilot Eye Control

Target Item Under Reticle

Fire Active Weapon

Target Nearest Enemy

Thrustmaster WCS

Auto-pilot On/Off - U
MASC - M
Toggle Group Select - D

U - VID Screen Toggle
M - Inspect Target
D - Toggle NAV Buttons

U - Exterior View
M - Activate Jump Jets
D - Cockpit Zoom Out

Reverse Direction - U
Mission Objectives - M
Recenter Torso - D

U - Overhead Map
M - Radar Map (Small/Full Screen)
D - Cockpit Zoom In

U = Rocker in up position
M = Rocker in middle position
D = Rocker in down position

Mass:	30 Tons
Chassis:	Republic-R
Power Plant:	Leenex 60
Cruising Speed:	21.6 kph
Maximum Speed:	32.4 kph
Jump Jets:	Pitban 6000
Jump Capacity:	60m
Armor:	Durallex Medium
Armament:	1 Imperator-B Autocannon
	1 Harmon Light Laser

Manufacturer - Orguss Industries
Communication System - Dalban Interact
Targeting and Tracking System - Dalban Urban

Mass:	45 Tons
Chassis:	Ceresplex IV
Power Plant:	GM 180
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	Anderson Propulsion 30
Jump Capacity:	121 m
Armor:	Starshield
Armament:	1 CeresArms Smasher PPC
	1 Sian/Ceres Jaguar LRM Missile System
	1 CeresArms Medium Laser
	1 Hessen Small Laser

Manufacturer - Ceres Metal Industries
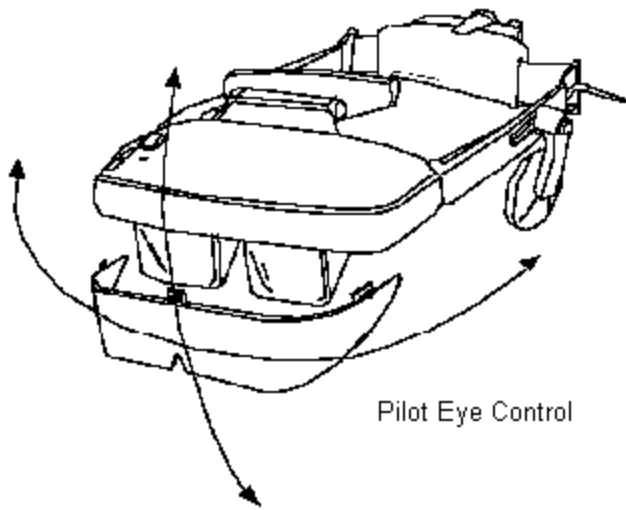**Communication System** - CeresCom Model 21-Rs
Targeting and Tracking System - C-Apple Churchill

Mass: 80 Tons
Chassis: HildCo Type V
Power Plant: 320 Pitban
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: HildCo Model 12
Jump Capacity: 120 m
Armor: Durallex Heavy
Armament: 1 Pontiac 100 Autocannon/20
2 Sorenstein V Medium Lasers
1 Holly SRM 4

Manufacturer - HildCo Interplanetary
Communication System - Opus III Highbeam
Targeting and Tracking System - MaLandry 34

Virtual I/O Helmet

Pilot Eye Control

Mass: 45 Tons
Chassis: Alshain Class 580 Endo Steel
Power Plant: Hermes 270 XL
Cruising Speed: 60.9 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Medium with CASE
Armament: 1 Imperator Code Red LB 10-X Autocannon
2 Victory 23R Medium Lasers
1 Shigunga Long Range Missile 10-Rack

Manufacturer - Luthein Armor Works
Communication System - Sipher Security Plus
Targeting and Tracking System - Eagle Eye 400 XX

Weapons Chart

TYPE	HEAT	DAMAGE	RANGE (in meters)	TONS	CRITICAL	AMMO
Energy Weapons						
Flamer	3	2	90	1	1	—
Large Laser	8	8	450	5	2	—
MediumLaser	3	5	270	1	1	—
Small Laser	1	3	90	0.5	1	—
PPC	10	10	540	7	3	—
Ballistic Weapons						
Autocannon/2	1	2	720	6	1	45
Autocannon/5	1	5	540	8	4	20
Autocannon/10	3	10	450	12	7	10
Autocannon/20	7	20	270	14	10	5
Machine Gun	0	2	90	0.5	1	200
Missile Weapons						
LRM 5	2	1/missile	630	2	1	24
LRM 10	4	1/missile	630	5	2	12
LRM 15	5	1/missile	630	7	3	8
LRM 20	6	1/missile	630	10	5	6
SRM 2	2	2/missile	270	1	1	50
SRM 4	3	2/missile	270	2	1	25
SRM 6	4	2/missile	270	3	2	15

Mass:	80 Tons
Chassis:	Chariot Type III
Power Plant:	Pitban 320
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Valiant Lamellor
Armament:	1 Thunderbolt A5M Large Laser
	1 Coventry Star Fire LRM Missile System
	1 Defiance Autocannon
	2 Defiance B3M Medium Lasers

Manufacturer - Defiance Industries of Hesperus II
Communication System - TharHes Calliope ZE-2
Targeting and Tracking System - TharHes Ares-7

"Mercenary life is great. I make my own hours. I don't have to suck up to a boss, and I get to tour the galaxy. It's like being a really violent traveling salesman."
— **Daniel De Fabio**, Tri-M™ Graduate

"I used to work in a factory and only brought home 20,000 C-Bills a year. Now I'm making millions!"
— **Gary McPhail**, Tri-M™ Graduate

"I've finally found a way to put my mean streak to good use, and make some money doing it."

— **Danny Noonan**, Tri-M™ Cadet

"I've always dreamed of becoming a MechWarrior. And now I'm making that dream come true."
— **Jessica Blue**, Tri-M™ Cadet

"Tom Cowhey, loser. That's what people used to say. Now they say Tom Cowhey, Mercenary. And I owe it all to Howard!"

— **Tom Cowhey**, Tri-M™ Graduate

"The Free Rasalhague navy rejected me three times. Low IQ, they said. Now I'm at Tri-M™, learning how to pilot a 'Mech for just 40,000 C-Bills a year! Who needs a high IQ? And what does it stand for anyway?"
— **Greg Keenan**, Tri-M™ Cadet

"People say I never finish anything I start. I've enrolled in a lot of schools, but Tri-M™ is the first I ever finished. Now I've signed up with the Wolf's Dragoons, and I've got 17 kills this year alone!"

— **Kevin Faulkner**, Tri-M™ Graduate

"Outreach is a great place to live. I'm actually meeting the Mercenaries I used to read about."
— **Christine Daley**, Tri-M™ Cadet

"Murderer? Well, that's a harsh word. I prefer to think of myself as a 'mortality technician."

— **Pete DiBiasio**, Tri-M™ Graduate

"It's not just a school — it's more like a family. I'm not just learning how to kill; I'm also making friendships that will last a lifetime."
— **Andy Hopkins**, Tri-M™ Cadet

"I've always had a violent temper. In school, teachers used to call me a sociopath. Today I'm making the big bucks, doing something I love. Who's the sociopath now?"
— **Laura Newman**, Tri-M™ Graduate