

MECHWARRIOR 5

MERCENARIES

GAME MANUAL



MADE IN



UNREAL
ENGINE

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PS3 BOY CONTROLS

advanced



PS3 BOY CONTROLS

simplified



PS3 BOY CONTROLS

'mech grip



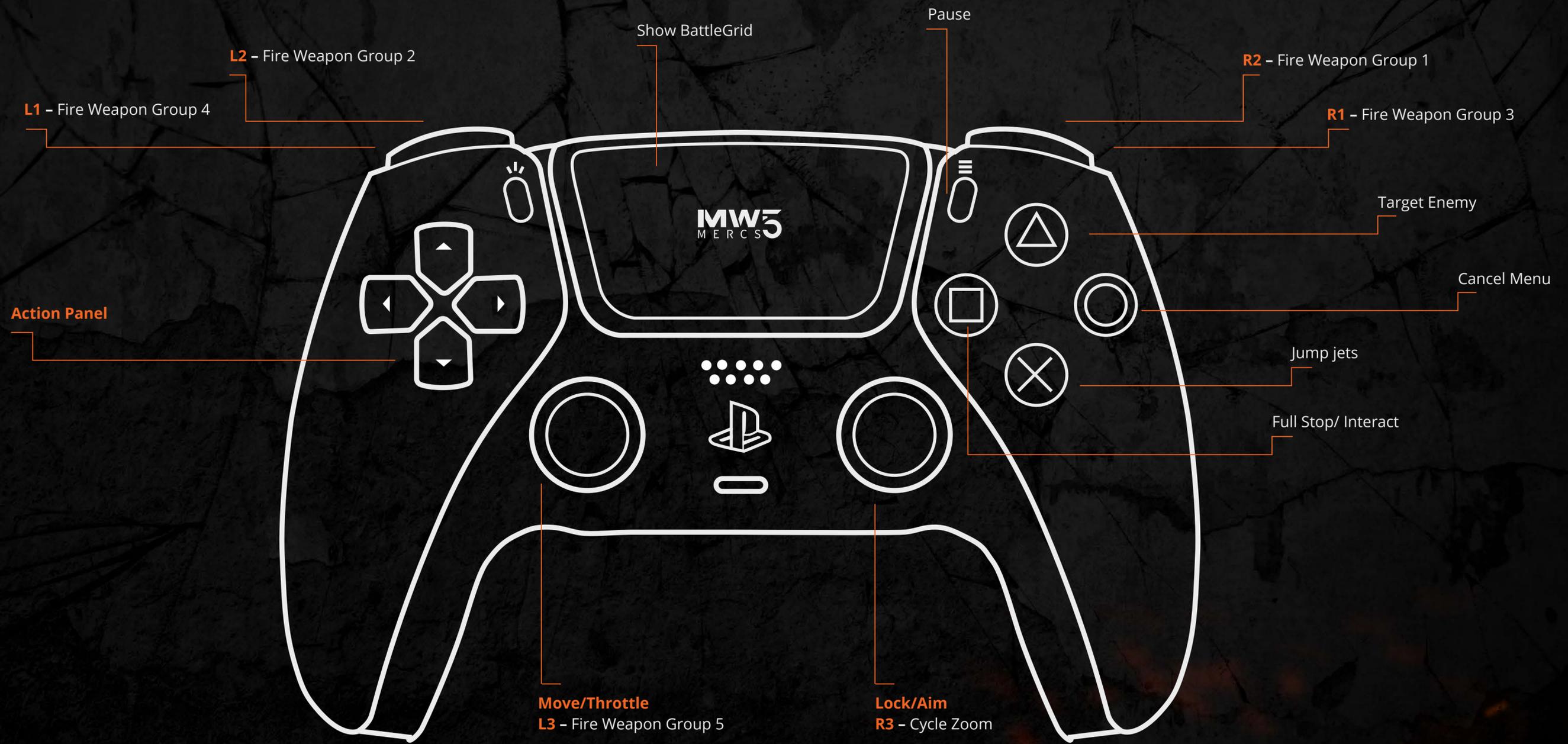
PS CONTROLS

advanced



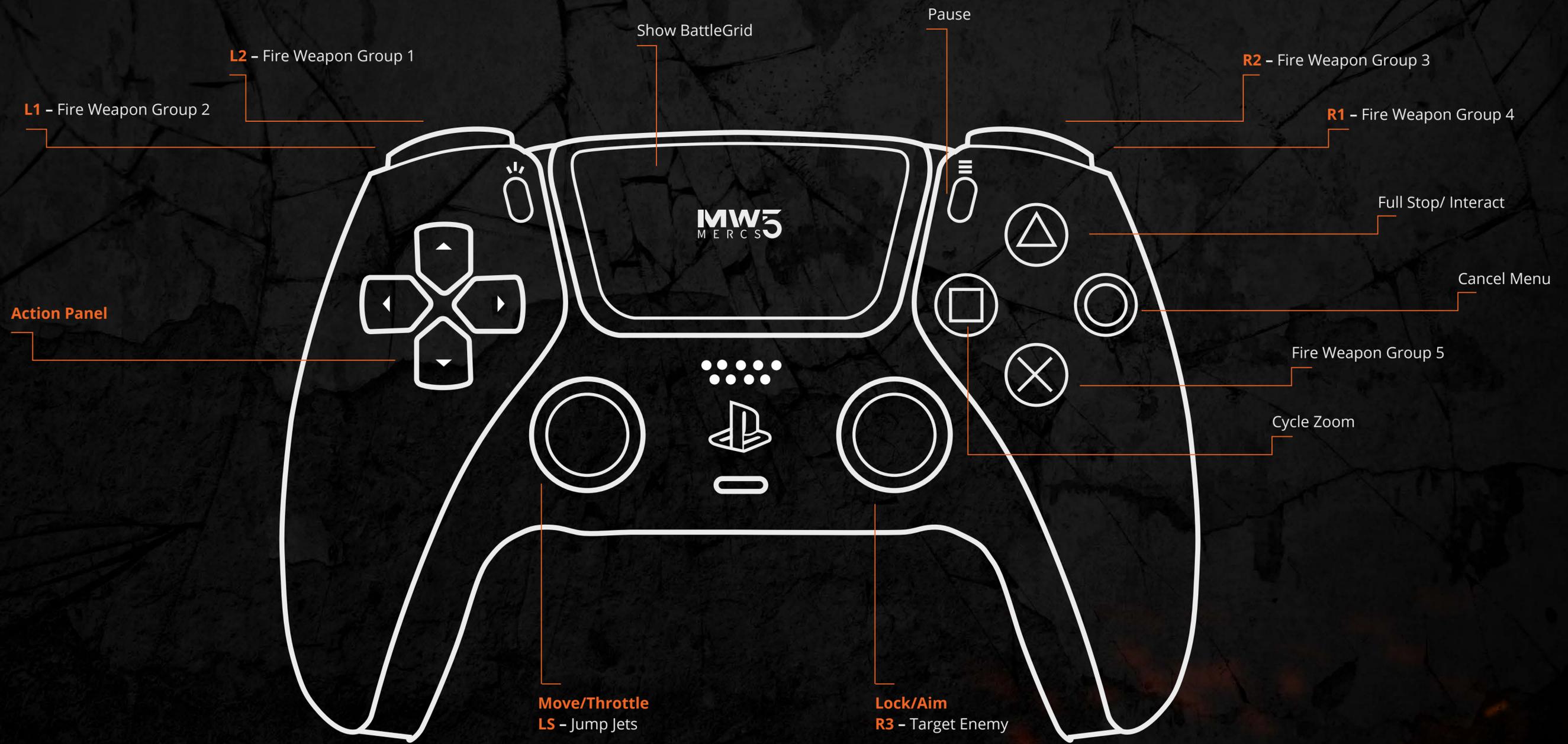
PS CONTROLS

simplified



PS CONTROLS

'mech grip



HUD OVERVIEW

To become a successful Pilot you'll need to familiarize yourself with the 'Mech Cockpit HUD.

1. BattleGrid

A map of the environment, friendly and detected enemy units, and any objective markers.

2. Mission Objectives

The objectives for your current mission, separated into Primary and Secondary status.

3. Jump Jet Fuel

The fuel remaining for the jump jets. Fuel replenishes quickly when your 'Mech is on the ground. Only shown on 'Mechs with jump jets installed.

4. 'Mech Status

The damage state of your 'Mech. The display shows armor surrounding the internal structure of each location. As each location is damaged, it will change color, from yellow to red. If a section is missing, it has been destroyed.

5. Throttle

The current throttle setting, and the speed of your 'Mech in km/h.



6. Heat

The current heat buildup in your 'Mech as a percentage of its total capacity. If the heat reaches 100%, your 'Mech will shut down.

7. Heat Override

Only shown when you turn on heat override. If your 'Mech's heat exceeds 100% it will not shut down, but instead it will begin to take damage to its internal structure.

8. Lance Status

Displays the names, health, chassis type and position of teammates in your lance.

9. Compass

Your current heading and the direction of other units and objectives.

10. Reticles

Shows where your arm mounted weapons and torso and head mounted weapons are aiming. Turns red when you hit an enemy. Turns blue when aiming at friendlies.

11. Lock-On Indicator

Appears only when you are equipped with a lock-on weapon, such as LRMs, and actively targeting an enemy unit. Will turn red when lock-on has been established.

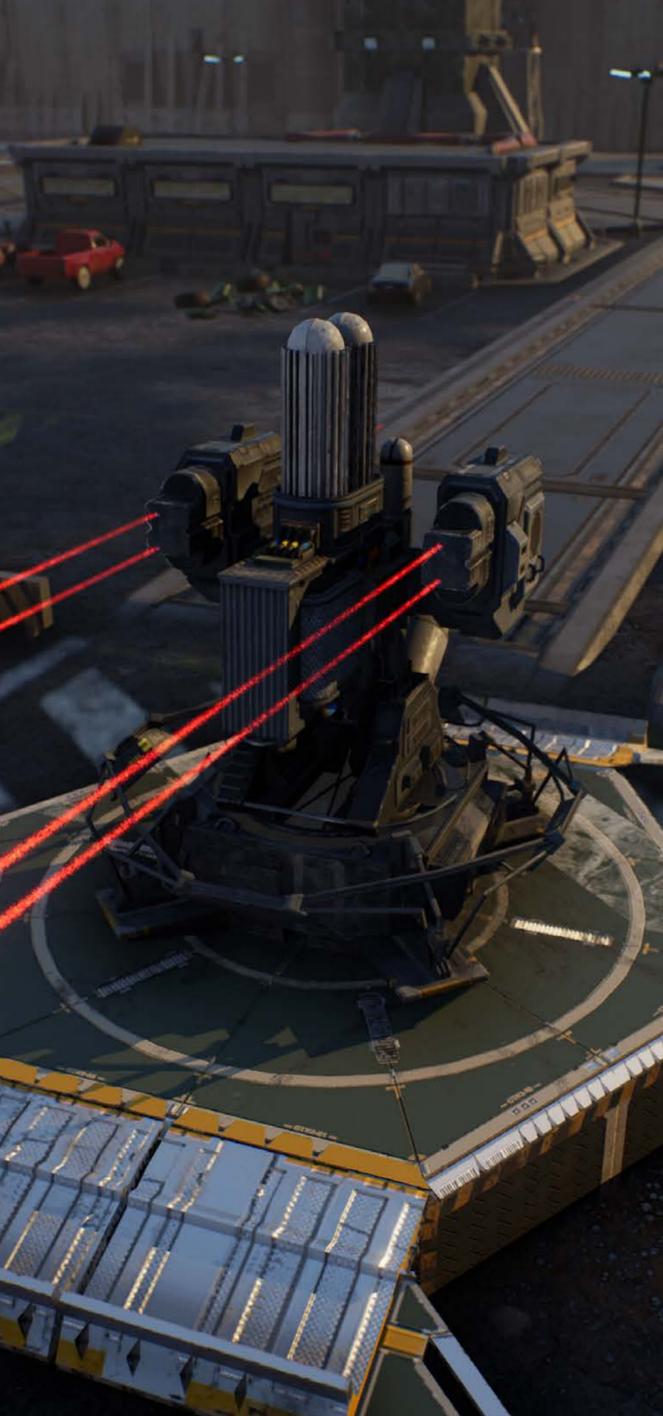
12. Weapon Readout

Shows the remaining ammo, optimal range, cooldown status, and weapon group assignments of all your 'Mech's weapons. Arm mounted weapons are listed first, followed by torso and head mounted weapons.

13. Target Info

Shows the weapon loadout and damage state of your active target.

UNIT TYPES



TURRETS

Turrets are fixed emplacements fitted with automated weaponry.



HOVERCRAFT

Hovercraft are fast and maneuverable ground vehicles that typically carry fewer weapons and less armor than tanks.



TANKS

Tanks are ground vehicles that can field a variety of weapon types. Be careful, some of the heaviest tanks can pose a major threat, even to 'Mechs.



VTOLs

VTOLs, vertical takeoff and landing vehicles, are rotor propelled aircraft capable of horizontal, vertical, and fixed hover flight. Some can be incredibly fragile, while others carry more armor and weapons than some tanks.



'MECHS

'Mechs are humanoid vehicles that tower over the battlefield. Ranging from 20 to 100 tons in weight, they are the most powerful weapons of war in any ground combat.

7 FACTIONS

In the thirty-first century, the Inner Sphere and the surrounding Periphery have fractured into many factions, each vying for control. These factions will seek to employ you, as a mercenary, to fight in their wars.

Your mercenary company has a standing with every faction in the game. As you fight for a faction, you'll gain standing with them. If you fight against them, you'll lose standing. If you're in good standing with a faction, you'll receive

bonuses when negotiating with them or using their markets. If you're in poor standing with a faction, you'll instead receive penalties.

Each faction's military force is comprised of different units. A 'Mech that's common in one faction may be rare or completely unavailable in another. This is reflected in both the forces you fight on the battlefield, and in the local markets.



THE FREE WORLDS LEAGUE
HOUSE MARIK



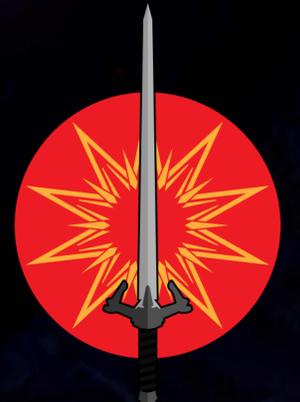
THE CAPELLAN CONFEDERATION
HOUSE LIAO



THE DRACONIS COMBINE
HOUSE KURITA



THE LYRAN COMMONWEALTH
HOUSE STEINER



THE FEDERATED SUNS
HOUSE DAVION

OVERVIEW

The **BATTLEMECHS** screen gives you access to the MechLab. From here, you'll be able to edit, repair, and paint your 'Mechs.

Changes to your 'Mech's loadout can only be initiated in either Conflict Zones or Industrial Hubs. Work started in a Conflict Zone will cost more and take longer to complete, compared to an Industrial Hub.

Once you initiate a work order, you are free to leave the Conflict Zone or Industrial Hub. The refit will complete as scheduled.

ARMOR & STRUCTURE

A 'Mech's armor is its metallic outer shell. When a 'Mech is attacked, any armor in the hit location will take the damage before the structure.

Internal structure is the skeleton of your 'Mech. When a location with no armor is hit, then the structure takes damage and may lead to weapons and equipment being critically hit.

You cannot manually change the amount of structure on your 'Mech; you can only repair damage sustained in battle.

WEAPON TIERS

Every weapon has a tier based on its power level and value compared to other weapons of the same type. The tier is represented by the pips above the weapon's name and in the weapon info panel.

WARNINGS

As you edit a 'Mech, or as a result of your 'Mech taking damage, you may receive one or more warnings about its loadout. These appear as icons near the bottom of the screen.

HANGARS

1. You can store up to 4 'Mechs in your dropship hanger.

2. Active storage can be used to store additional active 'Mechs for a quarterly upkeep fee.

3. Cold Storage allows you to store 'Mechs for no quarterly maintenance cost but will strip all weapons, equipment, and upgrades prior to storage. 'Mechs in Cold Storage will be unavailable to go on missions.

-  Under tonnage
-  Overtonnage
-  Weapon Mission Ammo or Wrong Ammo Equipped
-  No Weapon Equipped
-  Destroyed Weapon or Equipment
-  'Mech Inoperable Center Torso and/or Legs Must Be Repaired

EDITING LOADOUTS

Click on the **EDIT LOADOUT** button to customize the weapons, equipment, and armor on your 'Mech.

There are two different ways to view your 'Mech when you go to edit its loadout. The first way is Weapons View. This is a simplified view that shows you your 'Mech and the weapons equipped to it.

You can switch to the Details View by clicking on the slider. This view will show all weapons and equipment on the 'Mech, as well as its armor and structure.

EDITING WEAPONS & EQUIPMENT

Weapons and equipment can be added to your 'Mech by dragging them from your inventory and onto an empty slot. They can be removed by dragging them off of your 'Mech.

HARD POINTS

All weapons require that they be installed into a hardpoint. Weapon hardpoints are one of three sizes: Small, Medium, or Large. A weapon can only fit into a hardpoint that is the same size or larger.

Weapon hardpoints are one of four types: Ballistic, Energy, Missile, or AMS. A weapon can only fit into a hardpoint of the exact same type.

ENGINE HEAT SINKS

If a 'Mech has a large enough engine then it will come with a number of special Engine Heat Sink slots. These slots are effectively heat sink hardpoints, but each slot can fit either a standard heat sink or a double heat sink, regardless of size.

The screenshot shows the MechLab interface for the Phoenix Hawk PXH-1 mech. The mech has 45/45 health. The interface is divided into several sections:

- MECH STATISTICS:**
 - ARMOR: 256
 - FIREPOWER (DMG): 53
 - COOLING (HEAT/S): 1
 - SPEED (KM/H): 97.2
 - JUMP HEIGHT (M): 64
 - MAX RANGE (M): 675
- INVENTORY:** A table listing available weapons and equipment.

QTY	NAME	SIZE	TONS	DMG	RPM	RANGE
2	AC/2	S	6	2.0	66.7	720
2	L LASER	L	5	10.0	9.0	450
16	M LASER	M	1	5.0	12.0	270
2	MACHINE GUN	S	0.5	1.5	600.0	130
1	PPC	L	7	10.0	12.0	450
3	S LASER	S	0.5	3.0	20.0	150
14	JUMP JETS CLASS IV		1	0.5		
- MARKET:** A section for purchasing items.
- VIEW MODE:** A slider to toggle between WEAPONS and DETAILS views.
- RIGHT TORSO:**
 - ARMOR: 44/44
 - FRONT: 36
 - REAR: 08
 - STRUCTURE: 22/22
- HEAD:**
 - ARMOR: 12/30
 - FRONT: 12
 - STRUCTURE: 15/15
- LEFT TORSO:**
 - ARMOR: 44/44
 - FRONT: 36
 - REAR: 08
 - STRUCTURE: 22/22
- RIGHT ARM:**
 - ARMOR: 20/28
 - FRONT: 20
 - STRUCTURE: 14/14
 - Slots: L LASER, M LASER, MACHINE GUN, MEDIUM HAND SLOT
- CENTER TORSO:**
 - ARMOR: 56/56
 - FRONT: 46
 - REAR: 10
 - STRUCTURE: 28/28
 - Slot: MACHINE GUN AMMO
- LEFT ARM:**
 - ARMOR: 20/28
 - FRONT: 20
 - STRUCTURE: 14/14
 - Slots: M LASER, MACHINE GUN, MEDIUM HAND SLOT
- RIGHT LEG:**
 - ARMOR: 30/44
 - FRONT: 30
 - STRUCTURE: 22/22
- LEFT LEG:**
 - ARMOR: 30/44
 - FRONT: 30
 - STRUCTURE: 22/22

At the bottom, there are buttons for **START WORK** and **BACK**, along with a currency display of 2,491,260 and a timer for 0 DAY(S).

EDITING ARMOR

You can add and remove armor on your 'Mech by using the + and - buttons in each location. If you hold the Shift key while clicking, you'll add or remove armor by 5 points at a time.

You have unlimited armor in your inventory but each point you add will cost you C-bills. Removing armor will credit you half of the armor point's value.

Each location has its own maximum amount of armor that can be installed. In the three torso locations, this maximum is shared between the front and the rear armor pools.

FINALIZING CHANGES

When you want to commit your changes, click on the **START WORK** button and you'll be presented with a work order. To finalize a work order, click on the **START** button.

REPAIRING YOUR MECH

There are two ways to repair all damage on your 'Mech at once. The first is with the **REPAIR 'MECH** button on the **BATTLEMECHS** screen. The second way is to click **EDIT LOADOUT** and on the next screen you can click on the **REPAIR ALL** button and then **START WORK**.

Note that these methods will repair any damaged weapons or equipment, but it will not remove or replace them if they're destroyed.

If you don't wish to repair your entire 'Mech at once, you can instead repair individual instances of damage.

BATTLEMECHS

ACTIVE HANGAR

VTR-9B CTF-1X QKD-4H WLF-1

AVAILABLE 'MECHS 60,000

TDR-5SS CRB-27 ARC-2R GHR-5H

VICTOR VTR-9B 80/80

ARMOR	178.42 189.58	FIREPOWER (DMG)	64.6
COOLING (HEAT/S)	1.5	SPEED (KM/H)	64.8
JUMP HEIGHT (M)	53	MAX RANGE (M)	405

WORK ORDERS

CLASS All SORT ABC Asc

AWS-8Q ZEU-6S

Q REPAIR 'MECH E LOADOUT 1 PAINT 'MECH 2 UPGRADES 3 WEAPON GROUPS ESC BACK

From the **BATTLEMECHS** screen click on the **EDIT LOADOUT** button and be sure that you are in Details View.

If you click the wrench icon next to any damaged armor, structure, weapon, or equipment, you will schedule it for repair.

If a weapon or piece of equipment is damaged, it will turn yellow and can be repaired. However, if the equipment is fully destroyed, it will turn red and is irreparable and must be removed and replaced.

When you want to commit your changes, click on the **START WORK** button and you'll be presented with a work order. To finalize a work order, click on the **START** button.

WORK ORDERS

When you start any repairs or edits to a 'Mech's loadout, you will automatically generate a work order.

If the net cost of the work order requires you to pay C-bills, they will be deducted as soon as the work order has started. If the net cost credits you C-bills, you will not receive them until the work is complete.

When a work order is ongoing, it will be listed in the **WORK ORDERS** tab, in the order it was initiated, on the **BATTLEMECHS** screen.

Work orders can be cancelled at any time. You can do so by clicking the X in the **WORK ORDERS** tab.

When a work order is cancelled, none of the work will be complete regardless of how much time already passed. The 'Mech will be reverted to its previous state and you will receive a full refund of any costs associated with the work order.

4,593,821 
DUE IN 90 DAYS 498,740

WORK ORDER

	€	⌚
REPAIR 1 ARMOR - HEAD	-500	0.05
REPAIR 11 ARMOR - CENTER TORSO	-5,500	0.55
REPAIR 37 ARMOR - LEFT TORSO	-18,500	1.85
REPAIR 22 ARMOR - LEFT ARM	-11,000	1.1
REPAIR 27 ARMOR - LEFT LEG	-13,500	1.35
REPAIR 16 ARMOR - RIGHT TORSO	-8,000	0.8
REPAIR 23 ARMOR - RIGHT ARM	-11,500	1.15
REPAIR 21 ARMOR - RIGHT LEG	-10,500	1.05
REPAIR 20 ARMOR - REAR CENTER TORSO	-10,000	1
REPAIR 10 ARMOR - REAR LEFT TORSO	-5,000	0.5
REPAIR 9 ARMOR - REAR RIGHT TORSO	-4,500	0.45

WORK ORDERS COST +30% MORE AND TAKE +100% LONGER IN THIS SYSTEM

TRAVEL COST TO NEAREST INDUSTRIAL HUB: 200,000 C-BILLS + 34 DAYS

CONFLICT ZONE PENALTY:	-29,400 €	10 ⌚
TOTAL	-127,400 €	20 DAY(S) ⌚

QUEUE WORK ORDER?

 QUEUE
 CANCEL

INVENTORY & MARKET

When you edit your 'Mech's loadout, you are able to view the items in your inventory as well as those available in the current market. When viewing the Market inventory, you can instantly purchase any of the items by right clicking on them.

You can use the Valid Only checkbox to filter the Inventory and Market list to show only weapons and equipment that can be installed on the 'Mech you are currently viewing.

Using the tabs, you can display all weapons and equipment, ballistic weapons only, energy weapons only, missile weapons only, AMS only, or equipment only.

MECH STATS

This panel shows the current statistics of the 'Mech. The values and bars change dynamically as the loadout of the 'Mech changes, or when it has been damaged. Green represents additions from the previous loadout while red represents losses.

1. Tonnage

Shows the current and maximum tonnage of the 'Mech.

2. Armor

This is the number of points of armor equipped to the 'Mech.

3. Firepower

This is the sum of the damage values of all the weapons equipped to the 'Mech.

QUICK ACTION BUTTONS

8. Strip 'Mech

Strip 'Mech will remove all weapons and equipment from your 'Mech but leave armor in place.

9. Strip Armor

Strip Armor will remove all armor from your 'Mech but leave its weapons and equipment in place.

10. Max Armor

Max Armor will add as much armor as can fit on your 'Mech, without going over the tonnage limit.

11. Revert

Revert will undo all changes that you have made that have not yet been committed to a work order.

12. Repair All

Repair All will repair all structure and armor. It will also repair any damaged weapons or equipment, but it will not remove or replace them if they're destroyed.

4. Cooling

This is the heat per second dissipated by the heat sinks currently equipped to the 'Mech.

5. Speed

This is the top speed of the 'Mech, in kilometers per hour. It only changes if the structure in one or both of your legs is completely destroyed.

6. Jump Height

This is the 'Mech's maximum jump height, given its currently equipped jump jets.

7. Max Range

This is the longest range of all the weapons equipped to the 'Mech.

STARMAP

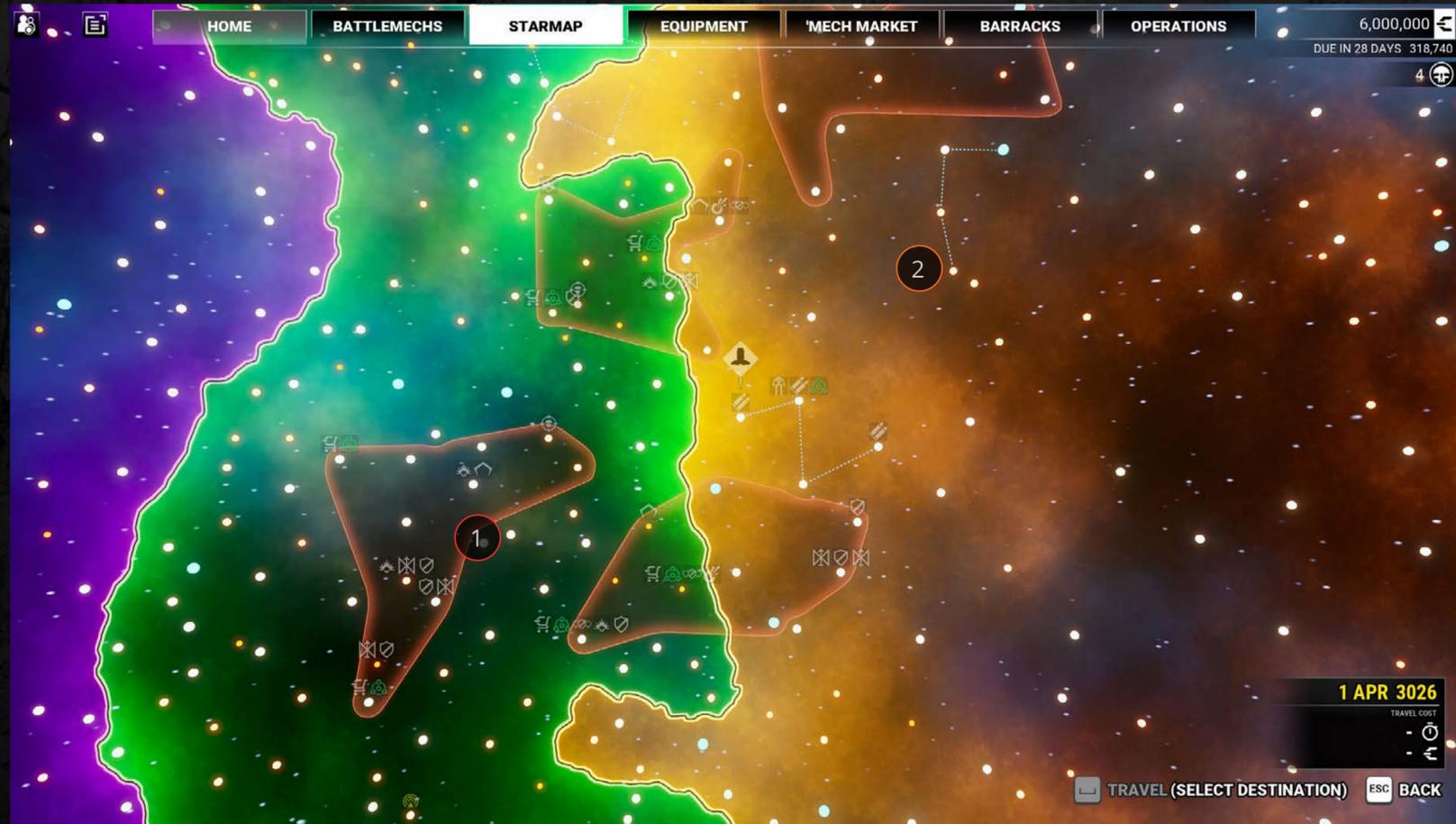
CLUSTERS

Many of the planetary systems in the Inner Sphere are grouped into clusters. These clusters are discovered as you travel near them. There are two types of clusters: Conflict Zones and Industrial Hubs. Alternatively, a system may not be a part of any cluster.

1. Conflict Zones are battlegrounds of chaos and strife. They are shown on the Starmap as a red outline surrounding the afflicted systems. Conflict Zones are the only areas where you will be able to find mission contracts. Available contracts are shown as icons above the names of the systems within the Conflict Zone.

Aside from Black Markets, the markets are extremely limited within Conflict Zones. Each system may have only a handful of 'Mechs, weapons, and pieces of equipment available for sale. And the 'Mechs that are for sale are often extremely damaged.

Pilots cannot be hired in Conflict Zones. Any pilots within the cluster are already fighting in the ongoing battles.



2. Industrial Hubs are areas of space that are removed from constant war. They are shown on the Starmap as systems connected by dotted lines. Mission contracts are never available within Industrial Hubs.

Industrial Hub systems have the best stocked markets. The 'Mechs for sale within are typically in a better state of repair, and the weapons are of a higher tier, than in Conflict Zones.

A system in an Industrial Hub may have one or more icons above its name on the Starmap. These represent special items available in that system's market. These include Rare Weapons, Rare 'Mechs and Rare Hero 'Mechs. Repairs and modifications to 'Mechs and equipment can be initiated within an Industrial Hub and are not subject to any additional charges or durations.

Systems within Industrial Hubs are the only places where you can hire additional pilots. They can be found in the hiring hall within the Barracks.



Black Market



Hero 'Mech in Market



Rare 'Mech in Market



Rare Weapon in Market



Current Location



Tracked Objective

STARMAP

NEUTRAL SYSTEMS

The sorts of star systems found outside of clusters are agricultural worlds, low-tech backwaters, and other locations of little strategic value. Their main use is as a waypoint as you explore the Inner Sphere. Mission contracts are never available within these systems.

The markets outside of clusters typically only have low tier equipment to sell to you, though you can still sell your goods to them.

Repairs and modifications to 'Mechs and equipment cannot be initiated while outside of a cluster, though any in progress repairs will continue as normal.

Pilots cannot be hired in neutral systems.



NAVIGATION & TRAVEL

To pan across the Starmap, hold down the right mouse button and move the mouse. To zoom in and out of the Starmap, use the mouse wheel.

To travel to a system, click on it and a course will be plotted. When plotting a course, you are limited to a maximum of 10 jumps at once.

To initiate travel, click on the **TRAVEL** button.

BARRACKS

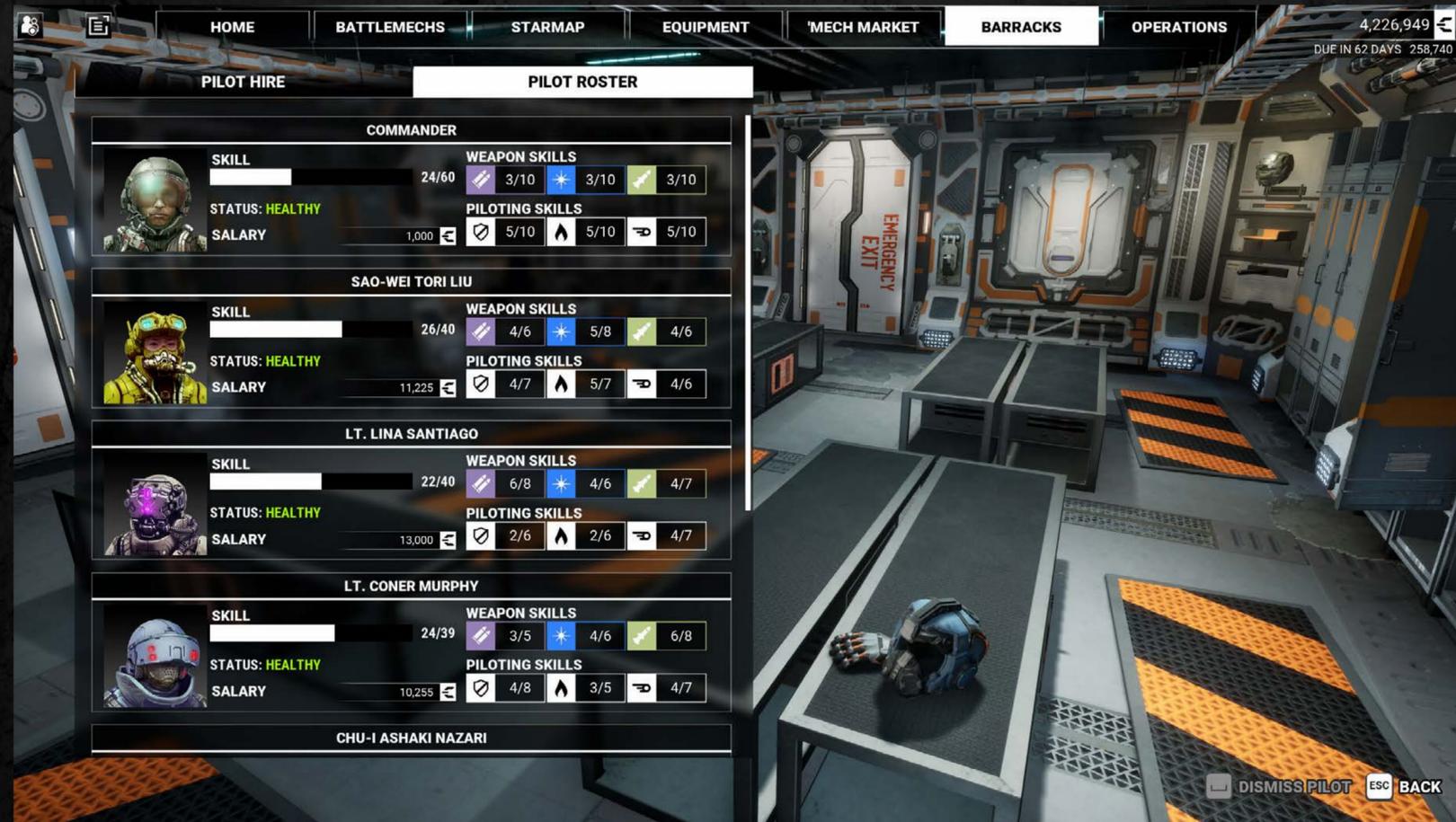
PILOT MANAGEMENT

The Barracks is where you can find pilots for hire as well as check on your own roster of pilots.

The **PILOT HIRE** tab in the Barracks lists all the available pilots for hire in this system. Pilots for hire can only ever be found in systems within Industrial Hubs.

To hire a pilot, select the pilot and click on the **HIRE PILOT** button. In addition to the one time hiring cost, each pilot has a salary that will be added to your quarterly bill.

In the **PILOT ROSTER** tab you can see all of the pilots you've recruited to your mercenary company. If you want to fire a pilot in your roster, select them and then click on the **DISMISS PILOT** button.



PILOT SKILLS

Every pilot has ratings in six different skills. Each skill has a current level and a potential maximum level. Pilot skills can increase after the pilot has been on a mission, based on the pilot's performance.

The Skill bar next to a pilot's portrait represents the sum of the pilot's current skill levels compared to the sum of their maximum skill levels.

The three weapon skills each increase the damage that the pilot deals with weapons of that category.

Shielding reduces the amount of damage that the pilot's 'Mech takes in combat.

Heat Management increases the total heat capacity and the rate of heat dissipation of the pilot's 'Mech.

BARRACKS

PILOT HEALTH

When a lancemate's 'Mech is attacked, it's possible for the pilot to be injured, or even die, in the battle.

This only applies to other pilots that you recruit; you are immune to injury and death.

When a pilot is injured, they can't be taken on a mission. When enough time has elapsed, the injury will be healed.

When a pilot is killed, they will automatically be removed from your roster after the mission. The following circumstances can lead to the pilot being injured:

1. A hit to a 'Mech's head.
2. The destruction of any torso location on a 'Mech.
3. The destruction of both a 'Mech's legs.
4. An ammo explosion in a 'Mech.

The following circumstances can lead to the pilot being killed:

1. The destruction of a 'Mech's Head.
2. The destruction of a 'Mech's Center Torso.

The screenshot shows the 'BARRACKS' menu in the game. The top navigation bar includes HOME, BATTLEMECHS, STARMAP, EQUIPMENT, 'MECH MARKET, BARRACKS, and OPERATIONS. The player's currency is 4,226,949 and they are due in 62 days with 258,740 units. The 'PILOT ROSTER' is visible, listing several pilots with their skill levels, status, and salaries. The selected pilot, Sao-wei Tori Liu, is shown in detail on the right. Her status is 'HEALTHY' and her salary is 11,225. Her skills are: Skill 26/40, Weapon Skills (Ballistic 4/6, Energy 5/8, Missile 4/6), and Piloting Skills (Shielding 4/7, Heat Management 5/7, Evasion 4/6). A description of her background is provided: 'Sao-wei Tori Liu hails from an undisclosed planet within the Capellan Confederation, and her sole focus was to become a Battlemech pilot. She is an inexperienced pilot, with scant combat experience.'

Pilot Name	SKILL	STATUS	SALARY	WEAPON SKILLS	PILOTING SKILLS
COMMANDER	24/60	HEALTHY	1,000	3/10, 3/10, 3/10	5/10, 5/10, 5/10
SAO-WEI TORI LIU	26/40	HEALTHY	11,225	4/6, 5/8, 4/6	4/7, 5/7, 4/6
LT. LINA SANTIAGO	22/40	HEALTHY	13,000	6/8, 4/6, 4/7	2/6, 2/6, 4/7
LT. CONER MURPHY	24/39	HEALTHY	10,255	3/5, 4/6, 6/8	4/8, 3/5, 4/7
CHU-I ASHAKI NAZARI					

SAO-WEI TORI LIU
HEALTHY

Sao-wei Tori Liu hails from an undisclosed planet within the Capellan Confederation, and her sole focus was to become a Battlemech pilot. She is an inexperienced pilot, with scant combat experience.

WEAPON SKILLS

- BALLISTIC** 4/6: Increases the amount of damage done by Ballistic weapons.
- ENERGY** 5/8: Increases the amount of damage done by Energy weapons.
- MISSILE** 4/6: Increases the amount of damage done by Missile weapons.

PILOTING SKILLS

- SHIELDING** 4/7: Reduces the amount of damage taken by armor when under fire.
- HEAT MANAGEMENT** 5/7: Reduces the chance of overheating, while increasing heat dissipation speed.
- EVASION** 4/6: Increases the chance of avoiding enemy fire.

FINANCIAL

SALARY: 11,225

DISMISS PILOT | ESC BACK

CONTRACTS

OVERVIEW

Contracts can only be found within Conflict Zones. On the Starmap, the icons above the systems' names indicate the mission contracts available within them. To view the contracts in your current system, click on the **CONTRACTS** tab.

CONTRACT TYPES

Standard mission contracts are shown as white icons above a system's name. They remain in place until you accept them, as long as you remain near the cluster.

Standard missions offer only the basic rewards that you negotiate when you take the contract.

Campaign Missions are given to you by Ryana as you increase in reputation level. After her briefing, you can accept the Pending Transmission on the **HOME** screen and then the contract's location will appear on the Starmap.

Campaign Mission contracts remain available until you accept them, and appear on the Starmap as a yellow version of the standard contract icon.

As you increase in reputation, High Reward Quests will appear on the Starmap as yellow bullseye icons. When you are in a cluster with a High Reward Quest you will be able to accept the quest's Pending Transmission on the **HOME** screen. The quest's contracts will then appear, as yellow versions of the normal icons. They remain in place until you are ready to attempt them.

AVAILABLE CONTRACTS

- BREAK THE LINE**
POTENTIAL PAYOUT: 1,435,484 c x4
DIFFICULTY: 29
MISSION TYPE: 4 MISSION OPERATION
- HERE COMES THE CAVALRY**
POTENTIAL PAYOUT: 952,150 c
DIFFICULTY: 25
MISSION TYPE: WARZONE
- THOSE IN NEED**
POTENTIAL PAYOUT: 98,035 c
DIFFICULTY: 20
MISSION TYPE: CAMPAIGN

MISSION DATA

MISSION TYPE	CAMPAIGN
BATTLE AREA	13.50 KM²
DURATION	7 DAYS ☹
BIOME	LUSH CANYON, DAWN
VISIBILITY	GOOD

We've learned that a lance from the Arcturan Guards is often sent to garrison a number of small installations close to their primary base of operations. While we don't know the exact garrison rotation of the lance, you should be able to find them at one of the marked locations. Destroy each and every one of the main targets, and we will swoop in to salvage them.

CONTINUE ESC CLOSE

Campaign Missions and High Reward Quests offer large bonus awards for completion, and are a good way of increasing your mercenary company's reputation.

VIEWING CONTRACTS

In the **CONTRACTS** tab, the available contracts are listed on the left. The employer, potential payout (before negotiations), difficulty, and mission type of each contract are shown.

Clicking on a contract shows you a description of the mission, information about the battlefield, the opposing faction, the mission's duration, the tonnage limit of your lance, and the negotiation terms.

-  Warzone Contract
-  Raid Contract
-  Defense Contract
-  Demolition Contract
-  Assassination Contract
-  Multiple Mission Operation
-  High Reward Quest

CONTRACTS

NEGOTIATION

Negotiation Points - Before you accept a mission you are given the opportunity to negotiate the contract. You begin every contract with a base number of negotiation points, based on the reputation of your mercenary company. This number is then modified based on your standing with the employing faction. A good standing will increase the number of points while a bad standing will decrease them.

Negotiation Terms - You can use negotiation points to modify the terms of the contract in three different ways.

1. C-BILL PAYOUT is awarded if you complete the contract's objectives. This is added to the **BASE PAYOUT**, which is paid regardless of success, to form the **TOTAL POTENTIAL PAYOUT**.

2. SALVAGE SHARES are used after finishing a contract to claim 'Mech, weapon, and equipment salvage from the battlefield. The more valuable the salvage, the more shares it will cost.

3. DAMAGE COVERAGE is insurance that only pays out to cover the repair cost of damage suffered during this particular contract.

To use your negotiation points, click on the **+** and **-** buttons next to each negotiation category.

AVAILABLE CONTRACTS

- BREAK THE LINE**
POTENTIAL PAYOUT: 1,435,484 c x4
DIFFICULTY: 29
MISSION TYPE: 4 MISSION OPERATION
- HERE COMES THE CAVALRY**
POTENTIAL PAYOUT: 952,150 c
DIFFICULTY: 25
MISSION TYPE: WARZONE
- THOSE IN NEED**
POTENTIAL PAYOUT: 98,035 c
DIFFICULTY: 20
MISSION TYPE: CAMPAIGN

THOSE IN NEED (Selected Contract)

EMPLOYER: INDEPENDENTS (INDIFFERENT 0)

TARGET: HOUSE STEINER (RECOGNIZED +1)

MISSION: THOSE IN NEED (TONNAGE LIMIT: 160)

NEGOTIATION POINTS: 0

Category	Progress
C-BILL PAYOUT (MAX)	1/4
SALVAGE SHARES (MAX)	1/3
DAMAGE COVERAGE (MAX)	1/2
MISSION AIRSTRIKE SUPPORT (MAX)	0/0

BASE PAYOUT: 98,035 c
HAZARD PAY: 0 c
DAMAGE COVERAGE: 400,000 c

TOTAL POTENTIAL PAYOUT: 348,035 c

BACK CONFIRM ESC CLOSE

When you are satisfied with your distribution of negotiation points, click the **ACCEPT** button to approve the contract. Once you accept a contract, you cannot back out of it without incurring penalties.

CONTRACTS

DEPLOYMENT

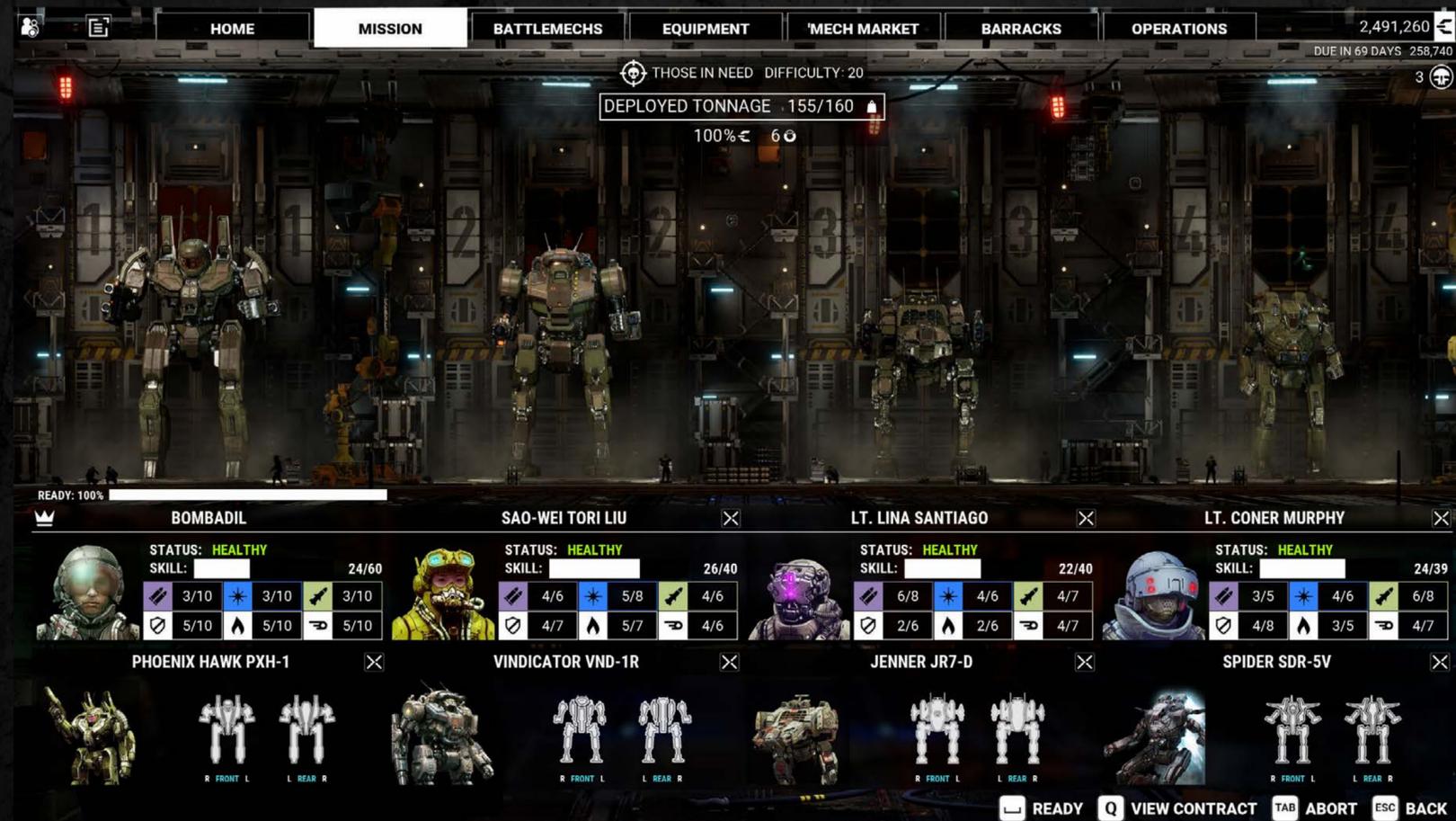
This is where you prepare your lance before going into battle. If you ever navigate away from this screen, you can return to it by pressing the **CONTRACTS** tab.

Your lance must be comprised of at least 1 'Mech, and no more than 4. Every 'Mech that you wish to take on the mission will require a pilot.

Every contract has a maximum tonnage limit. The combined tonnage of all the 'Mechs in your lance cannot exceed this limit.

If you wish to back out of a contract before starting the mission, you can click the **ABORT** button. Be careful if you choose to do this as aborting a mission will always result in a loss of standing with the employer's faction.

When you have set up your lance as desired, click on the **READY** button to start the mission. The mission will then automatically start once it has finished loading.



MULTIPLE MISSION OPERATIONS

Multiple Mission Operations are special contracts that require you to complete more than one mission consecutively. The contract details will show you how many missions you have to complete, as well as what type they each are.

The contract values that you negotiate will be rewarded at the end of each mission. As incentive for taking on multiple missions at once, your contract negotiation will have bonuses to its payouts.

Between each mission you are not allowed to pass time. This means pilots cannot be healed and 'Mechs cannot be repaired. Though you are allowed to swap out 'Mechs and pilots from your roster. If you abort the contract, all the remaining missions will be aborted. If you fail any mission in the contract, the contract immediately ends regardless of remaining missions.

IMW5 MERCYS

