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MechWarrior®
BattleTech® Reference

MWBTRv.4-AAS

JD-0927-67

Ian, on this your 15th birthday, I leave you my personal copy of the MechWarrior BattleTech reference. It contains notes from when I was your age and was training to become a MechWarrior as you are about to do. I hope it will help you become one of our best and our bravest, and that you will carry on our proud name the best you can.

Your father,
10/18/3072

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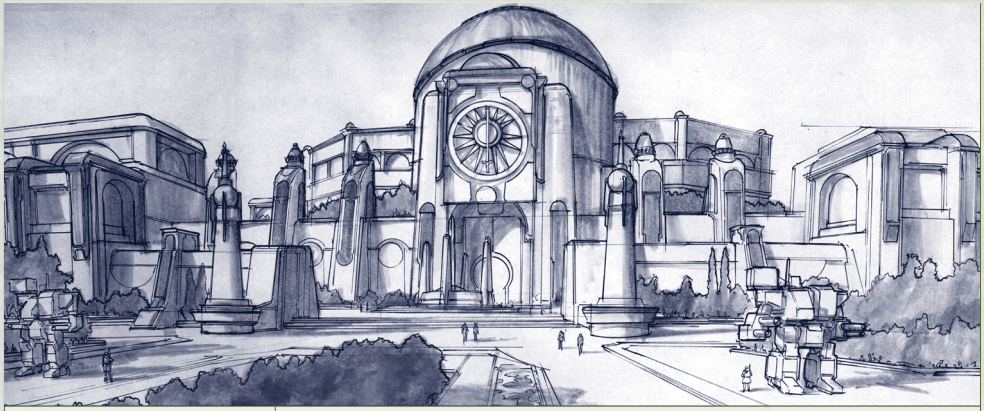
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1000 Part No. X05-89263

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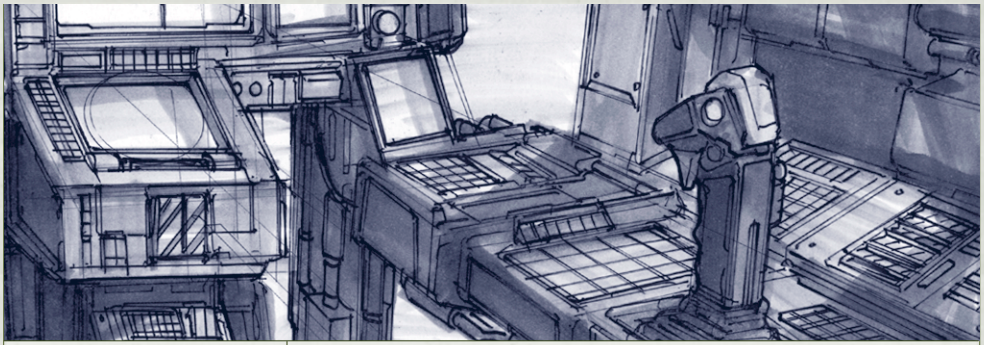
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Section 1.0 Preface

If you are reading this *MechWarrior© BattleTech© Reference*, we assume you are a member of the Inner Sphere's finest and have been selected to protect the interests of the Federated Commonwealth. This training reference was first introduced by Victor Davion for field training hand-chosen MechWarriors in the critical elements of BattleTech. The information contained in this MBR, much of which only lived in the minds of the most experienced MechWarriors and Davion himself, was deemed crucial to any hope of victory in the Clan Invasion.

This limited edition of the *MechWarrior BattleTech Reference* (MBR) serves the same purpose here on Kentares IV where it is used to train new generations of Commonwealth MechWarriors in critical aspects of BattleTech; you must, necessarily, learn the rest in combat. Use this reference often.



Section 2.0 Systems Check

Before climbing into your BattleMech® and engaging in combat, make sure to carefully evaluate the system configuration. This section of the MBR shows you how to configure your system for your MechWarrior training.

2.1 SETTING UP YOUR SYSTEM

Begin by inserting the proprietary MechWarrior CD-ROM into your computer. Guard this Inner Sphere proprietary software at all costs—you and your Lancemates' lives depend on it.

To install the MechWarrior system

1. Insert the MechWarrior disc into your CD-ROM drive.
2. When the main setup screen appears, click **Install**.
3. Click **Next** until you are asked to choose a suitable drive to install to. You can change the default drive by clicking the **Change** button. Once selected, click **OK**.

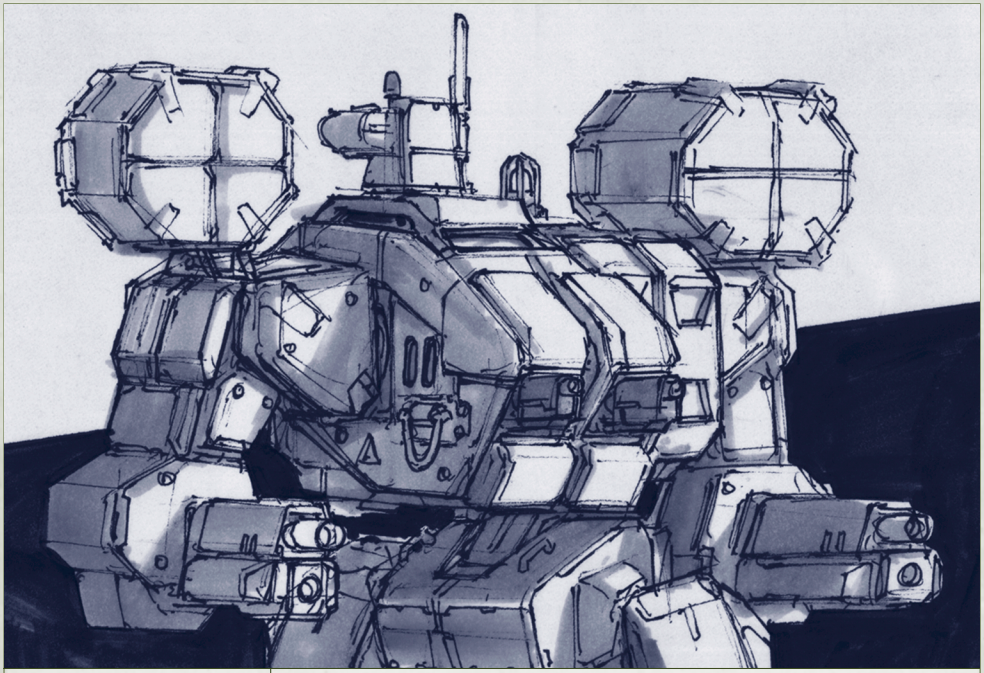
4. Click **Install** to begin installation of MechWarrior Vengeance.
5. When setup is complete, you can view the ReadMe file or click **Play** to play the game.

2.2 SETTING UP YOUR CONTROLS

Maximum control allows maximum efficiency while battling the enemy. Make sure your joystick is fine-tuned and calibrated so you can swivel on a pinpoint and fire when ready.

To calibrate your BattleMech's joystick

1. From the Start menu, choose Settings/Control Panel and double-click the Game Controllers icon.
2. Make sure the General tab is selected.
3. If your preferred controller is listed here, skip to Step 6. If no game controllers are listed in the list box, click the **Add** button.
4. In the Add Game Controller dialog, choose the controller that best fits your joystick and click **OK**.
5. If your joystick doesn't appear in the list, click the **Add Other** button. You may have to provide a disk to choose a driver from the Manufacturers list on the left. Follow the Install Wizard from that point on to install the drivers.
6. Choose your controller from the list and click the **Properties** button.
7. On the Test tab, test each button on your joystick to make sure it all works properly. If one of the buttons does not work peroperly, you will need to calibrate your controller.
8. Click the Settings tab and then click the **Calibrate** button. Follow the instructions to begin the calibration process.
9. Click **OK** to close the Settings tab and click **OK** again to exit the Game Controllers dialog box.
10. Activate the system by inserting the MechWarrior disc into the CD-ROM drive. When you see the initial screen, click **Play**. Or, with the disc already in the drive, click Start\Programs\Microsoft Games\MechWarrior Vengeance\ and click on the MechWarrior: Vengeance icon to launch yourself into a full-blown 'Mech® attack!



Section 3.0 | Equipment Specifications

The information contained in this section may mean the difference between success and failure, or life and death, for you as well as your Lancemates. It is your duty to live and breathe the advantages and disadvantages of the various BattleMech configurations in order to inflict damage upon enemies of the Commonwealth.

3.1 BATTLEMECH SPECIFICATIONS

First and most importantly you must gain knowledge of the different BattleMechs you have at your disposal and in which you will fight in battle. You must understand and take into consideration how the manufacturer of the BattleMech designed it, and how it was intended to be used. By choosing the right BattleMech and outfitting it properly for a mission, you'll have the added advantages you need.

For example, maybe it's speed that's essential for covering great distances and outflanking the enemy without a crosshair being drawn on your back. Or, perhaps it's tonnage and battle armor you need—a hefty layer of armor between you and enemy weapons might ensure longevity. As a MechWarrior, you must pay strict attention to all operational aspects of your BattleMech in order to complete your assigned missions successfully.

The following information is as up-to-date as Inner Sphere Intelligence has been able to get it. It provides specifications for the default configurations of the BattleMechs, including standard weapons loadouts. For convenience, the BattleMechs are grouped as light, medium, heavy, and assault. Additional pages have been added at the back of each section for the new BattleMechs in each category. For more information regarding possible options for outfitting your BattleMech, see Section 4.0 Operating in the MechLab.

3.1.1 About the HUD

The first thing you must know about any 'Mech is how to use the heads-up display (HUD). The HUD is what you see when you're inside the cockpit of the'Mech and looking out. Display items in the HUD provide you with all kinds of important information about your 'Mech's performance as well as the enemy's. For more detailed information on the HUD and its use, refer to the MechWarrior Quick Reference included with this edition of the MBR, and keep it close at hand!

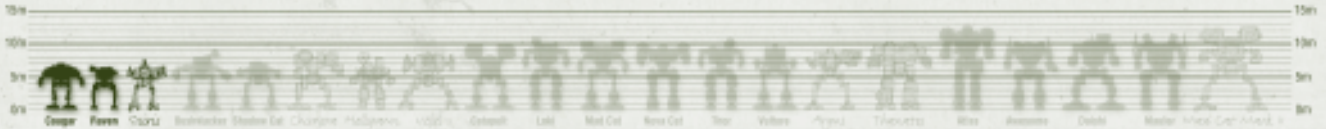
3.1.2 Light BattleMechs

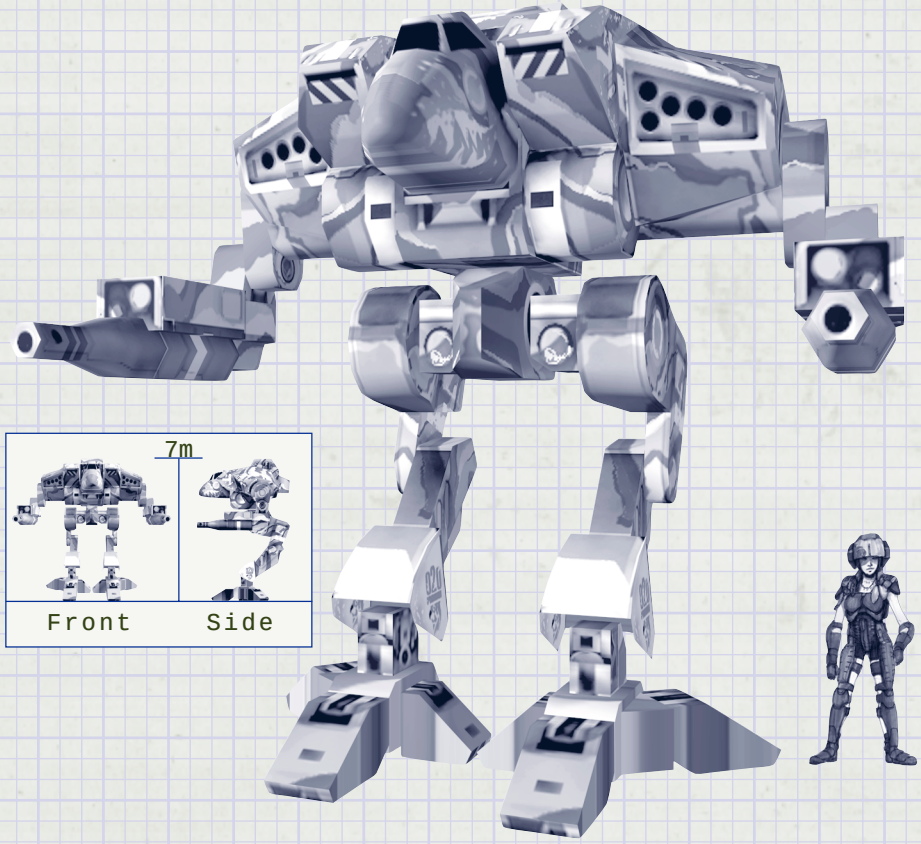
'Mech Name	Type	Armor (tons)	Chassis	Max Speed (KPH)	Max Weight (tons)	Weapons	Electronics	Jump Jets
Cougar	Clan	FF/4.5	Endo Steel	97	35	Clan ER Lg. Laser (2), Clan LRM 10 (2), Clan ER Sm. Laser, Clan ER Med. Laser	Beagle	Yes
Raven	IS	FF/6.5	Normal	100	35	NARC Beacon, Sm. Pulse Laser (2), Sm. Laser, LRM 15	Beagle, Guardian ECM Light Amp.	No
Osiris	IS	FF/5	Endo Steel	130	30	SRM 6, Med. Laser (5), MG Array	None	Yes

WARNING!
Information in this document is current at the time of this printing. Not all information may be 100% accurate to what you encounter in the field.

KEY

AC: Autocannon
CSTRK: Clan streak short-range missile
FF: Ferro Fibrous
IS: Inner Sphere
LRM: long-range missile
MG: machine gun
MRM: medium-range missile
PPC: Particle Projection Cannon
R: Reactive
Ref: Laser Reflective
Scatter: scattershot
SRM: short-range missile





COUGAR

Type Clan

Armor/Tonnage
Ferro Fibrous/4.5

Chassis Type Endo Steel

Max Speed (KPH) 97

Max Tonnage 35

Weapons Clan ER Large Laser (2), Clan LRM 10 (2), Clan ER Small Laser, Clan ER Medium Laser.

Electronics Beagle

Jump Jets Yes

Notes Khan Marthe Pryde of Clan Jade Falcon wanted to bring a new and deadly BattleMech to the field of battle. Knowing she had already taxed her Clan to the limit, she took an unprecedented step. Rather than build from the ground up, she elected to modify a proven design. Beginning with a stock chassis from a Clan Adder, the scientists managed to field a virtually new design, code named the Cougar, in roughly half the time normally required.

RAVEN

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/6.5

Chassis Type Normal

Max Speed (KPH) 100

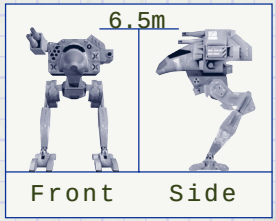
Max Tonnage 35

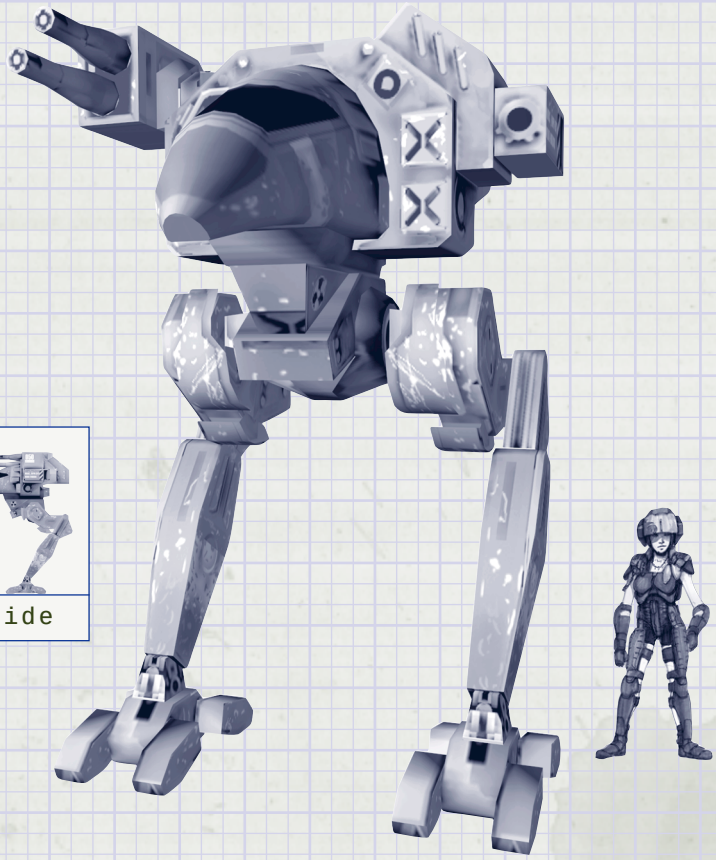
Weapons NARC Beacon,
Small Pulse Laser (2),
Small Laser, LRM 15

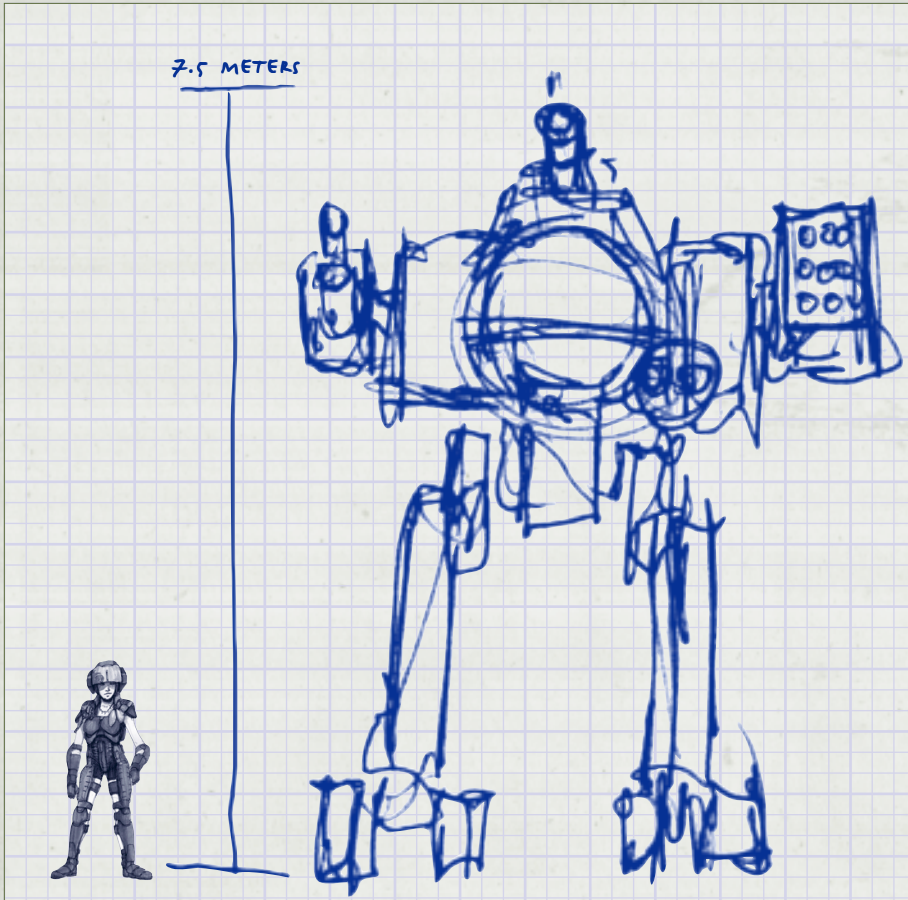
Electronics Beagle,
Guardian ECM, Light Amp.

Jump Jets No

Notes This light assault 'Mech was a Capellan Confederation experimental attempt to produce a 'Mech that could provide sophisticated mobile sensor and electronic warfare capabilities. Variations of it have appeared among the armies of most of the other Inner Sphere houses.







OSIRIS

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/5

Chassis Type Endo Steel

Max Speed (KPH) 130

Max Tonnage 30

Weapons SRM 6, Medium Laser (5), Machine Gun Array

Electronics None

Jump Jets Yes

Notes The lightest but fastest 'Mech available. This and its maneuverability make it a good scout 'Mech.

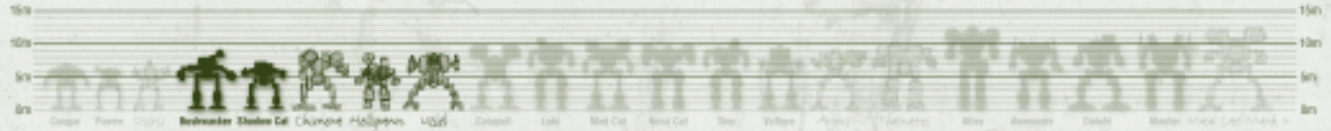
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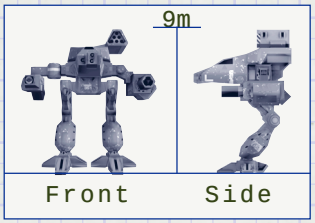
3.1.3 Medium BattleMechs

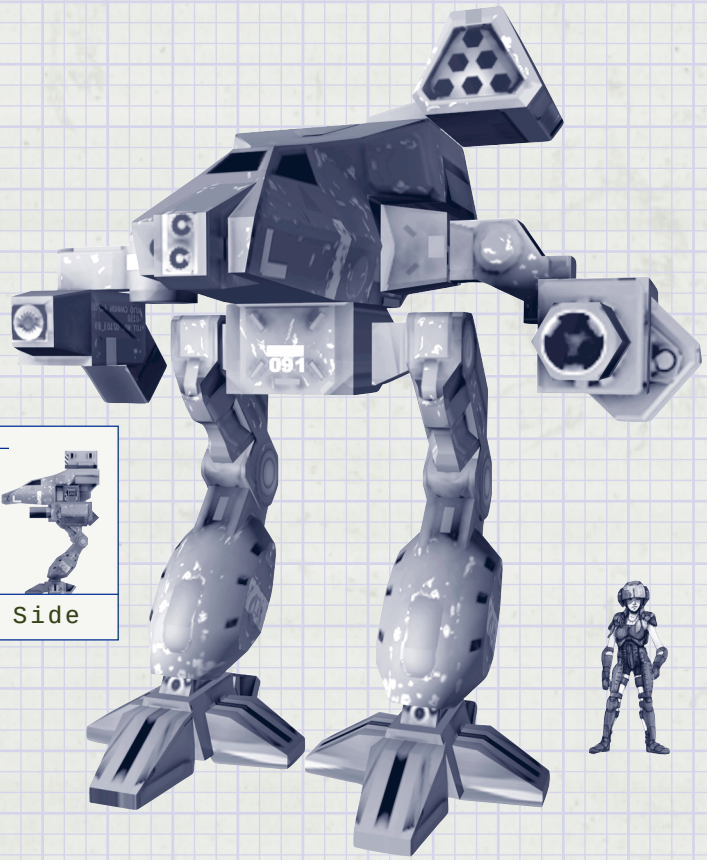
'Mech Name	Type	Armor (tons)	Chassis	Max Speed (KPH)	Max Weight (tons)	Weapons	Electronics	Jump Jets
Bushwacker	IS	FF/8.5	Normal	85	55	Med. Pulse Laser (2), LRM 5, LRM 10, AC/10	None	No
Shadow Cat	Clan	FF/9.0	Endo Steel	102	45	Clan ER Lg. Laser Clan ER Med. Pulse (3) Clan ER Sm. Laser Clan MG Array (2) CSTRK 6	None	Yes
Chimera	IS	Ref/9	Endo Steel	102	40	Lg. Laser, Med. Laser MRM 20, MG Array	None	Yes
Hellspawn	IS	FF/8.0	Endo Steel	106	45	Med. Pulse Laser (3) LRM 10 (2)	Guardian ECM	Yes
Uziel	IS	FF/8	Endo Steel	95	50	SRM 6, PPC (2) MG Array (2)	None	Yes

KEY

AC: Autocannon
CSTRK: Clan streak short-range missile
FF: Ferro Fibrous
IS: Inner Sphere
LRM: long-range missile
MG: machine gun
MRM: medium-range missile
PPC: Particle Projection Cannon
R: Reactive
Ref: Laser Reflective
Scatter: scattershot
SRM: short-range missile







BUSHWACKER

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/8.5

Chassis Type Normal

Max Speed (KPH) 85

Max Tonnage 55

Weapons Med. Pulse Laser (2), LRM 5, LRM 10, AC/10

Electronics None

Jump Jets No

Notes A medium-sized 'Mech based on captured Clan Vulture schematics, this unusual chassis design is now commonly used by Inner Sphere units assigned to guard the Clan border.

SHADOW CAT

Type Clan

Armor/Tonnage
Ferro Fibrous/9.0

Chassis Type Endo Steel

Max Speed (KPH) 102

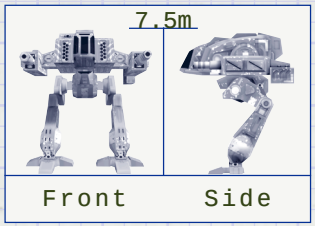
Max Tonnage 45

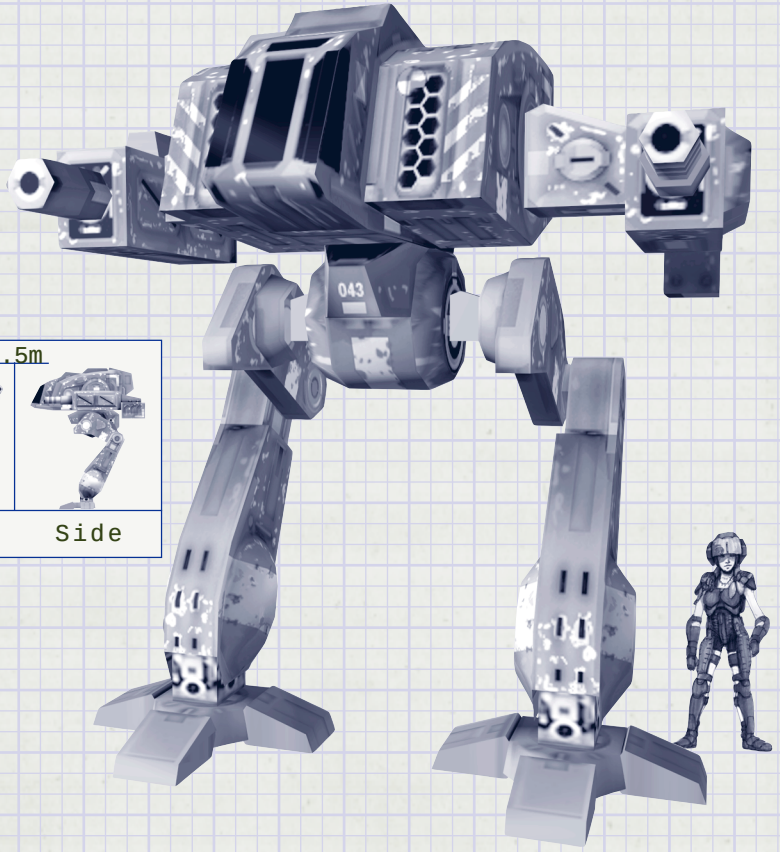
Weapons Clan ER Large Laser, Clan ER Medium Pulse (3), Clan ER Small Laser, Clan MG Array (2), CSTRK 6

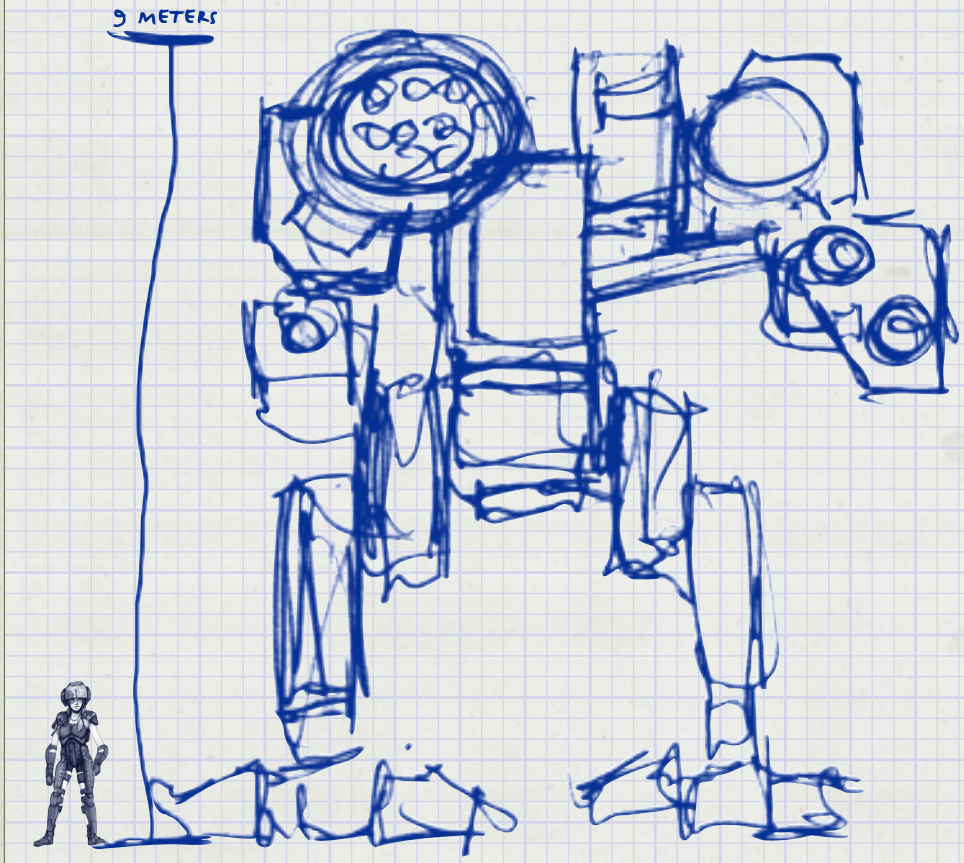
Electronics None

Jump Jets Yes

Notes This medium-sized 'Mech is usually used for recon, but is deadly in any capacity. With good speed, jump capability, and maneuverability, it also flaunts extensive armor and advanced Clan weaponry.







CHIMERA

Type Inner Sphere

Armor/Tonnage Reflective/9

Chassis Type Endo Steel

Max Speed (KPH) 102

Max Tonnage 40

Weapons Large Laser, Medium Laser, MRM 20, MG Array

Electronics None

Jump Jets Yes

Notes A new general-purpose 'Mech that has capabilities in all areas. Very well-rounded.

HELLSPAWN

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/8.0

Chassis Type Endo Steel

Max Speed (KPH) 106

Max Tonnage 45

Weapons Medium Pulse Laser (3), LRM 10 (2)

Electronics Guardian ECM

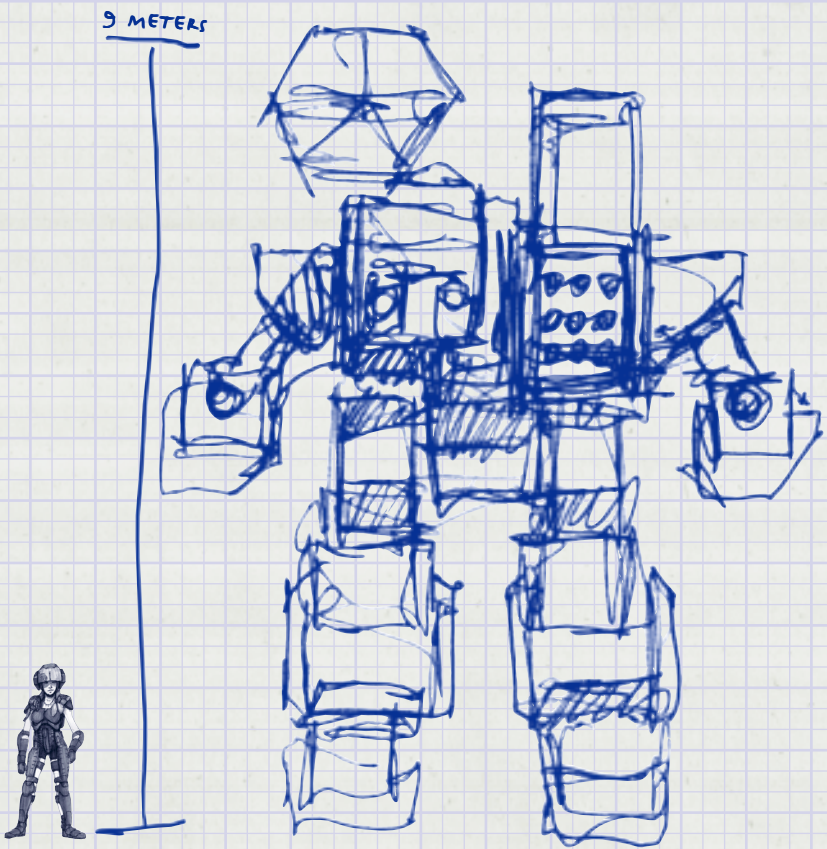
Jump Jets Yes

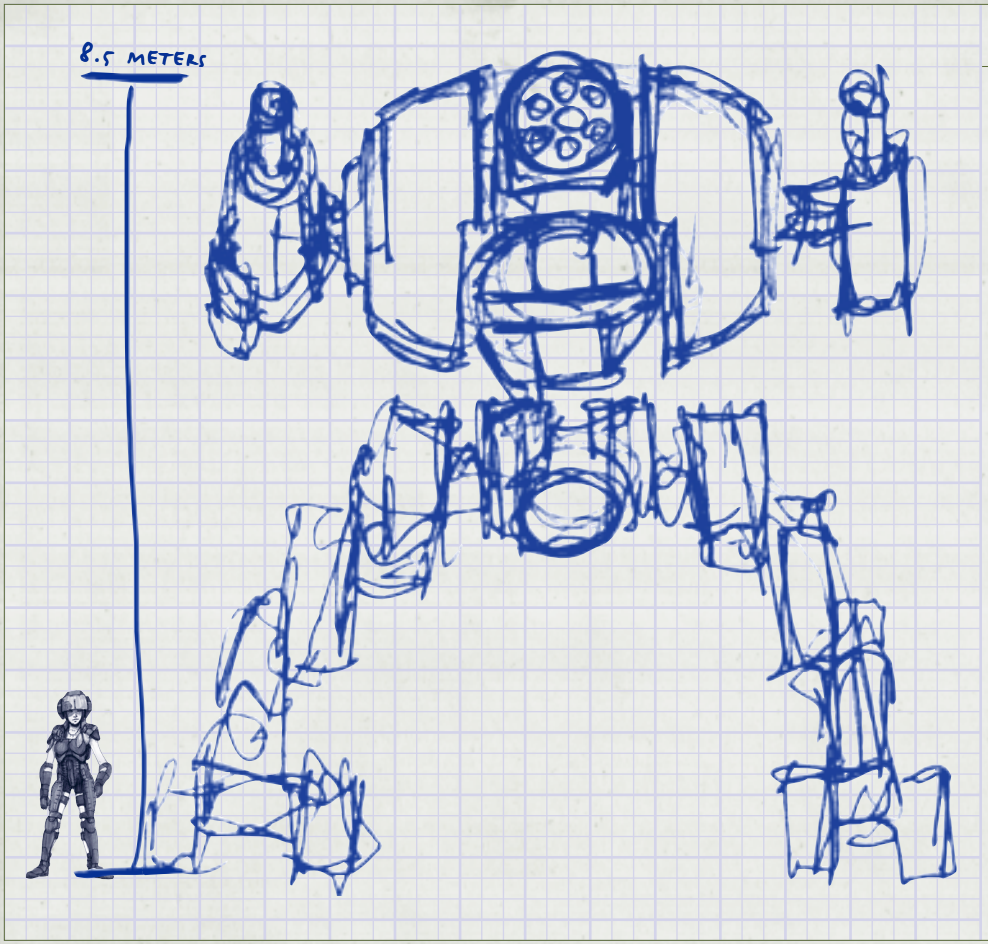
Notes A general-purpose 'Mech that affords us a good view of the battlefield and the maneuverability to reach any spot on it.

- -Above-average speed for a 'Mech of its size.
- -Inclusion of jumpjets and the Guardian ECM suite help close the range on the enemy.

It has thick Ferro Fibrous armor which vastly improves our chances of getting out alive when stumbling into 'Mechs too heavy to handle.

The weapons are designed to be effective in almost any situation. The pair of LRM racks ensures that even at long range it can't be ignored. Backing up the LRMs are a trio of medium pulse lasers.





UZIEL

Type Inner Sphere

Armor/Tonnage Ferro Fibrous/8

Chassis Type Endo Steel

Max Speed (KPH) 95

Max Tonnage 50

Weapons SRM 6, PPC (2), MG Array (2)

Electronics None

Jump Jets Yes

Notes Maneuverability with good firepower and decent armor, the Uziel is a good performer in any role.

3.1.4 Heavy BattleMechs

'Mech Name	Type	Armor (tons)	Chassis	Max Speed (KPH)	Max Weight (tons)	Weapons	Electronics	Jump Jets
Catapult	IS	R/12.5	Endo Steel	76	65	Sm. Pulse Laser, LRM 20 (2), Lg. Laser	Light Amp.	Yes
Loki	Clan	FF/9.5	Normal	83	65	Clan ER Med. Pulse (2), Clan ER Med. Laser (2), Clan LBX Scatter 10 (2), CSTRK 6, Clan LAMS	Guardian ECM, Beagle	No
Mad Cat	Clan	FF/11.5	Endo Steel	85	75	Clan ER Lg. Laser (2), Clan ER Med. Laser (2), Clan LRM 20 (2), Clan ER Med. Pulse (2), Clan MG Array (2)	None	No
Nova Cat	Clan	Ref/14	Endo Steel	73	70	Clan ER Lg. Laser (3), Clan ER PPC (2), Clan ER Sm. Pulse	None	No
Thor	Clan	FF/10.5	Normal	85	70	Clan Ultra AC/5 (2), Clan ER Med. Laser (4), Clan MG Array, Clan LRM 15	Light Amp.	Yes

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'Mech Name	Type	Armor (tons)	Chassis	Max Speed (KPH)	Max Weight (tons)	Weapons	Electronics	Jump Jets
Vulture	Clan	R/10	Normal	85	60	Clan ER Med. Pulse (2), Clan LRM 20 (2), Clan ER Lg. Pulse (2)	None	No
Argus	IS	Ref/12	Endo Steel	81	60	LRM 10, Ultra AC/5 (2), MG Array Medium Laser (2)	None	No
Thanatos	IS	FF/13	Endo Steel	81	75	LBX Scatter 20, Med. Pulse Laser (4), MRM 20,	Guardian ECM	Yes

KEY

AC: Autocannon
CSTRK: Clan streak short-range missile
FF: Ferro Fibrous
IS: Inner Sphere
LRM: long-range missile
MG: machine gun
MRM: medium-range missile
PPC: Particle Projection Cannon
R: Reactive
Ref: Laser Reflective
Scatter: scattershot
SRM: short-range missile



CATAPULT

Type Inner Sphere

Armor/Tonnage Reactive/12.5

Chassis Type Endo Steel

Max Speed (KPH) 76

Max Tonnage 65

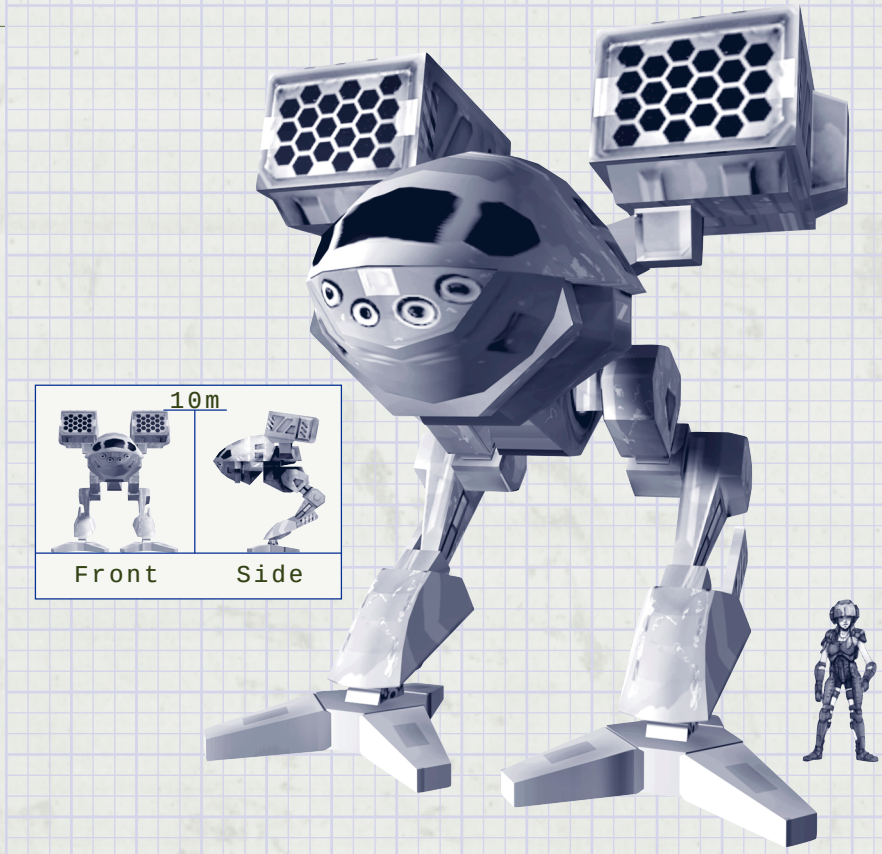
Weapons Small Pulse Laser, LRM 20 (2), Large Laser

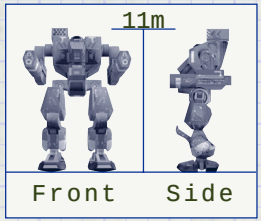
Electronics Light Amp.

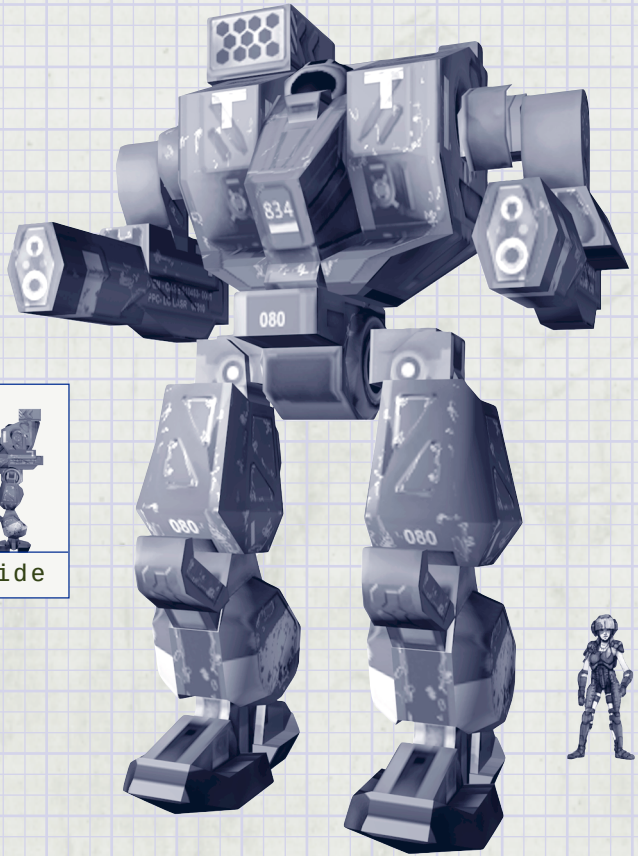
Jump Jets Yes

Notes This heavy 'Mech is designed for second-line defense with strong offensive capabilities.

It is most effective as a standoff threat with its long-range missile racks firing at maximum range.







LOKI

Type Clan

Armor/Tonnage
Ferro Fibrous/9.5

Chassis Type Normal

Max Speed (KPH) 83

Max Tonnage 65

Weapons Clan ER Medium Pulse (2), Clan ER Medium Laser (2), Clan LBX Scatter 10 (2), CSTRK 6

Electronics Guardian ECM, Beagle

Jump Jets No

Notes This was one of the Clan's most easily recognized 'Mechs. Its combination of weapons makes it a 'Mech to be feared in any situation.

MAD CAT

Type Clan

Armor/Tonnage
Ferro Fibrous/11.5

Chassis Type Endo Steel

Max Speed (KPH) 85

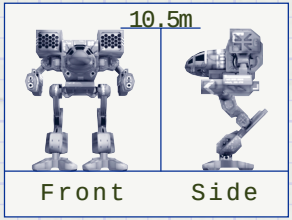
Max Tonnage 75

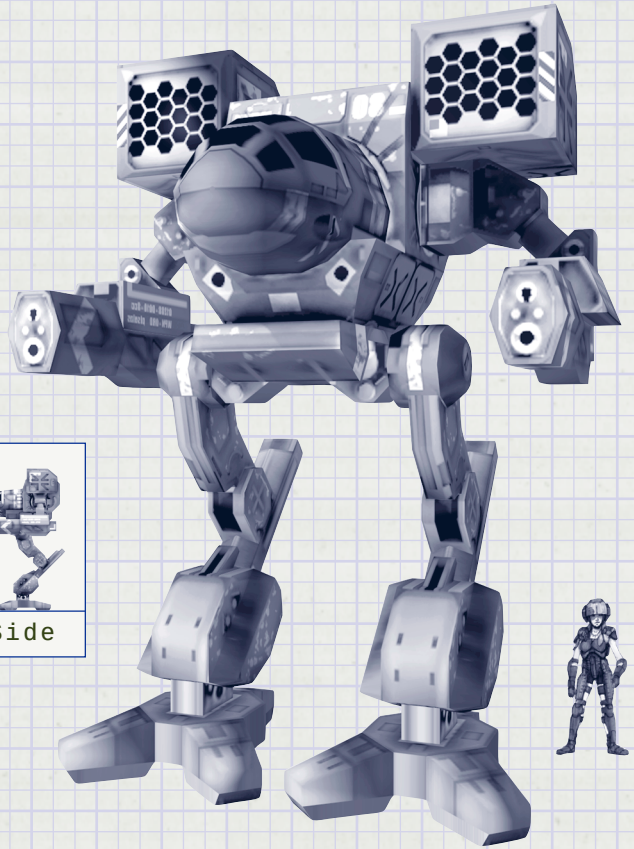
Weapons Clan ER Large Laser (2), Clan ER Medium Laser (2), Clan LRM 20 (2), Clan ER Medium Pulse (2), Clan MG Array (2)

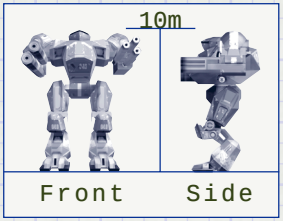
Electronics None

Jump Jets No

Notes This heavy 'Mech was the first to appear in the Inner Sphere. It also has been the most used.







NOVA CAT

Type Clan

Armor/Tonnage
Reflective/14

Chassis Type Endo Steel

Max Speed (KPH) 73

Max Tonnage 70

Weapons Clan ER Large Laser (3), Clan ER PPC (2), Clan ER Small Pulse

Electronics None

Jump Jets No

Notes Following Clan Nova Cat's defeat at Tukayyid, that Clan began talks with the Draconis Combine. Khan Severen Leroux at the same time ordered the construction of a new heavy BattleMech. Built to protect the Clan both militarily and spiritually, the design was titled Nova Cat, imbuing it with the spirit of the Clan. Nova Cat's standard configuration has awesome, long-range firepower. However, the MechWarrior must alternate weapon fire to control heat buildup.

THOR

Type Clan

Armor/Tonnage
Ferro Fibrous/10.5

Chassis Type Normal

Max Speed (KPH) 85

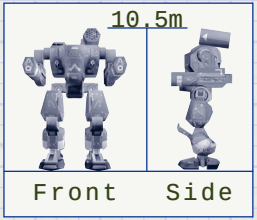
Max Tonnage 70

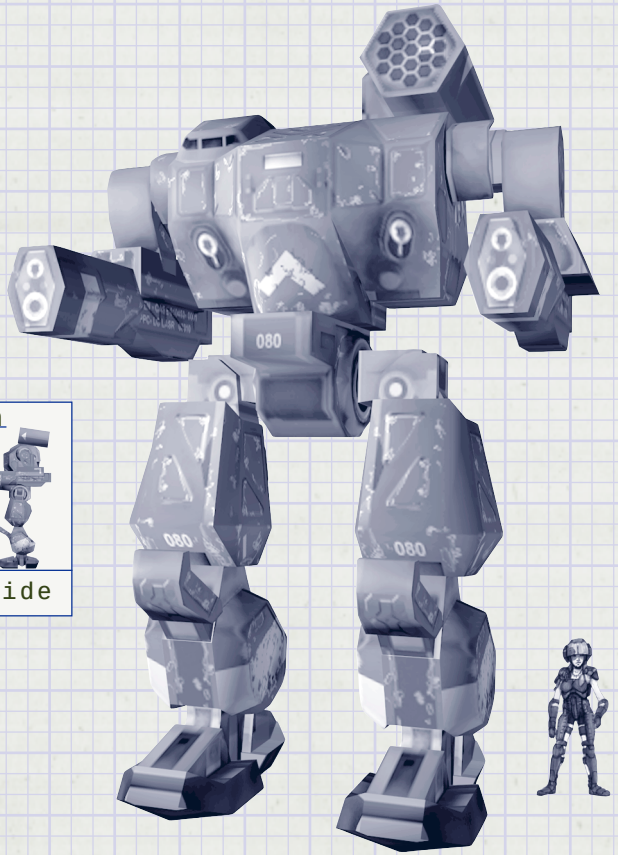
Weapons Clan Ultra AC/5 (2), Clan ER Medium Laser (4), Clan MG Array, Clan LRM 15

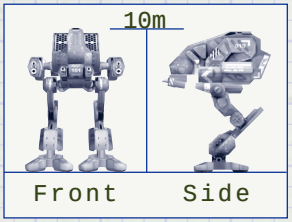
Electronics Guardian ECM, Light Amp.

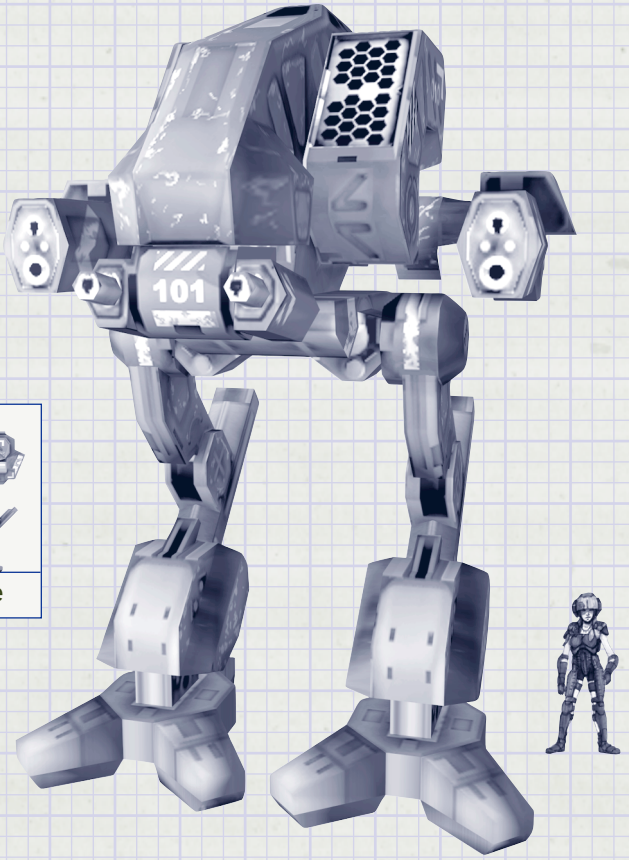
Jump Jets Yes

Notes This heavy 'Mech offers mobility and short-range to medium-range capability. It successfully blends firepower and capability.









VULTURE

Type Clan

Armor/Tonnage Reactive/10

Chassis Type Normal

Max Speed (KPH) 85

Max Tonnage 60

Weapons Clan ER Medium Pulse (2), Clan LRM 20 (2), Clan ER Large Pulse (2)

Electronics None

Jump Jets No

Notes This heavy 'Mech serves mostly as fire support with its long-range missile racks able to launch from long distance.

ARGUS

Type Inner Sphere

Armor/Tonnage Reflective/12

Chassis Type Endo Steel

Max Speed (KPH) 81

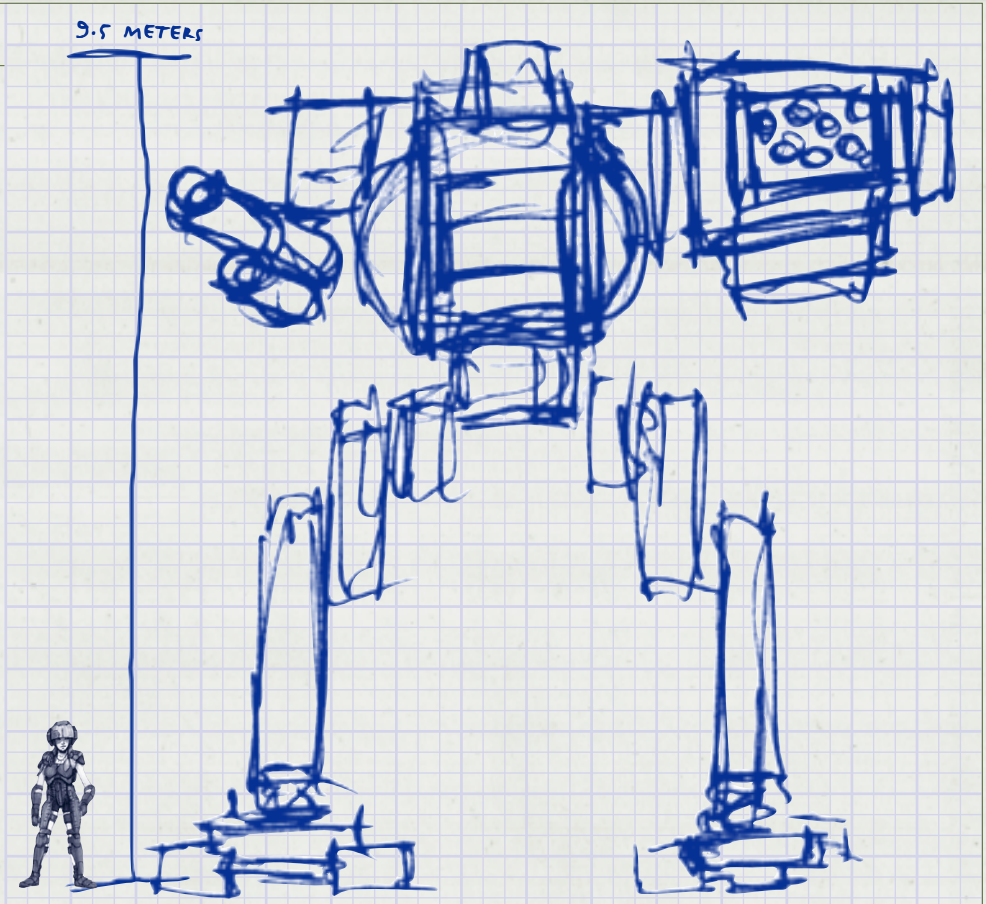
Max Tonnage 60

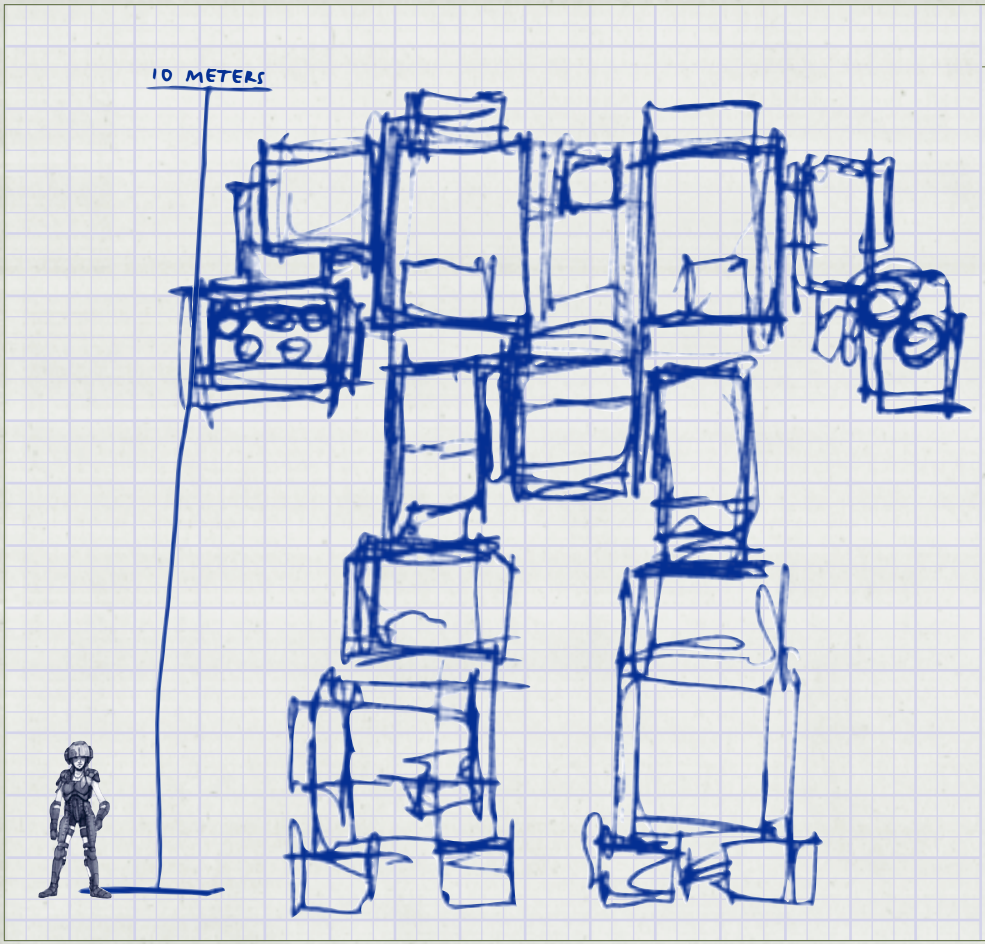
Weapons LRM 10, MG Array, Ultra AC/5 (2), Medium Laser (2)

Electronics None

Jump Jets No

Notes Carrying a good balance of missile, beam and ballistic weapons, the Argus is the lightest of all assault 'Mechs available.





THANATOS

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/12

Chassis Type Endo Steel

Max Speed (KPH) 73

Max Tonnage 75

Weapons LBX Scattershot 20, Flamer (4), MRM 40

Electronics None

Jump Jets Yes

Notes A general-purpose design. Could adequately fill any role outside of scout. Has found a niche as the command 'Mech in reserve units. In this role, a MechWarrior can jump in at any spot on the battlefield and make a difference.

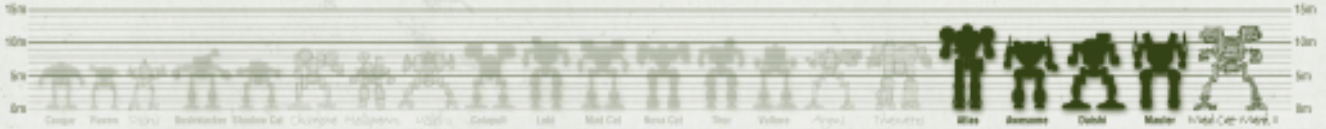
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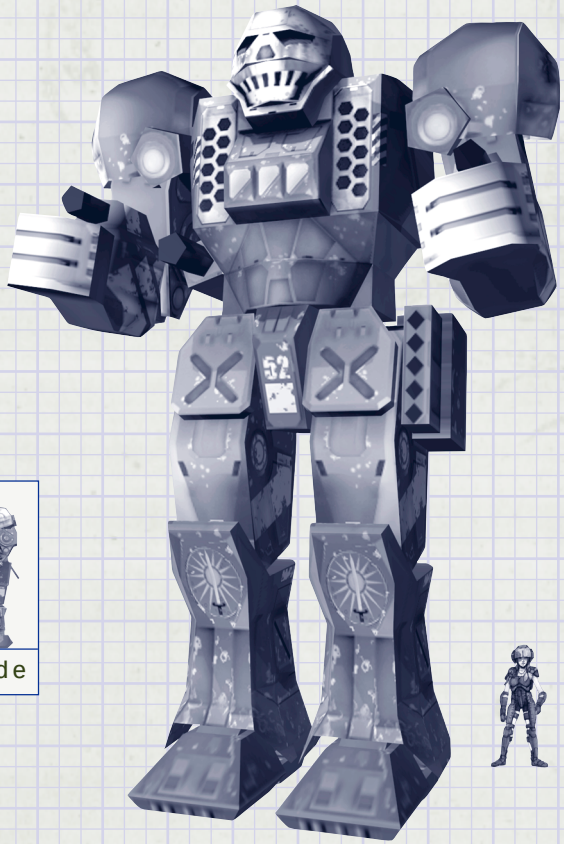
3.1.5 Assault BattleMechs

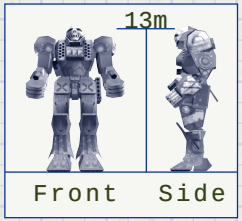
'Mech Name	Type	Armor (tons)	Chassis	Max Speed (KPH)	Max Weight (tons)	Weapons	Electronics	Jump Jets
Atlas	IS	FF/18	Normal	57	100	Sm. Pulse Laser, PPC (2), LRM 10 (2), Gauss Rifle, Sm. Laser (3), AMS, Med. Laser	None	No
Awesome	IS	FF/15	Normal	75	80	SRM 2 (2), PPC (3), Med. Pulse Laser (2)	None	No
Daishi	Clan	FF/14.5	Normal	51	100	Clan ER Lg. Laser (4), Clan ER Med. Pulse (4), Clan Ultra AC/5 (2), Clan MG Array (2), Clan LRM 10	None	No
Mauler	IS	R/13	Normal	65	90	Med. Laser (4), LRM 10 (2), Ultra AC/2 (4)	None	No
Mad Cat Mark II	Clan	FF/13.5	Endo Steel	73	90	Clan Gauss Rifle (2) Clan LRM 10 (2) Clan ER Med. Laser (4)	None	Yes

KEY

AC: Autocannon
CSTRK: Clan streak short-range missile
FF: Ferro Fibrous
IS: Inner Sphere
LRM: long-range missile
MG: machine gun
MRM: medium-range missile
PPC: Particle Projection Cannon
R: Reactive
Ref: Laser Reflective
Scatter: scattershot
SRM: short-range missile







ATLAS

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/ 18

Chassis Type Normal

Max Speed (KPH) 57

Max Tonnage 100

Weapons Small Laser (3), Medium Laser, Small Pulse Laser, AMS, PPC (2), LRM 10 (2), Gauss Rifle

Electronics None

Jump Jets No

Notes The sight of an Atlas still makes even the most experienced MechWarrior break out in hives. The head, cockpit, and arsenal of weaponry create a perfect combination of function and fear factor.

AWESOME

Type Inner Sphere

Armor/Tonnage
Ferro Fibrous/15

Chassis Type Normal

Max Speed (KPH) 75

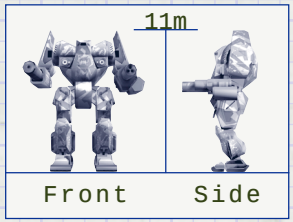
Max Tonnage 80

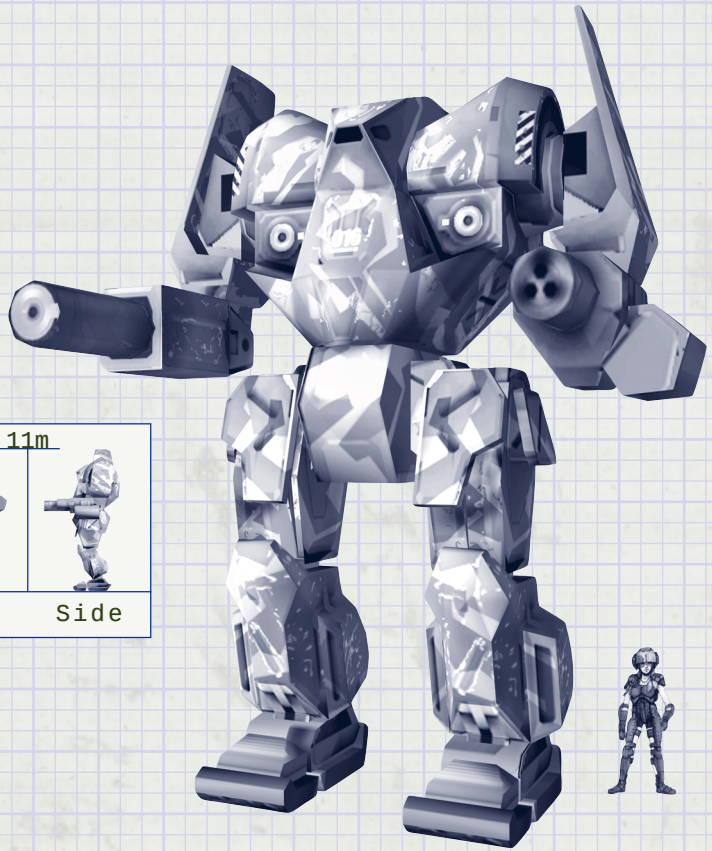
Weapons SRM 2 (2),
Medium Pulse Laser (2),
PPC (3)

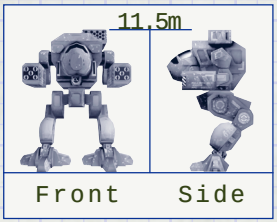
Electronics None

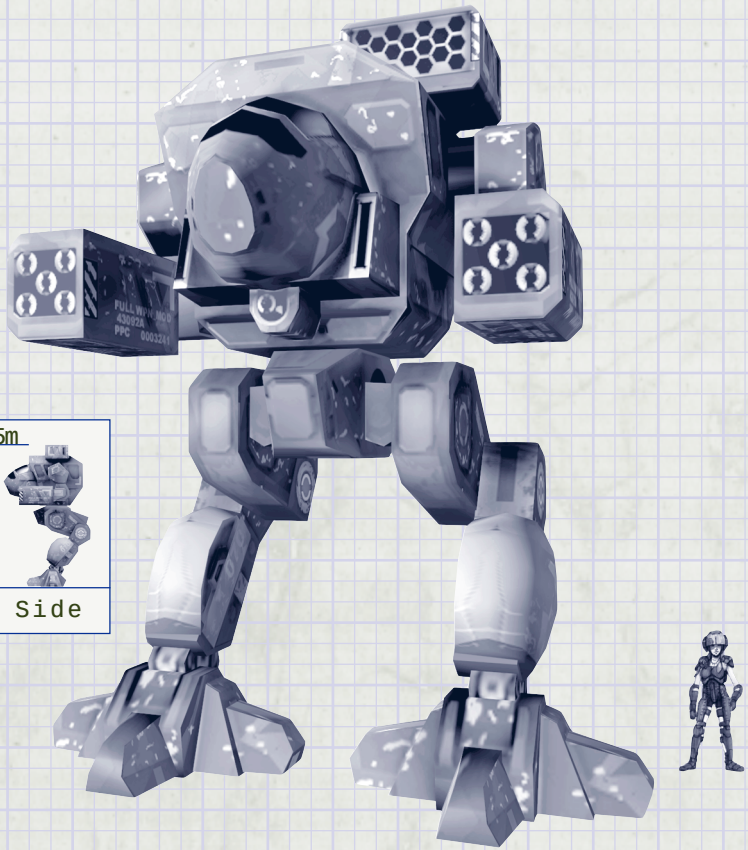
Jump Jets No

Notes One of the most feared assault 'Mechs on the battlefield. It is often used in defensive situations as well, where it is usually responsible for the important areas of the perimeter.









DAISHI

Type Clan

Armor/Tonnage
Ferro Fibrous/14.5

Chassis Type Normal

Max Speed (KPH) 51

Max Tonnage 100

Weapons Clan ER Large Laser (4), Clan ER Medium Pulse (4), Clan Ultra Autocannon 5 (2), Clan MG Array (2), Clan LRM 10

Electronics None

Jump Jets No

Notes This is a heavy assault 'Mech whose name means "Great Death." It is one of the biggest and deadliest 'Mechs due to its firepower comprised of lasers, Autocannons, and other weapons.

MAULER

Type Inner Sphere

Armor/Tonnage Reactive/13

Chassis Type Normal

Max Speed (KPH) 65

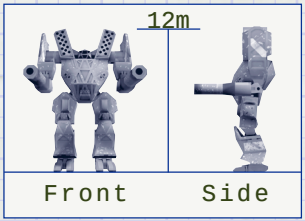
Max Tonnage 90

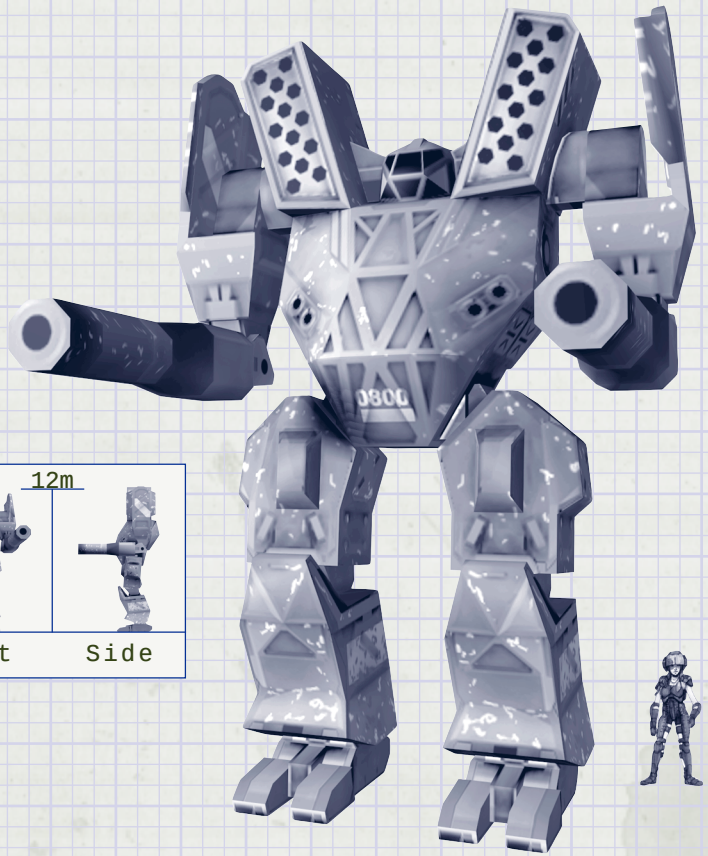
Weapons Medium Laser (4), Ultra AC/2 (4), LRM 10 (2)

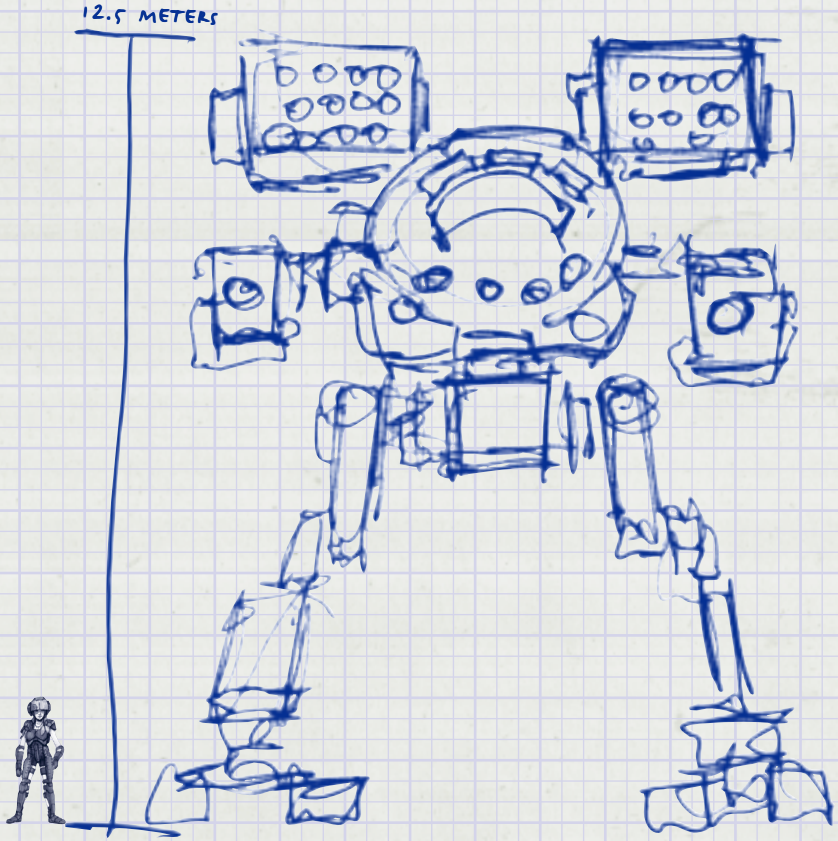
Electronics None

Jump Jets No

Notes First built by the Draconis Combine, the Mauler is now being seen in Davion military units since the signing of the Star League Constitution. It has acquitted itself well in the fight against the Clans.







MAD CAT MARK II

Type Clan

Armor/Tonnage
Ferro Fibrous/13.5

Chassis Type Endo Steel

Max Speed (KPH) 73

Max Tonnage 90

Weapons Clan Gauss Rifle (2), Clan LRM 10 (2), Clan ER Medium Laser (4)

Electronics None

Jump Jets Yes

Notes Larger and more powerful than the original Mad Cat. Plus, the jump jets make it a different threat altogether.

3.2 WEAPONS SPECIFICATIONS

The following tables provide you with weapons specifications. These include specifications and notes for ballistic, beam, and missile weapons.

3.2.1 Ballistic Weapons Specifications

Ballistic Weapons	Shots/ Ton	Slots	Heat	Damage	Range	Tons	Field Notes
Gauss Rifle	24	3	1	17	800	16	I like this Gauss. Good range and good damage. Excellent for striking while on the move.
Light Gauss Rifle	30	2	0.8	12	1200	13	Another version - lighter and more manageable.
LBX Scattershot 10	36	2	1.0	14	450	12	The damage drops as range increases. The number listed is for maximum damage (close range).
LBX Scattershot 20	20	3	2.0	24	300	15	The damage drops as range increases. The number listed is for maximum damage (close range).
Long Tom Cannon	18	3	14	25	700	20	Was great against slow and static targets - not the faster ones.

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Gauss Rifle



Light Gauss Rifle



LBX Scattershot 10 and 20



Long Tom

The new Long Tom is awesome. It does serious damage to a target and additional splash damage to anything in proximity. Enjoyed using it and will use it again!!

continued

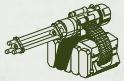
Ballistic Weapons	Shots/ Ton	Slots	Heat	Damage	Range	Tons	Field Notes
Autocannon 5	120	1	0.2	2	600	8	
Autocannon 10	36	2	0.6	9	400	13	
Ultra Autocannon 2	240	1	0.1	1	900	8	Ultra Autocannons fire two regular Autocannon shots.
Ultra Autocannon 5	120	1	0.15	2	600	10	Ultra Autocannons fire two regular Autocannon shots.
Machine Gun Array	450	1	0	0.2	150	2	Machine Gun Arrays are groups of machine guns mounted together. The effect is that of multiple machine guns firing at the same time from the same place. Inner Sphere MG Arrays are groups of three, whereas Clan MG Arrays are groups of four.
AMS	30	1	.3	0	100	1.5	Didn't like the AMS taking up space and weight. Never actually needed it — never gave 'em a chance.



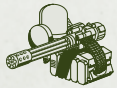
Autocannon AC/5 and AC/10



UltraCannon 2 and 5



Machine Gun Array



AMS

continued

Ballistic Weapons	Shots/ Ton	Slots	Heat	Damage	Range	Tons	Field Notes
Clan Gauss Rifle	24	3	1	17	800	13	The Clan version is excellent and my favorite of all Gauss weaponry.
Clan LBX Scatter 10	36	2	1.0	14	450	10	The damage done drops as range increases. The number listed is for maximum damage (close range).
Clan LBX Scatter 20	20	3	2.0	24	300	12	The damage done drops as range increases. The number listed is for maximum damage (close range).
Clan Ultra Autocannon 2	240	1	0.1	1	900	6	Ultra Autocannons fire two regular Autocannon shots.
Clan Ultra Autocannon 5	120	1	0.15	2	600	8	Ultra Autocannons fire two regular Autocannon shots.
Clan Machine Gun Array	600	1	0	0.3	200	2	Machine Gun Arrays are groups of machine guns mounted together. The effect is that of multiple machine guns firing at the same time from the same place. Inner Sphere MG Arrays are groups of three, whereas Clan MG Arrays are groups of four.



Clan Gauss Rifle



Clan LBX Scattershot 10 and 20



Clan Ultra Autocannon 2 and 5

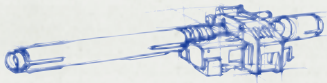


Clan Machine Gun Array

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3.2.2 Energy Weapons Specifications

Energy Weapons	Slots	Heat	Damage	Range	Tons	Field Notes
Small Laser	1	0.1	0.3	150	0.5	
Medium Laser	1	.6	1.2	300	1	
Large Laser	2	5	7.5	600	5	
Small Pulse Laser	1	0.05	0.15	150	1	
Medium Pulse Laser	1	0.3	0.6	300	2	
Large Pulse Laser	2	1.75	2.62	600	7	
PPC	3	10	10	750	7	A hit by a PPC will short out the HUD for a brief period.
Flamer	2	4	1	150	1	Flamers not only do damage to the target, they add heat to it.
Bombast Laser	2	8	10	500	7	The bombast laser is a charging weapon. Pulling the trigger begins the charge cycle. Letting it go fires the weapon. When the weapon is fully charged, it fires automatically.





Laser (Small) | Laser (Medium) | Laser (Large) | Pulse Laser (Small) | Pulse Laser (Medium) | Pulse Laser (Large) | PPC | Flamer

continued

Energy Weapons	Slots	Heat	Damage	Range	Tons	Field Notes
Small Clan ER Laser	1	0.2	.35	200	0.5	
Medium Clan ER Laser	1	1.2	1.5	400	1	
Large Clan ER Laser	2	8	8	800	4	
Small Clan ER Pulse	1	0.12	0.27	200	1.5	
Medium Clan ER Pulse	1	0.6	0.75	400	2	
Large Clan ER Pulse	2	3	3	800	6	
Clan ER PPC	3	15	14	900	6	A hit by a PPC shorts out the HUD for a brief period.
Clan Flamer	1	2	1	150	0.5	Flamers not only do damage to the target, they also add heat to any target that uses heat.
CLAN LAMS	1	1.8	0	100	1.5	



Clan LAMS



Clan ER Laser (Small)



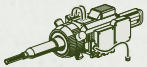
Clan ER Laser (Medium)



Clan ER Laser (Large)



Clan ER Pulse (Small)



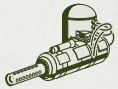
Clan ER Pulse (Medium)



Clan ER Pulse (Large)



Clan ER PPC



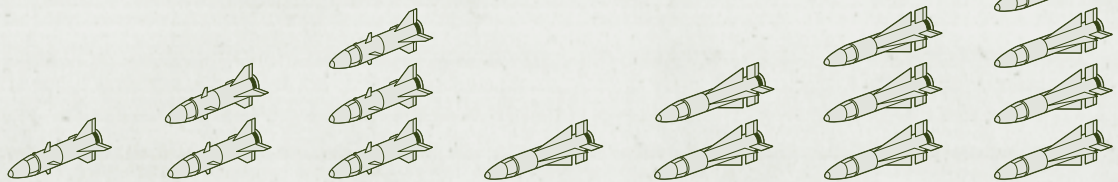
Clan Flamer

3.2.3 Missile Pack Specifications

I AGREE WITH THE DUKE ON THIS ONE.

Missile Weapons	Missiles/ Ton	Slots	Heat	Damage	Tons	Range	Field Notes
SRM 2	120	1	0.4	2	2	250	Prefer the SRM 6 for the weight in most situations.
SRM 4	120	1	0.6	4	3	250	Prefer the SRM 6 again.
SRM 6	120	2	.8	6	4	250	No lock-on, but good in a close-in firefight. Worth the weight. Don't waste any shots.
MRM 10	240	1	2.4	8	5	400	
MRM 20	240	2	4.8	16	8	400	NO LOCK-ON JUST LIKE THE SRMs.
MRM 30	240	2	11	24	11	400	
MRM 40	240	2	13	32	13	400	

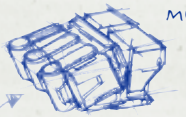
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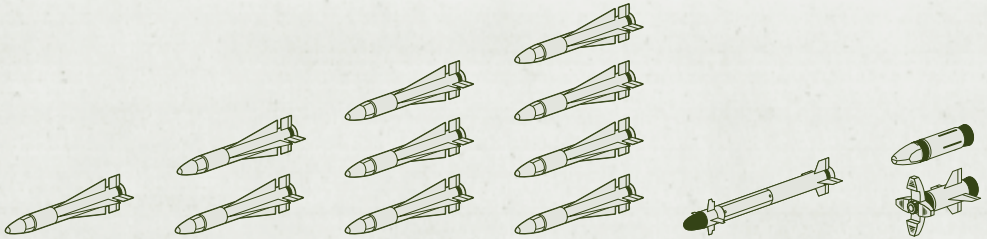
Missile Weapons	Missiles/ Ton	Slots	Heat	Damage	Tons	Range	Field Notes
LRM 5	240	1	1.2	4	3	1000	There's a lock-on time for the long-range missiles.
LRM 10	240	1	2.4	8	6	1000	
LRM 15	240	2	3	12	8	1000	
LRM 20	240	2	6	16	11	1000	
Thunderbolt Missile	15	3	6.4	28	15	1000	This intriguing Inner Sphere invention is for a special situation, but does serious damage.
NARC Beacon	6	1	1	0	4	450	
Flare Launcher	10	1	2	0	1	360	

Lights 'em up at night and was like shooting swamp frogs in a barrel.



Flare Launcher

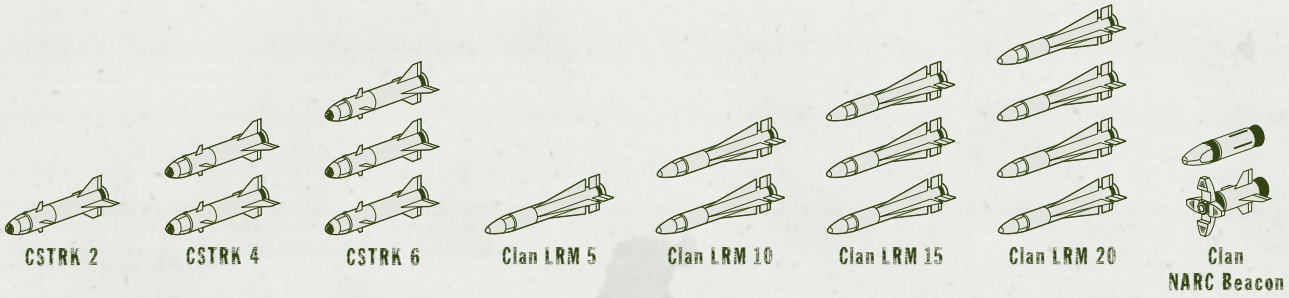
On the target range this morning I ruined half of the targets and didn't leave much for my lancemates to shoot at – and they're the ones who really need the practice!



LRM 5 | LRM 10 | LRM 15 | LRM 20 | Thunderbolt Missile | NARC Beacon

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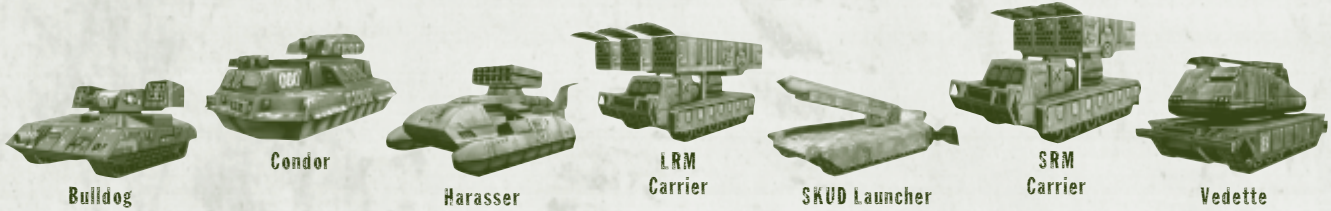
Missile Weapons	Missiles/ Ton	Slots	Heat	Damage	Tons	Range	Field Notes
CSTRK 2	120	1	0.6	2.4	2	250	
CSTRK 4	120	1	.9	4.8	3	250	THESE CSTRKs HAVE AUTO LOCK-ON. JUST TARGET THE 'MECH IN THE RETICLE AND FIRE.
CSTRK 6	120	2	1.2	7.2	4	250	
Clan LRM 5	240	1	1.2	4	2	1000	
Clan LRM 10	240	1	2.4	8	3.5	1000	
Clan LRM 15	240	2	3	12	4.5	1000	The lock-on time for the long-range missiles is about the same as the inner sphere version.
Clan LRM 20	240	2	3.6	16	6	1000	
Clan NARC Beacon	6		1	0	2	600	



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3.3 VEHICLE SPECIFICATIONS

Ground Vehicle	Turret Armor/IS	Body Armor/IS	Max Speed (KPH)	Weapons	Field Notes
Bulldog	10	10	18	SRM 4, PPC	A slow, medium-sized tank, armed with a variety of weapons for short to medium range.
Condor	4	4	24	ML, AC/5	
Harasser	1	1	27	SRM 6	A durable combat vehicle mounted with short-range missile packs. Ability to move quickly, attack, and get clear.
LRM Carrier	1	1	15	LRM 20 (2)	Our firepower is vastly superior over these vehicles in the field as long as the nerves are calm and the hands are steady. The key is not letting their speed on the ground distract you from the crosshairs.
SKUD Launcher	10	10	15		
SRM Carrier	NA	1	15	SRM6 (3)	
Vedette	4	4	23	AC/5, MG	



Air Vehicle	Turret Armor/IS	Body Armor/IS	Max Speed (KPH)	Weapons	Field Notes
Chippewa	NA	1	55	Bombs	Tough shooting these out of the air from the 'Mech. Sometimes had to climb the nearest hillside just to get a good shot! Had to keep moving to avoid their bombs as well.
Hrothgar Dropship	Unknown?	?		PPC (4), Large Lasers (4), Gauss Rifle (4)	
Nightshade	NA	1	35	2 ML	
Peregrine	NA	1	35	SRM2	
Talon Dropship	Unknown?	?		Large Lasers (4), ER Large Lasers (4), LRM 10 (3)	

Water Vehicle	Turret Armor/IS	Body Armor/IS	Max Speed (KPH)	Weapons	Field Notes
Destroyer	Unknown?			Long Toms (4), LRM 20 (2)	
Patrol Boat	Unknown?			Ultra AC/5	Or Large Laser??


Chippewa


Hrothgar Dropship


Night Shade Fighter


Peregrine Attack Chopper


Talon Dropship


Patrol Boat


Destroyer

3.4 TERRAIN NOTES

This terrain table provides you with the latest information about how various terrains will affect the performance of your BattleMech in the field. We've tried to include all the known terrains in which we've field tested the BattleMechs in battle or otherwise, but some, particularly the newer BattleMechs, are still not known. Remember, different terrains will affect the top speed of your BattleMech, so plan accordingly.

Terrain Type	Description	Effect on Vehicles	Effect on 'Mech
Grass	Grassy slopes, short farm fields, and so on.	None	No observed effect.
Dirt	Plowed fields, packed dirt.	None	No effect noticed. Cleaned a lot of dust and dirt out of the 'Mech after a long day of training.
Concrete	Solid, smooth, flat, man-made terrain. This includes concrete, tarmac, blacktop, and so on.	Wheeled vehicles have top speed increased by 25%.	Successful piloting reduced by 5%.
Rough	Hard, broken surface too small to block 'Mech movement. This can be damaged concrete blocks, scatterings of boulders, stalagmites, and so on.	Only tracked vehicles can travel over this terrain. Top speed for tracked vehicles over this terrain reduced by 30%.	
Snow	Snow that is higher than a 'Mech's ankles, but lower than its knees.	No effect for Hover vehicles. Tracked vehicles' top speed is cut in half. Wheeled vehicles can't move through snow.	All 'Mechs have their top speed reduced by about 15%.

Didn't like the way the 'Mech performed on pavement or concrete. Was fine at top speed in ~~straight line but making~~ turns was treacherous and difficult. Prefer to stay off the roads.

THE 'MECH ABSOLUTELY DID NOT MOVE WELL ON THE ROUGH STUFF THIS MORNING. THE TRACKS HAVE THE UPPER HAND.

IN TRAINING, I HAD A HEYDAY WITH THE TRACKS IN SNOW. RAN CIRCLES AROUND THEM AND THEY WERE EASY TARGETS.

continued

Terrain Type	Description	Effect on Vehicles	Effect on 'Mech
Thick Underbrush	High farm fields (corn about to be harvested), rain forest floor cover, or any situation with thick bushes and underbrush covering the ground.	No effect on tracked vehicles.	
Shallow Water	Water that is at the level of a 'Mech's ankles.	Wheeled vehicles have top speed reduced. Hover goes over (rather than through) at normal speed. Tracked vehicles' top speed is reduced.	Heat sinks work more efficiently.
Mid Water	Water that comes up between a 'Mech's ankles to all the way over its head.	Only Hover and Watercraft can traverse and do so by traveling on top of the water.	Heat sinks work more efficiently. Top speed is reduced to 75%. Piloting is slightly improved.
Oceanic Depths	Very deep water. The only way this shows up is by hitting a continental shelf or some man-made object such as a dam.	Only Hover and Watercraft can traverse and do so by traveling on top of the water.	
Flat Swamp	Thick, muddy water with no major obstructions protruding from it. Comes up to a BattleMech's calves when wading through it.	Only Hover. Hover traverses on top with no effects.	'Mechs lighter than 50 tons have no effect. Over 50 tons, the heavier the 'Mech, the more speed is reduced.
Thick Swamp	Thick muddy water with lots of obstructions (trees, bushes, dead trees, rocks) protruding from it.	No vehicle can traverse it.	'Mechs lighter than 50 tons have no effect. Over 50 tons, the heavier the 'Mech, the more speed is reduced.

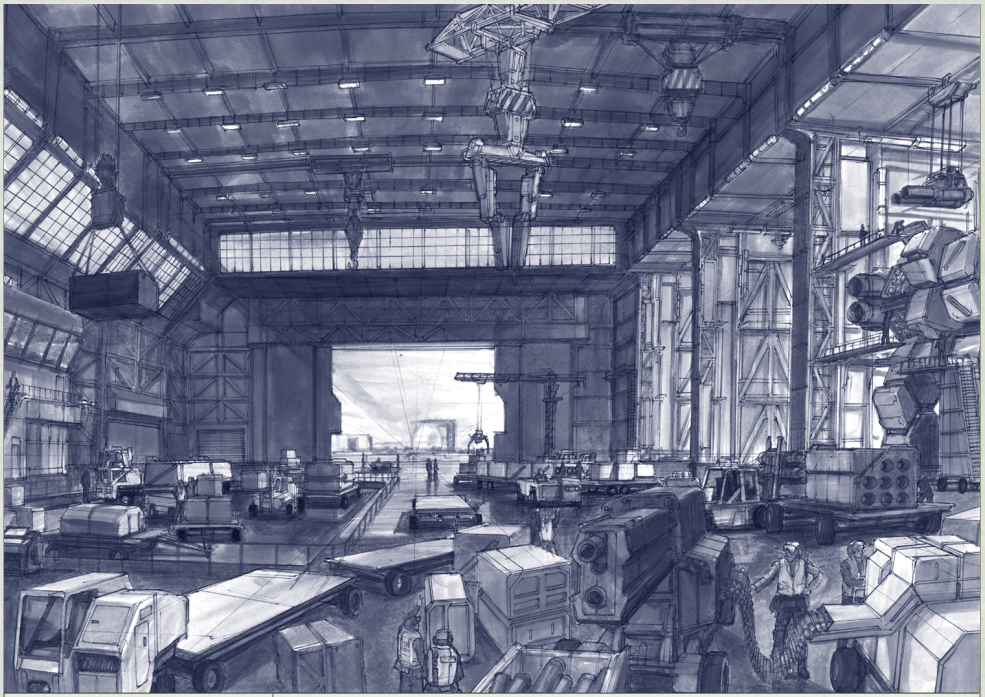
Provides good visual cover, but that's about it. However, did not impact performance.

Not a bad place to take a bath in the heat of battle!

Water has saved my 'Mech from overheating on numerous occasions. Avoid the deep stuff and the sharks that are out there.

Haven't tried it and hope I never have to.

In the Shadow Cat I had no problem, no effect. Stayed cooler, and the added mud and debris helped camouflage me from the Clans. Where I go, none will follow.



Section 4.0 | Working in the MechLab

MechLab is where you change the standard configuration for any BattleMech so it's completely different from what it was intended to do. You're essentially creating a new BattleMech from an existing one by customizing it to fit your specifications for the role you

want it to fill. In this section, we'll explain the options available for reconfiguring and outfitting your BattleMech for a particular task.

Specifications for the individual weapons you can mount on your BattleMech, are provided in Section 3.0 Equipment Specifications.

4.1 SLOTS AND WEIGHT

There are varying numbers of slots for mounting weapons and other components onto your BattleMech. These can vary quite a bit, depending on its standard configuration. Most of this information becomes apparent while working in the MechLab, but you can always refer to your Equipment Specifications tables contained in Section 3.0 for details on slots.

BattleMechs also have specific payloads for maximum efficiency—anything beyond that degrades performance and makes the BattleMech vulnerable to attack or altogether unusable. To make a BattleMech the best fighting machine it can be, try to maintain a balance between the weight of a component, the amount of space available to mount it, and the maximum tonnage of the BattleMech. Changing weapons, chassis components, and armor all affect the weight and the performance of the BattleMech, and must be considered carefully.

4.2 CUSTOMIZING AND CONFIGURING A BATTLEMECH

Customizing and configuring a BattleMech first requires that you choose a pre-existing BattleMech to change. The following procedure helps you do this.

To select a BattleMech to customize

1. Click on **MechLab** in the Main menu.
2. Click **NEW** on the Chassis tab to start a new 'Mech configuration.
3. From the Type drop-down menu, choose the default 'Mech configuration you want to customize.
4. Enter a name for the 'Mech.
5. Click **CREATE** to see the default 'Mech you've chosen and begin customizing it.

Initially, the default specifications and configuration for the BattleMech you're customizing are displayed. You are able to view the Maximum, Current, and Available Tonnage as well as the Firepower, Armor, Speed, and Heat Efficiency. Many of these categories change dynamically as you add or subtract weapons, armor, and auxiliary equipment. Of course, you need to stay under the maximum tonnage allowable for a particular BattleMech in order to use it.

4.3 CHASSIS

Now that you've created a new BattleMech, it's time to customize it. First, we'll customize the chassis.

Each BattleMech has nine chassis locations where armor, internal structure, and components are tracked. Armor damage can occur in the right, left, front center, and rear center locations. When incoming damage hits one of these locations, you'll see it first in your armor.

If the armor is penetrated, damage is inflicted to the internal structure and potentially to one or more of the internal components in that location.

To customize the 'Mech chassis

1. While still in the Chassis tab, select the camouflage for your 'Mech from the Camouflage drop-down menu.
2. Select any auxiliary equipment you want for your 'Mech by clicking the check box beside the piece of equipment.
3. Add or subtract heat sinks as desired and as weight allows.
4. Adjust the top speed for your 'Mech, but make sure you're under the maximum tonnage.

4.4 WEAPONS

As you'll notice in the Equipment Specifications section of the MBR, each weapon requires a certain number of slots to mount it on a BattleMech. While working in the MechLab, figure out whether or not you have the correct number of free slots to mount the weapon component and whether it overloads your BattleMech. To help you decide what weapons to use with your BattleMech, this section provides a detailed description of each weapon class. For additional specifications, see section 3.0 Equipment Specifications.

If a weapon has both a Clan and an Inner Sphere version, the Clan weapon builds up more heat, but can do more damage, and weighs less than its Inner Sphere counterpart.

NOTE: You will not have any weapons available in MechLab for cutomizing your BattleMech until you receive them through salvage upon completion of the first mission in the campaign.

Try to salvage and use as many of these Clan weapons as possible.

To configure the weaponry on your BattleMech

1. Click the Weapons tab in MechLab to display the weapons screen.
2. From the Category drop-down menu, select whether you want a specific weapons group or All Weapons.
3. From the list of weapons, drag any of the ballistic, beam, or missile weapons onto a matching slot on your BattleMech. The weight in tons is indicated to the right of each weapon.
4. If you change your mind about the allocation of weapons, double-click on a particular weapon to remove it, or simply click **STRIP** to remove all weapons from all slots. You can also click RESTORE to restore the 'Mech to its previous state.

NOTE: In the MechLab, weapon types are color coded. Beam weapons are red, ballistic weapons are yellow, and missile weapons are green.

4.4.1 Weapon Groupings

There are six different weapon groups in MechWarrior: Vengeance. While all six groups are identical in that you can place anything you want in any of the six groups, there is a difference in respect to key assignments.

In key assignments, the first three groups are assigned to different triggers on the joystick, while the second three groups are assigned to the same triggers utilizing the joystick's **Shift** key. For additional details, see your MechWarrior Quick Reference.

The default weapon groups are as follows:
Group 1 - All rapid fire weapons such as small ballistics and laser weapons.
Group 2 - All missiles weapons.
Group 3 - All heavy-impact weapons such as large ballistics and lasers.

To configure the weapon groupings for your BattleMech

1. Click the **GROUP** button.
2. In the WEAPON GROUPS dialog box, click the box for the group where you want a weapon to belong. You can assign the same weapon to more than one weapon group.
3. Click **OK** to save the weapon groupings you configured.
4. To reset the weapon groupings, click the **RESTORE** button in the dialog box.

4.4.2 Fire Modes

Any of the weapons you have available to you in a given weapons group can be fired together in Group Fire mode, or fired one shot at a time with the same weapon in Single Fire mode. In Group Fire mode, all weapons currently recharged or ready to fire in the selected group are fired all at once. Single Fire mode displays all mounted weapons, but allows you to fire only a single weapon in the group.

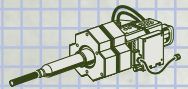
Chain Fire mode displays all mounted weapons from all groups, but allows you to only fire them one at a time in the order they are listed on the HUD's weapon list. Grouped weapons can be fired using the joystick, whereas single fire and chain fire mode can only be fired using the Enter key on the keyboard. See your MechWarrior Quick Reference for additional details.

Beam Lasers:

small

IS

C



medium

IS

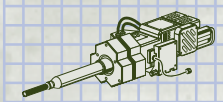
C



large

IS

C



KEY

C: Clan

IS: Inner Sphere

4.4.3 Energy Weapons

This class of weapons operates with stored energy. They produce heat when fired and they take time to recharge, which results in a time delay. The time delay can be a handicap in battle if you're waiting for it to recharge during a critical moment, so carefully consider the best situation in which to use these weapons.

4.4.3.1 Beam Lasers

A Beam Laser shoots a beam that sticks with a moving BattleMech after firing, no matter what the BattleMech does. The brightness of the beam indicates the size of the laser. The Beam Laser types available to you include Inner Sphere small, medium, and large, or Clan Extended Range (ER) small, medium, and large.

Yes, I prefer the beams when one or two targets present themselves. The stickiness helps ensure accurate results. When in the thick of battle with a lot of enemies around, I prefer using the ballistics for more dependable rapid fire.

YEAH DAD, GO BALLISTIC. I KNOW I DID WITH THE GAUSS AND THE ULTRA, AND YOU WOULD'VE BEEN PROUD OF ME!

4.4.3.2 Pulse Lasers

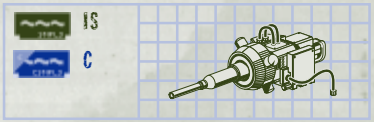
The Pulse Laser is basically a rapid-fire laser. Whenever the trigger is held down, you'll see a series of beams shoot from the BattleMech. A new beam fires every fraction of a second. Pulse laser types include both Inner Sphere and Clan small, medium, and large.

4.4.3.3 Bombast Laser

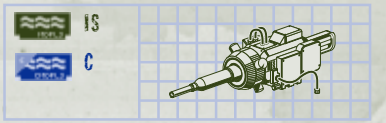
The Bombast Laser is a charging weapon. It does not fire immediately when the trigger is pulled. Instead, there is a charging delay before the weapon is fully charged. If the trigger is released while the weapon is charging, then the weapon fires, doing less damage. Only the Inner Sphere version of the Bombast Laser is available.

Pulse Lasers:

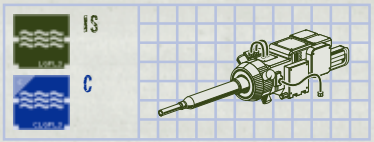
small



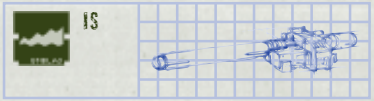
medium



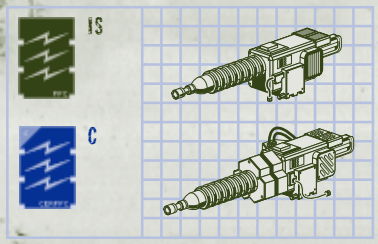
large



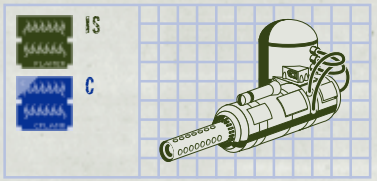
Bombast Laser:



Particle Projection Cannon:



Flamer:



4.4.3.4 Particle Projection Cannon (PPC)

The PPC is a shimmering blue bolt, much like a cross between lightning and a sine wave that ripples along its path. It is the only beam weapon with a travel time, so fire carefully. Both Inner Sphere and Clan versions are available.

4.4.3.5 Flamer

The Flamer is a unique weapon. It is not a standard flamethrower, but instead vents plasma from the BattleMech's engine onto the enemy BattleMech. It has dramatic effects on the enemy's heat and is available in both Inner Sphere and Clan versions.

BLEW SMITTY AWAY IN TRAINING THIS MORNING USING STRICTLY CLAN PPCS. WHAT A PERSISTENTLY EFFECTIVE WEAPON AND HE NEVER EVEN SAW IT COMING!

I still have not found a good use for the Flamer. Not my preferred weapon.

KEY

C: Clan
IS: Inner Sphere

4.4.4 Ballistic Weapons

This class of weapons involves shooting projectiles of different shapes and sizes.

4.3.4.1 Basic Autocannons

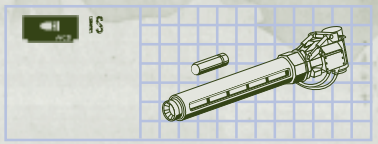
An Autocannon is basically a giant machine gun that uses large ammunition. Shots from an Autocannon affect the specific sections of the armor they hit. These are available in AC/5 and AC/10 sizes.

4.4.4.2 LBX Scattershot

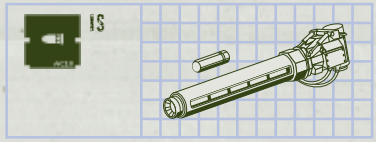
The LBX is basically a shotgun. It fires cluster ammunition that strikes mainly one body part with some damage. A close-in favorite, the LBX is capable of enormous damage at close range, but less damage the farther away the target is. The higher the caliber, the more damage inflicted, and the shorter the range. These are available in both Inner Sphere and Clan LBX/10, LBX/20.

Basic Autocannons:

AC/5

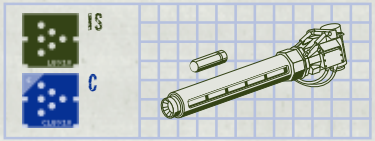


AC/10

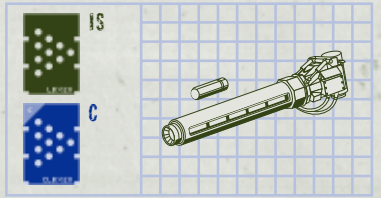


LBX Scattershot:

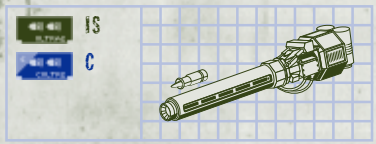
LBX 10



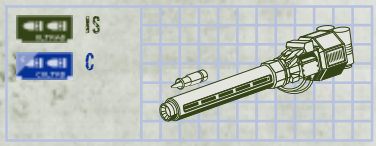
LBX 20



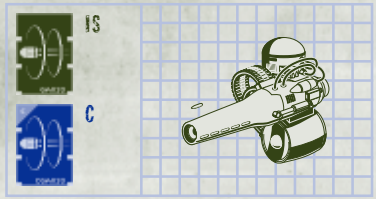
Ultra Autocannon 2:



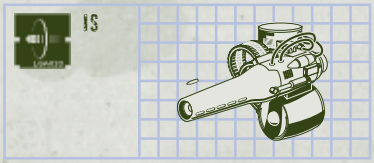
Ultra Autocannon 5:



Gauss Rifle:



Light Gauss Rifle:



4.4.4.3 Ultra Autocannons

An Ultra Autocannon fires two Autocannon shots at the same time. The effects are the same as with the Autocannons. These are available in both Inner Sphere and Clan Ultra Autocannon models.

4.4.4.4 Gauss Rifle

The Gauss Rifle uses a series of magnets to propel a very heavy metal projectile at high speeds over a great distance. The power of this weapon is incredible, and it creates very little heat. The downside is it has a very long recharge time and its ammunition is very heavy, limiting the number of rounds any BattleMech can carry. The regular Gauss Rifle, Light Gauss Rifle, and Clan version of the Gauss Rifle are available.

4.4.4.5 Machine Gun Arrays

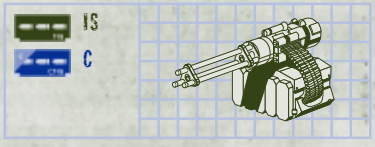
Individually, a machine gun does little damage to a BattleMech. However, when mounted in groups they can be much more effective, hence the Machine Gun Array. A Machine Gun Array is a group of machine guns (three for Inner Sphere BattleMechs and four for Clan BattleMechs) mounted in a group. When firing a Machine Gun Array, a MechWarrior sees multiple strings of tracers moving toward the enemy BattleMech. These are available in Inner Sphere and Clan versions.

4.4.4.6 Long Tom

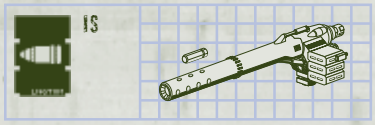
The Long Tom is a short muzzle, direct-fire artillery piece. It is both one of the heaviest and one of the deadliest weapons in a MechWarrior's arsenal. Firing a Long Tom gives off one of the largest booms of any of the weapons available. You will see a huge amount of smoke and fire erupt from the weapon's muzzle and your BattleMech will actually recoil slightly after firing. It has a large diameter impact on the target. Only an Inner Sphere Long Tom is available, no Clan equivalent exists.

This new Inner Sphere invention is simply awesome, though I have yet to figure out the best 'Mech and battle situation in which to use it.

Machine Gun Array:



Long Tom:



KEY

C: Clan
IS: Inner Sphere

Long-Range Missiles:

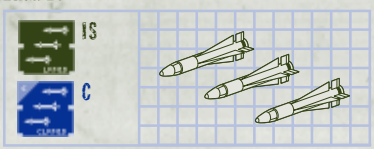
LRM/5



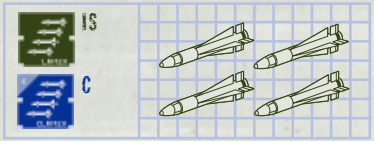
LRM/10



LRM/15



LRM/20



KEY

C: Clan
IS: Inner Sphere

4.4.5 Missile Weapons

There are numerous missile weapons available. Each is slightly different and unique in appearance and effect. In the following section, the various missile weapons are described in detail.

4.4.5.1 Long-Range Missiles (LRMs)

LRMs are tracking weapons and can be fired up in the air to arc over obstacles. They fly a smooth path and can cause random amounts of damage. LRMS do not follow the terrain and, typically, require a lock-on time. Available in Inner Sphere and Clan versions for LRM/5, LRM/10, LRM/15, and LRM/20.

With any of the missiles, don't fire from too close to the target or the heat will be extreme. I've come out soaking wet from sweat after blowing fuel tanks which heated up my 'Mech. Hard to pinpoint targets, but were effective inflicting mass destruction on Clan installations; otherwise, bring the NARC along and use it.

4.4.5.2 Medium-Range Missiles (MRMs)

The medium-range version. MRMs fly at high speed and straight as an arrow in the direction determined by the targeting reticle. MRMs are available only in Inner Sphere versions of MRM/10, MRM/20, MRM/30, and MRM/40.

4.4.5.3 Short-Range Missiles (SRMs)

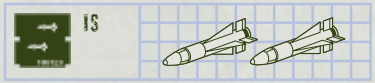
The short-range version. Conventional SRMs do not lock onto a target. SRMs fly at high speed and straight as an arrow in the direction determined by the targeting reticle. They do not follow the terrain. SRMs are available in Inner Sphere versions of SRM/2, SRM/4, and SRM/6.

Medium Range Missiles:

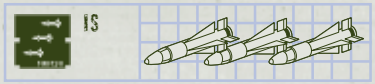
MRM/10



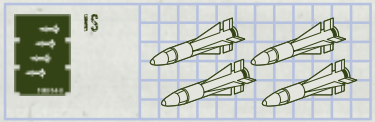
MRM/20



MRM/30



MRM/40

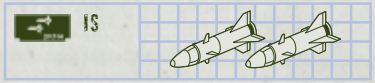


Short-Range Missiles:

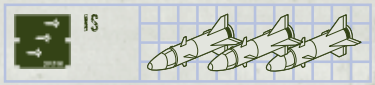
SRM/2



SRM/4



SRM/6

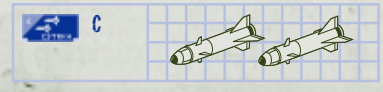


Clan Streak SRMs:

CSTRK/2



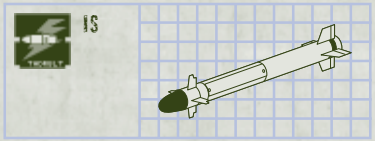
CSTRK/4



CSTRK/6



Thunderbolt Missile:



KEY

C: Clan
IS: Inner Sphere

4.4.5.4 Clan Streak SRMs

Streaks fly straight, but are capable of turning quickly as they track the targeted BattleMech. They do not require a lock-on time. Available in CSTRK/2, CSTRK/4, and CSTRK/6 versions.

4.4.5.5 Thunderbolt Missile

Unlike the other missile racks available to a MechWarrior, the Thunderbolt is a single, large missile that strikes a single body part, resulting in enormous damage. Only an Inner Sphere version is available.

4.4.6 Special Use Weapons

The following weapons have special uses in the field of combat. Choosing whether or not to outfit a BattleMech with them is dependent on the situation or mission at hand.

4.4.6.1 AMS/LAMS

Anti-Missile Systems are automatically fired devices that spray the area around your BattleMech with laser bolts or shrapnel in an attempt to detonate incoming missiles of all kinds. Typical SRMs move too fast for an AMS to lock on to them and, therefore, aren't a good target. Ballistic in nature, the AMS fires shrapnel and can run out of ammunition. The LAMS is laser based, but does not run out of ammunition. However, it builds more heat than the AMS does.

4.4.6.2 Flare Launcher

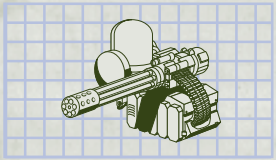
Flares stick to whatever they hit and illuminate everything within a large radius. These also block out Light Amplification during the time they burn and are not extinguished when immersed in water.

I always like to carry a couple of AMS and LAMS, especially for when I'm in real trouble.

TOO MUCH WEIGHT. I PREFER TO GET THEM BEFORE THEY EVEN COME CLOSE TO HITTING ME. AND, I DON'T GET INTO TROUBLE.

Anti-Missile Systems:

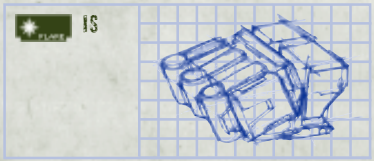
AMS



LAMS



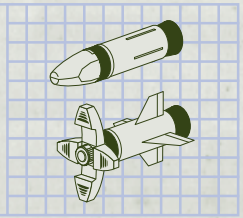
Flare Launcher:



NARC Beacon:

IS

C



Artillary Beacon

IS

4.4.6.3 NARC Beacon

NARCs fly exactly as SRMs do, and when they strike an enemy BattleMech or vehicle, they stick to it and emit a beacon for all friendly LRMs and CSTRKs. After an active NARC is on the field, LRMs and CSTRKs function as follows:

- If they achieve a lock-on for a target, they go after that target.
- If they are fired without a lock, they immediately head toward the nearest friendly NARC beacon, even if it means turning 180 degrees. They also track the NARC beacon to the extent of their range. After they have selected a NARC to head toward, they stay with that NARC even if another one moves in closer to them.
- Every time a BattleMech with a NARC on it is hit by weapon fire, there is a chance the NARC will be destroyed. Even if not destroyed, a NARC continues to transmit for only a short while. If a NARC strikes a BattleMech with Guardian ECM, the Beacon continues to transmit for a short period. If a NARC is destroyed with missiles heading towards it, those missiles will home in on the last known position of the NARC.

4.4.6.4 Artillery Strikes

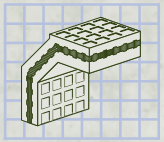
Artillery is not really a component mounted on the BattleMech, but it appears on the HUD weapons display and, therefore, should be mentioned. Should a MechWarrior have any artillery strikes available for a mission, they will appear on the weapons display for the mission. Artillery strikes are always in their own weapons group. The number of strikes available is also indicated.

If you have artillery selected, simply place the reticle over the site where you want the artillery to land and fire the weapon. When you do this, a marker appears on the HUD at that point and the system informs you that artillery is on the way. You will also hear a whistling sound that increases in volume. Four seconds after that you'll see the artillery strike the target.

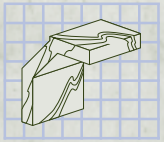
4.5 ARMOR

Armor is comprised of multiple layers designed to protect you and your BattleMech against energy and projectile weapons. If possible, when the armor is damaged it should be replaced. Following are the types of armor available to you: Ferro Fibrous Armor uses woven fibers of ferro-steel and ferro-titanium for great tensile strength; Laser Reflective armor is more effective against beam weapons than Ferro Fibrous armor; Reactive armor is much more effective against ammunition-based weaponry.

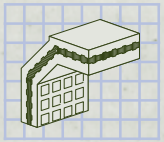
Ferro Fibrous



Laser Reflective

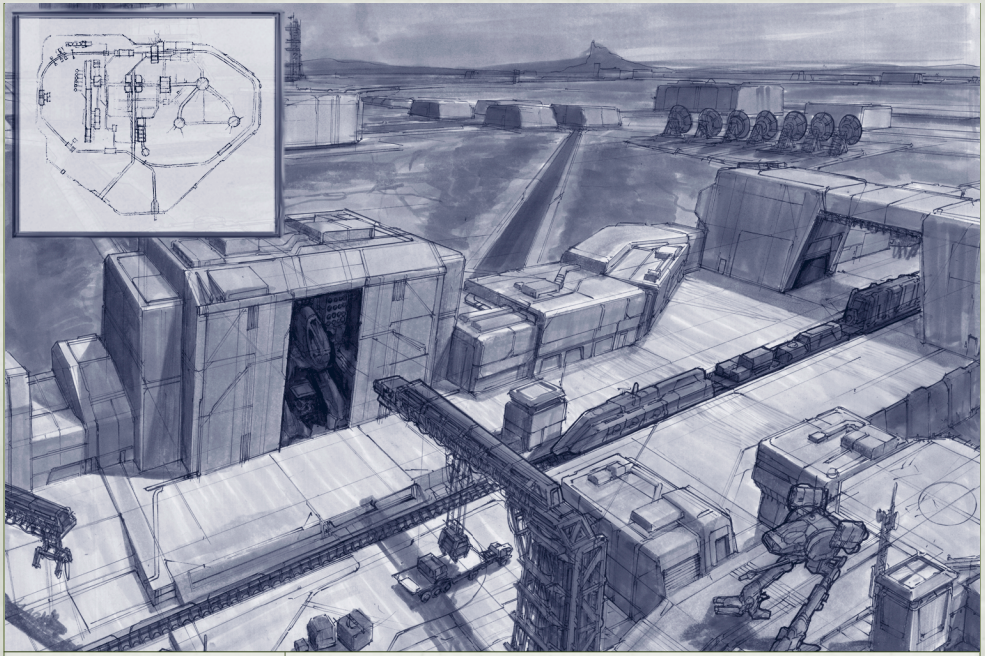


Reactive



To configure the armor on your BattleMech

1. Click the Armor tab in MechLab to display the armor screen.
2. From the Type drop-down menu, choose Ferro Fibrous, Reactive, or Reflective armor.
3. The default distribution of armor is indicated already, but you can allocate armor in varying degrees to each of the nine locations by clicking the UP and DOWN arrows. Click **RESTORE** at any time to return the BattleMech to its original configuration.



Section 5.0 Battle Strategies

Now that you've become familiar with the configurations of BattleMechs and their components, you can focus your attention on the next all-important step: how to battle effectively in your BattleMech while in the field. This may be the most important section in this *MechWarrior BattleTech Reference*, because without understanding some of the techniques described here, you definitely will not survive to have regrets.

5.1 MANAGE YOUR HEAT

All MechWarriors must manage the heat of their BattleMechs. This is critical since on every mission, heat is generated in varying degrees by weapons, as well as by movement, and can seriously impact the BattleMech's performance. Too much heat and the BattleMech shuts down. To determine exactly how much heat you're generating, keep an eye on the heat monitor displayed in your BattleMech's HUD. For more details on the HUD, see the MechWarrior: Vengeance Quick Reference.

5.1.1 Stay Cool

If your BattleMech gets too hot, you will shut down, losing movement, HUD, radar, and other controls until you've cooled off. Before this critical stage, it's time to start looking for a way to cool down.

To cool off your 'Mech:

- Stop generating heat by not firing your weapons and discontinuing movement.
- Perform a coolant flush by pressing **F** on the keyboard.
- Look for the nearest water source and jump right in.
- If you have persistent heat problems with a particular BattleMech, consider adding more heat sinks (in the MechLab) to help dissipate heat buildup.

In the event your BattleMech does become hot enough to begin a shutdown you'll have a few seconds to override it by pressing **Shift+O** on the keybaord before a total shutdown occurs. After shutdown, you must wait until the heat in your BattleMech drops before your BattleMech auto-restarts or before you can safely power up again by pressing **S** on the keyboard.

5.2 KNOW THE ENEMY

It's important to know your enemy. This includes knowledge of weapons and ranges in addition to how different enemy vehicles perform on various terrain. While on the battlefield, also try to remain aware of the capabilities opposing BattleMechs possess and the extent of their damage so you can prioritize targets on the battlefield.

5.2.1 Terrain

Remain aware of the terrain in which you are engaging the enemy. Some vehicles do not perform well in certain environments. For example, tracked vehicles do not maneuver as well or as fast in snow. For more information, see Section 3.4 Terrain Notes.

5.2.2 Know the Enemy's Capabilities

You should already be aware of the available BattleMechs, but in the field of battle it's especially important to know when you're just outgunned or the enemy BattleMech is too fast for you. In the following topics, we'll outline some key items to consider.

5.2.3.1 Weapons and Ranges

Understand the weapons an opposing enemy unit is carrying as well as their ranges. For example, a tank equipped with only short-range weapons should be engaged at maximum range, beyond the range of its weapons. An enemy BattleMech or vehicle equipped with extensive, long-range weapons should be engaged at short range where its weapons are at a disadvantage. On the other hand, if you are carrying LRMs and your enemy is only equipped for close-in combat, you should stay out of his effective range and attack with long-range weaponry.

Another consideration is the type of BattleMech you are fighting. For example, if you're in an Inner Sphere BattleMech combating a Clan BattleMech of the same tonnage, you'll be slightly outgunned, unless you've customized your weaponry, because of the advantage the Clan weapons provide. If this is the case, be strategic in how you attack the BattleMech. The best strategy may be to engage it with a faster BattleMech, but at close range where its laser weapons must spend time recharging, which allows you time to get in critical shots. Other times you might prefer fighting in a slower but much more weapon- and armor-laden BattleMech for overpowering the enemy. Choosing the right BattleMech for the situation is where your knowledge of BattleMech configurations becomes highly valuable.

For more information regarding individual BattleMech specifications, see Section 3.0 Equipment Specifications. For information regarding different ways of configuring your BattleMech, see Section 4.0 Working in the MechLab.

5.2.3.2 Basic and Advanced Sensors

Knowing how to use your sensors directly affects your awareness of the enemy and their awareness of you. Basic sensor equipment is standard on all BattleMechs. You cannot remove the basic sensors—they're always there. All mobile weapon units also have basic sensors.

In the field, basic sensors don't detect shutdown units. Therefore, one good tactic when you know there are enemies in the area is to power down your BattleMech by pressing **S** and waiting for the right moment to power up and attack.

Finally, not only is awareness of the enemy crucial, but it's also just as valuable to degrade their ability to be aware of you. If you power down your sensors (**Ctrl+R**), you reduce by half the range in which enemy sensors can detect you. This allows you to get closer to the enemy, but also shuts off your radar and targeting system so you cannot achieve lock-on with your missiles. Use this approach only when you have a clear view of the enemy. Otherwise, it may put you at a disadvantage.

Advanced Sensors

Some BattleMechs are capable of mounting advanced sensors that offer additional capabilities. These include the Beagle Active Probe (BAP) and the Guardian ECM. The BAP increases the active sensor range and decreases missile lock time. The drawback is that it also decreases enemy lock-on time because it emits such a strong signal.

Conversely, the Guardian ECM is essentially a defensive weapon because it provides your BattleMech with a Stealth mode by decreasing the range in which your BattleMech is detectable. Guardian ECM also reduces the effectiveness of a NARC beacon if one hits you. Unfortunately, just as with the Beagle Active Probe, the Guardian ECM emits a strong signal and makes missile lock-on for enemy units easier. If your BattleMech has both a BAP and a Guardian missile, lock-on time is reduced. However, even though you have Guardian ECM, you can also give yourself away if you fire up your Jump Jets or your heat level is above the 50 percent mark on the heat scale. Therefore, you should use these advanced sensors wisely and sparingly.

5.2.3 Enemy Armor

In respect to armor, once again it's important to be aware of the enemy's standard configuration. Of course, if the enemy has customized its BattleMech to use different armor, then it's a little more difficult to sort out just what armor is being used until you notice that one or another weapon type is not having much effect. Some BattleMechs come with Reactive or Laser Reflective armor and you'll need to adjust your weapons accordingly. For Reactive armor, try attacking the BattleMechs with laser weapons. For Laser Reflective armor, use ballistic and missile weaponry for more of an impact.

5.2.4 Assessing Enemy Damage

Another important battle skill is being able to evaluate the extent of damage the enemy has received. When you target an enemy BattleMech with your sensors, the diagram or armor bars displayed in the HUD target information window indicate what parts have sustained damage. You can also get a general assessment of how damaged a BattleMech is by observing its movement.

For example, if you blow off an arm, it will appear missing, while serious damage to a leg results in the BattleMech limping and its speed visibly reduced. Serious enemy damage is apparent when there is smoke pouring from a body part. More serious damage causes fire and sparks to come from the BattleMech.

5.3 TACTICAL MANEUVERING

In the heat of battle, you need to master some tactical maneuvers, both offensive and defensive. Begin by studying the offensive maneuvers and then move on to some defensive maneuvers that will help you.

5.3.1 Continue Moving (offensive and defensive)

It's very important in battle to remain on the move. You're a much easier target to hit if you stop or slow down.

Not only should you continue moving while you fire your weapons at the enemy, you should never attack them head on where they can get a good shot at you. Always pivot to fire at the enemy while you perform angular and circular sweeps around and through them, instead of stopping to change direction. You're a much more difficult target if you change direction by swiveling while still moving, and pivoting your torso so you can keep the enemy in the crosshairs.

5.3.2 "Circle of Death" (offensive)

The "Circle of Death," as it's commonly referred to by MechWarriors, is an offensive maneuver in which the enemy is enclosed in a circle by you and your Lancemates as you circle around them and fire. It makes it difficult for them to get a good shot at you and allows you to get in several critical hits since the enemy is not able to get out of the circle of death easily. However, you need to be careful about shooting a friendly BattleMech on the other side of the enemy as you circle around.

5.3.3 Death From Above (offensive)

Death From Above (DFA) is an uncommon offensive maneuver in which you use your Jump Jets, if your BattleMech is equipped with them, to jump into the air and then land on an enemy BattleMech. Though very difficult to execute, it is often lethal to an opposing BattleMech and at the very least, can cause extensive damage.

5.3.4 Ramming (offensive)

Sometimes when all else fails, consider ramming the enemy. For example, if you find yourself out of ammo, or maybe your primary weapons have been destroyed, you could try ramming the enemy at full speed. The amount of damage inflicted increases with the velocity of the impact.

5.3.5 Evasive Maneuvering (defensive)

In addition to staying on the move, consider crouching or hiding as an evasive maneuver. Crouching (**C** on the keyboard) makes you a smaller target and, therefore, harder to hit. This is particularly useful with short-range and medium-range missiles because the IS versions don't have lock-on and once they are fired, you can see them. Sometimes, this allows time to crouch in order to avoid the impact.

Hiding is also a very good defensive tactic. As discussed earlier, you can hide from enemy radar by turning your sensors off or by powering down. This is very helpful in terrain where you're not apparent to the eye, such as in a canyon, a valley, or behind a structure.

5.4 SHOOT TO KILL

When you target the enemy with your reticle, remember to shoot for the head, center torso, or the legs. Since the center torso is usually the most heavily armored, the head and legs are the two most vulnerable areas of a BattleMech and quickly result in significant if not fatal damage. When you have a BattleMech pinned down and damaged, don't let off until it's destroyed!

5.5 USE YOUR LANCEMATES EFFECTIVELY

It's valuable to use your Lancemates effectively in battle because they're there to help. They aren't nearly as effective if you don't direct them. As your Lancemates gain experience in the campaign, they increase in skill. Therefore, issue commands to make them do a lot of the fighting for you because it will benefit you and your Lancemates throughout the campaign.

For example, when your sensors pick up the enemy, cycle through potential targets by pressing **E**. Then, select all Lancemates (**F4**) and have them attack the target you choose for them in the targeting window (**F1**) while you attack another target.

Or, as the battle heats up, consider selecting individual Lancemates to attack specific targets. In this case, select the target and then select the Lancemate you want for the attack (**F1-F3**). To have them attack the target you've selected, press **F1**.

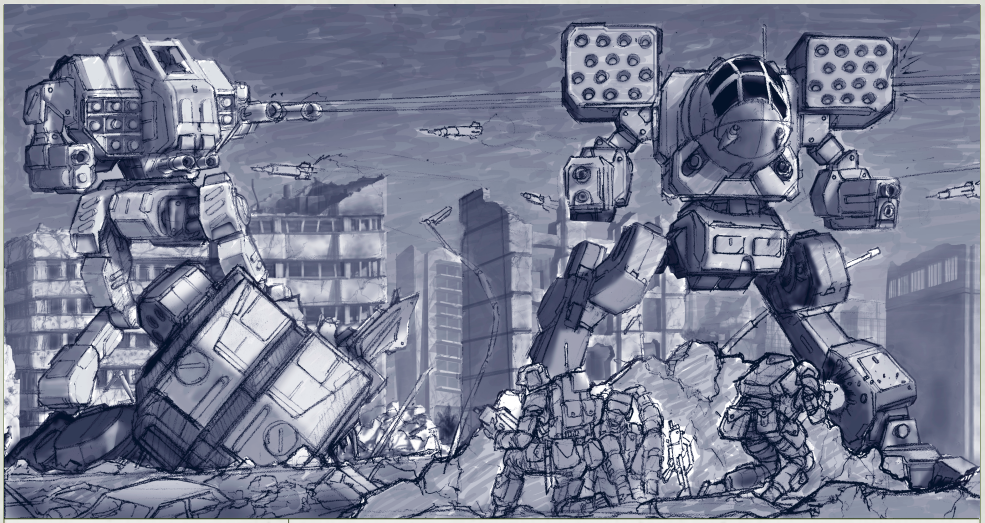
5.6 CHANGE VIEWS AS NECESSARY

For some situations, you may want to switch your view to outside the BattleMech. For example, while in cockpit view (the default), shooting aircraft out of the sky usually requires being able to see beyond the edges of the cockpit. If you change your view to outside the BattleMech by pressing **V**, it's much easier to see enemies in the air and pinpoint them with the targeting reticle as they fly by. A change of perspective is also useful for more clearly seeing the surrounding terrain, vehicles, buildings, enemies, Lancemates, and other objects.

For more details on the keyboard and joystick commands, refer to your MechWarrior Quick Reference.

5.7 PERFORM FIELD REPAIRS

You can perform field repairs any time you can find a BattleMech repair bay. To use a repair bay, enter the bay and shut down using the **S** key on your keyboard. The BattleMech is then repaired and re-armed automatically, starting with resupply, and then with repairing armor and internal damage. Areas that are destroyed cannot be repaired, so it is wise to get to a repair bay before damage is too critical! After repairs are completed, the BattleMech is automatically restarted. You can discontinue repairs at any time by powering up with the **S** key on your keyboard.



Section 6.0 | Finding Some Action

Get your BattleMech into action with MechWarrior: Vengeance by choosing **Campaign**, **Instant Action**, or **Multiplayer** from the Main menu. Campaign is what it's all about—this is where you carry the responsibility of trying to save the planet from Steiner rule. MechWarrior: Vengeance was created with the campaign and its rich storyline in mind.

As an alternative, Instant Action offers you a chance to get your BattleMech's feet wet without the obligation of rescuing the planet. It offers Mission Play, Training, Wave, and Master Trials. Last but not least, Multiplayer lets you fight against other BattleMechs in a number of different games as an individual or as part of a team.

6.1 CAMPAIGN

You have received the final message from your father, the Duke Eric Dresari. As his son and a proud MechWarrior, it is your duty to defend and uphold the name of the House Dresari. You've had your training, you've battled in the Clan wars and received many accolades away from home, and now you must face the toughest test of all—to restore Davion rule to the planet. This is your calling and your destiny.

Your campaign begins near a hidden base on the moon orbiting your home world of Kentares IV. It is made up of a sequence of operations that take place in different environments. Each operation requires you to complete several progressively difficult missions. In the missions, you and your Lancemates must develop the necessary skills and tactics to complete the operations and make the campaign a success. Not to succeed is unthinkable.

6.1.1 About Kentares IV

After the debacle at New Rhodes III in which an overconfident Kurita commander had his parade rained upon by Davion BattleMechs, the humiliated Draconis Combine's Coordinator Minoru and his Light 'Mech regiment made its way to Kentares IV. Shortly thereafter, Minoru was killed by a sniper from the 7th Crucis Lancers.

When Warlord Jinjiro heard the news of Minoru's death, he himself left for Kentares IV. He gathered his commanding officers and gave them the order to "kill them all." Kurita units dispersed across Kentares IV and began systematically rounding up and killing every citizen of the planet. But killing hundreds of people day after day began to take its toll on the soldiers' morale. Some began allowing groups to escape, and eventually, the soldiers themselves began doing the same. For Jinjiro, the deaths were simply a statistic. When Jinjiro

had satisfied his revenge enough to leave Kentares IV, his men had massacred more than 90 percent of the population, some 52 million men, women, and children.

Once news of the Kentares massacre spread, it wasn't long before Davion troops were launching independent, unsanctioned offensives against Combine forces. Fueled by emotion, these vigilante attacks generally succeeded. This and the erosion of the Kurita force's morale, eventually caused House Davion to seize the opportunity to launch a massive counteroffensive to take back their planets.

When word got out of the Davion offensive and its intentions, panic struck their enemy. Many Kurita soldiers simply abandoned their posts and headed for the nearest Dropship, or simply defected. After the third Davion offensive in 2811, the Kurita defenses completely crumpled. By 2821 most of the fighting had died down and a cease-fire existed between the Draconis Combine, the Lyran Commonwealth, and the Federated Suns.

The cease fire did not last long as the Succession Wars continued for the next two and a quarter centuries, ruined hundreds of worlds, and bankrupted the economies of the Successor States. The strongest remaining military was the Armed Forces of the Federated Suns led by Prince Ian Davion and his brother Hanse. Hanse Davion became First Prince of the Federated Suns in 3013 after Ian's death. Prince Hanse's greatest accomplishment was the alliance between his Federated Suns and Archon Katrina Steiner's Lyran Commonwealth.

6.1.2 About Salvage

After every campaign mission you are presented with salvage information telling you what you gained from the mission. Be aware that you do not have any weapons available in MechLab for cutomizing your BattleMech until you receive them through salvage upon completion of the first mission in the campaign.

The following are descriptions of the campaign operations:

"Optimism"
Set on the moon, this operation requires you to use your basic combat skills. Your operating environment is the moon of Kentares IV where heat management is not critical. You operate in a support role, but do not direct other BattleMechs.

"Early Success"
In the arctic region of the main planet, this is your first opportunity to show what you can do by directing the success or failure of the missions, and thus, the campaign.

"First Command"
Now in an alpine environment, you and the small army you have amassed must leave the arctic region for the more heavily populated continents on the planet.

"Building Forces"
You've moved on to the desert and a series of missions where you must liberate weapons and additional warriors to form the core of an army for a direct assault on Steiner forces. Along the way, cries of revolt are heard as news of your crusade begins to leak out to the rest of the planet.

"The Greater Good"
On to the swamp. In this operation, a proclamation speech is made by Roland stating that support for your renegade forces has been traced to Gale—a small seaport town.

"The Darkest Hour"
This operation places you in the urban areas while civil war rages on Kentares IV.

"Final Victory"
This is the final assault. Good luck!

6.2 INSTANT ACTION

Maybe you don't want to undertake the campaign to save the planet just yet. In this case, choose **Instant Action** from the Main menu. Instant Action offers four different modes: Mission Play, Training, Wave Play, and Master Trials. Simply choose your Instant Action mode from the drop-down menu.

6.2.1 Mission Play

The default mode for Instant Action is Mission Play which allows you to play either the first mission of the Campaign, or any of the missions that have been revealed to you in Campaign, whether or not you've completed them. The advantage in Mission Play is that you can choose day or night, the difficulty level (Normal, Veteran, or Expert), and take up to three Lancemates along with you.

6.2.2 Training

When you choose Training from the drop-down menu, you're launched into a training mission that is really just a refresher course on the basic skills that are absolutely necessary in battle. The training mission covers movement and torso twisting, as well as how to use your weapons effectively and blow things up!

6.2.3 Wave

In Wave mode, you encounter waves of attackers that you must fend off a wave at a time. You determine the map to use, the time of day, the difficulty, the number of lives you have, and the number of waves. You can also specify up to four BattleMechs you'd like to fight against.

6.2.4 Master Trials

When you select Master Trials mode in Instant Action, the mission and the options for it are randomly generated for you. You do have the option of selecting the BattleMech you want to use. Once selected, all you have to do is get into the cockpit of the BattleMech and prepare yourself for action.

6.3 MULTIPLAYER ACTION

There is lots of action to be found in Multiplayer. Click **Multiplayer** on the Main menu to display the Multiplayer screen with options to create, edit or remove a connection type. You can also host a game or connect to someone else's game. Any of the Multiplayer options allow you a chance to battle with and against other MechWarriors in a variety of multiplayer game types.

At the conclusion of a multiplayer game, the scoreboard displays the points you scored for that particular game. By clicking **NEXT GAME**, you'll return to the Game Lobby where you can configure and launch another game.

6.3.1 Create a Connection Type

Before you can use a connection to play a multiplayer game, you must first create it. Use the procedure that follows to do this.

To create a new connection

1. Click **NEW**.
2. When the Connection Setup Wizard displays, indicate whether or not you're currently connected to a network and then click **NEXT**.
3. In the next window, choose your Connection Type and Connect Speed from the drop-down menus, and then click **NEXT**.
4. In the next window, select how you want to browse for multiplayer games, and then click **NEXT**.
5. In the next window choose an appropriate name for the connection, and click **DONE**. The connection you created is now available in the Connection Type drop-down list. You can also edit or remove any connection you've created.

6.3.2 Host a Game

If you want to host your own multiplayer game, it's very easy in MechWarrior: Vengeance. Hosting a multiplayer game allows you full control over game options. Use the following procedure to host a game.

To host a game

1. Click **HOST** to display the options screen for hosting. Use Rollover Help to find out more about an option by holding the cursor over it. Select from the check boxes to set the game options.
2. Click **START** once you've selected the options for your game.
3. In the Game Lobby, choose your BattleMech and the Mission, Map, and Server details for your game.

4. Add computer players, or "Bots," to your game if available by clicking the **Add Bot** button.
5. Click **LAUNCH** to begin playing.

6.3.3 Connect to a Game

When you want to connect to a game that someone else is hosting, use the **Connect** button. The Connection Servers screen then displays a list of active games. Each game shows the server where the game is being hosted, the map used, and the type of game.

To connect to a game

1. Highlight a game in the list to see the number of players that are currently playing.
2. Find a game that has room for more players, highlight it, and click **CONNECT** to enter the game lobby for the game you've chosen. In the Game Lobby you'll be able to see the configuration for the game you're about to play.
3. Choose a Mech and a Team (if required) and then click **READY**, and wait for the game to begin.

6.3.4 Multiplayer Game Types

Destruction (team and individual)

The most straightforward of all the games. Kill or be killed. You're trying to kill your opponent as many times as possible within the given time limit.

Action	Points
Kill	1
Teammate kills	-1
Suicide	-1

Attrition (team and individual)

Like destruction, but points are awarded for damage inflicted as well as for kills.

Action	Points	Notes
Point of damage inflicted on an opponent	1	
Destory enemy's weapon	50	
Destroy enemy BattleMech	500 + Tonnage Bonus	Tonnage bonus for kills (target tonnage minus attacker tonnage) x 5 = bonus (if negative number, then it's 0)
Self-inflicted damage	-1	
Destroying own weapon	-50	
Destroying own BattleMech	-500	
Killing teammate	-500	

Capture the Flag (team only)

Each team in the game has a flag. The flag is located in the center of the team's drop zone. An enemy flag must be returned to your drop zone to get points.

If anything happens to the flag bearer, the flag is ejected. If not picked up within 30 seconds, it is automatically returned to the drop zone where it originated. Each time the flag is captured, points are awarded to the capturing team.

Action	Points
Capture	1000
Kills	25
Teammate kills	-50

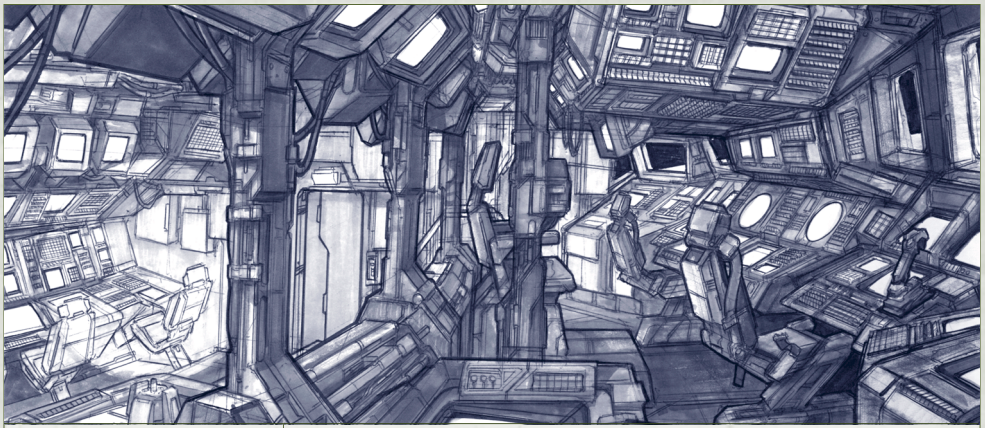
King of the Hill (team and individual)

This is an old fashioned territorial dispute where you are trying to occupy the "hill," a 100-meter space on the map, for as long as possible. The longer you're on the hill, the more points you get.

Steal the Beacon (team or individual)

This is a game of keep-away in which you score points by taking and possessing the flag within a given time limit until an opponent takes it away from you by killing you. If you shut down, the beacon is relinquished.

Action	Points
Possession of beacon	1 per second



Section 7.0 Additional Operational Details

Becoming a seasoned MechWarrior will take more than just reading and studying the MBR—it requires time and experience in the field and in the cockpit of these huge fighting machines. We've done our best to cover the most appropriate aspects of BattleTech as it applies to BattleMechs, but could never confidently cover every detail you could encounter once the action starts. This section covers a few additional operational details that should help send you on your way, but the rest is up to you!

7.1 GETTING HELP

An important detail is how you can get in-game Help for screens and objects in MechWarrior: Vengeance. In any screen in the game, except the Main menu and the HUD, you can access Rollover

Help by pausing the cursor over an item. After a second or two, descriptive text is displayed in the text field at the bottom of the screen. For the HUD, make sure to keep your MechWarrior Quick Reference handy so you can quickly refer to descriptions of the HUD elements, as well as all the keyboard and joystick commands.

Descriptions of the items on the Main menu follow:

Campaign
Allows you to select a BattleMech and start or continue Campaign missions.

Instant Action
Allows you to choose your BattleMech and difficulty level for any one of four modes of action in which to participate.

Multiplayer
Allows you to define a number of options for setting up a multiplayer game.

MechLab
Allows you to select a BattleMech and customize its chassis, weapons, and armor.

Roster
Allows you to create, edit, clone, and delete pilot names for the campaign.

Options
Allows you to change in-game hardware and software options.

Cinema & Credits

Allows you to review the in-game cinemas and view the credits for the game.

Quit

Exits you from the game.

While you're in the HUD, if you press the **Esc** key on the keyboard, commands are displayed for resuming or exiting the mission, returning to the Main menu, quitting the game, or changing the game options.

For specific commands, use your MechWarrior: Vengeance Quick Reference. We've provided all the keyboard and joystick commands as well as callouts and definitions for all the HUD elements.

7.2 EXPLORING YOUR OPTIONS

Click the **Options** button on the Main menu to display the Game options tab. In this screen, you can change a number of options that affect game play, but you can also click the tabs for Video, Audio, Controls, and Multiplayer to configure those options as well. The options and how to use them are described in this section.

7.2.1 Game Options

The Game options tab lets you make choices regarding Difficulty level, Heat, Invincibility, Unlimited Ammunition, Friendly Fire, and Splash Damage. Change the difficulty level by selecting Normal, Veteran, or Expert from the drop-down menu. For the other options, it's simply a matter of selecting the check box for On or Off. You can also set your default view as 1st Person or 3rd Person by selecting the appropriate box.

7.2.2 Video Options

The Video options tab lets you change Screen Resolution, Graphical Detail, Gamma, Brightness, and Contrast. Screen Resolution and Graphical Detail are drop-down menus from which you can make the appropriate choice. Contrast, Brightness, and Gamma each have a slider bar that you adjust by clicking on and dragging the slider.

If you click the radio button for Advanced Settings on the Video options tab, there are many additional options available. For Shadows, Particle Density, and Model Density you select Low, Medium, or High from the drop-down menu. To adjust Filtering, you select Bilinear, Trilinear, or None from the drop-down.

You can adjust the sliders for Lights, Composite Layers, and Clipping Range. A series of check boxes lets you make other choices about game graphics. Rollover Help provides you with descriptions for each of them.

7.2.3 Audio Options

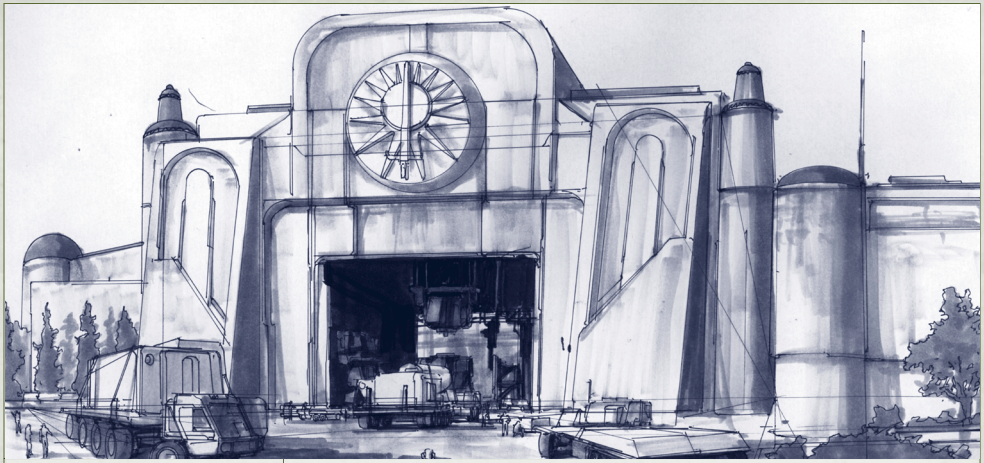
The Audio options tab lets you change the volume level for Effects and Music. Use the sliders to adjust these. For Betty and Hardware acceleration, select the check box for On or Off.

7.2.4 Controls Options

The Controls options tab lets you configure the game to use the Keyboard, Joystick, or Mouse as your game controller. Simply select the box for the appropriate game controller device. You can also configure the mapping of the controls for each device. The **DEFAULT** button restores all settings to the default configuration.

7.2.5 Multiplayer Options

The Multiplayer options tab allows you to configure your player name, team names, insignias, and your servers.



Appendix A | Glossary of Terms

ACRONYMS

AC Autocannon

AMS Anti-Missile System

APC Armored Personnel Carrier

APU Auxiliary Power Unit

BAP Beagle (active probe)

CSTRK Clan Streak Short-Range Missile

DFA death from above

DZ Drop Zone

ECM electronic counter-measures

ER extended range

HUD heads-up display

IS Inner Sphere

KIA killed in action

LAMS Laser Anti-Missile System

LBX Luxor Ballistic X (Ten)

LOS line of sight

LRM long-range missile

MBR MechWarrior's BattleTech Reference

MFD multi-functional display

MG machine gun

MIA missing in action

ML Medium Laser

MRM medium-range missile

PL Pulse Laser

PPC Particle Projector Cannon

SRM short-range missile

TCI tactical command interface

TERMS

amp amplification

ammo ammunition

recon reconnaissance

calibrate To adjust the precision or measurement of an instrument.

charging weapon Type of weapon that uses stored energy to operate, and which must be recharged after each use in order to fire again.

chassis The physical frame or structure of a mechanical object.

coolant The "fluid" that can be flushed through a BattleMech's system to quickly reduce overheating.

Drop Zone (DZ) The target or area on the ground where troops or equipment are dropped from the air.

Endo Steel A variation of the standard, internal structure of a BattleMech, which weighs only half of what the standard structure weighs, but which also increases the propagation of internal damage.

Ferro Fibrous Armor The standard armor used to protect a BattleMech. It weighs less than Reactive armor and Laser Reflective armor, but takes up more space on a BattleMech.

heat sinks The exterior panels or shields on a 'Mech that dissipate heat.

Jump Jets The plasma fueled components on a BattleMech that enable it to jump over objects.

Laser Reflective Armor A variation of the standard armor used to protect a BattleMech. It is more effective against laser beam weapons.

line of sight (LOS) The line of vision from a person's eye to the point being viewed.

loadouts Refers to the weapons configuration of BattleMechs and vehicles.

lock or lock-on For missiles, when a target has been locked onto with the reticle.

lock on To fix and hold onto a target automatically with the reticle.

NARC Beacon A beacon that gives away the location of an enemy vehicle by emitting a targeting signal for tracking missiles.

Paint To keep a target in the radius of your reticle for a few seconds in order to get a missile lock.

Reticle The targeting symbol in the center of the HUD.

Reactive Armor A variation of the standard armor used to protect a BattleMech. It is more effective against ballistic and missile weapons.

short out When an electrical system or circuitry overloads and shuts down.

standoff When two opposing sides or forces are in a deadlock, or holding each other at a distance.

Tonnage Refers to weight in tons.

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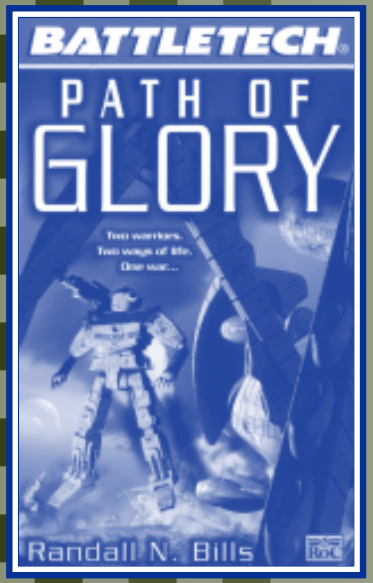
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