<table>
<thead>
<tr>
<th>COMMAND</th>
<th>KEYBOARD</th>
<th>JOYSTICK</th>
</tr>
</thead>
<tbody>
<tr>
<td>Look left</td>
<td>LEFT ARROW</td>
<td>Hat left</td>
</tr>
<tr>
<td>Look right</td>
<td>RIGHT ARROW</td>
<td>Hat right</td>
</tr>
<tr>
<td>Look down</td>
<td>UP ARROW</td>
<td>Hat up</td>
</tr>
<tr>
<td>Look back</td>
<td>DOWN ARROW</td>
<td>Hat down</td>
</tr>
<tr>
<td>Toggle reticle zoom</td>
<td>Keypad 0</td>
<td>Button 4</td>
</tr>
<tr>
<td>Change camera view</td>
<td>V</td>
<td></td>
</tr>
<tr>
<td>Pause game</td>
<td>ESC</td>
<td></td>
</tr>
<tr>
<td>Toggle radar zoom</td>
<td>R</td>
<td>+2</td>
</tr>
<tr>
<td>Toggle radar/map view</td>
<td>SHIFT+M</td>
<td></td>
</tr>
<tr>
<td>Toggle active/passive radar</td>
<td>CTRL+R</td>
<td></td>
</tr>
<tr>
<td>Override autoshutdown</td>
<td>SHIFT+O</td>
<td></td>
</tr>
<tr>
<td>Shut down/start up</td>
<td>S</td>
<td>+B</td>
</tr>
<tr>
<td>Flush coolant</td>
<td>F</td>
<td>+C</td>
</tr>
<tr>
<td>Show objectives</td>
<td>O</td>
<td></td>
</tr>
<tr>
<td>Chat to all (multiplayer)</td>
<td>U</td>
<td></td>
</tr>
<tr>
<td>Chat to team (multiplayer)</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Toggle crouch/stand</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Amplify light</td>
<td>L</td>
<td></td>
</tr>
<tr>
<td>Self-destruct</td>
<td>CTRL+Z</td>
<td></td>
</tr>
<tr>
<td>Use SHIFT functionality</td>
<td>SHIFT</td>
<td>button</td>
</tr>
</tbody>
</table>
SAFETY WARNING

ABOUT PHOTOSENSITIVE SEIZURES
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games. These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:
• Play in a well-lit room.
• Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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CONGRATULATIONS, your application for membership in the MRBC is approved. You are hereby granted an interim license to do business as a MechWarrior mercenary company with the same privileges afforded a full member. You are authorized to proceed under the following condition(s):

1. (A) You must find a sponsor to underwrite your company and provide guidance during your initial year.
   (B) As a courtesy, we provide you with the following names of mercenary regiments that have expressed interest in sponsoring you. Please make contact at your earliest convenience.

   **Wolf’s Dragoons**
   **Northwind Highlanders**
   **Kell Hounds**
   **Gray Death Legion**

**POSTSCRIPT:**
Given recent events (to wit, the Federated Commonwealth Civil War), the need for experienced BattleMech® pilots will likely increase in the Lyran sector.

**TRANSMISSION OVER...**
ROSTER
On the Roster screen, you create new pilot profiles and company names or edit existing ones. When creating a new profile, you must choose from one of four sponsors: Wolf's Dragoons, Northwind Highlanders, Kell Hounds, or Gray Death Legion. A brief description of each is provided, so you can compare the benefits and consequences of selecting one over another. Once you have aligned a pilot with a sponsor, that pilot maintains the association with that sponsor for the duration of the game.

MAIN MENU
TRAINSING  Learn how to play MechWarrior 4: Mercenaries.
INSTANT ACTION  Play individual scenarios. Victory and defeat have no effect on other scenarios.
CAMPAIGN  Become part of the MechWarrior 4: Mercenaries story. What happens to you on the battlefield affects future missions.
MULTIPLAYER  Engage others in online combat.
MECHLAB  Customize your 'Mech.
ROSTER  Create a pilot profile and select a mercenary sponsor for your unit.
OPTIONS  Edit game settings for graphics, audio, controller, and multiplayer play.
The Command Center shows your account balance and the status of your reputation.

**MRBC RATING**  Check your rating in the MRBC’s system, which ranks mercenary units’ capabilities and professionalism.

**NEWS**  Read up on current events. You never know what you might learn.

**UNIT STATS**  Track your statistics, such as ‘Mech kills, C-Bills earned, and so on.

Seek work as a mercenary in various planetary systems. Each system has its own campaign—problems that could use talent like yours. One system in particular offers you the chance to earn money by entertaining the masses. For more on that opportunity, see “Solaris VII Orbital View,” page 11.

Before you commit to action, check the readout on the left side for an overview of each campaign. If you need to travel to a different system than you’re in, you’ll have to pay a jump fee. The fee is automatically deducted from your account when you launch the campaign.
ORBITAL VIEW
Each planetary system has its own set of troubles. The Orbital View screen provides summaries of the missions within a given star system.

Before jumping in, read up on mission particulars. Check the ComStar Information Network box at lower left for details. To learn about current events, check the news feed at upper left.

MISSION VIEW
The Mission View screen provides mission briefings and lets you select pilots for your primary and secondary lances. A lance is a unit of up to four 'Mechs.

MISSION BRIEFING  Mission goals and objectives are displayed in the ComStar Information Network box, and the Mission Map shows key locations such as drop points and navigation (or nav) points.

PILOT SELECTION  It is your task to select pilots from the duty roster and assign each a 'Mech. Most missions let you deploy a primary lance. In some, you can also deploy a secondary lance; to do so, you’ll need a pilot who is qualified as a lance commander.

DROP WEIGHT  The combined tonnage of your lances cannot exceed the total weight of the drop.

DROP FEE  You pay a drop fee for each mission undertaken.
FREE MARKET

In the Free Market, you can hire and fire personnel and buy and sell 'Mech chassis and weapons. Get rid of a deadweight pilot, or make a few quick C-Bills by selling materiel. When a transaction is finalized, your account is credited or debited accordingly.

PERSONNEL To acquire the services of a pilot, drag that pilot's icon from the Market Items personnel list to the Transaction window at center, and then click **Buy/Hire**. To dismiss a pilot, drag that pilot's icon from your Current Inventory personnel list to the Transaction window, and then click **Sell/Fire**.

EQUIPMENT To acquire new chassis or weapons, drag items from the Market Items list to the Transaction window, and then click **Buy/Hire**. To sell off your chassis or weapons, drag items from your Current Inventory list to the Transaction window, and then click **Sell/Fire**.

SOLARIS VII ORBITAL VIEW

Solaris VII is not a mission so much as an opportunity—an opportunity for you to make some serious C-Bills fast. Ever thought of yourself as the gladiator type? If you're in need of cash, or if you just like fighting for the sake of fighting and don't mind thousands of rabid fans cheering you—or jeering you—you're going to like Solaris VII. Choose among three arenas: the Factory, the Jungle, and the most prestigious of them all, the Coliseum.

Competition begins with the light 'Mech class. You'll have to work your way up to the assault class. Prize money is based on weight class. The heavier the competition, the more C-Bills you can earn.
**SOLARIS VII MISSION VIEW**

When you've chosen an arena on Solaris VII, you're transported to that arena. Here you'll find information posted, such as the prize money the upcoming game pays and the game entry fee. Your personal stats for a particular venue and for your Solaris games so far are also listed.

Also—and perhaps most important to a fledgling mercenary struggling for acclaim—you can use the Victory Dedicated To list to dedicate your victories to either House Steiner, House Davion, or nobody. Dedicating victories can boost your approval rating in the eyes of your chosen group.

**OPERATIONAL SCREENS**

The heads-up display (HUD) is the most important feature of your Mech cockpit. The HUD provides real-time combat information superimposed over your windshield so you can read it without taking your eyes off the battlefield.

1. Lancemate damage indicator
2. Mission objectives
3. Compass
4. Nav point indicator
5. Weapon/weapon group status
6. Enemy fire direction indicator
7. Pitch indicator
8. Targeting reticle
9. Weapon in range indicator
10. Target direction indicator
11. Torso twist indicator
12. Target damage indicator
13. Heat gauge
14. Coolant gauge
15. Radar
16. Speed indicator
17. Field of vision
18. Your damage indicator
You can control a 'Mech by joystick. For information on basic game commands, see the back cover.

**UNDERSTANDING THE COCKPIT**

Or control your 'Mech using the following keyboard commands.

### MOVEMENT
- Throttle up =
- Throttle down MINUS (–)
- Turn left Keypad 4
- Turn right Keypad 6
- Pitch up Keypad 2
- Pitch down Keypad 8
- Twist torso left Keypad 7
- Twist torso right Keypad 9
- Toggle forward/reverse BACKSPACE
- Reverse MINUS (–)
- Use Jump Jets J
- Switch to next nav point N
- Center legs to torso SPACEBAR
- Center torso SHIFT+SPACEBAR
- Throttle 0–100% 1–0

### WEAPONS AND TARGETING
- Fire weapon/group ENTER
- Toggle single/group fire \ or P
- Switch to next weapon ] or  P
- Switch to previous weapon [  
- Weapon group 1 INSERT
- Weapon group 2 HOME
- Weapon group 3 PAGE UP
- Weapon group 4 DELETE
- Weapon group 5 END
- Weapon group 6 PAGE DOWN
- Target next enemy E
- Target nearest enemy SHIFT+E
- Target previous enemy CTRL+E
- Select unit in reticle Q
- Select next friendly W
- Select nearest friendly SHIFT+W
- Select previous friendly CTRL+W
- Select previous nav point CTRL+N
- Set damage diagram to bar format PERIOD (.)
- Set enemy damage diagram to bars COMMA (,)
- Activate mouse CTRL+\n
### WEAPONS AND TARGETING
- Fire weapon/group ENTER
- Toggle single/group fire \ or P
- Switch to next weapon ] or  P
- Switch to previous weapon [  
- Weapon group 1 INSERT
- Weapon group 2 HOME
- Weapon group 3 PAGE UP
- Weapon group 4 DELETE
- Weapon group 5 END
- Weapon group 6 PAGE DOWN
- Target next enemy E
- Target nearest enemy SHIFT+E
- Target previous enemy CTRL+E
- Select unit in reticle Q
- Select next friendly W
- Select nearest friendly SHIFT+W
- Select previous friendly CTRL+W
- Select previous nav point CTRL+N
- Set damage diagram to bar format PERIOD (.)
- Set enemy damage diagram to bars COMMA (,)
- Activate mouse CTRL+\n
### LANCEMATE CONTROL
- Call up lances 1–3 F1–F3
- Call up primary lance F4
- Call up lances 4–7 F5–F8
- Call up secondary lance F9
- Call up both lances F10

### LANCEMATES CALLED UP
- Attack my target F1
- Defend my target F2
- Form up on me F3
- Hold fire F4
- Go to my nav point F5
- Stop F6
- Shut down F7
- Attack nearest threat F8
- Repair at nearest bay F9
The year is now 3066, and the political backdrop is the civil war between the Federated Commonwealth and the Lyran Alliance. The strife began with Victor Davion’s call to arms against his sister, Lyran Archon Katrina Steiner, following the assassination of their brother Arthur.

In this struggle, talented MechWarriors like yourself are in hot demand. The MRBC has just authorized your new company for mercenary work. After securing the required sponsorship from a full-fledged mercenary regiment—Wolf’s Dragoons, Northwind Highlanders, Kell Hounds, or Gray Death Legion—your company has ample opportunity to make a name for itself.

There are numerous planetary systems where battles rage. And there’s Solaris VII, the entertainment capital of the universe, where ‘Mechs slug it out for fame and fortune in front of throngs of rabid fans. But whatever prizes a Solaris jock wins, you itch for real-world fighting. Surely there’s a walk-on part in this war for a budding mercenary entrepreneur like you.

**INSTANT ACTION**
Click **Instant Action** on the Main Menu and then choose one of the following three action types.

**MISSION PLAY**  Play any individual mission of the campaign. Victory or defeat has no impact on other missions.

**TRAINING**  Take a refresher course in basic combat skills.

**WAVE**  Fend off waves of attackers. You determine the map and the ‘Mechs to engage.

**MULTIPLAYER**
Up to 16 players can engage in one-on-one or team combat. Join an existing game or host one of your own. To connect to a multiplayer game, go to the Microsoft® MSN® Games site at [www.zone.msn.com](http://www.zone.msn.com) or click **Multiplayer** on the Main Menu. For details, refer to the following.

**CONNECTION TYPES**
Before you can join or host a game, you must establish a connection. The following types are available.

**MODEM**  Games are played among computers using modems.

**ISDN**  Games are played over an Integrated Services Digital Network (ISDN).

**XDSL**  Games are played over a Digital Subscriber Line (DSL).

**CABLE**  Games are played over a cable Internet service connection.

**LAN**  Games are played over a Local Area Network (LAN).
**TO HOST YOUR OWN GAME**

1. In the Multiplayer screen, select a connection from the list, and then click **Host**.
2. In the Host Setup screen, set game options, and then click **Start**.
   Your game is then advertised online (unless you choose otherwise).
3. In the Game Lobby, choose your 'Mech, mission, and so on.
   You can also add computer players (or bots) by clicking **Add Bot**.
4. When all players are ready to play, click **Launch**.
   If you need to remove a player from the game, click his or her status button, and then click **Kick Out**.

**TO JOIN AN EXISTING GAME**

1. In the Multiplayer screen, select a connection from the list, and then click **Connect**.
2. In the Server Browser screen, select an available game from the list, and then click **Join**.
   If you want to chat with other online players before joining a game, click **Zone Chat** and then follow the instructions on the screen. Note that a chat room must be selected before you can converse.
3. In the Game Lobby, choose your 'Mech and (if required) a team.
   When you’re ready, click **Ready** or click the status box next to your 'Mech to change status from standby to ready. When all players who have joined are ready, the game starts.

**MULTIPLAYER GAME TYPES**

The following describes the multiplayer games available and the scoring for each.

**BATTLE (TEAM AND INDIVIDUAL)**

Kill or be killed. You get points for killing the enemy and destroying enemy weapons and components. You get penalized for shooting your lancemates. The size of your 'Mech determines your bonus—lighter chassis score more points per kill and damage inflicted than heavier chassis.

**DESTRUCTION (TEAM AND INDIVIDUAL)**

Kill your opponent as many times as you can in a given time frame. You get points for kills.

**MISSION PLAY (TEAM)**

Each of two teams in a structured conflict receives a set of mission objectives. Play continues until a team meets its objectives, a time limit elapses, or all players from one team are destroyed.
BATTLE STRATEGIES

KNOW YOUR ENEMY  Study “BattleMech Specifications,” page 23, or the Specs.pdf file to compare your Mech to those of your opponents. Note your enemy’s armor, weapons, and weapon ranges, and then choose a Mech that counters well. The Specs.pdf file is in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.

USE YOUR SENSORS  All Mechs carry battle awareness sensors that detect Mech power signatures and radar signals. To lessen an enemy’s ability to see you, power down (press S to shut down and power up). Or switch your radar to passive so it receives signals but does not transmit (press CTRL+R to toggle radar between active and passive).

ASSESS ENEMY VULNERABILITY  When you place your HUD reticle over a targeted Mech (press E to cycle through targets), you see an assessment of its damage. For example, a seriously damaged limb flashes red, and a destroyed limb is blackened out. Seize upon any vulnerability. You can also evaluate damage visually. A Mech with serious leg damage limps, and its speed drops. Smoke or fire pouring from a Mech chassis indicates serious damage.

GRAY DEATH LEGION

STAY COOL  If your Mech overheats, it shuts down and you lose movement, the HUD, radar, and so on, until you’ve cooled off. To prevent overheating, stop firing your weapons, jump into a lake or river, or perform a coolant flush (press F). If you have persistent heat problems, consider adding more heat sinks. If your Mech becomes hot enough to begin shutting down, you’ll have a few seconds to override shutdown (SHIFT+O).

KEEP MOVING  When you slow down or stop, you become an easier target. Also, avoid attacking straight on. Always pivot to fire, and try circular sweeps around your opponent.

CROUCH OR HIDE  If you must stop, consider crouching (press C to crouch and again to stand). Crouching makes you a smaller target and harder to hit. Or use the terrain to hide. Although you are still visible on an enemy’s HUD, many missiles require line-of-sight targeting to lock onto you.

USE YOUR LANCEMATES  You’re in command—let your subordinates take the brunt of an assault. Call up your lancemates individually (F1–F3, F5–F8), your primary or secondary lance as a whole (F4 or F9), or both lances at once (F10). Then use keys F1–F9 to order them to attack, fall back, move on, and so on.

PERFORM FIELD REPAIRS  You can perform field repairs on your Mech by simply entering the nearest repair bay. When repairs are complete, your Mech powers up on its own. Note that any item that has been completely destroyed cannot be repaired.
**CHANGE VIEWS** At times, a different viewpoint can improve your chances on the battlefield. For example, it can be difficult to maintain a visual lock on air vehicles from inside your cockpit. Press V to toggle views between the cockpit (default) and outside your 'Mech.

**RAMMING** If you're out of ammo or your weapons have failed, you can always try ramming your enemy. The amount of damage inflicted increases with the velocity of the impact.

**DEATH FROM ABOVE** If your 'Mech has Jump Jets, try jumping into the air and landing on your opponent. Although this is a difficult maneuver to execute, it can inflict tremendous damage.

**CIRCLE OF DEATH** The "Circle of Death," as it's commonly referred to by MechWarriors, is an offensive maneuver where you and your lancemates encircle an enemy to attack while blocking its escape. Be careful, though, not to shoot a friendly 'Mech on the other side of the enemy.

**SELF-DESTRUCT** If the situation has become completely hopeless—your weapons are gone, you have no hope of winning—there's always the coward's way out. Press CTRL+Z to self-destruct.

---

**BATTLEMECH SPECIFICATIONS**

Following are default equipment specifications for the 'Mechs available in the game, including weapon configurations, armor types, maximum speeds, and so on. For additional details on 'Mechs and specifications on weapons, vehicles, and terrains, see the Specs.pdf file in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.

**ABBREVIATIONS USED IN THE FOLLOWING TABLES**

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AC</td>
<td>Autocannon</td>
</tr>
<tr>
<td>BAP</td>
<td>Beagle Active Probe</td>
</tr>
<tr>
<td>CSMRM</td>
<td>Clan Streak Medium-Range Missile</td>
</tr>
<tr>
<td>CSTRK</td>
<td>Clan Streak Short-Range Missile</td>
</tr>
<tr>
<td>ECM</td>
<td>Electronic Countermeasures</td>
</tr>
<tr>
<td>ER</td>
<td>Extended Range</td>
</tr>
<tr>
<td>FF</td>
<td>Ferro Fibrous (armor)</td>
</tr>
<tr>
<td>IFF</td>
<td>Identification of Friend or Foe</td>
</tr>
<tr>
<td>IS</td>
<td>Inner Sphere</td>
</tr>
<tr>
<td>KPH</td>
<td>Kilometers per Hour</td>
</tr>
<tr>
<td>LAMS</td>
<td>Laser Anti-Missile System</td>
</tr>
<tr>
<td>LBX</td>
<td>Luxor Ballistic (ballistic weapon)</td>
</tr>
<tr>
<td>Lg</td>
<td>Large</td>
</tr>
<tr>
<td>LRM</td>
<td>Long-Range Missile</td>
</tr>
<tr>
<td>Med</td>
<td>Medium</td>
</tr>
<tr>
<td>MG</td>
<td>Machine Gun</td>
</tr>
<tr>
<td>MRM</td>
<td>Medium-Range Missile</td>
</tr>
<tr>
<td>Narc</td>
<td>Narc Beacon (targeting beacon)</td>
</tr>
<tr>
<td>PPC</td>
<td>Particle Projection Cannon</td>
</tr>
<tr>
<td>R</td>
<td>Reactive (armor)</td>
</tr>
<tr>
<td>RAC</td>
<td>Rotary Autocannon</td>
</tr>
<tr>
<td>Ref</td>
<td>Laser Reflective (armor)</td>
</tr>
<tr>
<td>Sm</td>
<td>Small</td>
</tr>
<tr>
<td>SRM</td>
<td>Short-Range Missile</td>
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</table>
# BattleMech Specifications

<table>
<thead>
<tr>
<th>NAME</th>
<th>CLASS</th>
<th>ARMOR TYPE, TONS</th>
<th>MAX SPEED (KPH)</th>
<th>GROSS TONS</th>
<th>JUMP JETS</th>
<th>COMPONENTS</th>
<th>WEAPONS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LIGHT 'MECHS (25–35 TONS)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>COUGAR</td>
<td>Clan</td>
<td>FF 4.5</td>
<td>97</td>
<td>35</td>
<td>Yes</td>
<td>BAP</td>
<td>ER Lg Laser; ER Med Laser; ER Sm Laser; Clan LRM 10 (2)</td>
</tr>
<tr>
<td>FLEA</td>
<td>Inner Sphere</td>
<td>FF 4.5</td>
<td>132</td>
<td>20</td>
<td>No</td>
<td>None</td>
<td>Sm Laser (2), MG Array (3)</td>
</tr>
<tr>
<td>OSIRIS</td>
<td>Inner Sphere</td>
<td>FF 5.0</td>
<td>130</td>
<td>30</td>
<td>Yes</td>
<td>None</td>
<td>Med Laser (5), SRM 6, MG Array</td>
</tr>
<tr>
<td>OWENS</td>
<td>Inner Sphere</td>
<td>FF 6.5</td>
<td>102</td>
<td>35</td>
<td>No</td>
<td>None</td>
<td>Med X-Pulse Laser, Sm X-Pulse Laser (2), LRM 10 (2)</td>
</tr>
<tr>
<td>PUMA</td>
<td>Clan</td>
<td>FF 7.0</td>
<td>83</td>
<td>35</td>
<td>No</td>
<td>None</td>
<td>ER PPC (2)</td>
</tr>
<tr>
<td>RAVEN</td>
<td>Inner Sphere</td>
<td>FF 6.5</td>
<td>100</td>
<td>35</td>
<td>No</td>
<td>ECM, BAP</td>
<td>Sm Laser, Sm Pulse Laser (2), LRM 15, Narc</td>
</tr>
<tr>
<td>ULLER</td>
<td>Clan</td>
<td>FF 4.5</td>
<td>125</td>
<td>30</td>
<td>No</td>
<td>ECM</td>
<td>ER Lg Laser, ER Med Laser, Clan LRM 10 (2)</td>
</tr>
<tr>
<td>WOLFHOUND</td>
<td>Inner Sphere</td>
<td>Ref 10.0</td>
<td>100</td>
<td>35</td>
<td>No</td>
<td>None</td>
<td>Med Pulse Laser (2), Lg X-Pulse Laser</td>
</tr>
<tr>
<td><strong>MEDIUM 'MECHS (40–55 TONS)</strong></td>
<td></td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td>ARCTIC WOLF*</td>
<td>Clan</td>
<td>FF 8.0</td>
<td>97</td>
<td>40</td>
<td>No</td>
<td>None</td>
<td>C STRK 6 (4)</td>
</tr>
<tr>
<td>BUSHWACKER</td>
<td>Inner Sphere</td>
<td>FF 8.5</td>
<td>85</td>
<td>55</td>
<td>No</td>
<td>None</td>
<td>Med Pulse Laser (2), LRM 5, LRM 10, AC 10</td>
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<tr>
<td>CHIMERA</td>
<td>Inner Sphere</td>
<td>Ref 9.0</td>
<td>102</td>
<td>40</td>
<td>Yes</td>
<td>None</td>
<td>Lg Laser, Med Laser, MRM 20, MG Array</td>
</tr>
</tbody>
</table>

* Microsoft® MechWarrior® 4: Clan 'Mech Pak required
## BATTlemECH SPECIFICATIONS

<table>
<thead>
<tr>
<th>NAME</th>
<th>CLASS</th>
<th>ARMOR TYPE, TONS</th>
<th>MAX SPEED (KPH)</th>
<th>GROSS TONS</th>
<th>JUMP JETS</th>
<th>COMPONENTS</th>
<th>WEAPONS</th>
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<tbody>
<tr>
<td><strong>Medium 'Mechs continued</strong></td>
<td></td>
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<tr>
<td>HELLHOUND</td>
<td>Clan</td>
<td>FF 8.5</td>
<td>98</td>
<td>50</td>
<td>No</td>
<td>None</td>
<td>ER Lg Laser (2), CSTRK 6, Clan LBX AC 10</td>
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<tr>
<td>HELLSPAWN</td>
<td>Inner Sphere</td>
<td>FF 8.0</td>
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<td>45</td>
<td>Yes</td>
<td>ECM</td>
<td>Med Pulse Laser (3), SRM 6 (2)</td>
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<tr>
<td>HUNCHBACK**</td>
<td>Inner Sphere</td>
<td>FF 9.5</td>
<td>98</td>
<td>50</td>
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<td>ECM, IFF Jammer</td>
<td>Med Laser (2), SRM 6, LBX AC 20</td>
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<tr>
<td>RYOKEN</td>
<td>Clan</td>
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<td>85</td>
<td>55</td>
<td>No</td>
<td>BAP</td>
<td>ER Lg Laser (2), ER Med Laser (2), Clan LRM 15 (2)</td>
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<td>SHADOW CAT</td>
<td>Clan</td>
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<td>102</td>
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<td>None</td>
<td>ER Lg Laser, ER Sm Laser, ER Med Pulse Laser (3), CSTRK 6, Clan MG Array (2)</td>
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<tr>
<td>UZIEL</td>
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<td>FF 8.0</td>
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<td>50</td>
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<td>PPC (2), SRM 6, MG Array (2)</td>
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<td><strong>HEAVY 'MECHS (60–75 TONS)</strong></td>
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<td>ARGUS</td>
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<td>81</td>
<td>60</td>
<td>No</td>
<td>None</td>
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<tr>
<td>BLACK KNIGHT</td>
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<td>Lg Laser (2), Med Laser, PPC (2)</td>
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<tr>
<td>CATAPULT</td>
<td>Inner Sphere</td>
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<td>76</td>
<td>65</td>
<td>Yes</td>
<td>BAP</td>
<td>Lg Laser, Sm Pulse Laser, LRM 20 (2)</td>
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<td>CAULDRON-BORN*</td>
<td>Clan</td>
<td>FF 12.5</td>
<td>86</td>
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<td>No</td>
<td>Enhanced Optics</td>
<td>ER Med Laser (2), Clan LRM 15 (2), Clan LBX AC 10 (2)</td>
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<td>DRAGON**</td>
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<td>Med Laser, LRM 10, AC 5, Heavy Gauss Rifle</td>
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</table>

** Microsoft® MechWarrior® 4: Inner Sphere ‘Mech Pak required  
* Clan ‘Mech Pak required
### Heavy 'Mechs continued

<table>
<thead>
<tr>
<th>NAME</th>
<th>CLASS</th>
<th>ARMOR TYPE, TONS</th>
<th>MAX SPEED (KPH)</th>
<th>GROSS TONS</th>
<th>JUMP JETS</th>
<th>COMPONENTS</th>
<th>WEAPONS</th>
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<tr>
<td>LOKI</td>
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<td>MAD CAT</td>
<td>Clan</td>
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<td>80</td>
<td>75</td>
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<td>None</td>
<td>ER Lg Laser (2), ER Med Pulse Laser (2), Clan LRM 20 (2), Clan MG Array (2)</td>
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<td>NOVA CAT</td>
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<td>Ref 14.0</td>
<td>73</td>
<td>70</td>
<td>No</td>
<td>None</td>
<td>ER Lg Laser (3), ER Sm Pulse Laser, ER PPC (2)</td>
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<td>THANATOS</td>
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<td>75</td>
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<td>ECM</td>
<td>Med Pulse Laser (3), MRM 20, LBX AC 20</td>
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<td>THOR</td>
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<td>FF 10.5</td>
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<td>70</td>
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<td>None</td>
<td>ER Med Laser (4), Clan LRM 15, Clan Ultra AC 5 (2)</td>
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<td>VULTURE</td>
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<td>None</td>
<td>ER Med Pulse Laser (4), Clan LRM 20 (2)</td>
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### Assault 'Mechs (80+ TONS)

<table>
<thead>
<tr>
<th>NAME</th>
<th>CLASS</th>
<th>ARMOR TYPE, TONS</th>
<th>MAX SPEED (KPH)</th>
<th>GROSS TONS</th>
<th>JUMP JETS</th>
<th>COMPONENTS</th>
<th>WEAPONS</th>
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<tr>
<td>ATLAS</td>
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<tr>
<td>AWESOME</td>
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<td>DAISHI</td>
<td>Clan</td>
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<td>ER Lg Laser (4), ER Med Pulse Laser (4), Clan LRM 10, Clan Ultra AC 5 (2), Clan MG Array (2)</td>
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<td>FAFNIR</td>
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<td>GLADIATOR</td>
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<td>ECM</td>
<td>ER Lg Laser, ER Med Laser (2), ER PPC, Clan Ultra AC 20</td>
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<tr>
<td>NAME</td>
<td>CLASS</td>
<td>ARMOR TYPE, TONS</td>
<td>MAX SPEED (KPH)</td>
<td>GROSS TONS</td>
<td>JUMP JETS</td>
<td>COMPONENTS</td>
<td>WEAPONS</td>
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<td>HAUPTMANN</td>
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<td>LAMS</td>
<td>Lg Laser (2), Sm Laser, Med Pulse Laser (2), LRM 15, LBX AC 20</td>
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<td>HIGHLANDER**</td>
<td>Inner Sphere</td>
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<td>Lg Laser (2), Gauss Rifle, Heavy Gauss Rifle</td>
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<tr>
<td>KODIAK*</td>
<td>Clan</td>
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<td>LONGBOW</td>
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<td>MASAKARI*</td>
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<td>Enhanced Optics</td>
<td>ER PPC (2), Clan LRM 15, Clan LRM 20, Clan Ultra AC 5</td>
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<tr>
<td>MAULER</td>
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<td>None</td>
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<td>SUNDER</td>
<td>Inner Sphere</td>
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<td>None</td>
<td>Lg Laser (4), Med Laser (2), LBX AC 20</td>
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<tr>
<td>TEMPLAR</td>
<td>Inner Sphere</td>
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<td>Lg X-Pulse Laser (2), Light Gauss Rifle (2)</td>
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<td>VICTOR</td>
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<td>LAMS</td>
<td>Med Pulse Laser (2), SRM 4, Gauss Rifle, Heavy Gauss Rifle</td>
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<td>ZEUS**</td>
<td>Inner Sphere</td>
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<td>80</td>
<td>No</td>
<td>BAP, LAMS</td>
<td>Lg Laser, LRM 15 (2), Heavy Gauss Rifle</td>
</tr>
</tbody>
</table>

** IS 'Mech Pak required  * Clan 'Mech Pak required
WORKING IN THE MECHLAB

In the MechLab, you repair and modify your ‘Mechs.

REPAIRING CHASSIS  After each successful mission, damaged ‘Mechs, including those you salvaged from the battlefield, must undergo repair before they can be used. To repair a ‘Mech, select it from the chassis list, and then click **Repair**. A repair fee is deducted from your account. After your next successful mission, damaged chassis are ready to use, and crippled chassis are upgraded to damaged status.

**NOTE**  In the chassis listing, the names of ‘Mechs that are ready for use are displayed in white. Damaged ‘Mechs appear as yellow, and crippled ‘Mechs are red.

MODIFYING CHASSIS  Modify your ‘Mechs by swapping out weapons, armor, components, and so on. Default configurations have been tested for the kinds of missions you’ll be sent on, but if you think you can do a better job, customize. Also, ‘Mechs you salvage in the field that have no armaments must be rearmed in the MechLab.

CHASSIS  To create a custom chassis, click **New**, select an existing chassis, and create a variant by naming your new ‘Mech type in the Name box and clicking **Create**. Then customize the variant. The following explanations should help you make the right equipment choices.

WEAPONS  Your ‘Mechs can carry the following types of weapons. (Not all weapons fit onto all chassis.)

- Missile systems launch self-propelled, often self-guided explosive projectiles.
- Energy weapons emit highly amplified beams of electromagnetic radiation.
- Ballistic weapons shoot free-falling shells, usually explosive.

Each ‘Mech chassis has hardpoints on its torso, arms, and head where weapons are mounted. Each hardpoint is color-coded to indicate the weapon type it accepts: Green indicates missiles, red is energy weapons, yellow is ballistic weapons, and white means it is an Omni hardpoint (capable of holding any weapon type).
ARMOR  Protect your 'Mech with the following chassis platings.

- Ferro Fibrous: The standard armor, which provides good general protection.
- Reactive: Most effective against ballistic weapons.
- Reflective: Most effective against energy weapons.

COMPONENTS  Augment 'Mech chassis with the following components. (Not all components fit on all chassis.)

- ECM decreases enemy sensor range and effectiveness.
- BAP, a targeting system, increases your sensor range and effectiveness.
- Jump Jets let a 'Mech achieve flight for brief periods of time. Use this ability to traverse difficult terrain or evade enemy targeting.
- LAMS automatically shoots down a percentage of incoming enemy missiles.
- Enhanced Optics augment the HUD zoom reticle by increasing the zoom window size.
- IFF Jammer makes your 'Mech appear as a neutral unit in an enemy's HUD.
- Advanced Gyro dampens the concussive effects of enemy weapons.

HEAT SINKS  Add heat sinks to help dissipate heat generated from your weapons, enemy weapons, or other sources.

ENGINE UPGRADE  Upgrading your engine increases the top speed of your 'Mech.
For all of our support offerings, visit http://microsoft.com/support/. In Canada, visit http://microsoft.ca/support/.

To get started, try the following:

- For articles targeted at specific issues, visit the Microsoft Knowledge Base at http://microsoft.com/support/.
- To work with a Microsoft Support Professional over the Internet, submit your issue at http://support.microsoft.com/directory/onlinesr.asp.
- For your product’s general support policy, visit http://support.microsoft.com/directory/productsupportoption.asp.

PHONE SUPPORT: For support in the U.S., call (425) 637-9308. In Canada, call (905) 568-3503 (toll charges may apply). These numbers are for technical issues only—do not use them to request game hints, codes, or cheats.

TTY USERS: Microsoft text telephone (TTY/TDD) services are available at (425) 635-4948 in Washington State, (800) 892-5234 in the U.S., and (905) 568-9641 in Canada.

WORLDWIDE: Support outside the U.S. and Canada may vary. For regional contact details, visit http://microsoft.com/support/.

CONDITIONS: Microsoft support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.