



THANK YOU FOR INSTALLING MECH PACK 3 PRESENTED BY MEKTEK. THIS README CONTAINS SEVERAL DOCUMENTED ITEMS THAT PLAYERS SHOULD BE AWARE OF WHEN INSTALLING MECH PACK 3.

NEW VARIANTS FOLDER

All user variants created in MP3 will be contained in VariantsMTMP3. MP3 will not see any of the variants you have created in previous game versions. This is because any variants created in previous game versions are now incompatible with MP3, and if you try to copy them into your VariantsMTMP3 folder, the game will crash upon entering the 'Mech Lab.

OPTIONS.H

Within the Mercenaries folder, you will find the Options.h file located in Content\MercsShellScripts. This file allows the user to change several of the default settings for MechWarrior: Mercenaries, Version MP3. Options.h can be edited using a normal text editor. There are instructions inside the file to help you change settings, but it is not recommended that you change the settings if you are unsure of what you are doing.

HUNCH BACK_IIC

The Hunchback IIC is deliberately misspelled to prevent the game from requiring a user to own the IS Mech Pack from Microsoft in order to select the 'Mech as playable.

MERCSHIELD FUNCTIONALITY

The anti-cheat functionality of MercShield has been directly built into MP3. MercShield is no longer required to run separately with MP3.

ADVANCED GYRO

Advanced gyro has been made into a mix tech electronics option in MP3. It was added to the following 'Mechs from previous game versions.

Dasher
Uller
Cougar
Puma
Arctic Wolf
Gesu
Hellhound
Cauldron-Born
Nova Cat
Gargoyle
Masakari
Warthog
Daishi

BATTLEFIELD MAP SERIES

There are eleven BattleField maps included in MP3. They are purposely set as waves games to allow non 'Mech units to respawn throughout the game. You can change these maps to a respawn game environment, but the non 'Mech units will not respawn.

BATTLE ARMOR SPECIFIC MAPS

These maps are purposely set with a C-bill limit to allow only Battle Armor and Infantry units. You can change the C-Bill limit to allow 'Mechs, but please be advised that these maps were set up specifically for Battle Armor and Infantry, and 'Mechs may have difficulty navigating them and may even become stuck.

The following are Battle Armor specific missions:

BA_Alpine
BA_Concourse
BA_Claustrophobia
BA_Defiance
BA_DefianceIndustries
BA_Factory
BA_Lostcity2
BA_Ruinedcity
BA_Switchback
BA_UrbanChaos
BattleField10
BattleField11
TunnelThunder

INTRODUCTION VIDEOS

In case there are problems with the game freezing during an introduction video, players can use the /gosnvideo command to bypass the introduction videos. In order to do this, right click the shortcut on your desktop for Mercenaries, and then select **Properties**. Under the **Shortcut** tab, you will see a **Target:** box. After the path to where the game executable is located, enter the /gosnvideo command.

Example:

```
"C:\Program Files\Microsoft Games\Mechwarrior Mercenaries\MW4Mercs.exe"  
/gosnvideo
```

This can also be used to fixed problems with videos freezing the main menu. It will disable the main menu videos as well as the introduction videos.

BATTLE ARMOR WEAPONS

Battle Armor weapons have special icons to make them visible from a normal 'Mech weapon. While you can mount 'Mech weapons on Battle Armor in a limited fashion, you cannot mount Battle Armor weapons on 'Mechs, despite having enough free tonnage or correct number of hard points. This is intentional. The Battle Armor slots will decrease and increase according to how many slots are available. There is also an indicator on the Battle Armor weapons to show how many hard points the weapon will occupy.

MISSILE LOCK ICONS

Missile lock icons have been added to all missiles that have a lock on target functionality. This functionality was removed from some missiles for MP3.

MAP EDITOR

Those who wish to use the map editor with MP3 must now use the new .exe file that was included with MP3. This file is MW4EdMP3. After clicking this .exe file, the map editor will run as normal.

NEW SLOT TYPES

There are three new slot types in MP3. They are:

Direct Fire (blue) – allows for only energy and ballistic weapons.

Heat Generating (purple) – allows for only energy and missile weapons.

Ammo Consuming (light blue) – allows for only ballistic and missile weapons.

PURE TECH ENFORCER

MP3 contains a pure tech enforcer. This will be activated by adding +PT+ before the server name or before the mission name (by editing the .nfm file).

Example:

+PT+ Pete's Server
+PT+ Frostbite

When an offender is caught breaking the pure tech rules, the offending weapons on the 'Mech will be deemed "out of ammo" and will not be able to fire.

MP3 COMPREHENSIVE MAP LISTING

Here is a comprehensive list of the maps and missions included in MP3.

Arena - Egypt
BA_Alpine
BA_Concourse
BA_Claustrophobia
BA_Defiance
BA_DefianceIndustries
BA_Factory
BA_Lostcity2
BA_Ruinedcity
BA_Switchback
BA_UrbanChaos
BattleField1
BattleField2
BattleField3
BattleField4
BattleField5
BattleField6
BattleField7
BattleField8
BattleField9
BattleField10
BattleField11
Cityscape
ColiseumLegacy
Crosscountry
DeathTrap
DeepFreeze
FloodedCity
GladiatorPitLegacy
GreenPaths
Harlech
Ironmountain
LunarBase
MiningCorp

MossValley
MountDoom
RollingDesert
Talon Pro
Tangle
Titan Base
TunnelThunder
UrbanWreck

COMPREHENSIVE 'MECH CHANGES

Many 'Mechs were changed from previous versions to MP3. Here is a summary listing of those changes:

Slot Changes

Annihilator

- new arm slot configuration, new stock configuration

Arctic Wolf

- 1O added to Right Torso

Argus

- D Slot implementation

Argus XT

- D Slot implementation

Atlas

- Leg Missile Launcher activated

Avatar

- Split chin rack, 40 Left Arm

Awesome

- CT: 2M 2M, Left Arm H slot implementation

Black Hawk

- D Slot implementation

Black Knight

- D Slot implementation

Catapult

- 2E added to Center Torso

Chimera

- D Slot implementation

Commando

- H Slot implementation

Daishi

- Arms changed to 3E/2O

Dasher

- H Slot implementation

Deimos

- D Slot implementation

Dragon

- D Slot implementation

Fafnir

- Arms upgraded to 4E

Flea

- D Slot implementation

Gesu

- D Slot implementation

Gladiator

- D Slot implementation

Grim Reaper

- Split chin rack, H slot implementation

Hellhound

- D slot implementation

Hellspawn

- D slot implementation

Highlander

- A slot implementation

Hollander II

- split chin rack, H slot implementation

Hunchback

- A slot implementation

Kodiak

- D slot implementation

- RT 3B to 4B

- Arms 3M 4E

Longbow

- Torsos increased to 3M/2E

Mad Cat

- D slot implementation

Mad Cat Mark II

- D slot implementation

Nova Cat

- H slot implementation

Owens

-1E added to each arm

Raven

- Right arm becomes 1E/1E

Rifleman

- Chin rack split, arms become 3E/2D

Stalker

- A slot implementation, new stock load out

Strider

- Split CT into 1E/1E, Right Torso and Left Torso become 2O

Thanatos XT

- D slot implementation

Thanatos

- D slot implementation

Uziel

- Beam Pod activated

Mech Attribute Changes

Annihilator

- 25 tons max armor
- new stock load out
- twist speed lowered to 30
- speed scale changes

Ares

- Score multiplier reduced to 1.55
- increased scale
- LAMS removed

Atlas

- 3 free tons added
- 25 tons max armor

Black Hawk

- Speed adjustments
- Min speed to 82.82, max speed at 118.9
- Turn rate set to 1.05 from 1.57

Black Knight

- LAMS removed

Catapult

- Leg armor down from a max of 60, to 56.
- Catapult arm armor up from a max of 36, to 42

Daishi

- 3 free tons added
- 25 tons max armor

Dasher

- 6 tons max armor
- 5 tons base weight
- 8th & 9th engine upgrades removed
- turn rate reduced to 1.40 from 1.57

Fafnir

- 25 tons max armor
- improved agility

Gargoyle

- Speed adjustments

Gesu

-Free weight modified (gave it 0.25 tons more). Reduced its base weight from 9.75 to 9.50

Gladiator

-LAMS removed
-22.0 tons max armor

Hauptmann

-22.0 tons max armor

Kodiak

-25 tons max armor

Mad Cat

- new texture

Marauder

- LAMS removed

Nova Cat

- LAMS removed

Puma

- 10 kph increase to speed increments

Ryoken

- LAMS removed

Stalker

- new stock load out

Solitaire

- LAMS removed

Templar

-hitboxes revised
-ECM added

Uller

-Max armor for arms and side torsos upgraded

Urban Mech Clan

- stock reactive armor
- increased internal armor

Urban Mech IS

- increased internal armor

Warhammer

- new texture

Warthog

- new speed scale
- speed upgrades of about 5 kph each for min speed 60, max speed 95 kph.
- 22.0 tons max armor

Wolfhound

- LAMS removed

MP3 PLAYABLE UNITS

Here is a list of playable units that MP3 provides in addition to those in previous versions:

Inner Sphere: (30)

Infantry (Ballistic)
Infantry (Energy)
Infantry (Missile)
Infiltrator (Battle Armor)
Gray Death (Battle Armor)
Standard IS (Battle Armor)
Longinus (Battle Armor)
Kanazuchi (Battle Armor)
Wasp (20 Tons)
Duan Gung (25 Tons)
Koto (25 Tons)
Razorback (30 Tons)
Panther (35 Tons)
Assassin II (45 Tons)
Black Jack II (50 Tons)
Crab (50 Tons)
Centurion (50 Tons)
Trebuchet (50 Tons)
Privateer (55 Tons)
Shadow Hawk (55 Tons)
Yeoman (60 Tons)
Catapult K2 (65 Tons)

Tenchi (65 Tons)
Archer (70 Tons)
Black Heart (70 Tons)
Talos (80 Tons)
Thug (80 Tons)
BattleMaster (85 Tons)
Marauder II (100 Tons)
Warlord (100 Tons)

Clan: (23)

Infantry (Ballistic)
Infantry (Energy)
Infantry (Missile)
Elemental (Battle Armor)
Salamander (Battle Armor)
Gnome (Battle Armor)
Golem (Battle Armor)
Locust IIC (25 Tons)
Jenner IIC (35 Tons)
Reaver (40 Tons)
Fenris (45 Tons)
Hunchback IIC (50 Tons)
Ursus (50 Tons)
Rabid Coyote (55 Tons)
Vulture C (60 Tons)
Bowman (70 Tons)
Pitbull (70 Tons)
Orion IIC (75 Tons)
Wildcat (75 Tons)
Vulture II (75 Tons)
BattleMaster IIC (85 Tons)
Supernova (90 Tons)
Behemoth I (100 Tons)
Behemoth II (100 Tons)

CONTACT INFORMATION

Any serious bugs found after MP3 will be addressed in a later patch. A MP3.1 Patch is already planned for a future release.

If you have any questions or concerns, please visit www.mektek.net . For quickest answers to any questions, please visit the forums.