

Affidavit of Gideon Braver Vandenburg

Copies of this Affidavit shall be sent to the major news outlets on the capital planets of the five Houses in the event of my untimely death.

This testimony was sworn on March 3, 3024 A.D. on Ander's Moon, in the Draconis March of the Federated Suns. I hereby swear that all facts given in this statement are true, upon my honor as a Vandenburg.

I must set down these facts lest the truth remain forever hidden, should the McBrin family's plot succeed. I dictate this statement before I must leave Ander's Moon - before the McBrins find me and have me executed on some trumped-up charge.

The story really begins in 2137, when Clan Vandenburg and Clan McBrin jointly settled the world known as Ander's Moon. Ander's Moon sits on the border between Kurita space and Davion space, occupying a position of no great strategic importance in relation to a planet with no unusual natural resources. Due to the tremendous valour of Ander's Moon warriors in the Succession War, Prince Davion rewarded Ander's Moon with a Dukedom. This was, and always has been, a cause of bitter rivalry between Clans Vandenburg and McBrin. Since the Council of Representatives elects the new Duke upon the death of the old Duke, control of the Dukedom has passed from Clan to Clan over the centuries. The investiture of a new Duke is an occasion of great ceremony, wherein the Duke is anointed with oil from the sacred Chalice of Herne, an ancient relic from old Terra. The Chalice has come to symbolize the office of the Duke, and it is impossible to legitimize the rule of a new Duke without the Chalice of Herne.

But enough of ancient history. Two days ago, I left Castle Vandenburg to examine some of my father's holdings. While I was gone, a lance of bandit Mechs dropped on Castle Vandenburg and smashed it to rubble. My father, Duke Cameron Vandenburg, was slain in the assault, as were my mother and my sister. For some reason, the sensors gave no warning of the attack - I suspect a traitor among the technicians must have sabotaged the equipment. No one identified the bandit Mechs, and no one tracked them off-planet. They have vanished into the trackless reaches of interstellar space.

According to witnesses, Jarris McBrin appeared and drove off the bandits before they could wreak more havoc. His timely appearance was seen by the populace, since a video news team just happened to arrive at the same time as McBrin. He explained to the camera team that he was nearby "on maneuvers" when he picked up the raiders on his sensors, and naturally he raced to assist, but unfortunately he was too late to save the Duke. Lying son of a snake! He must have bribed the news crew to arrive at the right moment to witness a McBrin saving Vandenburgs from pirates, so that the world would think him a hero.

When I returned and dug through the rubble to retrieve the bodies of my family, I found that someone had taken the symbol of rule of Ander's Moon, the sacred Chalice of Herne, from its place of honor in the great hall. And emptied the Vandenburg vaults of all the Clan's treasure. As I questioned the servants who had survived the attack, they all spoke with vivid terror of a strange and powerful image: a skull with bat wings, which they had seen emblazoned on the marauding bandit Mechs. Nothing more could they tell me.

The next day the Council of Representatives held an extraordinary meeting to discuss the events at Castle Vandenburg and elect a new Duke. To my astonishment, Jarris McBrin denounced my father, Cameron Vandenburg, as a traitor, claiming that he was in league with the pirates. According to Jarris, my father tried to double-cross the pirates and so they destroyed him. Worst of all, Jarris presented "proof" to back up his claims - documents allegedly signed by my father, holotapes showing my father dealing with the pirates, and other such material. I tried to stop his lies, but I was held back by the sergeant-at-arms. Jarris went on to denounce the Vandenburgs for losing the Chalice of Herne. At the peak of his tirade, he called for a freeze on the remaining Vandenburg assets, which was overwhelmingly approved. McBrin announced that he would use his own resources to track down the pirates and recover the Chalice.

McBrin's motion to elect a new Duke failed by a narrow margin. The Council voted to hold off the election until I reach legal adulthood on my 23rd birthday - April 8, 3029. At that time, the Council will decide whether Jarris McBrin or Gideon Braver Vandenburg becomes the new Duke of Ander's Moon.

As I left the council chambers, I was still in a state of shock over the whirlwind of events that had overturned my life. My family dead, home destroyed, fortune stolen - everything I knew was lost. I must have been in a daze, for I had no inkling of being followed until a starry explosion burst into pain inside my head. As I remember them now, the next few minutes are a blur of repeated blows and pain. I know now that I was the object of an expert beating - though care was taken not to leave any permanent marks on my body. As I lay on the ground, gasping for breath, the leering face of Jarris McBrin rose before my eyes.

"You'll never be the Duke," he gloated. "I've made sure of that. The Chalice is hidden light-years from here, where you'll never find it. And if you don't have the Chalice, you can't become the Duke, no matter what the Council decides. But of course, I'll be there, having fortunately recovered the Chalice from the pirates. How graciously I'll accept the Dukedom that the cheering populace will *demand* I be given! Who would deny the Dukedom to Jarris McBrin, the valiant hero who tracked down the pirates and destroyed them, ending the Vandenburg's vicious conspiracy against Ander's Moon?"

"The Dukedom will never be yours, Jarris," I said, fighting for breath. "I'll . . . stop you."

He laughed. "No, my dear Gideon, you'll die a pauper on some distant world. I'd rather dispose of your body right now - but I might have to answer some awkward questions. A pity you weren't at home when my friends 'dropped in' on your miserable family . . . but no matter." His eyes narrowed. "You have 24 hours to get off the planet. Pray that I never run across you again, or you too will wish that you had died with your family." And with that he and his goons disappeared into the darkness while I struggled to get to my hands and knees.

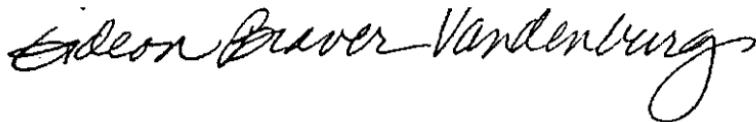
Somehow, I managed to stumble to a combooth. I realized that there was nothing further I could do on Ander's Moon, and the only way I could defeat Jarris was to lay low for a while. I needed help, and there were precious few people that I could turn to in my hour of need. I called Jordan Rowe, leader of the Vandenburg faction in the Council. He took me to his home, where we talked late into the night as he nursed my wounds.

Jordan's belief is that Jarris couldn't be the brains behind this operation - it's too big, too well-funded for his brand of petty thievery. Jordan mentioned certain information he had come across, rumors of radioactive mineral deposits in the highlands, and of Kurita's need for such fuel for their insatiable war machine. He speculated that Kurita was behind the whole plot, and that eventually their machinations would be exposed. But I remain unconvinced - there's no proof of Kurita involvement, though Jordan said he will try to find it.

Jordan has provided me with an old Jenner Mech and some C-bills, as well as passage off-planet. He suggested that I travel under the abbreviated name of Gideon Braver, to avoid any "complications" that might arise because of the Vandenburg name. I'm not even sure where this old space scow is taking me, but it doesn't matter. I'll find where Jarris has hidden the Chalice. But it must be guarded, and guarded well, so I'll need to recruit a lance of Mechs to help me in the battles ahead. But first I need money - and for that, I have to become a mercenary, selling my war skills to the highest bidder. Jordan has given me a copy of an old mere's manual, which should tell me all I need to know.

Jarris McBrin, I am coming back, and not all the Mechs in the Star League are enough to stop me.

(signed) Gideon Bravar Vandenburg



MechWarrior

Designed by John A.S. Skeel, Paul Bowman, Terry Ishida. Damon Slye

Programming by Paul Bowman, Pete Fokos

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Brenneman, Steve Snyder, Ron Winnick, Chuck Austen, Kobi Miller

Music and sound effects by Russell Lieblich, Bryce Morcello, Michael Latham

Produced by John A.S. Skeel. Steve Ackrich

Product management by Kelly Flock

Playtesting by Tom Bellamy, Stew Perkins, Larry Weissenborn, John Van

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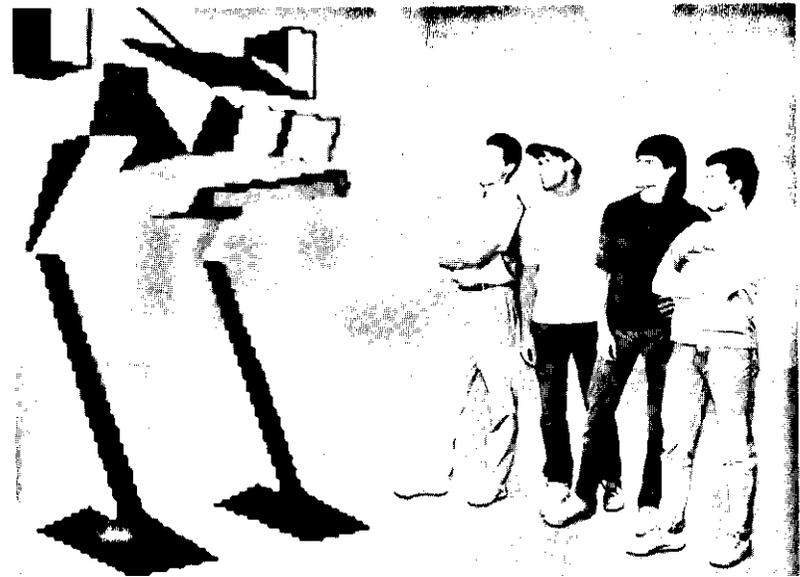
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The Developers of MECHWARRIOR

Damon Slye, simulator design overview. Previous projects with Dynamix: *Stellar 7™*, *Arctic Fox™*, *Abrams Battle Tank™*, and many other simulations. Quote: "It's morning. . . guess I'll go home now."

Mark "The Coller" Brenneman, world creation. Previous projects with Dynamix: *F14 TOMCAT™*, *DEATHTRACK™*, *A-10 Tank Killer™*, and others. Quote: "Gimme de Uzil" (Mark's having an Identity crisis.)

Paul Bowman, simulation design and programming. Previous projects with Dynamix: *Crimson Crown™*, *Arctic Fox*, *Project Firestart™*, and *Abrams Battle Tank*. Quote: "Go ahead. Mech my day." (Paul's a funny guy.)

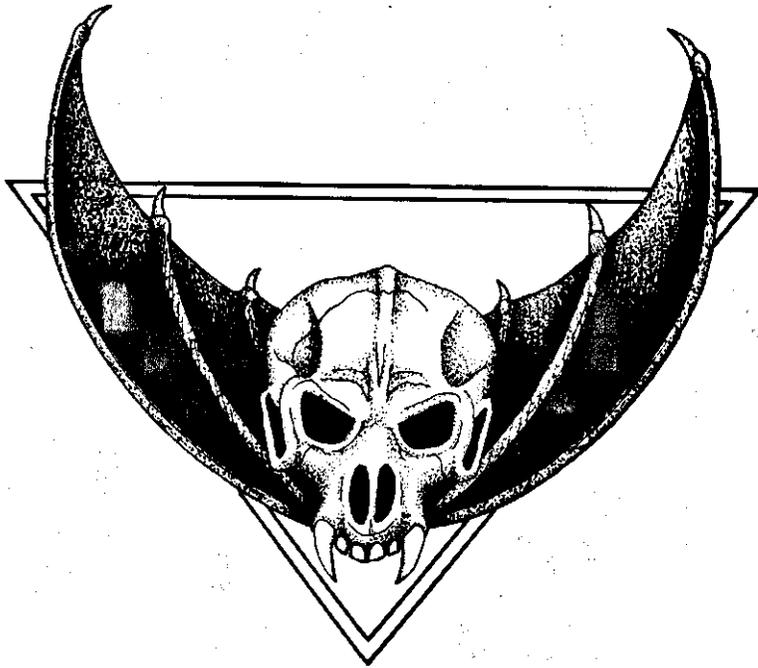
Cyrus Kanga, 3-Space™ animations. Previous projects with Dynamix: *Abrams Battle Tank*, *F14 TOMCAT*, *David Wolf: Secret Agent*, and *A-10 Tank Killer*. Quote: "Work late? Sorry, I've got two dates——"

Kobi Miller (not pictured), artist. Previous projects with Dynamix: *Abrams Battle Tank* and *A-10 Tank Killer*. Quote: "Hey, how come I'm not In the picture?" (Artists don't show up on black and white photos.)

The LCT-IV Locust joined the production team for the photo at its own request.

"We spent some time in design meetings, pre-production meetings, team meetings, and post-pre-production meetings. Having thus decided on the best color for our team shirts, we went ahead and created *MECHWARRIOR*. Paul programmed the simulation, Mark created the terrain, and Cyrus spent a great deal of time walking like a locust—to get the proper animation sequence down. Damon 'supervised,' so he really didn't have an excuse for the way he was walking. In the meantime, we mostly just slaved over our work."

Special thanks to Terry Ishida for lots of great ideas.



MERCENARY'S HANDBOOK

Notice: This handbook is entirely unofficial, and is under interdict in multiple systems. Do not reveal its contents, or even talk about its existence, to anyone whom you don't completely trust. A healthy dose of paranoia will add to your life expectancy in this universe.

This handbook has been distilled, like *quanga* nut liquer, from the experiences of many meres over hundreds of years. Here you'll find all the essentials for being a successful mercenary – how to negotiate contracts, how to get and keep the best Mechs, and the basics of how to operate a Mech.

Of course, there's no substitute for experience. Once you've spent a few years on the mercenary trail, gunning your Mech through a rain of shrapnel and bolts of laser lightning, you'll have a knowledge of what it's like that no book can give you. Maybe you can pick up a pointer or two from these pages that will help you through some of the rough spots. No guarantees, though. In this universe, you're oh your own.

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The Years 2014—3024 A.D.

After the Western Alliance enforced a world peace in 2014, the unification of the world under its banner was inevitable. By 2086 most of the world belonged to the Western Alliance. The development of faster-than-light travel in 2108 launched an era of interstellar colonization. As the cost of FTL travel dropped, colonization proceeded apace, so that by 2235 there were more than 600 inhabited worlds. In 2236 the colonies rebelled against the dominion of Terra, and by 2242 Alliance holdings had shrunk to a sphere less than 60 light years across. Over the next 50 years, the Exodus of Earth's population took place and more than 1500 new planets were settled.

With the collapse of the Terran Alliance in 2314, hostilities broke out. The establishment of the Terran Hegemony as a replacement sparked years of war. In fact, the period until 2550 was marked by an almost continuous series of small battles under the peculiarities of the Ares Conventions. The BattleMechs became the standard instrument of the highly ritualized warfare during this time. The founding of the Star League in 2571 sparked the Unification War; when that war ended in 2597, a period of relative peace began. The Star League developed the first FTL transmitters, cutting the average communication time from Terra to the Periphery from 1 year to less than five months. The Star League went on for over 150 years in peace before it was torn apart by treachery and rebellion. In 2785 the First Succession War raged through known space, as the five lords of the High Council all declared themselves ruler of the Star League. The Ares Conventions were cast aside, and hundreds of millions perished in the brutal warfare that ensued. For the next several hundred years, a series of Succession Wars brought the technology to a level barely above that of the 21st century. The Warlords of the Successor States, unable to manufacture the advanced computers, fusion plants, and starships that their civilization depended on, took to cannibalizing existing equipment to maintain their armies.

Now that the Third Succession War is over, the new alliance between the Federated Suns and the Lyran Commonwealth portends a new era of peace and trade among the Successor States.

—from *The Succession Wars: A History*,
by Dr. B. Banzai, New Avalon
Institute of Science

'Don't bet on it. The smart credits are betting on more employment for meres than ever. It's just the calm before, the storm, pal. Keep your batteries charged, and your eyes open.

The Successor States

While you may have learned some of this in school, it's good to have it repeated. Know your employer — and your enemy. They may be one and the same.

House Steiner

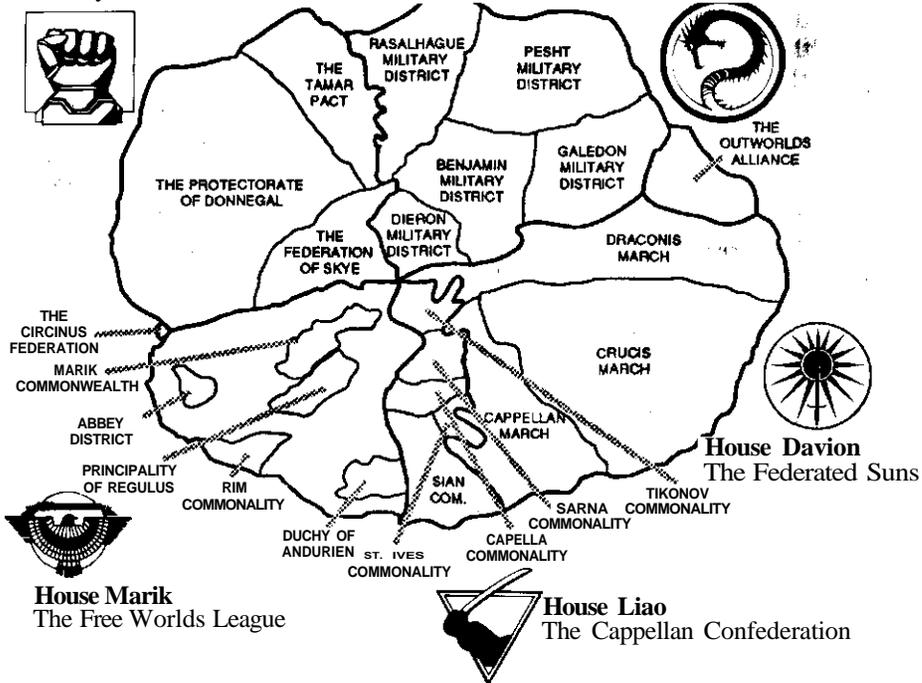
The Lyran Commonwealth



BANDIT KINGDOMS

House Kurita

The Draconis Combine



House Marik

The Free Worlds League



House Liao

The Capellan Confederation

The Federated Suns

Founded in 2317 by Lucien Davion, then Prime Minister of New Avalon. A member of the Davion family has led the Federated Suns for over 700 years. Much of Davion's expansion in the last centuries has been at the expense of Liao's Capellan Confederation. Recently, Hanse Davion (Duke of New Avalon and ruler of the Federated Suns) has formed an alliance with the Lyran Commonwealth and is skirmishing heavily with Kurita's Draconis Combine. The ambitious Michael Hasek-Davion, brother-in-law to Hanse, is Duke of New Syrtis and ruler of the Capellan March.



House Davion has earned a reputation among meres for being very fair in contract negotiations and treating meres quite well. However, Hanse Davion isn't known as "The Fox" for nothing. His tricky battle strategies have put some lances in unexpected situations. Mercs should look for possible twists in the contract offered them before accepting a Davion mission.

The Lyran Commonwealth

Formed in 2341 by a combination of three small leagues: the Tamar Pact, the Federation of Skye, and the Protectorate of Donegal. The Lyran capital is currently located at Tharkad. Since the early 2400s the Lyran Commonwealth has been ruled by the Steiners. While the Lyrans have been losing territory to the Draconis Combine, the Commonwealth remains a major power due to the extreme wealth of some of its planets. Most recently, their pact with the Federated Suns has resulted in the recapture of several planets held by Kurita. The Lyran Commonwealth is ruled by the Archon Katrina Steiner; her daughter Melissa is rumored to be betrothed to Hanse Davion, promising the formation of a powerful alliance.



House Steiner offers generous contracts to mercenaries, using their great wealth to attract some of the best meres around. However, the Lyran Commonwealth suffers from a great deal of infighting, which reduces the Lyrans' military effectiveness. Often forced to withdraw during combat, the Lyrans just as often yield little good plunder. The Archon is striving to improve the quality of their military leadership, but it remains to be seen how successful such efforts will be.

The Capellan Confederation

The Capellan Confederation was created in 2366 by treaty agreement among five smaller areas. The early days of the Confederation were marked by vicious internal debates and factionalism. Eventually, Franco Liao managed to pull things together as a compromise leader; his descendants have consolidated their



power over the major worlds of the Capellan Confederation. The Capellans have always fought fiercely with the Free Worlds League. Over the centuries of bitter warfare, the Capellan Confederation has come out on the short end, losing many of its most valuable territories to House Davion and House Marik. However, the now much shrunken Capellan realm is heavily fortified, and they have been mostly peaceful for the last fifty years. Maximilian Liao currently rules the Capellan Confederation, spending much effort in shrewd diplomatic maneuvering designed to bring the lost glory back to Capella and especially to House Liao.

For meres, it's enough to know that the Capellans are the weakest among the Successor States. While they tend to offer excellent terms when contracts are available, there are many stories of Capellan contracts that looked good at the start but soon turned sour. When dealing with the Capellans, more than one merc has found himself unable to collect on a technicality or two.

The Draconis Combine

Founded in 2319 after a brutal military campaign led by Shiro Kurita. The vast reaches of the Draconis Combine are controlled by Kuritas to this day; Takashi Kurita is the current iron-fisted ruler.



Luthien is now the capital world, but New Samarkand still wields great power as the home base for the Internal Security Force (ISF).

House Kurita issues many mercenary contracts, but they have a widespread reputation for being ruthless and arrogant. They don't like to dicker, and they drive a hard bargain. Nonetheless, they do have a way of winning, which keeps the meres coming back for more contracts.

The Free Worlds League

Created in 2271 by the Treaty of Marik, which unified the Grand Duchy of Oriente, the Principality of Regulus, and the Marik Commonwealth. Largely based on merchant organizations, the Free Worlds League



has maintained a strong trade with the Successor States. The Captain-Generalship of the Free Worlds League has become a hereditary post held by House Marik. The Free Worlds League suffers from increasing balkanization, and Janos Marik (current Captain-General) faces mounting difficulties as he tries to hold things together from his capital on Atreus.

Contracts are common in the Free Worlds League, as the internal bickering constantly erupts into combat. There are often good contracts and rich plunder available, but the unstable political situation makes it a dangerous playground for the unwary merc.

Getting Started

Your package includes four 5 1/4-inch floppy disks and two 3 1/2-inch floppy disks. Make back-up copies of these disks before you begin play—see the appendix for instructions on making back-ups.

Also see the appendix for configuration options available to you when loading *MECHWARRIOR*.

To load MECHWARRIOR from floppy disks:

1. Turn on your computer and monitor and load DOS.
2. Insert your backup copy of disk 1 in drive A and switch to that drive by typing A: and pressing **Enter**.
3. At the A prompt, type **mw** and press **Enter**.

You may use the spacebar or fire button to skip past the credits. At this point you will be asked to enter an authorization code. See below for details.

To install MECHWARRIOR on a hard disk:

JIM

1. Insert your backup copy of disk 1 in drive A and switch to that drive by typing A: and pressing **Enter**.
2. Type **install** followed by the hard drive designation (for example, C:) and press **Enter**.

This will create a new directory, called **mechwar**, and copy all the files from the floppy disk into that directory on the hard drive. You'll be prompted to insert the other disks as required.



To start from the hard drive, switch to the **mechwar** directory by typing **CD mechwar** and pressing **Enter**. Then, to begin the game, type **mw** and press **Enter**.

Your Authorization Code

Each time you start MECHWARRIOR, you'll be asked for an authorization code that matches the code check pattern for a particular Mech shown on the screen. The codes are included for each Mech in the section "BattleMech Descriptions" on page 35. Enter the correct code, then press **Enter**. Failure to enter the correct code 3 times in a row will result in your returning to DOS.

Once you've entered the correct code, you'll be dirtside. Check out the following section for the options available to you.

The Mercenary's Life

There are many things you need to know to be a successful mercenary—more details than there's space for here. Besides, you'll learn the details yourself through (sometimes bitter) experience. These pages cover only the essentials of what you can do dirtside.

Whenever you're moving around dirtside, you can use either a joystick, a mouse, or the arrow keys on your console keyboard to move the pointer to one of the icons. Press the joystick fire button (button 1), the mouse button, or the **Enter** key to enter the section represented by the selected icon.

The instructions that follow refer only to the keyboard commands, but the mouse or joystick can be used equally well anywhere dirtside.

Blazing Aces

This is your personal database. Of all your basic personal data, perhaps the most important item is your wealth. Like all meres, you have a software agent who synthesizes data off the NewsNet and posts readings of how the various families feel about you. These atti-



tudes, based on previous contracts you've handled for them, will of course affect your contract negotiations. Play it smart, pal. Keep your eye on these readings and don't expect too much from the families that hate you.

Crew

This is your Lance command roster. When you highlight the word and press **Enter**, you'll see your current crew roster along with their gunnery and pilot ratings, their wages, and the Mech they've been assigned by you. Of course, if you're the only one in your lance, then you're the only one that shows up. You can change the Mechs assigned to each crew member, or even dismiss a crew member if you're not happy with his performance. Whenever you buy a new Mech, you'll have to assign it to a crew member (including yourself); otherwise it won't be utilized.

Changing Mech assignments is simple. Move to each pilot's Mech and highlight it, then press **Enter** and use the up or down arrow keys to choose among the Mechs you have (one of the choices always available is to **Dismiss** the crew member). Once you have the Mech you want to assign to that pilot, press **Enter** again. Note that if that Mech is already assigned to some other pilot, then the two pilots swap Mechs. Use the down arrow to highlight the **Done** button, then press **Enter** to leave the Crew roster.

NewsNet

This is your access to news items of interest selected by your Comstar news filter on the interplanetary telecommunications network. Personal messages for you can also be found here. The information you find here can be crucial to getting the best contracts by finding out where the action is. If you have any other goals in mind, your news filter is also selecting news items that can help you achieve your goals.

Use the arrow keys to highlight your choices, and press **Enter** to execute each choice. **Previous** shows you any messages you've had before; **Next** shows you the next message (if any); and **Done** takes you back to your personal database.

Done

Exit from your database and get back to wandering around dirtside.

Mech Complex

This is where you go to view, repair, buy, sell, and re-arm your Mechs. Of course, things are different on every planet. Prices change depending on local availability of supplies. You won't be able to get Mechs on some worlds.



The parts you need to repair your Mech might not be available. So make the most of what's available, because you might not be able to get it when you need it. Those C-bills in your bank account won't do you any good when you're staring down the muzzle of a PPC and wishing you'd repaired that frontal armor.

Review Mechs

This shows a listing of the Mechs you own, with the pilots assigned to them. Select a Mech and press **Enter** to take a closer look. A picture of the Mech appears with its basic armaments and speed listings. Here you can choose to do the following things:

Repair: This shows a complete listing of the Mech's systems and their current operational status. As you cycle through the systems, if a repair is required the cost is shown at the bottom of the screen. If you want to repair that system, press **Enter**. Otherwise, press the up or down arrow key to move to another system. Note that each time you repair a system it gets a little better, moving up one damage class (from Junk to Heavy Damage to Light Damage to Functional). So if a system is Junk, the cost shown is one-third of what it takes to make it fully operational. Sometimes, the parts needed to repair a system won't be available, and you'll have to wait for some to come in or try another planet. Or take your chances and go into battle anyway. Sure, it's a risk, but so's life.

Repair All: You can use this option to automatically repair all damaged systems without having to select each one. Note that the repair cost displayed on this screen is only an estimate of the actual total repair cost and the final bill



may be lower or higher than estimated. This function works like the regular **Repair** function: if you don't have enough money or the parts aren't available, you're out of luck.

Reload: If you're fully loaded, you'll be told that your ammo bay is full when you press **Enter**. If you need ammo, the cost of reloading is shown; you can choose to reload and pay the cost, or cancel without reloading.

Sell: If you want to sell your Mech, choose this item and press **Enter**. If there's an offer, it appears before you. You can accept or reject the offer. The price offered for your Mech depends on its condition and on the demand for Mechs on that particular planet. Some mechs can make a tidy sum just by buying Mechs where they're cheap, maybe fixing them up a bit, and selling them where they're scarce. Of course, if you're not careful the transportation costs will eat you alive. Best to leave trading to the merchants and concentrate on the business of war.

Done: Gets you back to the Review Mechs choices.

Extra Ammo

While your Mechs can carry a full combat load of ammunition, when you're going on a long campaign you'll need to stock extra ammo if you can afford it. On an extended campaign, you may go through several combats before you can get back to a civilized place to repair and reload. You'll feel more than foolish if you use up all your ammo during your first combat, only to face another—you'll feel dead. So spend some C-bills on extra ammo before heading out on one of those extended campaign contracts.

Extra Ammo shows a display of the different kinds of ammo available for the different Mechs (if you own one of the Mechs listed, it will be highlighted). As you scroll down the list, the types of Mechs that can use that ammo are displayed. If you press **Enter**, the ammo is purchased and stored for future use. You can sell back any extra ammo by using the right arrow key to highlight the ammo stored in the hold; the prices change to show what you will get if you sell. Press **Enter** to sell the ammo. Select **Done** and press **Enter** to return to the Mech Complex choices.



Buy Mechs

When you select this item, a list of the Mechs currently offered for sale is displayed. (Of course, sometimes there just aren't any Mechs for sale at all.) Select any Mech and press **Enter** to check out the price and condition. You'll see a picture of the Mech and its operational ratings. Choose **Damage Levels** to see the condition of the Mech, and just how much repair it's going to take before you can haul it onto the battlefield. Select **Buy** to acquire the Mech for the price shown. Select **Done** to return to the **Mechs For Sale** listings. When you're finished shopping, choose **Done** to return to the Mech Complex choices. Don't be surprised if the choice of Mechs is limited or even nonexistent. After all, these things are scarce and valuable, and not every podunk planet has Mechs for sale. The bigger Mechs are even harder to find.

The smart merc will notice that Mechs are cheaper on some worlds. When a world is small and there's a shortage of Mechs, the price is higher—it may be a great place to sell an extra Mech. Keep your eye on the prices, and don't let some backwater planet charge you too much. Buy your Mechs when they're cheap. Remember, every C-bill you save could save your life by enabling you to buy a little more ammo or some repairs.

Done

Select this item to return to your other dirtside choices.

Contracts

On many planets (but not all), you'll find merc contracts offered by the ruling House. Select **Contracts** to see the latest contract postings. Sometimes there's only one contract being offered; at other times or places, there may be more. Read each one carefully, and don't get in over your head. No matter how tough, experienced, and well-armed you are, there's always somebody better.



Request Mission

Here's where you get your contracts. Any current contracts available on the planet are displayed one at a time. Of course, contracts are not always available, so you can either wait around till one shows up or haul mass to another planet with better opportunities. Check the NewsNet for some idea of where the action can be found.

If you've got a contract offer, don't leap at it right away—that's the mark of a real amateur. First, check out all the contracts being offered by selecting the **Next** button and pressing **Enter**. If you don't see anything you like, select **Leave** and press **Enter** to go back to your other dirtside activities. Look carefully at the odds. Balance your forces against the enemy forces. Sure, you know your crew is good, but take care not to bite off too big a job.

Once you've found a contract you like, then it's time to get the best price. You can negotiate over the price, the percentage of the confiscated equipment you'll get (assuming you win, that is), and how much up front money you'll get for outfitting. Since all haggling over contracts is conducted via computer, all you do is use the arrow keys to point to the item you want to negotiate and press **Enter**. The item turns yellow; use the up arrow key to increase the number, and use the down arrow key to decrease the number. When you've got the number you want, press **Enter** again. When you've modified all the figures to your satisfaction, highlight the **Submit** button and press **Enter**. The figures change to show the counter-offer. If the counter-offer is not to your liking, change the figures again and re-submit the contract.

Some families don't have a lot of patience, and they may just withdraw the contract if you haggle too much. And of course the terms vary depending on the job and the reputation you have with the individual family. Experience can guide you on just how flexible each House will be, and what kind of terms you can expect.

Mission Types

There are several different types of missions that might be outlined in the typical mercenary contract. The payoff conditions (what NewsNet types like to call "Victory") are

different for each type, so pay careful attention when you negotiate each contract.

A few missions, like suppressing a rebellion or eliminating enemy forces, are simple, clean, and not too hard to figure—immobilize all enemy Mechs, and you win. That's all there is to it.

When an enemy base is involved, things get more difficult. You may be asked to capture an enemy base—in order to rescue a kidnap victim, say, or retrieve captured equipment. On such missions, you'll have to fight your way to the base and ram it with one of your Mechs; as soon as you breach the walls, surrender is immediate, and you should be able to collect on your contract. When your mission calls for you to destroy or disable an enemy base, you'll have to fight your way through opposing Mechs and pound the hostile base with several rounds of high-powered ammo.

If a contract calls on you to defend a base against enemy forces, you must immobilize all enemy Mechs that don't permanently flee the scene. On missions that involve crossing territory, like a reconnaissance raid, you must move all the Mechs in your lance across the line indicated on the Mission Briefing screen, fighting off enemies as you go, in order to collect. Conversely, some types of contracts, such as the relief of engaged forces, require that you prevent enemy forces from crossing a dashed line indicated on the Mission Briefing screen (also shown on the Command Screen)—again, you'll have to immobilize any hostile Mechs that don't flee.

Extended campaigns are the most difficult. Each one involves two or three separate encounters; in between them, you'll have a chance only to re-arm with any extra ammo you bought at the start of the campaign, and to make field repairs to your Mechs. There will be no chance to return to a civilized area for extensive repairs—unless and until the campaign is successfully concluded.

Leave

Get back to your other dirtside business.



Travel

For those farm boys out there who may not know the ins and outs of interstellar travel. Someone should lay out the basics for you.

First, there are jumpships and dropships. Dropships are those metal beasts you see standing on every launch pad throughout known space. They take you off planet and carry you out to the Jump points where the jumpships sit. The distance from a planet to its system's Jump point varies depending on the size of the star, position of the planet in the system, and velocity of the dropship. That means it can take you anywhere from a few days to three weeks to get there.

Once the dropship gets to the jump point, it links up with a jumpship. Jumpships use the Kearny-Fuchida drive system to make near instantaneous jumps to another jump point. Jumpships are limited to single jumps of around 30 light years. So to travel to a system 60 light years away requires two jumps. The jumpship must recharge its engines in between jumps with a device called a jump sail. The recharge process takes about one week.

So, to travel to a system 60 light years away requires at least one week for the jump, plus the amount of time needed to travel to and from the jump point in the dropship.

Using the Star Map

You're shown a map of the major planetary systems throughout known space—it's very helpful in making your travel decisions. Here you can make your travel arrangements, find out a bit about the planets you're traveling to, determine the cost of your journey, and go.

The name of the highlighted planet is shown in the upper left corner. The type of planet (for example, tropical or ice) is shown to the right of the name, and the population is shown in the upper righthand corner. Below this is a brief description of the planet as found in *Stoner's Galactic Travel Guide*, 4th edition. The icon of the ruling House for the planet is shown on the righthand side. Below this icon appears the cost in C-bills to travel to a designated planet.



Note that travel costs are based on several factors: number of Mechs, crew, extra ammo being transported, and distance traveled. You pay by the jump. A planet two jumps away doubles the cost (mechs, personnel, ammo). Your current wealth is shown below the cost.

Use the up and down arrow keys to highlight either the name of the planet in the upper left corner, or the **Travel**, **Planets**, or **Cancel** button.

The left arrow key will move the cursor off the current planet selection and free it up so you can use all four arrow keys to move the cursor around on the map. Placing the cursor on a planet and pressing **Enter** causes that planet to be selected. All the data on the screen will change to reflect the new choice.

Travel

When you've chosen your destination, highlight this button and press **Enter** to travel there. Your wealth will be reduced by the amount displayed under cost.

Planets

Use this button to find a particular planet. Highlight this button and press **Enter** to get a list of the different Houses. Select the House you want using the arrow keys, then press **Enter**. A list of available planets in that House appears. Select your destination using the arrow keys; press **Enter** when the planet you want is highlighted.

You can also locate a planet directly. When **Planet Name** is highlighted, press **Enter**, and the box will clear. Type in the name of the planet you're looking for and press **Enter**. If the name you typed in is not recognized, the currently selected planet will reappear in the box.

Cancel

Return to dirtside activities.

The Bar

Here you can get some refreshment and maybe catch some useful rumors — the kind of things that don't appear on the NewsNet.



And of course all the best merc pilots hang out here between jobs.

Order Drink

Sometimes, the bartender will slip you a little information and maybe some answers to your questions. Go ahead, be friendly — it could save your life.

Recruit Crew

If there are any merc pilots looking for work, you can bet they'll be here at the bar. Check out their references, look over their skill ratings. Watch their pay rates, and remember that you'll have to shell out that much every month. And when you're just a rookie, don't expect the best pilots to sign up with you. If you want to hire a particular merc, just say Yes. Saying **No** puts you back into circulation at the bar.

Leave

Go outside and look for other dirtside activities.

Game Options

Here's where you can take care of some house-keeping matters, like storing data or altering your personal data environment.



Save Game

If you want to check out of reality and enter a simulation of 20th-century Earth life, choose **Save Game**. You'll be asked to enter a name for your "saved game." This will effect the storing of all current data on your career, and you can use the same name as your "password" when you want to return to the reality of the 30th century, just the way you left it. You can save and resume up to 12 separate "games."

Restore Game

Brings you back to the real world of the 30th century. Choose the "game" that you want to "restore" and press **Enter**.



Restart Game

Choose this to start your career as a merc all over again.

Turn Sound Off/On

Controls the sound output to your cockpit when you're in a Mech, and any other incidental music.

Detail Level

Allows you to adjust the complexity of the combat simulation display to suit your particular computer console. Especially on slower computers, it's important to match the simulation level to the speed of your processing hardware for maximum control and maneuverability. Your choices are **High**, **Low**, and **Med**. A **High** detail level shows all landscape items such as mountains and ridges. Choosing **Low** will remove these items from the display, allowing for faster updates to the screen.

Exit To DOS

Leave the program and visit the mysterious dimension of MS-DOS. See "Getting Started" to get back to reality.

Continue

Return to normal dirtside activities.

Mechs

Here are the basics of owning and operating a Mech. And no, they don't teach you this stuff in school, so don't think you know it all.

BattleMechs 101

First, a quick refresher course. BattleMechs, the most powerful war machines ever built, dominate the battlefields of the Succession Wars. These huge man-shaped vehicles are faster, more maneuverable, better armored, and carry heavier weaponry than any other combat unit. Equipped with particle projection cannons, lasers, rapid-fire autocannons, and missiles, these behemoths pack enough firepower to flatten everything but another Mech.

Mechs break down into four basic categories: light, medium, heavy, and assault. Light mechs range in weight from 20 tons to almost 40 tons. They are the most inexpensive and common type found on the battlefield today. Light Mechs are used mostly in reconnaissance. Their speed and jump capability usually allow them to skirt heavy fighting to get a look at enemy formations or to perform deep penetration raids.

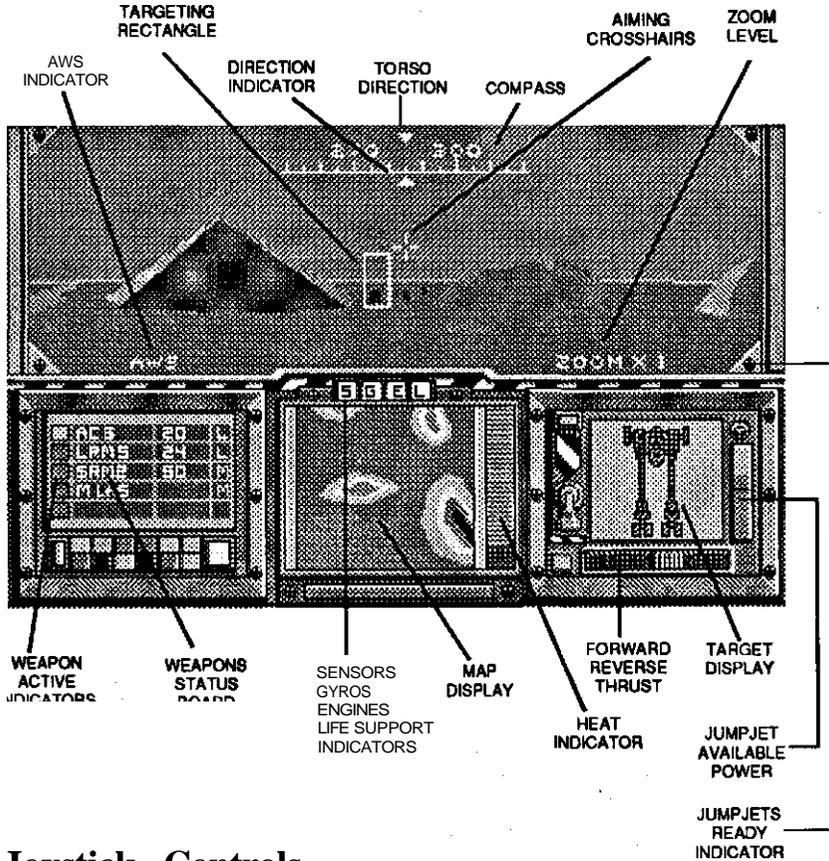
Medium Mechs are the real workhorses of the armies of the Inner Sphere. They range in weight from 40 tons to almost 60 tons. They provide a wide variety of design and usually end up doing the real dirty work.

Heavy Mechs range in weight from 60 tons up to 80 tons. They are usually piloted by commanders and the most experienced warriors and are the major force on the battlefield. With their capacity to give and take enormous amounts of damage, their deployment and use in combat is critical.

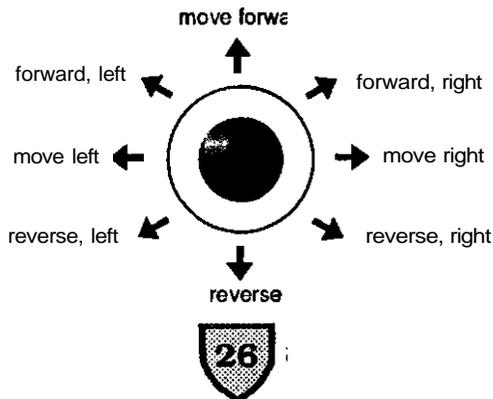
Assault Mechs are the lords of the battlefield. Although rare, and hence often kept out of battle altogether, one assault Mech is equal to a whole lance of other Mechs. They range in tonnage from 80 to 100.

Mech Controls

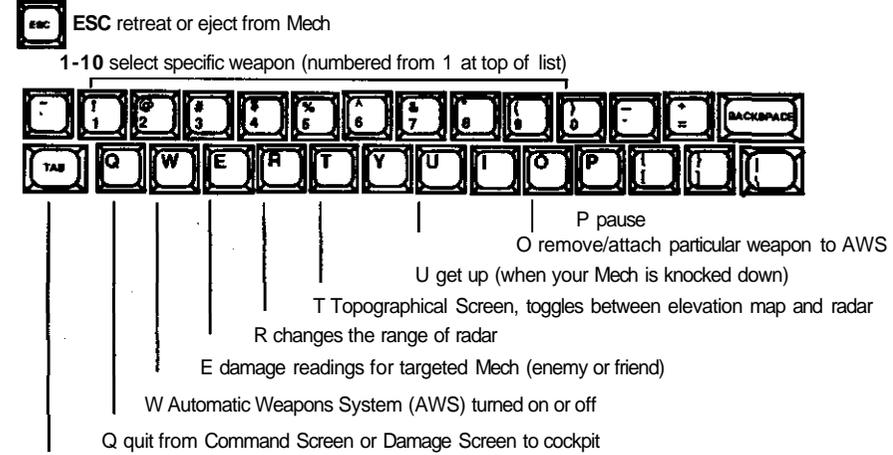
When you're in the cockpit of your Mech, you'll be able to control your weapons, move your Mech, get status readouts on yourself and your opponents, and control the other Mechs in your lance.



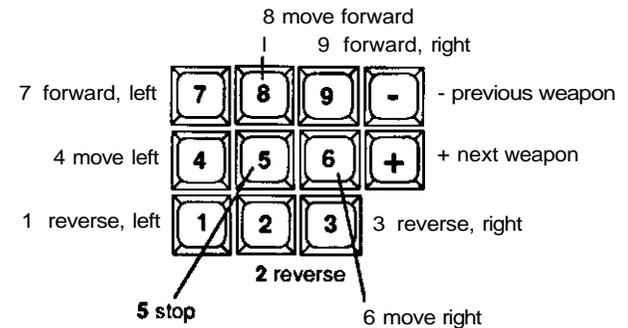
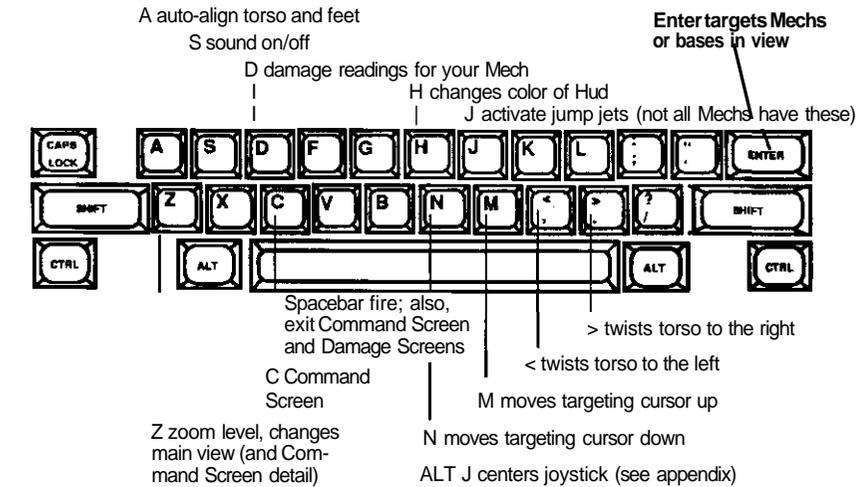
Joystick Controls



Keyboard Controls



TAB fire all weapons linked to AWS



The Cockpit

The top area of the screen shows the battlefield as displayed through the external video sensors of your Mech. The image display can be sped up by selecting a lower **Detail Level** through the **Options** menu (see above); this removes the mountains and ridges from the screen, resulting in a faster screen display.

The Direction Indicator or compass is shown in the display area, marked off in 5-degree increments for a full 360 degrees. The top arrow indicates the direction of your Mech's torso, while the bottom arrow shows the direction of your Mech. The **Enter** key on the combat keyboard controls your targeting rectangle. Each time you press **Enter**, a new target is acquired and displayed, showing current damage levels as detected by your sensor array. There are two targeting rectangles around a friendly Mech, one targeting rectangle around an enemy Mech. This is important enough to repeat: One rectangle, *their* Mechs—two rectangles, *our* Mechs. In a military organization, forgetting this kind of information is a court-martial offense.

The display may be magnified by a factor of 1X, 2X, or 3X by pressing the Z key. When your view is magnified the targeting cursor will be disabled.

The crosshairs may be moved by pressing M or N, to move the cursor up and down, or > and < to twist the Mechs torso left and right. Also, the left and right arrow keys may be used to pivot or steer your Mech in those directions. If you need to get straightened out in a hurry, the A key will auto-align the feet and torso of your Mech.

Weapon Status Board

Your weapon status board is shown next to the map display. On some Mechs the weapon status board is on the left, while other models place it on the right. Your weapons are listed here. The lights next to each weapon show whether the weapon is attached to the AWS (see below), and the one for the currently selected weapon is lit. Pressing the trigger (spacebar or fire button) will fire this weapon.



Ammo (if the weapon requires it) is listed with its current status next to the weapon name. The final letter indicates the range of the weapon—Short, Medium, or Long. When the target is out of range, these letters are black. When the target is at long range for the weapon, the letters change to red; at medium range, yellow; and at short range, blue.

Weapons that are reloading or recharging have their names shown in red, and cannot be fired during this time. A weapon shown in black is unusable, due either to damage or lack of ammo. To select a weapon, you may either press the corresponding number key (1 for the first weapon, 2 for the second weapon, and so forth), or press the - and + keys on the number keypad to cycle back and forth through the listed weapons.

Pressing W will toggle the **Automatic Weapons System** on and off. AWS does two things: it automatically chooses the next available weapon after the current weapon has been fired, and it provides a second trigger.

When the system is on, the letters **AWS** appear in the display over the weapons list, and all weapons attached to the AWS are surrounded by a highlight box. These are the weapons the AWS will look at when choosing the next weapon to fire.

To remove specific weapons from AWS control, use the + and - keys to advance to the weapon to remove and press O. The highlight around the weapon will disappear and the AWS will skip over the weapon. To attach a weapon to the AWS, use the same process. The letter O works as a toggle for on and off.

The **Tab** key works as a second trigger for the AWS weapons. Pressing Tab will cause all of the available weapons under AWS control to fire at once.

To override the AWS and select a specific weapon, press that weapon's corresponding number key. You may also use the + and - keys to advance, or back up to the next weapon regardless of whether it's AWS controlled or not.



Map Display

At the center of your cockpit is your map display. Toggle between a topographical map view and a radar view by pressing the T key. The topo map shows the terrain with elevations (the highest points in red), your Mech as a black dot (always in the center), other Mechs on your team as white, and enemy Mechs as red dots. The topo map orientation always has North (0 degrees) at the top of the display, regardless of your Mech's orientation. The radar map shows you the Mechs in your front arc. Pressing the R key zooms the radar display.

Sensors and Damage Indicators

Just above the map display are a set of indicator lights which give you information about the status of your major systems. From left to right they are Sensors, Gyros, Engines, and Life Support. These lights change color for different levels of damage: green—functional, yellow—light damage, red—heavy damage, and black—destroyed. A warning tone is sounded when one of these systems becomes damaged.

Sensors are for targeting and detecting damage of other Mechs. When damaged, your sight will not always be visible and you will not always be able to target other Mechs. Also, the topo map will not be visible when your sensors are completely damaged.

Gyros are for balance during movement. When they're damaged you move slower; when they're destroyed, you stop moving.

Engines drive everything. If they become damaged heat buildup is increased, and if they're destroyed you shut-down. During shutdown your only option is the Command Screen to lead your lance or retreat (Esc).

Life Support keeps the heat level in the cockpit down, and lets you breathe. Although you can survive with this system damaged you'll die without it, no matter how long you can hold your breath.

Heat Indicator

Next to the map display is your heat indicator, which is of



extreme importance in combat. If your heat build-up is too great (when you've fired your weapons too fast or are under heavy fire, or when you've overused your jumpjets—see page 34), your fusion reactor will shut down to prevent a catastrophic meltdown. A shutdown means you can't move, fire, or do much of anything (except use the command and damage screens) until your heat has fallen to workable level. Experienced pilots soon learn to pace their weapon usage to avoid this condition. Of course, weapons like machine guns, missiles, and autocannon contribute little to heat build-up, while PPCs and lasers add vast amounts of waste heat.

Your heat dissipates based on the number of working heat sinks your Mech has. In arctic conditions your heat will dissipate twice as fast.

Command Screen

Pressing C displays the Command Screen, where you'll see a strategic overview of the entire area of engagement, showing terrain features and the disposition of known forces. From here you can command the other crew members of your lance (provided you have some).

Your Mech is shown as a black or white square, depending on the type and color of the terrain; your crew members' Mechs appear as small icons (matching the icons shown for each crew member to the right of their names on the crew screens). Enemy Mechs are red; bases are blue. When a hostile Mech disappears around the side of a mountain and goes out of your radar's effective range, a blinking red square marks its last known location until it reappears.

(Note to CGA computer console operatives: Your Mech and your bases will usually appear as white squares, depending on the type and color of the terrain; enemy Mechs will appear as black or contrasting squares.)

Mountains are multi-colored; ridges are one or two colors. It's important that you distinguish between the two, since Mechs can walk over ridges, but must go around—or jump over—mountains.

From the individual **Crew Screens**, you can review the



members of your lance and issue them new Instructions. ?
The first three items (displayed in blue) provide general information: crew member, Mech, and current status (what he's doing.) The next two lines, displayed in white, show the last order given to the crew member and his current target. The last two lines, shown in green, are weapon and systems status for the crew member's Mech.

Use the arrow keys to move among the choices (right and left for different crew members, up and down for options), and press the **Enter** key to activate a choice. The options available are described below.

Orders

Orders are activated by selecting the current order (such as **Act on Own**) and pressing **Enter**. A list of possible orders is then presented. Scroll through the list with the arrow keys until the one you want is highlighted and press **Enter**. Every order except **Act on Own** requires you to specify a location or target. A line appears from the crew member's Mech to its current target or destination, which is highlighted by a targeting box. Use the arrow keys to change the target. If it's a location (**Ambush, Defend, Move**), the keys will move the targeting box anywhere on the battlefield. If it's a Mech or base, the arrow keys will cause the targeting box to jump between possible targets. When the targeting box is where you want the crew member to go, press **Enter**.

Remember that your crew members are human. If you give them a command that looks like suicide, they may back out, or they may not be able to get to a location because of superior firepower in the way. Know the limitations of your crew and their equipment.

Act On Own: Your crew members are automatically set to this order when they start a mission. When acting on this command, they'll do their best to achieve the goals of the mission. For example, if the mission is to destroy a base, that base will be their main target and they will only engage enemy Mechs if they get in the way. You may change their target under this command by highlighting the current target listed and pressing **Enter**. Use the arrow keys to switch targets and press **Enter** when done. This will cause them to immediately charge the enemy you select.



Ambush: Under this command the crew member will go to the specified location and wait until the enemy is near or until his Mech is spotted. He will then attack the nearest enemy. This works best, of course, in a situation where the Mech cannot be seen by the enemy (such as when it's behind a behind mountain.)

Defend: A defend command directs the crew member to go to the indicated location and wait. The mech may move in a small patrol circle while waiting. When an enemy approaches the location the crew member will attack.

Attack Enemy: Causes the crew member to move toward a specific Mech or base and attack when in range.

Move (attack): Under this command the crew member will move toward a specified location, attacking any enemy encountered along the way.

Move (avoid): This command is good for directing crew members to get behind enemy lines to attack a base while other Mechs draw the enemy away, or perhaps to get across the territory as fast as possible with as little damage as possible. With this command the crew member will move toward the indicated location, avoiding any enemy engagements if possible.

Damage: This gives a status report on the crew member's Mech's damage levels, showing the internal and external condition and the condition of important subsystems like the engines, gyros, sensors, and life support. The words on the list change color to show different levels of damage: green for functional, yellow for light damage, red for heavy damage, and black for destroyed.

Weapons: This shows the current status of all weapons systems.

Press Q or space to return to the Main Battle Screen.

Damage Screen

Press D to display a screen showing the damage to your Mech. Damage levels are shown for all areas, and the damage is shown visually to the right. You may press C to get to the Command Screen or Q or space to return to the cockpit display.



Pressing E when you're in the cockpit brings up a display of the *targeted* Mech's damage levels (whether friend or foe) as determined by your sensors and extrapolated by your onboard computer systems. The controls are the same as for your own Damage Screen. *

In Battle

Once again, there's no substitute for experience when it comes to learning the mere's trade. But you probably won't live long enough to gain any experience if you don't learn quickly how to use your jumpjets, and pick up at least a few basic techniques for surviving combat.

Jumpjets

Jumpjets enable you to avoid enemy firestorms and to scale and traverse mountains. In other words, they can mean the difference between collecting on a contract and ending up a smoking ruin of mangled metal.

You control your Jumpjets from the cockpit. Press J to activate jumpjets. The up and down arrow keys are your thrust controls. Press the up arrow key and hold it down to engage and maintain upward and forward thrust. Do the same with the down arrow key to thrust straight up into the air. While in the air, use the left and right arrow keys to turn. To land, simply release the active thrust key and use the down arrow key intermittently during your descent to soften your landing.

Always keep an eye on the two gauges in the lower right corner of the screen. The vertical bar indicates how much power is available for using your jumpjets. The light above the gauge glows red when there's insufficient power available for activating jumpjets; when it glows green, you're powered up to go flying. The hairline on the gauge indicates the amount of power you need to activate the jets.

Always take care to set your Mech down *before* your available power runs out, indicated by the bar inside the jump gauge—if you run out of thrust while you're airborne, you'll crash-land and damage your Mech.

Remember, too, that using your jumpjets contributes to heat build-up in your Mech, which can lead to reactor shut-down; see "Heat Indicator" on page 30.

If you land on top of a mountain, you won't be able to walk around on top of it or to walk off it; you'll have to wait for the jets to recharge and then jump off. The same goes for landing on top of a base.

Combat Tips

Here are a few tips to help get you through your first few missions—

- Aim for the head of enemy Mechs, or try shooting off their legs. Either way, you'll have to aim carefully, but the results can be more gratifying—and waste less ammo—than simply hammering away at the heavily armored torso of a hostile Mech.
- The rear armor on a Mech is weaker than that in the front. This is true of both friendly and hostile Mechs. So don't let enemy Mechs get behind you—and you can bet your next contract that they'll try to—and *do* get behind *them* (if you can) and blast away.
- Walking in one direction while turning your torso in another direction makes it difficult for enemy Mechs to draw a bead on you. If you charge straight on at a hostile Mech, you're going to take a lot of firepower straight on, too. So try the zig-zag approach, laying down fire as you go.
- Use your AWS to put missiles and lasers on separate triggers. If you fire a laser right behind a missile you might destroy it in mid-flight and so waste both shots.

BattleMech Descriptions

A merc needs to know his equipment. If you want to survive, you'll learn fast about the Mechs and their capabilities. The following technical readouts give you a good idea of each Mech's capabilities.

LCT-1V Locust

One of the most common of all BattleMechs, the Locust model is found almost everywhere. Originally designed as a light recon vehicle, it's been pressed into service for general warfare in many places. Lightly armed and very swift, its weakness is its small size, making it vulnerable to attacks and unable to carry heavier weapons. However, many a larger Mech has been taken down by a well-piloted Locust.

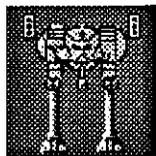
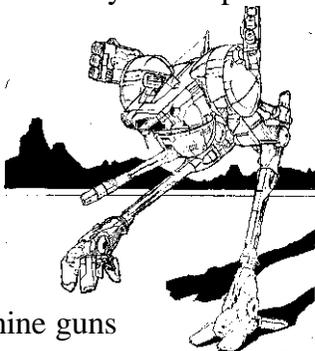
Mass: 20 tons
Cruising speed: 86.4 kph
Maximum Speed: 129.6 kph
Jumpjets: none
Jump Capacity: none
Armor: 1/Star Slab
Armament:

One medium Martell laser
Two Sperry/Browning machine guns

Manufacturer: Bergan Industries

Code Check Authorization Code

Whiskey Delta Tango	Night Stalker
Xray Zulu Charlie	Future Guard
Foxtrot Echo Delta	Red Dawn



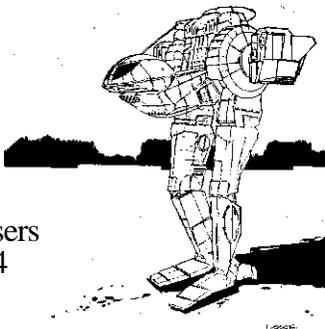
JR7-D Jenner

This Mech is a fast, agile workhorse with enough firepower to mix with the heavier Mechs. Its jump capability makes it extremely mobile and especially dangerous in fast hit-and-run actions. Without hands, Jenners rely on their SRMs for short-range punch.

Mass: 35 tons
Cruising speed: 75.6 kph
Maximum Speed: 118.8 kph
Jumpjets: 3 Smithson Lifters
Jump Capacity: 150 meters
Armor: Starshield
Armament:

Four Argra 3L medium lasers
One Thunderstroke SRM-4

Manufacturer: Diplan Mechyards

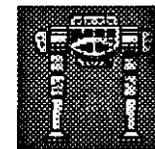


Code Check

Foxtrot Oscar Xray
Sierra Echo Xray
Juliet Alpha Sierra

Authorization Code

Duck Soup
Dragon Tail
Yellow Bird



PXH-1 Phoenix Hawk

The Phoenix Hawk is a common, versatile Mech that has become a staple of Star League recon forces. Its armor is heavy enough to withstand sustained combat, while its array of lasers makes it a formidable opponent.

Mass: 45 tons
Cruising speed: 64.8 kph
Maximum Speed: 97.2 kph
Jumpjets: 2 Pitban 9000's
Jump Capacity: 180 meters
Armor: Durallex Light
Armament:

One Harmon heavy laser
Two Harmon medium lasers
Two MI00 machine guns

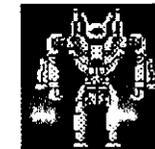
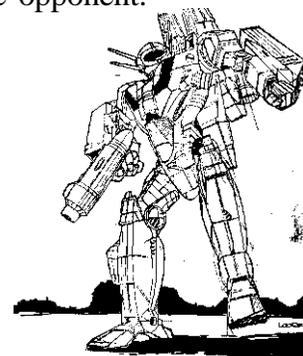
Manufacturer: Orguss Industries

Code Check

Papa Foxtrot
Echo Golf Alpha
Victor Victor

Authorization Code

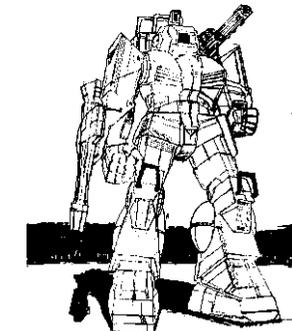
Tin Man
Black Witch
Red Arrow



SHD-2H Shadow Hawk

This medium-size Mech has diverse armament to make it useful in a wide variety of battle situations. The Shadow Hawk can handle both long- and short-range engagements with equal facility. While its jump capacity is limited, it's unusual to have any jump capability at all in a Mech this large.

Mass: 55 tons
Cruising speed: 54.0 kph
Maximum Speed: 86.4 kph
Jumpjets: 3 Pitban LFT-50's
Jump Capacity: 90 meters



Armor: Maximillian 43

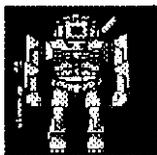
Armament:

- One Armstrong J11 autocannon (20)
- One Holly Long Range missile pack (5)
- One Holly Short Range missile pack (2)
- One Martel Model 5 medium laser

Manufacturer: Lang Industries Inc.

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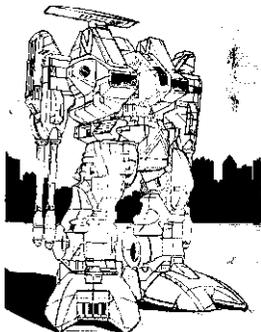
- | | |
|---------------------|-----------|
| Lima Golf | Slasher |
| Romeo Alpha Zulu | Glory Boy |
| Foxtrot Alpha Delta | Bad Dream |



RFL-3N Rifleman

This Mech was designed as a medium fire-support vehicle with heavy armor and powerful long-range strike capability. Its comparatively low mass makes it less effective in close combat against large Mechs, and the pilot is well advised to avoid head-on confrontation with heavy Mechs like the Warhammer.

- Mass: 60 tons
- Cruising speed: 43.2 kph
- Maximum Speed: 64.8 kph
- Jumpjets: none
- Jump Capacity: none
- Armor: Kallon Royalstar
- Armament:



- Two Magna MKIII heavy lasers
- Two Magna MKII medium lasers
- Two Imperator-A autocannon

Manufacturer: Kallon Industries

Code Check Authorization Code

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|---------------------|------------|
| Charlie Charlie | Black Jack |
| Hotel Oscar Tango | Red Lance |
| Foxtrot Alpha Romeo | Sakhara |

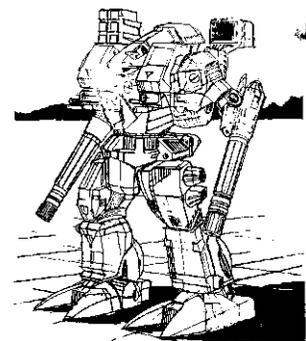


WHM-6R Warhammer

This Mech is one of the most dangerous and powerful Mechs ever placed in the field. Its twin Donal PPCs give it superb firepower against heavy weaponry, and its lasers and machine guns make it a threat against infantry and light support vehicles.

Mass: 70 tons

- Cruising speed: 43.2 kph
- Maximum Speed: 64.8 kph
- Jumpjets: none
- Jump Capacity: none
- Armor: Leviathon Plus
- Armament:

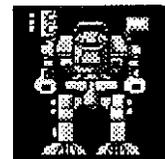


- Two Donal PPCs
- Two Martell medium lasers
- Two Martell small lasers
- One Holly short range missile pack (6)
- Two Sperry/Browning machine guns

Manufacturer: StarCorp Industries

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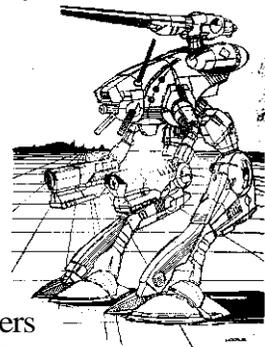
- | | |
|----------------------|--------------|
| Tango India November | Grave Walker |
| Papa Bravo | Mad Dog |
| Whiskey Alpha Romeo | Silver Hawk |



MAD-3R Marauder

This heavy attack Mech is one of the most effective fighting machines in existence. The Valiant Lamellor armor provides excellent protection; unfortunately, the secret of its manufacture has been lost, and replacement armor is not as effective. The Marauder is equally effective close in and at long range.

- Mass: 75 tons
- Cruising speed: 43.2 kph
- Maximum Speed: 64.8 kph
- Jumpjets: none
- Jump Capacity: none
- Armor: Valiant Lamellor
- Armament:



- Two Magna Hellstar PPCs
- Two Margna Mk II medium lasers
- One GM Whirlwind autocannon

Manufacturer: General Motors

Code Check Authorization Code

- | | |
|-------------------|-------------|
| Bravo Alpha Delta | Renegade |
| Mike Alpha Sierra | Small Room |
| Zulu Alpha Romeo | Black Baron |



BLR-1G BattleMaster

This Mech is one of the largest and arguably the most powerful ever fielded. Its firepower is staggering, particularly at close range. While the BattleMaster is slow, it's virtually unstoppable by lightweight Mechs, and it poses a difficult problem even for heavy Mechs.

Mass: 85 tons

Cruising speed: 43.2 kph

Maximum Speed: 64.8 kph

Jumpjets: none

Jump Capacity: none

Armor: Star Guard IV

Armament:

One Donal PPC

Six Martell medium lasers

One Holly short range missile pack (6)

Two Sperry/Browning machine guns

Manufacturer: Hollis Industries

Code Check

Charlie Alpha Tango

Hotel Oscar Tango

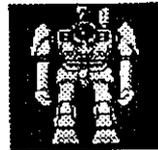
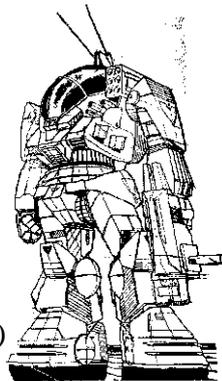
Bravo Alpha Bravo

Authorization Code

Snow Fire

Screaming Eagle

Grim Jim



Glossary

AFFS: The Armed Forces of the Federated Suns.

Autocannon: Cannon with a high cyclical rate of fire of explosive projectiles.

Autopistol: Rapid-firing projectile weapon.

BattleMech: A large military vehicle using two "legs" for its main mode of ground movement, often in more or less humanoid appearance. BattleMechs have been in use for hundreds of years, and are the main instrument of ground forces throughout the Star League. Armament, size, and other capabilities can vary considerably.

Black Widows: Famous mercenary company of Wolfs Dragoons, led by Natasha Kerensky (also known as the Black Widow).

Chalice of Herne: Symbol of rulership on Ander's moon.



Said to be the actual chalice used by Herne the Hunter, an ancient forest god of old Terra. The chalice is used in the ceremony in anointing a new Duke on Ander's Moon.

Comstar: The interstellar communications network, founded by Jerome Blake in the late 2700s.

Davion: Ruling House of the Federated Suns.

DCMS: Draconis Combine Mustered Soldiery.

Dropship: A spaceship used for ground-to-orbit travel.

Eridani Light Horse: A mercenary group dedicated to preserving the ways, traditions, and honor of the Star League Armed Forces. They work only with those they admire and who also keep alive the old ways. They are currently in service to House Davion.

Gyroslags: Self-propelled projectiles fired by gyrojet weapons. The gyrojet or "cone" rifle is a recoilless projectile weapon more closely related to a rocket launcher. It fires projectiles that do not drop off in velocity over distance and deliver explosive shells at their destination.

Hanse Davion: Ruler of the Federated Suns.

Hansen's Roughriders: A mercenary unit serving House Steiner for the last seven years.

Heat Sinks: Cooling devices that pass heat built up inside operating Mechs through the armor to the outside air, where it is usually cooler. Heat sinks may be located anywhere on the Mech, but usually occupy the torso or legs.

Holovid: Holographic video, or three-dimensional television.

House: Refers to one of the five noble houses whose members control the Successor States.

HUD: Heads-up display.

ISF: House Kurita's Internal Security Force.

Jumpship: A spaceship capable of interstellar travel.

Kurita: Ruling House of the Draconis Combine.

Lance: A group of fighting Mechs and their pilots.

Laser pistol: Small laser weapon with high power output



weighing about 1000 grams.

LAW: Light Anti-vehicle Weapon. A development of the Portable Rocket Launcher and similar support weapons, LAWs and V(ery)-LAWs can fire only once, after which they are discarded.

LCAF: Lyran Commonwealth Armed Forces.

Liao: Ruling House of the Capellan Confederation.

Lostech: The lost technology of the Star League.

LRM: Long-Range Missiles.

Marik: Ruling House of the Free Worlds League.

Mech: See BattleMech.

Mech complex: An industrial area where Mechs are repaired and serviced.

Merc: Short for Mercenary.

Mercenary: A free-lancer who hires out his military services to various organizations.

MIIO: The Ministry of Intelligence, Investigations and Operations is the name given to various departments and secret agencies that the Davion government has created over the centuries to gather information and to act covertly against their enemies.

MI6: The name given to teams of elite saboteurs and terrorists who conduct missions into enemy realms. These "hit teams" carry out missions ranging from abductions and assassinations to demolitions and random murders to terrorize civilian populations. Any use of the hit teams requires Prince Davion's approval. Because the Federated Suns' peace-loving propaganda is so successful, few outside the MI6 or MIIO realize to what extent Davion condones terrorist activities.

Natasha Kerensky: Leader of the Black Widows.

Needlegun: One of the most vicious weapons ever developed. Instead of firing a single bullet or burst of energy, it fires a spray of plastic flechettes. Needlegun ammunition consists of a small block of plastic that the gun shreds and fires out at high velocity.

Periphery: Hundreds of worlds on the edge of the star systems of the Inner Sphere; many have fallen into barbarism.

PPC: Particle Projection Cannon. A particularly powerful long-range weapon mounted on some Mechs.

Quintus Allard: Head of Davion counter-intelligence.

Smithson's Chinese Bandits: Famous mercenary unit currently working for House Marik.

Solaris VII: The gaming world, where Mechs compete for sport and profit.

SRM: Short-Range Missiles.

Star League: The ruling interstellar government from 2571 to 2751.

Steiner: Ruling House of the Lyran Commonwealth.

Stun Lance: A full-size martial arts lance that delivers a powerful neural impulse on impact, designed to render the target unconscious.

Subhash Indrahar: Director of the ISF (Kurita internal security force).

Successor States: The five main governments formed after the collapse of the Star League: the Federated Suns, the Lyran Commonwealth, the Capellan Confederation, the Draconis Combine, and the Free Worlds League.

Takeshi Kurita: Ruler of the Draconis Combine.

Team Banzai: Mercenaries and expert techs under long-term contract to House Davion.

Theodore Kurita: Prince of Luthien and heir-designate of House Kurita.

Vibroblade: A bulky version of a standard sword or other blade. When activated, it vibrates at an extremely high frequency, making it a very effective cutting tool.

VTOL: Vertical take-off and landing aircraft.

Wolf's Dragoons: The most widely renowned mercenary regiment in the Successor States.

Appendix

Making Back-Up Copies

To make backup copies of your *MECHWARRIOR* disks—

On a single floppy system:

1. Boot your system and load DOS.
2. At the **A>** prompt, type **Diskcopy A: A:** and press **Enter**.
3. Follow the screen prompts—the source disk is your original *MECHWARRIOR* disk and the target disk is a blank disk.

Repeat this procedure for each original *MECHWARRIOR* disk.

On a double floppy System:

1. Boot your system and load DOS.
2. At the **A>** prompt, type **Diskcopy A: B:** and press **Enter**.
3. Follow the screen prompts—the source disk is your original *MECHWARRIOR* disk and the target disk is a blank disk.

Repeat this procedure for each original *MECHWARRIOR* disk.

Options at Start-Up

Depending on your system configuration, you may encounter problems loading *MECHWARRIOR* or, after loading the game, with its performance or appearance. Or you may want to set up the game to perform in a certain way on your system. Follow this procedure *every time* you load *MECHWARRIOR*.

Graphic Mode Options: To select a different graphics mode, enter one of the options below after typing **mw**.

The game automatically selects the best graphics mode for you. If you like, however, you can manually select the

mode by typing one of these options after **mw**:

1=EGA (Enhanced Graphics Adaptor, 16-color)

2=TGA (Tandy 1000 series, 16 color)

3=CGA (Composite Graphics Adaptor, 4-color)

Note: CGA will only work in certain areas of the program. The program must be run with an EGA compatible card.

For example, typing

mw (Space) 1

and pressing **Enter** will load the game with 16-color EGA graphics.

Sound and music options: To force *MECHWARRIOR* to recognize a particular sound board, type the following after **mw**:

A=Adlib Board

T=Tandy MT-32

R=Roland

S=PC Speaker

Any of the above options can be combined when starting up MechWarrior. For example, typing

mw (space) 3 (Space) A

and pressing **Enter** will load the game in CGA's 4-color mode and force the program to look for an Adlib board.

Centering the Joystick

If you find that your Mech is moving when the joystick is centered, simply push the joystick in the direction the Mech tends to move and press **Alt** and **J** simultaneously to correct the problem. For example, if the Mech is drifting to the left, push the joystick to the left and press **Alt J**.