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***Mechwarrior 4 Mercenaries Comprehensive Strategy Guide***  
*(Unofficial manual for HLA Battle/Team Battle, Respawn)*

*RandymGames*



By Jason "Coolant" Head

**MW4: Mercs Comprehensive Strategy Guide**

by RandymGames

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RandymGames – Come Test Imagination’s Border

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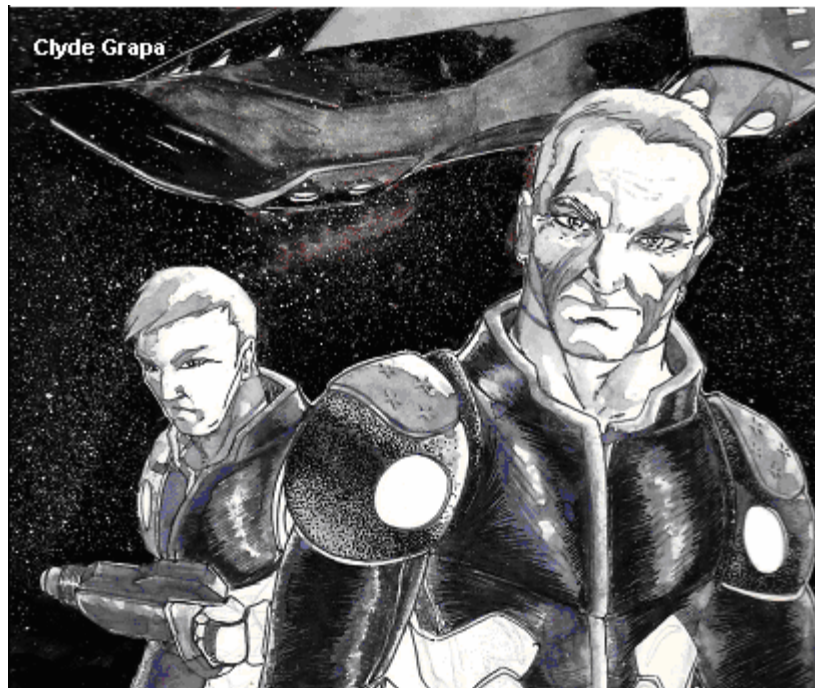
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*- Special Thanks -*

To Jerry “Bumblebee” Zampa, to the MW4 team, to the brilliant mod team, and to my wife and daughter who put up with me lounging in my favorite chair, playing my favorite game, and occasionally letting slip those sailor words.





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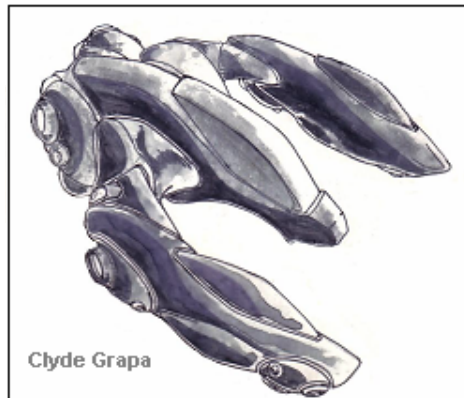
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Clyde Grapa

# MW4 MERCS STRATEGY GUIDE

## INTRODUCTION

“The quickest way of ending a war is to lose it.”  
- George Orwell

Up front, many will fiercely disagree with the contents herein. Mercs has been out for many years and there are many strategies that players will bet their life on – time-tested, war-tested tactics. Will I refute them? Heck, yes. Why should you believe me and just who do I think I am? I could claim to have many years of experience playing Mercs. So what? There are many who have played Mechwarrior longer. There are many who have belonged to a unit longer or been with more units than I. There are many that have fought more battles in league-play, have greater notoriety, post more on forums, talk trash better and so forth. So, based on the facts above, I should uninstall Mercs, and go back to playing Gorf. Not on your life. I consistently, with many screenshots to prove it, score at the top of the leader board usually with a positive kill/death ratio. In this Strategy Guide I will be specific on how to become a point-machine even down to why I choose certain mechs and weapons. Why, you might ask, would I be willing to part with these top-secret (far from it) tips and share them with other pilots? Well, it is related to the above fact that the game is as old as dirt. And Pilots as old as mud – not in actual birth years, but in the cockpit. They are set in their ways. Nothing new under the sun, and so forth. I would bet against a Las Vegas dealer with a rigged deck that 99% of experienced pilots won't change. They think they know everything. This Strategy Guide is for that other 1%.

## Mission Objective

After reading this manual and putting the tips into loads of practice I expect you to be not near the top of the scoreboard but at The top. You'll have to battle me for it, though. That's where we are headed, that's the goal. Anything else is second best. This Strategy Guide will not go into how to exploit. I don't use 'em, I deplore them, and ya won't need 'em.

## BATTLE/TEAM BATTLE FORMAT

“There never was a good war or a bad peace.”  
- Benjamin Franklin

This is a particular game type that awards points for damage and additional bonus points for destroying weapons and the mech itself (Kill Bonus). To quote the game type from

within a server, “...points are awarded by damage dealt and scaled based on your chassis.” Battle (you vs. everyone else) and Team Battle (your team vs. their team) allows smaller mechs to score as many points as larger mechs despite having less firepower through the Damage Ratio (also known as Damage Multiplier). Generally speaking, the less tonnage a mech has the greater the Damage Ratio. I profess to know nothing about other game types like Team Destruction, Capture the Flag, King of the Hill, Attrition, or Mission Play. Nor do I claim any expertise in servers with settings like NHUA (No-heat, Unlimited Ammo) or No Re-spawn. This Strategy Guide is all about the Battle/Team Battle game type from an Open Server standpoint.

### **Team Battle Strategy Formula**

I won't go into specific team Strategies. Let me be brief. I know the rest of this paragraph will cause teeth or dentures to grate. Winning at Team Battle comes down to a very simple formula: everyone on the team scores more points than they give away. That's it. I don't endorse spawn-camping (staying in your spawn and waiting for the other team), spawn-raping (hitting opponents just re-spawning before they can even get a shot off – although I will explain how to 1v1 and score a load of points in an enemy spawn, more on that later), narc-boats, arties, moving in formation, mixing brawlers with snipers, taking the high ground and other team-oriented tactics. If every single member of a team scores just 1 more point than they give away the team wins. This gives everyone on the team the freedom to venture off on their own, do what they want, engage who they want at the time of their choosing – just score more points than you give. You can even go solo and rush a spawn or a nest of enemy mechs and still out tally your opponent. Plus, you can focus on your own score. That's the beauty. By using the tips found in this Strategy guide you can achieve an amazing score and still help your team. Go ahead and make your plans to tar and feather, I'll still see ya on the battlefield.

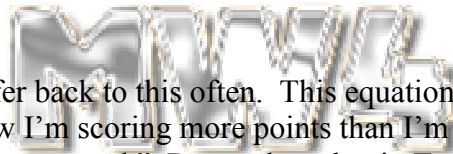
### **Philosophy of the Battle/Team Battle Format**

First and foremost: it's not about taking the biggest mech. In a Battle/Team Battle game you will see all weight classes represented, unlike in the Destruction format. Although you still have to build a good config, pilot it proficiently, and be smart about your decisions on a map, with Battle/Team Battle, you don't have to be too concerned about being under-gunned when taking a lighter mech. From the get-go, you have the possibility of scoring just as many points as the big boys. In fact, some pilots already realize that there is greater potential in mechs with less tonnage. There are a couple of reasons:

- 1) Free Tonnage – The amount of available tonnage after stripping everything off a mech to leave its bare essentials. Often times a smaller mech will actually have a greater percentage of its total tonnage as Free Tonnage than a larger mech. For instance, a Tenchi (65 tons) has 50.6 Free Tons. A Highlander (90 tons) has 67.6 Free tons. Although the Highlander is 25 tons heavier, the amount of Free tons is only 17; a loss of 8 tons. An Annihilator (100 tons) has 76.1 Free Tons. That is

- 35 total tons heavier than the Tenchi and yet only 25.5 Free tons; a loss of 9.5 tons.
- 2) Not enough weapon slots – A mech that has twice the tonnage may not have twice the slots available. For instance, a Hunchback (50 tons) carries 2 cultr10's and 2 Heavy Medium Lasers. The Annihilator (100 tons) at twice the tonnage can carry 4 cultr10's but there isn't enough beam slots to accommodate 4 Heavy Medium Lasers. Interestingly enough, the Damage Ratio for a Hunchback (1.91) over the Annihilator (.95) is 2x.
  - 3) Heat Management is different with twice the weapons – Even if a mech has available slots for twice the weapons, it doesn't mean the Heat Efficiency for those weapons will be manageable. For instance, a Fenris with 7 Medium Lasers and 1 Cstrk4 with 10 heat sinks has a Heat Efficiency of 97. A Sunder with equivalent armor and 14 Medium Lasers and 2 Cstrk4's (twice the weapons) with 20 heat sinks (twice as many) has a Heat Efficiency of 73 – a decrease of 24.
  - 4) Speed – Even if a mech can carry twice the weapons as a mech half its tonnage and heat is manageable, heavier mechs are much slower and require many more tons to upgrade an engine. I'll use my variants of the Hunchback/Annihilator for comparison. The Hunchback goes 80 versus only 49 for the Anni. Speed gets you to the action quicker so you can start racking up points. 49 is painfully slow.

### Coolant Equation



You will see that I will refer back to this often. This equation helps to answer the question, “How can I know I'm scoring more points than I'm giving to the other team? The scoreboard only shows my total.” Remember, that in Team Battle there are only 3 ways to score points: damage, destroying enemy weapons, and kill bonus. Let's take a look at the first two. From the Damage Ratio (Multiplier), we already know that it helps to even out the scoring for all tonnages. A Battle Armor at 20 tons has the potential to score as many points as a 100-toner. If an alpha-strike (firing all weapons at once) from a 100-toner with a Damage Ratio of 1 causes 100 points of damage the scoring will be 100 points ( $100 \times 1 = 100$ ). If a Battle Armor with a Damage Ratio of 5 causes 20 points of damage the scoring will also be 100 points ( $20 \times 5 = 100$ ). Neat how that works. So we can't go by the first and second ways to score points - they are a wash thanks to the Damage Ratio. That brings us to the final way to score points - Kill Bonus. Using the above example, a Battle Armor will most assuredly die more often than the fat assault. So, a Battle Armor could potentially score a whole lot of points – but, also have a very poor kill/death ratio that could give the other team a lot of points. Kills/Deaths are the key factors in the Equation. The Kill Bonus, like points, is also scaled according to Chassis and ranges from about 235 to 500 for mechs and greater for Battle Armors. If we take a standard Kill Bonus, say 300, and apply it across the board to all mechs in a game we have a basis to determine net score and how well you helped your team. We'll use 300 because more kills will be made by heavier mechs which falls in the lower range. Around the 65 ton range is where we start seeing a 300 Kill Bonus. We simply subtract the 300 for each death from our gross score and that gives us our net score. Here's an example:

A long-range assault pilot goes 10 and 2 (10 kills and 2 deaths) and scores 5000 points. A medium mech on the same map goes 5 and 10 (5 kills and 10 deaths) but scores 7500 points. At first glance the pilot that went 10 and 2 with a kill/death ratio of 5 to 1 would appear to help his/her team more. The medium pilot only had a kill/death ratio of 1 to 2. Let's plug it into the Coolant Equation.

$$\text{Assault} / 5000 - (2 \times 300) = 5000 - 600 = 4400 \text{ net points}$$

$$\text{Medium} / 7500 - (10 \times 300) = 7500 - 3000 = 4500 \text{ net points}$$

To sum it up, kills are important in the Battle format but mainly for the Kill Bonus. Don't let any razz you for dying regularly. It simply means you've engaged the enemy often earning you the opportunity to score points. Make sure, though, you haven't given too many to the opposite team.

## LOGISTICS

“We few, we happy few, we band of brothers; For he today that sheds his blood with me; Shall be my brother.”

- William Shakespeare



### Killer competitiveness

As far as tips go, this would probably be top of the list. For some this will be a turn off and they won't read past this paragraph. I'm all about having fun and I understand the casual gamer. I understand that some play because it's the Battletech universe. But, if you really want to be at the top, you've got to have the cold-hearted, frigid even, destroyer instinct. It's what drives me. It's what keeps me coming back for more even when I get burned out. Although I hate being bested on the scoreboards, I realize, in the long run it's making me a better player. It causes me to analyze a game to find out what I could've done better. It forces me to reconsider current setup and strategy. If it weren't for competitiveness I would've quit the game long ago. If I'm bored and on autopilot on a map and someone is having a really good game, I force myself to get into the zone. Realize that the great players can turn you into a great player if you let them.

### Key Mapping, Joystick, Controller, Mouse Setup

I know you are out there! You have the meanest, leanest, mech simulator on the planet. Those dual joysticks are sweet! The pedals are sick! That dashboard is fat! You're gonna live the Mechwarrior experience despite where you end up on the scoreboard. Here's some simple advice: ditch that setup, or pull it out your when your testing out a new variant or playing against Bots. Get yourself a good mouse, you have one right? Set your mouse to control your torso; torso = reticule. It's hard to beat the accuracy of a mouse. Use your NASA-like joystick in your other hand. Use the mouse for targeting. I

personally use a controller/game pad, whatever you call it, in one hand and the mouse in the other. I know, weird setup, but everything I need is on one side of the controller and it's small enough to fit snugly in my lap and light enough that if I get too excited I don't get a cramp.

As far as Key Mapping I have the following controls (commands) set for quick access. I have listed them mostly in the order found under Controls from top to bottom. These are the only ones I use. I have to be picky because I have limited buttons available and prefer to keep away from the keyboard as much as possible. Be careful! It is easy to overkill commands. Stick with the ones you use often.

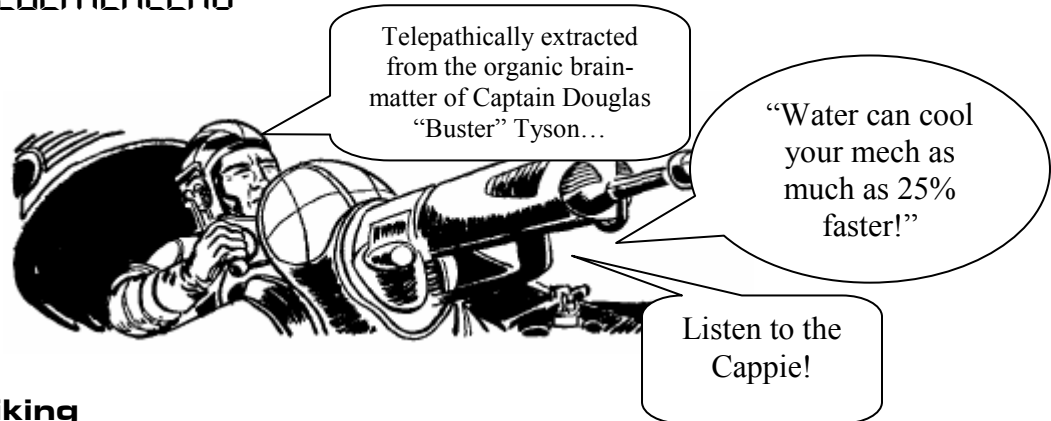
- ❖ Mouse - Fire\_Group 1 and 2, Crouch, Accelerate/Decelerate
- ❖ Set Throttle to 0% - Fast way to come to a complete stop.
- ❖ Target Object Under Reticule – Fast way to get a target lock and damage readout of the enemy you are facing.
- ❖ Target Next Enemy – To cycle through available targets.
- ❖ Toggle Zoom Window – I use Zoom regularly to improve accuracy.
- ❖ Toggle Radar/Map – Sometimes, by using the Map, it is easier to decipher the location of the enemy relative to your actual location rather than to your Torso.
- ❖ Toggle Radar Active/Passive – Being able to switch rapidly from Active to Passive and vice versa keeps you from being detected while giving you a “blip” of enemy radar contacts.
- ❖ Override Auto Shutdown – Invaluable to keep you up and running if over-heating. Do not use repeatedly or you will explode due to excessive heat. I usually only override once.
- ❖ Flush Coolant – Tap it often rather than use your reserves in large amounts.
- ❖ Look Back – Used to see if you are being followed, spied, or to dodge fire.
- ❖ Show Multiplayer Score – I check this often. You need to do so also, to find out how far back you are from 1<sup>st</sup> place, or how much cushion you have while in 1<sup>st</sup>. Becomes especially important the last minute of a game to help you decide how best to rack up points. Can be used to decide if suiciding is an option (whether you can afford to lose the 500 points). Lastly, use it as a motivating factor. If someone takes the scoring lead from me I'll know it. It helps me to get into the “Zone.”
- ❖ Select Next Nav Point – This is always easily accessible. I always want to know the enemy drop zone on every map. I know I can always find enemy mechs that way to rack up points.
- ❖ Toggle Light Amplification – Only used for Dark/Night maps.
- ❖ General Chat, Team Chat

Note: Do a one-time control setting for Override Auto Torso Centering. Once set, it remains that way indefinitely. Set it to prevent auto centering of your torso when you are not moving or moving slow. The default key is the semi-colon (;).

**TACTICS**

“War is much too important a matter to be left to the generals.”

-GEORGES CLEMENCEAU

**Alpha-Striking**

When Brawling with Heavies or Assaults in tight quarters or when most of the opposite team is sitting in Assaults (which means Circle-of-Death might not be the best option), you will want to bring a config with some heavy firepower packed in one punch. The structures, like buildings, may prevent you from getting more than one shot on an enemy and you want to make that shot count. In fact, any scenario where the enemy may be in view for only a few seconds is the time to bring out the hard-hitting weaponry. The key to Alpha-Striking is a simple rule: come as close in damage with an alpha-strike as the tonnage of your mech with...(sentence will be finished later). For instance, if you are piloting a Templar, you should try to get your alpha near 85 points of damage. The second part of the sentence above should finish, “...with a recycle time of 4 or less.” 4 seconds is enough time to get back in position to fire again even if the enemy has moved around the corner of the building. Remember, that enemy pilot wants to score points (more likely kills) as much as you so if there is a break in the action because of objects in the way, it’ll pick up again very soon and you want to be ready. Also, to a lesser degree, recycle times on crowded maps still play an important part to scoring points. In summary, a heavy hitting alpha-strike can knock a mech down, and destroy weapons, and the recycle time edge will allow you a bullet in the chamber for the unexpected, and give you the chance to rock a mech so that its aim will be off.

**Arty-boats**

For all the same reasons that make Longtoms effective (below), Artillery Beacons can score a lot of points in a hurry. However, they have very limited ammo (max of 6 per beacon with an initial armament of only 2), have a long recycle time and are hot. Some pilots use these skillfully, and some run ‘em as Gimmick mechs. The latter run right up to an Assault, in a medium usually, so it can’t move forward and stay there until their arties fall (7 seconds). They sacrifice themselves knowing that they will outscore their opponent because of the damage ratio. Even someone who just bought game can move a mech around well enough to do the same after only a couple of days.

## **Bombadiers**

These are usually jumpjet-capable medium mechs that can carry a Longtom. This is a legitimate tactic and requires skill; however (sarcasm activated), Tomming your own team within the splash radius is highly frowned-upon and may greatly sadden teammates. Although the damage from a Longtom is high, the recycle time and heat generated is prohibitive. But, since the splash radius can potential damage multiple mechs this can be a great way to rack up points.

## **Chaining**

Chaining refers to firing weapons one right after another in a “chain” rather than firing an alpha-strike (all weapons at once), with the intent of continuously knocking an opponent around to prevent return fire. Although this is truly effective rocking mechs around, from a point’s perspective it often doesn’t yield great results. I don’t remember ever seeing a chaining mech at the top of the scoreboard. On wide-open maps where a target will have difficulty finding cover this tactic could work. But, on maps with varied terrain or obstacles you are sacrificing some of the available firepower by not alpha-striking before the enemy ducks behind a structure or hill. It also will make you everyone’s favorite target, which could severely hinder you from making points. Even in close quarters you are never guaranteed to get off those extra shots, so better to fire all to ensure full damage and full points.

## **Heaters**

Mechs that use weapons that heat up a target to the point of quick shutdown. Without going into detail on the weapons that dump a lot of heat on a target, those weapons can literally shut down a mech in seconds even when flushing and over-riding shutdown. This is another Gimmick mech. Anyone can pilot one of these Heaters and shut down mechs because they are so effective. I don’t recommend this tactic as it doesn’t produce a lot of points. None of the normal heater weapons do any real damage, except the SRM’s.

## **Legging**

It’s easier to say in teamchat, go for the legs of such-and-so. Legs are easier to target; essentially the entire lower half of the mech in some cases. Plus, you got 2 of them to shoot at, and they don’t rotate like the torso. You can still score 2x on a blinking red or black leg and if you take out a leg you cripple the whole mech. You also make it an easy target for other mechs. In fact, if your leg is shot when you are fresh it will make it look to enemy pilots like you have weak leg armor. Once this happens be prepared to have your legs baked, grilled, barbecued or fried the next few shots. If you actually have leg armor they will quickly learn to leave your legs alone as you make them pay with an alpha-strike with all your weapons intact. Personally, I think there is more points to gain by going for the upper part of the mech where the weapons are; +25 points per weapon.



If you are fighting a mech that is boating a lot of single slot weapons on a section that could be a nice bonus (like an arm). Plus, I would rather partially disable a mech by destroying some of their potential firepower than leave a mech with it's weapons to take out mine. In that case, even if I'm able to kill the mech, my ability to make points has been compromised. I understand that going for legs may get you kills more quickly which might net you some nice Kill Bonus. But, so can the RT, CT, or LT. And, torsos can also be hit from front or back.

### **Machine Gun Boats**

These can make a, excuse the pun, boat-load of points. And, because the weight is so light and they only use 1 weapon slot, many can fit on a mech. Even when all slots are full of machine guns, there is still a lot of tonnage left for armor and speed, so M.G. Assaults are not only vicious but tough to take down. They do so much damage per second in groups that nothing can compete with them. The key is to put them on a mech with a 360 Torso Twist so that you can keep the reticule on your target. They also produce no heat, and a single ton of ammo lasts several minutes of continuous fire. Many pilots combine these with pulse lasers to be even more damaging, but heat then becomes an issue. M.G. Boats are Gimmick mechs. A Gimmick mech is any mech that almost anyone can pilot and score huge amounts of points without much skill. I don't recommend it.



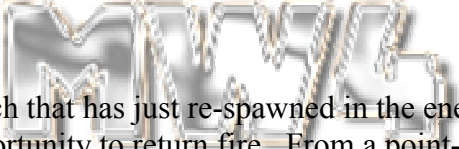
### **Milking**

Milking refers to bleeding a mech of points before destroying it. If you are sure you can retain your weapons and come away mostly unscathed, and if you are sure there aren't other enemy mechs close by, AND, if you're sure there aren't teammates nearby, then you can consider stripping (taking off armor all over rather than a specific section) an enemy mech and then when you've bled it dry of points get the Kill for the Kill Bonus. After all, there might not be another enemy mech close by and the one you are facing is the only reliable way of scoring points at the time – might as well make as many points as you can while it lasts. There are drawbacks. If you take too long, and the enemy mech takes some of your weapons, you've lost future potential points. If you don't get the kill, you've lost points on the Kill Bonus. If other enemy mechs are nearby, they will pick you up on radar and hem you in and then you might not have much time to even strip a mech let alone destroy it. And, if teammates are nearby, that mech you've worked hard to milk, now has been killed by one of them robbing you of the Kill Bonus. I know what this last statement sounds like, but I stick by the Team Battle Strategy Formula: if everyone scores more points than they give up, the team wins. Get your points, get your kill bonuses, make sure you don't drag the team down, do your part. If you want to let a lighter mech get the kill for a bigger Kill Bonus, fine. If you have that much coordination with your team go for it. But, make sure the lighter mech can get the job done 'cause otherwise you have your back turned to the enemy mech that perhaps still has enough firepower to destroy a weapon or two, get a lucky HUD shot (the hard-to-hit cockpit causing your Head's Up Display to go screwy), damage your leg etc.

## **Pro-Blitzing**

There is a difference between this and the derogatory term, “noob-rushing.” Rushing into an enemy held location with reckless abandon while determined to just get in a couple of shots at a sniper who has frustrated you or a player you don’t care for isn’t smart. Rushing into an enemy held location knowing you can take on whatever mechs are there because they are damaged or have slow-recycle long-range weapons when you have overpowering brawler weapons is another matter. It is quite possible to rush in to a nest of enemy mechs and still come away with more points than you gave up. If your mech has 2x the DPS of the 2 enemy mechs, theoretically, it’s a draw. DPS even greater than 2x is most certainly possible in Battle/Team Battle. I go into specific detail about this in another section. Your success in Pro-Blitzing really depends on what weapons the enemy is carrying. It also depends on how stealthy you can be in getting to them. If you announce your position to the enemy by going active radar you will likely be torn up by long-range weaponry before you get there. The term “noob-rushing” is incorrectly applied to experienced Brawler, and Circle-of-Death players. You see the term pop up in chat because of the unbalance of a brawler against a sniper in terms of firepower, so in frustration they cry, “noob-rusher!” It’s kind of like a Knight against a confined Bishop or Rook. Normally the Knight has the disadvantage of limited movement and therefore less of an offensive threat but when the Bishop or Rook is boxed in, the Knight trumps.

## **Spawn-raping**



The instant attack of a mech that has just re-spawned in the enemy drop zone after being destroyed without the opportunity to return fire. From a point-perspective this is a smart move. Snipers do this often – get in position from a distance and watch chat for an enemy mech to be destroyed and wait for the Re-Spawn. I do this too...but, with Circle-of-Death. Works great because brawling fast-recycle weapons overpower long-range slow-recycle weapon that seem to be the choice for maps with drop zones far apart. What’s even better is that you don’t have to waste tonnage on detection/stealth components. You know exactly where...eventually...an enemy mech will be. If the enemy pilot that is being attacked is smart, he/she will ask for help in team chat. If too prideful to do that, better for you - can really rack up the points.

## **Stealing Kills**

The term stealing kills refers to killing a mech that a teammate has engaged first and that is damaged to the point that a single alpha-strike destroys the mech. I will rarely go after a fresh (green) mech. I cycle through the available targets and find the mech that is hurt the most. There are advantages. If the enemy mech is blinking red or black I will get 2x points. A damaged mech is less of a threat to losing my weapons and that means I can continue to score points even after the encounter. A damaged mech makes the Kill Bonus more certain. There are, however, unique situations where I might go after a fresh mech (fresh meaning no damage):

- If a fresh mech engages me, then I have no choice but to retaliate rather than turn my back and try to escape.
- If a certain mech is an imminent threat to me I may engage a green mech. I may consider that it is worth it to get in the first shot, possibly taking weapon(s) rather than try and pass by unnoticed.
- If the only mech I have on radar is fresh or if mechs on radar are damaged more but are too far away to justify making the trip.

There are just too many scoring reasons to not choose a damaged target. My teammates will damage mechs as I will damage mechs, which makes us even. There is no guarantee that the fresh mech I have been fighting won't be killed by a teammate who didn't even know I was in the vicinity. There is even the chance that the mech could be destroyed by his own team resulting in a Team Kill. There is no "tagging" mechs. If you are familiar with MMO's you know what tagging a mob is – no such thing in Mechwarrior. I can't attack a mech first and then someone else comes along and kills it but I receive credit...nope. My suggestion: when you come upon a damaged mech, don't spend time looking around to see if a teammate is also engaged with it. Just fire. The enemy mech will, and this game is all about who can react faster and who has the quickest trigger finger.

**Suicides**

Regardless of my personal opinions on the subject matter, from a Points PoV (Point of View, just didn't sound right Points Point of View), it can make sense to suicide. There is a 500-point penalty you suffer regardless of mech for a suicide. However, if you are close enough to an enemy mech – within ~25m – you do damage from the explosion (around ~45 pts for a 100ton mech suicide) and that just might be enough damage to kill a really hurt enemy mech. You are awarded the Kill Bonus. If you suicide in a light mech and get a kill you can actually make positive points. For instance, an Uller has a Kill Bonus of 500, minus the 500 points from the suicide, plus the points awarded by damage dealt x Damage Ratio = ~ +100 points. But, the lighter the mech the less damage is done by the explosion. It's hard to quantify, but I'd estimate about +1% per ton damage. Some facts about suicides: the HUD does not take damage. It takes 3 seconds from the time you hit the suicide keystroke for the actual explosion so it can take a little skill if trying to blow up on a fast moving mech. For those 3 seconds you continue moving in the direction you were going at the time. At the maximum distance (25m) the enemy in the suicide explosion only takes damage on the side of the mech where the explosion took place. As you get closer in the whole mech takes damage. A suicide will also guarantee you a fresh mech, meaning fresh weapons and, so, you must weigh the option versus the -500 point penalty. Note: many players consider suicides to be robbing them of a potential kill. And, let's face it, pilots suicide to prevent getting killed, although it still shows up on the scoreboard as a Death. I can almost guarantee that they aren't thinking about how they are helping the team when suiciding. Ultimately, if you look at it from the Team Battle Strategy Formula, you are losing 500 points, can you afford it? Is it worth it?

**MECHLAB**

“If you know the enemy and know yourself you need not fear the results of a hundred battles.”

- Sun Tzu

I'm sure you've heard the saying, “The battle is won and lost in the Mechlab”. This is a true statement. With over a hundred mechs and weapons, several electronic components, 3 armor types, ability to add/remove armor thickness, and the capability of adjusting speed and adding heat sinks there are literally millions of combinations of mech variants. And, if you haven't exchanged your battle jumpsuit and helmet for a lab-coat for a majority of your playtime you're shooting yourself in the mechanical foot. You are literally missing out on thousands of points.



My first couple of years of MW4 I spent at least as much time, if not more, in the Mechlab then I did in multiplayer. I would build a config (short for configuration or variant) then try it out on some Bots on Instant Action. Instant Action is your friend. Want a stationary Bot to shoot at? Try a Bot teammate. The pilot will scream in your ear a bit, but will do nothing for a few shots. Watch out, though. The Bot will eventually fire back unless you build a test variant with no weapons. I usually set the Instant Action map on Factory because it has a normal Heat Efficiency of exactly 1. This will help you determine how hot your mech runs. You can also host a server that is either locked or unadvertised so you don't get bothered with players joining. This is good for determining damage or scoring. If you need to eliminate the Damage Ratio for testing pick a mech that has a multiplier of 1. I use the Kodiak.

There really are two facets to being successful playing this game online, multiplayer and the Mechlab, and the second requires an almost scientific analysis of facts and figures, ratios and formulas, and other higher mathematical skills as well as many other sciences. Although exaggerating to a large extent, you must approach the Mechlab in such a way. You will never have exceptional prowess on the battlefield before you have conquered the Lab. Once again, you must don both your flight suit and your lab coat.

There have been many times when a particular variant build looks amazing on paper, but doesn't perform well in combat. There are also builds that do well in some circumstances or against certain other mechs, but not so well during other scenarios. If you find a config that works well against lighter mechs name it something that indicates what its function is. If you find a variant that works well in hilly terrain, or wide-open spaces keep it and name it such. I personally build main variants and then tweak to take advantage of the map. If it's a cold map I might take off a couple heat sinks and add lasers or speed. If drop zones are very close I might consider adding Gyro knowing there will be some hard-hitting mechs. You even start to notice other player's patterns in mech building so you can predict what the opponent is going to bring and can counter it. Or if you know a player on your own team well enough you can compliment his/her mech with your own. Bottom line, if you find a mech you like, you should have many variants for it. Now, as Kai Ryssdal from American Public Media's Marketplace always says, "let's do the numbers."



## **Mechlab Electronics**

They are official known in the Mechlab as Components, but they are more commonly referred to as Electronics. These are the add-ons, the circuitry, the modules, that have no offensive capabilities but can provide protection, data, and enhance features. In this section I will go into detail about the usefulness of each component available. I have listed them as they appear from top to bottom in the Mechlab.

### **ECM**

ECM reduces the range you can be detected and also takes a little longer for enemy mechs to get a lock on you using missiles. However, the main thing I find useful is that outside normal range (500m for regular active radar) enemy mechs cannot target you, meaning, they cannot get a readout of your mech's condition. So, if you have a black spot such as a torso you don't have to worry about enemy mechs targeting that section purposefully. I do use ECM occasionally when I have a little range and expect to be ranged. However, there is a little known drawback to using ECM. If you plan on going radar dark (passive), don't. Enemy mechs still see you at 500m even though you can only see them at passive range (250m). I love to go radar dark and sneak up on a mech to do a little circle-of-death action (more on that later). Sounds contradictory, but that is difficult to do when I have ECM equipped. Most of the time I bypass this Component. There are even times when you want to be detected, want the enemy to find you. You can't make points unless you have a target.

**BAP**

This increases your sensor range to 1200m against regular active radar, 800m against mechs sporting ECM and 600m against passive radar. This is also a must have if you are using a missile boat as it decreases lock on time. I don't use BAP (except on missile configs). I always know where the enemy is at...their spawn. You have a built in guidance system called Nav Points (Navigation - mine is set for the N key). Go radar passive and sneak up on 'em. Or just go in guns blazing. Remember, as long as you score more points than the enemy you've won the skirmish. Other ways to detect the enemy: watching your teammates or weapon fire. A dead give-away is for buildings or gas tanks to blow up or trees crashing. I'll pass on BAP and use the extra ton elsewhere. But, where, you might ask? Coming up soon, promise.

**Jumpjets**

I've been looking forward to this one. There are some pilots, that, after reading this section, will have elevated blood pressure – maybe through the roof. I feel bad that these physical changes will take place, and urge those so affected, to take some deep breaths and stir up images of coastal white beaches and rolling surf and those fruit-flavored drinks that have the small umbrella in them. Better? Good, we can continue.

Jumpjets are useless. Yes, I said it, I'll say it again. Jumpjets...are...useless. (Sarcasm mode activated). For the rest of this discussion on Jumpjets I will refer to “you,” or “your,” or even “you're,” to those snipers that like to use jumpjets, not you - not the reader. These players often think that they are superior to those that pilot ground-bound mechs. These supposedly “elite” pilots look down on anyone that chooses to play a different style – like a Mardi Gras king parading around a float tossing beads to the masses (I lived in New Orleans for a few years and thought it appropriate for the football season). For Assaults, jumpjets can weigh up to 6 tons for mechs 95 tons or more. Even for 85 tons it's still 5 Free Tons. The tonnage can be put to better use. I bet “you” wish you had those tons back when I've snuck up on you using Circle-of-Death. What good will jumpjets serve then when a mech is within 100m? You can still be hit whether you're on the ground or in the air. And, actually, you can be seen easier and hit from more angles when you're jumping. You also have another cooldown to worry about. Gotta pay attention to those Jumpjets! You sacrificed tonnage for 'em, gotta use 'em now! Gotta show the Jumpjets some love! (Sarcasm mode deactivated). Look, I realize that there are good snipers that pop up just for a moment barely exposing their mech as they take the shot. Do they have a certain skill? Of course. Will they make a boatload of points that way? Probably not if using long-range, long-recycle weapons and wasting Free Tonnage on Jumpjets. I will go into more detail about this in the next section Styles of Play. The only time I will recommend jumpjets is on Battle Armors. Jumpjets weigh nothing for BA's. And, because they are so short, even the slightest terrain variation will prevent you from targeting or possibly even seeing an enemy. Jumpjets will allow you to view the battlefield from a higher perspective. Because they are so tiny, a jumping BA is very difficult to hit.

**LAMS**

These will intercept and destroy some missiles in a salvo. They are essential on a missile map. Probably, the best known and played missile map is Manorhouse. A missile map is one in which the majority of players predominately take missile-laden mechs. These kind of maps are few and far between. More common missiles you will see are the CSTRK 2, 4, and 6's. They are short range (250m) and have instant lock on. They are primarily used on Medium and Light mechs. I don't endorse using LAMS except on a missile map. LAMS weigh 1.5 tons regardless of the size of the mech. I can't see giving up 1.5 tons for a defensive measure that may not be useful at all during the course of a game.

**Enhanced Optics**

Normally Zoom (Num 0 on your keypad) has a Zoom Window of roughly 16% of your entire screen. Enhanced Optics has a Zoom Window around ~65% of your screen and ~4 times larger than normal zoom. Both normal Zoom and Zoom with Enhanced Optics magnify objects ~11x. Again, there are certain maps where this can come in handy and it only weighs 1 ton. Flat long-range combat with drop zones around 1000m would be ideal. A map I use this on is Coliseum. The drop zones are just about 1000m and so targets are usually always in range with 1000m weapons like the Cultr2's. Moving laterally at high speeds I will zip back and forth on my side of the map shooting targets at maximum range. Enhanced Optics allow me to target a specific section of a mech I would ordinarily be unable to moving so quickly from side to side. Generally, though I can make better use of 1 ton than E.O.

**IFF Jammer**

When a reticule passes over a mech with IFF Jammer it remains Green instead of turning the normal Red. Red would normally indicate you have an enemy in your sights. This is very useful on dark maps or maps at Night or even maps that have weather. It becomes even more useful if there are a lot of players. Since encountering a mech is likely to happen more often on maps with full servers, one tends to hesitate more rather than take a chance on shooting a teammate. It is even more effective if both teams have mechs of the same chassis that sport IFF. There usually isn't any way to distinguish 2 identical mechs except for the default team color. City maps like InnerCity have long corridors where mechs disappear in the darkness after a certain distance and scanning for a red reticule in the hopes of finding a target in the shadows becomes nearly impossible against IFF. However, IFF does not work within 200m. It only weighs 1 ton, but if it is daylight, I would suggest saving the ton for something else.

**Advanced Gyro**

This reduces weapon knock by roughly 50% and also helps to prevent being knocked down. It's hard to quantify how much knock down is reduced by. From experience, I would say I never get knocked down by a single mech regardless of weapons, but if hit by more than one mech at the same time I can still get knocked over. I rarely use Gyro. A knocked down mech is a mech that will most likely die in seconds giving you a fresh

mech with fresh weapons. Fresh weapons means generating a lot of points. There are times when I have no weapons left that I wish for the knockdown. The reduction of knock by 50% sounds impressive, but whether I get knocked by 100% strength or 50% or 25% it will still be enough to throw off my shot and I will still miss. If I wait and absorb the first hit to guarantee I can fire after taking the knock, it still doesn't require much more adjustment with or without gyro. Generally speaking, the only time I use Advanced Gyro is if I know I will be facing RAC5's. These are machine-gun like but do more damage and create constant knock, but jam easily so they are used only by those with experience. However, using tonnage for what *might* happen is never prudent in my opinion. For most Assaults, Gyro weighs in at 2 tons. There are plenty of other options to use that tonnage on.

## **Armor**

There are, currently, 3 different types of armor that can be added to a mech; Ferro Fibrous, Reactive and Reflective. Mechs also have Inherent Armor on top of Internal Armor. Inherent Armor is additional armor that covers every section and prevents the infamous "1-shot kill." Internal Armor is the armor under the CT (Center Torso) and is the last line of defense before your mech is destroyed after all armor and Inherent Armor is stripped from a section. When a black right or left torso receives damage it goes to the CT. There are two types of Internal Armor; Endo Steel and Standard. Endo Steel weighs less providing as much as 4 free tons. It doesn't provide as much protection, however. For an Assault, Standard Internal Armor will withstand around an extra 10-15 points of damage before the mech is destroyed. I look for mechs that have Endo Steel. Many weapons alone do at least 10-15 points of damage. It really doesn't make much difference and besides, if that section is black all weapons would be destroyed anyway. Each mech already comes with either Endo Steel or Standard. Only adding Ferro, Reactive and Reflective is under the control of the pilot. Ferro is the lightest allowing more free tonnage but provides the least protection. 30 points of protection are provided for each ton added. Reactive provides 50% Damage Resistance against Ballistic weapons. A better way to think of Damage Resistance is Damage Absorption or negating damage. Reflective does the same against Beam type. Reactive and Reflective weigh more providing 20 points of protection per ton. I only use Ferro. Players generally use a combination of weapon types and sometimes all 3 (missile, beam, ballistic). If you face an opponent who is using weapons other than what your specialty armor is made for, that extra tonnage is wasted. Tonnage is at a premium. To give an extreme example, full Reactive/Reflective for a 100-tonner weighs nearly 13 extra tons over Ferro.

## **Chassis Stats [Mechlab, Chassis tab]**

These are listed in order as they appear from left to right in the Mechlab.

### **Acc/Dec**

(Acceleration/Deceleration) – The higher the number the faster you can start and stop. Although, not important enough to dismiss a mech chassis, these 2 stats are really useful.



They come into play often in short-range maps with a lot of obstacles like walls, burned out buildings and the like. They allow you to get out into the open quickly to take a shot and get back under cover to avoid return fire or detection. Often times, mechs with high Acc/Dec can Hit-and-Run without the enemy even knowing where the fire is coming from. Generally speaking, the less a mech weighs, the greater the Acc/Dec, however, same tonnage mechs can have varied Acc/Dec and is something to consider when more than one mech fits your playing style. Acc/Dec also can be useful in Circle-of-Death while behind an opponent. If done right, you can always stay behind the mech you are circling while it is trying to turn.

**Reverse Speed**

Although this is not specifically mentioned in the mechlab, Reverse speeds vary widely and I thought it might be worth mentioning. An Annihilator going 37kph forward moves 78% of that speed in reverse. A Tenchi at 103kph is reduced to 36% in reverse of its forward speed, while a Dasher maxed out at 163kph goes 44% of its forward speed in reverse. I mention this because it could negate any advantage you might have in Deceleration when moving back under cover.

**Turn Rate**

One of the more important stats to look at when choosing a mech. Maneuverability gives you an advantage over the enemy. Turn Rate determines the radius of the circle a mech makes when turning. The larger the number the better, helping you “turn on a dime.” Turning assists you in navigating tight spaces and works in both forward and reverse. In reverse, however, you turn much sharper going the same speed. That is why to counter Circle-of-Death many pilots will hit the reverse button. Turn Rate is very important in Circle-of-Death so that you can swing by the front of the mech quickly hopefully causing the enemy to miss. It is also important in tight quarters and change of direction. Want to dodge enemy fire? Go from heading toward the enemy to turning to the side. The faster a mech can pull this off the less likely you will get hit.



**Torso Twist**

Along with Speed the most important stat a mech could have. With a Torso Twist of 135 or more degrees, you can almost always have your target under your reticule and that translates to points. If you have the opportunity to always shoot at your opponent you rack up points, work on a section for the kill, knock your opponent shots off, hopefully take some weapons, and possibly knock the mech down. Obviously, if you can't twist around to get the enemy in your sights you get nada. A High Torso Twist is essential for Circle-of-Death. It also makes Hit-and-Run and Brawling more effective. You can crest a hill running laterally making you harder to hit and if the mech you are targeting has moved you can fire to the left or right behind you. For Brawling, if you have a mech that is somewhere behind you, it is faster to turn your torso than your mech. If you move out from behind a wall to take a shot you don't have to turn your mech to face your opponent. Turn your torso before you even move from behind cover then Acc, take your shot and Reverse back to your original position. Remember, that in your Geometry class, you learned that the shortest distance between 2 points is a straight line. A good torso twist will get you the shot and then under protection in the quickest time. If there was no such thing as Torso Twist, imagine all the turn adjustments to get in position to fire and then get back under cover?

**Twist Speed**

How fast your torso twists in degrees/second. This is important because it determines how fast you get your reticule on your target and start racking up points. It also effects how easy it is to keep your reticule on a moving target. Let's say you are on the receiving end of Circle-of-Death. If the enemy mech is moving really fast, even if they are in your shooting window you might not be able to twist fast enough to get a shot off. Some mechs have insane Torso Twist speeds. In fact, some of them are too fast to be extremely accurate if you aren't used to it. You can adjust Mouse Sensitivity under Options to help with this. I find that a Twist Speed of 60 for heavier mechs and 70 for lighter mechs works fine.

**Elevation Limit**

Determines how many degrees your mech can swivel its torso up or down allowing you to fire higher or lower than level (straight ahead). This is somewhat useful on mountainous maps as you might be able to shoot from below or above your opponent and they can't return fire. In fact, some mechs were designed for anti-aircraft. However, a pilot under Options can keymap to Look Down and this does allow weapons fire almost directly beneath from both arms and torsos regardless of Elevation Limit, and some pilots have perfected this. This stat has little affect on my mech selection and I wouldn't focus on this.

**Heat Capacity**

This determines how much heat a mech can withstand before becoming impaired or shutting down. Think of it as a gas tank. With a large tank it can hold more gas, but it is

more expensive to fill it. Or, think of a room with a single heater. The larger the room the longer it will take to heat. The smaller a room, the more effective the heater will be. It's the same with Heat Capacity. A mech with a high Heat Capacity will take longer to overheat, however, heat sinks become less effective. A mech with a low Heat Capacity heats up quickly, but heat sinks are more effective. This is of no consequence. It is safe to ignore this when choosing a mech.

### **Speed**

Along with Torso Twist, this is the most important factor in determine a mech. The faster you can get to the action the sooner you can start racking in points. When you die and re-spawn this lets you get right back to the action. Without action, you don't score points. All of my mechs Heavy on down go at least 85kph. The most used Heavy goes 103kph. All of my Mediums or Lights go at least 105kph. Even my slowest Assault goes 58 and that's because I only use it for city maps thanks to its 360 degree Torso Twist or when drops are 600m or less. A regular Assault of mine goes 70kph, with a variant that goes 75kph. Speed also has defensive properties. The faster a mech is moving the harder it is to target and the smaller the window it has to make a shot. It is also more difficult to target a specific section on a fast moving mech. Speed is of utmost-importance in Circle-of-Death. The sooner you can whip around the front of the mech out of its Line of Sight the longer you last and the longer you can rack up points. I can't say enough about Speed. It factors enormously in my mech selection.

### **Heat Efficiency**



The higher the number, the easier for a pilot to manage heat - by firing only certain weapons, or flushing coolant, using Coolant Pods, or standing in water (which, by the way, is 25% more effective in cooling your mech.) The number represents how effective a mech is in cooling itself and goes up or down with weapon selection and heat sinks added. Don't rely on this number, though – test it out on a map like Factory that has a Heat Index of 1 (average). See how many times you can continuously fire before your mech starts slowing down due to heat (orange on the heat gauge). See how many shots you can get in before shutting down. See how many total shots you can fire before shutting down when using coolant flush. The number representing Heat Efficiency is deceptive. It seems to mainly take into account the total heat generated by all weapons when fired and not their recycle times. How easy it is to control heat is eminently more important than this number.

### **Damage Ratio**

A mech's point multiplier. Multiply damage done by this Damage Ratio and that is the amount of points you will score hitting anything not blinking red or black (in which case 2x). This is important as different chassis of the same tonnage will usually have different Damage Ratio's and therefore have the potential of scoring more. However, don't choose a mech based solely on its Damage Ratio. If the factors are close to equal on 2 mechs like speed, and torso twist, and you must decide between the two, get the one with a better Damage Ratio.

**Stats to Ignore**

Ignore the following stats listed and the line graphs under the Chassis tab as they have no relevance in selected a mech in Multiplayer:

Firepower  
Armor  
Speed  
Rel. Heat Efficiency  
Mech Value (toward Bottom)

**Mech Selection****Coolant Filter**

There is a number of criteria to filter mechs. The following is my filter and I use it with every mech. Often times, a mech won't even get through the first benchmark. It makes mech selection much easier. Still, there have been times, even after spending so much time in the Mechlab, when I never would've considered a mech and yet later on I realized it could work. I suggest the following:

- 1) Available weapon slots. You first need to determine what weapons best fit your play style. For my recommended weapons see the section following. Mechs that cannot accommodate the type and number of weapons I am comfortable with (a very limited selection) get dismissed instantly.
- 2) Torso Twist. A mech needs to have a minimum of 120 degree torso twist before I will even consider it. I will be throwing away too many points if I cannot target a mech most of the time.
- 3) Speed. If upgrading the engine for more speed is too costly in terms of tonnage it gets dismissed. This step might take a little longer to determine how many tons it will cost to get the mech near your optimum speed. It helps to find a mech in the same tonnage category that you like with enough speed. For instance, my barometer for an assault is the Battlemaster IIC. My normal variant goes 70kph. If it is too costly to get another assault close to that speed then it gets dismissed.
- 4) Free Tonnage. Mechs equal in total tonnage do not necessarily have the same Free Tonnage. Free Tonnage is the number of tons you have to work with when everything is stripped off a mech including armor, electronics, heat sinks, weapons, and minimum speed. Endo Steel Internal Armor weighs less and therefore provides additional Free Tonnage. Free Tonnage directly affects weapons loadout so, as mentioned previously, I carry very few electronics, if at all. If the Free Tonnage cannot accommodate the weapons I usually carry the mech is dismissed.
- 5) Turn Rate. This doesn't always dismiss mechs for me. This can compliment the Torso Twist making up what the Torso Twist lacks and also is an excellent offensive and defensive tool. It is possible for a mech to have too great a Turn

Rate – usually 140 degrees. It is often just too responsive to turn and fire and still be accurate.

Here are my suggested mechs that stand out from the rest when focusing on the Hit-and-Run, Brawler Style of play.

### **-Assault-**

**Battlemaster IIC** (85 tons) – There are those that claim that this is a noob-mech. This is far from the truth. The Battlemaster IIC has only 2-slot ballistic hardpoints. It cannot carry any ballistic weapons that require 3 or more slots. It has no omni-slots (versatile slots that can mount any weapon type). It has the poorest average Acc/Dec of any mech 85 tons or lighter. It carries limited electronics (LAMS, Gyro), and is knocked over easily (without Gyro equipped). However, it's strengths are Speed and Torso Twist which are the key elements to scoring points, plus it has Endo Steel which gives you more free tonnage. Discounting the 2 Assaults that have 360 degree torso twist, the Battlemaster series are tied for first in this category at 135 degrees. As far as speed goes, engine upgrade weighs very little. My slowest variant goes 70kph and my fastest 75kph. Minimum speed is 65kph (already fast) but only requires 1 ton to upgrade speed to 70 and 2 more tons to reach 75kph. The Torso Twist Speed is also tied for 1<sup>st</sup> with 4 other Assault mechs.

**Blood Asp** (90 tons) – The highlight of the Blood Asp is its 360 degree torso twist. It beats out the Annihilator, also 360, because of its ability to upgrade speed better -although still slow- and its Damage Ratio. The Blood Asp is ideal for tight spaces like city maps. Even if you get caught up turning because of buildings you can still always target the enemy under reticule. The other bonus is that the majority of ballistic weapon slots are in its horns (S1 and S2 slots) so even with the destruction of arms and torsos there is still a good deal of firepower available.

**Longbow** (85 tons) – The premiere missile boat (a boat is a large quantity of the same weapon). It's got good speed, has BAP and LAMS and good missile slots. It's weaknesses, however, is that it is a large target being very wide, and it has a poor torso twist. The secret to using this mech is to launch a volley of missiles and then turn sideways to enemy. The longbow is wide but very thin.

**Warlord** (100 tons) – I only use this on an extremely cold map because of its ability to mount a lot of lasers and streak 4's.

### **-Heavy-**

**Tenchi** (65 tons) – This is my favorite Heavy. It is extremely fast - stock is 85kph - and an engine upgrade at that point is only 1.5 tons. Only 4 other heavy mechs have a better Turn Rate. Discounting the 360 degree torso twist heavies, it

is tied with 5 other mechs for best. There is only 1 heavy better in Acc/Dec. Perhaps, one of the most beneficial features is that it is possible to build a Tenchi with no weapons in its arms or torsos – only in the S1 & S2 slot. This is the premiere Circle-of-Death mech.

**Vulture** (60 tons) – I only use this for a Battle only city maps. It is built for SRM4'. It has decent speed (my config goes 80kph), and has 360 torso twist. Plus, you don't have to have any weapons in the arms, which can get blown off easily.

### -Medium-

**Fenris** (45 tons) – A very potent medium. Some pilots complain that this mech doesn't take proper damage. I say get lasers. I've never had a problem hitting this mech where I want, when I want, with lasers. And, I love to outfit it with lasers. Add some streak 4's and this is a deadly Circle-of-Death mech able to take down mechs much heavier. It has speed, good torso twist, and Endo Steel to give you some extra free tonnage.

**Gesu** (45 tons) – I only use this for a specific map. Load it up with machine guns, pulse lasers and SRM 4's, not the Streaks. They cause heat and catch the mech on fire obscuring vision.

**Hunchback** (50 tons) – Remember, in the Alpha-Strike section, I suggested trying to get as close to the tonnage of your mech in damage with a recycle time of 4 or better? I can get within 2 points with this mech and meet the recycle criteria. It runs a bit slow at 80kph, but it packs a punch at medium range. This mech has a good turn rate and decent torso twist.

**Reaver** (40 tons) – This is nearly identical to the Fenris in stats and maneuverability but weighs 5 tons less. You won't be able to equip it with quite the firepower of a Fenris, but it does have a 2.2 Damage Ratio compared to 1.92 for the Fenris. Use this mech to crest hills and Hit-and-Run or Circle-of-Death.

### -Light-

**Solitaire** (25 tons) – Also a laser boat, it's fast, starts and stops on a dime, has a more controllable turn at 91 degrees. Its weakness is that a good portion of its fire power (33%) is in a large gun on shoulder and can easily be destroyed.

**Wolfhound** (35 tons) – This is a strictly beam oriented mech. It is fast, like all lights, turns on a dime (140 degree turn), and has a decent torso twist (120 degrees). The turn rate is a little difficult to control as it is almost too responsive but it helps make up for the lesser range of the torso twist. This is a great Hit-and-Run mech as well as Circle-of-Death. On dark maps the ECM and IFF can come in handy.



### -Battle Armor-

Battle Armor or BA's can be very effective on the battlefield because of the high Damage Ratio they warrant – higher than even the lightest mechs. They have very little armor even maxed out. All my variants have no armor, zero. You have so little tonnage to work with, use it for weapons and secondly, speed. And, besides, even weak mech weapons cut right through BA's. BA's have no Omni Hardpoints (Omni-slots). Components (Electronics) weigh as much for Battle Armor as for mechs so don't waste tonnage on these. It can be tempting to get Gyro, but, because mech weapons decimate BA's, it does you no good to keep your feet but have no weapons or simply to die. Is it possible to Brawl with a BA? I'm crazy to ask the question, right? Wrong. If there are other heavier team mechs nearby, I'm betting the enemy takes them on because they are more threatening. Once occupied, then you go to town. BA's are considered by many low-threat, can't do damage, and the common strategy is to leave them until you get rid of the bigger mechs and then take care of cute little Battle Armors. What those same pilots don't realize is that you can pack a punch on a BA. One of my variants hits for 32.5 damage, and then multiply that by 4 because of the Damage Ratio: equivalent in points to an alpha strike of a 130 by an Assault with Damage Ratio of 1 or less. It's quite possible to take a light mech 1 on 1 if they miss 2 or 3 shots. And, BA's are the king of points/second. A variant of mine can rack up 44 points per second if left alone – even more if I can get in close for a Battle Claw to go to work. Battle Claws only have a range of 10m so you have to be right up next to a mech, but do 10 damage every 2 seconds. If you can get up to a mech undetected, you can rack up the points. Try to stand between both legs so that the mech gets caught up on you. If you are right up against the mech you won't take damage, however, if the mech is able to move and bumps you, you'll take damage. Also, if you are directly up against a mech, you don't have to go for a leg. I know it's a big, easy target. But even if you end up directly between the legs, the enemy mech can still turn and then that leg you were chewing up is no longer in range or is blocked by the other leg. The other option is to look up and use that Battle Claw to hit the crotch area between the legs which transfers damage to the CT. Battle Armors can mount regular mech weapons, but it's not worth it. BA weapons pound-for-pound do

more damage and weigh considerably less. Be prepared to die a lot in a BA. Be prepared to kiss your pride goodbye. I consider myself a good BA pilot and I expect to go 1 and 5 (1 kill per 5 deaths). I shoot for 1 and 4. One last particular on BA's. Since they are so small, specifically in height, they usually are completely submerged in water, which makes a great place for them to hide. Although IFF weighs 1 ton, if you can find a config with adequate weapons, it might be worth getting the component with the remaining tonnage and then get wet. On to the BA's!

**Infiltrator** (20 tons) – I don't often advocate long range over 750m, but the weapon slots dictate it. It has 360 degree torso twist, is one of the fastest BA's, and is one of the smaller BA's which makes a small target. Running side-to-side and staying hidden, this BA makes a point-lovers dream. The main reason? It has the highest Damage Ratio of any mech or Battle Armor...period (6).

**Kanazuchi** (20 tons) – This is the “Assault” of the Battle Armors. It has more weapon slots available than any other Battle Armor and a good mix of different slots as well. It can be slow, with a poor torso twist. It also is tied for the worst Damage Ratio at 4. But, this mech is made for straight ahead, ignore if you dare.

**Standard** (20 tons) – I love lasers and this Battle Armor can pack a few. Lasers do pinpoint damage so if you can find a mech with a blinking red or black section you can score a lot of points. Brawling lasers have a longer range than mech lasers of similar damage so go where the action is but stay back and let your teammates occupy the attention of the enemy. Lasers give no knock so you can freely fire and not draw attention.

## Weapons

I haven't given specific configurations yet, leaving out what I actually pack on my variants. Fact is, I use so few different weapons that it is easy to figure out where weapons go on the mechs listed above. I'll do a summary at the end of this section to wrap it up. I have listed them in order of appearance from top to bottom in the Mechlab. Oh, and if I haven't mentioned a weapon in this section, it means I don't give it a seal of approval for the Battle/Team Battle format.

### -Lasers-

**Medium Laser** (MDLAS) – These, in bunches, can do decent damage, have fast recycle times, and have no lead-time. Many weapons take time to travel over distances and so it is necessary to “lead” your reticule a little in front of the target so that the enemy mech moves into the position where the shots have been fired. Lasers have no travel time. They are instant. So, whatever is targeted under your reticule is what will be hit. This makes lasers very accurate when performing Hit-and-Run and Circle-of-Death. It helps you rack up more points by hitting a damaged section instead of spreading damage over more than one section (like some Ballistics) and they are very effective against fast mechs and lights – much



easier to hit with no lead-time. The reason I choose Medium Lasers is the 3 second recycle time. They are much more heat efficient than ER Medium Lasers which only have a small damage increase and 100m extended range but nearly twice the heat. If I am on a cold map, I will replace a couple of the medium lasers for ER Medium Lasers.

**Pulse Lasers** (Medium and Small Pulse and X-Pulse) – I only use these on Circle-of-Death mechs in combination with Clan Ultra AC5's. They have limited range from 150m – 400m but they do amazing DPS (Damage per Second). In fact, it is hard to find any weapons that do as much DPS as pulse lasers. But, they are only effective if you can hold down the fire button and that is why they are used in Circle-of-Death, and to a lesser extent, Brawling. In tight, closed spaces with lots of obstructions these are not recommended because they do little damage in alpha strikes. You must be able to target the enemy for an extended period of time to rack up points. I do not use them in quantity. They are very hot. You can add one or 2 of these on a mech and not have to waste tonnage with heat sinks. Set these to a different weapon group because you don't want to add extra unnecessary heat by firing these limited range weapons at a target out-of-range, yet in range of other weapons.

**Heavy Medium Laser** (HML) – This is the Brawler workhorse. Only weighs 1 ton, yet does 6 points of damage every 4 seconds and although a little heat-heavy, 2 of them can be put on a mech without much heat problems on an ordinary map. They have the same recycle time as the Clan Ultra AC 10's so are a perfect fit for alpha strikes. HML's do take up 2 slots though, but only weighing a ton with decent damage and no heat sinks required, it's a slam dunk.

**BA Support Laser** – Usable only on a BA. Best all-around weapon in a BA arsenal if you can fit several on your Battle Armor. It has good range at 400m, and its recycle time is only 2. However, it only does 2 points of damage. So, you might question whether it is really worth it. Well consider DPS. It does 1 point per second (2 pts/2 seconds) multiplied by the Damage Ratio of 4 – 6. So minimum, you're getting 4 pts/sec, and max 6 pts/second. On the Kanazuchi I can fit 4 of these, so that's 32 pts/sec not counting any other weapons in my loadout (lots of weapon slots on a Kanazuchi). On the Standard I can fit 3. If I had a BA with more Beam slots I would fill them with this weapon. Its weight is very light - tied with a couple others for first place.

**BA Assault Laser** – This is the granddaddy of punch. This does more damage in one shot than any other BA weapon. Just one of these will do 8 points of damage. The recycle time is slow to my standards and the range is weak. However, if you are on a map where drop zones are very close consider packing a couple of these on. Remember, from above, I mentioned I have a Kanazuchi that packs a 32.5 alpha strike? That variant has 3 of these. Hit a light mech with these, like a Flea, and they just might steer clear next time or at least come at you warily (which is preferred so we can still rack up points).

**-Missiles-**

**BA SRM Pack** – These do 3 damage and have the same recycle time as the BA Support Laser (2), so they make a great combo. You should be packing as many Support Lasers and SRM Packs as you can on a BA. They also provide knock; 3 or more will throw off a shot even from an Assault. But, it also draws attention and since it's every 2 seconds you just might upset that Daishi so be ready for full engagement. The drawback to the SRM pack is limited ammo. It comes with 24 salvos so that's 48 seconds of continuous fire. The good news, you die often so you'll get your fresh ammo.

**LRM20 + Artemis** – These go on my Longbow missile boat. The Artemis allows almost instant lock on time. The damage is sweet at 20, better recycle time at 5 than the Clan LRM's, and they have 1200m range. So, if you get a lock on an enemy mech at 1000m, which is the maximum visual range on most maps, and they move beyond that range the missiles will still hit their target. You can actually get a lock, move beyond 1000m and fire and still hit your target as long as you do it before losing lock. Be careful though; the faster you can obtain a lock the faster you lose the lock. In long range combat the recycle can be almost perfect if you time your salvo just as the previous salvo is knocking the enemy mech around. If you pack many of these on a mech make sure to add ammo. Heat really isn't an issue that your coolant flush can't handle.

**Heavy Rocket Launcher (HRL)** – I often don't use these except on certain maps when I tire of normal weapons. These can hurt at 20 points per every second. They do spread damage though. They generate insane amounts of heat. And, they suffer from ammo exhaustion. Their strength is damage and incredible knock and since there is only a recycle time of 1, you hit the enemy mech before it has a chance to recover. It is nearly impossible to have more than 2 of these in a brawler situation because of overheating.

**\*SRM4** – I use these only sparingly for close in brawling only, usually for battle and not team battle – but, not for the obvious reasons. The main reason I try and limit their use is because they can produce a lot of lag for players that don't have up-to-date systems or are on dial-up. They are direct fire and have 250m range so you'll need to be close, but they do decent damage at 6 with a recycle of only 2. They also generate heat upon contact and they catch a mech on fire obscuring vision, especially in 3<sup>rd</sup> person view. A mech full of these can score a ton of points if the pilot can be accurate with these direct fire missiles.

**\*CSTRK4** – This is identical to the SRM4's, but it has instant lock on capabilities. If your reticule is on an enemy mech and you fire these, they will track your target following it until they hit, possibly miss, collide with something else or be destroyed instantly when reaching maximum range (250m). These missiles can also be partially or wholly shot down by LAMS, but they are much

easier to use than the direct fire SRM's. They don't weigh a lot, do decent damage, and are one of those weapons that if you have the extra tonnage you should add them to your mech.

\*I choose the 4's over the 2's and 6's. The 4's do double the damage of 2's for only 1 ton more. The 6's do not do double damage over the 4's and require 2 weapons slots instead of 1.

### **-Ballistics-**

**BA Battle Claw** – As explained above, the Battle Claw is devastating doing 10 damage every 2 seconds but has a range of only 10m. It also requires the most Ballistic slots of any BA weapon.

**BA Sub Machine Gun** – A must weapon if your BA has a Ballistic slot and expecting short range combat. A single Sub Machine Gun will rack up 1 point/second x Damage Ratio. Even for the Kanazuchi with a Ratio of 4 that's 4 points/second and 6 points/sec for the Infiltrator. It only takes up a few weapon slots and weighs very little. The drawback? It jams when continuously firing for about 4 seconds. The cooldown after jamming is also about 4 seconds.

**BA Assault Rifle** – This is the long-range solution for BA's. They have a very respectable 800m range. They do decent damage at 5.5, but the recycle time is very slow at 6. Ammo isn't a problem with 32 rounds. That's over 3 minutes of continuous fire. Oh, and this weapon generates significant knock, which could save you if in a mech's crosshairs.

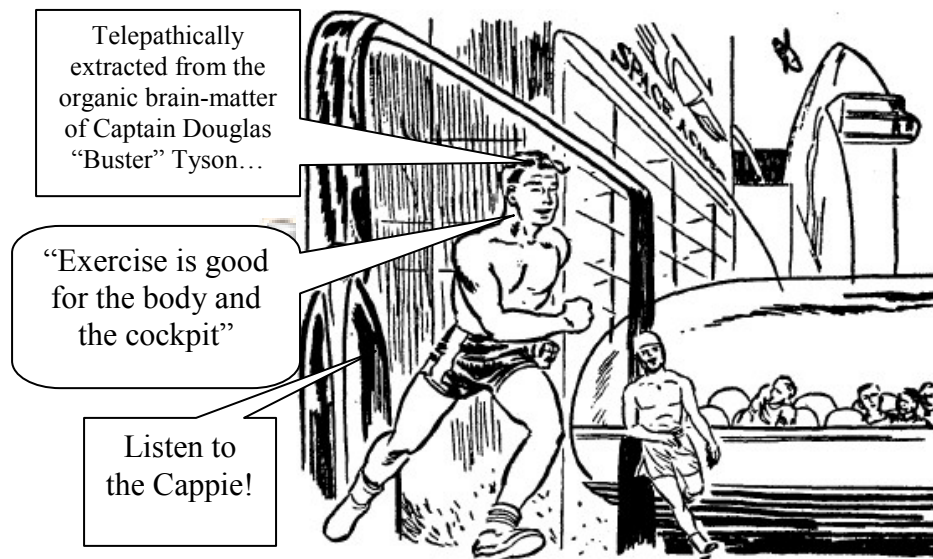
**AC10** – Usually I go with the Ultra AC10's, but occasionally I mix it up because other pilots get accustomed to your mechs and play style and counter it. The AC10 has a quicker recycle rate at 3 and a greater range (600m), but less damage at 10. It has good knock and plenty of ammo.

**Clan Ultra AC5** (Cultr5) – With several coupled together (4 or more), this is the most effective weapon a mechwarrior can wield. It's recycle time is insane at 1.5 seconds and does good damage (5) and only weighs 8 tons, with a range of 750m...and gives significant knock. That knock combined with the very short recycle time will frustrate enemy pilots to no end. Just 4 will rip a mech to shreds in Circle-of-Death and 6 of them will almost ensure you winning a Battle match. Ammo is passable, but not outstanding, allowing continuous firing for 90 seconds.

**Clan Ultra AC10** (Cult10) – One of the highest DPS weapons available, period. At a very respectable 4 second recycle and 18 damage that is 4.5 damage/second. Several of these together make a pulverizing alpha strike with incredible knock, and it has good range at 500m. The weakness of the Ultra AC's (including the UAC5's) is that they fire a double shot with a single squeeze of the trigger, the 2<sup>nd</sup> shot following the 1<sup>st</sup> by ~.25 seconds. This can cause damage over more than

one section if the mech is moving fast. It can even cause the 2<sup>nd</sup> shot to miss entirely, in which case damage is halved to 9. For this reason, Ultra AC's are difficult to use against mediums and lights. Ammo is sparse because of the double shot as well, but if you are aggressive you shouldn't need to pack additional ammo. If you stay back at range you will find yourself out of ammo quickly.

Summary: Discounting the BA weaponry, I've listed 10 total weapons, but truth is, I use only 6 regularly. The other 4 are map or scenario specific. For Mediums and Lights I use the Medium Lasers and Cstrk4's. For Heavies and Assaults I'll use the Cultr5's and Cultr10's with Pulse Lasers or Heavy Medium Lasers. For points you would be hard pressed to find better.



## **STYLES OF PLAY**

"The possibility of war increases in direct proportion to the effectiveness of the instruments of war."

- Norman Cousins

### **Brawling**

Engaging the enemy at short range.

I also use this often. It's a simple tactic. Bring your short-range and/or high-DPS weapons into melee. Hit the same section over and over until it's black. Go for as high an alpha-strike as you can without sacrificing recycle times. With brawling there is

usually no cover. One of you stands and one of you falls. You've got to do significant damage your first hit especially if you take them unawares hopefully destroying one or more weapons. However, if you miss, or hit a section without weapons, you will want to fire again as quickly as possible making recycle paramount. Circle-of-Death often comes into play in Brawling so the attributes mentioned in that section still apply. Hit the same spot over and over. When a section blinks red any future damage is twice the points. The same with a black section. Weapons are destroyed when a section starts blinking red and that nets you extra bonus points. Knock weapons are important in Brawling – throw's off your opponent's shot.

### **Circle-of-Death**

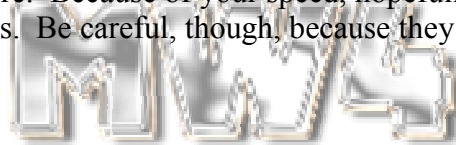
To circle your opponent round and round in a tight radius (usually as tight as your turn rate will allow at full speed) continuously firing.

Perhaps the single most effective play style in the game. The key is to take an agile mech with decent armor, usually a Heavy, although any mech can execute Circle-of-Death. The mech needs to have good speed, Turn Rate, and Torso Twist. They all combine to enable you to hit the enemy while keeping the less mobile opponent from hitting you. I've seen a heavy take down an Assault multiple times because the Assault cannot target the circling mech because of poor Turn Rate and Torso Twist. The average assault only has a Turn Rate of around 44 degrees and a Torso Twist of 80 degrees. That is a very narrow window at which to try and hit you. Most of the time in your turn you can't be hit at all, but, at the same time, you are able to hit from every side. If you work it, you can actually Decelerate and Accelerate your mech to stay out of the line of fire. Circle-of-Death allows you to get around behind the mech where the Rear Armor is weak (often a pilot will completely remove rear armor thinking it is not needing as they will always be facing their opponent.) Also, did you know that damage to that section between the legs goes against the Center Torso? So, you can hit the CT from the front and back. I usually take off whichever arm is on the side of the mech that is trying to turn to catch up with me. That way, they can't Look Left or Right to shoot at me with weapons in that arm. If the mech that spawns has a particularly nasty alpha, remember that and go for the legs next time. Legs are easy targets for Circle-of-Death cause you hit them from front, back and the sides. Circle-of-Death works great in the enemy dropzone. Recall, that you can always know the location of the other team...eventually. Wait in their spawn until your team kills one of the opponent and then, wham, you hit them with Circle-of-Death as they spawn. A Heavy has enough armor to last a couple of 1v1 rounds while you strip the armor off their mech and get the kills. I've seen the following scenario happen. The opposing team is way ahead in points and then the game flip-flops because a teammate has gotten into the enemy's spawn and just killed a mech 3 times over sending the points soaring. Should I even mention to be careful! If your team kills more than one mech at a time or another mech is killed while you are engaging one, you could suddenly be facing multiple foes. Still, if you find yourself in that situation, it is still possible for you to make more points than they if you use Circle-of-Death with high DPS weapon loadouts.

**Hit-N-Run**

This is used by fast mechs to quickly take an open shot and then scoot behind cover until weapons have recharged and repeating.

I use this often with a Medium or Light mech against jump-sniping mechs. The key is to go radar dark so you are only detectable within 250m (unless they have BAP). This is important because you don't want to attract the attention of other enemy mechs. Sure, they can type in chat to their team where you are, but they are probably too proud to do that and think they can handle you on their own. I'm often amazed how this tactic can be pulled off on a single mech when there are other mechs only a couple hundred meters away, but in open servers there often so little teamwork that you can take a mech down right under the nose of the enemy. So, the gist of it is, you just crest a hill enough so only your upper body is exposed and fire your alpha-strike and then back down the hill. Then it's dash up the hill, crest, fire, and then back down over and over. You need to have over a hundred kph speed to make this work. If you alter the location at which you crest over the hill the enemy mech will be kept guessing where to look. Jump-snipers have long recycle weapons so you can hit them a couple times before they can return fire. They move slow, you move fast. They will be in the same location, you are coming from what seems like everywhere. Because of your speed, hopefully they will miss and then you have even more passes. Be careful, though, because they have a lot more firepower.



**Jump-sniping**

Here's my take on jump-sniping or sniping in general in the Team Battle format: long-range weapons (800m+) that snipers, with or without jumpjets, like to use, do not have large alpha-strikes, even in bulk. They are heavy if ballistic, and hot if beam-type. They all have long recycle times. Here are commonly used ones with range, damage, and recycle:

Weapon	Range	Damage	Recycle
ER Large Laser	800m	7.5	5
PPC	850m	12	6
ER PPC	925m	15	8
Light PPC	875	8	6
Rail Gun	1000	56	10
MiniGauss	1000	8	6
Light Gauss	1200	12	6
Gauss Rifle	800	18	6
Clan Gauss Rifle	800	18	7

## Styles of Play

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Now, based on those numbers, how much DPS (Damage-per-second) are they doing? Here are some configs I put together, trying to get as much firepower as I could on a Gladiator, 95 ton mech, when firing an alpha-strike (hey, have to wait for jumpjet recharge so might as well fire all weapons at once, right?):

6 MiniGauss @ 48 dmg/6 seconds = 8 DPS x 1.08 Dmg Ratio = *8.64 points/sec*  
4 Light Gauss @ 48 dmg/6 seconds = same as above  
3 Gauss&2 ER Large Lasers @ 69 dmg/6 seconds = 11.5 DPS x 1.08 = *12.42/sec*  
6 ER Large Lasers @ 45 dmg/5 seconds = 9 DPS x 1.08 = *9.72/sec*  
6 ER Large Lasers&Light Gauss @63 dmg/7 seconds = 9 DPS x 1.08 = *9.72/sec*

Oh, and I mentioned, previously, heat management. That might be a problem returning fire with an in-your-face mech that has close range, fast-recycle weapons. Can you say shut-down? Now, let's take a look at a Battlemaster with 6 Clan Ultra AC5's.

Weapon	Range	Damage	Recycle
Clan Ultra AC5	750m	5	1.5

6 Cultr5's @ 30 dmg/1.5 seconds = 20 DPS x 1.08 Dmg Ratio = *21.6 pts/sec*

By the way, that's not all the weapons I would be able to fit on the Battlemaster either because the Cultr5's only weigh 8 tons. Add to that fact that the Battlemaster has a higher Damage Ratio then the Gladiator would make the point spread even greater (*23.4/sec*). As you can tell I like the Battlemaster. To get suggestions on other mechs read the Mech Selection section above.

Let's take another example using the Clan Ultra AC10's.

Weapon	Range	Damage	Recycle
Clan Ultra AC10	500m	18	4

4 Cultr10's @ 72 dmg/4 seconds = 18 DPS x 1.08 Dmg Ratio = *19.44 pts/sec*

Still twice as many points per second then all but 1 of the long-range examples. Snipers that use jumpjets point out that since they have longer range they can score hits earlier and therefore make up points. Really? I don't see them taking advantage of range when they don't see you at all. There are few maps where there isn't enough cover to make your way to an enemy mech that has given itself away by fire. Most likely, they are already engaged or have another mech targeted to pay attention anyway. Even if they see you, fire and tag you, they now have to wait several seconds for their weapons to recycle and by that time you will most likely be in weapons range. At that point, as shown above, you vastly out-gun them. They'll cry, and whine why you don't play the way they do. They'll moan, and sob and bark, "noob-rusher!" Again, I call it Pro-Blitzing, and the

Sniper that just threw a temper tantrum earned a new title – Jacked Up Jumper. By the way, I use incoming trash talk for motivation. I usually don't return it, but it helps me get into the zone or at least focus.

### **CLASSIFIED SCIENTIFIC TESTING**

(in a top-secret research facility located a mile under the harshest desert known to man, accessible only by a shaft whose opening is revealed by a pressure plate in an ordinary-looking cactus).

“There are no atheists in the foxholes.”

- William Thomas Cummings

The next section is various testing I've done mostly in the Mechlab, Instant Action or a non-advertised or locked multiplayer server. This testing in this section covers a period of time, literally, of several years. I have continually added to this file during that time. It is mostly unedited, grammar included, and reflects the learning curve I went through as a pilot. I did group the tests into like categories for continuity. Some of the data will be common knowledge to many experienced pilots, but at the time it was recorded was usually a revelation to me. Most of the file was posted on various forums of units that I have belonged to - I knew the pilots that were reading it. Hence, it has a certain colloquial, familiar conversation rather than the more formal writing up to this point. I relinquish it in its current form both for the nostalgia, and for new or returning pilots, who may find encouragement from its honest simplicity.

### **Testing on Damage Multiplier:**

As we all are aware...the number of points of damage a weapon does in battle (or Team Battle) is the # of points for your score multiplied by your chassis bonus also called the damage multiplier. If your weapon on a Kodiak does 5 pts you will receive 5 points exactly because damage multiplier is 1.0. For an Ares it is  $5 * 1.7$  or 8.5. I tested this and it was found true. The difference in the sizes of the mech didn't change the points awarded (not talking about kills just damage). I always thought that a little mech should shoot only larger mechs for additional points but this is not so. I also knew from what I heard that there is also a significant bonus for smaller mechs killing larger mechs, for instance an Uller killing an Annihilator. To test this, I took several size mechs into a Multiplayer game I hosted (only me with Bots) into Coliseum. The only weapon on the attacking mech I piloted was 1 cultra5 (does 5 pts of damage), and the other mech had no weapons. I kept shooting at one leg until the mech blew up. I noted the score before every shot so that I would know what the last score was before the kill. Then I subtracted the final score (after killing the mech) minus the score before the killing shot. The difference in points comes when actual kills take place. The score awarded should be  $100 *$



chassis bonus. This is found in the lobby of a multiplayer game under Map and then Description. Here is the results for the different mech scenarios:

Ares (60 tons) kills Uller (30 tons) = 315 points

Ares (60 tons) kills Annihilator (100 tons) = 343 points

Uller (30 tons) kills Annihilator (100 tons) = 500 points

Uller (30 tons) kills Ares (60 tons) = 514 points

Annihilator (100 tons) kills Uller (30 tons) = 230 points

Annihilator (100 tons) kills Ares (60 tons) = 245 points

Annihilator (100 tons) kills Annihilator (100 tons) = 370 points

You can take those results and interpret them how ever you'd like. Even if the results aren't exact, it's obvious that the damage multiplier is not the same for damaging mechs as it is for killing them. Does anyone know why it's different?

Another interesting fact is that when I was piloting an Annihilator against another Annihilator I WAS RECEIVING 2X THE POINTS when I was shooting a black spot on the mech versus a non-black spot. Another reason to shoot the damaged black areas on a mech. Not only to kill them easier and faster but to award more points.

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## Damage Multiplier:

I always thought that the chassis bonus was a fixed ratio, for instance, a 30 ton mech would have exactly 3X the damage multiplier as a 90 ton mech..say, an Uller vs. a Blood Asp. However, this is not the case. I came across a table today that shows the damage multiplier for every MW4 mech. As I expected, most are pretty close to the exact ratio according to tonnage, but to my surprise there were some mechs of the exact same tonnage that had different values for the damage multiplier. One of the best differences is the Osiris compared to the other 30 ton mechs (Uller and Urban). The latter two both have the 3.0, but the Osiris has 3.21. In fact, the Osiris's damage multiplier is almost the same as the Mechs with 5 tons less (Brigand, Commando, Solitaire). It's not a big difference, but in a case that all 3 have what you are looking for you should choose the Osiris. I'll give two other examples, one in the Assault and one in the Heavy. The following are the 80 ton mechs with their perspective damage ratios in parenthesis: Awesome (1.2, Canis (1.2), Gargoyle (1.2), Victor (1.17), Zeus (1.32). Obviously the mech with the best damage multiplier is the Zeus (which, I don't have because I don't have the IS Mechpack!). The last example are 65 ton mechs from the Heavy Class: Argus XT (1.37), Catapult (1.44), Cauldron Born (1.3, Loki (1.52). The difference b/w an Argus XT and Loki is .15. Now my math may be wrong but that's 60 extra points per 1000. If your score with an Argus XT was 5000, it would be 5300 with a Loki. With 4 players that would be an extra 1200 pts for the team and for 8 players an extra 2400 points. Again, this information is probably well known to most that visit the site, but to me it was a minor revelation.

-----  
Seems like lots of players out there think in Battle/Team Battle games you get more of a kill bonus the bigger the difference in tonnage between mechs....not true!

I've tested this b4 but before I posted double-checked again by launching a server, putting it on coliseum battle, facing an Annihilator and a Solitaire in my Solitaire. Both gave me 500 kill bonus.

If you pilot a light, you don't have to go up against a heavy or assault to get a "differential" bonus. You can take out a light and get the same amount of points.

This myth seems in-grained in many pilots. To verify try it out!

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Infiltrator - Of all the BA's this has the highest Damage Multiplier - 6. BA's range from having 2 -3 available tons if stripped of everything. Those having 3 tons available have a Damage Multiplier of 4. Those with 2 or 2.5 tons available have Multiplier of 5. The Infiltrator is the only BA that has a 6. However, it has the same kill bonus as the other mechs with 2 tons available - 700.

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### Testing on Armor:

I've heard and wondered about the true effectiveness of Reactive or Reflective armor compared to Ferro Fibrous. I decided to do a test and the results are as follows:

I used a Fafnir, Daishi, Atlas, and Annihilator as the test subjects and my mech was an Ares. The weapon(s) I used were 3 cultr5 totaling 15 points of damage per squeeze of trigger. I targeted the right torso on all 4 mechs in instant action Coliseum. About 90% of the time I hit the right torso but occasionally hit another part of the mech...I tried to disregard those shots. The right torso on all 4 mechs has 72 points of armor. I alternated between Ferro and Reactive. All have Standard Internal armor.

Fafnir (Ferro): Fafnir (Reactive):  
Black Kill Black Kill  
Shots 11 15 15 20

Daishi (Ferro): Daishi (Reactive):  
Black Kill Black Kill  
Shots 9 13 11 13

Atlas (Ferro): Atlas (Reactive):  
Black Kill Black Kill  
Shots 9 13 11 13

Annihilator (Ferro): Annihilator (Reactive):  
Shots 9 15 12 18

I did notice that although I hit the right torso the damage must have spread to other areas because I was doing more than the 72 points of damage that the right torso has. To blacken the right torso of the Daishi, it took

9x15=135 pts. Maybe in the future I will use only lasers. This also reflects how much punishment the internal armor can take. For a kill 13x15=195 pts. More testing is needed but it appears that internal damage can be as much as 60 pts before death.

I have read that Reactive and Reflective give 50% more protection (or 1/2 damage received from) Ballistic/Lasers respectively. Taking the Annihilator for an example...9x15=135 pts to blacken with Ferro Fibrous and 11x15=165 to blacken with Reactive. If the 50% rule were correct it should take 202.5 to blacken but it does not. That's only about 18%. It also appears that certain mechs receive more protection from Reactive armor than others. According to the table above the Fafnir will benefit the most, although still not 50% added protection.

The last thing to mention is the weight of Reactive vs. Ferro Fibrous. For all 4 mechs it costs (weighs) 9.7 extra tons for full Reactive armor. Although the test was not conclusive, the results indicate that Reactive armor may not be worth the price.

I will do the Reflective armor tests tomorrow.

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You may have read the earlier post on open forum talk regarding reactive vs. Ferro...a certain pilot suggested I put posts like that here instead of there so here it is. Using the same control (mechs, damage, right torso, full armor etc.) and using 2 large lasers (15 points per squeeze of trigger) here are the results:

Annihilator (Ferro): Annihilator (Reflective):  
Black Kill Black Kill  
Shots 8 14 12 17

Atlas (Ferro): Atlas (Reflective):  
Black Kill Black Kill  
Shots 8 14 12 17

Reflective is closer to the 50% added protection against lasers it seems than reactive although it could be because of the spreading of the damage of the cultr5.

4)the center torso does not blacken like the right torso. The right torso can be black and still take several more hits before the mech dies. The center torso goes straight from blinking red to killing the mech. Granted, the center torso has more armor but I think less pts needed to kill than to go through right or left torso armor plus internal armor (see previous post).

-----  
I did this test awhile back but keep forgetting to post it. It's not a very accurate test so take what you can from it. I took an Ares which has Standard armor and an Argus which has Endo Steel both at 60 tons. I shot a leg until it turned black and then counted when the mech was destroyed using 1 cultr5 (5 dmg per pull of trigger). It took about 11 shots for the Argus and 6 shots for the Ares. I always thought that Standard was better because it can take more internal damage before blowing up but in this case it was the opposite. I think more testing is needed but it's difficult to do an accurate test since you have to have 2 different mechs.

-----  
Took a Supernova with 6 ER Large Lasers against an Annihilator with little leg armor in Coliseum. My intent was to find out exactly how leg armor (external and internal) works.

I started out with 24 pts of armor and an alpha strike from the Supernova was 45. 1 shot caused the leg to blink red. Second shot black. 3rd shot kill.

Lowered to 12 pts of armor and same results.

Lowered to no armor (just the minimum 3 pts) and same results.

I was surprised to find that even with no armor and a 45 point alpha strike the leg still functions until another shot. I also learned that the uninjured leg takes damage also when the initial legs have no armor left. What I mean is, if a leg takes a shot and causes to lower the pts on the leg to almost nothing, the next shot will cripple the leg and also do damage to the other leg. My first shot caused the armor to go down about 95%. The next shot blackened the leg and also caused the other leg to go down about 70%.

I did a final test with exactly 45 points of armor on each leg (which equaled the alpha strike). I learned that an alpha strike only brought a leg down to half armor and then a second strike lowered it to no armor but leg was still functional, and a 3rd strike crippled but the extra damage went to the other leg again bringing the previously undamaged leg to about 60%. The important lesson to know is that leg armor is actually stronger than one might think. It will always take 2 shots to cripple a leg at minimum and even if the leg armor equals the alpha strike it only takes away half the armor (don't ask me why).

Took a BattleMaster IIC into Coliseum with a Plasma Cannon, 2 Hvy Med Lasers, and a Clan Flamer. To destroy the S1/S2/Gun it took:

MadCat Mk II : 49 points  
Canis: 46 points  
Behemoth II: 126  
Marauder II: 129  
Blood Asp: 90

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I'm sure many, if not all, know that you can have a wire outline of the mech you have targeted or a line graph of the mech by pushing the comma key (or the period key for your own mech). I use the wire outline, but sometimes it's useful for the line graph for testing purposes.

Using this method I verified that after destroying certain parts of a mech where the damage is transferred next (besides internal if applicable).

- Once a leg is destroyed, armour (I spell armor armour...sorry habit, it's from Lord of the Rings Online), from the other leg starts going down (as well as internal CT armour).
- The butt area subtracts armour from both CT (mainly) and from RT (Rear Torso).
- On some mechs the rear butt area first subtracts armour from the S1 or S2 region then after destroyed the CT (mainly) and RT (Rear Torso). The front crotch is CT/RT and not S1 or S2.
- After destroying an arm the damage, yes, goes to the left or right torso, but also a little to the center torso armour (and of course internal CT).

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I've been messing around with these specialty armours that provide 50% DR (Damage Reduction) against Ballistic/Beam weapons. One thing I noticed is that not only do they have reduction in actual damage but in points as well. I was under the impression that damage done was halved but a mech still got the normal amount of points of a weapon used against specialty armour \* the Damage Multiplier. This is not the case.

Might be a good way to win a team battle game in a match. Everyone on team determine whether to go Reactive or Reflective depending on map.

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Mechs have natural armor apart from Ferro/Reactive/Reflective and internal (Endo/Standard). A Highlander and MadCat Mk II (both 90 ton mechs, one with Standard and one with Endo Steel) with no armor (only the bar minimum 3 points of armor) took 37 pts of damage before right torso turned black ( $37 - 3 = 34$  natural armor). I assume it is relative to mech tonnage so heavier mechs will have more and lighter will have less. I always wondered why a torso didn't turn black immediately if it only has say 60 pts of armor yet an alpha does say 84 from my Battlemaster IIC. It actually would take 161 points of total damage to kill a mech by shooting the RT with full Ferro armor (66 from Ferro + 34 natural armor + 61 internal Standard).

-----

Difference between Standard and Endo Steel armor for 2 90 ton mechs (Highlander & Mad Cat Mk II): takes 61 pts of damage from the point at which the Right Torso turns black for the Highlander (Standard) to destruct - damage transfer once black is from RT to CT (also a little Rear Torso). It only took 51 points for the MC MK2 with Endo Steel. This equates to about a +20% internal armor protection when going with Standard over Endo Steel.



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Battlemaster BFG only has about 50 hit points and it is in the S2 slot. It is separate from the Right Arm.

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Ever wonder why BA's seem to be able to take insane amounts of damage for as small as they are and inability to mount a lot of armor? It is because of the inherent armor (armor that exists outside Ferro/Reactive/Reflective/Standard/Endo Steel). It is the armor that often protects against 1 shot kills (such as to the HUD). A Kanazuchi with minimum armor (3 pts of Ferro or 1 tick) still took 11 damage to both a leg and CT before dying. That means there is  $11 - 3 = 8$  pts of inherent armor. It is also very hard to continue to hit a specific upper body section so damage gets spread around easily making it seem like it has a lot more armor than it really has. A Kanazuchi with full CT armor actually can take  $12 + 11 = 23$  pts of damage to center before dying. This is why a BA with armor can actually survive a Long Tom, although usually crit all over. Long Toms spread damage pretty easily and a full armored Kanazuchi can have 72 pts or 2.4 tons of armor. It is rare to have BA's fully armored though because there is very little tonnage left for weapons and certainly not Components.



### Testing on Destroying Weapons and Visual Clues:

The reason for this test was the simple fact...I HATE LOSING WEAPONS! So I took an Annihilator with weapons in all locations against another Annihilator with only 1 Heavy Machine Gun in instant action. I turned the sensors to bars so I could track the damage easier. I chose a Machine gun so the damage would be small and gradual. I started losing weapons with the gauge was about 25%...just slightly below when it started blinking red. I noticed that every time I lost a weapon I was smoking so when you start to see smoke on a mech it may have just lost a weapon(s).

There is a difference between the smoke and fire you see coming from a mech when it is 1 shot away from death. There is dark black smoke vice light black and there are no flames but white hot balls I guess you could describe them with sparks shooting wildly. I tested this only twice but I could tell the difference.

Another very important fact I learned. I took a mech in with NO arm armor. When I got hit I lost the weapon almost right away but the arm still had full armor! What I mean is, the arm acted like it still had full armor before I lost the arm. It continued to provide protection to both torsos even though I only had 3 points of armor allotted to it. This was a revelation to me since I can now take off all armor on an arm if no weapons are on that arm.

Another thing I learned: on the Annihilator the rear armor was being hit by the lower side but not from directly behind. The damage from behind was being spread over CT, RT, LT.

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**Testing on Weapons:**

Took an Ares with an ATM12M against an Annihilator with and w/o LAMS in Coliseum. The following table is # of salvos and the damage done in points:

With LAMS W/O LAMS Difference

- 1-42 1-45 3
- 2-75 2-91 16
- 3-110 3-134 24
- 4-131 4-177 46
- 5-167 5-223 56
- 6-210 6-269 59
- 7-244 7-313 69
- 8-266 8-357 91
- 9-312 9-404 92
- 10-334 10-446 112

LAMS also helps you from being knocked around and knocked down by missiles.



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Took a Fafnir with 1 Clan LBX5 against an Annihilator (no weapons). Has a range of 700 and damage 7. Took a Fafnir because it has almost exactly 1 damage multiplier (.99 to be exact). Here's the damage:

- 700m = 3 pts
- 500m = 4 pts
- 400 = 5 pts
- 300 = 5 pts
- 200 = 6 pts
- 100 = 7 pts

Although not a complete test, for the LBX5, to get full benefits it's only at 100m. I'll probably do tests on the other LBX later on.

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This time used the Clan LBXAC10's, the breakdown:

- ~0-45m = 14
- 45-170 = 13
- 170-199 = 12
- 200-249 = 11

250-299 = 10  
300-324 = 9  
325-349 = 8  
350-399 = 7  
400-440ish = 6  
441-450 = 5

Tests were a little difficult as it seemed to not always be consistent. This could be due to damaging nearby sections in addition to the targeted one or also could be rounding.

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I know most of us just think of Tag Lasers as pointers such as when Arrow points to a spot on the ground where we are supposed to stand during formation training. In the meclab they say they don't do any damage. Well, they do. Not much at all but if you stick a bunch of em on a light mech and take into account the damage multiplier it can rack up some points. I've got an Uller with 5 of them and total they do about 5 points per second. Not damage but points. Not much, but the real advantage is the distance. Tag Lasers have a range of 1000m. We all know how difficult it is to hit a light mech going 123 from a distance of 1000m. Put these Tag Lasers on a light with excellence torso twist and you can sit back from a distance and roam back and forth and pick up some points (like Ghost Highway).

The disadvantages are they build up heat quick and don't do damage. Heat: with only 2 T.L. you are o.k. but any more than that and you'll want to get lots of heat sinks. With my Uller having 5 Tag Lasers I need 10 heat sinks. Damage: You don't do any. Don't expect to get any kills unless you have about 15-20 of these things. I ran around an Annihilator for about 2 minutes before I destroyed just an ARM!

You will pick up some points though. I'm going to try it soon

I never really used either one of these so I decided to try them out. What they do, how they could be used etc.

-----

Took a Kanazuchi mainly, but also an Infantry into Coliseum for testing, results:

-I know that Battle Claws work from 10m and in and are highly effective (2 on a Salamander can black a leg on an Assault in just 4 hits or 8 seconds). However, I wanted to make sure that some of the other weapons

work that close in...right up next to the mech. I tested BA SL (support laser recycle 2, damage 2) and BA SRM's (recycle 2, damage 3). Both of these hit leg under reticule with no problem which means in addition to a Battle Claw can take out a leg very quickly.

I also noticed that the closest that you can get to a mech depends on the distance of its furthest section from center. That is confusing so here is an example: an Annihilator has its arm guns protruding from the rest of its mech. I could get no closer than the extension of its arms which, btw is about 4m, so legs still within range of Battle Claw. The crotch area is 6m so still within range. I will test again with a mech that has a much more protrusive weapon such as the Railgun.

I also noticed that when I shot at the crotch area of the Annihilator my BA SL were hitting the center torso but my SRM's were still hitting the legs. Apparently, from that distance, the SRM's travel the closest distance to the target?

-I switched into the Annihilator facing the Kanazuchi and let it get right up next to me. I noticed in 3rd person view I could not even see the BA because my own mech was blocking it. I tried with a Daishi and same thing. Based on this, I would say to pilot a BA right up between its legs so you can remain hidden in the center. I did not try 1st person view.

-SRM's are countered by LAMS.

-SRM's do have a little knock. They also produce the "lock-on" alert in the mech being fired upon.

-----  
The Flare Launcher launches a missile in a straight line (like the rockets) for a distance of up to 1000m. It will stick to just about anything. The flare lights up a small area. In the meclab it says a radius of about 200m. When I shot one at the ground the immediate radius of the light was only about 30m. It burns for 15 seconds. It has lower heat than the Overhead Flare and more than twice as fast and has 5 more rounds. It can be seen from about 470m whether it be nighttime or day.

The Overhead Flare launches a missile that does not fly in a straight line but more like the LongTom. It produces much more light than the Flare Launcher and does not "stick" to objects but rather bounces off things until it lights. In using it on Concourse I was able sometimes to bounce it off a building to get it where I wanted and it would float above the ground gradually getting smaller and falling slightly until it went out. It lasts about 10 seconds. I found out that if you want to shoot it above your

mech, you can shoot it at the ground tilting your torso all the way down and it will ricochet straight up.

There are 2 uses I can think of in using them. They both only cost 1 ton and give you 25 (Overhead) or 30 (Launcher) rounds. The first idea is to let your teammates know where the enemy is. Taking Concourse for example, you could stick a Flare onto a building where you just sighted an enemy. Only your teammates would know what it was for. You could use the Overhead for the same idea. The Flare lasts longer and has a quicker rate of fire but the Overhead can be seen from a greater distance. The second use would be to alert your teammates where you are if you need help. Obviously the Overhead would work much better because it's more easily seen.

I would like to try this using a recon mech in some drop in the future if it's ok with everyone. I could scout ahead locate the enemy and use the flares to give away their positions.

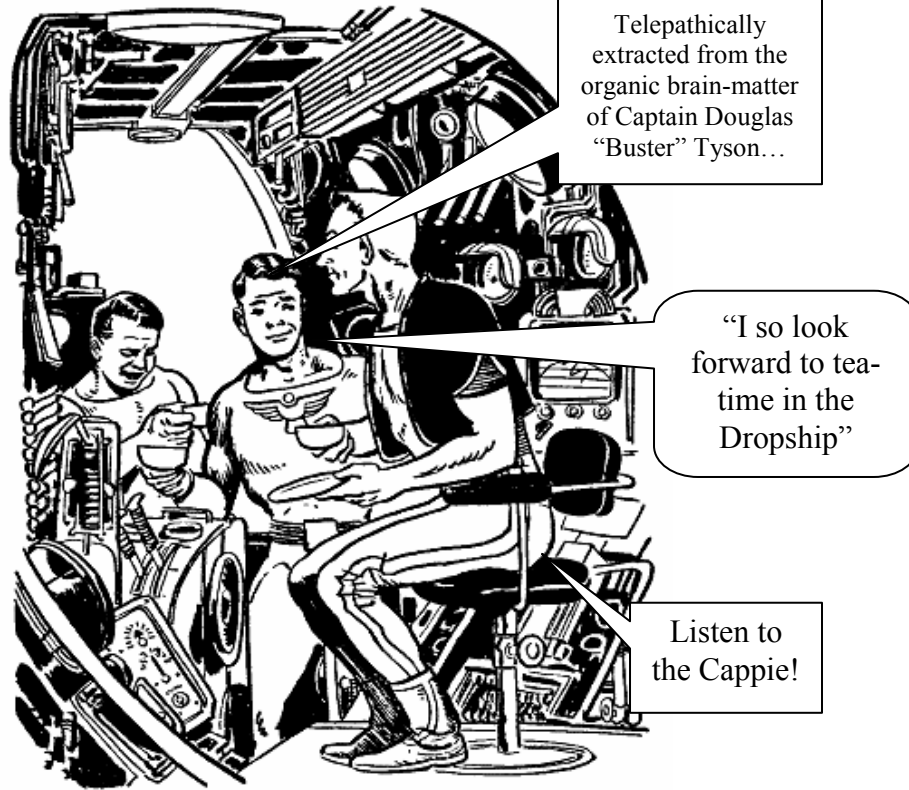


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RAC = Fire for 3 seconds, then watch until the smoke from the weapons disappears, then fire another 3 seconds and keep the rotation...this will prevent your weapons from jamming.

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I don't usually use Lasers, I'm a ballistics guy myself, but I've always wanted to try a mech with large pulse lasers but the heat they produce just doesn't make it feasible. I finally looked into coolant pods to see if I could make it work (using lots of large pulse lasers). On a Sunder I was able to get 3 Large X-Pulse lasers working with constant firing for a long time by chaining 8 small coolant pods. Since the recycle time is 15, that means with 8 there's not much time when a coolant pod isn't firing. In combination with ejecting coolant, I was able to fire for almost a minute without ceasing! 3 Large X-pulse lasers don't do that much damage, but I was able to defeat a Stock Annihilator in instant action Coli. I haven't tested it yet in real combat.



3 things I noticed:



- 1) At about 7100K is when a mech starts smoking...that's about 6 bars from the top
- 2) At about 6700K is when the HUD starts fading and mech starts slowing down...that's about 8 bars from the top
- 3) The large coolant pod says it subtracts 30 heat while the smaller 10. It's roughly 10 times that in K. So when it says it minuses 30 heat it is really subtracting about 3000K.

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Outfitted an Annihilator with all 4 different RACS. Fired all at the same time. The Clan RAC 10 weighing 12 tons and taking up 2 slots was released the quickest from jamming. After all of them jammed, the Clan RAC 10 started firing again nearly 4 seconds sooner than the next nearest one.

-----

Left out of the Read Me doc is that the Hyper AC2 and Hyper AC5 had changes to heat.

Hyper AC2 down from .6 to .2

Hyper AC5 down from 1 to .3

I checked most of the weapons against older versions in the Mechlab and these are the only ones not documented.

-----

I created a Longbow variant (nh) with LRM20 Artemis and ER Large Lasers. I noticed that even though they both say they have recycle times of 5, the ER Large Laser actually takes a little longer to recycle. It's maybe 5.2 or 5.3. Just an fyi... not a big deal unless you are expecting the combo as an alpha strike.

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I thought the SRM pack for the BA's were like the SRM's for Mechs and not Strks but they do lock on.

-----

I've already done the testing on the LBXAC5's that shows even though max range is 700, it only does max damage at 100 or less.

I did a new test today with LBXAC10's. I wanted to determine the "shotgun" effect as I've heard about them. I assumed that they scattered hitting a larger area thereby making it more effective against lights. I guess I thought that because of the scattering effect, you could actually miss hitting the target but some of the "pellets" would still hit the mech meaning you didn't have to be as accurate - hope that description makes sense.

Anyhow, found out that you still have to hit the target normally (no advantage in accuracy), but that damage was spread over several sections despite aiming for a specific section. The specific section did take the most damage by far but even up to 4 additional sections was damaged.

-----

CSTRK - Although these have a 250m range they fire a salvo with missiles actually launched in succession so it is possible to fire at ~270m while moving toward target and if you are fast enough some of the missiles will still hit.

-----

UltraAC10's fire a double shot. I knew they were prone to ammo trouble because of this but I never knew for certain that it might be possible to miss with one of the 2 rounds effectively halving your damage. I thought, perhaps, that the double shot was just an animation issue but that both shots actually hit the mech. So, I decided to test it. By taking a Kodiak with an cultac10 and using torso twist I fired when the reticule was on a mech but continue to twist the torso. Using this method it was easy to see that the 2nd shot is about .25 behind the first shot and missed the targeting mech by about 5m or so. I looked at the damage and it was indeed half ( $18/2=9$ ).

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**Testing on Heat Generation:**

I started making a map (I think it will be called TwistedWorld) and saw that you can set a map's Heat Sink Efficiency. So later on below I will put some of the H.S.E. on some of the maps. But first I decided to do a test on the effect of heat sinks on mechs.

Scenario: Annihilator and Ares on Coliseum, Alpine with 2 ER large lasers and 2 ER medium lasers, 1 pull of trigger

Annihilator: no heat sinks  
3800 K, 16 seconds to return to 0 K

- 1 Heat Sink, 3800, 15 seconds
- 2, 3700 K, 13 seconds
- 3, 3700 K, 12 seconds
- 4, 3700 K, 11 seconds
- 5, 3700, 11 seconds
- 6, 3600, 10 seconds
- 7, 3600, 9 seconds
- 8, 3600, 8 seconds
- 9, 3500, 7 seconds
- 10, 3500, 7 seconds

Ares: no heat sinks  
4400 K, 16 seconds to return to 0k

- 1 Heat Sink, 4400, 15 seconds
- 5, 4300 K, 10 seconds
- 10, 4100 K, 7 seconds

Move to Alpine:

Annihilator: no heat sinks  
3800 K, 14 seconds to return to 0

1 Heat Sink, 3700 K, 12 seconds  
5, 3600 K, 7 seconds  
10, 3500 K, 6 seconds

Here is the Heat Sink Efficiency of several maps, the higher the number the faster the mech cools off:

Alpine 1.1  
Big City 1  
Avalon Pro 1.2  
Broken Sky 1.3  
Defiance 1  
FrostBite 1.2  
GatorBait 1  
Ghost Highway .9  
Lakeside 1  
MineHQ 1.5  
PalaceGates 1  
SandDunes Pro .8  
Snowbound 1.2  
Snowjob 1.2  
Wetlands 1



-----

Took an Annihilator with same config as before (2 ER Large Lasers, 2 ER Medium) with no heat sinks into Jungle, Lakefront, Oilspill. Far away from water, 1 pull of trigger 3800K, 16 seconds to return to 0. Right at water's edge, same result. 1 mech foot in and 1 mech foot out of water, 3600K, only 10 seconds to return to 0. Both feet in ankle deep same result 10 seconds. In water up to thighs same result 10 seconds. No heat difference running or standing still. I could find no deeper water than thigh high. One thing I did notice in Oilspill; when I blew up an Oilrig it did not add any heat even though I was standing next to it. And, the residual flames after blowing up did not add any heat as I walked through them.

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I know I've done several tests with heat. None of them have been completely accurate or comprehensive. So I decided to sit down and figure all this heat stuff out. Also, I wanted to get a grasp on the Relative Heat Efficiency that showed up in the later patches.



So, I took several mechs into Coliseum with 6 ER Small Lasers and no heat sinks:

Archer

Heat capacity 49.3

Heat Efficiency 53

Rel Heat Efficiency 64

Crab

38.7

53

83

Supernova

61

53

52

Tenchi

44.7

53

72



Sunder

57

53

55

Ares

50

53

63

Wolfhound

30.7

53

100

All of them had a 53 Heat Efficiency. They all took 6 seconds to cool to 0K. The only difference was how hot they got.

Archer=1500K, Crab 1900, Supernova 1200, Tenchi 1600, Sunder 1200, Ares 1400, Wolfhound 2400.

The greater the Heat Capacity (found under Chassis in the Mechlab) the cooler the mech heated up to. Not the faster it cooled. Remember they all took 6 seconds to get to zero. The mech with the greatest Heat Capacity of the test group was the Supernova at 61. It heated to only 1200. The lowest Heat Capacity mech tested was the Wolfhound at 30.7. It heated to double that at 2400. This makes sense because the heat capacity of the Supernova is twice that of the Wolfhound and therefore the Wolfhound got twice as hot.

Think of it this way. The higher the Heat Capacity the more heat the mech can take before slowing down or shutting down.

Think of a car gas tank. In a small car the tank is much smaller and it doesn't take much gas to fill it. A larger car has a bigger tank. If you fill both tanks with the same amount of gas, your gas gauge will show 2 different readings. For the small car it may indicate full but for the larger car it might only be half. It's the same with the heat indicator in the game. If you add heat sinks to a mech that has a low Heat Capacity (small tank) you will greatly increase Relative Heat Efficiency much faster than a high Heat Capacity mech. Again, think of a gas tank. If you add gas to a small tank the gauge fills quickly but if you add gas to a large tank, the gauge fills slowly.

I added 3 heat sinks to the Crab and to the Supernova. For each heat sink added to the Crab, the Relative Heat Efficiency went up by 8 points while the Supernova only went up 5 points. I put 10 heat sinks on the Supernova and the temperature went up to 900 from 1200 with no heat sinks. I put 10 heat sinks on the Crab and the heat reached 1400 from 1900 with no heat sinks. The Supernova only decreased 300K while the Crab decreased 500K with the same number of heat sinks. I put 10 Heat Sinks on the Wolfhound and it reached a temp of 1800 when before with no heat sinks it was 2200. A decrease of 600.

Supernova=0 heat sinks, 1200K  
10 heat sinks, 900K  
decrease -300

Crab=0 heat sinks, 1900K  
10 heat sinks, 1400K  
decrease -500

Wolfhound=0 heat sinks, 2400K  
10 heat sinks, 1800K  
decrease -600

It will take more heat sinks to make a difference with a mech with High Heat Capacity. For a mech with a low Heat Capacity, every heat sink will be more effective than a mech with high Heat Capacity.

Here's another way to think of it. A large house takes longer to heat up with the windows closed than a room. However, it takes more air vents to keep it cool. But, a room only takes a few vents to keep it cool.

To sum up:

There are 3 statistics you should look at regarding heat for your mech.

1) Obviously, the most important is the Heat Efficiency. The higher the number, the HARDER it will be for your mech to slow down or shut down due to overheating.

2) Heat Capacity=the higher the number, the LONGER it will take to reach shut down.

3) Relative Heat Capacity=the higher the number the more effective your heat sinks will be.

The best mechs, in terms of heat, are the mechs with high Heat Efficiency and high Heat Capacity. If you can't have that, then go with a mech with a high Relative Heat Capacity and add heat sinks.

-----

-Infantry

My only test with an infantry was to determine the heat produced by running. Anything over 15 kph started to increase heat at 1 tick every 3 seconds or so. An increase of speed even to max of 32 did not increase this heat generation. At speeds 15 or below the mech lost heat rapidly.

-----

Infantry generate heat while running moderate or max speed. I've already run a test to determine the kph at which the Infantry will cool. However, I never thought about adding a single heat sink.

Adding just a single heat sink to an Infantry prevented all heat generation from running full speed even on Sand Dunes.

-----

Shutting down a mech does not help it cool. Took a BK with 2 ERPPC's on Factory (H.E. of 1). Topped out at 5800k and took 17 seconds regardless to cool back to 0k.

However, going 93kph it took 25 seconds to cool down, so moving does produce heat, or at least lowers cooling. After further testing it appears that between 51% - 100% of max speed the mech takes longer to cool while 0% (standing still) to ~50% takes normal time to cool.

-----

What effect does flushing coolant once shutdown actually do? Took a Warthog with no heat sinks and overheated to point of shutdown. I was shutdown for 10 seconds and when I came back up temp gauge was at 7300k (well into orange). If I flushed coolant to empty once I shut down, I came back up in ~6 seconds and only 3700k on temp gauge.

-----

**Testing on Suicide:**

Took an Annihilator vs. Annihilator in Coli on Battle and ran against it at 73...it was stationary.



I got 3 pts  
It got 3 pts

Took an Anni vs. Ares ran at 73 it was stationary

I got 3 pts  
It got 2 pts

Took an Anni vs. Uller ran at 73 it was stationary

I got 3 pts  
It got 2 pts

Took an Ares vs. Anni ran at 73 it was stationary

I got 2 pts  
It got 5 pts

Took an Uller vs. Anni ran at 111 (slowest) it was stationary

I got 3 pts  
It got 5 pts

Looks like if your a smaller mech running into a bigger mech your helping the other team by giving them more points than you are receiving. Of course, if you don't have any weapons....

Suicides and Ramming from BA's does do damage to BA's. Not much...it took 7 Suicides from a Golem to destroy an Elemental.

-----  
With the prevalence of suiciding these days I decided to go ahead and do these tests. Here's some things I learned:

1) You must be within 25-27m to do damage to another mech. At around 25m you don't damage the whole mech, just the side of the mech facing the suiciding mech. However, right up next to the mech (touching) damage is done all over the mech despite location of suiciding mech. The damage dealt is a % for each section with each section having a different %. With a Kodiak having 30 pts of armour throughout, the damage done by another Kodiak touching when suiciding does around:



LT/RT - 14 pts  
CT - 12 pts  
Arms - 6 pts  
legs - 7 pts  
rear - 5 pts  
= 44 to 48 pts

HUD - 0 pts. The HUD is not damaged in suicides.

2) Suicides take 3 seconds from the time you hit the keystrokes to the actual blowing up of the mech regardless of the chassis.

3) Damage multiplier does work in damage of suicide. So, if you are able to kill a mech while suiciding you get the kill bonus plus damage. I was able to suicide using an Uller at 30 tons with a kill bonus of 500 (same as suicide penalty) and I was actually able to make about 100 pts in the positive (~600 total points for the kill and damage minus the 500 suicide penalty).

4) Tonnage does affect the damage done on a suicide. It's maybe an extra 1% per ton? That's a guesstimate.

85 -100 tons took 3 suicides to kill the Kodiak with 30 pts per mech part.  
Tonnage Suicides (to kill the opponent mech)

75 4

65 4

55 5

45 6

35 8

I suppose that, based on the above data, that suiciding can actually be beneficial. However, the main point against suiciding is not one of positive or negative points for team. It's one of sportsmanship. Let's face it, when someone suicides on someone it is to prevent the other person from getting a kill. Imagine if a person you dislike on the battlefield kills you and then you meet again and the enemy is crit but suicides...robbed ya of any chance for retribution. Suppose this happens 3 or 4 times in a game...can get really discouraging. It becomes ten times as annoying when you are piloting a Battle Armour and the enemy continuously suicides on you rather than let you get the kill. That essentially makes BA's useless.



**Testing on Components [Electronics]:**

Went to Coli and tried every jumpjet mech. Put torso all the way down so looking at ground and looked at the meter height. The bigger mechs obviously were taller. Then used jumpjets straight until ran out from standstill. Continued to look down at ground and recording height. Then subtracted height of mech from distance above ground to reach jumpjet height. Here are the results:

Ares=55m  
 Avatar=45  
 Black Hawk=57  
 Black Knight=70  
 Brigand=44  
 Canis=71  
 Catapult=65  
 Chimera=50  
 Commando=54  
 Cougar=46  
 Gladiator=70  
 Grim Reaper=61  
 Grizzly=53  
 Hellspawn=46  
 Mad Kat MKII=73  
 Osiris=48  
 Ryoken=56  
 Shadow Cat=49  
 Templar=70  
 Thanatos=72  
 Thor=57  
 Urban Mech Clan=71  
 Urban Mech IS=80  
 Uziel=75  
 Victor=76



Highest jumping mech = Urban Mech IS  
 Lowest jumping mech=Brigand

Highest Assault = Victor  
 Lowest Assault = Gladiator/Templar

Highest Heavy = Thanatos  
 Lowest Heavy= Avatar

Highest Medium = Grim Reaper  
 Lowest Medium = Hellspawn

Highest Light = Urban Mech IS  
Lowest Light = Brigand

-----

This test is also on Coliseum. We all had Cyclops with ECM and BAPS (we tried a couple of other configs too.) I originally wanted to do the test to see if a mech was undetectable with ECM less than 250m if they had their radar off. Here is what we found out:

They had ECM/I had normal radar = I detected them at 500m (1/2 normal range)

They had ECM/I had BAPS = 600m (1/2 normal range)

They had ECM/I had passive radar = 90m

Now here's the kicker...

They had ECM WITH PASSIVE RADAR/I had normal radar = 500m

So, ECM is only valuable if the enemy has their radar off. You can sneak in up to a distance of about 90m without them detecting you. However, if they have normal radar and you turn passive, they will be able to detect you up to 500m which is double normal. Another way to remember this is the enemy will be able to detect you within 500m whether your radar is active or passive if they have normal radar. In other words, if you think you will be able to sneak into the enemy camp with radar passive (dark) you should think your Strategy again. They know you are coming at 500m.

-----

Hi all, IFF only works if the distance is over 200m. Within 200m the crosshairs still turn red.

-----

The test regards the damage done by missiles that have lock on vs. no lock on. Took a Longbow with 1 Clrm20. Fired with lock on and without at close range. Both did around 20 pts of damage. Of course, without lock-on if some of your missiles don't hit the target you will receive less pts.

Also, checked out lock on time and lock on hold (how long you still have lock on when crosshairs are not on target). Took a Loki in Coli with no



BAP/ECM, with BAP only, with ECM only and with both BAP/ECM.  
Here are the results:

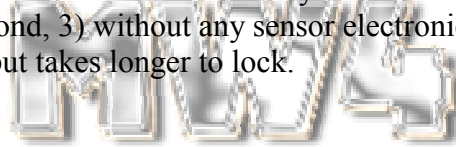
With no sensor electronics:  
1.5 seconds to lock  
3.5 seconds hold time

With BAP & ECM:  
1 second to lock  
2.5 seconds hold time

With BAP only:  
1 second to lock  
2.5 seconds hold time

With ECM only:  
1.5 seconds to lock  
3.5 seconds hold time

So, from the results you can see that 1) ECM has no little if no effect on missiles, 2) BAP decreases lock on time by .5 seconds but also decreases hold time by 1 second, 3) without any sensor electronics you have a greater hold time but takes longer to lock.



-----  
With BAPS Artemis missiles have a lock time of 1 second. Lock last for 2 seconds. Without BAPS lock on time is 1.5 seconds. Lock lasts for 3 seconds.

-----  
I did testing on this in Coliseum Team Battle with a Black Knight (with ECM) and a Reaver/Grim Reaper with no electronics.

The Black Knight went Passive Radar (has ECM though) and the other player approached. The Black Knight could only see the other mech at the normal 250m that passive provides, however, the other mech **COULD SEE THE BLACK KNIGHT AT 500M.**

Conclusion: Don't go passive on a mech that has ECM. Only thing I can think of why this is, is because of an electronic signature that is being picked up from the ECM.

Enhanced Optics – Normally Zoom (Num 0 on your keypad) has a Zoom Window of roughly 16% of your entire screen. Enhanced Optics has a Zoom Window around ~65% of your screen and ~4 times larger than normal zoom. Both normal Zoom and Zoom with Enhanced Optics magnify objects ~11x.

**Testing on Specific Mechs:**

One of my favorite mechs is the Ares. CJ gave me some background on it that a long time ago it used to be indestructible. Then, one of the paks supposedly fixed it. I've been hearing a lot lately about the glitch not being fixed. The one about the center torso. I decided to test it out for myself to see if there was really a glitch about this mech.

Took a Sunder with 2 ER Large Lasers against an Ares full ferro armor into Coliseum. I killed it center torso in about 4 shots. I performed the test twice. Same results. I did notice that it was extremely difficult to target the center torso unless you hit it directly on the nose. Most other shots went to right or left torso. Maybe, that is the reason it seems like a glitch.

So...LEAVE MY ARES ALONE....please

-----



**Testing on Miscellaneous:**

1) The Bot on recruit level actually kept his body turned away from me to protect his damaged side so i usually had to run around it to target the right torso.

-----

2) The Atlas is much harder to hit a right torso than the Annihilator because shots more often hit the center or right arm

-----

Moving backwards: I assumed it was about half of forward speed, but I learned that it varies widely. An Annihilator at 37kph goes 78% of its forward speed in reverse, but a Tenchi going 103kph goes only 36%, and a Dasher going full speed at 163 goes 44% of its forward speed in reverse.

-----

Did you know that you can much sharper while going the same speed in reverse? Took an Annihilator going 29 in both forward and reverse. Had footsteps turned on. The radius was much smaller for reverse.

-----

Acc and Dec help when Torso Twist is low. You can slow down quickly so that your mech turns faster and then accelerate quickly to get out of line of fire.

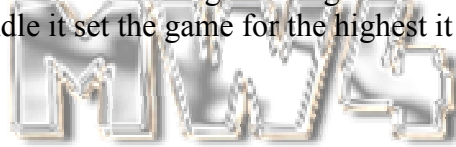
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Large Decals can be seen at a distance of ~280m and clearly ~50m.

-----

Another thing I wanted to point out that you probably already know:

Setting your resolution higher can really make the game look sharp. Until recently I always had my game set at 800x600. I then bumped it up to 1024x768 and then about a week ago I changed to 1280x1024. If your video card can handle it set the game for the highest it can go.



-----

I've always wondered exactly how far end to end is Coliseum. Well, from wall to wall it's 1295m. Which means if you have 1000m range you would need to stand 295m from the wall to hit anything on the other side. If you look at the side walls in Coli you can see miniature arches etched into the wall itself (like the side entrances but not near as deep). If you count to the 7th arch you will be at the 1000m distance.

-----

One last note. I recently played a game against a pilot that I could not target. I'm not talking about lock-on but just the red box around the target in which you can see the damage of the mech. I have a button that allows me to target whatever is under the crosshairs and another button to switch between targets. Neither of them would work against this mech. I know the mech had ECM because I asked the pilot. So I did a test with ECM and it does NOT prevent targeting. So, I don't know why I couldn't target it.

I figured out why I couldn't target it. Depends on range.

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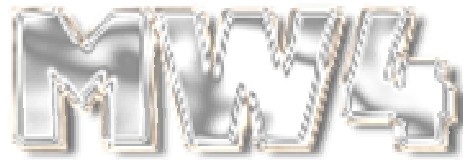
To change firing groups while in combat:

- Press the \ key
- A blue box appears around a weapon (probably top weapon in list)
- Press the P key to move the box to the weapon you want to change its grouping
- Press the Shift & 1 or Shift & 2 or Shift & 3 buttons simultaneously depending on what group you want the weapon a part of .



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***Mechwarrior 4 Mercenaries Map Strategy***  
***- Tailoring your game play to your locale -***



# MW4 MAP STRATEGY GUIDE

## INTRODUCTION

Recently, archaeologists working at the Presspea dig site on Centoni One found a mass grave site littered with bodies. The bodies seem to have been murdered execution style with a single gunshot to the forehead. Although identification is ongoing and personal effects found on the bodies are being sorted through, a particular corpse, though decayed, was easily recognizable from insignia found on the uniform. Dental records are being examined for a positive match, but most experts agree that this person is none other than Captain Cosby Huxtable Theodore of the Kurdy Personal Guard. Clutched in the right hand of the Commander was a leather-bound journal. The journal has since been taken into evidence by the CSI team which noted that several pages were torn out and others are unreadable. The full contents of the Journal have been classified "Top Secret", but excerpts have been declassified and released to the general public and appear to be notes jotted down during various campaigns. The following is a collection of this work.

"Command this is Captain Huxtable over."

"Read you loud and clear Captain Huxtable. Go ahead."

"I've got near whiteout conditions. Visibility is limited to 50 meters. Wind is really whipping up this white stuff. Nothing pinging on radar. Should I go Active?"

"Negative Captain Huxtable. Satellite shows enemy units North, North-East of your location bearing 120."

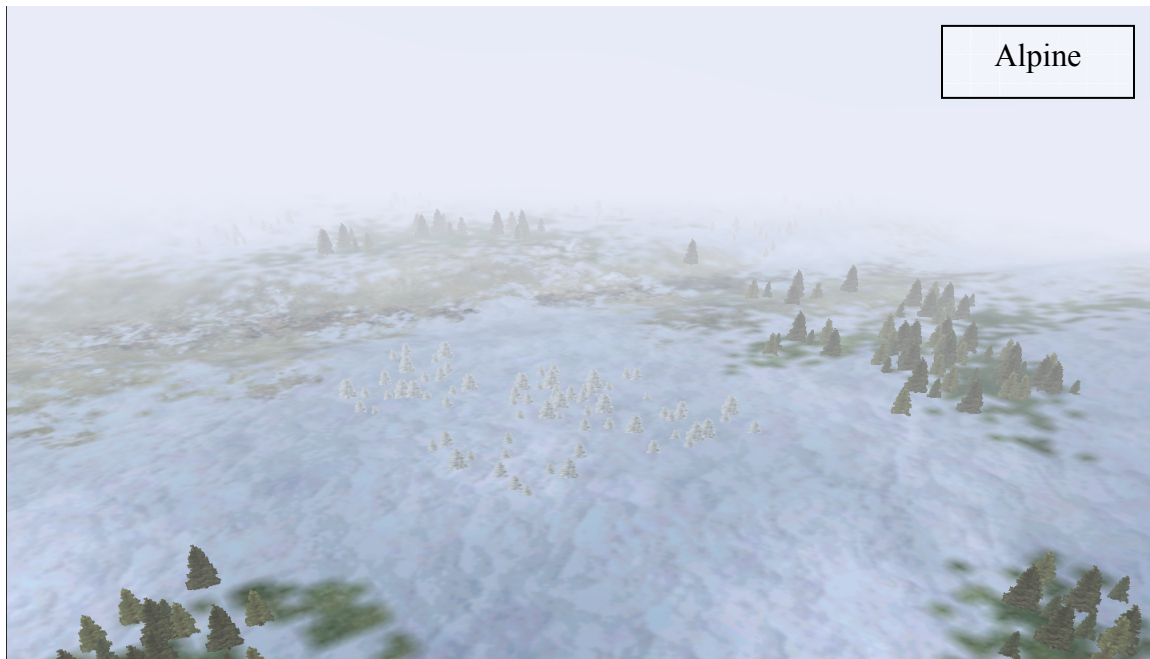
"Roger Command. Request topographical data download of immediate area."

"Download commencing Captain Huxtable. Suggest finding cover until reinforcements arrive."

"Roger that Command. Movement is restricted; I'm knee-deep in this powder. Re-routing power to lower rotary extremities. Suggest Engine Upgrade next maintenance cycle. Captain Huxtable out."

"A conventional army loses if it does not win. The guerrilla wins if it does not lose."

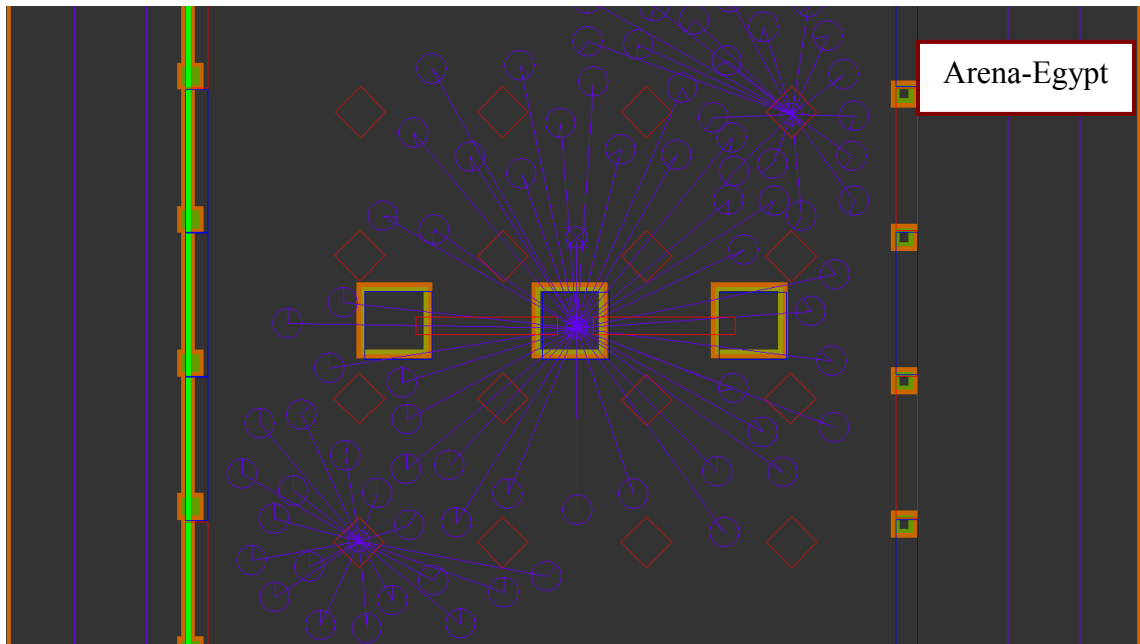
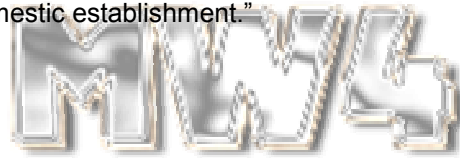
- Henry Kissinger

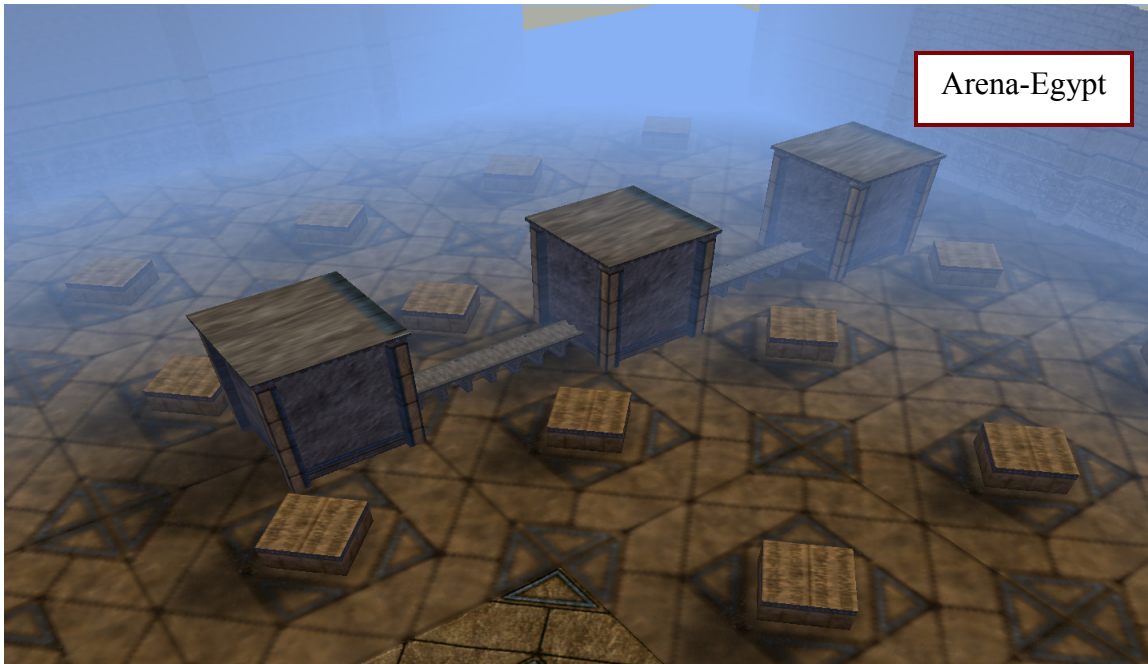


## Alpine

Alpine - You will be facing snipers and missile boats with some possible light mechs. If you are on Team One your dropzone will put you out in the open - find cover quickly. Luckily, there is lots of cover nearby. The dropzones have a good deal of open area between the two, which is why Dropzone 2 has the edge as you spawn on top of the mountain. If on Team One I prefer to take a very fast Heavy with good range (750m). If the snipers/missile boats are occupied with other targets I will head straight for the opposite drop zone. If I draw attention my weapons will allow me to return fire and knock the opponent around. If I find that Team 2 is just waiting for someone to shoot at I will head left - Team 2 rarely gets attacked from that side. I will go radar dark and move into position either behind their spawn and attack or attack on the plateau. If I am on Team Two I will take a Missile Boat and stand where most of the others are – on top of the mountain overlooking the valley below and wait for brawlers or lights to rush the mountain.

“I have never understood disliking for war. It panders to instincts already catered for within the scope of any respectable domestic establishment.”  
- Alan Bennett





### **Arena-Egypt**

Arena-Egypt - You will be facing Snipers, Stalkers with Plasma Cannons, huge but slow Assaults, and occasionally medium Artillery mechs or Longtom mechs. Don't worry about the Snipers – there is too much cover for them to be very effective (pillars). The Stalkers will get lots of kills because of the alpha-strikes but they don't make many points. Take a fast Assault to get out of the way of Artillery and Longtoms. There are 3 ways to attack; bottom, middle and top. I usually go where the action is which is usually top or bottom or the opposite side. I'll occasionally fire through the middle arches as I'm making my way to the top or bottom or will actually go thru the arches to get to the enemy. I take medium-range hard-hitting weapons. The map is on the cool side, which supports lasers so add a couple extra. If you find yourself on their side go radar dark, otherwise, they will pounce. Most enemy mechs will have no more than 350m range so use a little range at the top and bottom. Most of the enemy mechs are slow moving assaults so get a couple shots in when they are moving from pillar to pillar.

"They will conquer, but they will not convince."  
- Miguel de Unamuno

### **Big City**

Big City - This is different than InnerCity because it's about twice the size and it's bright daylight (sunny with clouds). The fact that it is daytime allows you to see down corridors to almost max distance. It also has a park area that can definitely see combat depending on the drop zones picked. The buildings seem to be a little more sparse that allows more maneuverability. As with other city maps you will see a lot of Assaults and maybe some Artillery Beacons but the latter less so because it is easier to spot them and more room to avoid them. IFF doesn't work near as well on this map. I usually always



try and pick the closest drop to the enemy – more action and the more speed translates to points. You will want to pick a mech with good speed anyway, if the drops are far apart. An Assault or Heavy with 360 Torso Twist is useful. You will want a little more range on this map because of its openness.

“Tweedle Dum and Tweedle Dee Agreed to have a battle; For Tweedle Dum said Tweedle Dee Had spoiled his nice new rattle.”

- Lewis Carroll



## Bloodpit

Bloodpit - Expect snipers to move around the outer ledges. Those ledges can only be accessed with Jumpjets. They can literally make their way completely around to enemy spawn with very little opportunity to target them. Also, expect lots of Assaults with heavy hitting alpha-strikes and with long-range weaponry. Long Toms are also used prevalently because of the many walls and obstructions. I like to use either a fast Assault or Heavy with a good alpha-strike. You won't have a large window of opportunity to take a shot and you want to make it count. Although there are a lot of walls and pillars, there is still room in some areas for Circle-of-Death, but again, I wouldn't take low damage weapons. Ignore snipers; you probably won't have much opportunity to fire at them. Instead, focus on the slow Assaults or the mediums and lights that charge. On this map the fighting tends to be all over rather than on specific locations, but often there is combat in the center or in the back corners. Because there are so many obstacles use Hit-and-Run as your preferred method especially if you are in a Heavy and will have a difficult time standing toe to toe with an Assault in Brawling.

"Alpha-Leader this is Captain Huxtable over."

"Hey Captain Huxtable! They called you to this bar-fight? You have a tough enough chin in that little thing for this throw down?"

"It's more like did the big boys bother to add armor to the Pit. I can't wait to see the wide-eyed look on pilot's faces as I grapple my way up toward the cockpit. They'll start to quake and shake trying to knock me loose. I'll just give 'em my famous grin and then give a salute with my shiny Battle Claw before I start ripping away metal."

"Got to admire your guts Captain Huxtable. One of these days you're gonna get a glimpse of a giant foot looming over ya. But, until then I'll get their attention with a little LBX and you finish 'em off."



Extricated from the Temporal Lobe of Captain Douglas "Buster" Tyson during a patient mix-up of a brain organ transplant...

"Alpine with weather on is light snow."

Listen to the Cappie!

"We shall not flag or fail.", "...we shall fight on the seas and oceans, we shall fight with growing confidence and growing strength in the air, we shall defend our island, whatever the cost may be, we shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender."

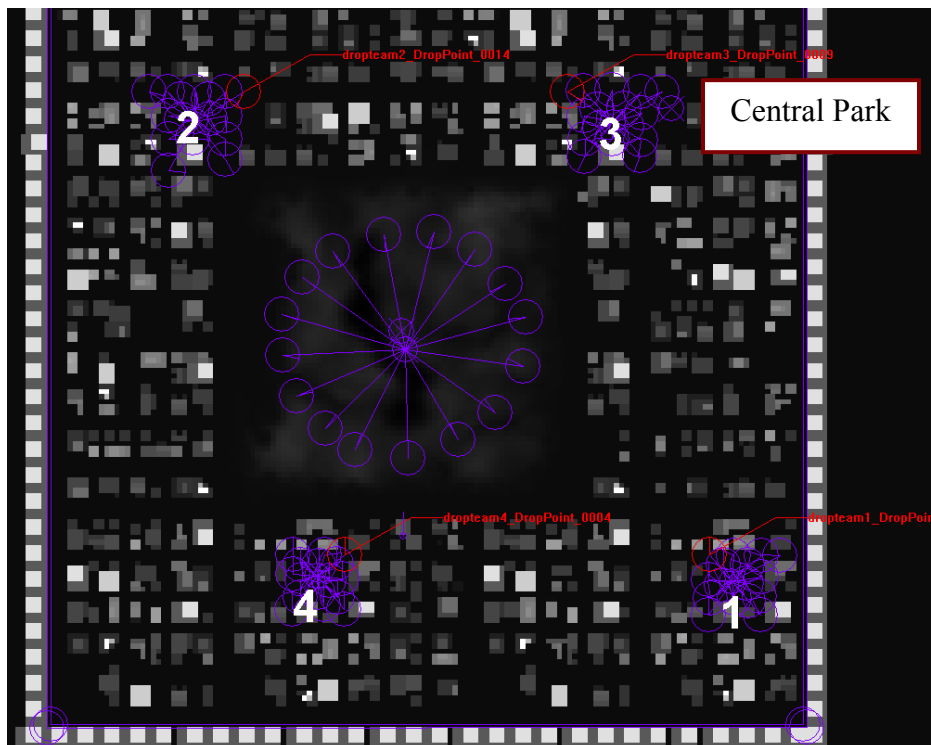
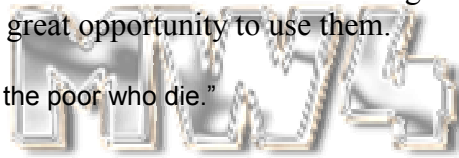
- Winston Churchill

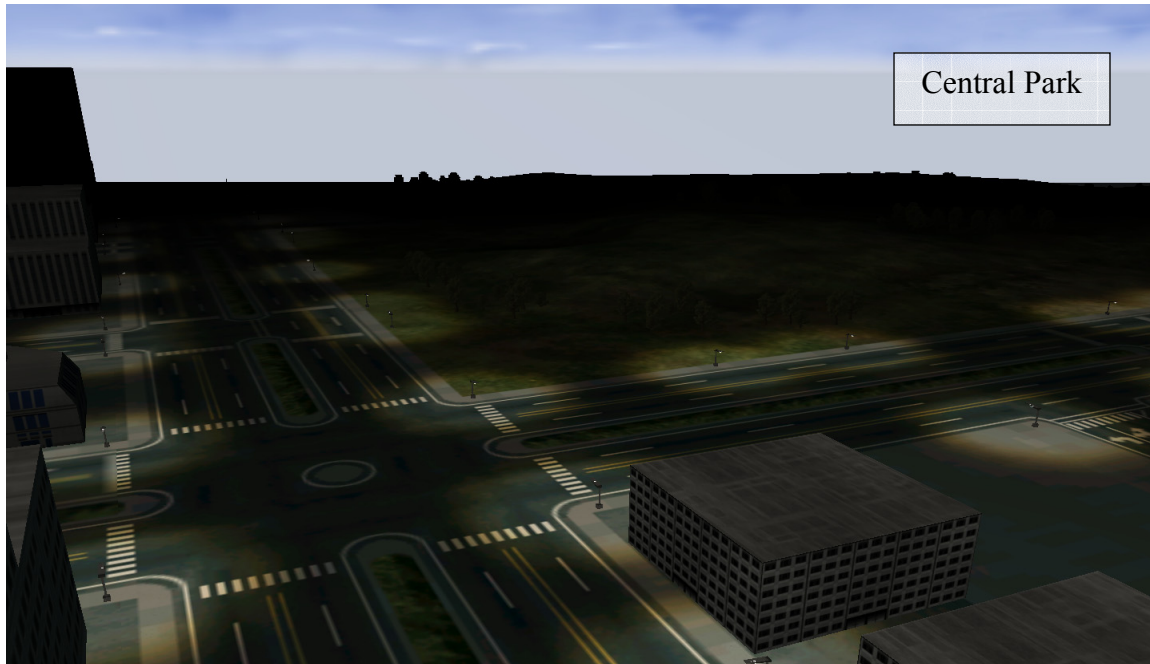
## Brawler Pit

Brawler Pit - This map has extremely short distance drops with random spawns, although a lot of the time you spawn in short alleyways that provide some cover. Be prepared to spawn in the middle of the action, though. 600m range allows you to target just about any opponent and many mechs will use this range. Since it is an arena map of the truest sense with no obstacles in the center, expect to face Artillery Beacons. Mostly, though, it's huge Assaults with very limited range (350m). Oh, expect to see Machine Gun Boats as well. Go for the legs on those for the quick kill because otherwise you don't stand much of a chance. You'll last a couple of seconds before the weapons are stripped off your mech. Once again, take a fast Heavy or Assault because you will be doing Circle-of-Death. There is little chance of Hit-and-Run unless it is down the small alleyways. A fast mech is essential to avoiding Artillery Beacons. You can surprise the other team by taking a medium or light laser boat or even a Battle Armor. Mediums and Lights can dash between enemy mechs where even own teammates will end up shooting each other or at least blocking you from view. Battle Armors tend to get ignored because of greater and heavier threats so it's a great opportunity to use them.

"When the rich wage war, it's the poor who die."

- Jean-Paul Sartre

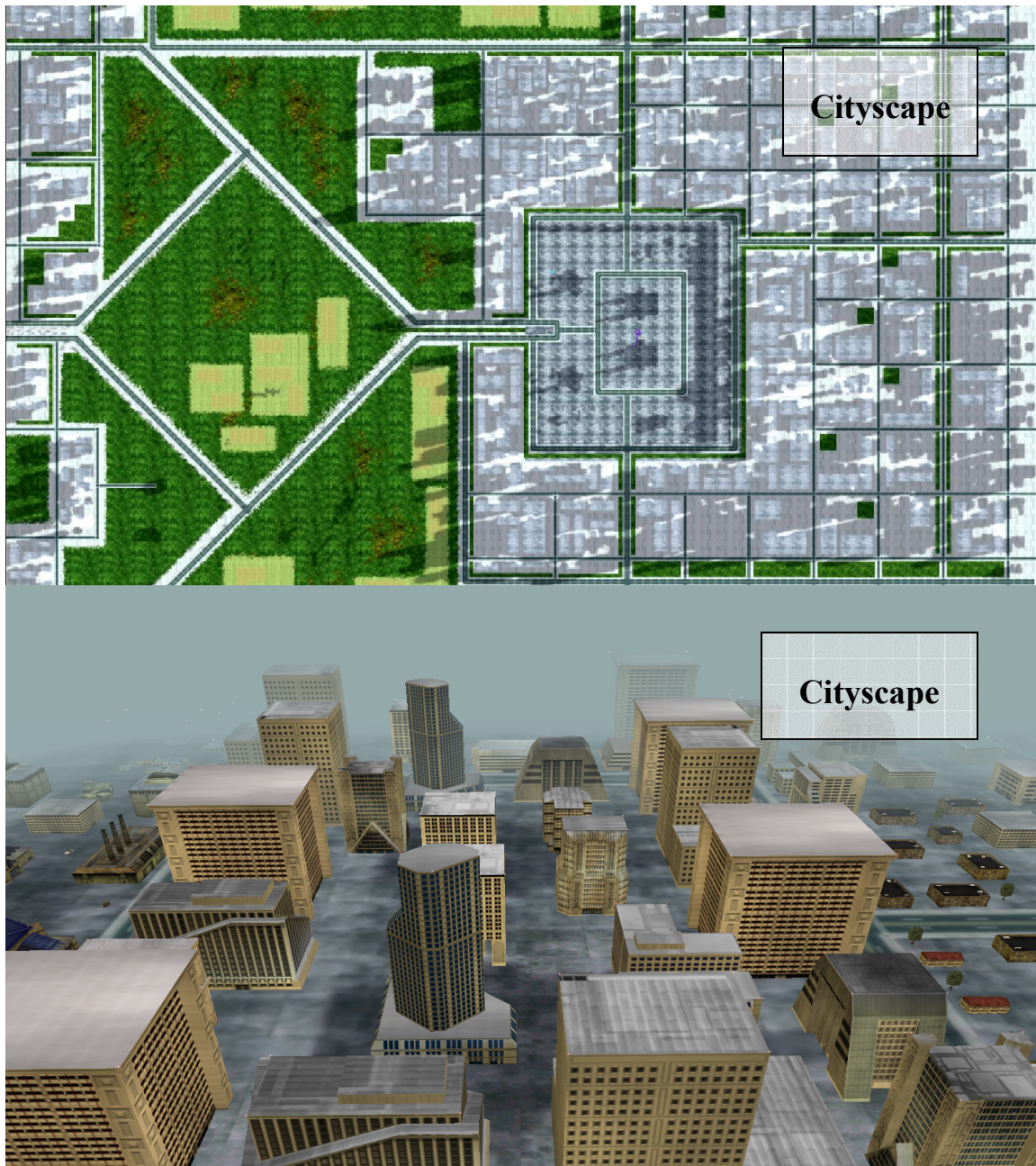




### Central Park

Central Park - Every dropzone on this map is just outside a main park. Most of the action will take place in the park area that has some slopes and a small pond/waterway. The map is naturally dark so going Passive is preferred and possibly IFF. Expect to find snipers that are looking for red to show up on their reticule rather than in view since it is difficult to see at range. Expect beam weapons more than Ballistics because of less lead time. You should expect missiles as well. There will be Assaults and mediums that head straight down the center of the park and this is common because of the cover of darkness – expect combat near the pool. It is sunken so you are somewhat safe from snipers and can focus on any enemy mechs there. Plus, the water can cool down your mech. Try not to use Circle-of-Death in the pond because you slow down quite a bit. I usually never go the way of the park but down one of the city alleyways, mostly left, with a very fast Heavy. I go Passive immediately and sneak down to their spawn. Once there I attack any nearby mechs or ones that spawn. I try not to draw attention from other mechs by shooting a the closest mech – even if that mech is less damaged than one in range further away. The reason for that is other mechs will notice your fire if it goes by them hitting another target. Besides, you, most likely, are getting in the first shot anyway and hopefully that will give you the advantage you need to polish off that mech and wait for the respawn. Be careful in the enemy spawn area though. It will probably be in a city area, that means you may not have a clean shot - blocked by buildings. That would mean you are playing on an even field. A Battle Armor with Jumpjets also works. You will need long range though, as the BA's are just too slow to get into range and are destroyed too easily to really make any points. Don't waste tonnage on IFF though for a BA, as it weighs as much as mech IFF.

"We only win at war because we fight another government. If we fought private industry we would not last until noontime." - R. I. Fitzhenry



### **Cityscape**

Cityscape - Expect nearly all Assaults on this map. Some will have very limited range (350m) while some will have medium range (600m). There will be some that will Long Tom from the top of buildings and a few Artillery Beacons, especially on the sides with destroyable buildings. It's rare, but there might be a sniper on top of the buildings, especially on their side of the map. Combat locations vary but it's usually in the center or the left or right.

Alleyways are key areas to rack up points especially if you have a little range. I like to take a fast Assault on this map and rarely anything else - will occasionally take an Uller with a Heavy Rocket, but that is for fun and is really a Gimmick Mech. Since it is a city map with a lot of buildings, I recommend a mech with 360 Torso Twist, but the main thing is fast. You should have a sound Alpha-Strike with good recycle time. I usually go active radar as the map is short anyway. Look for mechs that go off by themselves solo. They will usually go left or right. That is why it is important to keep radar active. Even against ECM you'll still see 'em 500m and that is a good distance on this map. You'll want to go for the upper body rather than legs cause there is no guarantee you'll get multiple shots on a leg. If you meet up with them again you'll want them to be gimped with destroyed weapons. Stay away from nests of huge Assaults. Go for mechs on even tonnage, or smaller in groups of 2 or solo - 3 or more large assaults just have too much firepower. Lastly, go radar passive if you are near their spawn. Feel free to follow a mech for points very close to their spawn.

"War is mainly a catalogue of blunders."  
- Winston Churchill

## Coliseum

Coliseum - Expect long-range combat almost exclusively. In fact, expect 1200m in some cases even though visibility is only around 1000m. Missiles are common, but handicapped due to the many obstacles like giant arches. Always try and move laterally side to side. Most missiles initially will lock on to you but at some point will careen into the indestructible arches. There is no reason to take LAMS. BAP can be useful to try and find those mechs that are using extreme range. I use a Heavy with good speed and Enhanced Optics to really zoom in to a target and give better accuracy. Another option is to go passive radar and then try and sneak down one of the sides occasionally using the spectator stand tunnels to cover your tracks. Stay passive the whole time while you engage a mech. Once that mech is destroyed move on to the next, don't wait for the same mech to respawn because it could be far away. It's quite possible to destroy several mechs on their side before they catch on there is even a mech so close. Use the small windows on the large arches to fire also. Many mechs will wait to fire until fully out in the open, don't do this and waste opportunities to make points.



"Command this is Captain Huxtable, over."  
"This is Command, go ahead Captain Huxtable."  
"I've entered the city proper. I'm besides the Avalon Military Academy on highway 202."

“Roger that Captain Huxtable. Proceed to the Concourse heading 170 at maximum speed. Intel indicates the Dropships will depart any moment.”

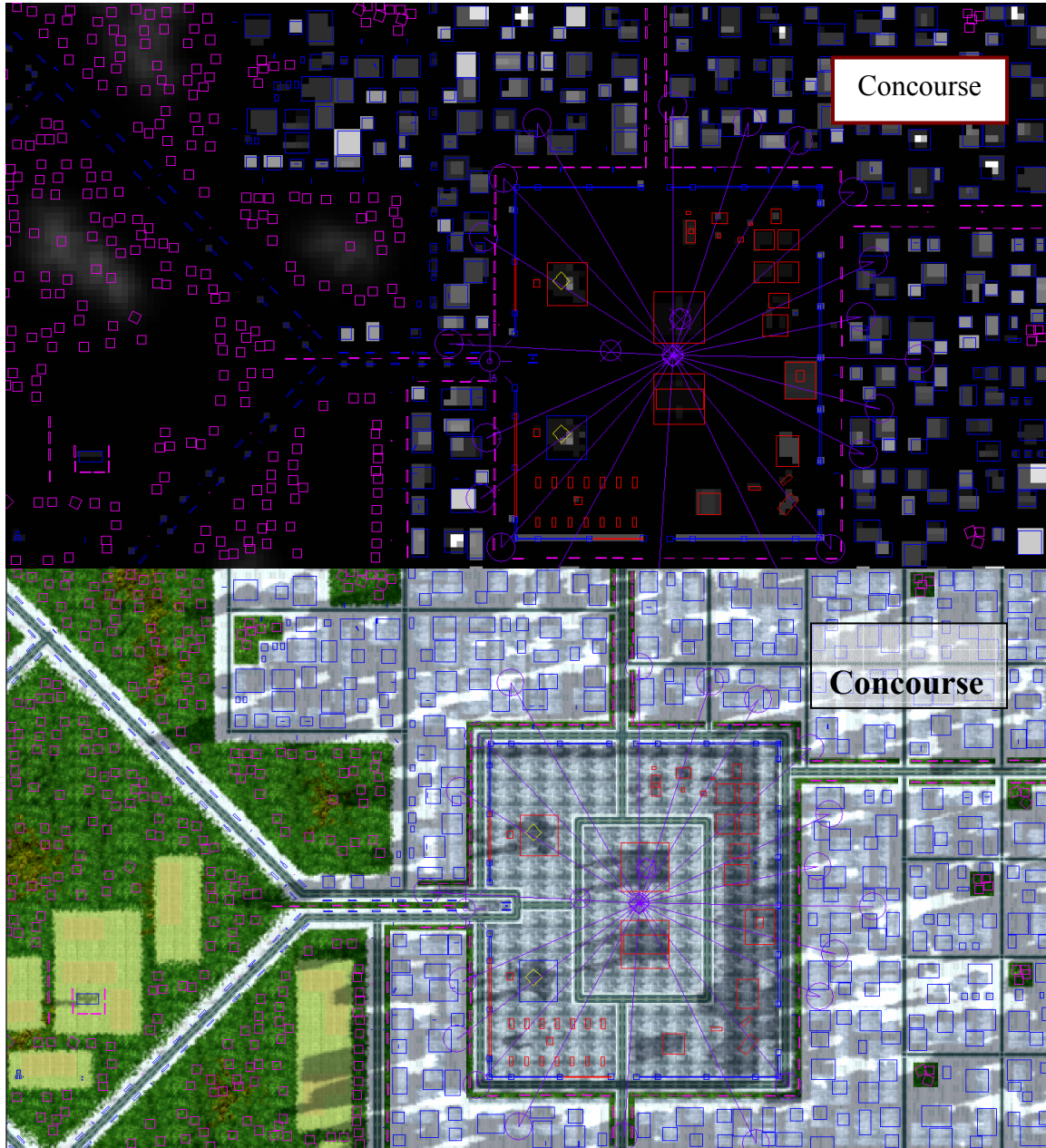
“Understood Command. I’ll get a little more velocity out of her even if it gets a little warm in here. What am I looking at in terms of defense?”

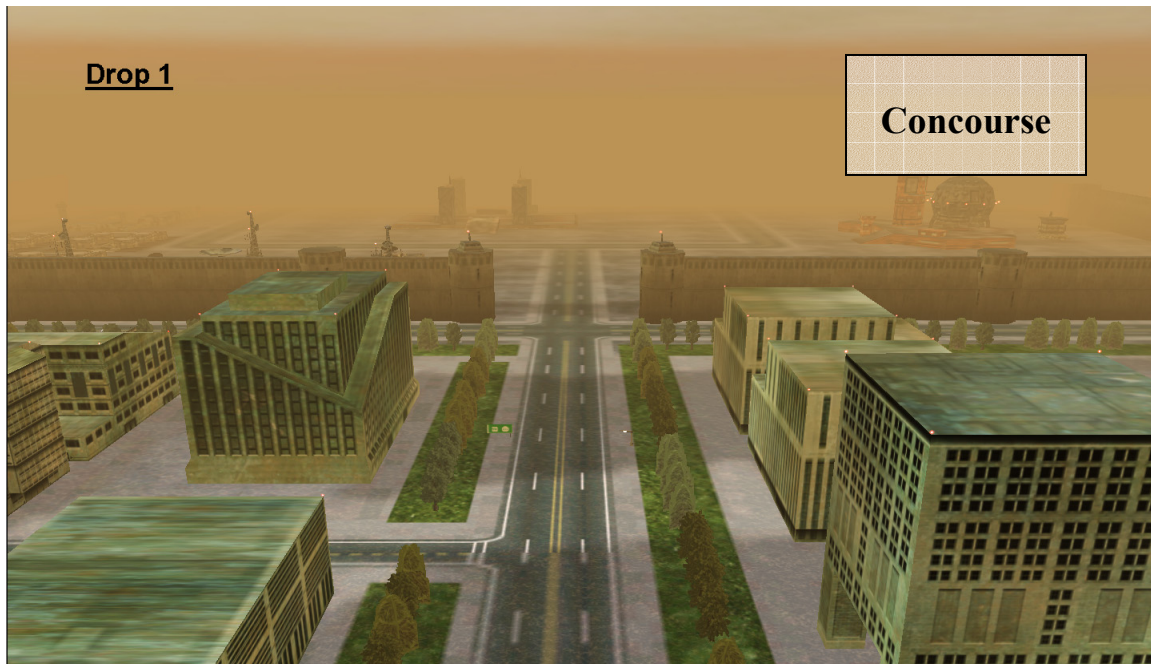
“The heat from the Dropship engines is masking our Thermal Sensors. However, Seismic Sensors show at least 2 patrols and they appear to be at least Heavies.”

“Roger Command. Since time is of the essence will forego scouting the Concourse and head in guns blazing. Captain Huxtable out.”

“War is a series of catastrophes which result in victory.”

- Georges Clemenceau





## Concourse

Concourse - Be expecting lots of snipers both of the jump and ground-bound variety. The vast majority of mechs you will face will have extreme range. Be expecting the jump-snipers to jump above the wall to take shots overlooking the main concourse. The rest will range from just inside. Any brawlers will come up the center. There may occasionally be combat just outside the walls down the alleyways or occasionally even further out usually precipitated by a jump-sniper on a building. There is plenty of opportunity for Circle-of-Death on the map inside the concourse. Beware of gas tanks or



multiple small destructible buildings that you can get caught up on. There are also some indestructible structures that mechs like to hide behind or that can provide you some cover. Using these you can Hit-and-Run. Have plenty of speed and good Acceleration and Deceleration. I like to use a very fast (100+kph) heavy with medium+ range and perform Circle-of-death. A Battle Armor with jumpjets and extreme range (800m) also works well inside the Concourse. The only effective thing against a BA at that range is lasers. PPC's have better range but because of the lead-time they are nearly ineffective at that range against a jumping BA. With my very fast Heavy I will move side-to-side using range against those at the other entrance to the Concourse or against jump-snipers on buildings.

"It would indeed be a tragedy if the history of the human race proved to be nothing more than the story of an ape playing with a box of matches on a petrol dump." - David Ormsby Gore





## Defiance

Defiance - Expect lots of jump-snipers on this map. Some will wait in their spawn for Brawlers to close and hit them in the base located in the valley center. Others will move right or left where there is plenty of cover. Only true Brawlers that take short-range most maps will use them on this one. Otherwise, expect to see mixed players take long-range. I take a very fast Heavy with medium+ range (750m) and either head straight down the base (if I know the enemy has moved) and use Circle-of-Death once in spawn or head right or left and do the same. I am almost always passive radar from the start. You will occasionally encounter missile boats but there is too much cover to concern yourself with them. Find a jump-sniper alone and sneak up on 'em or don't, but use cover. Don't go after missile boats unless they are damaged because the continuous knock from salvos makes them not worth it. Be careful in the base because several buildings are destructible and pretty soon there isn't a lot of cover left.

"Command this is Captain Huxtable. Arrived at Factory. Awaiting orders."

"Captain Huxtable this is Command. You are to enter the Factory, eliminate any opponent forces and secure Generators. All other machinery is considered collateral damage. Protect those Generators."

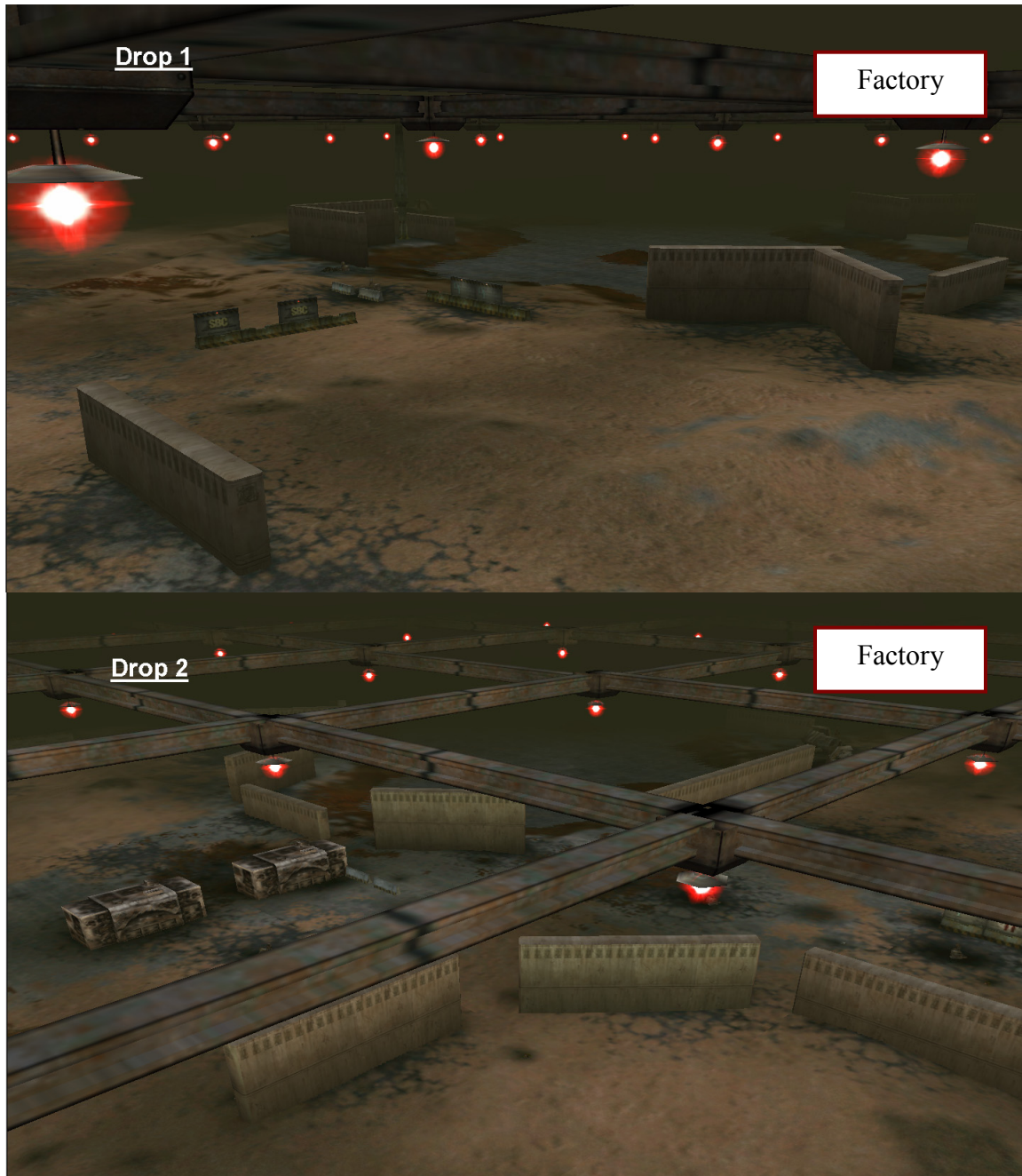
"Aye Command. Threat level inside?"

"Due to some reconnaissance work several days ago, we were able to ascertain that several Medium and Lights were coming and going. We have no new Intel to speak of since that mission."

"Roger that Command. What are conditions like within?"

"The planet's surface sees a lot of rainfall. The run down factory is expected to be wet and machinery rusted. Expect to see water pooled and debris littering the ground. Good luck Captain Huxtable. Command out."

"Either war is obsolete, or men are."  
- Buckminster Fuller



### **Factory**

Factory - Once again, expect jump-snipers to jump higher than walls to take shots. Also, expect lots of ground-bound Assaults. There is a pool of water in the center to cool off although this isn't a hot map. Expect lots of Hit-and-Hide tactics. This is different than Hit-and-Run. Assaults don't run away they alpha-strike and then move behind a wall or structure and hide 'till their weapons recycle. I like to take a fast heavy mech with

medium+ (750m) weapons and go out far right or far left and hit from long-range side-to-side. With that range you can hit mechs in the enemy spawn. Occasionally you'll find a couple of light or medium mechs to stir up trouble on snipers and it's possible to get to mechs with fast lighter mechs because there is a lot of cover. Just don't go up the center where the water is. The water will slow you down and there are plenty of angles to shoot at you. I also love to take a Battle Armor on this map. Most BA's will be completely submerged in the water and if you take lasers with no knock, you can take shots with little detection. Circle-of-Death is definitely possible on one side especially against a ground-bound Assault. Long Toms are always an option as the damage from the splash goes through walls and there are plenty of those. Watch out if your in a BA though.

"A war regarded as inevitable or even probable, and therefore much prepared for, has a very good chance of eventually being fought."

- Anais Nin



### **Frostbite**

Frostbite - This is another map that is consider long-range combat. There is enough distance between the drops for mechs to get "in position." Essentially that means find a hilltop to jump-snipe from. There is too much open ground to cover between spawns that you will rarely find slow ground-bound Assaults. Sniping Heavies and Assaults are the norm. Because the drops are far apart, you will also find mediums and lights that are fast enough to cover the distance quickly or get back to the action quickly if destroyed. I like to take a very fast Heavy with medium+ range (750m) and swing far to one side radar passive and get into their spawn without being detected and use Circle-of-Death on any mech I find there or that spawns there. If you find yourself facing several mechs at once you can still get away with all the hills and terrain and come back after it thins out. I also like taking a medium mech with lasers and find a jump-sniper with slow-recycle weapons and use Hit-and-Run along the hilltops. Make sure you use cover and go Passive to get

there otherwise you will be torn up before you even approach. There are some buildings, but they are destructible so don't depend on them for cover except to simply block the enemy from viewing your position.

"Squadron Leader, this is Captain Huxtable, over."

"Captain Huxtable this is Squadron Leader, go ahead."

"What is with this planet. No sunlight, dreary as all get out. My mech is drenched which I'm sure the labcoats back at Command Mechlab won't be happen about, and I tell ya, the stench is almost unbearable."

"You're in a sealed environment Captain Huxtable."

"Well, maybe it's just my imagination, or maybe there is something wrong with my environmental controls. Or maybe, it can't compensate for the foul odor."

"Focus on the task at hand, Captain Huxtable. We are here to take that Radar Station. Expect it to be highly guarded."

"What else do they need to guard it? They've already got a whole planet of nauseating decaying marsh to dissuade potential tourists."

"War is the unfolding of miscalculations."

- Barbara Tuchman

MW4





### **GatorBait**

GatorBait - Expect jump-snipers and missile boats. Missile boats can be particularly deadly as there are areas where there isn't much cover, especially on the base in the center. It's a naturally dark map so use this to your advantage. It is an average map regarding heat, but it does have lots of shallow water being a swamp map so get drenched if you need to cool off. There are plenty of canals to reach the other side and that is what I do – head to the right or left along the water or make it as far as I can up the center where the base is. There is a canal that runs up the center but it gets narrower and narrower until you are in the open. I always go passive radar. As you get out further

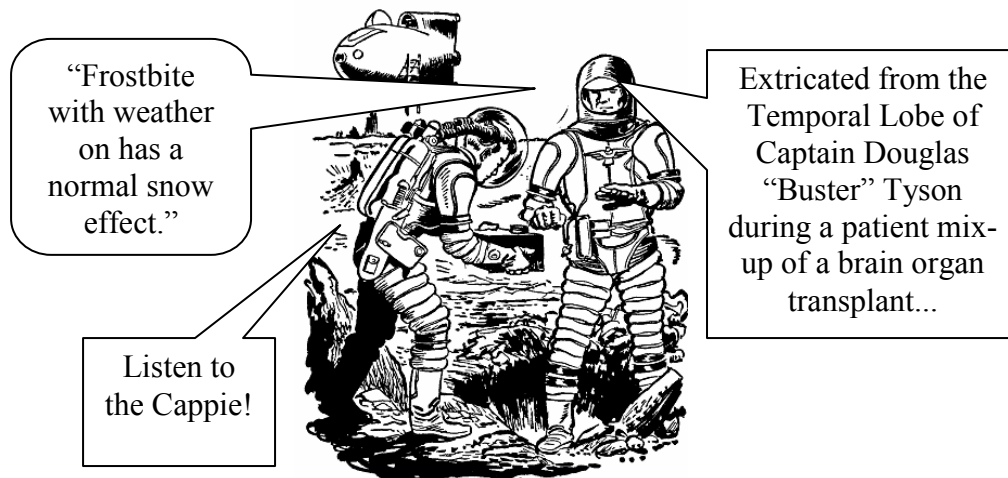
toward the map's edges there are more pronounced hills. These are often where jump-snipers can be found. I either take a super fast Heavy or a fast medium with lasers. Because of the water, I'll occasionally take a BA. They'll detect you at 250m or 600m with BAP so use a little range – it's a long walk back in a BA if you are destroyed. I do use missiles on this map too if I'm lazy and don't want to Circle-of-Death someone to death (requires more concentration than I'm always up for). Most of the stuff on the base can be destroyed so don't rely on it too much except for concealment.

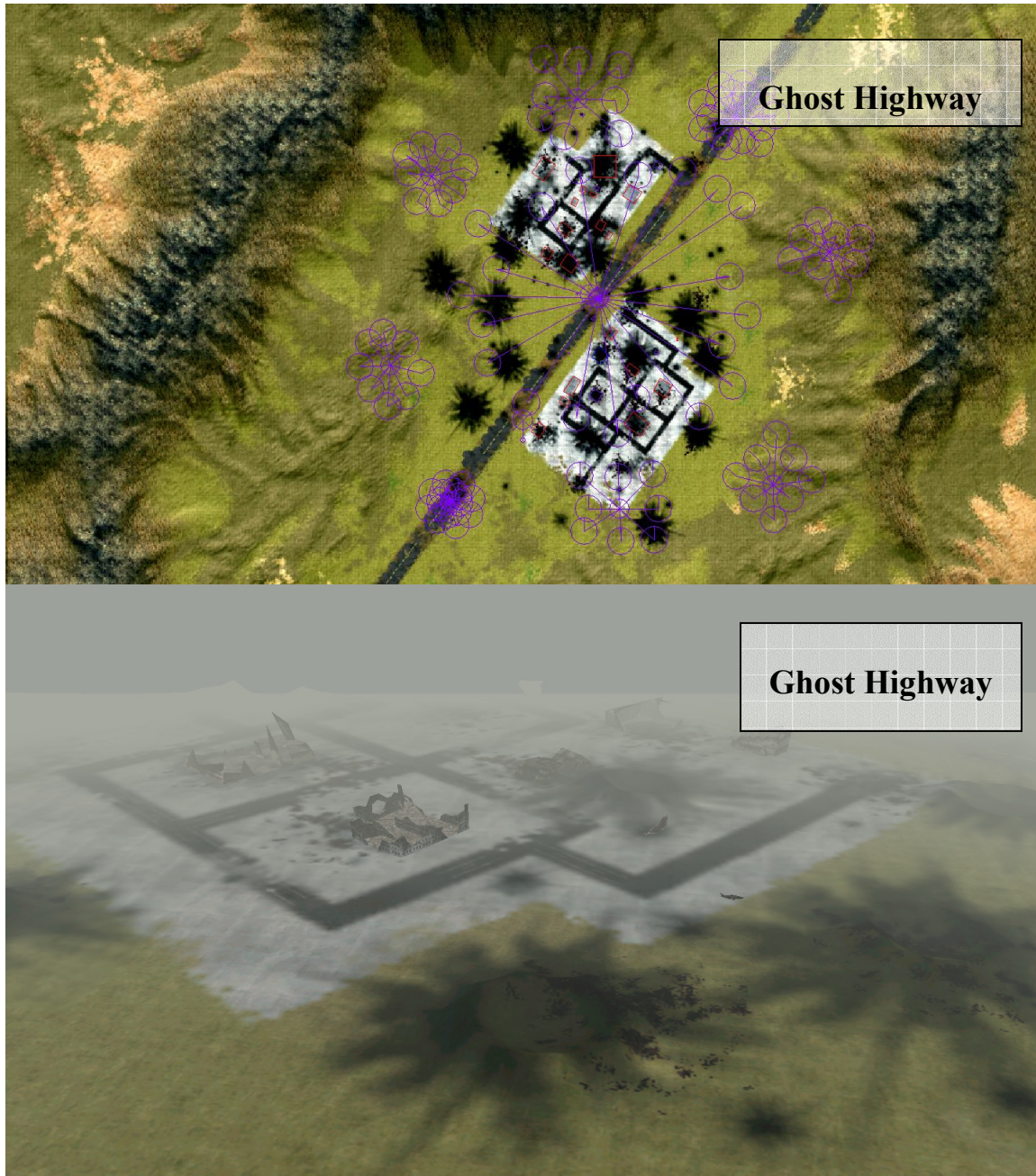
"As long as war is regarded as wicked, it will always have its fascination. When it is looked upon as vulgar, it will cease to be popular." - Oscar Wilde

### Ghost Cat's Arena

Ghost Cat's Arena - This map is also normally dark and with weather turned on there are some psychedelic special effects (lightning) that makes it difficult to see and very distracting. I personally like the sfx because I like to take a very fast medium laser-boat, start out with Active radar and then as I get closer to their dropzone (very close) I'll switch to Passive or will also do so if near an Assault. Be careful when you turn around a wall because often times that's when an Assault will be sitting there with Passive radar or ECM. The walls form a loose plus sign with an open area in the center. For a mech with a very high Turn Rate you can perform Circle-of-Death here, otherwise you will run up against walls so be careful. The rest of the space is conducive to Circle. Hit-and-Run also works great on this map because of the firepower of Assaults – duck in and get out. There are also jump-snipers that can easily crest the walls so be alert for them. They will usually remain in their spawn so if you can work it, try getting to their spawn and get the "jump" on them - sorry, had to. If you are going to take an Assault, take something that has a hard-hitting alpha-strike but also decent recycle time. You're at a medium or lights mercy if you take something that has a slow recycle time. Artillery Beacons are often seen on this map as well because of all the slow Assaults.

"Frankly I'd like to see the government get out of war altogether and leave the whole field to private industry." - Joseph Heller





### **Ghost Highway**

Ghost Highway - This is a missile-lovers dream. The majority of mechs you will face will be missile boaters. Therefore, make sure you take LAMS and maybe even Gyro. Try to take missiles with as short a recycle time as possible so that you can continually knock enemy mechs shots off. Also, continually be on the move to help prevent lock on. ECM could be important as well to increase enemy lock on time for your mech, but against Artemis, lock on times are incredible short anyway. But, it will prevent targeting beyond 500m that –make it more difficult to keep the reticule on you at longer ranges. Finding cover may be a waste of time because of the dropzones. Some drops are in the



middle of cover while others have none. If you are in one of those that has none just pick the nearest target and start shooting. You may also face some long-range, mainly ballistic direct-fire weapons - another reason to keep moving. Those weapons tend to knock and have short-recycle times so you will be unable to get a lock if you don't keep them off you by moving. I wouldn't worry too much about beam snipers. The recycle times are so long that it doesn't really mess up your lock. Watch out for ballistic mechs in the city behind cover of some of the structures. They are the most dangerous to missile boats as they can shoot you and get back under cover before your missiles hit or you even get a lock. There are some craters scattered around the destroyed base. This is also dangerous for missile mechs when an enemy ballistic mech gets into one. You can also take a Circle-of-Death Heavy, Medium or Light to engage those in the base or in the craters. If you are a missile boat stay with one target. There will often be multiple targets that are shooting you with missiles making it difficult to determine who to return fire against.



“Lance Leader this is Captain Huxtable. Come in.”

“This is Lance Leader. SitRep?”

“I am in position. Trajectory plotted and Range Finder fully operational. Torso Elevators at maximum. Awaiting scouting report.”

“Roger Captain Huxtable. Once enemy is spotted we will send the data to your Targeting Computer. Fire Thumpers only on my command.”

“Roger Lance Leader. Thumpers in chamber, with an itchy trigger finger. Awaiting your signal.”

“It is a fearful thing to lead this great peaceful people into war, into the most terrible and disastrous of all wars, civilization itself seeming to be in the balance. But the right is more precious than peace, and we shall fight for the things which we have always carried nearest our hearts - for democracy.”

- Woodrow Wilson

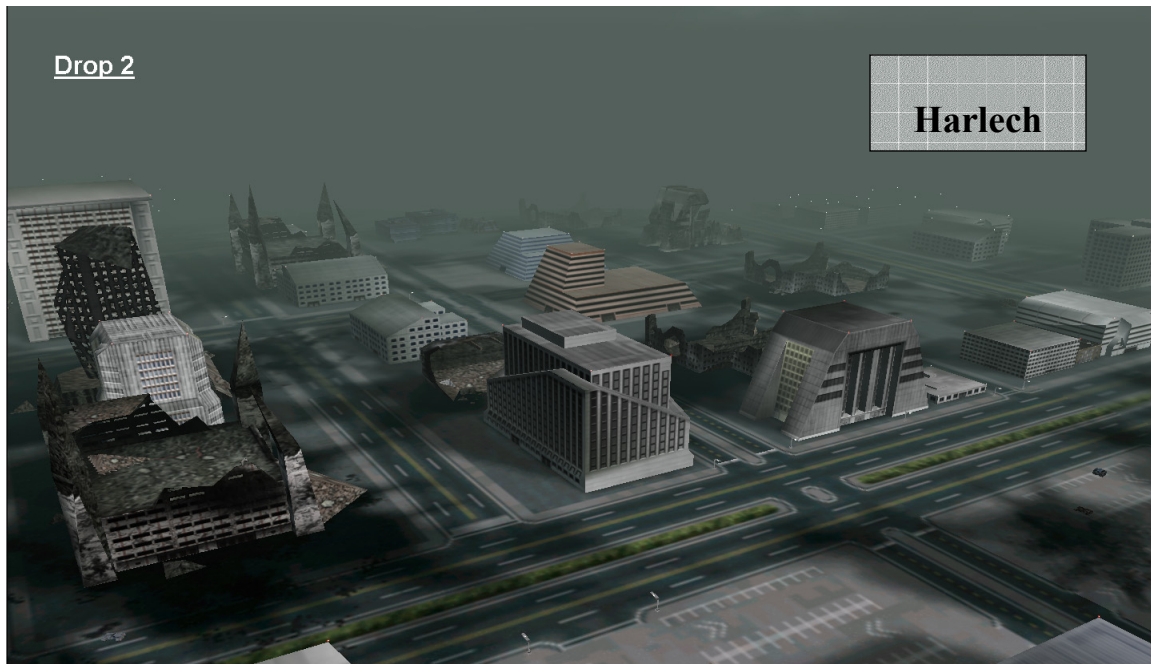
## Gladiator Pit

Gladiator Pit - You'll face jump-snipers from their spawn cresting the wall that goes along the length of the enemy drop. There are 2 breaks in the wall and you'll also face long-range fire from those locations. The rest will be Heavies, Mediums and Lights that fight it out on the center section. This is where most of the Circle-of-Death contests are fought and won. There may also be shorter range jump-snipers behind the middle walls halfway to the spawns. Longtoms are prevalent here as well. Beware, the medium or light that goes passive and gets into your spawn. Often times snipers are too intent on their target to help you out if you are in your spawn with one. I like to take a medium with machine guns and pulse lasers with SRM's (not the STRK) that causes heat and blinds the opponents with fire. But, most of the time I use a medium or Heavy and duke it out in the center pretty much ignoring snipers who take a chance hitting their own Brawler players in the center, unless they are extremely accurate. Watch out for Long Toms from your own team as well as they will be dropping them in the center and also against the enemy wall near spawn. There is water like a moat surrounding the entire map so use this if you are getting hot. It is also in a ditch so you can use it to get somewhere somewhat undetected, but you slow down 15% while in water so your speed and maneuverability will be compromised.

"Sweet is war to those who have never experienced it."  
- Latin proverb

# MW4

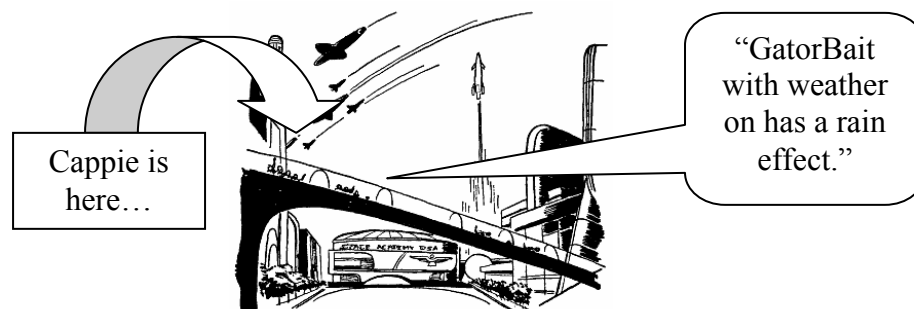




## Harlech

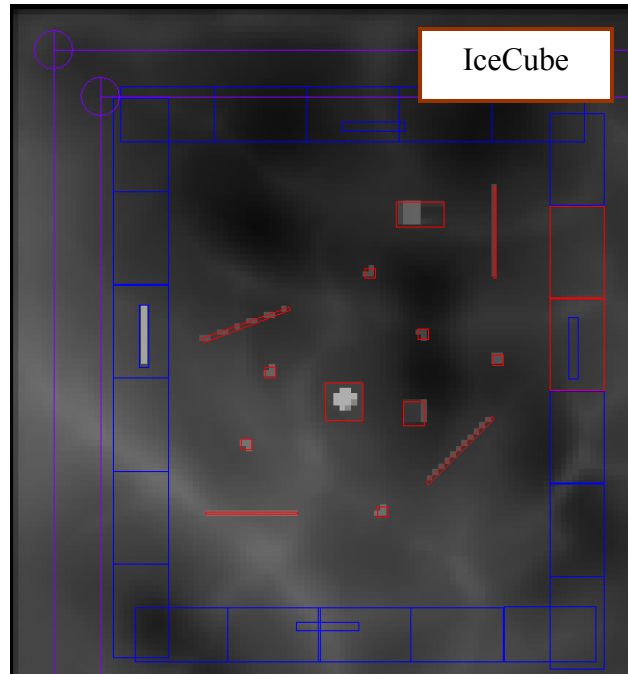
Harlech - This is a burned out city much like UrbanWreck or Rubble. This is a bit bigger than either of those though. The tactics are much the same. Assaults are too slow for this map so I use a Heavy with a good alpha-strike. It needs to be fast and have a good Turn Rate because of the buildings. Even a 360 Torso Twist is useful. There are some open spaces down the streets where you could Circle-of-Death but Hit-and-Run is more likely. Have some speed so you can take the shot and get behind cover before the enemy mech recovers. You'll encounter some jump-snipers, for sure, up on buildings. There is a lot of cover though so ignore them and go after the nearest ground-bound target. Use a little range down the alleyways as they will probably have minimal range. Medium laser boats are effective as well as Hit-and-Run. This is a map where enemy mechs are most likely spread out a little more than usual. On the one hand this is good because you can find a mech by itself, but at the same time, there are more angles from which to be shot at.

"...War...was the last government program that really worked."  
- George Will



Cappie is here...

"GatorBait with weather on has a rain effect."

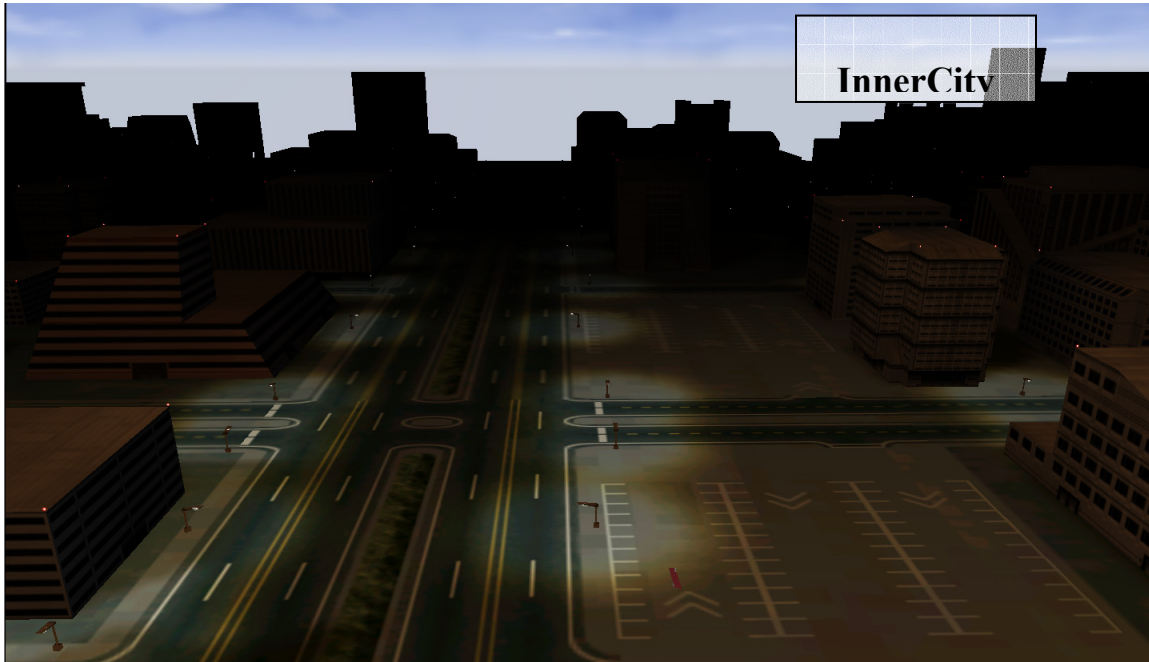


## IceCube

IceCube - This is an extremely cold map – like about 500% colder than an average map. You can take a lot of beam weapons and it's still nearly impossible to shut down with a couple heat sinks and some coolant flush. However, everyone is expecting you to take beam weapons so they put on Reflective Armor that reduces your beam weapons by 50% damage – including points. I don't care, I still take a laser boat, usually a medium or light. This is one of those maps that I take a Light more often than not. You can still pack quite a bit of firepower on a Light because of the cold. The trick is, pay attention to who is using Ferro and who is using Reflective. The next time around go for the Ferro, you'll make a whole lot more points, twice in fact. I will also take an Assault laser boat + CSTRK. You can still get the speed up on Assault because lasers don't weigh much when you don't have to add heat sinks. You can trade the speed for Reflective, but I choose the speed to get in range. You will most definitely be facing jump-snipers who have their little niches they like to go to – little pockets of terrain that fit the mechs snugly. And, if they are using lasers it doesn't really matter how fast you are going, you're still gonna get hit, only thing you got going for ya is they may not have a chance to target a specific section but expect to get hit...so use the terrain. If won't matter the range, they'll have it. Don't get into a war with them either. They'll win that one, just get your points. There are a couple of hotspots, which is usually in the corners. Can be epic at times with many mechs involved in the combat. It's great when that happens because the medium or light gets ignored over the Heavies or Assaults. I also like to Hit-and-Run looking down into the enemy spawn. Great thing about lasers, no knock, so they can continue to go ahead and be distracted while I silently strip their armor. One last thing, the drops are close enough that it's possible to get hit immediately upon spawn so start moving fast.

“The world will never have lasting peace so long as men reserve for war the finest human qualities.”

- John Foster Dulles

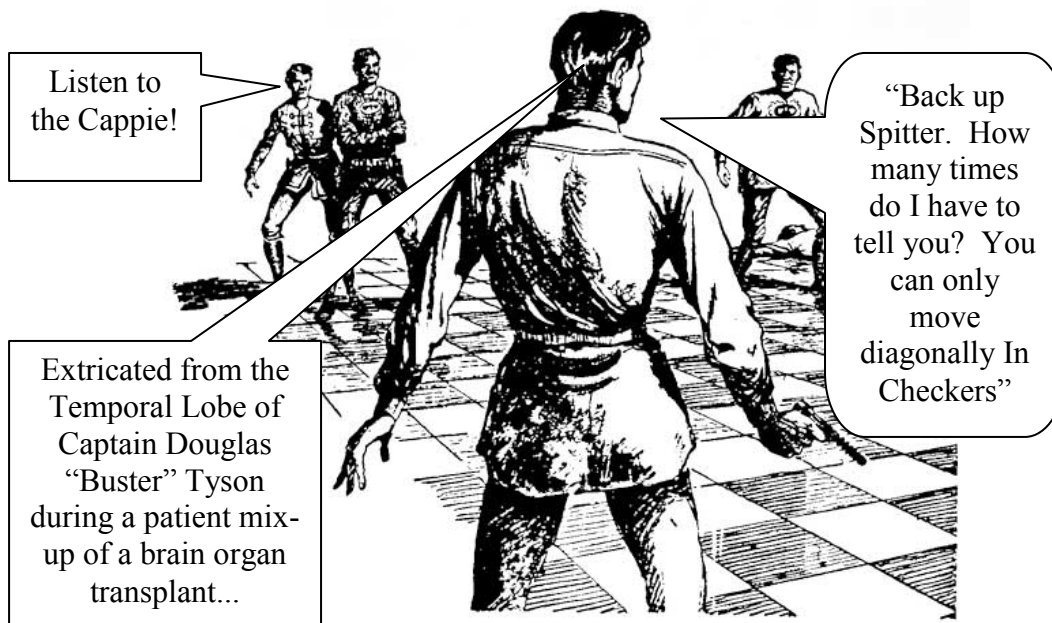


## InnerCity



InnerCity - This is a fairly small map that is naturally dark. A park shows up on the map tab, but you will never be able to get to it because of the borders. In fact, you cannot even see it from the closest corner because buildings form a natural barrier. You will be facing at least 90% Assaults. Most will be of the slow-moving variety, which is why I like to take a fast Assault – gets you to the action quicker, behind buildings faster for cover, and better Hit-and-Run performance. You will find yourself doing a lot of that; running through an intersection with Torso turned, fire down an alleyway while running thru to cover. Having a 360 Torso Twist is very helpful in the limited space between buildings. Using a medium or light or even Battle Armor can be useful to navigate tight spaces that larger mechs can't get through. You will encounter snipers at max range both on buildings and down streets and some you cannot even see due to darkness at extreme ranges. You will occasionally encounter Artillery Beacons also. Don't go off too far by yourself because on this map, more than others, you will attract multiple enemy mechs and find yourself hemmed in. A lot of players like to remain Active radar on this map so finding targets shouldn't be too hard. Also, it seems like once an area becomes a prime combat zone it remains that way, so you can usually head right back to that section. Remember, which mechs were damaged if you are destroyed and go back to them. Try and stay out of 350m range or closer because that is what many Assaults will pack. Also, remember the fastest route to get to an area – there are shortcuts so use 'em. Some streets are wider than others and combat can get intense in those areas. Try not to focus on one particular mech's location but all around you because there is often more than one

way to your location and your back may be turned to an enemy mech if you aren't careful.



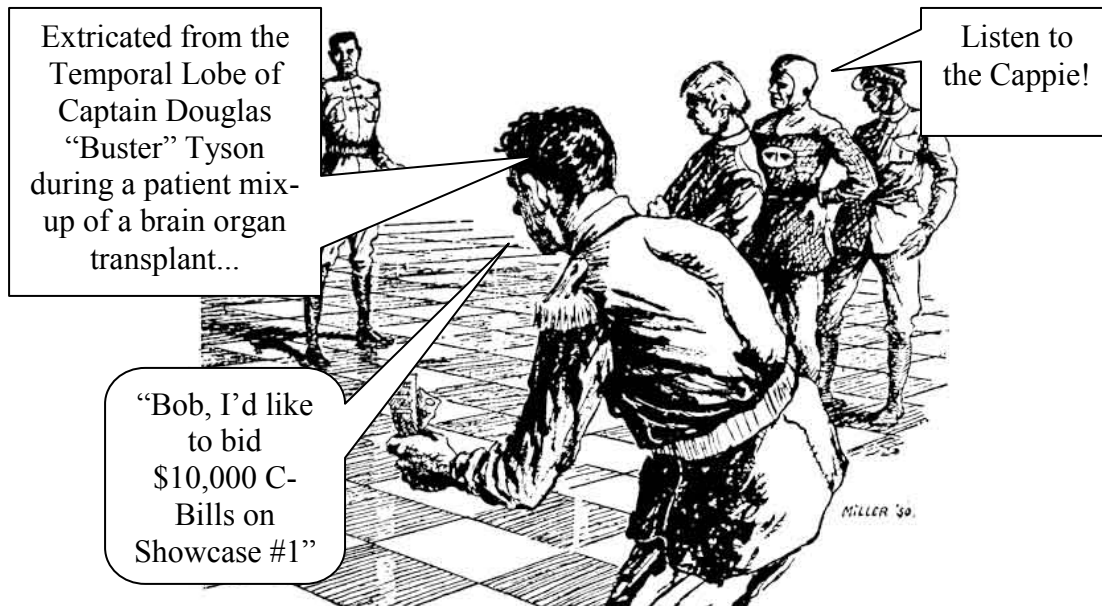
"Command this is Captain Huxtable, over."  
 "This is Command, go ahead."  
 "Seismic Sensors just indicated a quake magnitude of 4.2 – epicenter lies directly below those volcanoes."  
 "Roger Command. Suggest activating Advanced Gyro to compensate."  
 "Will do Command. Any chance those dual volcanoes could erupt during mission?"  
 "Unknown at this time Captain Huxtable. We will monitor the situation from orbit."

"War would end if the dead could return."  
 - Stanley Baldwin

## Jungle

Jungle - Get to know this map well because you will play it a lot. It comes up on the map cycle quite often and is a favorite of a lot of players. You will encounter many jump-snipers near or at the volcanoes. You will also find many ground-bound Assaults making their way to areas near the volcanoes under cover of jump-snipers. These are usually easy shots to rack up some points. Once a team has a position entrenched it is difficult to get them off, especially if your team has more mediums and lights. If you take a medium concentrate on Hit-and-Run just peeking over a hill for the shot and then getting out of the way. Sometimes the center section is also a breeding ground for heavies so use Circle-of-Death with a Heavy/Medium/Light here using the small hill in the center for cover between recycle times. Use the walls for cover and for Hit-and-Run, especially against jump-snipers. There is plenty of water in 2 pools to cooldown and combat often occurs there. I like to take heavy hitting Heavy with decent recycle times for Hit-and-Run against the Assaults. Don't over-expose yourself – take Acceleration and Deceleration into account. If you try and stop but have slow Deceleration you could find

yourself in the reticule of several mechs. If you need a quick get away or need a quick avenue to a mech use the inside of the volcano, just be careful you don't get stuck, and your legs might take a little damage. It is also hot so use your coolant. If you can make your way around to the enemy spawn you'll be in good shape to take on any jump-snipers there. The slow-recycle times will be a major hindrance to them. Make sure you go radar Passive, though, so that re-spawning mechs don't necessarily realize you are there. You can use the waterfalls for cover to surprise enemy mechs. You may occasionally encounter missile boats or Long Toms but there is just too much cover to worry about them. Lastly, you may be exposed to long-range when you first spawn so start moving to cover immediately unless you also have long-range. I like to go right or left, but rarely up the center unless there is a mech to score points from.



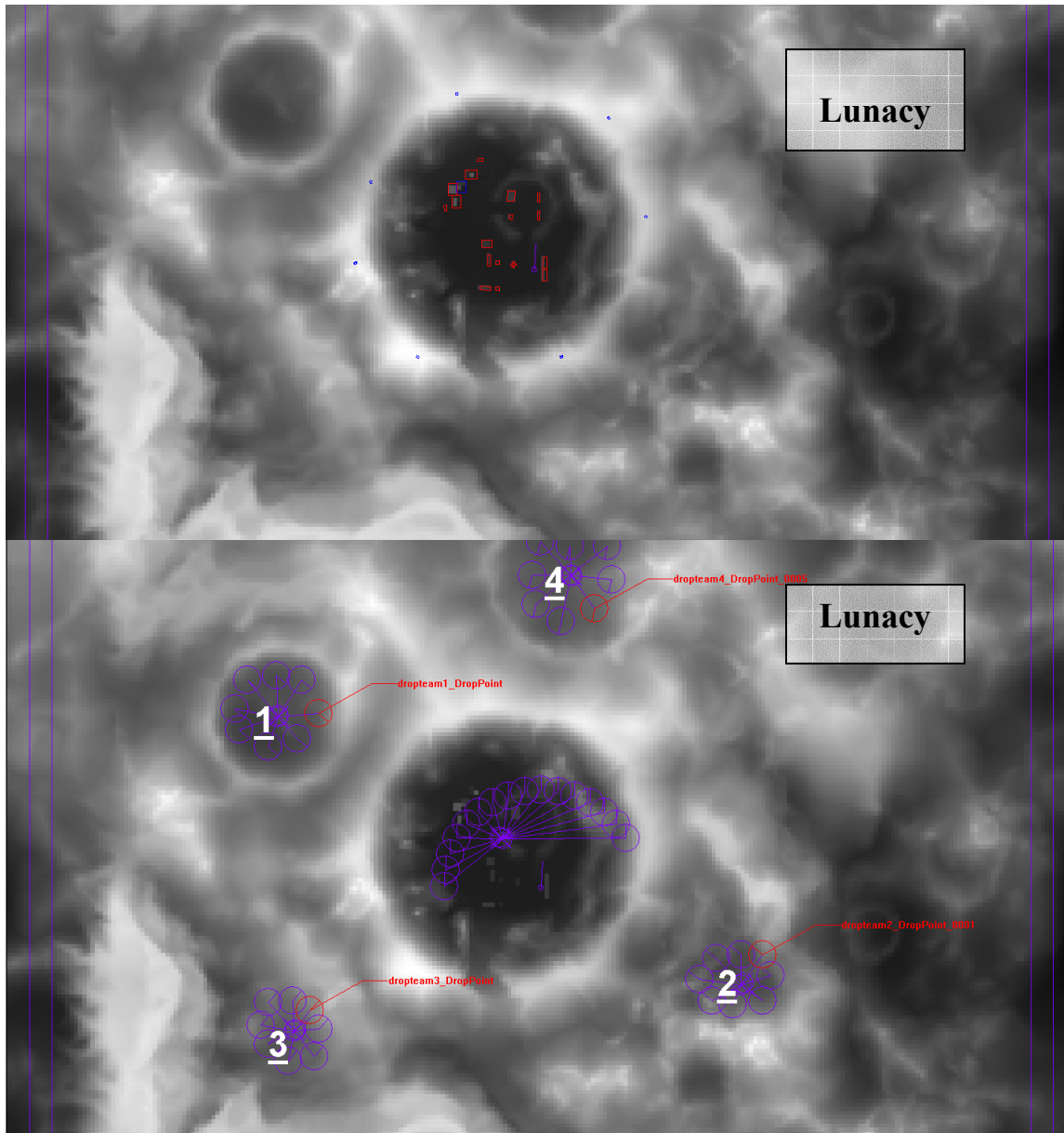
"If they want peace, nations should avoid the pinpricks that precede cannon shots."  
- Napoleon Bonaparte

## Knt Octagon 2

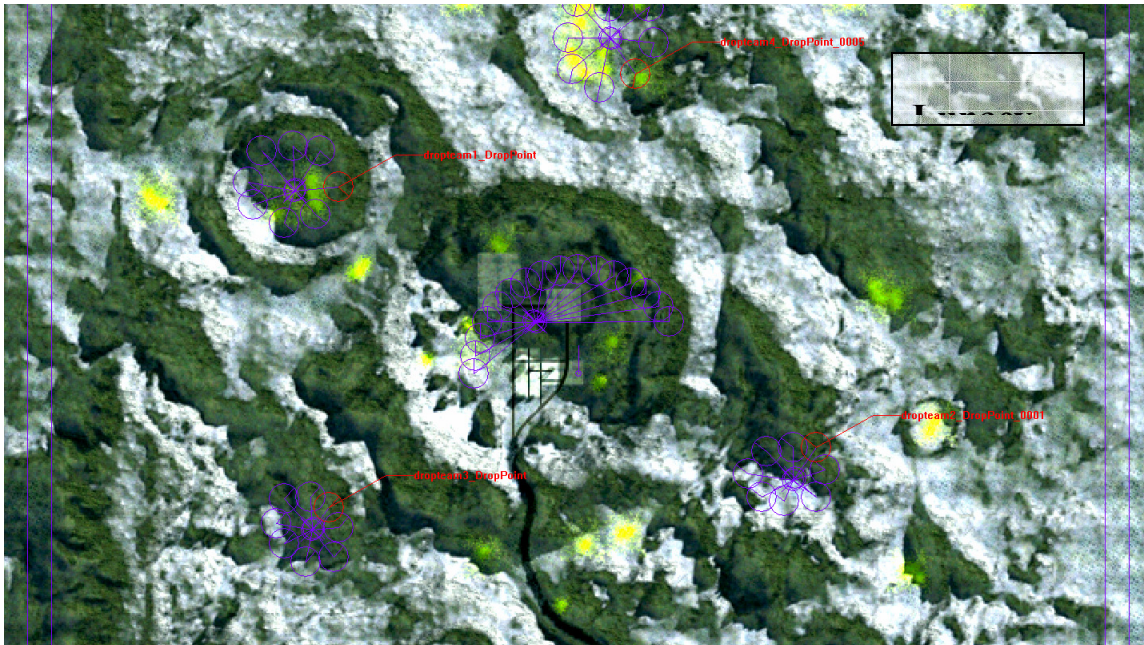
Knt Octagon 2 - Extremely close range so expect to face Assaults for sure, and heavy-hitting ones at that. Try and stay beyond 350m if you can or at least get some distance from an Assault because it will probably be carrying scattershot that does less damage even at just a little over 100m. You will also face Heater boats with artillery, or just artillery in general. That's why I like to take a faster Assault and always be moving. The pillars in the center can protect you from missiles and Rotaries. I prefer to shoot through small opens between pillars rather than swing out too wide on the right or left. There will be those mechs that prefer to stay back (although you can't stay too far back on this map because there just isn't much room) but then there will be those that charge. You should have sufficient range for both but good recycle times because enemy mechs will be damaged quickly and you want a bullet in the chamber to get the kill. Be very careful if you swing out in the open to the right or left because you can get trapped by Rotaries and

never be able to fire a shot. Occasionally someone will bring a machine gun boat, that, in my opinion, is a Gimmick mech. Anyone can run one of those and light up the scoreboard – best to leg it. I don't think I've ever seen anyone use jumpjets on this map, but if you want to waste the tonnage to get 'em go ahead. A BA works great on this map because the range is perfect and there are so many more (seemingly) threatening mechs that you'll be ignored for the most part – except when using the SRM's. They will knock even an Assault around, and with a good recycle time you will generate agro quickly. I never thought to use Long Toms but, on paper, it would work very well unless you have teammates that are charging their spawn.

"The object of war is to survive it."  
- John Irving







## Lunacy

Lunacy - This is a very cold map so you will be facing a lot of jump-snipers with beam weapons. It is possible going radar Passive to sneak up on the enemy so you may face fast brawlers too. Missiles can work well on this map. I like to take a very fast Heavy or Medium. The Heavy I like to use goes 100+kph with medium to long range (750m) and good recycle. It allows you to use the terrain, mainly the slopes and hills surrounding the main crater, to get to their spawn or a jump-sniper location quickly and if detected be able to absorb the damage until you get into range. Most snipers leave their spawn for more advantageous locations so you can often wait in their spawn (which sometimes is a crater on its own) and be unseen visually, waiting for spawns using Circle-of-Death. A very fast medium laser boat also works well especially if low to the ground going Passive because it is hidden within the varied terrain easily. It has very limited range so although making it to the enemy spawn is an option, an even better option is to locate a closer enemy jump-sniper and go get 'em. I would hesitate to go after an Assault laser boat because even though they will have slow-recycle times, even 1 shot will effectively strip a lot of your weapons. There are usually other enemy Mediums on this map that like to use the tactic I've just described. If you have a Medium Laser boat it will usually trump mixed weapon Mediums because of the pinpoint accuracy (when reticule is on target, fire, and instant damage) - so, I would go after them and do a little Circle-of-Death. You can even wait close to your spawn for these enemy mechs to arrive and that way if you do wind up being destroyed you spawn nearby to finish off the mech. One thing to remember: if you are unsuccessful after a few attempts at an Assault or even Heavy laser boat, give it up - find another mech. Live to fight another day. You may want revenge, but this isn't Destruction - get your points on another mech. The final score (using the Coolant Equation) is the bottom line. Even if an Assault gets a very high kill/death ratio it doesn't mean they helped their team more. One last thing, since it is so cold test out your current laser boat configuration by firing at the ground when the map

launches. You may find that you can replace the current lasers with the ER variety, or at least remove some heat sinks to use on other things.



"Squad Leader this is Captain Huxtable, over."

"Go ahead Captain Huxtable."

"Any chance one of those estates could avoid combat? Wouldn't mind coming back here after operations are done, and claim one of these as a vacation time-share."

"Likelihood that any of these properties won't be destroyed is a million to one."

"I'll take those odds Command. No one step on the pretty houses, grunts."

"So far war has been the only force that can discipline a whole community, and until an equivalent discipline is organized, I believe that war must have its way."

- William James

## Manorhouse

Manorhouse - You'll face about 80% missile mechs on this map. A majority of that will be of the fast variety that fire moving side-to-side. A few will be Assaults of the slow variety. Focus on the slow-moving mechs because missiles sometimes tend to hit the ground against faster moving mechs. They will sometimes miss entirely against BA's or Infantry. You can use the houses in the drop zones for temporary cover but they are destructible so be careful or you will be left out in the open. I generally stay on the hills so I can view the battlefield better, but some like to move down into the water. This tends to block line of sight more, but is cooler, although missiles don't generate much heat. Water slows down movement speed as well. There are those that like to use direct fire Ballistics. If they don't have knock I wouldn't worry too much about them. A few salvo's against them and they'll find another target. However, if they are using fast-recycle knock weapons just stay out of their range. You cannot retaliate effectively because you won't be able to get a lock or they will move behind a hill before your missiles hit them. Some even take Ballistic mechs with weapons greater than 1000m. They won't even be on radar unless you have BAP and they are Active. Don't try and find 'em. Just move. They will lose sight of your mech from scanning with reticule quickly. There are also missile mechs that will top a hill, fire and then get back behind

the hill. This is very effective and you cannot counter this in a missile boat if you are in the open. Let your fast brawling mechs get at them. Make sure you left your team know in chat where they are. You can also take a very fast Heavy and try and get into their spawn to do Circle-of-Death or be one of those that gets missiles boats off their perch on a hill. Make sure you go radar Passive and get around behind their spawn because if you get detected you are in serious trouble.



"This is Command to all units. This is an environmental mission. We are to secure all of the Oil Rigs to prevent further oil contamination from entering the coastal areas. Expect some heavy resistance."

(Lance only comms) "Environmental mission? It's all about securing the oil on this field. They can name the mission whatever they want. We all know what it's really about."

(Lance Commander) "Enough Captain Huxtable, cut the chatter. We were hired as Mercs to secure the Rigs. Want to get paid? The reasons don't sign our paychecks."

"I hear ya C.O. When do we hit the beaches?"

"War hath no fury like a non-combatant."

- E. C. Montague

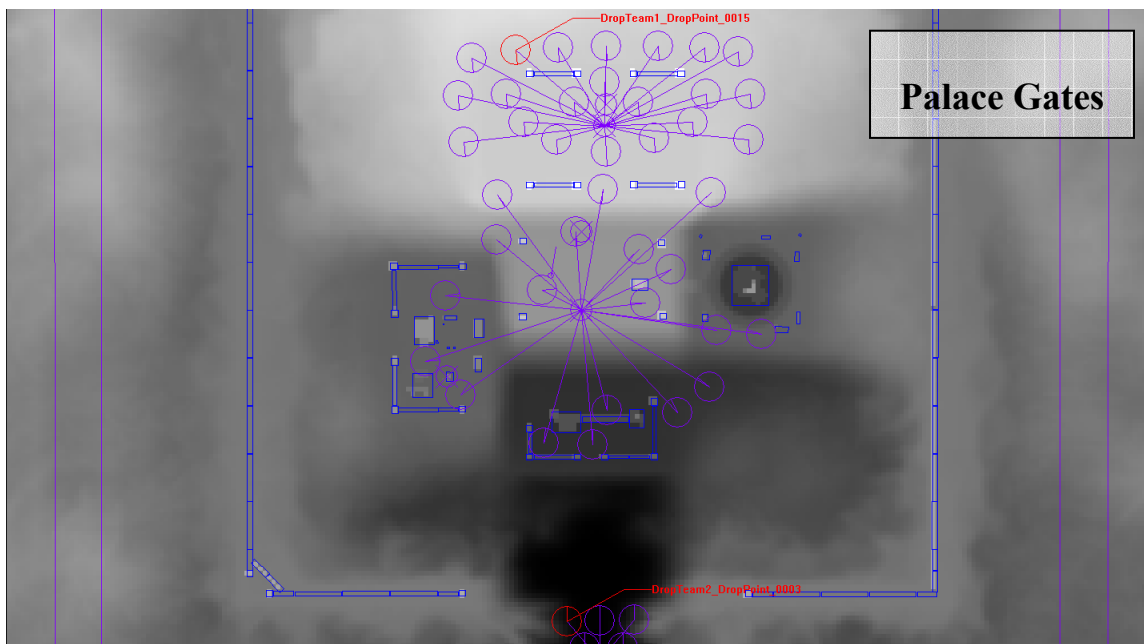
## Oilspill

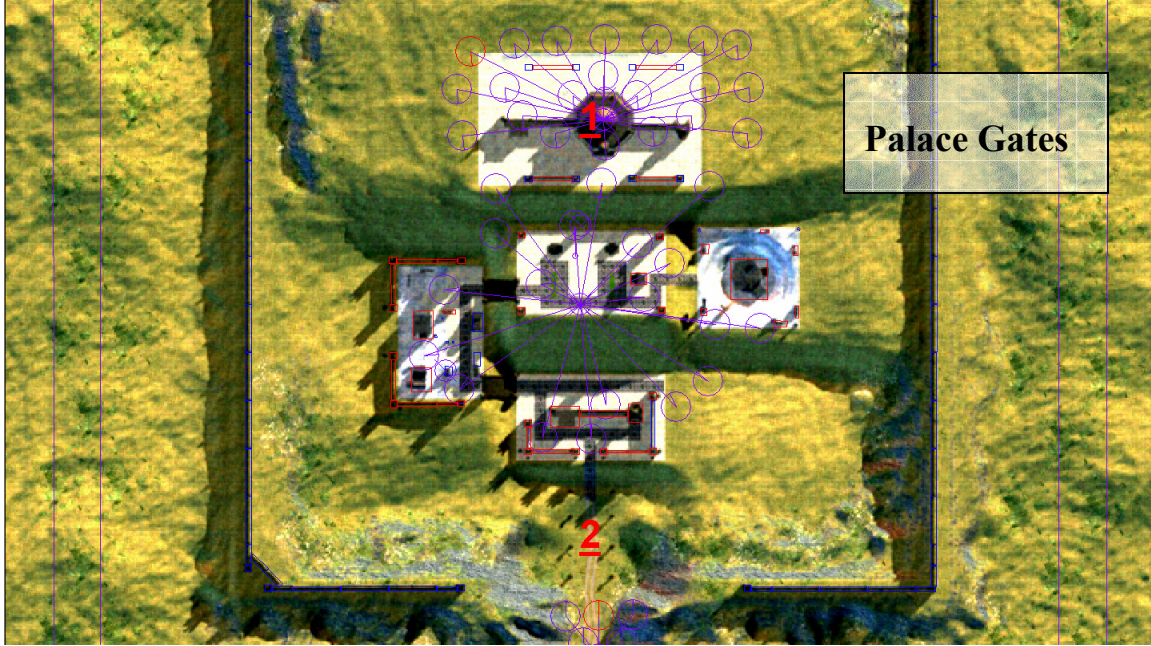
Oilspill - You will be facing jump-snipers, brawlers, Hit-and-Run and Missile boats; just about everything except Artillery and Long Toms. Missiles boats like to go far out into the water so, for the most part, they can be ignored. They might stay on land if they spot a mech headed toward their spawn. Jump-snipers are just about everywhere, they all have their favorite spots and that can be middle, or the mountain range or behind their spawn, or on the island. They sometimes will be in the water by a pier. Many like to get into range of enemy spawn and hit mechs as they spawn before they even have control of their mechs. Luckily, there is cover near both spawns. Hit-and-Run mechs like to go up the center and use the cliff that runs down into the water for cover and then pop up on an enemy mech. Circle-of-Death is also prominent with a very fast Heavy or medium or

even light on the flat between the mountain range and cliff or on top of the small island or even in the water. I like to use a very fast Heavy and go up center and use Circle-of-Death or get into the flat although I get sniped that way, but I'm moving fast so targeting a particular section is difficult and Heavies can take some abuse. I will go after a jump-sniper that can hit our own spawn if it becomes annoying enough. I also like to get into the enemy spawn and use Circle-of-Death. This is especially effective if I can just fight one mech at a time. A long-range BA works also, but watch out for jump-snipers with lasers. It is very difficult to hit a laterally moving BA or jumping from 800m but is fairly easy with lasers that have no lead time. There is usually action over at the island and I use my Heavy to stir up trouble there by destroying a couple of jump-snipers with Circle-of-Death and to a lesser extent Hit-and-Run. Be careful on the island, though, because you are usually in range of missile boats. Lastly, my opportunity to make it to enemy spawn depends on the set up of my teammates. If there are many jump-snipers and missile boats in the mountains and cliff I have lots of cover fire I can use from teammates to get me safely over there. The opposite is true also. If several of my teammates have set up shop in a particular location it will draw the attention of the enemy and I can go around the opposite direction and get into spawn mostly undetected.

"Nothing except a battle lost can be half so melancholy as a battle won."  
- Duke of Wellington

MW4





# MW4

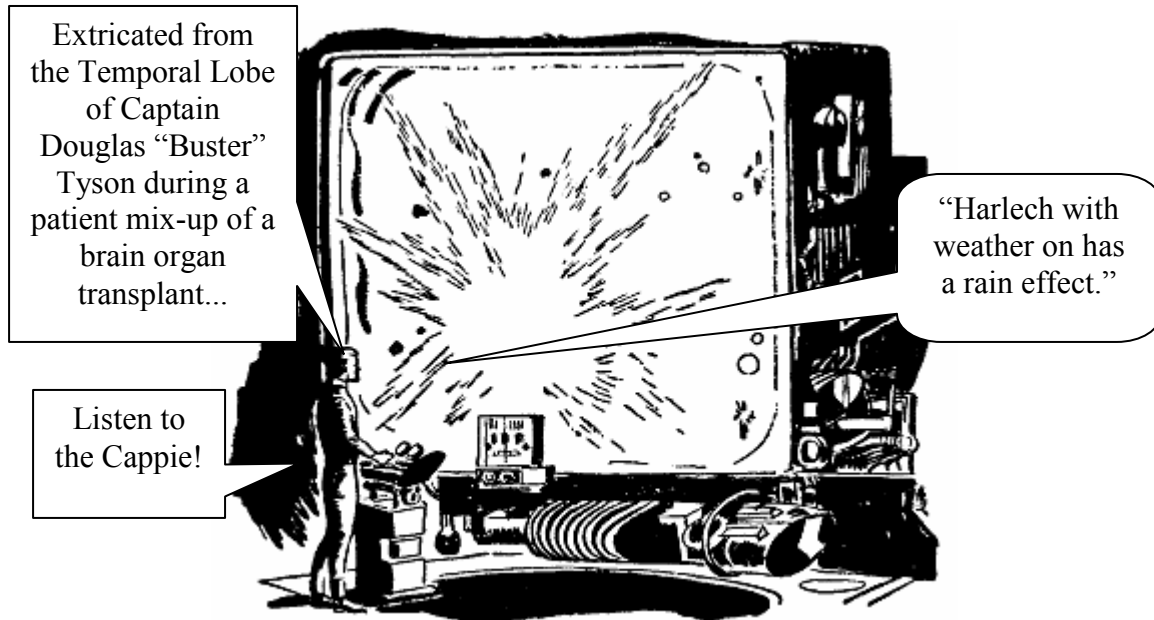




### **Palace Gates**

Palace Gates - Expect a mix of mechs here. There will be those that consistently take jump-snipers. They will be jumping behind the spawn wall or make their way around to the sides on the outside eventually ending up within sniping distance of enemy spawn. Just as common is the lower base outer wall and the higher base near it. There will be missile boats too that take advantage of the open areas to the left and right of the bases. You will be facing brawlers, Hit-and-Run, and BA's. I like to take a very fast Heavy with medium+ range (750m) and move laterally against any seen target whether it be sniping or brawling. I usually intend on making my way to the enemy spawn but often stop short as I find a mech to perform Circle-of-Death on. Often times I don't even get past the first base. The slope between the upper and lower base is a prime target area and you will often see Mediums picking on Assaults or Heavies there. The base to the right/left (depending on drop) is another key combat area within, but only after the buildings and gas tanks have been destroyed – otherwise, there isn't enough room to move. The flat tiers of the bases down the center are often prime combat areas as well, especially the second tier of the drop that has the highest elevation. And, there are many towers that mechs like to take shots from behind and quickly get back behind for cover. I stay away from missile boats when I am out in the open. I also generally stay away from Mediums as my quick recycle Ballistic weapons are difficult to do damage to them. I focus on slow ground-bound Assaults or jump-snipers especially near the walls. I'll stay just on the other side of a target without moving much until they decide I'm not a threat or forget about me. I can't do a full Circle-of-Death because they are too near the wall so I perform more of a Half-Circle, reversing direction when necessary. I really prefer, though, to get into their spawn and try and take out the same mech a couple of times. I go radar Passive. If I am attacking the lower drop zone I like to stay up on the hills of spawn so those below that spawn can't visually see me. Lastly, I will take a long-range

BA with jumpjets concentrating on ground-pounders. I try not to get the notice of jump-snipers because they tend to have lasers which is a death wish for a BA.



"War is the trade of kings."  
- John Dryden

# MW4

## Paradise

Paradise - There tends to be a lot of variety of this map as well. There are a lot of jump-snipers, but nearly as many missile boats. You will find short-range Mediums and Lights and fairly fast Heavies and Brawling Assaults. Protecting some drops are a range of hills that snipers like to use or missile boats lock on and fire then scoot back behind. This is also a prime area for Mediums and Lights for Hit-and-Run. I almost exclusively use a very fast Heavy with good range to get into their spawn with Passive radar. It is sometimes difficult to do depending on the drop because one drop looks down on the other slightly. I can make it pretty easily if attention is drawn elsewhere. Otherwise I'll go far right or left and try and make headway. The volcano area is prime missile territory. A BA isn't a good choice even with long range, because missile boats will eat them up. You may want to consider taking LAMS on this map. It will be a good game if I can get into their spawn otherwise it will be running side-to-side with some range using fast recycle weapons against jump-snipers while trying to avoid confrontation with missile boats. You can use fast recycle knock weapons to take out missile boats but some have incredibly quick lock-ons that it is almost impossible to knock enough to prevent become a target. Try to stay near the range of hills, because out in the open or down by the water, will only invite a blood bath from missile boats.

"Archaeologists estimate these ruins at around 5000 years old."

"Captain Huxtable this is Command, say again?"

"These ruins we're in the middle of. 5 millennia old."

"The relevance of that to the mission Captain Huxtable?"

"Well, it's just that an ancient civilization went to a lot of trouble to build these here. I just think we ought to respect that, you know."

"You don't get paid to respect ancient architecture or even admire it. If those ruins become smoldering ruins during the coming battle you'll still see your bank account swell with zeroes." (sighs) "Roger that Command." (whispers off comms) "I just hope there isn't a curse."

"It is well that war is so terrible - we would grow too fond of it."

- Robert E. Lee

## **Parkhenge**

Parkhenge - This is definitely a Brawler and/or Circle-of-Death map although you will occasionally find a pilot that refuses to do anything but snipe. Range is usually only about 600m maximum on this map with random spawns. Most pilots know this and bring hard-hitting Assaults or Heavies – but, mainly Assaults. You will also see Heaters (mechs that use heat to shut down enemy mechs) and Artillery Beacons. Don't prepare for Heaters, though, by getting tons of heat sinks or skipping Beams for Ballistics. Take what you are comfortable with. You can always chastise the player in chat to get a real mech. Anyone can take a mech with enough heat weapons to shut anyone down in seconds – no challenge, no skill. And, it is especially annoying when that is all they bring, without having any weapons to actually get a kill. You may also spawn on top arches; this can be good and bad. The good news is that you can see all around to look for a target. The bad news? You are suddenly a target from every direction. You may find that you are crit before you even get off the arches. If you find you can take shots (like a Hit-and-Run of sorts) while on top of arches and then have enough room to back away without falling off to prevent return fire more power to ya. There is a repair bay. It does not appear to be a functional one. Mechs do like to hide inside though. There are a couple water spots, use these to cool down. Other than that, combat takes place all over. I take an very fast Assault both to get into range and to get out of range of enemy mechs or duck behind something. I like to have a high Torso Twist because Circle-of-Death will occur regularly. Take weapons with longer range than 350m because, although this is a brawler map, you still will find mechs further away than that. Have fast recycle (at least 4) but pack a wallop for an alpha-strike because not all combat will be out in the open for Circle-of-Death. I do take a BA occasionally with medium range. It works well as long as I find targets within range often. Otherwise, I may find myself at a location where there is no action and BA's are too slow to run to it effectively.

"War is like love, it always finds a way."

- Bertolt Brecht

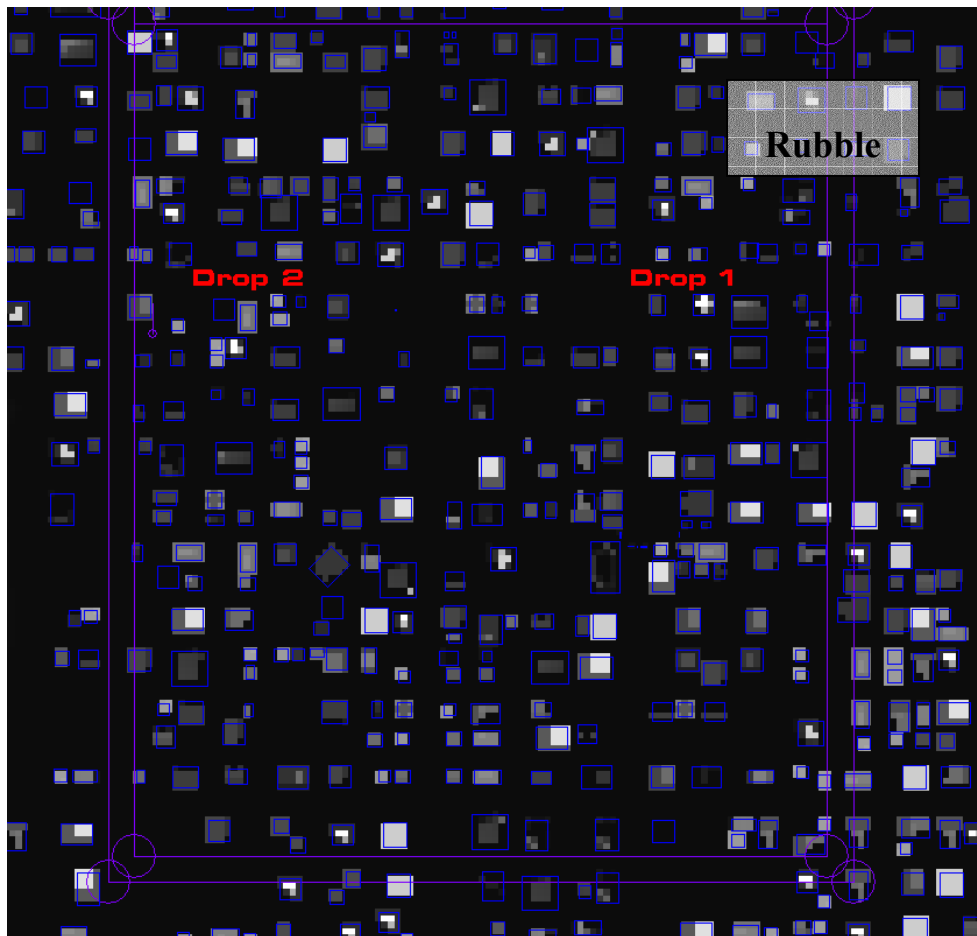
## **Range 44**

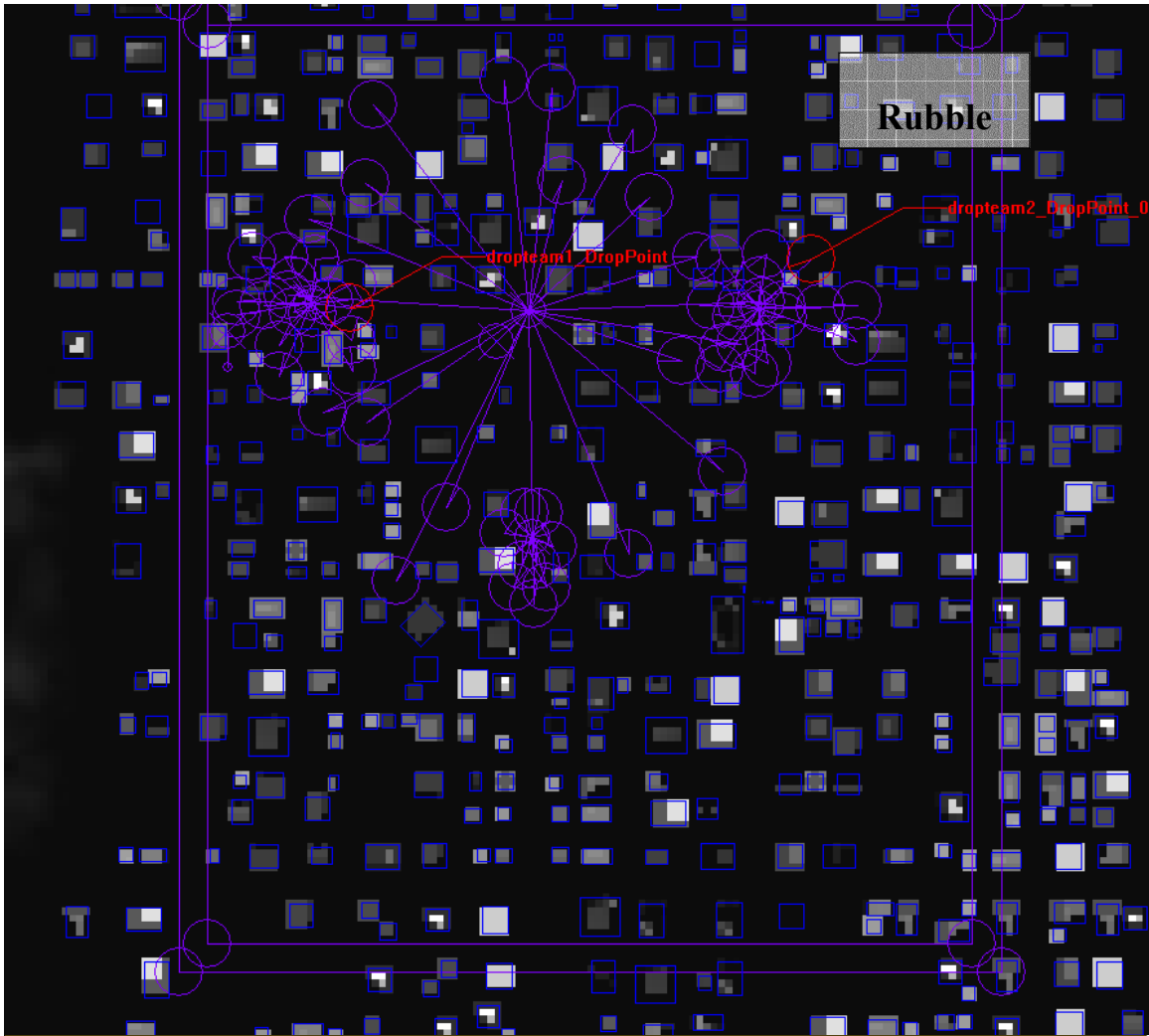
Range 44 - This is another map where you will be facing a variety of mechs. The small rolling hills in the valley provide cover for Mediums and Lights, while the large hills provide excellent sniping opportunities. Missile boats are rare as there is just too much cover. Artillery Beacons are used as well because those mechs can often let the Beacons drop and scoot away before an enemy mech even sees them. Long Toms can be effective



against jump-snipers that won't move. Be prepared to face hard-hitting Heavies in the trenches. I also prefer to take a moderately fast Heavy with a good alpha-strike on this map. Enough speed to get to the action or duck behind cover. The alpha-strike comes in handy because often the window of opportunity to take a shot is very narrow and you need to make it count. I also will take a Medium laser boat and perform Hit-and-Run over the hills. You can find yourself in enemy spawn pretty easily if you aren't careful even if you don't mean too, especially if your team stays together and methodically polishes off enemy mechs that come 1 or 2 at a time. Sometimes combat will be far left or right at the same time. This is a good opportunity to get some lone wolf action. Also, some mechs will try and get into enemy spawn so watch out for those opportunities to rack up some points. If there are several snipers I may rethink which type of mech to take. I might end up taking long-range or Long Toms or even a BA with range. A sniper with lasers will eat up a medium long before I could get into range and although there is cover, the likelihood that you can sneak over without encountering an enemy mech beforehand is low. Unless you have good range and a decent alpha-strike it is usually better to ignore those snipers and let them get their hits in while you focus on racking up points in the middle down in the trenches.

"War does not determine who is right - only who is left."  
- Anonymous





Drop 1

Rubble





## Rubble

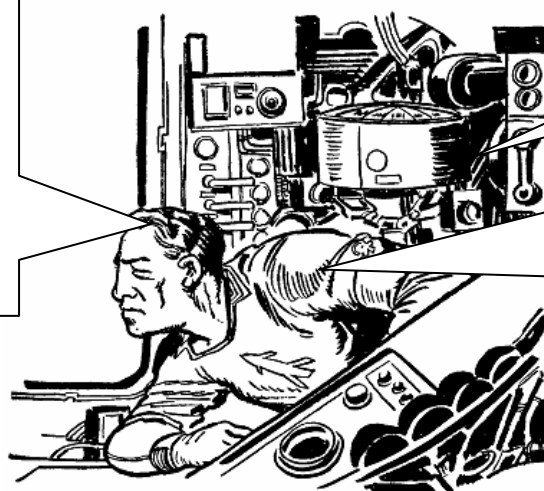
Rubble - This falls into the realm of brawler map and to a lesser extent Circle-of-Death. There will still be those that use long-range, but it is usually from Assault ground-pounders rather than jumpers. This is basically another burned out city map but it isn't an arena – pretty open. The buildings are perhaps taller, though burned out, so there is more actual cover. There are enough wide open spaces within the burned city to maneuver well. There are also alleyways just like other city maps but they are not as defined. Usually, combat ends up being close to the center although there is combat in other locations. As in other city maps, I take something with a good alpha-strike (as close to the tonnage of my mech as I can without sacrificing recycle time). Recycle times on this map are important like on other city maps because enemy pilots think, after you have taken a shot, that you are in a long recycle period and will come out of cover to shoot you. They are surprised when you fire back. As with other city maps GYRO can be important to keep from getting knocked down but you must consider the extra tonnage. I like to take a moderately fast Heavy that can get to the action quickly but can also duck behind cover quickly. On this map in particular, the enemy always seems to continue moving to the opponent spawn so you can sometimes wait for the enemy to come to you – just make sure you aren't waiting too long and sacrificing possible points. Lastly, you may be facing the “Fire, Flush, Fire, Sleep” mech - I'll go ahead and coin the phrase. These are mechs that are so hot that they can only fire 2 and maybe 3 times before they shut down because of heat. Watch out! These are deadly mechs and if they don't knock you down or destroy your mech you will certainly lose weapons. Other than that, though, they don't tend to make a whole lot of points.

“War is the science of destruction.”  
- John S. C. Abbott

## Rubblepile

Rubblepile - This is another map with lots of variety although most will be Assaults. There is plenty of opportunity to snipe along the outside hill or in the raised center where the burned buildings are. There is plenty of cover both with terrain and walls to bring a slow ground-bound Assault. Heavies can run straight across quickly to get into range and Long Toms are often used against mechs on the other side of walls. Even Artillery Beacons are occasionally used although there is plenty of room to move away from the Beacons. Circle-of-Death is rather difficult on this map unless you are in one of the flat lower areas of the middle section. Otherwise, you are performing it on slopes where Elevation and targeting can become a problem. I've also seen a Heavy Rocket light or Heater come into enemy spawn. I've even seen a Light with a large Ballistic hang out in spawn under cover of Assaults do very well. Combat takes place all over the map. Often, most mechs congregate together at a corner, while snipers stay back, and Brawlers come straight across the top or around the sides. I like to take a moderately fast Assault (70kph) to wherever the action is. I usually look to see where my teammates are headed and follow them, or watch for fire coming my direction, in which case, I estimate in my head how far away that target is and if close enough will go after it. It pays off to check your radar often on this map as mechs tend to break off from the pack and you just might be surprised to find a mech nearby by itself. Don't be surprised to find mechs up in the rafters. They aren't much of a threat, although initially they can hit with long-range just about anywhere. But, they are sitting ducks up there. Sometimes mechs that spawn on the rafters will actually make their way closer to enemy spawn while radar Passive. I use medium range on my Assault, which is mostly what you can expect the range to be. I usually ignore snipers and let them get their hits in. Sometimes you just have to know that you're gonna be hit, but on behalf of scoring points, you just have to ignore. Since on this map, Assaults tend to group together, cycle through targets to see who is most damaged and if you get a kill you sometimes will get a 2nd kill from the splash - or at least damage/shut down 1 or 2 more, so you can swoop in and get more kills. One last thing to be aware of; jump-snipers will often get themselves in position from the center area, perhaps behind a wall or burned building to be able to shoot straight into your spawn. Get under cover quickly if you can.

Extricated from the Temporal Lobe of Captain Douglas "Buster" Tyson during a patient mix-up of a brain organ transplant...



Listen to the Cappie!

"Well lookee here. What did I tell you about eating cupcakes in the Engine Room?"

"Can you believe how hot it is here? It's making my reactor look like a fridge."  
"I know what you mean, Captain Huxtable. My lunch is baking on my right shoulder."  
"What ya having today?"  
"Some sand squid I shot while taking a pee."  
"How do you know its not poisonous?"  
"I figure with the heat any poison just evaporated."

"War never leaves, where it found a nation."  
- Edmund Burke

## **SandDunes**

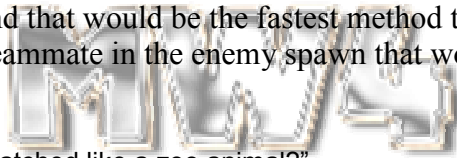
SandDunes - This is a long-range map for most, and mostly jump-snipers at that. This is also made for missile boats - especially for Arrow Tbolts. There are a couple of sand dunes that almost run the length between the drops that you can use for cover. I also like to use them for Hit-and-Run with a medium laser boat. This is a hot map, though, so be careful of heat management - note when you start to slow down due to overheating because a medium that is slow is a dead Medium. My favorite tactic on this map is Circle-of-Death, though. By going Passive and using the sand dunes for cover I can usually make it close enough to their spawn to use medium+ weapons with nice knock and recycle time to frustrate. I also might go far left or right and work over to get into their spawn. Jump-snipers just have a hard time with a Heavy that moves very fast and has fast-recycle knock weapons - plays perfect on this map. Because it's hot though you might consider making a specific variant of a favorite mech for this map alone, perhaps one that has 1 less beam weapon. I like Pulse Lasers for Circle-of-Death but I do downgrade for this map. If I don't use Circle-of-Death, I will use a missile boat especially if I don't feel like the intense concentration it takes to do Circle-of-Death. Missiles don't really work well against jump-snipers, but, I don't mind getting into a skirmish with another missile boat as I think I can out duel them. Missiles work great against Brawlers even if they have IFF and missiles usually knock down Mediums and Lights that may have a go at you.

"What millions died - that Caesar might be great!"  
- Thomas Campbell

## **Slobberknocker**

Slobberknocker - This is definitely a Brawler map and Circle-of-Death Assault style. Heavies will mix it up too and they all have hard-hitting alpha strikes. Artillery Beacons are used extensively on this map as well but if you take a fast Assault you'll do fine. There are some that like to get up on the hills in back and snipe, and it's true they will probably be safe back there and can take shots when they are available, but they just don't score as many points as Brawlers on this map. Some of them will be ground-bound while others will jump mainly from behind the walls within their spawn. You can either go over the top of the hill in the center which is a quick way to make points but also to get shot full of holes since the enemy spawn is directly below. You can also go around the left or right side of the hill and these see just as much action. It's here where you will do

some Circle-of-Death Assault style, but small obstacles may get in your way. If you need to duck away from action for a bit if you are outnumbered there is a wall that juts out on both sides - stay there for a bit until you are forgotten and then come out guns blazing. Another strategy is, when you spawn, back up a little ways and then wait for mechs to come over the top with only 350m range. You can hit them but they can't hit you. Other pilots prepare for this by having long-range weapons but it is usually only a small percentage of their firepower so you can hit with a full alpha-strike while they only a portion of it. I usually take my moderately fast Assault to one side almost to the border and shoot into their spawn. There is a small terrace near both borders that is higher by a few feet than the rest of the ground. This allows you to shoot over the small obstacles a mech might spawn behind. Most mechs have limited range so you can pop them and by the time they get into range they already have a blinking red or black spot. Try and find a spot on the right or left that allows you to do this and yet is protected from the snipers in the back, usually by the wall - it provides adequate protection. Once the enemy team knows you're there, be aware of mechs that will skirt the wall and appear along side you. You will, at first, think you've gotten in the line of sight of a sniper in the back only to learn that they are much closer. Go ahead and advance on this mech and take it out and then you will be behind their spawn with the sniper as your next target. Another option is to Hit-and-Run along the top center trying to expose as little of your mech as possible. Use a mech with good Elevation to shoot down or you can try a BA using the same style of play. Lastly, don't be afraid to go up the center because the shortest distance between 2 points is a straight line and that would be the fastest method to start racking up points, especially if you notice a teammate in the enemy spawn that would divert all attention away from you.



"You ever get tired of being watched like a zoo animal?"

"Nah, I live for the glory of arena combat. The cheers, the boos, the booze, the paparazzi, the groupies."

"Yeah, but the stress to always perform, to draw in the crowds. It doesn't get to you?"

"No way. The endorphins, it's my drug."

"What happens when you get old and your reflexes aren't what they use to? What happens when you start losing? What happens when your fans no longer adore you?"

"I'll just have to retire at the top of my game. Then do infomercials."

"We give up the fort when there's not a man left to defend it."

- General Croghan

## **Smoke Jaguar Arena**

Smoke Jaguar Arena - This is one of the smallest maps you will play – 600m range is about all you'll need. I do just fine with a Medium Laser boat at 300m. If you stand all the way in the back I suppose you can snipe but it's not really about range that would make that tactic effective, but because you would be counting on all the Brawlers to occupy the enemy. It just doesn't take too much forward movement to get into range of anywhere. Long Toms are big on this map because of the short distance and close quarters. It's not guaranteed you're gonna get hits with them, but you're always pretty close. Artillery Beacons are also highly used and very effective. It is possible to Arty several mechs at once on this map. The normal jump-sniping comes from the small hills

on each drop. The center dais provides enough height protection for Medium, Light, and BA's if you are below it. RAC boats are common as well as missiles. I prefer to take a BA on this map because of the very short range. You almost always have a mech within range and with the Damage Ratio you score a lot of points. However, if you have Long Toms incoming, you might as well drop out of the game and pick a different mech. I will also use a moderately fast Assault with 500m range Ballistic - you'll need hard-hitting with fast recycle, after all, there is always a mech within range. Some like to use the small tunnels that you often see in Coliseum to do a little Hit-and-Run – pop out, shoot, and pop back in. If you like Brawling you'll get it on this map. There is usually always mechs that will head straight for your spawn and Medium and Lights will try to cause havoc in your spawn. If I'm in a Medium I'll try to get up to the hill in the enemy spawn and use Hit-and-Run over the hill. I don't usually use a Heavy because it is just too slow in most cases (a variant with a big alpha-strike) and it gets torn up in the center.

"So, someone just built a maze out in the middle of nowhere?"

"That's right."

"And, we're here...why?"

"We want to discover what lies at the center of the maze."

"You mean like a Minotaur or something?"

"No. Like some cool piece of technology."

"Ah. Maybe in a chest or something? Gonna pick its locks?"

"War, he sung, is toil and trouble; Honour but an empty bubble."

- John Dryden

## Snowmaze



Snowmaze - This is basically a hedge maze made of walls. The terrain is fairly flat but there is some variance and because of this, you can actually see under some of the walls. Be careful that your legs/feet aren't showing because they will definitely be targets. Most of the walls are high enough that jump-snipers can't shoot over them. But, in some cases pilots can get around this. You'll face mostly Assaults with extremely hard-hitting weapons and some Heavies chosen because of their speed and better mobility. You will also encounter Artillery Beacons because they are effective here. You may even encounter a Heater but this is very rare and not particularly effective as you never know where you may get hit from any direction. Long Toms are effective since the splash damage goes through walls but be careful of your own teammates. A common weapon for this map is the SMRM's because of the continuous knock. I almost exclusively take a moderately fast Assault or one with 360 Torso Twist so I can always have my reticule on an enemy mech even if I bump up against a wall. Make sure you take leg armor! Fighting usually takes place close to the center or in the other's spawn. Just like a real maze, there are certain pathways to get to the action faster so learn them and use them, and don't get lost. Hit-and-Run is paramount here; move from behind a wall, fire, move back behind the wall. This makes Acceleration and Deceleration important. If you have the extra tonnage you might consider getting GYRO because you will get knocked down. Since there is more than one avenue, go around the long way to get to a mech that is occupied with a teammate. Sneak around behind or to the side and whack. Besides, there is often so little space that it is too crowded for more than 2 or 3 mechs and you just

end up shooting your own teammate. I usually go radar Active on this map because even if they can see you, they may not know exactly how to get to you in the maze. There are a couple of small concrete buttresses located throughout and although they are not high enough to block fire, they will prevent movement so don't get caught up on these.



Extricated from the Temporal Lobe of Captain Douglas "Buster" Tyson during a patient mix-up of a brain organ transplant...

"IceCube with weather on has a snow effect."

Listen to the Cappie!

"By the rude bridge that arched the flood, Their flag to April's breeze unfurl'd; Here once the embattl'd farmers stood, And fired the shot heard round the world."  
- Ralph Waldo Emerson

## Tropical

Tropical - You will face mostly jump-snipers in Assaults or Heavies and the rest Brawlers of Assaults or Heavies. You may find a few missile boats, but unless you are far in the water with no chance to get to land before the missiles hit, you should be safe. The small canal between the 2 main islands is the combat focal point with Brawling and Circle-of-Death inside the canal. You have snipers just over the hill overlooking the canal just waiting for mechs to make the plunge down into the water. The Brawlers will have hard-hitting alpha-strikes, but generally slow-recycle times so use that to your advantage. It is difficult to maneuver there because of the steep slopes on either side of the small waterway. In fact, it is so steep in certain areas that you cannot go up and therefore "sticks" you where you are an easy target. Try and use the curving sides for Hit-and-Run into the canal, or if there are no jump-snipers in position shoot down from above at mechs inside the canal. You will want both a good Turn Rate and Torso Twist if heading into the canal. The smaller islands are also used by snipers, both to shoot into the canal (and therefore free shots with no chance of return fire from the Brawlers), and



to shoot into spawn. I like to sometimes head over there with a moderately fast (85kph) Heavy with a good alpha-strike and good recycle to stir it up especially if it is alone. There are also a couple of walls partly submerged in the water on both sides and you will often find mechs jump-sniping or sniping ground-pounders. Long Toms are sometimes used but not into the canal for obvious reasons. Artillery Beacons are also used by fast Mediums that skirt the hill area around spawn (plenty of cover and stationary jump-sniping targets). A few pilots like to take extreme range (1000+) and stand out in the water hitting targets. These mechs might have knock with quick recycle so best to just ignore. If you can make it around the sides of the big island undetected you can get around behind some of the jump-snipers, just make sure that your selected target isn't in view of other enemy mechs so that you can mix it up 1 on 1 rather than being shot from multiple targets. I like to take my Heavy into the canal, cycle through targets to the most damaged and fire away. Once the area is clear (if ever) I'll wait, usually with teammates, for the next wave. Try to get in the first shot as they crest over the hill – will knock their shot off and hopefully take a weapon or two. Be careful, because they don't always come over the center top but also the sides, and you still have to watch out for snipers from the islands or walls.

"Mine eyes have seen the glory of the coming of the Lord: He is trampling out the vintage where the grapes of wrath are stored: He hath loosed the fateful lightning of his terrible swift sword: His truth is marching on."

- Julia Ward Howe

### **TS-Downtown**



TS-Downtown - Another city map to expect Assaults, and more rarely, hard-hitting Heavies. Most of the fighting takes to the streets and avenues, but, fighting can shift to the park area. Actual park acreage is small, however, and is limited to narrow sniping or Circle-of-Death - think of it more as a grassy knoll. There is an open section in the center of town and is a great staging area. Be careful when you enter or approach this area as some jump-snipers will have it covered. Drops are diagonal from each other and teams usually head toward each other and meet close to center unless one team is full of faster mechs then more toward spawn. Artillery Strikes are sometimes used, but not quite as effective as normal city maps because of the park area and open area in center for movement. Certain alleyways are more common than others. This map is somewhat unique in that you really can't see a physical boundary (like buildings preventing you from going beyond the boundary), so be aware if you are approaching the border - you might "stick" any moment making you an easy target. This map is also unique in that the NFM file limits 8 to a team as default so click in early or you might be sitting it out waiting for the next map. I like to take a moderately fast moving Assault with medium range (500m) to get to the enemy quickly and have targets in range, and a good Torso Twist, especially 360, is preferred. Lastly, a favorite combat area is near the university. Be careful when around this structure because the actual building juts out further than it appears that can "stick" you or block fire.

"Remember when we were on that planet that was full of Sand Dunes as far as the eye could see?"

"Yeah, what about it?"

"That was paradise compared to this. Comparing the two, I would say this is definitely the Promised Land."

(watches a Tumbleweed lazily roll by) "Nothing better than to enjoy the scenery of parched, cracked earth."

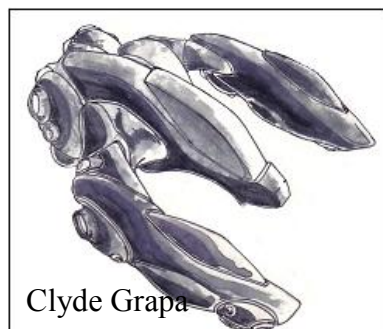
"To arms! to arms! ye brave! The avenging sword unsheathe, March on! march on! all hearts resolved On victory or death!"

- Rouget de Lisle

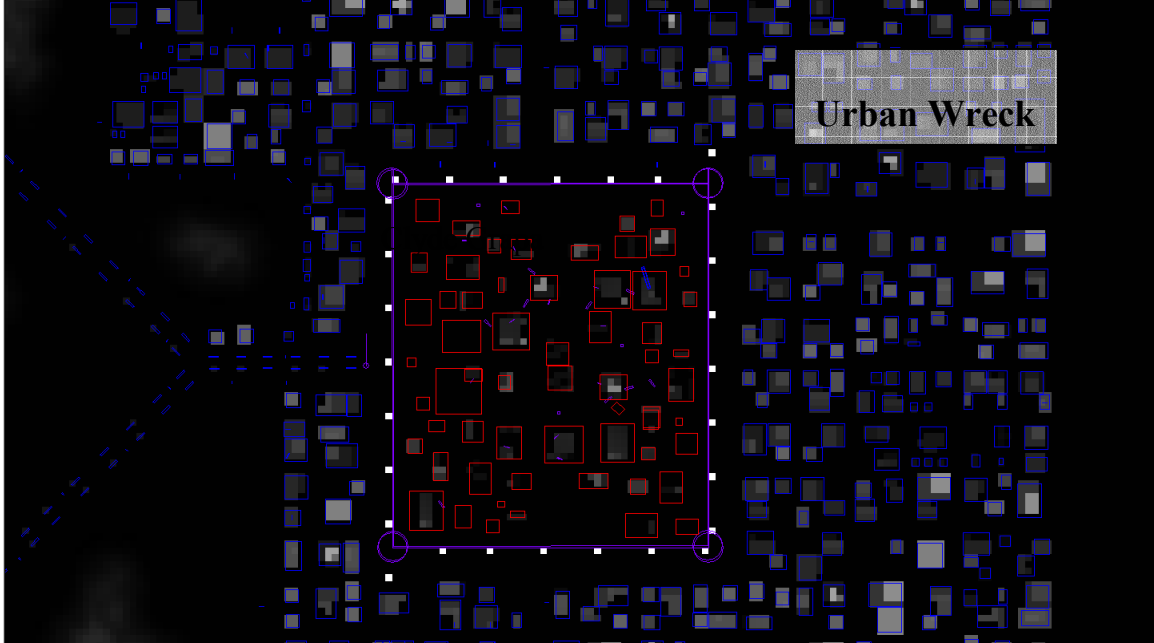
## **Tumbleweed**

Tumbleweed - This is an arid, dry, hot map, although I prefer it to Sand Dunes. There is some variety in the terrain such as plateaus and some significant hill country. The drops are far enough apart that it is impossible to get hit as you spawn, although that changes as the game progresses. Always expect snipers on either plateau, although it is nearly impossible to get hit from them if you spawn. As with most long-range maps I prefer to take a very fast (103kph) Heavy with good range (750m), go radar Passive and sneak into the enemy spawn. I go almost exclusively to one side - the one with the significant hill range. With speed I can get to the bottom of the plateau out of visible sight of any snipers above very quickly and even if I am seen as I make my way there I move laterally at high speed that makes it difficult to do much damage to my mech. Once at the bottom I follow the ravine around the plateau and continue around using the terrain as cover until I am in spawn. The spawn areas are very tight and almost in a canyon area so that it is possible to engage a spawned mech without any other mechs being able to visibly see you. If the enemy mech doesn't call out for help in chat, they could end up being destroyed multiple times before yours is. Besides jump-snipers you can expect plenty of missile action. Don't get caught out in the open. If you have some range perform Hit-and-Run against them by topping a hill, firing and pirouetting back down. This is definitely a map in which you do not want to be detected; use ECM, or better yet just go Passive. ECM you will always be detected at 500m even if you go Passive. If jump-snipers find out your location from the plateau they can hit you all day or if missile boats know your location watch out. Getting to the enemy spawn is all about stealth. Lastly, there is a middle little hill area and you can almost always find mechs there. Although I like to swing around to spawn, that can take a little while in which case I'm not making any points, and if jump-snipers are out of range or I'm facing missile boats that I shouldn't be taking on, I'll concentrate in the middle.

"Wars and rumors of wars." - Matthew



Clyde Grapa



MW4





## UrbanWreck

UrbanWreck - A burned out city arena map - almost exclusively Assaults and Heavies with medium to long range. Unlike other city maps, the drops are extremely short and there is only 4 main alleyways. The main 2 in the center stretch almost all the way to the other's spawn - the only thing blocking sight is a burned out building in each spawn. Otherwise, you could shoot from wall to wall. The other 2 are more narrow and are truer "streets" and these also have a long stretch that one can fire down. Snipers like to jump into burned buildings for a better view of the playing field. They can target a mech from just about anywhere so hit them before they get there or keep an eye out for them - otherwise ignore and let teammates that have range take care of them. Ground-bound will not usually go straight up the center unless they have speed but will instead "snipe" with long range weapons without jumpjets - kind of a Hit-and-Run of sorts. Sometimes, in the middle section, mechs will be inside a unique type of burned structure that actually allows you to move within a very narrow pathway. Jump-snipers will use this space because of the protection from almost every direction. However, they are also pinned in unless they jump out so if you can get close they are usually easy targets. In fact, there are "windows" within the burned building that you can shoot through. Occasionally, combat will move to the far left or right where there are destructible buildings. If you play in third person be careful, because although you can move through a destroyed building, you cannot see through it. You can either make sure to go Active radar to locate any mechs in the vicinity or go Passive and use the fact you can't be seen visually to your advantage. I often use this method to get near the enemy spawn - radar Passive so they can't detect you on radar at a great distance and visually blocked. You occasionally get Long Toms on this map from a jumper. If you have a moderately fast Assault or Heavy you needn't worry too much. Those mechs are effective against slow-moving Assaults. If you find you are getting Tommed often and yet are fairly fast you

are not moving enough. I either take a moderately fast (70kph) Assault with 500m range or a Heavy with 85kph and same range. The Heavy is more maneuverable and can Hit-and-Run better down the alleyways. The thing to remember about this map is that because the map is so small and your teammates will mostly be Assaults, the chances are that they have already damaged many enemy mechs, so cycle through targets for the killing blow. Most enemy mechs will already be engaged with others or at least focused on others so it's ok to get in close as you need to.

“And this I hate - not men, nor flag nor race, But only War with its wild, grinning face.”  
- Joseph Dana Miler

### **VOS Chalkdust**

VOS Chalkdust - You will face mostly Assaults with some Heavies. If you face Long Toms they will generally be from Assaults and not high-flying Mediums (although I have seen someone get up in the rafters in a Medium and drop them from there). Missiles are rare unless it's the MSRM kind from those that are charging enemy spawn. You definitely will have jump-snipers waiting just on their own side of the center hill and will most likely stay there in a war of jump sniping who-has-the-biggest-peen combat. Ground-bound will also come over the top trusting in their knock-down ability and armor. Some will use the flat extension on both sides of the main center hill to Hit-and-Run. The rest are going down low, right or left, and duke it out. Combat on the sides often is tiered – mech after mech lined up behind each other from short to long distance just waiting to get in their shot. Speaking of shot, expect to be...by your own teammates. Don't get upset, everyone just wants the killing blow or to return fire after getting hit. I've hit teammates and I've been hit in this spot. Blow it off and keep fighting...the enemy. You might occasionally encounter a Heater boat. Since they are able to shut down just about any mech even if not hot, I tend to ignore them; shoot them and their attention turns to you, and yours to sleep. I either take a moderately fast Assault or Heavy. The Assault packs a better punch while the Heavy is better at Hit-and-Run. Have a little range, mine has 500m. That way if you are up top or on the extensions you can hit mechs in the back of enemy spawn. I Brawl wherever I think the action is. If they are pushing right or left I'll head that way using superior range (most have 400m or less). Even if the action is up top, I might go right or left after turning radar to Passive and hit from the sides. If you do this be careful of those that are sniping on the hills behind enemy spawn or from spawning mechs. There is an alcove below the extension on each side. Some enemy mechs will hide in here. If I can make it without suffering too much damage I will follow a mech into that tiny area. Be careful, though, because if you get the kill and are too close to the enemy mech, you will get splashed damaging your own mech and probably shutting you down from overheating. I will trade shots up top or I might even follow one to their side if I think I can get the kill. If you are on the side that has the walls to the right and left, be aware that sometimes the enemy will sneak over there and hit you from the side and then duck back under cover. You can usually make it around to that spot without too much fire from enemy mechs because of the range and a slight slope downward, but don't chase after it if there are too many mechs pushing that side. You'll be so damaged that the mech you have your sights on just might kill you.

"When after many battles past, Both tir'd with blows, make peace at last, What is it, after all, the people get? Why! taxes, widows, wooden legs, and debt."

- Francis Moore

## **VOS Greenhouse**

VOS Greenhouse - This is a less common map than its big brother Chalkdust. It also has a hill in the center, but it's more like a mountain. There is flat level plain all the way around with some water. Most of the combat takes place at the top of the hill (which levels out, by the way). There are many ravines running all over the mount. You can use them to get to an enemy mech that doesn't detect you. Make sure you are going Passive radar. Jump-snipers will fire from the top of the mound on their side or from below on the outskirts counting on your teammates moving into the open. I've seen "bait" draw teammates down into range of the snipers that wait in back - beware of this. You really need speed on this map, otherwise you simply will not have any targets for much of the game and therefore no points. You'll want a little range too as it's just too risky to get into enemy spawn or even close to it. Hit-and-Run is your friend on this map. I almost exclusively take a moderately fast (85kph) Heavy with 500m range. The maneuverability is very advantageous as is the Turn Rate to stay hidden in the ravines. As always, Torso Twist is paramount for Circle-of-Death but its tricky because of the terrain. You'll find as you go up and down the ravines you will have a difficult time keeping your reticule on the target and even find that the enemy disappears (falls out of line of sight).

"You know, Solar City, very catchy name. I bet the mayor is proud."

"How can you be proud of a city with a population of 12...soon to be zero."

"I'm just saying I like the name. Don't know anything else about it. But, I like the name."

"Solar is a pretty common adjective. It's used in sentences a lot when in space. Solar Wind, Solar Power, of or pertaining to the sun? You just stick it in front of city. Not that imaginative."

"Now that you mention it...we should rename it once we demolish it."

"Leave that to me. You've already demonstrated you don't have a knack at it."

"I have a knack. I can name things. Like, remember, when we touched down in that huge city, Metropolis or something, and I said 'Big City!' you know, because it was really, really big and that stuck..."

"A bad peace is even worse than war."

- Tacitus

## **VOS Solar City Arena**

VOS Solar City Arena - This is even less common than Greenhouse. The drops are on two opposite hills. The center is much lower and filled with structures, bridges and water. There are a couple of towers. Use these structures as cover to get in closer. You will see just about everything on this map; jump-snipers from spawn, Brawlers in both Assaults and Heavies, Mediums, Long Toms, Missiles and Artillery Beacons. Heaters have been known to show up - stay in the water for those. There are combat locations everywhere, just try and use Hit-and-Run and Circle-of-Death out of the line of sight of snipers. I usually either take a 85kph with 500m Heavy or a very fast Medium laser boat. The Medium is fast enough to duck behind cover against missiles and snipers, and has the advantage of being low to ground and the water can cool it off from beam use. Use the

Medium against Brawlers but don't try and get into enemy spawn unless you can completely undetected because of your very limited weapon range. Better to go against other mediums and do the dance of death (Circle-of-Death).

"Wow, we've really got the home court crowd. Listen to 'em cheer."

"Yeah, I know, I hope Team 2 has noise dampeners. Otherwise, they are gonna have a hard time hearing the play call."

(Team 2 is advancing in Battle Armors.) "You know, it sure is peaceful down here under this cool, clear water. Wonder if the crowd is really into this match. Was there a sellout?"

"...how the dead men Grin by the wall, Watching the fun Of the Victory Ball."

- Alfred Noyes

## **Water Bowl**

Water Bowl - This is an arena map (stadium) with walls and water in a sunken pit in canals. The drops have walls protecting them from every direction. Be careful of Longtoms being dropped in your spawn. Even hitting the walls will do damage to your mech if you are close enough. You will definitely have jump-snipers from spawn shooting over the walls and fast Brawling Heavies. Mediums clash down in the pit running Circle-of-Death in the canals and small grassy open areas. I like to use a BA on this map and go swimming. I can be completely submerged while using Support Lasers and occasionally firing the Assault Rifle if I need to throw off an enemy shot. Be careful though because you just drew attention to yourself. Make sure you have jumpjets on your BA so that if you are spotted in the water you can jump to safety. Watch out for Longtoms though both from the enemy and your teammates. If you think you can make it to enemy spawn go for it - you can rack up some serious points from respawning mechs. There is enough room to do Circle-of-Death in the spawns within the walls, but it is tight, so be careful not to get stuck up against the walls. Also, stay away from pulse laser boats. They are like machine gun lasers and even a single strike is devastating to a BA. Lastly, this particular map has an interesting sound effect - very loud cheering at times. This can be distracting.

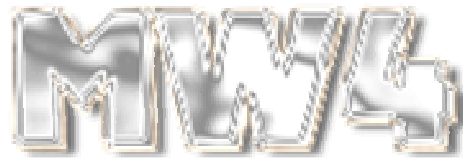
"The ballot is stronger than the bullet."

- Abraham Lincoln

## **Wonka Arena**

Wonka Arena - Another arena map. This has so many added objects from the map creator that there will be lag even with a good connection and server. Think Range 44 except much smaller. The small little hills are ravines, some of them flooded. Jump-snipers will stay in their spawn or head to the large hills in the corner or they will advance toward enemy spawn to get in closer and set up shop. Ground-bound Assaults are rare because they are just too slow and often get hammered before even getting in range. Heavies, Mediums and Lights are the menu of the day. 360 Torso Twist is nice on a Heavy as you will most likely have targets all around. The fight usually transpires in the middle with a slightly larger hill range. There will be Heavies that Hit-and-Run atop this hill, sometimes with a large laser strike. These are deadly for Mediums so watch out.

Mediums and Lights will also get into spawn and stir up a ruckus. Try to dislodge jumpers from the large hills – there is plenty of opportunity to Circle-of-Death there and out of sight of other mechs if you can make it. Otherwise, use a Heavy with a hard-hitting alpha-strike against other Heavies and make the Mediums hurt with it. Use Hit-and-Run with a Medium Laser Boat or Circle-of-Death; make their head swim with dizziness. If you use a Missile boat, target mechs in the more shallow area – there is a section of the map where there is a lot less cover - otherwise, your missiles are gonna hit dirt. Lastly, try a jump-sniping BA with 800m range or even a laser boat BA with 400m range. Most enemy mechs will be occupied with your teammates that are larger and hit hard giving you free reign to rack up the points.





Extricated from the Temporal Lobe of Captain Douglas “Buster” Tyson during a patient mix-up of a brain organ transplant...

(In a high-pitched girly voice)  
“Bummer! Here they come. Cutting short our Helium high!”

“Oh, yeah... InnerCity with weather on has a rain effect. Since we’re sharing and all.”

Look Ma!  
I’m upside down!





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*Mechwarrior 4 Mercenaries Book of Variants*



## Introduction

Mechwarrior 4 Mercenaries Book of Variants is the third and final book in a series. This strategy guide is meant to compliment the previous two. Building these variants may help you to score points, but without the tactics listed in the first book, or picking the right mech and variant for the map that is mentioned in the second book, you really aren't using these variants to their full capacity. You may not see a huge change on the scoreboard.

To fully understand the use of these mechs and variants it is necessary to establish a Legend:

### Tables

B = Ballistic

E = Energy

M = Missile

O/HP = Omnipoint/Hard Point.

There simply wasn't room to distinguish Omnipoints and Hardpoints so they have been grouped together.

### Symbols



= Brawler



= Circle-of-Death



= Hit-and-Run



= Long-range



= Special Circumstances



Some mech variants will have notes at the bottom. I would've liked to put notes on all of them, but I ran out of room. If a mech has 2 variants that are very close to one another, I might've indicated the changes with a \* instead of creating a new column for the second variant. The \* will indicate the required changes.

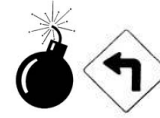
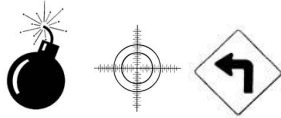
For the Battle Armor that have irregular weapon slots, I just listed their slots normally.

Lastly, rather than put tonnage for every variant, I only listed it on the first/second entry.



**Battlemaster IIC (85 tons)**

**Battlemaster IIC**



Name: 4  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 70 kph  
 Heat Sinks: 0  
 Heat Efficiency: 49  
 Damage Ratio: 1.17  
 Kill Bonus: 260

Name: 4AC10  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 70 kph  
 Heat Sinks: 1  
 Heat Efficiency: 58  
 Damage Ratio: 1.17  
 Kill Bonus: 260

- Weapons -  
 4 Clan Ultra AC10 (CULTR10)  
 2 Heavy Medium Laser (CHMDL)

- Weapons -  
 4 AC10 (AC10)  
 2 Heavy Medium Laser (CHMDL)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: 1.8 tons | 54 pts  
 Left Arm: 1.8 tons | 54 pts  
 Right Torso: 2 tons | 60 pts  
 Center Torso: 2.3 tons | 69 pts  
 Left Torso: 2 tons | 60 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 2.2 tons | 66 pts  
 Left Leg: 2.2 tons | 66 pts  
 Total: 14.5 tons | 435 pts  
 Components: None

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: 1.8 tons | 54 pts  
 Left Arm: 1.8 tons | 54 pts  
 Right Torso: 2 tons | 60 pts  
 Center Torso: 2.3 tons | 69 pts  
 Left Torso: 2 tons | 60 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 2.2 tons | 66 pts  
 Left Leg: 2.2 tons | 66 pts  
 Total: 14.5 tons | 435 pts  
 Components: Advanced Gyro



Tech:	Clan	Deceleration:	7.00	Twist Speed:	60.00
Class:	Assault	Turn Rate:	0.44	Elevation Limit:	30.00
Acceleration:	5.00	Torso Twist:	135.00	Heat Capacity:	62.30

	B	L	M	O/HP
1 Slot				
2 Slot	2	2		2
3 Slot			1	
4 Slot		1		

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	0.00
<input checked="" type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input checked="" type="checkbox"/> Advanced Gyro	2.00

**Notes** – Because of the recycle time of 3 this particular variant is not recommended for Hit-and-Run. you will not have enough time to get behind cover and back out again before the recycle wasting points.

**General Notes** – I like to shake things up so other pilots don't get used to a particular variant. With a recycle of 3 this sometimes throws them off.

## Battlemaster IIC

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### Battlemaster IIC

Name: 7cutr5  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 65 kph  
 Heat Sinks: 0  
 Heat Efficiency: 100  
 Damage Ratio: 1.17  
 Kill Bonus: 260

- Weapons -

7 Clan Ultra AC5 (CULTR5)

- Armor -

Head: .1 tons		3 pts
Right Arm: 1.8 tons		54 pts
Left Arm: 1.8 tons		54 pts
Right Torso: 2 tons		60 pts
Center Torso: 2.3 tons		69 pts
Left Torso: 2 tons		60 pts
Rear Torso: .1 tons		3 pts
Right Leg: 1.7 tons		51 pts
Left Leg: 1.7 tons		51 pts
Total: 13.5 tons		405 pts
Components: None		



**Notes** – 7cutr5 will chew up a mech doing 35 damage every 1.5 seconds to a distance of 750m and that's not even including the Heavy Medium Lasers. The speed is a little slow though.

### Battlemaster IIC

Name: cultr2  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 75 kph  
 Heat Sinks: 1  
 Heat Efficiency: 62  
 Damage Ratio: 1.17  
 Kill Bonus: 260



- Weapons -

\*8 Clan Ultra AC2 (CULTR2)  
 2 Heavy Medium Laser (CHMDL)

- Armor -

Head: .1 tons		3 pts
Right Arm: 1.8 tons		54 pts
Left Arm: 1.8 tons		54 pts
Right Torso: 2 tons		60 pts
Center Torso: 2.3 tons		69 pts
Left Torso: 2 tons		60 pts
Rear Torso: .1 tons		3 pts
Right Leg: 1. tons		57 pts
Left Leg: 2 tons		60 pts
Total: 14 tons		435 pts
Components: LAMS		

\*For maps like Coliseum you can use Hyper AC2 or 5 (HVAC) instead of the Ultra. HVAC travel faster and provide knock, and fires a single shot rather than a double.

**Notes** – This variant is strictly for long range. It doesn't do enough alpha-strike damage for much else.



**Battlemaster IIC**



*Name: fast-*  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 75 kph  
 Heat Sinks: 1  
 Heat Efficiency: 64  
 Damage Ratio: 1.17  
 Kill Bonus: 260

- Weapons -

6 Clan Ultra AC5 (CULTR5)  
 2 Heavy Medium Lasers (CHMDL)

- Armor -

Head: .1 tons | 3 pts  
 Right Arm: 1.8 tons | 54 pts  
 Left Arm: .1 | 3 pts  
 Right Torso: 2 tons | 60 pts  
 Center Torso: 2.3 tons | 69 pts  
 Left Torso: 2 tons | 60 pts  
 Rear Torso: .2 tons | 6 pts  
 Right Leg: 2.5 tons | 75 pts  
 Left Leg: 2.5 tons | 75 pts  
 Total: 13.5 tons | 405 pts  
 Components: Advanced Gyro

**Notes** – This is my main Battle Only mech. It does 30 damage every 1.5 seconds plus the Heavy Medium Lasers, goes very fast For an Assault at 75kph, and also Has GYRO to keep from being Knocked down. It also has almost full leg armor.

**Battlemaster IIC**



*Name: lbx5*  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 65 kph  
 Heat Sinks: 0  
 Heat Efficiency: 100  
 Damage Ratio: 1.17  
 Kill Bonus: 260

- Weapons -

7 LBX AC5 (LBX5)

- Armor -

Head: .1 tons | 3 pts  
 Right Arm: 1.8 tons | 54 pts  
 Left Arm: 1.8 tons | 54 pts  
 Right Torso: 2 tons | 60 pts  
 Center Torso: 2.3 tons | 69 pts  
 Left Torso: 2 tons | 60 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.7 tons | 51 pts  
 Left Leg: 1.7 tons | 51 pts  
 Total: 13.5 tons | 405 pts  
 Components: None

**Notes** – This is also a great Battle only mech, but remember to only use it when you expect ranges to be 200m or less. The LBX5's only do max damage (7) within 100m and lose a point of damage for every 100m beyond that. I choose the LBX over the CLBX because of the recycle time; very fast.





## Battlemaster IIC

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### Battlemaster IIC

Name: *rac10*  
 Acceleration: 5  
 Deceleration: 7  
 Turn Rate: 44°  
 Torso Twist: 135°  
 Twist Speed: 60°  
 Elevation Limit: 30°  
 Speed: 70 kph  
 Heat Sinks: 0  
 Heat Efficiency: 100  
 Damage Ratio: 1.17  
 Kill Bonus: 260

- Weapons -  
 4 Clan RAC 10 (CRAC10)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: 1.8 tons | 54 pts  
 Left Arm: 1.8 tons | 54 pts  
 Right Torso: 2 tons | 60 pts  
 Center Torso: 2.3 tons | 69 pts  
 Left Torso: 2 tons | 60 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 2.2 tons | 66 pts  
 Left Leg: 2.2 tons | 66 pts  
 Total: 14.5 tons | 435 pts  
 Components: Advanced Gyro



**Notes** – Because of the knock produced by the RAC's this makes it very difficult to return fire and 4 of them do a lot of DPS.



### Crab (50 tons)

Name: -  
 Acceleration: 9.78  
 Deceleration: 14.67  
 Turn Rate: 87°  
 Torso Twist: 135°  
 Twist Speed: 75°  
 Elevation Limit: 30°  
 Speed: 99.61 kph  
 Heat Sinks: 15  
 Heat Efficiency: 76  
 Damage Ratio: 1.79  
 Kill Bonus: 350



- Weapons -  
 12 Medium Lasers (MDLAS)

-Armor-  
 Head: .2 tons | 6 pts  
 Right Arm: 1 tons | 30 pts  
 Left Arm: 1 ton | 30 pts  
 Right Torso: 1.2 tons | 36 pts  
 Center Torso: 1.6 tons | 48 pts  
 Left Torso: 1.2 tons | 36 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.6 tons | 48 pts  
 Left Leg: 1.6 tons | 48 pts  
 Total: 9.5 tons | 285 pts  
 Components: None

Tech:	Inner Sphere	Deceleration:	14.67	Twist Speed:	75.00
Class:	Medium	Turn Rate:	0.87	Elevation Limit:	30.00
Acceleration:	9.78	Torso Twist:	135.00	Heat Capacity:	38.70

	B	E	M	O/HP
1 Slot		2		
2 Slot		1		
3 Slot				
4 Slot		2		

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	0.00
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	1.00
<input type="checkbox"/> Advanced Gyro	0.00



**Fenris (45 tons)**



Name: -  
 Acceleration: 16.86  
 Deceleration: 24.79  
 Turn Rate: 140°  
 Torso Twist: 120°  
 Twist Speed: 70°  
 Elevation Limit: 50°  
 Speed: 105.01 kph  
 Heat Sinks: 11  
 Heat Efficiency: 76  
 Damage Ratio: 1.92  
 Kill Bonus: 375

- Weapons -  
 10 Medium Laser (MDLAS)  
 2 CSTRK4

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .8 tons | 24 pts  
 Left Arm: .8 tons | 24 pts  
 Right Torso: 1 ton | 30 pts  
 Center Torso: 1.4 tons | 42 pts  
 Left Torso: 1 ton | 30 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.1 tons | 33 pts  
 Left Leg: 1.2 tons | 36 pts  
 Total: 7.5 tons | 225 pts  
 Components: None



	B	E	M	O/HP
1 Slot		1	2	1
2 Slot		1		1
3 Slot		1		
4 Slot				

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	1.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

**Fenris**



Name: *lunacy*  
 Acceleration: 16.86  
 Deceleration: 24.79  
 Turn Rate: 140°  
 Torso Twist: 120°  
 Twist Speed: 70°  
 Elevation Limit: 50°  
 Speed: 105.01 kph  
 Heat Sinks: 11  
 Heat Efficiency: 56  
 Damage Ratio: 1.92  
 Kill Bonus: 375

- Weapons -  
 5 Medium Laser (MDLAS)  
 5 ER Medium Laser (CERMDL)  
 2 CSTRK4

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .8 tons | 24 pts  
 Left Arm: .8 tons | 24 pts  
 Right Torso: 1 ton | 30 pts  
 Center Torso: 1.4 tons | 42 pts  
 Left Torso: 1 ton | 30 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.1 tons | 33 pts  
 Left Leg: 1.2 tons | 36 pts  
 Total: 7.5 tons | 225 pts  
 Components: None

**Notes** – Because it is so cold on Lunacy (1.7 Heat Efficiency or mech ability to cool is +70%) swap out half of your lasers to the ER kind. This gives you an extra 100m range for some of your firepower and makes your alpha-strike +2.5 damage.

Tech:	Clan	Deceleration:	Turn Rate:	Torso Twist:	Twist Speed:
Class:	Medium	24.79	140	120.00	70.00
Acceleration:	16.86				Elevation Limit:
					50.00
					Heat Capacity:
					41.00

## Reaver

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### Reaver



Name: -  
 Acceleration: 16.86  
 Deceleration: 24.79  
 Turn Rate: 140°  
 Torso Twist: 120°  
 Twist Speed: 70°  
 Elevation Limit: 50°  
 Speed: 115.02 kph  
 Heat Sinks: 11  
 Heat Efficiency: 95  
 Damage Ratio: 2.2  
 Kill Bonus: 410

- Weapons -  
 8 Medium Laser (MDLAS)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .6 tons | 18 pts  
 Left Arm: .6 tons | 18 pts  
 Right Torso: 1.1 ton | 33 pts  
 Center Torso: 1.6 tons | 48 pts  
 Left Torso: 1.1 ton | 33 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1 ton | 30 pts  
 Left Leg: 1 ton | 30 pts  
 Total: 7.2 tons | 216 pts  
 Components: None

Tech: 70.00  
 Class: 50.00  
 Acceleration: 16.86  
 Deceleration: 24.79  
 Turn Rate: 140  
 Torso Twist: 120.00  
 Twist Speed: 70.00  
 Elevation Limit: 50.00  
 Heat Capacity: 36.30  
 Clan: Medium  
 Tech: 70.00  
 Class: 50.00  
 Acceleration: 16.86  
 Deceleration: 24.79  
 Turn Rate: 140  
 Torso Twist: 120.00  
 Twist Speed: 70.00  
 Elevation Limit: 50.00  
 Heat Capacity: 36.30

### Reaver (40 tons)



Name: Lunacy  
 Acceleration: 16.86  
 Deceleration: 24.79  
 Turn Rate: 140°  
 Torso Twist: 120°  
 Twist Speed: 70°  
 Elevation Limit: 50°  
 Speed: 115.02 kph  
 Heat Sinks: 11  
 Heat Efficiency: 70  
 Damage Ratio: 2.2  
 Kill Bonus: 410

- Weapons -  
 4 Medium Laser (MDLAS)  
 4 ER Medium Laser (CERMDL)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .6 tons | 18 pts  
 Left Arm: .6 tons | 18 pts  
 Right Torso: 1.1 ton | 33 pts  
 Center Torso: 1.6 tons | 48 pts  
 Left Torso: 1.1 ton | 33 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1 ton | 30 pts  
 Left Leg: 1 ton | 30 pts  
 Total: 7.2 tons | 216 pts  
 Components: None



	B	E	M	O/HP
1 Slot		2		
2 Slot				
3 Slot		2		
4 Slot				

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	3.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

**Notes** – For the same reason that the lunacy Fenris variant is effective due to cold, the same applies to this variant of the Reaver.

**Tenchi (65 tons)**

**Tenchi**



*Name:* -  
 Acceleration: 14.74  
 Deceleration: 20.61  
 Turn Rate: 73°  
 Torso Twist: 140°  
 Twist Speed: 70°  
 Elevation Limit: 30°  
 Speed: 103.06 kph  
 Heat Sinks: 0  
 Heat Efficiency: 97  
 Damage Ratio: 1.37  
 Kill Bonus: 300

*Name:* Coliseum  
 Acceleration: 14.74  
 Deceleration: 20.61  
 Turn Rate: 73°  
 Torso Twist: 140°  
 Twist Speed: 70°  
 Elevation Limit: 30°  
 Speed: 97.05 kph  
 Heat Sinks: 0  
 Heat Efficiency: 100  
 Damage Ratio: 1.37  
 Kill Bonus: 300

- Weapons -  
 4 Clan Ultra AC5 (CULTR5)  
 1 Medium Pulse Laser (CMDPLS)

- Weapons -  
 4 Hyper AC5 (HVAC5)

- Armor-  
 Head: .1 tons | 3 pts  
 Right Arm: .1 tons | 3 pts  
 Left Arm: .1 tons | 3 pts  
 Right Torso: 1.6 tons | 48 pts  
 Center Torso: 2 tons | 60 pts  
 Left Torso: 1.6 tons | 48 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.7 tons | 51 pts  
 Left Leg: 1.7 tons | 51 pts  
 Total: 9 tons | 270 pts  
 Components: \*ECM

- Armor-  
 Head: .1 tons | 3 pts  
 Right Arm: 1.2 tons | 36 pts  
 Left Arm: 1.2 tons | 36 pts  
 Right Torso: 1.6 tons | 48 pts  
 Center Torso: 2 tons | 60 pts  
 Left Torso: 1.6 tons | 48 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.3 tons | 39 pts  
 Left Leg: 1.4 tons | 42 pts  
 Total: 10.5 tons | 315 pts  
 Components: None



Tech:	Inner Sphere	Deceleration:	20.61	Twist Speed:	70.00
Class:	Heavy	Turn Rate:	0.73	Elevation Limit:	30.00
Acceleration:	14.74	Torso Twist:	140.00	Heat Capacity:	44.70

\*Swap out ECM for maximum leg armor and more armor on arms

Components:	Tons:
<input checked="" type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	4.00
<input type="checkbox"/> LAMS	0.00
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

	B	E	M	O/HP
1 Slot				
2 Slot	3	2		
3 Slot				1
4 Slot				

**Notes** – This is my default mech for long-range maps used primarily for Circle-of-Death.

**Tenchi**

**Tenchi**

Name: *lhx*  
 Acceleration: 14.74  
 Deceleration: 20.61  
 Turn Rate: 73°  
 Torso Twist: 140°  
 Twist Speed: 70°  
 Elevation Limit: 30°  
 Speed: 85.02 kph  
 Heat Sinks: 0  
 Heat Efficiency: 84  
 Damage Ratio: 1.37  
 Kill Bonus: 300

- Weapons -

3 Clan Ultra AC10 (CULTR10)  
 1 Heavy Medium Laser (CHMDL)

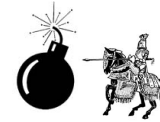
- Armor-

Head: .1 tons | 3 pts  
 Right Arm: 1.2 tons | 36 pts  
 Left Arm: .1 tons | 3 pts  
 Right Torso: 1.6 tons | 48 pts  
 Center Torso: 2 tons | 60 pts  
 Left Torso: 1.6 tons | 48 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.6 tons | 48 pts  
 Left Leg: 1.7 tons | 51 pts  
 Total: 10 tons | 300 pts  
 Components: None



**Warlord [100 tons]**

Name: *icecube*  
 Acceleration: 4.38  
 Deceleration: 6.56  
 Turn Rate: 35°  
 Torso Twist: 80°  
 Twist Speed: 50°  
 Elevation Limit: 30°  
 \*Speed: 69.05 kph  
 Heat Sinks: 9  
 Heat Efficiency: 21  
 Damage Ratio: 1.05  
 Kill Bonus: 250



- Weapons -

17 ER Medium Laser (CERMDL)  
 6 CSTRK4

- Armor-

Head: .1 tons | 3 pts  
 Right Arm: 2.8 tons | 84 pts  
 Left Arm: 2.8 tons | 84 pts  
 Right Torso: 3.7 tons | 111 pts  
 Center Torso: 4 tons | 120 pts  
 Left Torso: 3.7 tons | 111 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 2.9 tons | 87 pts  
 Left Leg: 2.9 tons | 87 pts  
 Total: 23 tons | 690 pts  
 Components: None

\*Can change to full Reflective armor (with 3.2 tons (64 pts) on legs) by lowering speed to 57.02 and only 7 heat sinks



Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> <b>Jump Jets</b>	<b>6.00</b>
<input type="checkbox"/> LAMS	0.00
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

	B	E	M	O/HP
1 Slot		1		
2 Slot				1
3 Slot			2	2
4 Slot		2		



**Golem [BA]**

Name: -  
 Acceleration: 8  
 Deceleration: 12  
 Turn Rate: 79°  
 Torso Twist: 90°  
 Twist Speed: 55°  
 Elevation Limit: 50°  
 Speed: 44.78 kph  
 Heat Sinks: 0  
 Heat Efficiency: 100  
 Damage Ratio: 4  
 Kill Bonus: 550

- Weapons -  
 4 BA Sub Machine Gun  
 5 BA SRM Pack

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .1 tons | 3 pts  
 Left Arm: .1 tons | 3 pts  
 Right Torso: .1 tons | 3 pts  
 Center Torso: .1 tons | 3 pts  
 Left Torso: .1 tons | 3 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: .1 tons | 3 pts  
 Left Leg: .1 tons | 3 pts  
 Total: .9 tons | 27 pts  
 Components: None

- Slots -  
 2 x 7 B  
 1 x 15 M  
 1 x 10 M  
 2 x 5 O/HP

**Notes** – This BA can really rack up the points as long as you don't spend too much time jamming your Sub Machine Guns or roam around out of SRM ammo.

**Infiltrator [BA]**



Name: -  
 Acceleration: 11.78  
 Deceleration: 15.67  
 Turn Rate: 100°  
 Torso Twist: 360°  
 Twist Speed: 85°  
 Elevation Limit: 50°  
 Speed: 55.22 kph  
 Heat Sinks: 0  
 Heat Efficiency: 100  
 Damage Ratio: 6  
 Kill Bonus: 700

- Weapons -  
 2 BA Assault Rifle  
 1 BA Support Laser

- Armor (Reflective) -  
 Head: .1 tons | 2 pts  
 Right Arm: .1 tons | 2 pts  
 Left Arm: .1 tons | 2 pts  
 Right Torso: .1 tons | 2 pts  
 Center Torso: .1 tons | 2 pts  
 Left Torso: .1 tons | 2 pts  
 Rear Torso: .1 tons | 2 pts  
 Right Leg: .1 tons | 2 pts  
 Left Leg: .1 tons | 2 pts  
 Total: .9 tons | 27 pts  
 Components: None

- Slots -  
 1 x 7 B  
 1 x 6 E  
 1 x 6 O/HP

**Notes** – I use this for long-range maps. The weakness of the Infiltrator is that it doesn't have Jump Jets. The BA does have 360 degree torso twist, though. It also has the highest Damage Ratio of any BA.



## Kanazuchi (BA)

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### Kanazuchi [BA]

Name: -

Acceleration: 7.78

Deceleration: 11.67

Turn Rate: 79°

Torso Twist: 90°

Twist Speed: 60°

Elevation Limit: 50°

Speed: 44.78 kph

Heat Sinks: 0

Heat Efficiency: 100

Damage Ratio: 4

Kill Bonus: 550



- Weapons -

4 BA Support Laser

4 BA SRM Pack

1 BA Sub Machine Gun

1 BA Battle Claw

- Armor (Reflective) -

Head: .1 tons | 2 pts

Right Arm: .1 tons | 2 pts

Left Arm: .1 tons | 2 pts

Right Torso: .1 tons | 2 pts

Center Torso: .1 tons | 2 pts

Left Torso: .1 tons | 2 pts

Rear Torso: .1 tons | 2 pts

Right Leg: .1 tons | 2 pts

Left Leg: .1 tons | 2 pts

Total: .9 tons | 27 pts

Components: None

- Slots -

1 x 5 B

1 x 7 B

2 x 6 E

1 x 10 E

2 x 10 M

**Notes** – The premiere Brawling tank of the BA class. Within 400m this 20 points of damage every 2 seconds.

### Kanazuchi [BA]

Name: Assault Lasers

Acceleration: 7.78

Deceleration: 11.67

Turn Rate: 79°

Torso Twist: 90°

Twist Speed: 60°

Elevation Limit: 50°

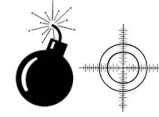
Speed: 44.78 kph

Heat Sinks: 0

Heat Efficiency: 100

Damage Ratio: 4

Kill Bonus: 550



- Weapons -

3 BA Assault Laser

3 BA SRM Pack

- Armor (Reflective) -

Head: .1 tons | 2 pts

Right Arm: .1 tons | 2 pts

Left Arm: .1 tons | 2 pts

Right Torso: .1 tons | 2 pts

Center Torso: .1 tons | 2 pts

Left Torso: .1 tons | 2 pts

Rear Torso: .1 tons | 2 pts

Right Leg: .1 tons | 2 pts

Left Leg: .1 tons | 2 pts

Total: .9 tons | 27 pts

Components: None

**Notes** – Many pilots don't know that a BA can pack a 33 point Alpha-Strike. This one does and causes light mechs to do an about-face. The assault Lasers have a very limited range and long recycle time so it's forte is Hit-and-Run. The only reason you would take it for Brawling is the shock of turning a Left Torso orange on a mech.

Battle Armor

**Salamander [BA]**

**Standard [BA]**



Name: -

Acceleration: 8.78

Deceleration: 12.67

Turn Rate: 85°

Torso Twist: 90°

Twist Speed: 95°

Elevation Limit: 50°

Speed: 55.22 kph

Heat Sinks: 0

Heat Efficiency: 100

Damage Ratio: 4

Kill Bonus: 700

- Weapons -

2 BA Assault Rifle

1 BA Support Laser

- Armor (Reflective) -

Head: .1 tons | 2 pts

Right Arm: .1 tons | 2 pts

Left Arm: .1 tons | 2 pts

Right Torso: .1 tons | 2 pts

Center Torso: .1 tons | 2 pts

Left Torso: .1 tons | 2 pts

Rear Torso: .1 tons | 2 pts

Right Leg: .1 tons | 2 pts

Left Leg: .1 tons | 2 pts

Total: .9 tons | 27 pts

Components: Jump Jets

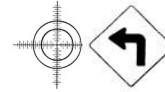
- Slots -

2 x 7 B

2 x 7 E

1 x 6 M

**Notes** – Like the Infiltrator variant this is used for long range combat on long-range maps. The advantage of the Salamander is that it can mount Jump Jets but the Damage Ratio is only 4.



Name: -

Acceleration: 12.78

Deceleration: 16.67

Turn Rate: 91°

Torso Twist: 90°

Twist Speed: 80°

Elevation Limit: 50°

Speed: 55.22 kph

Heat Sinks: 0

Heat Efficiency: 100

Damage Ratio: 5

Kill Bonus: 700

- Weapons -

3 BA Support Laser

1 BA Sub Machine Gun

- Armor (Reflective) -

Head: .1 tons | 2 pts

Right Arm: .1 tons | 2 pts

Left Arm: .1 tons | 2 pts

Right Torso: .1 tons | 2 pts

Center Torso: .1 tons | 2 pts

Left Torso: .1 tons | 2 pts

Rear Torso: .1 tons | 2 pts

Right Leg: .1 tons | 2 pts

Left Leg: .1 tons | 2 pts

Total: .9 tons | 27 pts

Components: Jump Jets, Advanced Gyro

- Slots -

1 x 7 B

1 x 5 O/HP

1 x 11 O/HP

**Notes** – This is a laser boat dream. With a Damage Ratio of 5, it's like an Assault with 15 ER Medium Lasers, but with a Recycle time of only 2 instead of 3. Plus, you throw in the Sub Machine Gun and Jump Jets and this little BA goes to town.





## Annihilator

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### Annihilator (100 tons)

Name: 20

Acceleration: 4.38

Deceleration: 5.56

Turn Rate: 34°

Torso Twist: 360°

Twist Speed: 40°

Elevation Limit: 40°

Speed: 37.20 kph

Heat Sinks: 0

Heat Efficiency: 70

Damage Ratio: .95

Kill Bonus: 235



Tech: Inner Sphere  
 Class: Assault  
 Acceleration: 4.38  
 Deceleration: 5.56  
 Turn Rate: 0.34  
 Torso Twist: 360.00  
 Twist Speed: 40.00  
 Elevation Limit: 40.00  
 Heat Capacity: 56.30

- Weapons -

4 Clan RAC20 (CRAC20)

- Armor -

Head: .1 tons | 3 pts

Right Arm: 2.8 tons | 84 pts

Left Arm: 2.8 tons | 84 pts

Right Torso: 2.8 tons | 84 pts

Center Torso: 2.8 tons | 84 pts

Left Torso: 2.8 tons | 84 pts

Rear Torso: .1 tons | 3 pts

Right Leg: 1.9 tons | 57 pts

Left Leg: 1.9 tons | 57 pts

Total: 18 tons | 540 pts

Components: None

### Annihilator

Name: ac

Acceleration: 4.38

Deceleration: 5.56

Turn Rate: 34°

Torso Twist: 360°

Twist Speed: 40°

Elevation Limit: 40°

Speed: 37.20 kph

Heat Sinks: 0

Heat Efficiency: 100

Damage Ratio: .95

Kill Bonus: 235



- Weapons -

5 AC10

- Armor -

Head: .1 tons | 3 pts

Right Arm: 2.5 tons | 75 pts

Left Arm: 2.5 tons | 75 pts

Right Torso: 2.5 tons | 75 pts

Center Torso: 2.5 tons | 75 pts

Left Torso: 2.5 tons | 75 pts

Rear Torso: .1 tons | 3 pts

Right Leg: 2.1 tons | 63 pts

Left Leg: 2.2 tons | 66 pts

Total: 17 tons | 510 pts

Components: None



	B	E	M	O/HP
1 Slot				
2 Slot	2	2		
3 Slot	4			
4 Slot				

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	0.00
<input checked="" type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

**Notes** – This packs a decent punch Of 50 damage every 3 seconds out to a range of 600m. With AC10's you don't have to worry about the dual-shot of the Ultra AC10's and there is no ammo shortage. This works well on a Battle situation where a little range is needed on flat maps.

**Blood Asp [90 tons]**

**Gesu [45 tons]**



Name: -  
 Acceleration: 6  
 Deceleration: 8  
 Turn Rate: 35°  
 Torso Twist: 360°  
 Twist Speed: 45°  
 Elevation Limit: 30°  
 Speed: 58.03 kph  
 Heat Sinks: 0  
 Heat Efficiency: 59  
 Damage Ratio: 1.11  
 Kill Bonus: 250

Name: -  
 Acceleration: 26  
 Deceleration: 40  
 Turn Rate: 105°  
 Torso Twist: 360°  
 Twist Speed: 90°  
 Elevation Limit: 50°  
 Speed: 108.04 kph  
 Heat Sinks: 0  
 Heat Efficiency: 99  
 Damage Ratio: 1.92  
 Kill Bonus: 375

- Weapons -

4 Clan Ultra AC10 (CUTR10)  
 2 Heavy Medium Laser (CHMDL)

- Weapons -

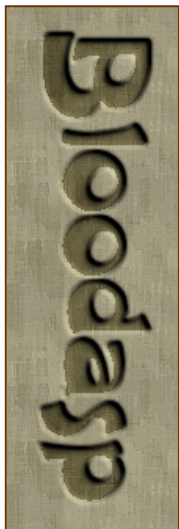
5 Heavy Machine Gun (HMG)  
 3 ER Small Pulse Laser (CSMPLS)  
 2 SRM4 (SRM4)

- Armor -

Head: .1 tons | 3 pts  
 Right Arm: 1.9 tons | 57 pts  
 Left Arm: 1.9 tons | 57 pts  
 Right Torso: 2.1 tons | 63 pts  
 Center Torso: 2.6 tons | 78 pts  
 Left Torso: 2.1 tons | 63 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.8 tons | 54 pts  
 Left Leg: 1.9 tons | 57 pts  
 Total: 14.5 tons | 435 pts  
 Components: None

- Armor -

Head: .2 tons | 6 pts  
 Right Arm: .8 tons | 24 pts  
 Left Arm: .8 tons | 24 pts  
 Right Torso: 1 ton | 30 pts  
 Center Torso: 1.4 tons | 42 pts  
 Left Torso: 1 ton | 30 pts  
 Rear Torso: .6 tons | 18 pts  
 Right Leg: 1.6 tons | 48 pts  
 Left Leg: 1.6 tons | 48 pts  
 Total: 9 tons | 270 pts  
 Components: GYRO



Tech:	Medium	Clan	Deceleration:	40.00	Turn Rate:	1.05	Twist Speed:	90.00
Class:	Medium		Turn Rate:	1.05	Torso Twist:	360.00	Elevation Limit:	50.00
Acceleration:	26.00		Torso Twist:	360.00	Heat Capacity:	42.00		

	B	E	M	O/HP
1 Slot		2		
2 Slot			1	2
3 Slot	2	2		
4 Slot				

	B	E	M	O/HP
1 Slot				
2 Slot	2		2	2
3 Slot				
4 Slot				

**Components:**

Component	Tons:
<input type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

**Components:**

Component	Tons:
<input type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	1.00
<input type="checkbox"/> IFF Jammer	0.00
<input checked="" type="checkbox"/> Advanced Gyro	1.00

**Grim Reaper [55 tons]**

Name: -

Acceleration: 10

Deceleration: 14

Turn Rate: 79°

Torso Twist: 140°

Twist Speed: 70°

Elevation Limit: 40°

Speed: 91.94 kph

Heat Sinks: 12

Heat Efficiency: 72

Damage Ratio: 1.65

Kill Bonus: 330

- Weapons -

10 Medium Laser (MDLAS)

2 CSTRK4

- Armor-

Head: .1 tons | 3 pts

Right Arm: 1 ton | 30 pts

Left Arm: 1 tons | 30 pts

Right Torso: 1.4 tons | 42 pts

Center Torso: 1.7 tons | 51 pts

Left Torso: 1.4 tons | 42 pts

Rear Torso: .1 tons | 3 pts

Right Leg: 1.4 tons | 42 pts

Left Leg: 1.4 tons | 42 pts

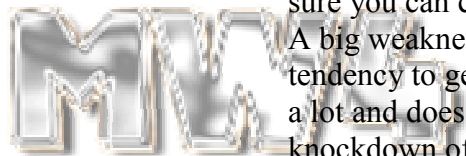
Total: 9.5 tons | 285 pts

Components: None

Tech:	Inner Sphere	Deceleration:	14.00	Twist Speed:	70.00
Class:	Medium	Turn Rate:	0.79	Elevation Limit:	40.00
Acceleration:	10.00	Torso Twist:	140.00	Heat Capacity:	44.30



**Notes** – 37 damage alpha-strike every 3 seconds isn't too bad plus with lasers you get pinpoint accuracy. It's got good speed at 92kph, but you better make sure you can close within 300m. A big weakness of this mech is its tendency to get knocked down... a lot and does it flop. Funniest knockdown of any mech in my opinion. Another weakness is that it seems to lose weapons easily – especially in its arms. If this could only go a tad bit faster and have Gyro, this could be a tough mech to handle.



	B	E	M	O/HP
1 Slot		2		
2 Slot		2	2	
3 Slot				
4 Slot				1

Components:	Tons:
<input type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	3.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	1.00
<input type="checkbox"/> Advanced Gyro	0.00

# Hunchback

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## Hunchback (50 tons)



Name: -  
 Acceleration: 7.78  
 Deceleration: 11.67  
 Turn Rate: 87°  
 Torso Twist: 120°  
 Twist Speed: 80°  
 Elevation Limit: 50°  
 Speed: 79.99 kph  
 Heat Sinks: 0  
 Heat Efficiency: 61  
 Damage Ratio: 1.91  
 Kill Bonus: 350

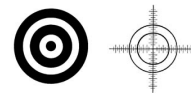
### - Weapons -

2 Clan Ultra AC10 (CUTR10)  
 2 Heavy Medium Laser (CHMDL)

### - Armor -

Head: .1 tons | 3 pts  
 Right Arm: 1 ton | 30 pts  
 Left Arm: 1 ton | 30 pts  
 Right Torso: 1.2 tons | 36 pts  
 Center Torso: 1.5 tons | 45 pts  
 Left Torso: 1.2 tons | 36 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1.2 tons | 36 pts  
 Left Leg: 1.2 tons | 36 pts  
 Total: 8.5 tons | 255 pts  
 Components: None

## Longbow (85 tons)



Name: -  
 Acceleration: 4.75  
 Deceleration: 8.63  
 Turn Rate: 44°  
 Torso Twist: 80°  
 Twist Speed: 50°  
 Elevation Limit: 30°  
 Speed: 69.01 kph  
 Heat Sinks: 1  
 Heat Efficiency: 100  
 Damage Ratio: 1.17  
 Kill Bonus: 260

### - Weapons -

4 LRM20 + Artemis (LRM20)  
 \*2 tons extra ammo

### - Armor -

Head: .9 tons | 27 pts  
 Right Arm: 1.8 tons | 54 pts  
 Left Arm: 1.8 tons | 54 pts  
 Right Torso: 2 tons | 60 pts  
 Center Torso: 2.4 tons | 72 pts  
 Left Torso: 2 tons | 60 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 2.5 tons | 75 pts  
 Left Leg: 2.5 tons | 75 pts  
 Total: 16 tons | 480 pts  
 Components: BAP, LAMS

Tech:	Inner Sphere	Deceleration:	8.63	Twist Speed:	50.00
Class:	Assault	Turn Rate:	0.44	Elevation Limit:	30.00
Acceleration:	4.75	Torso Twist:	80.00	Heat Capacity:	54.30



	B	E	M	O/HP
1 Slot	2			
2 Slot		2	1	1
3 Slot				
4 Slot	1			

Components:	Tons:
<input type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	1.00
<input type="checkbox"/> Advanced Gyro	0.00

	B	E	M	O/HP
1 Slot				
2 Slot		2		
3 Slot			2	
4 Slot			2	

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input checked="" type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	0.00
<input checked="" type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

**Solitaire**

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**Solitaire (25 tons)**

Name: -  
 Acceleration: 40  
 Deceleration: 50  
 Turn Rate: 91°  
 Torso Twist: 130°  
 Twist Speed: 70°  
 Elevation Limit: 50°  
 Speed: 108 kph  
 Heat Sinks: 6  
 Heat Efficiency: 73  
 Damage Ratio: 3.25  
 Kill Bonus: 500



- Weapons -  
 8 Medium Laser (MDLAS)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .5 tons | 15 pts  
 Left Arm: .1 tons | 3 pts  
 Right Torso: .5 tons | 15 pts  
 Center Torso: 1.1 tons | 33 pts  
 Left Torso: .6 tons | 18 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: .5 tons | 15 pts  
 Left Leg: .5 tons | 15 pts  
 Total: 4 tons | 120 pts  
 Components: None

Tech:	Clan	Deceleration:	50.00	Twist Speed:	70.00
Class:	Light	Turn Rate:	0.91	Elevation Limit:	50.00
Acceleration:	40.00	Torso Twist:	130.00	Heat Capacity:	32.30

	B	E	M	O/HP
1 Slot		2		
2 Slot		2		
3 Slot		1		
4 Slot				

Components:	Tons:
<input type="checkbox"/> ECM	0.00
<input checked="" type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	0.00
<input checked="" type="checkbox"/> Enhanced Optics	1.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

**Uller (30 tons)**

Name: *cityscape*  
 Acceleration: 45  
 Deceleration: 55  
 Turn Rate: 122°  
 Torso Twist: 140°  
 Twist Speed: 80°  
 Elevation Limit: 50°  
 Speed: 111.38 kph  
 Heat Sinks: 0  
 Heat Efficiency: 61  
 Damage Ratio: 3  
 Kill Bonus: 500



- Weapons -  
 1 Clan RAC20 (CRAC20)  
 \*1 ton extra ammo  
 1 Heavy Medium Laser (CHMDL)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .1 tons | 3 pts  
 Left Arm: .6 tons | 18 pts  
 Right Torso: .7 tons | 21 pts  
 Center Torso: 1.4 tons | 42 pts  
 Left Torso: .7 tons | 21 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: .9 tons | 27 pts  
 Left Leg: .9 tons | 27 pts  
 Total: 5.5 tons | 165 pts  
 Components: GYRO



	B	E	M	O/HP
1 Slot		1	2	
2 Slot				1
3 Slot				1
4 Slot				

Components:	Tons:
<input checked="" type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	0.00
<input checked="" type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	0.00
<input checked="" type="checkbox"/> Advanced Gyro	0.50

**Vulture [60 tons]**



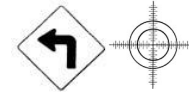
Name: -  
 Acceleration: 7.87  
 Deceleration: 11.81  
 Turn Rate: 52°  
 Torso Twist: 360°  
 Twist Speed: 45°  
 Elevation Limit: 50°  
 Speed: 80.03 kph  
 Heat Sinks: 3  
 Heat Efficiency: 100  
 Damage Ratio: 1.63  
 Kill Bonus: 315

- Weapons -  
 10 SRM4 (SRM4)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .7 tons | 21 pts  
 Left Arm: .7 tons | 21 pts  
 Right Torso: 1.6 tons | 48 pts  
 Center Torso: 1.9 tons | 57 pts  
 Left Torso: 1.6 tons | 48 pts  
 Rear Torso: .7 tons | 21 pts  
 Right Leg: 1.3 tons | 39 pts  
 Left Leg: 1.4 tons | 42 pts  
 Total: 10 tons | 300 pts  
 Components: None



**Wolfhound [35 tons]**



Name: -  
 Acceleration: 29.86  
 Deceleration: 44.79  
 Turn Rate: 140°  
 Torso Twist: 120°  
 Twist Speed: 70°  
 Elevation Limit: 50°  
 Speed: 105.01 kph  
 Heat Sinks: 9  
 Heat Efficiency: 86  
 Damage Ratio: 2.8  
 Kill Bonus: 450

- Weapons -  
 8 Medium Laser (MDLAS)

- Armor -  
 Head: .1 tons | 3 pts  
 Right Arm: .6 tons | 18 pts  
 Left Arm: .1 tons | 3 pts  
 Right Torso: .8 tons | 24 pts  
 Center Torso: 1.6 tons | 48 pts  
 Left Torso: .8 tons | 24 pts  
 Rear Torso: .1 tons | 3 pts  
 Right Leg: 1 ton | 30 pts  
 Left Leg: 1.1 tons | 33 pts  
 Total: 6.2 tons | 186 pts  
 Components: \*None

\*If a dark or foggy environment you can take off 1 heat sink and add IFF Jammer.

Tech:	Inner Sphere	Deceleration:	44.79	Twist Speed:	70.00
Class:	Light	Turn Rate:	140	Elevation Limit:	50.00
Acceleration:	29.86	Torso Twist:	120.00	Heat Capacity:	30.70

	B	E	M	O/HP
1 Slot				
2 Slot				1
3 Slot		2		
4 Slot			2	

Components:	Tons:
<input type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	1.50
<input type="checkbox"/> Enhanced Optics	1.00
<input type="checkbox"/> IFF Jammer	0.00
<input type="checkbox"/> Advanced Gyro	0.00

	B	E	M	O/HP
1 Slot		2		
2 Slot		2		
3 Slot		1		
4 Slot				

Components:	Tons:
<input type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	0.00
<input type="checkbox"/> Jump Jets	0.00
<input type="checkbox"/> LAMS	0.00
<input type="checkbox"/> Enhanced Optics	0.00
<input type="checkbox"/> IFF Jammer	1.00

## Wolfhound

### Wolfhound

Name: *icecube*

Acceleration: 29.86

Deceleration: 44.79

Turn Rate: 140°

Torso Twist: 120°

Twist Speed: 70°

Elevation Limit: 50°

Speed: 120.02 kph

Heat Sinks: 1

Heat Efficiency: 26

Damage Ratio: 2.8

Kill Bonus: 450

- Weapons -

9 ER Medium Laser (CERMDL)

- Armor -

Head: .2 tons | 6 pts

Right Arm: .6 tons | 18 pts

Left Arm: .6 tons | 18 pts

Right Torso: .8 tons | 24 pts

Center Torso: 1.6 tons | 48 pts

Left Torso: .8 tons | 24 pts

Rear Torso: .5 tons | 15 pts

Right Leg: 1.2 ton | 36 pts

Left Leg: 1.2 tons | 36 pts

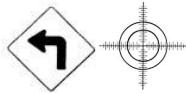
Total: 7.5 tons | 225 pts

Components: \*ECM, IFF Jammer

\*Can remove ECM, IFF, and 1 heat sink

to change armor to full Reflective with

.1 tons (3 pts) on Head and Rear



**Notes** – Since Icecube is so cold, you can put all ER Medium Lasers on this variant. The components keep her mostly undetected, but remember that IFF only works past 200m. It's a toss-up to put Reflective, but since you are going Circle-of-Death anyway less than 200m in some cases IFF may be worthless and they will detect you with ECM at 500m

### Clan Infantry (E)

Name: -

Acceleration: 16.78

Deceleration: 20.67

Turn Rate: 200°

Torso Twist: 150°

Twist Speed: 70°

Elevation Limit: 70°

Speed: 32 kph

Heat Sinks: 1

Heat Efficiency: 100

Damage Ratio: 8

Kill Bonus: 1000

- Weapons -

2 BA Support Laser (Support Las)

- Armor -

Head: .03 tons | 1 pt

Right Arm: .03 tons | 1 pt

Left Arm: .03 tons | 1 pt

Right Torso: .03 tons | 1 pt

Center Torso: .03 tons | 1 pt

Left Torso: .03 tons | 1 pt

Rear Torso: .03 tons | 1 pt

Right Leg: .03 tons | 1 pt

Left Leg: .03 tons | 1 pt

Total: .03 tons | 1 pt

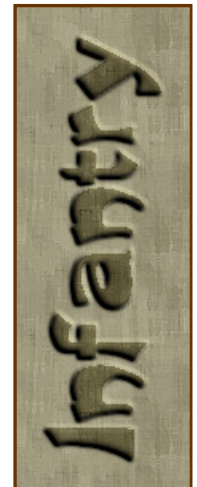
Components: Jump Jets, GYRO

- Slots -

1 x 5 E

1 x 6 E

Tech:	Infantry	16.78	Deceleration:	20.67	Twist Speed:	150.00
Class:	Infantry	2.00	Turn Rate:	200	Elevation Limit:	70.00
Acceleration:	16.78	Torso Twist:	90.00	Heat Capacity:	2.00	



Components:	Tons:
<input type="checkbox"/> ECM	1.00
<input type="checkbox"/> Beagle Active Probe (BAP)	1.00
<input checked="" type="checkbox"/> Jump Jets	0.25
<input type="checkbox"/> LAMS	0.00
<input type="checkbox"/> Enhanced Optics	1.00
<input type="checkbox"/> IFF Jammer	0.00
<input checked="" type="checkbox"/> Advanced Gyro	0.00

**Notes** – With an 8x Damage Multiplier and a 1000 Kill Bonus it pays to take Infantry every now and again.

# SPECIAL VARIANTS

[From the community]

## - NATHANC -

Chassis: (Daishi)

Name: (Visigoth)

Acceleration: 4.06

Deceleration: 6.09

Turn Rate: .35

Torso Twist: 80.00

Twist Speed: 50.00

Elevation Limit: 30.00

Speed: 56.02 KPH

Heat Sinks: 20

Heat Efficiency: 80

Damage Ratio: 1.04

Kill Bonus: 250.00

### - Weapons -

(6) CMG -Clan Machinegun Array-

(2) CMDPLS- ER Medium Pulse Laser-

(2) CERPPC-ER PPC-

(1) CSTRK6-CSTRK6-

### - Armor -

Head: tonnage (.90) | points (27)

Right Arm: tonnage(1.90) | points (57)

Left Arm: tonnage (1.90) | points (57)

Right Torso: tonnage (2.60) | points (78)

Center Torso: tonnage (3.00) | points  
(90)

Left Torso: tonnage (2.60) | points (78)

Rear Torso: tonnage (.80) | points (24)

Right Leg: tonnage (2.40) | points (72)

Left Leg: tonnage (2.40) | points (72)

Total: tonnage (18.50) | points (555)

Components: (LAMs)

## - WONKO -

Hellspawn

Name: HSN-8E Variant (an actual  
Battletech variant!)

Acceleration: 17.59

Deceleration: 26.39

Turn Rate: 105°

Torso Twist: 120°

Twist Speed: 70°

Elevation Limit: 50°

Speed: 94.03 kph

Heat Sinks: 1

Heat Efficiency: 84

Damage Ratio: 1.94

Kill Bonus: 375

### - Weapons -

2x Artemis IV Long Range Missile 10  
(ALRM10) (locations: 1 Left Torso, 1  
Missile Rack)

2x Medium Laser (MDLAS) (locations:  
1 Right Arm, 1 Left Arm)

1x Medium Pulse Laser (MDPLS)  
(location: Right Torso)

2 Tons LRM Ammo (1 Ton each  
launcher) (Option)

### -Armor-

Head: .2 tons | 6 pts

Right Arm: 0.8 tons | 24 pts

Left Arm: 0.8 ton | 24 pts

Right Torso: 1.0 tons | 30 pts

Center Torso: 1.4 tons | 42 pts

Left Torso: 1.0 tons | 30 pts

Rear Torso: .6 tons | 18 pts

Right Leg: 1.6 tons | 48 pts

Left Leg: 1.6 tons | 48 pts

Total: 9.0 tons | 270 pts

Components: ECM, Jump Jets, LAMS,  
IFF Jammer





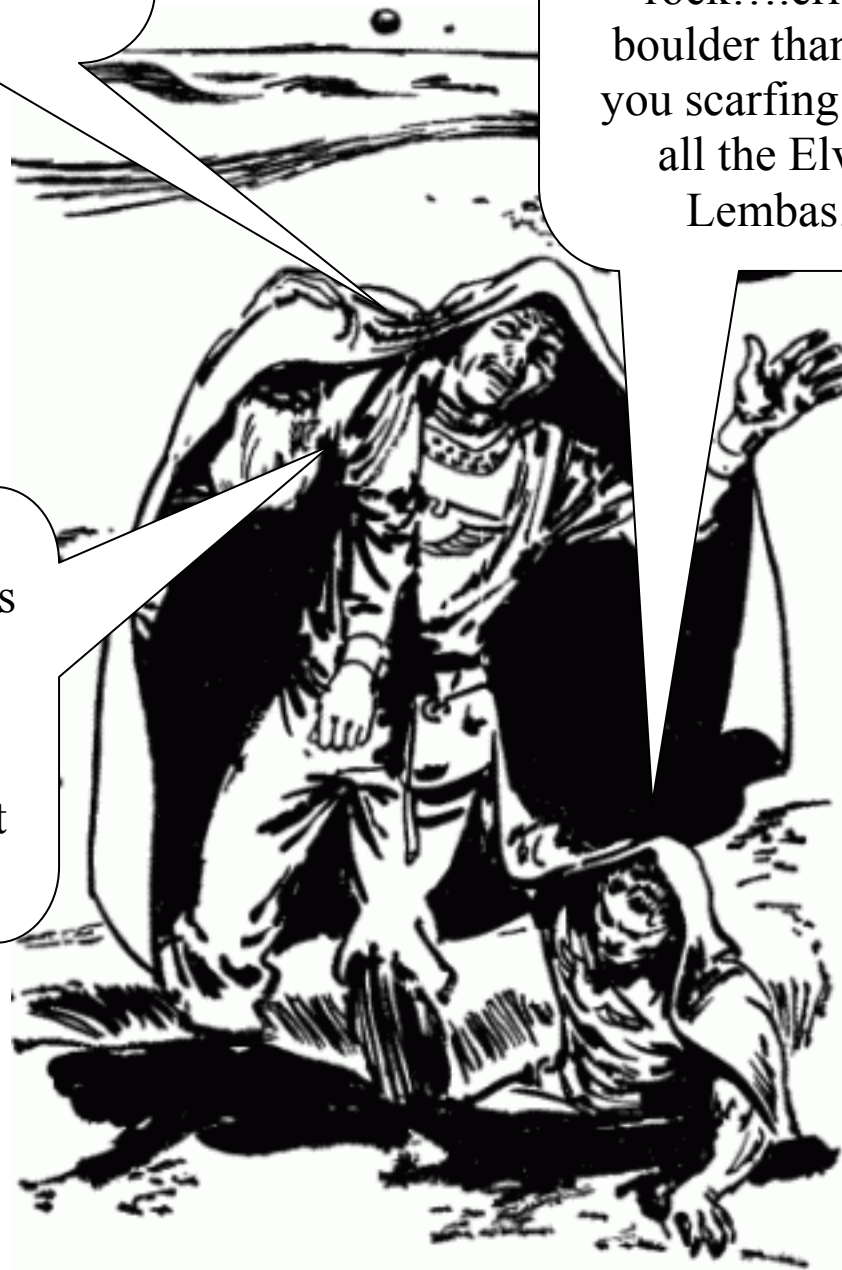
“Tada!! 18  
hours inside a  
refrigerator  
breaks the  
record”

(Offscreen –  
young ladies)  
“Cappie is so  
dreamy!”

“Whew, that was a close call Mr. Frodo. Those Orcs didn’t see us thanks to your special cloak.”

“Yes Sam. To them we seemed like an ordinary rock....err...a boulder thanks to you scarfing down all the Elven Lembas.”

Haha, Mr. Frodo. Always the comedian. Hey, do you think I could hold on to that ring of yours?



# GLOSSARY

“The whole art of war consists of guessing at what is on the other side of the hill.”  
- Duke of Wellington

1-shot kill – Destroying a mech in a single pull of the trigger. This is very difficult to do because of inherent armor that makes it nearly impossible to do enough damage to destroy a mech in a single shot.

Acceleration – The ability of a mech, Battle Armor, or Infantry to increase rate of speed from moving or resting.

Advanced Gyro – A selectable Mechlab component requiring some Free Tonnage that reduces knock or “jarring” of enemy weapons by 50% and also helps to prevent a mech from being knocked down.

Alpha-Strike – Firing all weapons loaded on a mech at once for maximum damage.

Artemis – A special missile system that increases lock-on time. This is currently integrated into the missiles themselves and is not a Mechlab component.

BA – Battle Armor (see Battle Armor)

BAP – A selectable Mechlab component requiring some Free Tonnage that increases sensor range and decreases the lock on time necessary for guided missiles.

Battle Armor – Enhanced armor that accentuates and protects the pilot within and is much smaller than even the smallest mech usually weighing in at around 20 tons.

Brawler – A mech built to engage the enemy at short range.

Brawling – Engaging the enemy at short range.

Chaining - Chaining refers to firing weapons one right after another in a “chain” rather than firing an alpha-strike (all weapons at once), with the intent of continuously knocking an opponent around to prevent return fire.

Circle-of-Death - To circle your opponent round and round in a tight radius (usually as tight as your turn rate will allow at full speed) continuously firing.

Components – Also known as Electronics. Selectable Mechlab additions that increase the functionality of existing systems such as radar, optics, or adds defensive capabilities such as LAMS that can shoot down enemy missiles.

Config – Short for Configuration. A mech that has been refined from its original chassis with additional armor, components, heat sinks, engine upgrades, and weaponry.



**Coolant Equation** – The computation to determine personal net scoring on a battle/team battle multiplayer game.

**Coolant Filter** – A method in which to quickly determine whether a particular mech chassis is acceptable to one's own method of play style.

**CSTRK** – A Short-Range Missile with lock-on capabilities.

**Damage Ratio** – Also known as the Damage Multiplier. The ratio of points awarded, to the mech weight. Generally speaking, the lighter the mech, the larger the Damage Ratio. To determine amount of points awarded for damage done, multiply total damage by the Damage Ratio.

**Deceleration** – The ability of a mech, Battle Armor, or Infantry to decrease rate of speed from any rate of speed.

**DPS** – Damage Per Second. If you've ever played an MMO you know all about DPS. The amount of points scored per second by weaponry.

**Dropzone** – The location where a team or mech spawns.

**ECM** – A selectable Mechlab component requiring some Free Tonnage that reduces your radar signature in most cases by 50% and also takes longer for enemy missiles to lock on.

**Elevation Limit** – The vertical range of torso motion.

**Endo Steel Armor** – Static Internal Armor that is the last line of defense after adjustable external armor has been removed by enemy fire. It comes into play when a section of mech has been turned black. Endo Steel armor provides less protection than Standard Internal Armor.

**Enhanced Optics** – A selectable Mechlab component requiring some Free Tonnage that increases Zoom functionality.

**Ferro Fibrous** – A type of adjustable external armor that can be added or taken from a mech in increments in the Mechlab. It is the lightest of the external armor available but also provides the least protection.

**Free Tonnage** – The amount of available tons to use to upgrade a mech from the bare chassis.

**Gimmick Mech** – A variant that uses weapons, usually non-traditional, in a fashion that requires little skill and that anyone could mimic with nearly equal success.

**Ground-bound** – A mech that is restricted to ground movement; does not have Jump Jets equipped. Also known as Ground-pounder.

**GYRO** – A selectable Mechlab component requiring some Free Tonnage that helps to stabilize rocking from fire, and reduces the chance to be knocked down.

**Heat Capacity** – The ability of a mech to absorb heat without detrimental effects such as decreased speed, HUD flickering, and eventual shutdown.

**Heat Efficiency** – The measurement of a mech, Battle Armor, or Infantry's ability to cool itself. The standard is 100%, but outside factors may cause this to rise or fall such as the environment.

**Heat Sinks** – Heat Sinks improve the ability of a mech, Battle Armor, or Infantry to dissipate heat by sacrificing Free Tonnage.

**Heater** – A variant that utilizes weapons that produce heat on a target with the intent of shutting down enemy mech by overheating.

**Heavy Rocket** – A missile weapon that is direct-fire and that does a lot of damage with a fast recycle time and considerable knock, but that also generates lots of heat and has limited ammo.

**Hit-N-Run** - Quickly taking an open shot and then scooting behind cover until weapons have recharged and repeating, usually performed by light or medium mechs.

**HLA** – Heat, Limited Ammo, a game type.

**IFF Jammer** - A selectable Mechlab component requiring some Free Tonnage that causes the reticule to remain green (friendly) upon targeting an enemy mech. This is only effective at distances of 200m or greater.

**Infantry** – A soldier armed with, at most, 2 weapons.

**Inherent Armor** – The invisible armor that all mechs have that protects from the 1-shot kill. In combination with external armor it makes it nearly impossible to create an alpha-strike that would do enough damage to get the 1-shot kill.

**Instant Action** – A single-player mode used by the author for testing the mechanics of the core game play.

**Internal Armor** – Fixed armor beneath external adjustable armor that is the last line of defense against destruction.

**Jumpjets** - A selectable Mechlab component requiring some Free Tonnage that enables a mech, Battle Armor, or Infantry to move vertically for a short period of time.

Jump-Sniping – A style of play that combines long-range weaponry with the use of jumpjets.

Kill bonus – Bonus awarded in points for destroying an enemy mech. Generally speaking, the lighter the mech the more bonus points.

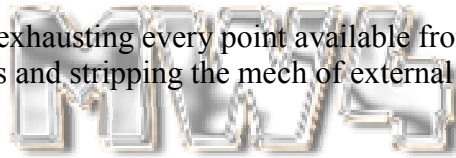
LAMS - A selectable Mechlab component requiring some Free Tonnage that has the potential to destroy a number of incoming missiles.

Legging – Destroying or attempting to target the legs of a mech in order to cripple a mech or make it an easy target.

Longtoms – A Ballistic weapon that requires a pilot to calculate trajectory in order to accurately hit a target. The weapon does a lot of damage and has a splash radius that can damage mechs even behind structures. It has a long recycle time and generates a lot of heat.

Mechlab – The location in game that allows you to choose a mech for a multiplayer game and outfit that mech with various selectable options.

Milking – The process of exhausting every point available from an enemy mech by targeting different sections and stripping the mech of external armor before destroying the mech.



Missile Boat – A variant that carries all missiles rather than a mixture of weapons.

NFM File – A file located in the main Mechwarrior Mercenaries folder that allows editing of map rules such as Max # of Players on a team.

NHUA – No Heat, Unlimited Ammo, a game type.

PPC – A Beam weapon that does decent damage, but that requires “lead time.” It has a secondary effect that causes disruption of some electronic components.

Pro-Blitzing – Rushing an enemy location in order to score points using various styles of play like Circle-of-Death, and Brawling and utilizing fast recycle weapons.

RAC – A ballistic weapon that can fire rounds at a very fast pace, but repeated use causes jamming preventing further fire for a time.

Reactive – A type of external adjustable armor that provides 50% Ballistic Damage Absorption on top of normal armor protection. Although it provides greater protection, it also weighs more.

## Glossary

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**Reflective** - A type of external adjustable armor that provides 50% Beam Damage Absorption on top of normal armor protection. Although it provides greater protection, it also weighs more.

**Slots** – Weapon slots. The construction of mechs and Battle Armors limit the number and types of weapons available to mount.

**SMRM** – A Medium-Range Missile. There are 2 types: direct-fire and lock-on.

**Spawning** – Appearing or Reappearing at the dropzone location during the initial launch of a multiplayer game or upon mech destruction during a multiplayer game.

**Spawn-raping** – A tactic whereby an mech or team will situate themselves in a position to overlook an enemy dropzone and wait until a mech appears in order to get the advantage of first strike.

**Speed** – The measurement of the velocity of a mech, Battle Armor, or Infantry of moving forward or backward in kph.

**SRM** – Short-Range Missile generally referred to the type that is direct-fire.

**Standard Armor** – A type of Internal Armor that provides better protection than Endo Steel.



**Suicide** – To self-destruct one's own mech.

**Tbolt** – Nickname for Thunderbolt – a missile weapon. This is a single round that tracks its target in a limited fashion and explodes, dealing potentially heavy damage to an area.

**Torso Twist** – The ability of a mech to turn its torso independent of legs, listed in degrees.

**Turn Rate** – The ability of a mech to turn its legs clockwise or counter-clockwise and measured in degrees.

**Twist Speed** – The measurement of how quickly a mech can turn its torso when twisting, measured in degrees.

**Variant** – A deviation from a config based on the same chassis.

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“Veni, vidi, vici.” (I came, I saw, I conquered.)

- Julius Caesar

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“And, I’m this high when in my Loki.”  
(turns to nearby operator and nods),  
“This is nothing compared to the Hauptmann! Raise the platform!”

