



**MECHCOMMANDER  
DESPERATE MEASURES  
TACTICAL INTERFACE  
USER'S MANUAL**

## \*\*\*CLASSIFIED COMMUNIQUE\*\*\*

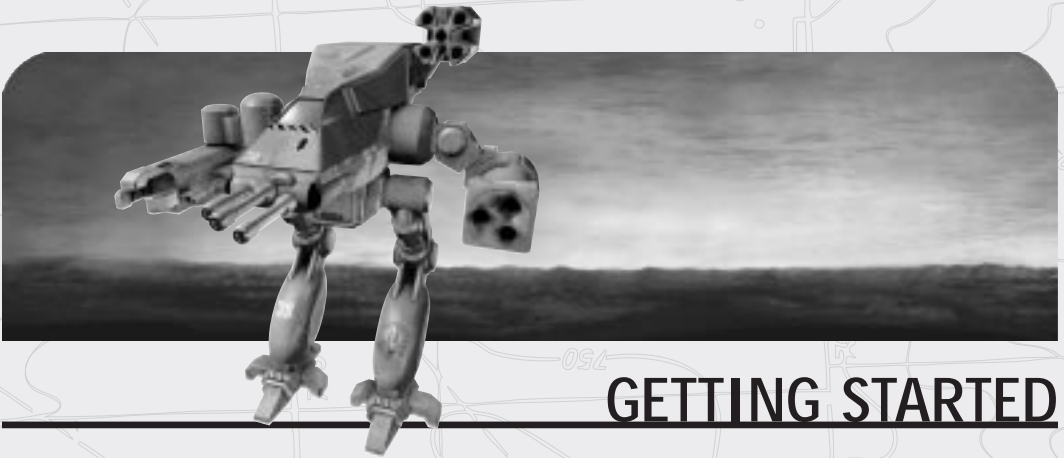
Commander, as I stated in the vidcom, I am canceling your orders to return home. I know this is very tough on morale—you and your men deserve some R&R after your distinguished service in the attacks on the Clan Homeworlds. But I know that you understand the need to finish the job: to eliminate this threat to the Inner Sphere once and for all. On a positive note, Battalion has sent some new 'Mechs and weapons your way that should help bolster spirits some.

- Three new Inner Sphere 'Mechs and the specifications for three new Clan 'Mechs.
- Six new vehicles.
- Five new weapons.
- The waypoint feature.
- The ammo conservation fire command.
- Difficulty level settings.
- Fire support mission hotkeys (for large and small artillery, sensor probes, and camera drones).

In addition, Commander, keep your troops at combat readiness with Mission Editor. Create new solo or multiplayer missions on either Port Arthur or the latest battlefield, Cermak. Mission Editor includes:

- Terrain, overlay, and building palettes for maximum geographic and structural flexibility.
- Toolbars that allow you to manipulate your map in a variety of ways.
- Unit and vehicle palettes through which you can detail variants, orders, speed, and colors, to name a few.
- Objectives tools through which you can mastermind a scenario and play it out.

Good Luck and Good Hunting,  
*Colonel Reese*



## GETTING STARTED

Please follow the instructions below to install MechCommander Gold. References in the manual to "MechCommander Desperate Measures" should be read to mean "MechCommander Gold."

### MECHCOMMANDER DESPERATE MEASURES SYSTEM REQUIREMENTS

MechCommander Desperate Measures requires the following minimum system requirements:

- 133MHz Pentium
- Windows® 95 or Windows® 98
- 32MB RAM
- Super VGA graphics (640 x 480 x 256 colors)
- Quad-speed CD-ROM drive
- Hard drive (210MB free)
- DirectX-compatible sound card

The following system requirements are recommended:

- 166MHz Pentium
- 64MB RAM
- 8x-speed CD-ROM drive
- Hard drive (620MB free)

The following system requirements are required for multiplayer:

- Null-modem serial cable; *or*
- Windows-compatible 28.8kps modem or faster; *or*
- Local area network using IPX or TCP/IP; *or*
- Internet play requires a true TCP/IP connection

## INSTALLING MECHCOMMANDER DESPERATE MEASURES

You do *not* need to have the original MechCommander game installed on your computer in order to install MechCommander Desperate Measures.

### To install MechCommander Desperate Measures

- ① Place the MechCommander Desperate Measures disc into your CD-ROM drive.
- ② If AutoPlay is enabled, click **Install MechCommander Desperate Measures**, and then follow the instructions that appear on the screen.  
–or–
- ③ If AutoPlay is disabled, double-click the My Computer icon on your desktop, double-click the icon for your CD-ROM drive, and then double-click the **MechCommander Desperate Measures** icon. When the Setup screen appears, click **Install MechCommander Desperate Measures**, and then follow the instructions that appear on the screen.

When asked which files you would like to install, be sure to check the box for “Install Required Files.” If you wish to create your own missions, check the box for “Install Mission Editor.”

## STARTING MECHCOMMANDER DESPERATE MEASURES

### To start a MechCommander Desperate Measures campaign

- ① If the MechCommander Desperate Measures disc is already in your CD-ROM drive, click **Start**, point to **Programs**, point to **MicroProse**, point to **MechCommander Desperate Measures**, and then click **MechCommander Desperate Measures**.

You can skip the opening cinematics by pressing **ESC**.

- ② On the main menu, click **Expansion Campaign**.

### Notes

- If you are playing a multiplayer mission, all MechCommander participants must use the same software, either the original MechCommander or MechCommander Desperate Measures.
- You can play a number of precreated missions or missions created by your friends and converted by you by choosing the **Solo Missions** and **Multiplayer** commands on the main menu.

### To set the difficulty level

- ① On the MechCommander main menu, click **Preferences**.
- ② Under Difficulty, click **Easy**, **Regular**, or **Hard**.

At the Easy level, your units' hit and damage points are significantly increased.



## THE MISSION EDITOR

The Mission Editor lets you design your own MechCommander missions. Place buildings, set mission objectives, landscape the terrain—you control everything. After you're finished creating your mission, share missions with friends or play theirs.

### INSTALLING THE MISSION EDITOR

If you did not install the Mission Editor when you installed the game, you will need to install the Mission Editor manually.

- ① Insert the MechCommander Desperate Measures disc into your CD-ROM drive.
- ② Open Windows Explorer and click the icon for your CD-ROM drive (usually D:).
- ③ Double-click the **Mcedsetp** folder.
- ④ Double-click the **Disk1** folder.
- ⑤ Double-click the **Setup.exe** file.
- ⑥ Follow the instructions onscreen to install the Mission Editor.

### STARTING THE MISSION EDITOR

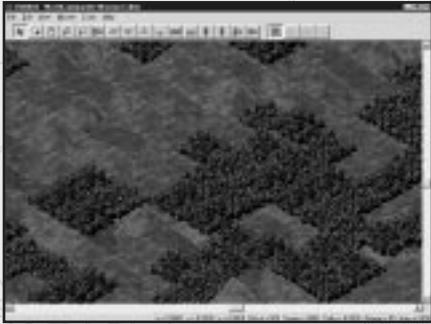
To start the Mission Editor, if the MechCommander Desperate Measures disc is already in your CD-ROM drive, click **Start**, point to **Programs**, point to **MicroProse**, point to **MechCommander Desperate Measures**, and then click **Mission Editor**.

## CREATING A NEW MISSION

When creating a mission, keep the following in mind

- Make the objectives fun and create multiple ways to achieve each objective
- Compartmentalize battles so they don't run into each other
- Create terrain that assists and challenges the commander, such as mountains, cliffs, bridges, etc.
- Create choke points (geography that constrains movement) for tactical maneuvers such as ambushes or blowing up a bridge
- In a multiplayer game, provide only just enough resources for one team

To create a new mission

- ① Choose either **Multiplayer Mission Editor** or **Solo Mission Editor** at the first dialog box.
  - ② Select **New Mission** at the next dialog box.
  - ③ Select a locale (Port Arthur or Cermak) and Terrain at the next dialog box. Then use the slider bars to specify Water, Forest and Hill Coverage. Note that water coverage is mutually exclusive with forest and hill coverage. Click the **OK** button to continue.
  - ④ After the Mission Editor loads, apply your terrains, overlays and buildings. If you want to place walls, runways, etc. where they normally cannot go, use the **Force** palette to force them onto the map.
- 
- ⑤ From the **Units** palette, select the classes, teams and variants for the computer-controlled units. You have a total of 45 'Mechs and vehicles to allocate between Allied and Enemy teams.
  - ⑥ To make changes to a unit's settings, double-click that unit.
  - ⑦ To set mission objectives, select **Objectives** from the Mission menu. If you are creating a multiplayer mission, set objectives for both Team 1 and then Team 2.
  - ⑧ To set mission parameters such as resource points and drop weight, select **Settings** from the Mission menu. Type in a briefing for the mission by clicking the **Player Briefing** button. If you are creating a multiplayer mission, select **Settings** and create Player Briefings for both Team 1 and Team 2.

- ⑨ To place at least one Drop Zone for your units, select **Drop Zones** from the Mission menu. If you are creating a multiplayer mission, place three Drop Zones each for Team 1 and Team 2.
- ⑩ To save your mission, select **Save** from the File menu and type a name for your mission no longer than eight characters.

For more information about how to use the Mission Editor, select **Help Topics** from the Help menu. The Help topics include design tips, keyboard shortcuts, troubleshooting tips and explanations of error messages. You can also right-click on an object (such as a unit) and then select **Help** from the pop-up menu.

## Creating a Map

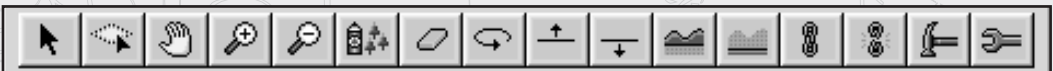
You can customize the terrain for your mission. The Tactical Map gives you an overall view of the mission map. Select **Tactical Map** from the View menu. Click anywhere on the Tactical Map to zoom to that spot on the regular map. To view the gridlines on the map, select **Gridlines** from the View menu. To zoom the map in, select **Zoom In** from the View menu or press the **PLUS** key. To zoom out, select **Zoom Out** or press **MINUS**.



The Map Features Palette lets you add various elements to the map: Terrains, Overlays, Force, Buildings and Units. Select **Map Features** palette from the View menu. Click on a palette tab, click on an item on that palette and then click on the map to place that palette item. If a map tile is already selected, clicking a palette item will place that object on the selected map tile. Drag an element along the map to create a path of that item. The Terrains palette offers different terrain types such as Grass and Dirt. The Overlays palette adds elements such as Forest and Roads. Use the Force palette to break the normal map rules. Choose from the various buildings from the Buildings palette. Select Mechs and vehicles from the Units palette. For more information about the palettes, see the **Help** file.

## The Main Toolbar and Tools Menu

Use the Main Toolbar and Tools menu to make changes to the map.



- **Select** selects a single map tile. Click a grid on the map and then either click a toolbar button or a palette tile.
- **Select Area** selects a map area for large-scale changes such as Erase or applying terrain. The selected area must include at least one vertex and three tiles on each side of the vertex.

- **Drag View** moves the map as you drag the cursor.
- **Zoom In** magnifies the map.
- **Zoom Out** reduces the map view.
- **Spray Trees** randomly places assorted trees in a 9-tile area.
- **Erase** deletes objects on the map. It does not delete map objects that were placed from the Terrains palette. The cursor will look like an eraser when placed over an object it can erase. If the object cannot be erased, the eraser will be all red.
- **Rotate** changes the selected object's orientation. Click the object to cycle through the rotation.
- **Raise Vertex** raises the height of the selected vertex for two cells along its axis. Each click raises the vertex and the transition area by one level. Use Raise Vertex to create mountain ranges.
- **Lower Vertex** lowers the height of the selected vertex for two cells along its axis. Use Lower Vertex to create troughs. You can lower the slope to sea level (0 height) and it will be filled with water.
- **Make Hilly** randomly changes the slope of the selected area.
- **Flatten** flattens the slope of the selected level by one level in height.
- **Link Buildings** connects structures so that a control structure, such as a gate control, commands all of its linked structures. For example, if a gate control is linked to a series of gates, an enemy that captures the gate control gains commands of all the gates linked to that gate control.

#### Controlling Structure

Main or Auxiliary Power  
Turret Control  
Sensor Control  
Gate Control

#### Controlled Structure

Turret Control  
Turret  
Sensor  
Gate

Make sure that controlling structures, such as a gate control, are set to the correct alignment (Allied, Enemy or Neutral) in order for the controlled structures, such as gates, to react correctly to units.

- **Unlink Buildings** breaks a selected link between a control and controlled structure.
- **Damage** damages overlays and structures for a more realistic, war-torn environment. Damaging a turret, for example, renders it inoperative.



- **Repair** fixes damaged overlays and structures.

## The Standard Toolbar



- **Display Grid** either shows or hides the gridlines on the map.
- **Undo** reverses the last command you made or deletes the last item you placed on the map. Click Undo repeatedly to undo to the point of the file's last save.
- **Redo** reverses the Undo command.
- **Set Height** adjusts the height of a selected map area. First, select an area on the map by clicking the **Select Area** button on the toolbar. Then click the **Set Height** button, type in a height and click the **OK** button. Click the **Apply** button to look at the height before accepting the change.

## Unit Settings

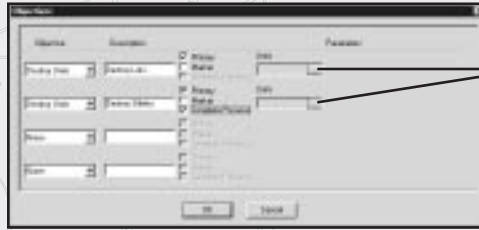
The Unit Settings dialog box is only available for solo missions. To set a unit's settings, double-click a unit on the map and the dialog box below will appear.



- **Allied or Enemy** selects which side the unit belongs to.
- **Variant** determines which variant of the Mech it is.
- **Color** specifies the color scheme for the unit.
- **Pilot** determines which pilot is assigned to the unit.
- **Orders** sets the specific orders for the unit. An explanation of the order appears to the right when you select an order from the drop-down list.
- **Engage Radius** sets the active radius for the unit. Short is 150 metres (12.5 tiles), Medium is 350 metres (28 tiles) and Long is 650 metres (52 tiles).
- **Tactic** sets the tactic for the unit. For more information about each type of tactic, see **Unit settings** dialog box in the Help file.
- **Move Speed** sets the movement rate for the unit: Walk or Run.

## Mission Objectives

In order to successfully complete the mission you design, players must complete the objectives you set. Select **Objectives** from the Mission menu to set up to four primary objectives, each with up to three parameters.



Selection icon

- ① Select an objective, such as Move to Area.
- ② In the Description box, type an explanation of the task for the player (such as “Move to compound centre”).
- ③ If the objective must be completed for the mission to be successful, check the Primary box.
- ④ If you want a marker to be displayed for this objective in the Campaign Data box and the tactical map, check the Marker box.
- ⑤ If the primary objective prior to one must be completed before this objective is started, check the Complete Previous box.
- ⑥ To select a particular objective, click the **Selection** icon. The dialog box will disappear and your icon will change to cross hairs. The cross hairs will turn white to indicate a valid target. Click on the desired objective on the map.

To delete a mission objective, select it and press **ESC**.

## Mission Settings

Select **Settings** from the Mission menu to adjust the following settings for your mission:



- **Small Artillery** is the maximum number of small artillery per mission (5 is the maximum).
- **Sensor Probes** is the maximum number of sensor probes per mission (5 is the maximum).
- **Time Limit** sets the time limit to complete a mission (3 minutes is the minimum and zero means no limit).
- **Camera Drones** is the maximum number of camera drones available per solo mission (5 is the maximum).
- **Large Artillery** is the maximum number of large artillery available per mission (5 is the maximum).
- **Resource Points** set the resource points given to the player at the start of the mission (100000 is the default and 9999999 is the maximum).
- **Drop Weight** sets the maximum drop weight, in pounds, for a mission (990 is the default, 1200 is the maximum and 5 is the minimum).
- **Technology Base** determines which side you are playing during a solo mission: Inner Sphere (the default) or Clan.

## Player Briefing

Click on the **Player Briefing** button in the Settings dialog box to write the text for your own mission briefings.



- **Mission Title** provides a brief title for the mission.
- **Objectives** lists the objectives in the order in which they must be completed.
- **Description** describes the overall mission.
- **Tactical Warnings** provides intelligence reports and other critical information.
- **Tactical Notices** provides information about unit and weapon strengths.

## Drop Zones

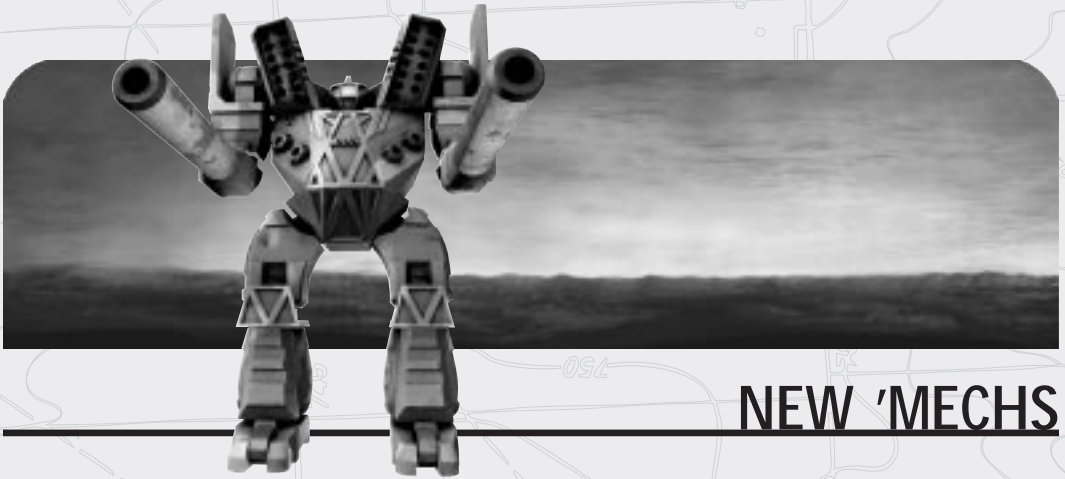


Select **Drop Zones** from the Mission menu to display the Drop Zones cursor. Then click on the map to set landing points for each player's or team's forces. Solo missions must contain at least one Drop Zone. Multiplayer missions must contain three Drop Zones per team. A solo mission or Team 1 Drop Zone is indicated by a green and yellow icon. A Team 2 Drop Zone is indicated by an orange and red icon.

## Your Mission File

Use the File menu to create, open, save and compress your mission file.

- **New** creates a new solo or multiplayer mission file.
- **Open** loads a previously saved mission or map.
- **Save** saves your current map, including its mission data. The file is saved to your C:\Program Files\MicroProse\MCX\Data\Terrain folder.
- **Save As** lets you save your map and mission data under a new file name.
- **Write Distribution File (DPK)** compresses an already saved map and mission data into a DPK file, which you can then share with other players. Missions you create with the Mission Editor are displayed in the Select Mission list. Missions created by other people or on other computers must be converted from a DPK file to be displayed in the Select Mission list. For information on how to convert a DPK file, refer to **Using DPK files to Share Missions** in the Help file.
- **Save Map Only** saves just the map without any mission data.
- **Exit** exits the Mission Editor.



## NEW 'MECHS

ComStar's intelligence has done its work and obtained the specs for three new Clan 'Mechs. BattleMech manufacturing concerns throughout the Inner Sphere have independently responded with three new Inner Sphere 'Mechs. Get to know these specs: You'll need them.

**Payload capacity** is the total tonnage available for components (including weaponry). Reminder: Sensors, active probes, and electronic measurement systems are limited one per 'Mech.

**Class** encapsulates 'Mech tonnage, maneuverability, armour, and standard armaments to describe the combat role of the 'Mech: Light, Medium (Med), Heavy (Hvy), and Assault.

**Structure** indicates how much damage a 'Mech can withstand: Light, Moderate (Mod), Heavy (Hvy), and Very Heavy (V Hvy).

### \*\*\*\*TACTICAL NOTICE\*\*\*\*

During a mission, to reallocate units and vehicles among Force Groups, select the units, press **CTRL+F1**, **CTRL+F2**, **CTRL+F3**, or **CTRL+F4** (where F<n> indicates the Force Group number to which you want to assign the selected units), and then click a unit to make it the leader.

#### Inner Sphere 'Mechs

*Stiletto*

*Bushwacker*

*Mauler*

#### Clan 'Mechs

*Shadow Cat*

*Nova Cat*

*Turkina*

# STILETTO



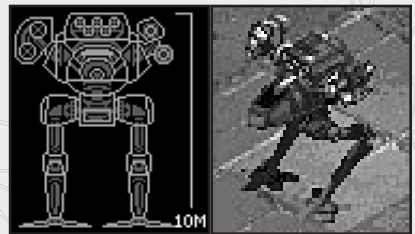
**INNER SPHERE**  
**LIGHT**  
**35 TONS**



**PAYLOAD CAPACITY**

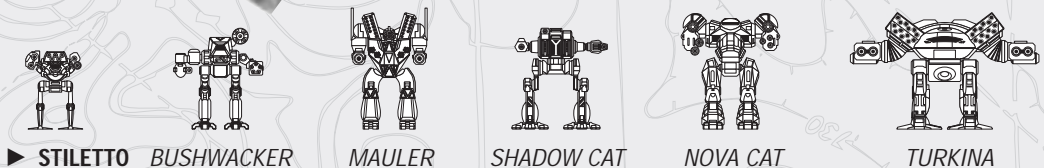
**VARIANT A/J:** 17.5  
**VARIANT W:** 20.5

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP	Basic Armament
ARMOUR	22420	35 Tons	Light	36m/sec	Mod	Mod	Long	1 Streak SRM Pack, 3 LRM Racks, 1 Sensor—Intermediate
WEAPON	22070	35 Tons	Light	36m/sec	Light	Mod	Long	1 Large Pulse Laser, 2 LRM Racks, 1 Sensor—Intermediate
JUMP	26780	35 Tons	Light	36m/sec	Light	Mod	Long	1 Streak SRM Pack, 3 LRM Racks, 1 Sensor—Intermediate



The fastest 'Mech in the Inner Sphere arsenal carries an Intermediate Sensor for advance warning of opponents near range. Its speed gives it unparalleled ability to evade combat with sufficient weaponry to extract itself from a skirmish while damaging opponents. A good unit for scouting or recon missions, the *Stiletto* may be the Inner Sphere's answer to the Clan's *Uller*, although its reliance on ammo-based weapon systems make it susceptible to resupply failures.

**Version Manufacturer:** Coventry Metal Works  
**Armour Source:** Unknown  
**Communication System:** Unknown  
**Targeting and Tracking System:** Unknown



▶ **STILETTO** BUSHWACKER

MAULER

SHADOW CAT

NOVA CAT

TURKINA

# BUSHWACKER

## PAYLOAD CAPACITY

VARIANT A/J: 29.5

VARIANT W: 33.5



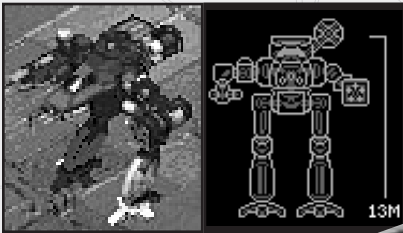
## INNER SPHERE

MEDIUM

55 TONS



VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP	Basic Armament
ARMOUR	34680	55 Tons	Med	24m/sec	Mod	Hvy	Short	1 Laser, 1 SRM Pack, 1 LB-X Autocannon, 2 LRM Racks, 1 Sensor—Basic
WEAPON	33260	55 Tons	Med	24m/sec	Mod	Hvy	Short	2 Lasers, 1 SRM Pack, 1 LB-X Autocannon, 2 LRM Racks, 1 Sensor—Basic
JUMP	35950	55 Tons	Med	24m/sec	Mod	Hvy	Short	1 Laser, 1 SRM Pack, 1 LB-X Autocannon, 2 LRM Racks, 1 Sensor—Basic



Built with flexibility in mind, the *Bushwacker's* default weapons mix is quite lethal against Inner Sphere opponents, although comparable Clan weapon systems out-range the *Bushwacker* by up to 50%. A fast, maneuverable 'Mech with a versatile design, use *Bushwackers* with Autocannons to attack Clan units at close range through difficult terrain.

### Version Manufacturer:

TharHes Industries

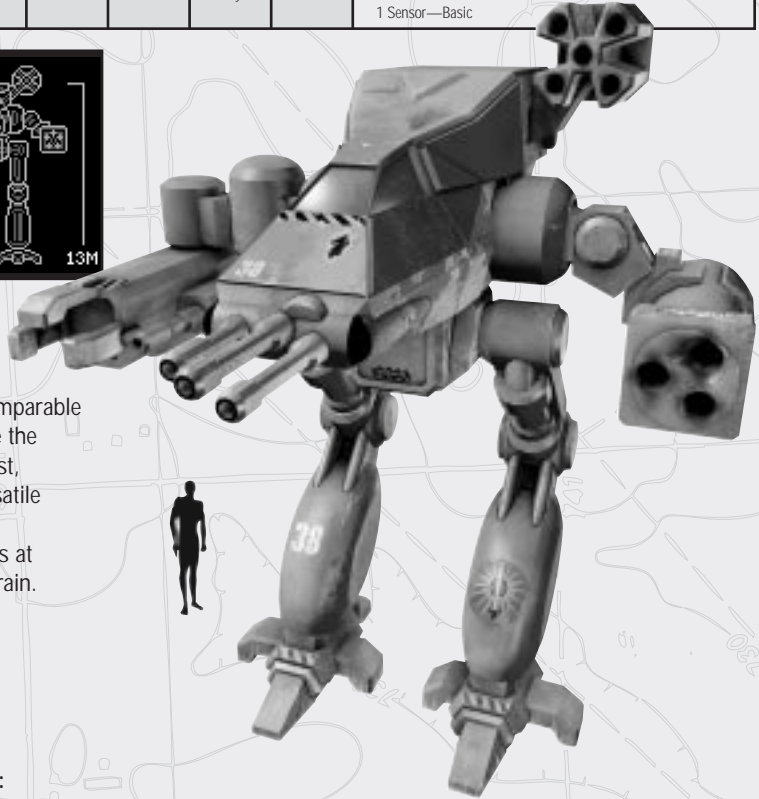
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**Communication System:**

TharHes Euterpe HM-14

**Targeting and Tracking System:**

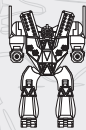
TharHes Ares-8a



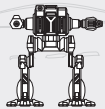
STILETTO



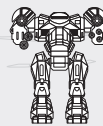
► BUSHWACKER



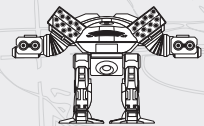
MAULER



SHADOW CAT



NOVA CAT



TURKINA

# MAULER



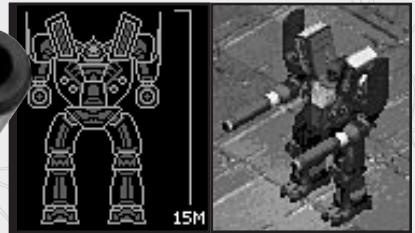
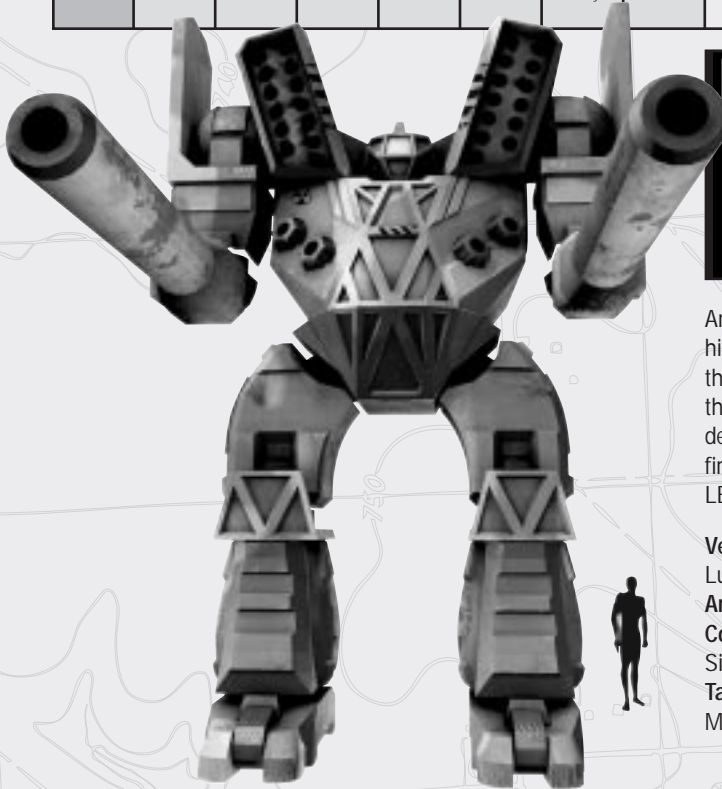
**INNER SPHERE**  
**VERY HEAVY**  
**90 TONS**



## PAYLOAD CAPACITY

**VARIANT A/J:** 63.5  
**VARIANT W:** 76.5

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP	Basic Armament
ARMOUR	60740	90 Tons	Assault	15m/sec	Hvy	V Hvy	Short	1 Large Laser, 2 LRM Racks, 2 Light LB-X Autocannons, 2 Light Gauss Rifles, 1 Sensor—Basic
WEAPON	66170	90 Tons	Assault	15m/sec	Mod	V Hvy	Short	2 Heavy LB-X Autocannons, 1 Large Laser, 1 Large ER Laser, 1 Light LB-X Autocannon, 2 Light Gauss Rifles, 1 Sensor—Basic
JUMP	65220	90 Tons	Assault	15m/sec	Mod	V Hvy	Short	1 Large Laser, 2 LRM Racks, 2 Light LB-X Autocannons, 2 Light Gauss Rifles, 1 Sensor—Basic



An assault-class 'Mech produced under high security by the Draconis Combine, the *Mauler* is proportionally smaller than the *Atlas*, its 100-ton cousin. The *Mauler* delivers a high volume of armour-shredding firepower at a long range, due to the LB-X Autocannons found in each variant.

**Version Manufacturer:**  
 Luthien Armour Works  
**Armour Source:** New Samarkand Royal  
**Communication System:**  
 Sipher Security Plus  
**Targeting and Tracking System:**  
 Matabushi Sentinel



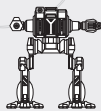
STILETTO



BUSHWACKER



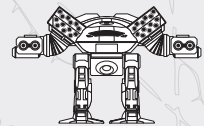
▶ MAULER



SHADOW CAT



NOVA CAT



TURKINA



## Inner Sphere 'Mech Comparison Chart

BattleMech	Weight (tons)	Speed (m/sec)
<i>Commando</i>	25	27
<i>Firestarter</i>	30	27
<i>Raven</i>	35	27
<i>Stiletto</i>	35	36
<i>Hollander II</i>	45	24
<i>Centurion</i>	55	18
<i>Bushwacker</i>	55	24
<i>Catapult</i>	65	18
<i>Jagermech</i>	70	18
<i>Awesome</i>	80	18
<i>Mauler</i>	90	15
<i>Atlas</i>	100	15

**STILETTO**

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP
ARMOUR	22420	35 Tons	Light	36m/sec	Mod	Mod	Long
WEAPON	22070	35 Tons	Light	36m/sec	Light	Mod	Long
JUMP	26780	35 Tons	Light	36m/sec	Light	Mod	Long

**BUSHWACKER**

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP
ARMOUR	34680	55 Tons	Med	24m/sec	Mod	Hvy	Short
WEAPON	33260	55 Tons	Med	24m/sec	Mod	Hvy	Short
JUMP	35950	55 Tons	Med	24m/sec	Mod	Hvy	Short

**MAULER**

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP
ARMOUR	60740	90 Tons	Assault	15m/sec	Hvy	V Hvy	Short
WEAPON	66170	90 Tons	Assault	15m/sec	Mod	V Hvy	Short
JUMP	65220	90 Tons	Assault	15m/sec	Mod	V Hvy	Short

# SHADOW CAT

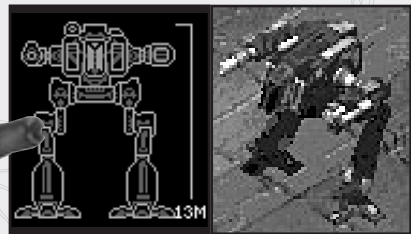
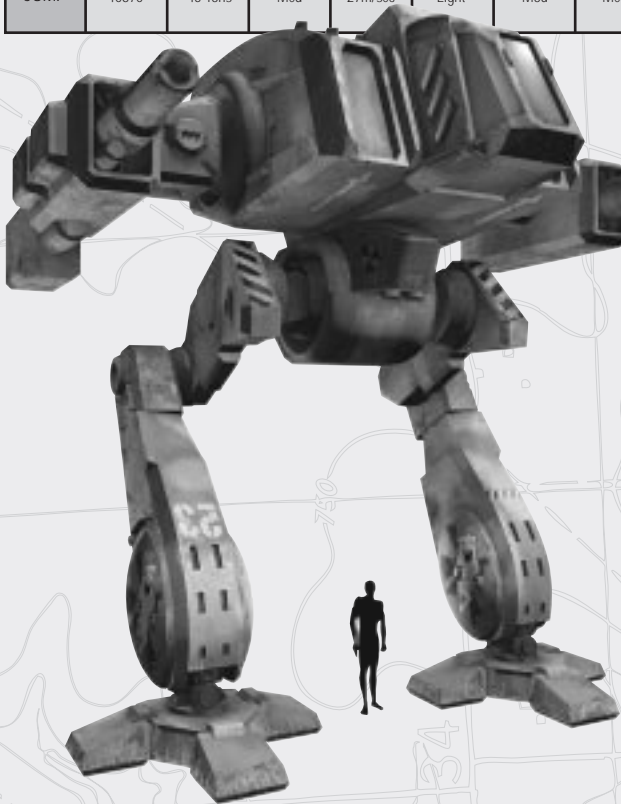


**CLAN**  
**MEDIUM**  
**45 TONS**

## PAYLOAD CAPACITY

**VARIANT A/J:** 29.0  
**VARIANT W:** 36.5

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP	Basic Armament
ARMOUR	39650	45 Tons	Med	27m/sec	Mod	Mod	Med	2 Clan ER Lasers, 2 Clan Large Pulse Lasers, 1 Clan Sensor—Basic
WEAPON	42000	45 Tons	Med	27m/sec	Light	Mod	Med	1 Clan ER Laser, 3 Clan Large Pulse Lasers, 1 Clan Sensor—Basic
JUMP	40870	45 Tons	Med	27m/sec	Light	Mod	Med	2 Clan ER Lasers, 2 Clan Large Pulse Lasers, 1 Clan Sensor—Basic



Technically a heavy scout, the *Shadow Cat* is well armed and armoured—ideal for hazardous recon missions teamed with other light- or medium-class 'Mechs as part of a command Star. The Clan Nova Cat's apparent response to the Wolf Clan's *Ferri* 'Mech, it accelerates to top speed at an astonishing rate and was used to overwhelm the forward observation posts at Luthien as they relayed reports of oncoming enemy. Its default configuration leaves it vulnerable to indirect fire.

**Version Manufacturer:** Unknown  
**Armour Source:** Unknown  
**Communication System:** Unknown  
**Targeting and Tracking System:** Unknown



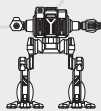
STILETTO



BUSHWACKER



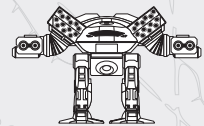
MAULER



▶ SHADOW CAT



NOVA CAT



TURKINA

## NOVA CAT

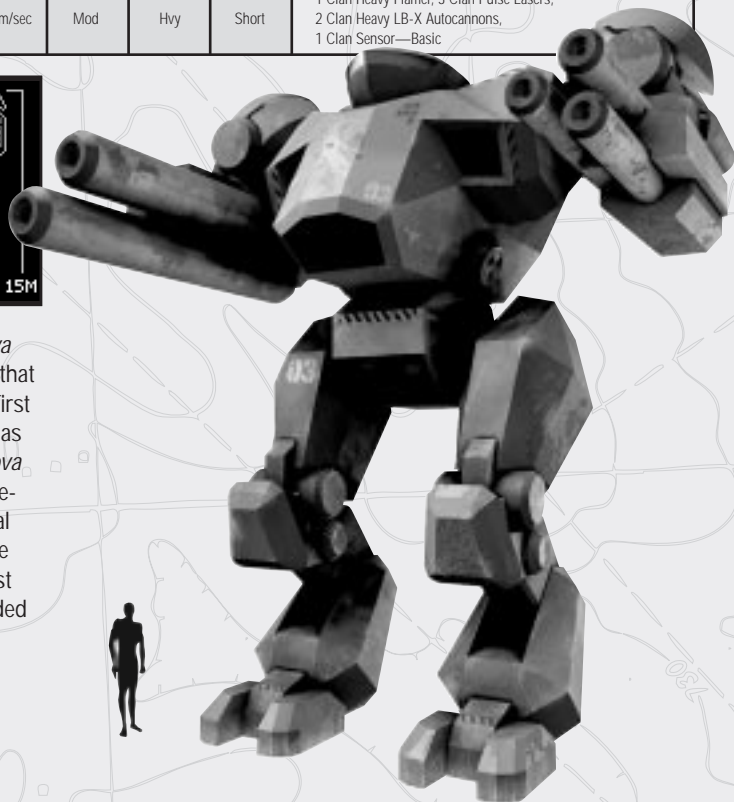
## PAYLOAD CAPACITY

VARIANT A/J: 54.0

VARIANT W: 58.0

CLAN  
HEAVY  
70 TONS

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP	Basic Armament
ARMOUR	61590	70 Tons	Hvy	21m/sec	Hvy	Hvy	Short	1 Clan Heavy Flamer, 3 Clan Pulse Lasers, 2 Clan Heavy LB-X Autocannons, 1 Clan Sensor—Basic
WEAPON	57490	70 Tons	Hvy	21m/sec	Mod	Hvy	Short	1 Clan Pulse Laser, 4 Clan Streak SRM Packs, 2 Clan Heavy LB-X
JUMP	66210	70 Tons	Hvy	21m/sec	Mod	Hvy	Short	1 Clan Heavy Flamer, 3 Clan Pulse Lasers, 2 Clan Heavy LB-X Autocannons, 1 Clan Sensor—Basic



A short-range killing machine, the *Nova Cat* was designed to butcher anything that gets too close. In 3059, the *Nova Cat* first saw battle against the Smoke Jaguars as part of Operation Bulldog. Here the *Nova Cat* proved its awesome long-range firepower, but during the Operation several *Nova Cats* were captured by the Smoke Jaguar Clan. Periphery sources suggest that *Nova Cat* variations have been added to Clan arsenals.

**Version Manufacturer:**

Barcella Alpha, Irece Alpha

**Armour Source:** Unknown**Communication System:**

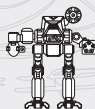
JNE Integrated

**Targeting and Tracking System:**

Build 2 CAT TTS



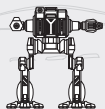
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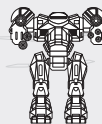
BUSHWACKER



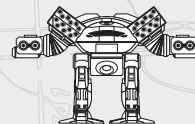
MAULER



SHADOW CAT



▶ NOVA CAT



TURKINO

# TURKINA



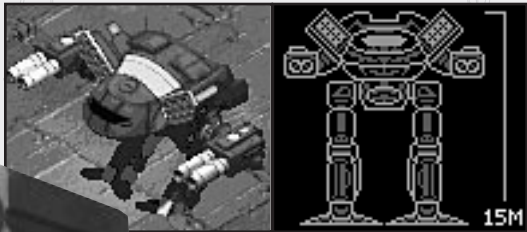
**CLAN**  
**HEAVY**  
**95 TONS**



## PAYLOAD CAPACITY

**VARIANT A/J:** 74.5  
**VARIANT W:** 81.0

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP	Basic Armament
ARMOUR	84110	95 Tons	Assault	15m/sec	V Hvy	V Hvy	Short	1 Clan Pulse Laser, 2 Clan LB-X Autocannons, 2 Clan Lg ER Lasers, 2 Clan LR Missile Packs, 2 Clan Lt LB-X ACS, 1 Clan Sensor-Basic
WEAPON	104710	95 Tons	Assault	15m/sec	Hvy	V Hvy	Short	1 Clan Pulse Laser, 2 Clan LB-X Autocannons, 2 Clan ER PCCs, 2 Clan LR Missile Packs, 2 Clan Lt LB-X ACS, 1 Clan Sensor-Basic
JUMP	90190	95 Tons	Assault	15m/sec	Hvy	V Hvy	Short	1 Clan Pulse Laser, 2 Clan LB-X Autocannons, 2 Clan Lg ER Lasers, 2 Clan LR Missile Packs, 2 Clan Lt LB-X ACS, 1 Clan Sensor-Basic



The Clan's *Turkina* assault-class 'Mech carries crippling long-range firepower and can smash anything that gets too close. The *Turkina's* flexible weapon system packs exactly twice the punch packed by the primary configuration of the *Thor*, but it accomplishes this with only 40% more weight. The increased use of energy weapons in the *Turkina* is in direct response to the Clan's defeats on Tukayyid, where ammo resupply efforts failed.

**Version Manufacturer:** Unknown  
**Armour Source:** Unknown  
**Communication System:** Unknown  
**Targeting and Tracking System:** Unknown



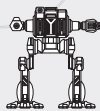
STILETTO



BUSHWACKER



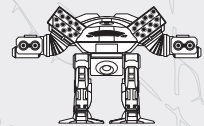
MAULER



SHADOW CAT



NOVA CAT



▶ TURKINA

## Clan 'Mech Comparison Chart

BattleMech	Weight (tons)	Speed (m/sec)
<i>Uller</i>	30	27
<i>Cougar</i>	35	27
<i>Shadow Cat</i>	45	27
<i>Hunchback IIC</i>	50	18
<i>Vulture</i>	60	24
<i>Loki</i>	65	24
<i>Thor</i>	70	24
<i>Nova Cat</i>	70	21
<i>Mad Cat</i>	75	24
<i>Masakari</i>	85	18
<i>Turkina</i>	95	15

**SHADOW CAT**

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP
ARMOUR	39650	45 Tons	Med	27m/sec	Mod	Mod	Med
WEAPON	42000	45 Tons	Med	27m/sec	Light	Mod	Med
JUMP	40870	45 Tons	Med	27m/sec	Light	Mod	Med

**NOVA CAT**

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP
ARMOUR	61590	70 Tons	Hvy	21m/sec	Hvy	Hvy	Short
WEAPON	57490	70 Tons	Hvy	21m/sec	Mod	Hvy	Short
JUMP	66210	70 Tons	Hvy	21m/sec	Mod	Hvy	Short

**TURKINA**

VARIANT	COST	WEIGHT	CLASS	SPEED	ARMOUR	STRUCT	JUMP
ARMOUR	84110	95 Tons	Assault	15m/sec	V Hvy	V Hvy	Short
WEAPON	104710	95 Tons	Assault	15m/sec	Hvy	V Hvy	Short
JUMP	90190	95 Tons	Assault	15m/sec	Hvy	V Hvy	Short

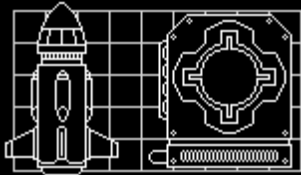


## NEW WEAPONS

As I mentioned earlier, we have new weapons for your forces. FedCom engineers continue to refine weaponry to replace aging Inner Sphere weapon systems in all three armament types: ballistic, energy, and missile. Field modification kits have been issued and the new weapons are available from regimental inventory.

Ammo conservation mode software has been retrofitted in all deployed 'Mechs. For information on mode use, review the Tactics technical information.

### HEAVY THUNDERBOLT

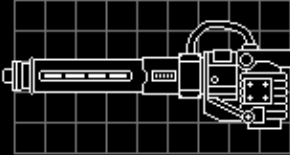
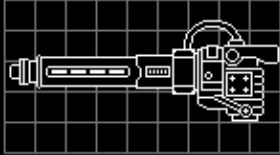
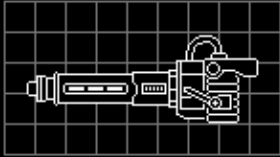


COST	Salvage
LOAD VAL	21
RECYCLE	6 sec (slow)
DAMAGE	12 (very heavy)
RANGE	Medium

This launcher fires one medium-range, 'Mech-crippling missile over obstacles. It cannot arm itself at targets within 50 metres. It is not available in the Battalion Inventory and must be obtained through battlefield salvage. It carries limited ammo. (32 shots)

**LB-X AUTOCANNONS**

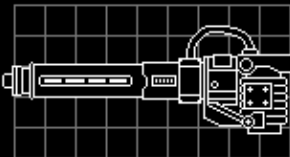
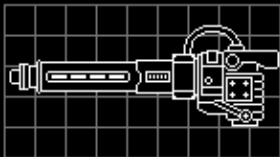
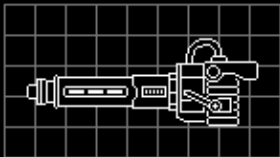
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	Light	Medium	Heavy
COST	3560	8480	12850
LOAD VAL	9.5	14.5	19.5
RECYCLE	1.75 sec (v fast)	4 sec	6 sec
DAMAGE	0.5 (v light)	2	5
RANGE	Long	Medium	Short

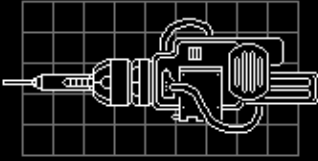
The light version of the LB-X Autocannon fires at a faster rate than the Light Autocannon. The heavy version fires a massive short-range, shotgun-like round capable of striking multiple armour sections simultaneously. All variations carry limited ammo. (Light: 260 shots; Medium: 90; Heavy: 35)

**CLAN LB-X AUTOCANNONS**



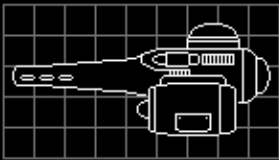
	Light	Medium	Heavy
COST	3560	8480	12850
LOAD VAL	8.5	13.5	17.5
RECYCLE	1.75 sec (v fast)	4 sec	6 sec
DAMAGE	0.5 (v light)	2	5
RANGE	Long	Medium	Short

(Light: 260 shots; Medium: 90; Heavy: 35)

**LARGE X-PULSE LASER**

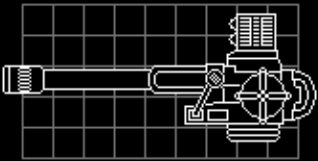
COST	19570
LOAD VAL	13
RECYCLE	.075 sec (very fast)
DAMAGE	1.5 (light)
RANGE	Long

This rapid-firing energy weapon has the fastest recycle rate of any component available and is capable of striking targets at long range.

**LIGHT GAUSS RIFLE**

COST	7110
LOAD VAL	13.5
RECYCLE	5 sec (slow)
DAMAGE	5 (heavy)
RANGE	Long

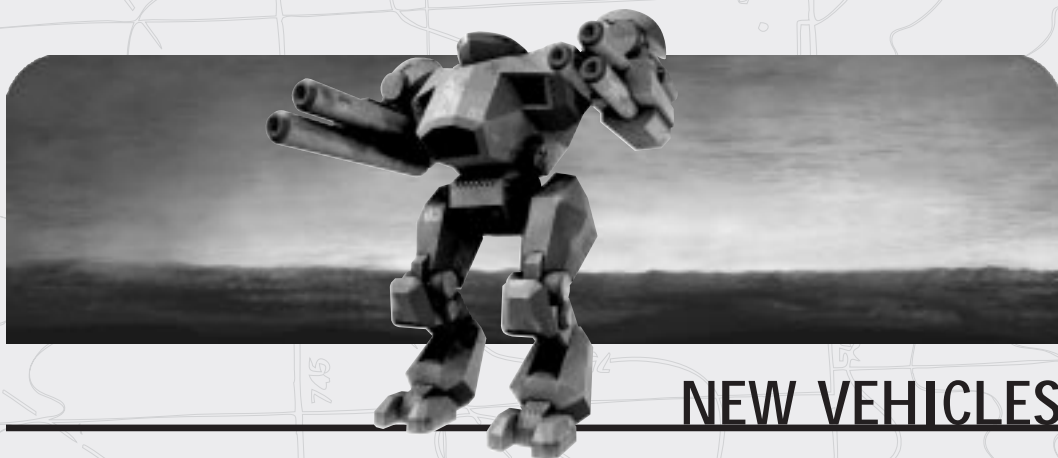
This new Inner Sphere design fires a smaller slug out to long range. It carries limited ammo. (50 shots)

**LONG TOM CANNON**

COST	33840
LOAD VAL	34
RECYCLE	7.5 sec (slow)
DAMAGE	8 (very heavy)
RANGE	Long

Long Tom shells deliver 8 points of damage to the target and an additional 8 points of damage to everything in its explosion radius. It carries limited ammo. (25 shots)



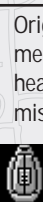
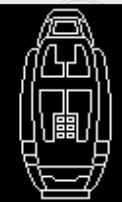


## NEW VEHICLES

Military research and development BattleMech advancements have yielded upgraded support vehicles: five new combat vehicles and one new utility vehicle. Vehicle manufacturers have readily adopted BattleMech power plant and ferro-fibrous armour improvements. Don't underestimate the effectiveness of vehicles at the front: The Battle of Tukayyid demonstrated the cost effectiveness of fielding support vehicles in combination with 'Mechs.

**Note:** In the Expansion Campaign, vehicles are aligned with the Clan, but in the wargames you can deploy vehicles aligned with your units.

### CENTIPEDE SCOUT CAR



Originally planned as a highly maneuverable replacement for the Inner Sphere's Skulker, this fast and heavily armed recon car is ideal for deep penetration missions requiring more than a minimum level of firepower. The Centipede is highly susceptible to sustained fire.

COST	8580
WEIGHT	15 Tons
TYPE	L1 Scout
SPEED	21m/sec
ARMOUR	Light
WEAP/COMP	1 lg Laser
	1 advanced Vehicle Sensor
	1 guardian ECM

### REGULATOR HOVER TANK



This swift and agile tank carries a massive Gauss Rifle capable of devastating most targets with one or two shots and can use its speed to bring that weapon to bear on weak rear 'Mech armour. Its design provides long-range, medium-weight firepower. It should not be underestimated.

COST	17250
WEIGHT	45 Tons
TYPE	Med Tank
SPEED	21m/sec
ARMOUR	Light
WEAP/COMP	1 Gauss Rifle

**MANTICORE HEAVY TANK**



First issued to the Lyran Royal Guard units, the Manticore has seen combat throughout the Inner Sphere. It is an impressive heavy tank, affording excellent armour protection and effective, accurate firepower. Long regarded as a powerful infantry weapon, the Manticore provides medium-range armoured firepower with excellent fields of fire from the missile packs' location in the turret.



<b>COST</b>	13870
<b>WEIGHT</b>	60 Tons
<b>TYPE</b>	Hvy Tank
<b>SPEED</b>	15m/sec
<b>ARMOUR</b>	Mod
<b>WEAP/COMP</b>	1 Particle Projector Cannon 1 Large Pulse Laser 2 SRM Packs

**PILUM HEAVY TANK**

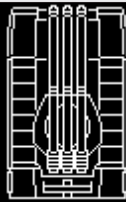


This version of the Pilum Heavy Tank trades some of its firepower for a larger power plant, making it faster than any vehicle in its weight class. Its impressive flanking speed of 65kph makes it the fastest of the heavy tanks, yet it is still able to take significant damage and maneuver. Its firepower is limited, however.



<b>COST</b>	12560
<b>WEIGHT</b>	70 Tons
<b>TYPE</b>	Hvy Tank
<b>SPEED</b>	18m/sec
<b>ARMOUR</b>	Mod
<b>WEAP/COMP</b>	6 LRM Rocks

**ALACORN MK VII HEAVY TANK**



A Star League-era design first deployed in the Periphery, General Aleksandr Kerensky took hundreds of Alacorns with him at the time of his Exodus. The Alacorn packs reasonable speed, superior armour, and a terrifying punch into one sleek package with three Gauss Rifles mounted on a rotary turret that provides a full 360-degree firing arc.

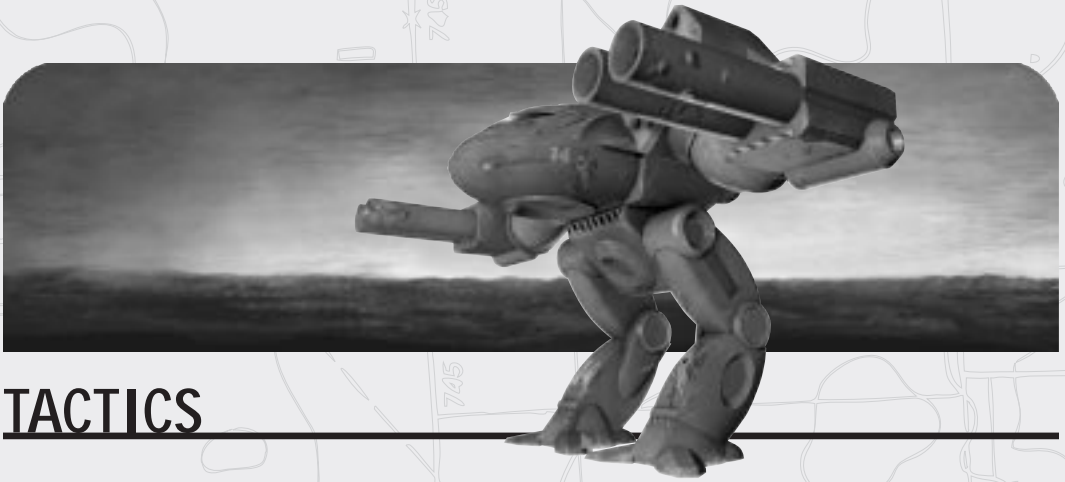


<b>COST</b>	47450
<b>WEIGHT</b>	95 Tons
<b>TYPE</b>	Assault
<b>SPEED</b>	12m/sec
<b>ARMOUR</b>	Hvy
<b>WEAP/COMP</b>	3 Gauss Rfls

**AMMO TRUCK**

The Ammo Truck is a small, reasonably fast, vulnerable vehicle capable of replacing a 'Mech's ammunition on the battlefield. Deploy it as you would the Refit Truck; move it near a 'Mech until the Repair Icon (a wrench) appears, and then click that 'Mech to reload its ammunition. Clever MechCommanders have used its combustible payload as an offensive weapon. If the vehicle is destroyed, the ordnance it carries will explode, damaging everything within the blast radius.

COST	1500
WEIGHT	10 Tons
TYPE	Light
SPEED	18m/sec
ARMOUR	Light
WEAP/COMP	None



## TACTICS

Lastly, Commander, you have no doubt seen the media's recent focus on the evolution of modern military tactics. As hinted in the reports, Inner Sphere military establishments developed strategies that enable frontline commanders, such as yourself, to more effectively deploy forces and resources under their command.

## WAYPOINTS

Waypoints give a commander greater control over his units' movement by setting a specific series of points for them to automatically follow, thus freeing up the commander's attention for other units. There are four different types of waypoints—walk, run, jump, and minelayer—and you can place a total of 16 waypoints in any order.

Units traverse waypoints by the shortest possible *move* path. For example, if cliffs are directly between two waypoints, the units must move around the cliffs. Therefore, by placing more waypoints, you gain more control of the move path. For example, you may have a jump-capable unit walk to the first waypoint, run to the second, jump to the third, and run to the fourth.

### To create waypoints

- 1 To create a *walk* waypoint, press and hold **CTRL**, or **F9**, while you click the waypoint location on the main screen.

–or–

To create a *run* waypoint, press and hold **CTRL+SPACEBAR**, or **F10**, while you click the waypoint location on the main screen.

–or–

To create a *jump* waypoint, press and hold **CTRL+J**, or **F11**, while you click the waypoint location on the main screen.

–or–

To create a minelayer waypoint (mines are laid as the vehicle follows the move path), press and hold **CTRL+F** while you click the waypoint location on the main screen.

- ② Repeat step 1 as necessary for each waypoint you want.

## Notes

- You can assign a move path to any number of units at one time, using the standard selection methods. If a group of units is selected, the lead unit will move to the waypoints first.
- You can view a unit's move path lines by pressing and holding **CTRL**.
- You can add waypoints to an existing move path at any time. The new waypoints are added to the end of the orders queue.
- You can clear a unit's move path by selecting that unit and pressing **BACKSPACE**.
- Waypoints may be placed in unrevealed terrain; they appear above the black background, similar to sensor traces.
- You can place waypoint markers while the mission is paused. Once a waypoint marker is laid, it cannot be moved. Units will begin following their move paths when the mission is resumed. This is helpful in organizing simultaneous movement.
- Once a waypoint marker is laid, it cannot be moved.
- While **CTRL** is pressed, you cannot assign targets or capture a unit.
- If a unit following a move path receives a new order, movement, or attack, the move path and its waypoints are cancelled.
- If attacked while executing a walk waypoint, the units behave identically to units walking in MechCommander. They will stray off their move path until the combat is resolved.
- If a unit cannot reach a given waypoint, it will behave identically to a unit that cannot handle a move order.
- To set a move path through burned forest, place waypoints just before the burned forest, just after the burned forest, and then toward your final destination.
- You may play the original MechCommander campaign using waypoints.



## AMMO CONSERVATION MODE

To give the commander greater control over his resources in combat, he can order units to fire energy weapons only, conserving precious ammunition until it is truly needed.

Energy weapons are those with an unlimited supply of shots—for example, Pulse Lasers, Heavy Flamers, and Particle Projector Cannons. Ammo weapons are those that fire a limited supply of shots or salvos—for example, Gauss Rifles, Autocannons, and Missile Packs.

### To order ammo conservation mode

▶ Hold down **A** and then, on the main screen, click the enemy you want to hit with energy weapons only. The cross hairs will appear orange.

### Notes

- To clear all orders, including ammo conservation mode, press **BACKSPACE**.
- If a unit in ammo conservation mode receives a new attack order, ammo conservation mode is cancelled and the unit will fire all of its weapons.
- If a unit has only ammo weapons and is given the ammo conservation mode order, that unit will not fire (as if it were out of weapons).
- A commander orders a group of units to use ammo conservation mode in the same manner he would make any other order. If one of the units in the group has only ammo weapons, then that unit will not fire (as if it were out of weapons).
- You may play the original MechCommander campaign using ammo conservation mode.

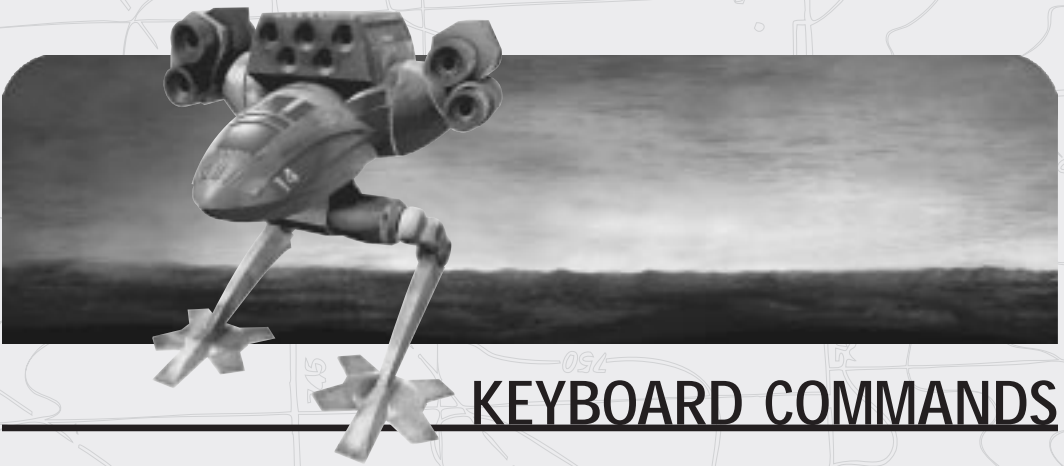
## DIFFICULTY LEVELS

MechCommander Desperate Measures offers three levels of gameplay: easy, regular, and hard. These levels can also be used to play the original MechCommander missions.

### To set the difficulty level

- ① On the MechCommander Desperate Measures main menu, click **Preferences**.
- ② Under Difficulty, click **Easy**, **Regular**, or **Hard**.

**Note:** You can change level difficulty before you start a mission or between missions. If a mission proves to be too challenging, you can lower the difficulty setting, win the mission, and then return to the former difficulty setting for the next mission.



## KEYBOARD COMMANDS

### Combat/Tactical

To	Press
Assault from current location	C+Left mouse button
Assault from long range	L+Left mouse button
Assault from medium range	M+Left mouse button
Assault from short range	S+Left mouse button
Attack head	8+Left mouse button
Attack left torso	7+Left mouse button
Attack right torso	9+Left mouse button
Attack centre torso	5+Left mouse button
Attack left arm	4+Left mouse button
Attack right arm	6+Left mouse button
Attack left leg	1+Left mouse button
Attack right leg	3+Left mouse button
Order ammo conservation mode	A+Left mouse button

*Keyboard Commands continues ...*

## Fire Support

Fire support gives the commander greater control over his combat resources. Launch small artillery strikes, large artillery strikes, sensor probes, and camera drones by pressing a key on the keyboard (not the numeric keypad) and clicking the mouse on the target—no wasting time moving the cursor to the multifunctional display (MFD).

When a fire support hotkey is depressed, the corresponding button is highlighted on the MFD per the RUN, JUMP, and GUARD hotkeys in original MechCommander. The fire support cursor may be moved until it is deployed by clicking the left mouse button.

To	Press
Drop small artillery strike at cursor	1+Left mouse button on target
Drop large artillery strike at cursor	2+Left mouse button on target
Drop sensor probe at cursor	3+Left mouse button on target
Drop camera drone at cursor	4+Left mouse button on target

**Note:** You must press a number key each time you want to drop artillery and so forth. For example, to drop three small artillery strikes, you must press 1 and click the left mouse button once on each of the targets.

## Orders

To	Press
Hold fire/stop	BACKSPACE
Guard	G+Left mouse click on target
Capture	Left mouse click context-sensitive cursor on item
Repair/refit	Left mouse click context-sensitive cursor on item
Lay mines	F+Left mouse button
Power up	PAGE UP
Power down	PAGE DOWN
Eject	HOME+Left mouse button



## Unit Control

To	Press
Reassign Force Groups	CTRL+F1 through F4
Select all units in battlefield view	E
Deselect all units	Right mouse button on battlefield view
Get information on unit	I+Left mouse button

## Moving Units

To	Press
Move half-power	Left mouse button
Move full-power	SPACEBAR+Left mouse button
Jump (jump-enabled 'Mechs only)	J+Left mouse button
Create walk waypoint	CTRL or F9
Create run waypoint	CTRL+SPACEBAR or F10
Create jump waypoint	CTRL+J or F11
Create minelayer waypoint	CTRL+F

## Battlefield View

The commands in this section can be triggered by pressing the appropriate key on either the keyboard or the numeric keypad.

To	Press
Zoom view in	PLUS SIGN
Zoom view out	MINUS SIGN
Scroll down	DOWN ARROW
Scroll up	UP ARROW
Scroll left	LEFT ARROW
Scroll right	RIGHT ARROW

## Multifunctional Display (MFD)

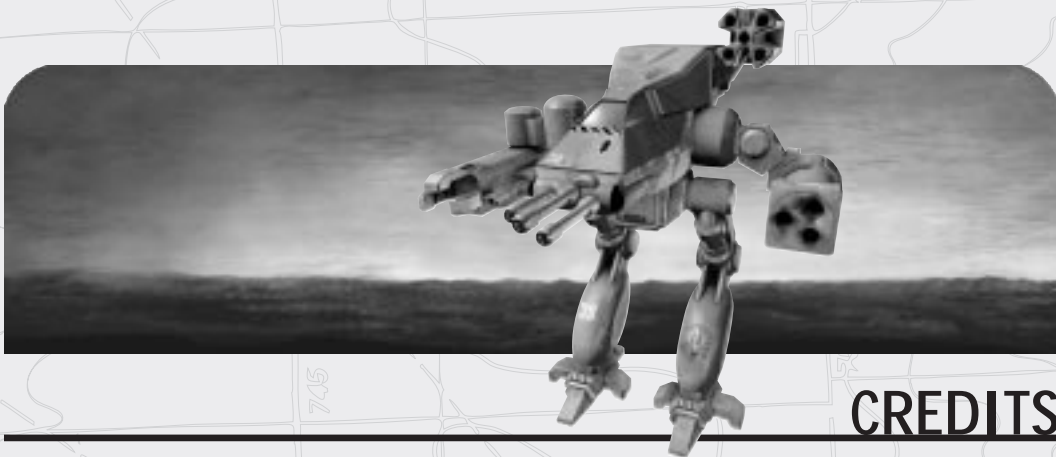
To	Press
Open/close MFD	ALT
Open MFD (Briefing Active)	ALT+B
Open MFD (Information/ Briefing Active)	ALT+D
Open MFD (Map Active)	ALT+M
Open MFD (Salvage Active)	ALT+S
Open MFD (Chat Active) (multiplayer missions only)	ALT+C
Open/close MFD (Command Palette)	TAB

## Tactical Map

To	Press
Scroll down	CTRL+DOWN ARROW
Scroll up	CTRL+UP ARROW
Scroll left	CTRL+LEFT ARROW
Scroll right	CTRL+RIGHT ARROW
Zoom in	CTRL+PLUS SIGN
Zoom out	CTRL+MINUS SIGN

## System Commands

To	Press
Pause game	ESC or PAUSE
Enter chat mode (multiplayer)	ENTER



## CREDITS

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#### Lead Artist

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#### Special thanks:

To Mort Weisman, Bryan Nystul, and the entire staff of FASA Corporation. Also to PaleRider, Mishima, and the Hardcorps Online who advised, encouraged, and flamed

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If you have problems and require assistance you can contact our **Customer Services**:

**Phone:** +44 (0) 1454 893900  
**Hours of operation:** 0900-1730 GMT/BST, Monday to Friday  
**Fax:** +44 (0) 1454 894296

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## EMAIL

Alternatively you can email our Technical Support operators:  
[uksupport@hiuk.com](mailto:uksupport@hiuk.com)

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

All letters should be addressed to:  
Hasbro Interactive (Europe) Customer Support  
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- Interaction
- Interviews
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# NOTES



# MECHCOMMANDER KEYBOARD FUNCTION CHART

## ► COMBAT/TACTICAL

Assault from current location	C+Left mouse button
Assault from long range	L+Left mouse button
Assault from medium range	M+Left mouse button
Assault from short range	S+Left mouse button
Attack head	8+Left mouse button
Attack left torso	7+Left mouse button
Attack right torso	9+Left mouse button
Attack centre torso	5+Left mouse button
Attack left arm	4+Left mouse button
Attack right arm	6+Left mouse button
Attack left leg	1+Left mouse button
Attack right leg	3+Left mouse button
Order ammo conservation mode	A+Left mouse button

## ► FIRE SUPPORT

Drop small artillery strike	1+Left mouse button
Drop large artillery strike	2+Left mouse button
Drop sensor probe	3+Left mouse button
Drop camera drone	4+Left mouse button

## ► ORDERS

Hold fire/stop	BACKSPACE
Guard	G+Left mouse click on target
Capture	Left mouse click context-sensitive cursor on item
Repair/refit	Left mouse click context-sensitive cursor on item
Lay mines	F+Left mouse button click
Power up	PAGE UP
Power down	PAGE DOWN
Eject pilot	HOME+Left mouse button on unit

## ► UNIT CONTROL

Reassign Force Groups	CTRL+F1 through F4
Select all units in view	E
Deselect all units	Right mouse button on battlefield view
Get information on unit	I+Left mouse button on unit

## ► MOVING UNITS

Move half-power	Left mouse button
Move full-power	SPACEBAR+Left mouse button
Jump (jump-enabled 'Mechs only)	J+Left mouse button
Create walk waypoint	CTRL or F9
Create run waypoint	CTRL+SPACEBAR or F10
Create jump waypoint	CTRL+J or F11
Create minelayer waypoint	CTRL+F

## ► BATTLEFIELD VIEW

Zoom view in	PLUS SIGN
Zoom view out	MINUS SIGN
Scroll down	DOWN ARROW
Scroll up	UP ARROW
Scroll left	LEFT ARROW
Scroll right	RIGHT ARROW

## ► MULTIFUNCTIONAL DISPLAY (MFD)

Open/close MFD	ALT
Open/close MFD (Command Palette)	TAB

## ► SYSTEM COMMANDS

Pause game	ESC or PAUSE
Enter chat mode (multiplayer)	ENTER