

MechWarrior 2 FAQ/Walthrough

by briareos

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MECHWARRIOR 2: 31st CENTURY COMBAT WALKTHROUGH

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Table of Contents

1-Introduction

2-Update History

3-History Briefing

4-Weapons Briefing

5-'Mechs Briefing

6-Vehicles Briefing

7-Formation Briefing

8-How to costumize a 'Mech

9-General Tactics

10-Multiplayer Tactics

11-Planets Briefing

12-Walkthrough

13-Cheats

14-Credits and misc

1-INTRODUCTION

Activision produced three BattleTech-related videogames, and they aren't so different from each other. This is the first walthrough of a series of three, and most parts will be the same, especially weapons, costumization, tactics and 'Mechs sections. The other two documents of this series are MW2: Ghost Bear's Legacy (MW2's expansion pack) and MW2: Mercenaries (not exactly an expansion pack, but very similar, though it is a stnad alone product...).

If someone is going to write me a mail about why wasting time doing walkthroughs for such old games, I can point out that they are the best reproduction of the standard BattleTech board game, they are great videogames and most sites lacks MW2: GBL and MW2: Mercs FAQs. I did MW2 walkthrough beacuse the series started from this game.

Note that this walkthrough can be used for the bundled version of the games, especially the Voodoo 1 version (which I own). I play to the old DOS only version, though I think the Pentium and Win 9x versions wont' be very different.

Other walkhroughs speaking of BT-related games are MechCommander, MechWarrior 3 and MechWarrior 4: Vengeance.

2-UPDATE HISTORY

1/2/2001-version 1.6. Jade Falcon campaign completed.

28/1/2001-version 1.4. First Jade Falcon missions plus some updates to all other sections.

9/1/2001-version 1.2. Planet Briefing online, first Falcon missions.

3/1/2001-version 1.0+. General Tactics online.

21/12/2000-version 1.0. History, Weapons, 'Mechsand Vehicle Briefing, Formation Briefing, Cheats, Multiplayer tactics, How to costumize a 'Mech, Cheats and Credit section completed.

3-HISTORY BRIEFING

In 3050, the Clans returned to the Inner Sphere and conquered more than 200 planets in few than one year. The ilKhan, the Khan of the Khans, died after an Inner Sphere pilot crashed is Shilone on the Clan Wolf flagship, the Dire Wolf. Ulric Kerensky, Khan of the Wolves, the leader of the Warden faction, Clanners thinking that the invasion of the Inner Sphere was a mistake, was elected ilKhan. He bergained with ComStar the final battle for Terra. If Comstar won, the Clans would have ceased hostilities for 15, if the Clans won, ComStar would gave them Terra and the Inner Sphere. ComStar won, and the Crusaders, charged Ulric of treason. Clan Wolf won the right to defend its old Khan, while Falcons will defend the charge. MW2 tells how this Trial of Refusal, dubbed Refusal War beacuse it involved the whole Clans and not only Stars, went.

4-WEAPONS TECHNOLOGY

Before the description of every single weapon and equipment, here is a brief description of the categories.

+ Energy weapons: energy weapons uses massive amounts of electricty produced by the 'Mech's reactor, and they can be fired without ammunition problems. This advantage is balanced by the large amounts of waste heat that they produce: the only way to dissipate this heat is to mount extra heat sinks, which compensates for their relatively light mass and compactness. Range are firepower increases in proportion.

+ Balistic weapons: these weapons must be fed by ammunition: this limits the times the weapon can be fired, and ammunitions explode when struck by weapon fire. They do not produce large amounts of heat, but are bulky and weight a lot. Lighter models have a longer range but less firepower; heavier models have more firepower than range, and carries less ammo.

+ Missile weapons: like balistic weapons they use ammunitions, and each launcher fire a specified number of missiles in a single salvo. Missiles are explosive, and they produce moderate amounts of heat. Damage is spread among the whole target, and not concentrated like other weapons.

+ Equipment: this category contains the larger variety of accessories a 'Mech can mount. They include alternative type of armors, heat sinks and EW (Electronic Warfare) suites.

--ENERGY WEAPONS--

ER LASERS: ER means Extended Range, ad all Lasers (Light Amplificated through Stimulated Emission of Radiations) belonging to this category have a longer range than other types. They fire a single beam of colored light (blue=large laser, green=medium laser, red=small laser), and the should be the basic weapon of any 'Mechs. There is a bug about Lasers (both ER and Pulse versions): if you fire them before the previous Laser beam finished its animation (a small smoke cloud on the impact point), the lasers will miss. You can fire them once every 4/5 seconds without warning (heat excepted: for this you'll need heat sinks)

PULSE LASERS: Pulse Lasers fire two Laser beams, each one capable of dealing amounts of damage equal to the ER Lasers' ones. However, if the first beam

hits, the second won't allocate damage (this represents the to-hit bonus of the board game). They weight and take more space than the ER Lasers, have a faster rate of fire but they can produce great amounts of heat if overused.

ER PPCS: the best weapon of the game. The PPC (Particle Projection Cannon) fires a blue ball of particles subtracted directly from the 'Mech's fusion reactor, producing great amounts of waste heat, but a PPC hit deals more damage than any other energy weapon in the game. The range written in the instruction booklet is wrong; a PPC can hit targets up to 1000 meters away.

--BALLISTIC WEAPONS--

MACHINE GUNS: fast-firing ballistic weapons. They have a very short range and large amounts of shells per ton, do moderate damages and produces no heat. Basically useless, however.

LB-X AUTOCANNONS: shotgun-like ACs: the LB-X AC fires a series of projectiles that separates themselves into smaller pellets to increase the to-hit probabilities and to spread damage on the whole 'Mech. All ACs suffers of the same bug that affects Laser fire, though this seems to be worst: some shots will miss entirely even if shot in your enemies' chests.

ULTRA AUTOCANNONS: Ultra AC fires two rounds at once. They eat ammo with an amazing rate, and in most cases the second round will miss for the bug I written above.

GAUSS RIFLES: a ballistic version of the PPC, though it doesn't produce significant amounts of heat and fires further. The AC bug seems to affects the Gauss Rifles less than the other ACs, however. Gauss Rifle's ammo aren't explosive, but the Rifle itself is: when the Rifle is struck by weapon fire it explodes in a similar way to ammunition.

--MISSILE WEAPONS--

LONG RANGE MISSILES (LRM): all missiles in battletech are fired in salvos, and LRMs come in 5, 10, 15 and 20 racks. Each ton of LRM ammo contains 120 missiles, and larger it's the launcher, shorter will be the lifespan of the ammo bin: LRM-5 can be fired 24 times, LRM-10 12 times, LRM-15 8 times and LRM-20 only six times. LRMs will lock on targets more than 75 meters away: under this distance you'll have to manually aim them.

SHORT RANGE MISSILES (SRM): these missiles are fired "on iron sights", and doesn't require a radar lock to be fired. Use them only if you are a good gunner: missiles are slower than ACs and energy beams and have the same speed of PPCs. SRMs come in 2, 4 and 6 missiles per salvo and each ton contains 100 missiles.

STREAK SRMs: advance SRMs. They have the same tracking equipment of LRMs, and comes in the same dimensions of standard SRMs. They haven't the "75 meters" problems of LRMs, though their range is max 497 meters against the LRMs' full kilometer.

--EQUIPMENT--

JUMP JETS: jump jets give the ability to jump and do quick turns to 'Mechs mounting them. One jump jet occupies one critical slot, but the weight depends on the 'Mech total tonnage: 0.5 tons for 20-55 tons 'Mechs, 1 for 60-85 tons 'Mechs and 2 tons for other 'Mechs. The number of installable jump jets equal to the walking MP (to know the walking and running MP of a 'Mech, watch the first number of the walking/running speed; for example, a standard Firemoth has a walking/running MP of 10/15 -the 162 kph is an approximation-, and a Nova a 5/8).

HEAT SINKS: one heat sink weights 1 ton and occupies one critical slot, and dissipate one heat point.

DOUBLE HEAT SINKS: a Double Heat Sink weights one ton and occupies 2 criticals, but dissipates 2 heat points. One of the greatest assets in 'Mech construction. Numbers of Double Heat Sinks and standard Heat Sinks contained by an engine are the same.

ENDO STEEL INTERNAL: it takes 7 criticals everywhere in the 'Mech, but cut in half the internal structure of the 'Mech.

FERRO-FIBROUS ARMOR: the ferro-fibrous armor provides 19 armor point per 1 ton of armor instead of the standard 16 points. It weights less but takes up 7 criticals everywhere in the 'Mech.

XL ENGINE: the standard engine takes only 6 criticals in the center torso, but weights a lot. XL engine weights half than a standard engine of the same rating but occupies 2 critical slots in each lateral torso. Most of your configurations will be centered around an XL engine. Number of heat sinks contained by the engine doesn't change.

MASC: MASC (Myomer Accelerator Signal Circuitry) is used to put short bursts of extra top speed when needed. The MASC's weight is based on 'Mechs weight. It allows to have a top speed twice the standard walking MP (the normal running MP is 1.5 times the walking MP) for about 15 seconds. After this period the MASC automatically disengages itself for malfunction. You can re-use it, however, and malfunction won't freeze your legs (as the MASC does in the board game)

CASE: Cellular Ammunition Storage Equipment. It is automatically loaded where ammunition or explosive equipment are. Usually an explosion damages all internal parts of the 'Mech, and finishes its effects when the 'Mech is destroyed or the explosion has no force left, and spreads to other 'Mech locations. CASE stops the explosion to the location where it originated. It doesn't occupy critical space nor weights a kilogram.

ARM ACTUATORS: Useless. They take only critical space in the arms and do not give nothing in exchange. In BattleTech they would be used for physical attacks, and MW2 has only a strange version of the DFA to allocate physical damage.

5-'MECHS BRIEFING

I divided this section into Omni and Battle 'Mechs, though there was no real need to do this. Just for fun ;P. "Special 'Mechs" section contains the three 'Mechs you won't be able to pilot in the game.

The word "fragile" in a description means that I've found the 'Mech very susceptible to lose its arms or other limbs; dunno why, maybe coders did it for maximizing differences between 'Mechs of the same tonnage.

--OMNIMECHS--

FIREMOTH

Mass: 20 tons

The fastest and less versatile 'Mech in its standard configurations, the Firemoth is used for recon duties. It can be destroyed by medium and heavier 'Mechs in one salvo, and its head section is quite large (though smaller of the Jenner's one). Aim to the torso, destroy limbs is useless (if you want to practice...)

KITFOX

Mass: 30 tons

The Kitfox is a good light 'Mech with speed, firepower and armor. Not a big threat however. The Kitfox has limited torso twist abilities (about 60- total)

NOVA

Mass: 50 tons

Things begin to get serious now. The Nova is jump-capable, with a good engine and has 10 Medium Lasers and enough heat sinks to alternate their use in large groups. It has limited torso twist ability, however (IMO less than 60- total). Its low profile also allows the 'Mech to hide with more efficiency behind hills and buildings,

STORMCROW

Mass: 55 tons

Another damned good 'Mech. Faster than the Nova and with more rude firepower, the Stormcrow can use all of its weapons without risking overheating. Other variants are mainly missile boats with large missile racks and plenty of ammunition. Very small head section, but full torso twist capability.

MAD DOG

Mass: 60 tons

The Mad Dog is a dedicated fire-support OmniMech. It cannot use all of its weapons in one salvo, however, it cannot handle heat in a very efficient way. Primary config is the most flexible, but with limited ammo supplies for its LRM-20s.

HELLBRINGER

Mass: 65 tons

The Hellbringer has a flexible array of weapons in all of its configs, though every config generates too much heat for the heat sinks mounted. Normally it is faster than the Rifleman IIC, though it is more fragile.

SUMMONER

Mass: 70 tons

The Summoner is the main Omni of Clan Jade Falcon. Every configuration is specialized in one type of combat, and everyone uses jump jets to obtain a bonus in agility. Destroy ASAP.

TIMBERWOLF

Mass: 75 tons

The TimberWolf became the symbol of the invading Clans. Agile, excellent armor protection, and ample firepower, the TimberWolf can be used in a variety of roles in its primary config. Alternative versions are more specialized than the standard version, but keep an edge over most 'Mechs.

GARGOYLE

Mass: 80 tons

The Gargoyle is fast as the TimberWolf, though it is 5 tons heavier. Such a large engine limits the payload of this 'Mech however. A good choice for fast assaults.

WARHAWK

Mass: 85 tons

Aaah, the Warhawk. A 85 tons assault machine with 4 PPCs and an LRM-10 in its standard configuration, and with 2 PPCs and 2 Large Pulse Lasers in the C config. Unfortunately MW2 doesn't simulate the Targeting Computer, but the unfilled space is used by Double Heat Sinks. A deadly machine, second only to the Marauder IIC.

DIRE WOLF

Mass: 100 tons

Slow (too slow for me) but heavily armed, the Dire Wolf (or Daishi, great death, for the Inner Sphere) features an huge array of weapon system nerally comparable to two Atlases, the most powerful Inner Sphere assault 'Mech. Its weak point is its lack of maneuverability: faster 'Mechs can run to its back to destroy the 'Mech in few well-placed salvos.

--BATTLEMECHS--

JENNER IIC

Mass: 35 tons

A fast missile boat, this Clan version of the popular Jenner is very fragile. It has a large head section and if you have some experience you should be able to take it out with one direct hit. Dangerous only if you pilot a standard Firemoth.

RIFLEMAN IIC

Mass: 65 tons

This 'Mech is slow, but has full jump capacity, and its four Large Pulse Lasers

are a threat even for assault 'Mechs. It is a solid 'Mech, better than the relatively fragile Hellbringer. Its weapons are only-arm mounted, and a Rifleman IIC without arms will try to escape.

WARHAMMER IIC

Mass: 80 tons

A good all-around 'Mech, the Clan version of the WarHammer has a relatively fragile structure when compared to the Gargoyle.

MARAUDER IIC

Mass: 85 tons

Maybe the best standard 'Mech in the game: it has 3 ER PPCs and a plethora of ER Small and Medium Pulse Lasers a back up weapons, has enough Double Heat Sinks to handle massed PPC fire, heavy armor and its standard engine drives it up to 60 kph. Maybe less versatile than a Warhawk, but it hasn't to worry for ammunition explosions, while its standard engine increases survivability.

--"SPECIAL" 'MECHS--

ELEMENTAL

Mass: 1 ton

Though it is a battle armor, Clans consider Elementals better than vehicles and in groups can destroy 'Mechs. They are armed with one small laser and one SRM 2. The best way to destroy them is to use long-range missiles or PPCs. Do not let them close distances, they are very maneuverable and difficult to fire at.

TARANTULA

Mass: 25 tons

The only four-legged 'Mech in the game. The destruction of one or both forward legs won't make the 'Mech fall, however. It is a quite good alternative to the Firemoth, and in single player you'll have to defend it.

BATTLEMASTER

Mass: 85 tons

The second Inner Sphere 'Mech in the game (the Tarantula is the first). This time it will be against you (only in the Jade Falcon campaign), and will pose troubles even for a Dire Wolf. It has a Streak SRM 6, one ER PPC and four Medium Pulse Lasers. Though its head section is clearly visible, it is not to destroy it.

6-VEHICLES BRIEFING

MAIN BATTLE TANK (MBT)

The MBT uses a large array of weapons, mostly Gauss rifles and medium lasers

combined with SRM launchers. Take out the cannon's barrel will destroy its main weapon, and without a threads t won't be able to move.

SUPPORT VEHICLE

A lighter version of the MBT. It usually armed with lasers, Streak SRMs or small-caliber ACs. Very light armor. Usually attacks in groups of three or four.

RECON COPTER

A copter with a spot light, no weapons and light armor. Take them out just for fun (☿_☿...)

GUNSHIP

A copter with two Medium Pulse Lasers mounted on stern turrets. Not heavily armed, they can be easily destroyed by aiming at their tails or their main rotor.

AEROFIGHTER

Aerofighters won't be a problem: they will fly on you in formations without firing, or they will be landed, without trying to take off. The model represented is the Avar, a 35 tons OmniFighter.

DROPSHIP

Dropships are used to take 'Mechs from space to planet's atmosphere. You can see two types of dropships in MW2: the spheroid (Union-C and Overlord-C class) won't pose a problem, as they won't fire back, but the aerodyne dropships (Broadsword class) are heavily armed and armored. They have one or two PPCs and one LRM-20 on a turret capable of 360- turns, and can fire them freely, without risking dangerous heat buildup. Useless to say that 'Mechs may be near them. Try to avoid them.

TURRETS

I know they aren't vehicles, but I'm putting them there. They come in a large variety of shapes, though every kind of turret is armed with an ER Medium Laser. Very thin armor.

7-FORMATION BRIEFING

LINE ABREAST

This formation puts the leader (you) in the middle of an horizontal line: this formation is the best for slow, secure advances and for maximizing firepower. It also allows you cover side area without relative effort

LINE ASTERN

This formation puts the leader in the center of a vertical line. Basically a good formation if you want to get killed by your starmates (the AI of your starmates isn't good enough to tell them to do not fire when you are in front of them...)

ESCHELON LEFT

This formation forms a diagonal line with the leader on the left and the last starmate on the right, slightly behind it. I've never used Eschelon formations, however.

ESCHELON RIGHT

A copy of the Eschelon Left, though the leader is on the right.

WEDGE

An other formation ideal to get killed by your starmates, especially if you order to engage at will. Your stamates will position themselves into your right and left rear targets, leaving you to freely direct their movements.

V FORMATION

The best formation. You are behind your lancemates, and this will allow you to direct them with great efficiency and to do not get killed by their shots.

8-HOW TO COSTUMIZE A 'MECH

In this section I won't explain how to use the 'Mech Lab (the instruction booklet exists for this), but some guidelines to create a powerful 'Mech.

First of all you need to choose the chassis; keep in mind that light 'Mechs will be faster then heavy ones because you won't be able to mount large amounts of armor and weapons due to weight limitations. Ideal speed for a light 'Mech should be 6 or 7 (60/70 kph) for its walking speed, 5/6 for medium 'Mechs and 4 for heavy and assualt 'Mechs, though 70 and 75 tons 'Mech can have walk at 5. Always choose an XL engine: though this will spread engine critical in the lateral torsos, the XL engine saves enough tonnage for any kind of weapon; if you are able to save enough tonnage for a standard engine, be sure to mount at least the Endo-Steel internal, especially on heavy 'Mechs. Remeber that an XL engine weights half of a standard engine, and you can increase the rating (faster movement rate) with these four critical slots; unfortunately enough, MW2 doesn't support critical division, and bulky weapons like Ultra and LB-X AC/20s must be mounted in a single location, and for doing this you'll need a standard engine or now lower arm and hand actuators. If you are using XL engines, position ammos in the arms, this will save engine slots and other torso-mounted equipment from dangerous explosions.

Now let's examine armor. Always assign the maximum armor points possible for a single 'Mech, first in standard mixture and if you need more tonnage and you have enough criticals left, switch to Ferro Fibrous. Note that if you assign more armor points than a 'Mech can support (for example a 55 tons 'Mech can support 12 tons of standard armor, but 7 points cannot be allocated for space restrictions; read below), the computer will decrease the armor quantity to the nearest tonnage allowing full allocation (usually a decrease of 0.5 tons only; this means that our 55 tons 'Mech will find itself with 11.5 tons of armor; however, point from the missing half ton have been used, and the computer subtracted them to match armor weight and points: this subtractions is not "clever" as the computer decreases the armor points of the first location it encounters -head-, leaving only few armor points, then switch to the other location and so one until all points have been subtracted). The maximum amount of armor depends on the strenght of the internal structure: for example, 10 internal points means that you can assign up to 20 armor points. Head is the only exception to this rule, and its internal structure has always three points and can support 9 armor points; if the location is one of the three torso

sections, you have to spread armor points (always up to twice the internal structure) from front and rear. I usually do not assign armor to rear areas (I keep only 1 or 2 points) for single player missions, but having your back unprotected during a multiplayer melee would be fatal...

Internal structure: always Endo-Steel. It cuts in half the weight of the standard structure by keeping its original strenght; if you need weight, use Endo-Steel before Ferro-Fibrous.

The equipment table shows four actuators (two for each arm): as they do not give any bonus but they occupy critical slots, so remove them: You'll gain critical space, but not tonnage. MASC can be useful, but using it and jump jets is a waste of space. Jump jets are better as they give an higher movement capability.

Jump Jets and heat sinks: if you use jump jets, mount them. If you do not use them, you should try to use them. I doubt that MW2 assigns heat points to movement actions, so jumping could be heat-free, not a bad thing after all. Always use Double Heat Sinks. The standard 10 heat sinks provided with the engine will cool down 20 heat points for free (provided they are inside the engine; read below), and any other extra heat sink will dissipate 2 heat point. An engine can contain a determinated number of single/double heat sinks: to know it, divide the engine rating for 25, and round down. This means that engines with a rating equal or superior to 250 will contain at least the 10 standard heat sinks; if you are using a smaller engine, the uncontained heat sinks have to be allocated inside the 'Mech. You must have at least 10 heat sinks, even if double heat sinks dissipate 20 heat point as standard. I am for a number of heat sinks that equals or surpass the total number of heat points generated by the 'Mech firing all of its weapons and moving at maximum speed (again, I don't know if MW2 allocates heat points for movement, but...): add the heat values for all weapons and add 2 (heat for running speed) or a number equal to the number of jump jets mounted on your 'Mech, then assign an equal number of heat sinks. Remember that double heat sinks dissipate two heat points each, and you should watch the second number (inside square brackets), not the first.

Weapons. I can suggest to mount 3 PPCs, one LRM 10 with two tons of ammo and fill the remainig space with heat sinks, but this subject is strictly personal (IHMO). Missile boats can work, though you should mount at least an ER Large Laser or four ER Medium Laser as back up weapon. Continuosly firing the missile launcher will deplete ammo suppli in few minutes. Ballistic weapons, except the Gauss Rifle, eats ammo at a very fast pace, and their usefulness is limited to the first minutes of battle. If you use energy weapons, be sure to mount enough heat sinks and to hold fire for a while when you are overheated; shutting down in the midst of a battle isn't a good tactic.

9-GENERAL TACTICS

I think the most important thing is to have an effective weapon loads you can use at 100%. Mounting various systems which wouldn't be used is a waste of space and tonnage.

Keep you 'Mech moving. In MW2 enemies will usually outnumber you, when not, the enemies are usually elite pilots, able to hit even a jumping 'Mech straight in the head (OK, this in exageration...). To improve you mobility, install jump jets (at least three); use them to do quick lateral shifts and to evade an obstacle when engaging something. You can also use them to perform DFA (Death From Above) attacks, but it is very difficult to hit an other moving target and won't allocate too much damage; it also possible to hit targets with weapons while jumping: Streak SRMs, LRMs and other "quick" energy weapons (primary lasers; PPCs are slow and ACs eat ammo too quickly) are the best weapons for this maneuver; by performing this attack the target will be harder to hit (your and its movement, plus a smaller target silouhette), but nearly every you'll

score will be on torso sections: legs will be covered by the upper body and arms are usually too small to be hit by fire; it is also possible to score more head shots if you are a good gunner.

Now let's speak about your torso and eyes: rather than redirecting the whole 'Mech toward the enemy, it is better to twist your upper body; this will make you harder to hit, and your foes too, but only at the first times; when you're engaging moving targets with your torso twisted, and the terrain has mountains, mesas, trees, buildings and whatever else may block your way, spend one second to watch where you're walking, with the eye control buttons: just keep it down until you realize where your legs are pointing, then release it and keep firing on you enemy. Recenter Torso to Legs and Recenter Legs to Troso are important button, especially if performing maneuvers in narrow space, like cities; if you haven't jump jets, the quickest way to rediret the whole 'Mech is to use the Recenter Leg to Torso Button; remember that this button sometimes doesn't work, as you torso will keep moving right and left try to center with the leg: just avoid directional buttons after pushing it.

When you're fighting in particular environments, light amplification and image enhancement will provide a better visual of the sorroundings. Image Enhacement is the best, as it excludes vis-light datas and shows enemies and structures as blue wireframe objects, while terrain as brown wireframe polygons. Light Amplification will turn the area into a green-shaded visual; it is nearly useless, especially because it is disabled afte one sensor critical hit.

Critical hits: engine hits will make you move slower, like gyro hits. Sensor hits will disable light amplification and will make your radar slower in recognizing targets, and your cockpit instruments may show wrong values. Leg and arm hits will usually resul it the limb blown off; it an arm has blown off isn't a big problem (provided you have you weapons in the torso), but a leg will immobilize you. You won't fall and you'll be able to turn on yourself, but you'll be a stationary target for the rest of the mission; if you have jump jets this is a minor drawback, however; yuo'll just have to keep your jets on for the rest of the game. Other critical hits are about equipment: if a weapon is disabled, you won't be able to fire the weapon, if it is a heat sink you capacity to recycle heat will be lowered and if it is a critical containing ammo, the location where the ammo slot was is completely destroyed, armor, internal structure and components. The damage won't spread as the Clans automatically include CASE in any location with explosive equipment.

Enemies tend to hit the left side of your 'Mech, especially the arm. MW2 patch 1.2 and GBL partially resolve this flaw, and it is better to position weapons and important equipment in the center and right torso, then switching to right arm or left torso, and this is your choice as these locations tend to attract enemy fire in the same proportion.

It is possible to avoid enemy fire: most of the long-range unguided weapons (anithing except LRMs) won't hit in most cases if you move slightly to the sides. PPC fire can be easily avoided by a quick side step (jump jets) or by turning you 'Mech toward one side. LRMs can be avoided by simply positioning you sight (and the whole 'Mech) at the sides of the firing enemy indicator: the missiles will bypass you, and when they'll try to turn to reestablish a lock, they'll usually end their run over terrain features or will splash directly into the terrain.

Be sure to use every hill, building and whatever else to cover your 'Mech from enemy fire, and to get near the enemy as closest as possible: enemy vehicles tend to fire less and will try to disengage; this tactic works best with 'Mech with long arm like the Rifleman IIC and the Warhawk, as their arm-mopunted weapons aren't able to hit near targets.

10-MULTIPLAYER TACTICS

I haven't NetMech, the addon for net play, and the 3DFX version has a very

limited distribution, so I've never played in multiplayer. I think that missiles and lasers are the best weapons in multiplayer missions, as they the lag has only a partial influence on them; use at least a 4/6 engine (an engine capable of powering a 'Mech at least to 40 kph), and if someone wants to submit his tactics, my email (briareos@inwind.it) is always open.

11-PLANETS BRIEFING

--INSTANT ACTION PLANETS--

+ GOATH PATH
Temperature: normal
Gravity: normal
Terrain: mesa desert
Visibility: good

A mesa desert with normal specs. The terrain here is a combination of mesas, hills and plains, ideal for star fights and long-range fightin.

+ DEVIN
Temperature: normal
Gravity: normal
Terrain: sparse urban
Visibility: low

A city with lots of buildings (↑_↑...BTW, you can find Activision building out there...) which greatly limits visibility and mobility; as other "crowded" places buildings can be used as cover, but remember they can be destroyed; you'll fight by night: this will make enemy 'Mechs even harder to spot without sensor help.

+ MANNENDORF
Temperature: normal/high
Gravity: normal/high
Terrain: canyon
Visibility: good

An other desertic planet, but thistime the terrain is filled with canyons; the temperature tend to be higher than normal, like the gravity; good visibility.

+ GARSTEDT
Temperature: low
Gravity: normal
Terrain: ice mesa desert
Visibility: excellent

A planet with excellent visibility and low temperature and gravity; it features several hills and rims with can be used as cover; very large area; enemy formations tend to be some kilometers away from each other.

+ BONE-NORMAN
Temperature: normal
Gravity: normal/low
Terrain: rolling hills
Visibility: good/excellent

I think that MW2 coders fell in love with desartic planets; this time the terrain is flat, with some rolling hills somewhat obstructing the line of sight; very good visibility, though the 'Mech's camouflage is very effective.

+ DAWN

Temperature: normal/low

Gravity: normal/high

Terrain: ice desert

Visibility: poor

An other icy planet, this time with rolling hills obstructing our sight; the fog reduces visibility, though Image Enhancement makes things better. Somewhat high gravity, and heat is mitigated by the low temperatures.

+ KANOWIT

Temperature: very low

Gravity: very low

Terrain: cratered vacuum

Visibility: high

Fighting in space or absence of atmosphere will almost cancel heat buildup, though you must pay attention to other things: every time you'll fight in space your 'Mech will have special thrusters to create a partial gravity. With such low gravity your 'Mech will be able to run at respectable speeds (60/70 kph) even with a minimum engine; this means also that you'll need a large portion of terrain to decelerate, and your turns will be a pain if you have a speed superior to 10 kph. The terrain features craters of various size, even capable of masking 'Mechs; no hills at all.

+ GRAUS

Temperature: normal

Gravity: normal

Terrain: rocky highlands

Visibility: very poor

I think this planet looks pretty similar to Mars; its atmosphere is red, like the terrain, and everything else is colored with shades of this color; the terrain is flat, with only few hills; the particular atmosphere greatly limits visibility, though you should be able to damage most 'Mechs at long range.

+ BJARRD

Temperature: normal

Gravity: normal

Terrain: enclosed arena

Visibility: medium

A small Trial arena where the Jade Falcons usually set Trials. It has no particular atmosphere or temperature, but has a lot of destroyable building which can be used as cover and circle slower 'Mechs to take advantage of the thinner rear armor; this is why I've put medium visibility...aside of obstacles you can usually see to whole arena from any part.

+ PORT ARTHUR

Temperature: normal

Gravity: medium/high

Terrain: enclosed trial arena

Visibility: high/medium

A larger Trial arena, this time has few hills and some building, enclosed by high walls; the gravity is somewhat higher than normal, limited jump jet

usefulness; 'Mechs have a camouflage that really blen them with the landscape.

--CAMPAIGN PLANETS--

+ COLMAR

Temperature: normal
Gravity: normal/high
Terrain: rocky plains
Visibility: low/good

The first planet of the Jade Falcon campaing, and probably the first planet you'll land on. The gravity is somewhat high; the terrain has some hills and mountains, though the terrain is generally flat.

+ SUDETEN

Temperature: normal
Gravity: normal/low
Terrain: pasture lans
Visibility: good/excellent

A planet similar to Terra for its green terrain; there is a small canyon and a city in the area where you'll fight; the remaining terrain is a flat plain with excellen visibility during day.

+ ZOETEMEER

Temperature: normal
Gravity: normal
Terrain: low hills
Visibility: good

A desertic planets covered by hills; nothing else to say, all other parameters are within standard levels.

+ BONE MACHINE

Temperature: normal
Gravity: normal/low
Terrain: rocky highland
Visibility: good/excellent

A planet with few hills and good visibility even at the longest ranges. Normal temperature and gravity; the firebase where you'll fight obstructs your sight, though provides a good place where to stage surprise attacks.

+ MACDUFF

Temperature: normal/low
Gravity: low
Terrain: cratered
Visibility: excellent

Ohh, space fighting; I love fighting in space; there is virtually no gravity, which means that a small engine can power your 'Mech to resspectable speeds and ambiental heat is very low, making energy weapons very efficent. The terrain is flat with few craters capable of masking 'Mechs.

+ EVCILER

Temperature: normal
Gravity: normal/high
Terrain: iron oxide rift

Visibility: good/low

The iron oxide gives Evciler as soft-red color on all of its surface; ground vehicles and structures are of the same color of the ground, making long-range fighting hard; 'Mech tend to be darker, and can be easily seen at medium ranges; the gravity is somewhat high but the temperature is within standard levels.

+ TWYXCROSS

Temperature: normal/high

Gravity: normal/low

Terrain: canyon

Visibility: excellent

Twycross is a strange planet, with high temperatures and low gravity, and it is enterely covered by deserts; the canyon area where you'll fight isn't too close, and the flatness of the terrain allows you to see distant targets.

+ WOTAN

Temperature: normal

Gravity: normal

Terrain: plains with few obstacles

Visibility: excellent or poor

You'll visit two places on Wotan, a suburb and a plain covered by large crystal formations; the terrain is flat, but the buildings or the smoke columns raising from it will obstruct it a bit, like the crystal formations in the second area; the first area has an excellent visibility, but the second a very poor one. Gravity and temperature within standard levels.

+ MORGES

Temperature: normal or low

Gravity: normal

Terrain: various

Visibility: various

Morges will be the last planet of the Jade Falcon campaign; you'll fight on a terrain covered by low hills with poor visibilty, in a city with excellent visibility but a lot of buildings and in a ice desert; all temperatures except the city one are low.

+

Temperature:

Gravity:

Terrain:

Visibility:

+ HAZEN ARENA

Temperature: normal

Gravity: normal

Terrain: enclosed arena

Visibility: good

Refer to Bjarred's description for this terrain.

+

Temperature: normal

Gravity: medium/high

Terrain: enclosed trial arena

Visibility: high/medium

Refer to Port Arthur's description for this terrain.

12-WALKTHROUGH

Notes: the missions have been completed at hard difficulty level, for maximum honor multiplayer. Easy level grant a 0.8 multiplier, medium 1.0 and hard 1.3. You will describe three types of 'Mechs to finish the mission: Standard 'Mech will describe the 'Mech indicated by the computer and its configuration; Regular 'Mech will describe the 'Mech ideal for the mission (it could be lighter or heavier than the standard 'Mech), but not the configuration, as I think it is strictly personal; Elite 'Mech will describe the lightest 'Mech I've ever used to complete the mission. If there are more than one 'Mech in the line, assume it is the 'Mech for your starmate(s).

--CLAN JADE FALCON CAMPAIGN--

In the Jade Falcon campaign you will have to drive the Wolf forces from your planets, plan a counter attack to defeat the main attack force and then try to kill any fleeing Warden Wolf unit. This campaign is the simplest of the two and it should be the first to be played. Trials of position are staged in a small arena, and higher the rank you'll try to conquer, lighter will be the pilot you'll pilot and heavier will be your opponents (one for every rank).

MISSION 1: SILENT THUNDER

Planet: Colmar
Terrain: rocky planis
Time of Day: day

Standard 'Mech: Stormcrow A
Regular 'Mech: Kitfox
Elite 'Mech: Firemoth

Primary Objectives:

- + Destroy HPG Uplink at Nav Point Alpha
- + Destroy Communications Array at Nav Point Beta

Secondary Objectives:

- + Destroy all enemy 'Mechs

Tertiary Objectives:

- + Destroy any targets of opportunity

Return:

- + Dust-off site, Nav Point Gamma

The 12th Falcon Regulars are heading into Bright Basin, Marakaa Valley to engage the Wolf 352nd Cluster; your first mission is to destroy two enemy buildings to the west of our forces.

You'll powerup below a Broadsword-class Dropship, one kilometer from the HPG uplink, which is beyond the hill at your back; a recon helicopter has been dispatched to investigate what's going on; destroy it (a direct it to its tail should blown it) and begin to climb the hill: a Kitfox is already trying to intercept: try to destroy it without closing too much with the HPG building, or a second Kitfox will power up; afterthe first Kitfox is no longer operational, head toward the HPG and engage the last 'Mech guarding the facility, and then destroy the building (the piramyd with the four rods; ignore the walls sorrounding the complex).

Head toward Nav Beta to destroy the Communication Array: this building is protected by two turrets with one Medium Pulse Laser each. Before the Array there is a small mining rig which represents the only target of opportunity of this mission (the computer clearly states that all targets of opportunity have been destroyed, but it won't register the completed objective...).

When you reach the Array, a Kitfox will powerup, behind the tall mountain beyond the Array: kill it and destroy the array (you have to destroy the central tower and the three support structures).

Now head to Nav Gamma for the dust-off.

MISSION 2: ARKHAM BRIDGE

Planet: Sudenten

Terrain: pasture land

Time of Day: dawn

Standard 'Mech: TimberWolf Primary

Regular 'Mech: Nova

Elite 'Mech: Firemoth

Primary Objectives:

- + Destroy all enemy units
- + Defend the industrial plant at Nav Kappa

Secondary Objectives:

- + Destroy any targets of opportunity

Return:

- + Dust-off site, Nav Point Lambda

Clan Wolf Delta Galaxy has set down in Vesce Rift, Sudenten, and split its forces in two. Task forces are heading to the Dargoth area, harrasing friendly units. Sensors have picked up energy weapons signals in sector 709-010, west of Webster city; if there are enemies in the area, they shouldn't reach the industrial plant near the city.

Follow the Nav Point sequence and cross the canyon to reach the city, which is under attack of Wolf forces, a Kitfox and a Stormcrow.

Destroy the Kitfox first, and then engage the Stormcrow. Be sure to destroy these two 'Mechs before reaching the industrial plant.

The sun should be high in the sky now, rising the visibility level.

Two Kitfoxes are heading toward the plant: engage one of them at once, and destroy the one you engaged, or the second won't stop to attack the plant; a third Kitfox will join the party; destroy it and then reach the DropShip at Nav Point Lambda to end this mission.

MISSION 3: MIRROR CAGE

Planet: Zoetemeer

Terrain: low hills

Time of Day: dusk

Standard 'Mech: MadDog Primary

Regular 'Mech: Nova

Elite 'Mech: Kitfox

Primary Objectives:

- + Destroy the DropShip at Nav Point Zeta

Secondary Objectives:

- + Destroy all defending 'Mechs

Return:

- + Dust-off site, Nav Point Eta

The Wolves staged two prolonged assaults on Zoetemeer, probably to capture the orbiting Chemical Engineering facilities and the Nalon spaceport; the 2nd Wolf Cavaliers are heading toward the city of Salyn, where friendly units are succumbing; you have to perform a diversionary attack to lighten the pressure on the units in the city.

The DropShip is at Nav Zeta, about 1.8 kilometers away from your actual position; there's no sign of enemy 'Mechs in the area, but they are probably powered down: begin to head toward the Bannockburn, the DropShip you have to destroy.

One Jenner IIC will power up on your right, beyond two hills; move immediately to engage it, before other 'Mechs will power up.

Once the Jenner has been destroyed, return to your original path: one Kitfox and one Firemoth will power up on your left, plus an other Jenner IIC relatively far away and one other Kitfox plus a Stormcrow will move to protect the DropShip; engage the first couple of 'Mechs and then head toward the DropShip; destroy the 'Mechs guarding it (you'll have to swap targets a bit, especially if you are using a Kitfox or a Nova) and then go for the DropShip itself: it is capable of absorbing high amounts of damage, so keep firing on it.

As the DropShip is blown, a friendly Broadsword will come to prelevate you; if you want, destroy the three repair vehicles and finally head to Nav Point Eta.

MISSION 4: BONE MACHINE

Planet: Baker 3

Terrain: rocky highland

Time of Day: day

Standard 'Mech: MadDog Primary

Regular 'Mech: Stormcrow

Elite 'Mech: Kitfox

Primary Objectives:

+ Defend Firebase

Secondary Objectives:

+ Destroy all attacking units

Return:

+ Base, Nav Point Gamma

The 205th Assault Cluster engaged the Wolf 341st in Iowa, Baker 3's southern continent; near this area there is an abandoned Wolf firebase that the keshik wants to rebuild to support the friendly units attacking the Wolf forces.

You'll start up at Nav Gamma, facing four small structures; immediately move out the base without face changings to engage an Hellbringer, the first 'Mechs will attack the base; it is possible to engage it within the base, but the situation will be more difficult.

A Wolf DropShip will deploy two other 'Mechs, just outside the base: try to take out the Jenner IIC before it lands, and then move to engage the Summoner; the best way to neutralize this 'Mech is to hit it on its thin rear armor or to destroy a single leg and to partially immobilize it; remember that the Summoner carries jump jets and can constantly change its heading to aim you or the base, so it's better to definitely destroy it before other enemy 'Mechs will arrive.

Four 'Mechs will power up on the left and on the right sides of the bases; the first two 'Mechs which will reach the base are a Kitfox and a Firemoth, from the right; take them out before engaging the other two 'Mechs, coming from the left, a Nova and a Stormcrow; engage the Nova first, as it is jump capable and will pose a greater threat not only for you, but for the base too. As these two 'Mechs are no longer active, reach Nav Gamma for shutting down.

MISSION 5: TRIAL OF POSITION

Planet: Bjarred
Terrain: enclosed arena
Time of Day: day

Standard 'Mech: Stormcrow Primary
Regular 'Mech: PROTOCOL X0769-Q: Keshik to determine appropriate
Elite 'Mech: 'Mech for Trial

Primary Objectives:
+ Destroy one 'Mech to advance one rank
Secondary Objectives:
+ Destroy two 'Mechs to advance two ranks

After you performed so well in the battles you fought, the keshik proposed a Trial of Position. Destruction of one 'Mech will make you advance one rank (as you are currently a simple MechWarrior, you'll become a Star Commander); if you win, destroy the engagement sphere to initiate phase two, and if you win, will make you advance two ranks (to a Nova Commander rank). If you fell in any of the two phases, you will lose all gained ranks. You will pilot a Stormcrow Primary, against an Hellbringer and a Timberwolf, if you want to gain two ranks.

MISSION 6: BOUK OBELISK

Planet: Devin's moon, MacDuff
Terrain: cratered/vacuum
Time of Day: dusk

Standard 'Mech: Nova Primary
Regular 'Mech: Nova
Elite 'Mech: Jenner IIC

Primary Objectives:
+ Destroy any/all opposition encountered
+ Escort friendly unit to Isotope Processor
Return:
+ Isotope Processor, Nav Point Phi

On Devin the enemy engaged the 2nd Flacon Jaegers and the 1st Striker Cluster; on its moon, MacDuff, vibro-sensors picked up unknown binary-level movements on the south of an Isotope Processor; you have to stage a patrol around the Processor to ensure its safety.

Follow the Nav sequence: first head to Nav Point Sigma and then to Tau; your command will alert you of a friendly unit with navigational problems at Nav Upsilon; reach and escort it to the Isotope Processor; when you'll reach the unit, an Hellbringer, a Star of Wolf 'Mechs will power up: 2 Jenner IICs and one Mad Dog will power up on the left, and a Firemoth and a Stormcrow from the right; the two Jenners will engage you, and the other enemies will engage the friendly Hellbringer; destroy the Jenners and then engage the Mad Dog; leave the Firemoth and the Stormcrow free to engage your ally, you'll need its help later; the Hellbringer will begin to walk toward the Processor, and if it has any enemies engaging it, it will shut down leaving you alone.

Reach the Isotope Processor, and engage the Rifleman IIC and the Nova attacking it; these two 'Mechs will go after you, so engage the Rifleman first and destroy its arms: this will destroy all its weapons, making it useless: its pilot will begin to flee, but a direct salvo to its rear torso armor should blow it; now engage the Nova; if the Hellbringer destroyed the pursuing 'Mechs or it is still active will help you with these two 'Mechs. After all opposition has been destroyed, reach Nav Phi and shut down.

MISSION 7: UMBER WALL

Planet: Evciler
Terrain: iron oxide rift
Time of Day: day

Standard 'Mech: Summoner C
Regular 'Mech: Mad Dog
Elite 'Mech: Nova

Primary Objectives:

+ Escort the hovertrain to processor unit at Nav Point Omicron

Secondary Objectives:

+ Destroy any all attacking units

Return:

+ Dust-off site, Nav Point Pi

Wolf Clan Tau Galaxy is on the surface; the Clan ordered the 73rd Striker, the 6th Provisional Assault Cluster, the 51st and 9th Garrison to counter this threat. The 1st Wolf Cavalry is heading north, toward Mare Ferris, to destroy a friendly mining facility to hamper our capability in manufacturing heat sinks in this sector; you must fend off the attack.

As soon as you power up, increase the range of your radar to 2 KMs, and move to engage the two Gunships coming in from the left; the hovertrain will move after about one minute after you powered up, and won't stop until it reaches the processor or it is destroyed; the train can sustain some hits (5 or 7 ER Medium Laser hits, IMO) and travels at 40 kph.

An other group of gunships will attack the train from the left; this time the group is composed of 4 Gunships; to destroy these VTOLs with few hits, target the rotor inside or go for the cockpit; join the train, and wait that the last two Gunships reach your weapon's range to attack.

Rejoin with the train, and zoom on the rift on your left: you should notice a shut down Jenner IIC; if you have LRMs or other long-range weapons destroy it now or wait its powerup.

Now the train will enter a tunnel, too small for your 'Mech: you will have to take an open passage on the right; do this ASAP, as two 'Mechs, a Dire Wolf and a Stormcrow will power up between the processor and the tunnel's end. Engage the Dire Wolf first, and destroy one of its legs to keep it immobile, but do not destroy it now: target the Stormcrow, which is targeting the hovertrain and destroy it before it can damage the train; the Dire Wolf won't engage the train as it is targeting you; after the Stormcrow is gone, finish the 100 tons machine off and reach the DropShip at Nav Point Pi.

MISSION 8: ROGUE CHARIOT

Planet: Twycross
Terrain: canyon
Time of Day: day

Standard 'Mech: Mad Dog Primary
Regular 'Mech: Stormcrow
Elite 'Mech: Nova

Primary Objectives:

+ Destroy the core heat sink array

Secondary Objectives:

+ Destroy all defending units

Tertiary Objectives:

+ Destroy any targets of opportunity

Return:

+ Dust-off site, Nav Point Tau

The battle on Twycross is not going well: the Wolf forces hit our flanks hard, and the 6th Provisional is surrounded by the 352nd and the 3rd Wolf Clusters; you have to create a diversion to throw off the line these Clusters.

You'll power up near a friendly spheroid DropShip, with a bridge in front of you; the bridge is the only target of opportunity you'll encounter; destroy the two Kitfoxes before going after the bridge to get points of a direct kill; two Wolf tanks will also power up when you approach the bridge; take them out with direct cockpit shots or aim to the turret before taking out the whole tank. Pass the bridge (or what remains of it) and head right: if you use your zoom you should be able to see two other Wolf tanks: take them out before proceeding toward the heat sink array.

The array is protected by three 'Mechs: a Stormcrow and an Hellbringer in front of it, plus a Nova hiding behind a mesa; destroy the Stormcrow first, followed by the Hellbringer and then by the Nova. Before destroying the core heat sink array, be sure to keep the maximum distance possible (the maximum range of your weapons); when the array is destroyed quickly proceed toward the DropShip: if you aren't fast enough, the shockwave will destroy you and your 'Mech; the explosion has a range of roughly 1 kilometer.

Three Wolf tanks will power up, eventually directing you toward your dust-off point: just go straight toward them, destroy them and head to the DropShip.

MISSION 9: TRIAL OF POSITION

Planet: Bjarred

Terrain: enclosed arena

Time of Day: day

Standard 'Mech: Nova Primary

Regular 'Mech: PROTOCOL X0769-Q: Keshik to determine appropriate

Elite 'Mech: 'Mech for Trial

Primary Objectives:

+ Destroy one 'Mech to advance one rank

Secondary Objectives:

+ Destroy two 'Mechs to advance two ranks

After you performed so well in the battles you fought, the keshik proposed a Trial of Position. Destruction of one 'Mech will make you advance one rank; if you win, destroy the engagement sphere to initiate phase two, and if you win, will make you advance two ranks. If you fell in any of the two phases, you will lose all gained ranks.

You will pilot a Nova Primary, against an Warhammer IIC and a Gargoyle, if you want to gain two ranks.

MISSION 10: PLUM WINE

Planet: Wotan

Terrain: farm land

Time of Day: dawn

Standard 'Mech: Timber Wolf Primary

Regular 'Mech: Summoner, Summoner

Elite 'Mech: Rifleman

Primary Objectives:

+ Destroy all vehicles containing high command personnel

Secondary Objectives:

- + Inspect likely structures for enemy munitions
- + Defend all structures containing munitions
- + Destroy all enemy units encountered

Tertiary Objectives:

- + Destroy any target of opportunity

Return:

- + Dust-off site, Nav Point Zeta

The Wolf attack at Borealtown has stalled; the Wolves are retreating through Den Thehaman, a suburb to west. Key personnel is retreating off world; you have to kill them.

This mission will require a bit of tactic, plus a starmate if it is the first time you play the mission or if you don't the game too much.

The first thing to do is to destroy the Jenner IIC and the Stormcrow coming toward you; now head toward the nearest landing Wolf DropShip: a Timber Wolf will power up and will join the first convoy; this group will head toward the first DropShip: engage the TimberWolf and destroy it before killing all six vehicles composing it; while you're doing this a Summoner will power up to escort the second convoy; this convoy will head toward the second DropShip. once the first convoy is destroyed, head for the second, engaging the convoy first; if you have a starmate with you, order him to take care of the TimberWolf while you destroy the convoy, then go for the Summoner and the last eight vehicles; be sure to destroy them all; the targets of opportunity are the two DropShips; it is possible to blow them up, but you will have to split your star.

Now, if you have enough armor, proceed toward Nav Delta, where 2 other 'Mechs are waiting, shuttled down; it is possible to kill this Kitfox and this Nova from afar, while you're shuttled down.

A Nav Epsilon there is a Mad Dog guarding four warehouses containing munitions and 'Mech parts.

Now head toward Nav Point Zeta: you'll find a Hellbringer 500 meters away from it; this is the last enemy you'll encounter in this mission.

MISSION 11: RUST HEART

Planet: Wotan

Terrain: geographic anomaly: crystalline forms

Time of Day: dawn

Standard 'Mech: Warhammer IIC

Regular 'Mech: Summoner, Summoner

Elite 'Mech: Rifleman IIC

Primary Objectives:

- + Escort the convoy to firebase at Nav Point Epsilon

Secondary Objectives:

- + Destroy all enemy units encountered

Tertiary Objectives:

- + Destroy any targets of opportunity

Return:

- + Dust-off site, Nav Point Zeta

The Wolves are attempting to reenter Borealtown; they cut out supply lines, and they must be rebuilt at all costs.

Proceed toward the first Nav Point: you'll meet the convoy and the Summoner escorting it; now you'll be alone, or with you starmates, if any.

Proceed toward Nav Epsilon, the firebase: a couple of enemy 'Mechs will power up on your right: order your starmate (if any) to engage the Nova while you engage the Timber Wolf; the convoy will keep proceeding toward the firebase, and it will be under attack by an other couple of 'Mechs: this time there are a

Marauder IIC and a Stormcrow playing: engage the Stormcrow first and then the Marauder IIC; if you experience troubles with the 55 tons 'Mech, destroy one of its legs and then engage the Marauder; when the convoy reaches the firebase, head for Nav Zeta.

MISSION 12: TRIAL OF POSITION

Planet: Bjarred
Terrain: enclosed arena
Time of Day: day

Standard 'Mech: Kitfox Primary
Regular 'Mech: PROTOCOL X0769-Q: Keshik to determine appropriate
Elite 'Mech: 'Mech for Trial

Primary Objectives:
+ Destroy one 'Mech to advance one rank
Secondary Objectives:
+ Destroy two 'Mechs to advance two ranks

After you performed so well in the battles you fought, the keshik proposed a Trial of Position. Destruction of one 'Mech will make you advance one rank; if you win, destroy the engagement sphere to initiate phase two, and if you win, will make you advance two ranks. If you fell in any of the two phases, you will lose all gained ranks.

You will pilot a Kit Fox Primary, against a Summoner and a Masakari, if you want to gain two ranks. The best way to pass this Trial is to leg the Summoner with whatever you have and using the buildings as cover, and then literally close with the Masakari to leg this one too, and then finish it off.

MISSION 13: ARMOR VEIL

Planet: Morges
Terrain: ice desert
Time of Day: day

Standard 'Mech: Warhammer IIC, Summoner
Regular 'Mech: Timber Wolf, Timber Wolf, Timber Wolf
Elite 'Mech: Rifleman IIC, Rifleman IIC

Primary Objectives:
+ Defend the airbase
Secondary Objectives:
+ Destroy all attacking 'Mechs
Return:
+ Base, Nav Point Upsilon

Clan Wolf and the Kell Hounds are overpowering our forces at Icegrief pass. Many positions have been overrun, and many damaged units are retreating to the airbase at Resnick Flats; you must hold the line until friendly 'Mechs arrive. If you are going to use two starmates, this mission should be easy; with two starmates will be somewhat harder and alone will be impossible.

The first couple of 'Mech to power up will be a Nova and a Stormcrow from the north. Engage directly the Nova while your starmate do so with the Stormcrow; destroyed the Nova head south to engage an other couple of 'Mechs; if you have a third starmate, let him engage the Nova while you engage the Stormcrow (yes, the same composition of the first); if you are playing with two starmates, destroy directly both of them.

A third couple will power up on your current right, and they will go directly for the control tower; your first starmate should have finished with the

Stormcrow, so direct him to engage the Mad Dog, while you take the Hellbringer; your third starmate (if any) should be busy with the Nova. After this couple an other couple of the same composition will power up; do the same as you did before; this time your third starmate should have finished with the Stormcrow: direct him to engage the Rifleman IIC while you engage the Summoner; leave the second starmate alone, without orders. Destroy this couple of 'Mechs and return to the airbase: friendly units are arriving.

MISSION 14: IRON PISTON

Planet: Morges
Terrain: dense urban
Time of Day: day

Standard 'Mech: Warhammer IIC
Regular 'Mech: Warhawk/Marauder IIC
Elite 'Mech: Rifleman IIC

Primary Objectives:
+ Destroy all enemy 'Mechs in the city
Return:
+ 'Mech hangar, Nav Point Kappa

The city of Broken Hope has been taken by the 4th Wolf Guards and other Wolf units cut our supply lines at Carson Rift. The Peregrine Galaxy is dying out in the blizzard: we must retake the city.

This is the hardest Jade Falcon mission, IMO. You have to destroy nine 'Mechs alone and most are heavy and piloted by elite pilots; this mission is going to be a pain, and if it is the first time you play it, it's better to use a Dire Wolf instead the Regular 'Mech.

The 'Mechs in the city are a Firemoth, two Kitfoxes, one Rifleman IIC, one Marauder IIC, one Hellbringer, one Nova, one Mad Dog and one Battlemaster. The first 'mech to fall will be the Firemoth; with whatever 'mech you are going to use, it should take a single salvo from your main weapons to destroy it; then it's up to you. I usually take out the Battlemaster, then the Kitfox near the Rifleman, the other Kitfox, the Hellbringer, the Nova, the Mad Dog, the Rifleman and finally the Marauder.

The Kitfoxes, the Nova and the Hellbringer won't pose a big problem, as the AI isn't smart enough to pilot them through the area they are; all other 'Mechs are a pain, starting from the Battlemaster, probably the 'Mech with the best pilot in this city; he will reduce your armor to debris in seconds if you do not silence its PPC; remember that the Battlemaster can still use its Medium Pulse Lasers. The Rifleman can be easily dispatched by destroying its arms; be careful, the pilot usually tends to walk toward by and overload the engine, making the whole 'Mech explode. The Mad Dog can be silenced in the same way, though it still has the LRMs; engage it at close range. The Marauder is usually the last 'Mech I engage; I usually leg it as my armor is very thin, and its PPCs can deal great damage to the fragile internal structure. All other 'Mechs shouldn't resist to direct strikes or their AI isn't good enough for you.

MISSION 15: BRONZE ANVIL

Planet: Morges
Terrain: ice rift
Time of Day: day

Standard 'Mech: TimberWolf Primary, Hellbringer Primary
Regular 'Mech: Marauder IIC, Marauder IIC, Marauder IIC (or three Warhawks)
Elite 'Mech: Summoner

Primary Objectives:

- + Identify and destroy Dwilt Radick's 'Mech
- + Identify and destroy staff vehicles

Secondary Objectives:

- + Destroy all defending units

Return:

- + Dust-off site, Nav Point Rho

The Wolf's 16th Battle Cluster retreated in their allies' underground base at Mt. Canarfon. Our aerotechs pounded the base for our and eventually made the 'Mech bay collapsing; the Wolfes and the Kell Hounds are retreating off world; you have been assigned for the task of destroying the fleeing enemies.

Immediately move out from your position, and ignore the friendly gunships flying over you; they aren't under your control and will immediately be shot down by your enemies; target the four tanks and engage them; aim to the turret for faster resolution of the fighting; order your lancemates (if any) to engage the 3 enemy Gunships or do it by yourself after all tanks are gone.

Now advance, and engage the Battlemaster on the right; completely destroy it and head toward the Dire Wolf; wait to engage it until there are at least 500 meters of distance, then launch the first attack; do not destroy it until you inspected the 'Mech, or you will fail the mission.

Now proceed toward the 12 staff vehicles: 6 of them are carrying VIPs, the ones you have to destroy; the other six are here for escort duty.

You have to destroy them before they reach the enemy DropShip, or they will flee. Near the DropShip you will find one other Battlemaster, one Jenner IIC and two turrets, marked as "enemy Mech". Destroy the Jenner first, then go for the turrets and finally for the Battlemaster: destroy both of its legs and then INSPECT and destroy all twelve vehicles (6 for completing the mission and 6 for fun). If you are using starmates and LRMs for this part of the mission: use your LRMs to take out the turrets and order your lancemates to engage the two 'Mechs while you inspect and destroy the vehicles.

Now proceed to Nav Rho for the extraction. The destruction of the enemy DropShip will end the mission, but you won't be awarded with the honor points for completing the mission.

MISSION 16: TRIAL OF POSITION

Planet: Bjarred

Terrain: enclosed arena

Time of Day: day

Standard 'Mech: Firemoth Primary

Regular 'Mech: PROTOCOL X0769-Q: Keshik to determine appropriate

Elite 'Mech: 'Mech for Trial

Primary Objectives:

- + Destroy one 'Mech to advance one rank

Secondary Objectives:

- + Destroy two 'Mechs to advance two ranks

After you performed so well in the battles you fought, the keshik proposed a Trial of Position. Destruction of one 'Mech will make you advance one rank; if you win, destroy the engagement sphere to initiate phase two, and if you win, will make you advance two ranks. If you fell in any of the two phases, you will lose all gained ranks.

You will pilot a Firemoth Primary, against a Marauder IIC and a Dire Wolf, if you want to gain two ranks.

The best way to destroy the Marauder IIC is to close with it and destroy one of its legs, and then retreating to its rear side where it cannot fire and finish it off. The Dire Wolf requires a more audacious tactic; it is possible to

destroy it in the same way as with the Marauder, but you will have more chances by circling it and using the arena buildings as cover.

Congratulations, you defeated the Wolves in this Trial of Refusal, called Refusal War of its large scale battles.

The maximum score I've ever reached is 200228 Honor Points.

--WOLF CLAN CAMPAIGN--

The Wolf camapign is more complicate than the Falcon's one. You will have to attack Falcon planets and then create diversionary attacks to allow the Warden Wolves to escape. Missions are complex, with hit and run strikes, covert operations and so on; this variety is counterbalanced by an harder difficulty level, especially in the Trial of Positions, where you have to fight two 'Mechs at once to gain one rank. Yor 'Mech will increase weight in every Trial, like your opponents.

MISSION X:

Planet:
Terrain:
Time of Day:

Standard 'Mech:
Regular 'Mech:
Elite 'Mech:

Primary Objectives:
+
Secondary Objectives:
+
Tertiary Objectives:
+
Return:
+ Dust-off site, Nav Point

(to be completed)

13-CHEATS

During Combat press CTRL, ALT and SHIFT and type:

+ BLORB: invulnerability
+ CIA: unlimited ammo
+ COLDMISER: no heat tracking
+ FLYGIRL: adds jump capacity
+ MIGHTYMOUSE: unlimited jump capacity
+ ENOLAGAY: destroys everything (including you) on the map
+ GANKEM: destroys trageted enemy
+ ICANTHACKIT: skip mission
+ DORCS: credits
+ IDKFA: lose current mission
+ MEEPMEEP: time compression key on
+ UNMEEPMEEP: time compression key off
+ ANTIJOLT: time expansion on/off
+ WALKTHISWAY: leading reticle on/off

- + ZMAK: extra time
- + TLOFRONT: rear camera as main camera
- + MICHELIN: see bouncing spheres on debris and 'Mech parts
- + XRAY: you can see through objects
- + TINKERBELL: free floating external cameras
- + WEDIDITAGAIN: more credits
- + LAIRDO: message "ATTENTION ENEMIES: Don't mess with the blimp."
- + DEI: message "F E I R"
- + SH*T or F*CK: message "Freebirth vulgarity will not be tolerated"

When creating a new pilot, type FREEBIRTHTOAD as its name for level selection.
Colors are levels, names are Trial of Positions

To pilot the BattleMaster, the Elemental battle armor or Tarantula:
(note that this requires a basic skill in handling files. Me, any authorized site showing this FAQ, Activision and whoever else won't answer to damage done by you.) In the Trial of Grievance menu change your Star Config name in:

- + Enzo (with capital E and normal letters) to add the Battlemaster between the Tarantula and the Firemoth
- + Calvin to add the Elemental between the Dire Wolf and the Firemoth
- + Hobbes to add the Elemental and the Firemoth

If this doesn't work, modify the file MW2.PRJ with a hexadecimal editor; Lines to be modified are: byte offset 3206200 from 0X0B to 0x11 and byte offset 3206752 from 0x0B to 0x11. The modify the file MW2SHELL.EXE: search string "btlmstr" and replace it with "bttlmstr". You may want to try changing byte offset 537782 as described above. To costumize these 'Mechs, you have to use them first in one mission.

There are Easter Eggs in the game: go to the Archive Holoprojectors (both Clans) and click periods after heading numbers.

14-CREDITS and MISC

First credit? To Fasa for having created the whole BattleTech universe. Then to me, Briareos Kerensky (Zone ID: briareos_CWE) and to all site showing this FAQ with my permission; visit them at:

- 1) The Clans Hall (<http://www.sealteamsix.com/briareos/index.html>; it's my site. Visit it and leave your sign on the guestbook, this will make me very happy)
- 2) GameFAQs (<http://www.gamefaqs.com>)
- 3) Neoseeker (<https://www.neoseeker.com>)
- 4) The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
- 5) Video Games Strategies (<http://vgstrategies.about.com>)
- 6) Sjel's Walkthrough Page (www.sjel.org)
- 7) Cheat City (www.cheatcity.com)
- 8) Free Games (www.freegames.it or www.freegames.es), translated in Italian and Spanish

an everyone who helped with this document.

Special thanks to:

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trasparent and bodyless girlfriend.

To ask permission to post this document, just send a mail writing down the URL.
To contact me, write at briareos@inwind.it; ICQ UIN is 40534369; Odigo ID is 264286. Write only about this FAQ or if you have a cute (female)friend/sister to introduce.

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