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MECHASSAULT 2

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MECHASSAULT 2 LONE WOLF

PRIMA OFFICIAL GAME GUIDE

Matt Wales

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3000 Lava Ridge Court
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1-800-733-3000
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Product Manager: Jill Hinckley
Editor: Alaina Yee

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TABLE OF CONTENTS

Introduction	2
Preparing for Battle: Combat Basics & Weapons	2
Meet the 'Mechs	10
Mission One: STREET SWEEPER	14
Mission Two: SIGNS OF LIFE	18
Mission Three: TANK RUSH	22
Mission Four: LET'S GET OFF THIS ROCK	26
Mission Five: TO THE RESCUE	29
Mission Six: 'MECH SHOPPING	32
Mission Seven: GO TIME ON THESTRIA	36
Mission Eight: SWAMP ROCK	39
Mission Nine: EIGHT FEET UNDER	43
Mission Ten: INTO THE VALLEY OF DEATH	45
Mission Eleven: THERE'S GONNA BE A JAILBREAK	48
Mission Twelve: I HATE SNAKES	53
Mission Thirteen: MOUNTAIN SONG	57
Mission Fourteen: SENDING OUT AN SOS TO THE WORLD	61
Mission Fifteen: ONCE MORE INTO THE BREACH	65
Mission Sixteen: TO THE ARENA	68
Mission Seventeen: HOLDING THE LINE	72
Mission Eighteen: GLADIATOR HAS NOTHING ON US	75
Mission Nineteen: AGAINST THE SPIDERS	78
Mission Twenty: SKIN THE CAT	80
Mission Twenty-One: END GAME	83
Mission Twenty-Two: CHECKMATE	86
Multiplayer <i>MechAssault 2</i>	88

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INTRODUCTION

BUCKLE UP, MECHWARRIOR!

MechAssault 2: Lone Wolf kicks the world of heavy metal 'Mech combat wide open again, with single-player carnage and multiplayer mayhem ramped up to the max! Whether a veteran or newcomer to the series, you can expect to have your mettle tested by all-new 'Mechs, blaze across the battlefield in never-before-seen ground and air vehicles, and dish out unlimited online torment in the hugely expanded multiplayer mode—all of which adds up to some seriously frenzied action.

Like the first game, *MechAssault 2* isn't just about firing off weapons of mass destruction and shooting like a psycho until the world sits in a mound of molten rubble. There's plenty of strategy to uncover before you can truly master the game. You'll need an in-depth knowledge of the sophisticated combat and weapons system, not to mention an understanding of what makes every single one of your formidable opponents tick.

That's exactly what this book aims to give. With tips and tactics for first-class fighting under pressure, a full rundown of every 'Mech, and everything you'll need to know before and during your epic quest in the single-player campaign, you'll find a wealth of invaluable information here. There's even a mountain of knowledge for multiplayer *MechAssault 2*, with details on every map and mode, and even advanced strategies straight from the people who know the game best.

Ready for action, MechWarrior? Then let's get to it!

Preparing for Battle: COMBAT BASICS & WEAPONS

GETTING AROUND

Sure, you might have an itchy trigger finger and an insatiable bloodlust, but you'll get nowhere in *MechAssault 2* without learning the basics first. This time around, you're not simply stuck in the cockpit of one of the game's mighty metallic behemoths; there's also a whole host of new ways to tear up the terrain.

BattleMechs

These towering death machines are your number one mode of transport throughout *MechAssault 2*. Although each 'Mech is a powerhouse of destruction, every model has a unique set of specifications as well as its own strengths and weaknesses to be utilized or exploited as necessary.

The "Meet the 'Mechs" chapter examines each 'Mech type in depth, so check it out for the complete lowdown.



The upper and lower portions of a 'Mech are controlled independently. Use **○** to operate their legs and move around the environments. **⊙** rotates the upper torso, enabling you to fix your aiming reticle on to any target, anywhere—no matter what direction you happen to be walking in!

To activate your arsenal, hit **□** to switch between weapons classes and squeeze **Ⓡ** to fire. Weapons can be temporarily upgraded to a maximum of three levels and armor is replenished by collecting salvage from downed enemies and across the terrain. Salvage will be examined in more depth later in the chapter.

BattleArmor



The BattleArmor is a prototype battle suit, for increased protection and mobility when outside 'Mechs and other vehicles. In essence, the BattleArmor turns you into a miniature 'Mech

and, as such, controls very similarly. Use **○** to move about the environments and **⊙** to adjust your aiming reticle.

Defenses

You can take far more of a beating in the BattleArmor than is possible on foot. However, when faced with the devastating force of a full-sized 'Mech, it won't last long.

You'll fare much better against tanks and other smaller enemies, but all the same, it's better to think of the BattleArmor as a means of surviving the occasional hit rather than relying on it for any extended protection.

Thankfully, the BattleArmor is equipped with a basic armory consisting of pulse lasers and mortars. Use **C** to switch between the two firing modes and **D** to let rip. The pulse lasers provide rapid bursts of deadly energy but don't dish out a significant amount of damage on their own. They're best used in conjunction with mortars for maximum effect. It's possible to adjust the traveling distance of mortars using the gauge that appears as you hold down **D**. The tighter you squeeze the trigger, the higher the gauge will climb and the greater the amount of propulsion on release. Mortars pack a surprising force and can be an effective weapon in the heat of battle. Learn their intricacies at the earliest opportunity!

The BattleArmor also comes equipped with a claw that can take down a light 'Mech in five swipes or so—the catch is that you have to be right up against an enemy for it to work. This tactic works best on slower-moving objects, like vehicles or even infantry.

Jumpjets

One of the most useful features of the BattleArmor is its jumpjets. These enable you to fly through the air for limited periods of time

by pressing **J**. Keep an eye on the jumpjet fuel gauge however—once depleted, your jets will cease to work until the gauge has a chance to refill.



It's also possible to scale walls and buildings when using your jumpjets in conjunction with the BattleArmor's claw. Simply approach a structure and activate your jumpjets. Close in and hit **A** while airborne to latch on tight, then wait for your fuel gauge to refill. To fly higher, hit **J** again and repeat until the obstacle is cleared.

NeuroHacking

The BattleArmor's NeuroHacking facility lets you crack an enemy 'Mech's defense system and eject the pilot. Once the 'Mech is unoccupied, it's yours for the taking!

To initiate a NeuroHack, fly close to your target and hit **A** to latch on. Immediately, the hacking interface appears in the lower part of your HUD. Hit the corresponding buttons on your control pad as they're highlighted onscreen. If you complete the sequence before the 'Mech's pilot does, the NeuroHack is a success—otherwise you'll be shaken off, necessitating another attempt.

Once a hostile 'Mech is down, hit **V** to exit your BattleArmor, then approach the cockpit located in the fallen enemy's head. Use **V** again to climb inside.



CAUTION

Be very careful when attempting to leave your BattleArmor in the heat of conflict. Remember, you're completely defenseless on foot—always be sure to clear the immediate area of hostiles first before attempting to gain control of a downed 'Mech.

NOTE

*At certain points throughout the game, you'll need to hack into enemy terminals to proceed. The method is exactly the same as above. However, you'll need to approach the console on foot and hit **A** to initiate the hacking sequence.*

TIP

Firing your jumpjets in short bursts dramatically increases your speed and can be a great way to quickly dodge around enemy gunfire.

On Foot

The slowest and most deadly way to brave the hostile world is on foot, using **○** to move around. Leaving the confines of a 'Mech or vehicle is treacherous business as you forfeit all offensive and defensive capabilities—take a single hit on foot and you'll be dead.



Why do it then? Simple—it's the only way to don your BattleArmor, clamber into a 'Mech, requisition a vehicle, hack into a security terminal, or mount a gun turret. Whatever you're trying to do though, remember to do it quickly and utilize all available cover.

There are some distinct advantages to being on foot however. First, you won't show up on enemies' radars, so the only way you'll get caught is by straying directly into their paths. Second, you're a much smaller target and therefore harder to hit from a distance. These advantages are particularly handy in multiplayer where you can scoot about virtually undetected in the heat of battle—just try not to get stepped on!

Pilot Bombing

In later campaign missions and throughout the multiplayer game, you're able to plant explosive charges and detonate them remotely while



on foot. It's a risky maneuver but immensely satisfying when a plan comes together. Simply sneak up to your target, hit **Ⓡ** to plant a charge, then press **Ⓡ** again when you're ready to detonate it. Or, you can leave a charge in an area that an enemy vehicle or 'Mech will pass through and it'll explode when they get close.

The charges pack a tremendous punch, so use them to decimate buildings or plant traps for oncoming 'Mechs. Whatever you do, make sure you're clear of the blast area before detonating a charge...unless you want to meet a premature end. Be especially wary around 'Mechs—when one closes in on a planted charge, it will automatically detonate within five seconds!

VTOLs

VTOLs, or Vertical Take-Off and Landing vehicles, are the only means of taking to the skies for prolonged periods of time in *MechAssault 2*.



These airborne beauties climb into the air like a helicopter and fly like airplanes. You'll have several opportunities to try these out in the single-player campaign, but they truly come into their own during multiplayer (check out the Multiplayer chapter for the beef on VTOL's multiplayer uses).

For the most part, you'll be using VTOLs in single-player mode for basic fetch-and-carry tasks, alongside some simple combat. This is because VTOLs are primarily geared toward defensive maneuvers and neither take, nor pack, much of a punch in heated combat.

VTOLs steer slightly differently than other vehicles. Pushing **○** causes the vehicle to move forward, backward, or strafe to the sides. **Ⓢ** rotates the VTOL in the air. Altitude is adjusted by holding **↑** to ascend and **↓** to descend. Lowering yourself onto certain objects in the game causes them to attach to the VTOL for carrying. You'll only have a chance to airlift gun turrets and an APC during the single-player game, but multiplayer broadens this to include salvage, BattleArmors, and tanks.

VTOLs are only fitted with basic missiles, so it pays to avoid engagement with larger enemies, such as BattleMechs, until you can land and locate something heavier hitting.

Tanks

As with all vehicles, the armored tank available in single-player—known as the Rommel MK2—is steered using **○**, while its turrets are adjusted using **Ⓢ**.



Although the Rommel might not initially seem like the most desirable vehicle in this lineup, it does offer some interesting functions that make it more than worth your time. It's both nimble and robust—couple this with the tank's powerful gravity cannon and you've got a weapon that's ideal for long-distance attacks. Hitting **ⓧ**



switches your gravity cannon to zoom mode, allowing for more accurate aiming. One big plus of this mode is that it improves your chances of knocking down large 'Mechs when you aim at their legs. Scoring a hit to the legs gives you ample time to roll in and start ripping into them with the tank's additional machine gun.

Finally, in later missions, the Rommel is equipped with a null sig device, making it ideal for stealth maneuvers. For more information on the null sig, check out the "Defenses" section of this chapter.

WEAPONS, DEFENSES & SALVAGE

Weapons

In the world of *MechAssault 2*, very few people ever seem particularly pleased to see you. Instead, they tend to take their pleasure from using gargantuan havoc-wreaking BattleMechs, stuffed with weaponry designed to blast you apart in the shortest time possible. If you plan to make it through the single-player campaign alive, you're going to need know the intricacies of each weapon available and how they can best be put to use.

One very important thing to note in regard to weapons is their class system. All weapons fall within one of three categories: energy, ballistic, and missile. 'Mechs and vehicles are never equipped with more than one weapon from each class, so always aim to pilot something with the most powerful selection of weapons possible, if you have the option to choose.

Energy Weapons

PULSE LASER

Pulse lasers aren't especially powerful weapons, meaning their uses are limited when up against any of the game's more formidable opponents. What they lack in power however, they make up for in firing speed—they're undoubtedly the fastest weapon in the game, allowing you to get lot of strikes in a short time. What's more, despite having no assisted targeting capabilities, the rapid-fire nature of the weapons creates a blanket effect of deadly beams, reducing your need for accurate aiming.

You'll find pulse lasers to be most effective against smaller hostiles, such as foot soldiers, turrets, and tanks. While this might not seem like much, remember that these types of hostiles tend to attack in groups—the minimal reload time of your pulse lasers means you can easily take out multiple weaker targets in nearly no time!



LASER

Unlike pulse lasers, standard lasers fire in a long, single beam rather than rapid-fire bursts. They also come equipped with limited assisted targeting capabilities, increasing the likelihood of striking a moving target. You'll find lasers generally don't generate as much heat as pulse lasers either, meaning your 'Mech will keep cooler for longer.

While lasers are capable of doing more damage than their pulse cousins, they're still extremely limited in power. If you're going to use lasers, save them for smaller targets and structures for optimum efficiency.



PPC

The PPC is the most powerful energy weapon available in the game and you'll find yourself using it frequently once it's yours. The PPC does, however, require charging before firing. The longer the weapon is charged, the more powerful the resulting blast will be. However, this power isn't without its disadvantages. In particular, you'll notice that the PPCs emit a massive amount of heat, causing your 'Mechs to reach their heat limits rapidly.

PPCs are ideal for bringing down larger 'Mechs, making them your weapon of choice in one-on-one combat. It's worth remembering however, that their long charge times can leave you dangerously exposed in combat. For this reason, make good use of cover while operating the weapon. PPCs are less useful against larger groups of 'Mechs but completely devastating to smaller enemies. To combat group onslaughts, switch to missiles or similar weapons.



TIP *The PPC will zap anything nearby its path of travel. So if you're near a group of pilots or infantry, the PPC will fry them as it flies by to its main target. This tactic also works on vehicles and other 'Mechs as well, though they take less damage.*

PLASMA PPC

Not much needs to be said about the plasma PPC due to its similarity to the standard PPC.

You'll find that all issues and strategies outlined above, apply equally here. There are differences between the two however: the plasma PPC fires faster than its cousin, but causes less damage. Since a 'Mech is never equipped with both weapons, you'll never have to make the call between the two, so use it as you would the standard PPC.



GRAVITY CANNON

The gravity cannon is found on the Rommel MK2 tank and is ideal for long-range combat, thanks to its zoom scope. Not only does the scope allow for combat at greater distances, it increases the accuracy of your strikes—use it when possible.

Although powerful, you'll find the gravity cannon difficult to use in shorter-range combat due to its lack of assisted targeting systems and long reload times. Enemies in close-quarters can easily move out of range between shots, ready to target you from alternate angles.

Despite this weakness, the gravity cannon is still an extremely useful weapon and ideal against approaching 'Mechs. A shot to the legs will frequently bring 'Mechs to the ground, giving you the opportunity for additional hits while your opponent struggles to right itself, unable to return fire.



GAUSS RIFLE

The gauss rifle is top of the league as far as ballistic weapons go. It also happens to be one of the most devastating weapons in the game.

Although not quite as brutal as the PPC, it has one distinct advantage: the immense speed of its projectiles make it nearly impossible to dodge. Unfortunately, the gauss rifle has a long reload time, meaning that it's best used in the vicinity of cover.

Even taking this into account, the gauss rifle should be near the top of your list when it comes to one-on-one 'Mech combat, based on its capacity for destruction alone. It's less ideal against multiple targets though due to its long reload times.



Ballistic Weapons

MACHINE GUN

Although offering slightly more in the way of power than the basic pulse rifle, the machine gun's short firing range puts it at the bottom of the standard weapons set. That's not to say that it serves no purpose however: machine guns are great for taking out smaller enemies at close range, thanks to their rapid-release fire, increased damage capabilities, and low heat emissions.

You'll find that level-two machine guns are good for dealing with pesky tanks and, when ramped up to level three, they're strong enough to deal adequate damage to a 'Mech. On 'Mechs with strong machine guns, an excellent style of attack is to close in on an enemy with your machine guns—in situations where they're powered up, this is one of the most lethal tactics in the game.



Missile Weapons

CROSSBOW SRM

Crossbow missiles are designed primarily for short-range use and dish out the second lowest damage rate of any weapon in the game. Although this may seem reason enough not to use them, they have one extremely useful advantage over the two standard weapons in previous categories: they feature guidance systems, enabling them to home directly in on their target.

This extra accuracy is ideal for tackling smaller enemies, particularly fast ones that otherwise might escape the blast of your Pulse Lasers or machine gun. What's more, the crossbow is capable of producing a modest degree of splash damage—perfect for harming enemies when grouped closely together!



AUTOCANNON

The autocannon is the next step up from the machine gun in the ballistic weapons family. It improves on the original in two significant ways: it packs a slightly more powerful punch and covers a much longer range. A single autocannon has excellent range, but does little damage. However, when multiplied, the damage plus excellent range can be devastating.

It is most efficient against small- to medium-size targets. Also, a fully leveled up autocannon has the damage equivalent of the level one gauss rifle, meaning you can use it against a 'Mech for a limited time, if push comes to shove.



JAVELIN LRM

Javelin missiles are the long-range cousins of the crossbow SRM and have the distinction of being the weakest weapon in the game, as they cause less damage over time due to a slow recharge rate. However, all the advantages of the crossbow's increased accuracy apply here. Use them when you're not sure you'd otherwise strike your target.

With one of the longest ranges in the game, javelins are particularly effective at taking out smaller enemies at a distance—VTOLs and other aircraft being one of the best examples. Attempting to use javelins against anything bigger really isn't recommended, unless you want an extremely long battle on your hands....



HAMMER MISSILE

Hammer missiles are the most powerful form of missiles equipped on 'Mechs. Their operation is a little unusual however, thanks to several design quirks. First, they don't have assistance guidance systems, meaning a good aim is imperative for effective use. Second, they operate on a timer charge. When this weapon is selected, holding down **R** displays a smaller clock face that gradually fills over time. The fuller the clock, the longer the hammer missiles will take to detonate on release—don't confuse this with a power gauge, as hammer missiles explode with full force, regardless. The rule of thumb for using hammer missiles is that the further away an enemy is, the longer you should charge the timer before releasing.

While hammer missiles are ideal for bringing down 'Mechs quickly, remember that their unguided nature and long reload time makes them unsuitable for fast-moving targets or enemies in large groups.

POV MISSILE

POV missiles are found solely on certain types of gun turrets. They're somewhat unusual due to the fact that guidance relies entirely on manual control. As the name suggests, when fired you'll receive a point-of-view image from onboard the missile. Use **R** to steer the missile and press up and down (forward and back) on **D** to speed up or slow your approach speed respectively. Reducing the missile's speed makes it much easier to hit your mark. To detonate a POV missile near a target without actually hitting it, pull **C** or press **B**.

POV missiles have the same pros and cons as hammer missiles: They're incredibly powerful and perfect for use against larger 'Mechs. However, unless you're very adept at controlling them, you'll find it particularly difficult to hit fast-moving targets, making alternative weapons more suitable if available.

Defenses

Certain 'Mechs and vehicles are equipped with defenses that offer additional protection against a variety of weapons. Defenses can only be activated temporarily and cease to function when your HUD's defense gauge has emptied. Although your defenses drain automatically while in use, you'll find they deplete faster the more damage they take during combat. It pays to learn the intricacies of each defense type in the game and the 'Mechs that use them. The appropriate weapons can then be selected from your armory during combat to avoid wasted shots and, consequently, exposure to return fire.



Reflective Armor

When activated, reflective armor surrounds your 'Mech in a blue field. This type of armor reduces the impact damage of all energy weapons.



Reactive Armor

Similarly, reactive armor reduces the effectiveness of an enemy's ballistic attacks. Reactive armor is distinguished by its yellow hue when activated.



Active AMS

When deployed, active AMS (anti-missile system) uses a charge of energy to destroy oncoming missile fire and nullify resulting splash damage. While active AMS affects SRM, LRM, hammer missiles, and rockets, remember that it doesn't recognize POV missiles and mortars. Active AMS is tricky to distinguish on opponents, as it doesn't have particularly obvious visual characteristics. Look carefully for small bolts of energy shooting out to strike your missiles as they near your target—a sometimes subtle, but surefire way to certify that active AMS is in operation.

Target Jamming

Target jamming is designed to confuse weapons equipped with assisted guidance systems and makes target locking impossible when activated—dramatically increasing your chances of dodging inbound fire. Like active AMS, it can be difficult to identify on an opponent. However, if you notice that your auto-guiding weapons are not hitting their mark, switch to an aim-dependent weapon for the duration—the gauss rifle is particularly effective in these situations.



Null Sig

You'll find the null sig on a variety of 'Mechs and the Rommel MK2 tank. The null sig operates as a masking device, causing you to become both invisible to the eye and to enemy radar.



However, the null sig is particularly sensitive to temperature, meaning that heat-generating activities such as moving and opening fire prevent it from working optimally. If you need to use the null sig stealthily—to penetrate hostile quarters undetected, for example—always be sure to move as slowly as possible and refrain from using your weapons until the danger area has been cleared.

Salvage

Salvage functions as health and weapons upgrades in *MechAssault 2* and comes in four colors, each affecting your 'Mech or vehicle in specific ways. Green salvage replenishes your armor, blue salvage increases your energy weapons by one level, yellow salvage has the same effect on your ballistic weapons, and red salvage ups the level of your missile weapons. The last three only offer temporary upgrades—level two and three weapons have a finite amount of ammunition. Take note of the ammo count for any upgraded weapon: once you run out, the weapon will decrease in strength one level at a time, until it's at level one again.



You'll find salvage in a variety of places across the single-player campaign—either lying around the levels, waiting to be released from trucks or other vehicles and, most significantly, in the wreckage of destroyed 'Mechs. Generally speaking, the larger the 'Mech, the more salvage up for grabs when the dust has settled.

Note that salvage that you get from destroyed opponents differs slightly between single-player and multiplayer modes. In single-player mode, both map-based salvage and fallout salvage remain on the map indefinitely, but in multiplayer mode, only map-based salvage lingers around.

STRATEGIES FOR COMBAT

Evasive Action

One of the worst things you can do during combat is stand still, even for a moment—this instantly makes you a guaranteed target. Always remain on the move, strafing left and right around your opponent. You'll find this dramatically reduces the number of hits you take, and even makes dodging certain slower guided weapons possible—provided you maintain a medium- to long-range distance from your foe. It goes without saying that faster 'Mechs are more effective when it comes to dodging enemy attacks—bear this in mind when a selection is available.



Retreat!

It may seem odd in a game of confrontation, but backing away from your opponent as soon as he appears is a great tactic to use in combat. This type of retreating battle has a number of uses: it's much easier to maintain mid- to long-range by reversing, you're unlikely to inadvertently stroll into densely populated, dangerous territory, and you're far less likely to alert additional 'Mechs that may be part of the same group to your presence.

Know Your Opponent

All your 'Mech opponents have strengths and weaknesses that can be exploited to gain you the upper hand in combat. Some 'Mechs are tailored to long-range combat while others are better in close quarters. Familiarize yourself with the specific combat styles of your adversaries and work against them to undermine their defenses.



Undercover Agent

Buildings and obstacles in levels make fantastic cover from enemy fire. Always make the most of nearby structures and duck in and out while returning fire.



This dramatically reduces the damage you'll take. Cover is particularly useful when you've got a powerful but slow firing weapon in your stead, such as the PPC—take advantage of your hiding spot to prevent unnecessary exposure while waiting for your weapon to recharge.

Bring Down the House



Almost everything you see in the *MechAssault 2* universe can be blasted, toppled, or blown up. Take advantage of the destructible scenery in the game and use it to provide additional support for your already devastating firepower. Coax a 'Mech alongside a fuel depot for instance, and send a few shots its way to blast them both sky-high.

Creating Chains of Destruction

Once a hostile 'Mech has taken all the battering it can, it falls to the ground and explodes with devastating force. Anything caught in the blast will likely be destroyed instantly. With this in mind, it's possible, if a little difficult in terms of timing, to line up a group of 'Mechs, bring the first to its knees and watch the whole lot go up in a satisfying chain of molten metal!

Death from Above

Another advanced, but devastatingly effective technique to use during 'Mech combat is the "Death from Above" strike. Simply put, this involves firing your jumpjet-equipped 'Mech straight into the air and coming down right on top of your opponent's head—hard. It can be a tricky move to pull off but has two great consequences if fully successful: your foe will be knocked clean off its feet and cause massive damage when it falls. Otherwise, your foe stays on its feet and just takes damage only—which isn't so bad, either!



MEET THE 'MECHS

INTRODUCTION

With thirty 'Mechs available to brutalize or battle-harden across the single- and multiplayer games, it can be an overwhelming experience to track the possible permutations of your enemies. This chapter breaks down each one of the BattleMechs into their key component stats. Study this information to get a good understanding of what makes each 'Mech tick—where their strengths lie and what potential weaknesses there are to exploit!

Stats Explanation

Weight, Speed, & Armor

BattleMechs fall into one of four possible categories: Light 'Mechs (under 40 tons), Medium 'Mechs (weighing between 40 and 55 tons), Heavy 'Mechs (ranging from 60 to 75 tons), and Assault 'Mechs (anything between 80 and 100 tons). Obviously, the lighter a 'Mech, the faster it can move and turn to aim. You'll find it's much easier to dodge fire in a light 'Mech than in one from the heavier classes—however, light 'Mechs are much more prone to being knocked down by heavy fire when they are hit. To counter this, heavy 'Mechs are far more durable, withstanding greater levels of damage and heat.

Maximum Heat & Cool Rate

All 'Mechs, regardless of size, are prone to malfunction in extreme heat. The more you use weapons, particularly those that run hot, the higher the internal temperature of your 'Mech becomes. When the HUD's heat gauge reaches critical, weapons will cease to fire until the 'Mech has had time to cool down. The Maximum Heat stat indicates the maximum temperature a 'Mech can reach before weapons no longer operate—the higher the temperature, the more you can fire your weapons. The Cool Rate stat indicates the rate at which the temperature will decrease once firing has stopped.

Additional Components & Weapons

The Weapons stat is very useful when used in conjunction with the "Preparing for Battle: Combat Basics and Weapons" chapter of this guide. You'll find that by analyzing the weapons list on a particular 'Mech, it's possible to assess their optimum firing distances and use this information to your advantage during confrontations. For example, the Star Adder is clearly designed for short-range combat, so you'll have more success against one from long distance—provided your own 'Mech is equipped to operate as such, of course!

Additional Components outlines any defenses a 'Mech may have equipped, alongside any appearance of jumpjets. If an opposing 'Mech features a certain type of defense, be sure to avoid using weapons that might not function fully when activated.

Light 'Mechs

Uller



WEIGHT: 30 **SPEED:** 30
MAXIMUM HEAT: 100
COOL RATE: 10
ADDITIONAL COMPONENTS:
 JUMPJETS, REFLECTIVE ARMOR
ARMOR: 2750
WEAPONS: LASER, CROSSBOW SRM

Kit Fox



WEIGHT: 30 **SPEED:** 30
MAXIMUM HEAT: 100
COOL RATE: 10
ADDITIONAL COMPONENTS:
 JUMPJETS, NULL SIG
ARMOR: 2750
WEAPONS: PULSE LASER, HAMMER MISSILES

Corvus



WEIGHT: 35 **SPEED:** 32
MAXIMUM HEAT: 107
COOL RATE: 10
ADDITIONAL COMPONENTS:
 JUMPJETS, REFLECTIVE ARMOR
ARMOR: 2964
WEAPONS: PULSE LASER, AUTOCANNON, CROSSBOW SRM

Raven



WEIGHT: 35 **SPEED:** 32
MAXIMUM HEAT: 107
COOL RATE: 10
ADDITIONAL COMPONENTS: NULL SIG
ARMOR: 2946
WEAPONS: LASER, MACHINE GUN, CROSSBOW SRM



MEET THE 'MECHS

Owens



WEIGHT: 35 **SPEED:** 34
MAXIMUM HEAT: 107
COOL RATE: 10
ADDITIONAL COMPONENTS:
REACTIVE ARMOR
ARMOR: 2946
WEAPONS: MACHINE GUN, CROSSBOW SRM

Hackman



WEIGHT: 35 **SPEED:** 34
MAXIMUM HEAT: 107
COOL RATE: 10
ADDITIONAL COMPONENTS: NULL SIG
ARMOR: 2946
WEAPONS: GAUSS RIFLE, CROSSBOW SRM

Cougar



WEIGHT: 35 **SPEED:** 30
MAXIMUM HEAT: 109
COOL RATE: 10
ADDITIONAL COMPONENTS:
JUMPJETS, ACTIVE AMS
ARMOR: 2714
WEAPONS: PULSE LASER, AUTOCANNON,
JAVELIN LRM

Puma



WEIGHT: 36 **SPEED:** 30
MAXIMUM HEAT: 109
COOL RATE: 10
ADDITIONAL COMPONENTS: JUMPJETS,
NULL SIG
ARMOR: 2714
WEAPONS: PPC, MACHINE GUN,
CROSSBOW SRM

Medium 'Mechs

Raptor



WEIGHT: 40 **SPEED:** 32
MAXIMUM HEAT: 114
COOL RATE: 12
ADDITIONAL COMPONENTS: JUMPJETS,
NULL SIG
ARMOR: 2857
WEAPONS: PULSE LASER, AUTOCANNON,
CROSSBOW SRM

Stiletto



WEIGHT: 40 **SPEED:** 32
MAXIMUM HEAT: 114
COOL RATE: 12
ADDITIONAL COMPONENTS: JUMPJETS,
REACTIVE ARMOR
ARMOR: 2857
WEAPONS: FLAMETHROWER, GAUSS RIFLE,
CROSSBOW SRM

Uziel



WEIGHT: 50 **SPEED:** 26
MAXIMUM HEAT: 129
COOL RATE: 12
ADDITIONAL COMPONENTS: JUMPJETS,
REFLECTIVE ARMOR
ARMOR: 3214
WEAPONS: FLAMETHROWER, MACHINE GUN,
CROSSBOW SRM

Belial



WEIGHT: 50 **SPEED:** 26
MAXIMUM HEAT: 129
COOL RATE: 10
ADDITIONAL COMPONENTS: JUMPJETS,
TARGET JAMMING
ARMOR: 3214
WEAPONS: PULSE LASER, GAUSS RIFLE,
CROSSBOW SRM

Heavy 'Mechs

Vulture



WEIGHT: 60 **SPEED:** 23
MAXIMUM HEAT: 143
COOL RATE: 12
ADDITIONAL COMPONENTS:
REFLECTIVE ARMOR
ARMOR: 3571
WEAPONS: LASER, MACHINE GUN,
JAVELIN LRM

Mad Dog



WEIGHT: 60 **SPEED:** 26
MAXIMUM HEAT: 143
COOL RATE: 12
ADDITIONAL COMPONENTS:
TARGET JAMMING
ARMOR: 3571
WEAPONS: PULSE LASER, AUTOCANNON,
CROSSBOW SRM

Catapult



WEIGHT: 65 **SPEED:** 19
MAXIMUM HEAT: 150
COOL RATE: 19
ADDITIONAL COMPONENTS: JUMPJETS,
REFLECTIVE ARMOR
ARMOR: 3750
WEAPONS: PULSE LASER, JAVELIN LRM

Bowman



WEIGHT: 65 **SPEED:** 19
MAXIMUM HEAT: 150
COOL RATE: 17
ADDITIONAL COMPONENTS: JUMPJETS,
REACTIVE ARMOR
ARMOR: 3750
WEAPONS: LASER, MACHINE GUN,
HAMMER MISSILE



Thor



WEIGHT: 70 **SPEED:** 23
MAXIMUM HEAT: 157
COOL RATE: 10
ADDITIONAL COMPONENTS: JUMPJETS, REACTIVE ARMOR
ARMOR: 3929
WEAPONS: LASER, MACHINE GUN, CROSSBOW SRM

Loki



WEIGHT: 70 **SPEED:** 28
MAXIMUM HEAT: 157
COOL RATE: 18
ADDITIONAL COMPONENTS: NULL SIG
ARMOR: 3929
WEAPONS: PULSE LASER, AUTOCANNON, CROSSBOW SRM

Hellbringer



WEIGHT: 70 **SPEED:** 23
MAXIMUM HEAT: 157
COOL RATE: 18
ADDITIONAL COMPONENTS: JUMPJETS, ACTIVE AMS
ARMOR: 3929
WEAPONS: FLAMER, AUTOCANNON, JAVELIN LRM

Summoner



WEIGHT: 70 **SPEED:** 23
MAXIMUM HEAT: 157
COOL RATE: 18
ADDITIONAL COMPONENTS: JUMPJETS, ACTIVE AMS
ARMOR: 3929
WEAPONS: PULSE LASER, AUTOCANNON, HAMMER MISSILE

Wendigo



WEIGHT: 70 **SPEED:** 23
MAXIMUM HEAT: 164
COOL RATE: 13
ADDITIONAL COMPONENTS: REACTIVE ARMOR
ARMOR: 3143
WEAPONS: PPC, AUTOCANNON

Nova Cat



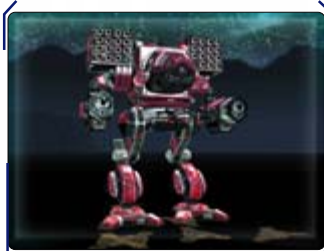
WEIGHT: 70 **SPEED:** 23
MAXIMUM HEAT: 164
COOL RATE: 14
ADDITIONAL COMPONENTS: REFLECTIVE ARMOR
ARMOR: 3929
WEAPONS: LASER, MACHINE GUN

Mad Cat



WEIGHT: 75 **SPEED:** 23
MAXIMUM HEAT: 164
COOL RATE: 13
ADDITIONAL COMPONENTS: TARGET JAMMING
ARMOR: 4107
WEAPONS: PPC, MACHINE GUN, JAVELIN LRM

Timber Wolf



WEIGHT: 75 **SPEED:** 23
MAXIMUM HEAT: 164
COOL RATE: 10
ADDITIONAL COMPONENTS: ACTIVE AMS
ARMOR: 4107
WEAPONS: PULSE LASER, GAUSS RIFLE, CROSSBOW SRM

Assault 'Mechs

Atlas



WEIGHT: 100 **SPEED:** 19
MAXIMUM HEAT: 200
COOL RATE: 17
ADDITIONAL COMPONENTS: ALPHA STRIKE
ARMOR: 6000
WEAPONS: PULSE LASER, AUTOCANNON, JAVELIN LRM

Prometheus



WEIGHT: 100 **SPEED:** 19
MAXIMUM HEAT: 200
COOL RATE: 17
ADDITIONAL COMPONENTS: ALPHA STRIKE
ARMOR: 5500
WEAPONS: LASER, GAUSS RIFLE, HAMMER MISSILE

Blood Asp



WEIGHT: 100 **SPEED:** 19
MAXIMUM HEAT: 200
COOL RATE: 11
ADDITIONAL COMPONENTS: ALPHA STRIKE
ARMOR: 5000
WEAPONS: PLASMA PPC, MACHINE GUN, JAVELIN LRM

Star Adder



WEIGHT: 100 **SPEED:** 19
MAXIMUM HEAT: 200
COOL RATE: 11
ADDITIONAL COMPONENTS: ALPHA STRIKE
ARMOR: 5000
WEAPONS: FLAMETHROWER, AUTOCANNON, PLASMA PPC



Ragnarok



WEIGHT: 101 **SPEED:** 19
MAXIMUM HEAT: 201
COOL RATE: 11
ADDITIONAL COMPONENTS: LoSTeCH DEFENSES
ARMOR: 5036
WEAPONS: LAVA GUN, GAUSS RIFLE,
 JAVELIN LRM

Ymir



WEIGHT: 101 **SPEED:** 19
MAXIMUM HEAT: 201
COOL RATE: 10
ADDITIONAL COMPONENTS: LoSTeCH DEFENSES
ARMOR: 5036
WEAPONS: PPC, AUTOCANNON, LAVA GUN



MEET THE 'MECHS

Mech Comparison Table

Name	Weight	Armor	Speed	Max Heat	Cool Rate	Additional Comp 1	Additional Comp 2	Energy Weapon	Ballistic Weapon	Missile Weapon
Uller	30	2750	30	100	10	Jumpjets	Energy defenses	Laser (x2)	—	Crossbow (SRM) (x2)
Kit Fox	30	2750	30	100	10	Jumpjets	Null sig	Pulse laser	—	Hammer missile
Corvus	35	2946	32	107	10	Jumpjets	Energy defenses	Pulse laser (x2)	Autocannon	Crossbow (SRM) (x2)
Raven	35	2946	32	107	10	—	Null sig	Laser	Machine gun (x2)	Crossbow (SRM)
Owens	35	2946	34	107	10	—	Ballistic defenses	None	Machine gun (x2)	Crossbow (SRM) (x2)
Hackman	35	2946	34	107	10	—	Null sig	None	Gauss rifle	Crossbow (SRM) (x2)
Cougar	36	2714	30	109	10	Jumpjets	Active AMS	Pulse laser (x2)	Autocannon	Javelin (LRM) (x2)
Puma	36	2714	30	109	10	Jumpjets	Null sig	PPC	Machine gun (x2)	Crossbow (SRM) (x2)
Raptor	40	2857	32	114	12	Jumpjets	Null sig	Pulse laser	Autocannon	Crossbow (SRM) (x4)
Stiletto	40	2857	32	114	12	Jumpjets	Ballistic defenses	Flamethrower	Gauss rifle	Crossbow (SRM) (x2)
Uziel	50	3214	26	129	12	Jumpjets	Energy Defenses	PPC (x2)	Machine gun	Crossbow (SRM)
Belial	50	3214	26	129	10	Jumpjets	Target jamming	Pulse laser	Gauss rifle (x2)	Crossbow (SRM)
Vulture	60	3571	23	143	12	—	Energy defenses	Laser (x2)	Machine gun	Javelin (LRM) (x4)
Mad Dog	60	3571	26	143	12	—	Target jamming	Pulse laser (x2)	Autocannon (x2)	Crossbow (SRM) (x4)
Catapult	65	3750	19	150	19	Jumpjets	Energy defenses	Pulse laser (x4)	—	Javelin (LRM) (x4)
Bowman	65	3750	19	150	17	Jumpjets	Ballistic defenses	Laser (x2)	Machine gun (x2)	Hammer missile (x2)
Thor	70	3929	23	157	10	Jumpjets	Ballistic defenses	Laser (x2)	Machine gun (x4)	Crossbow (SRM) (x2)
Loki	70	3929	28	157	18	Null Sig	—	Pulse laser (x2)	Autocannon (x2)	Crossbow (SRM) (x3)
Hellbringer	70	3929	23	157	18	Jumpjets	Active AMS	Flamer (x2)	Autocannon (x2)	Javelin (LRM)
Summoner	70	3929	23	157	18	Jumpjets	Active AMS	Pulse laser (x4)	Autocannon (x2)	Hammer missile
Wendigo	70	3143	23	164	13	—	Ballistic defenses	PPC (x2)	Autocannon (x3)	—
Nova Cat	70	3929	23	164	14	—	Energy defenses	Laser (x4)	Machine gun	—
Mad Cat	75	4107	23	164	13	—	Target jamming	PPC (x2)	Machine gun (x2)	Javelin (LRM) (x4)
Timber Wolf	75	4107	23	164	10	Active AMS	—	Pulse laser (x2)	Gauss rifle (x2)	Crossbow (SRM) (x4)
Atlas	100	6000	19	200	17	—	Alpha strike	Pulse laser (x4)	Autocannon (x4)	Javelin (LRM) (x2)
Prometheus	100	5500	19	200	10	—	Alpha strike	Laser (x3)	Gauss rifle (x2)	Hammer missile (x2)
Blood Asp	100	5000	19	200	11	—	Alpha strike	Plasma PPC (x2)	Machine gun (x4)	Javelin (LRM) (x2)
Star Adder	100	5000	19	200	11	—	Alpha strike	Flamethrower Plasma PPC	Autocannon (x4)	—
Ragnarok	101	5036	19	201	11	—	LoSTeCH defenses	Lava gun	Gauss rifle (x2)	Javelin (LRM) (x4)
Ymir	101	5036	19	201	10	—	LoSTeCH defenses	PPC (x2)	Autocannon (x4)	Lava Gun

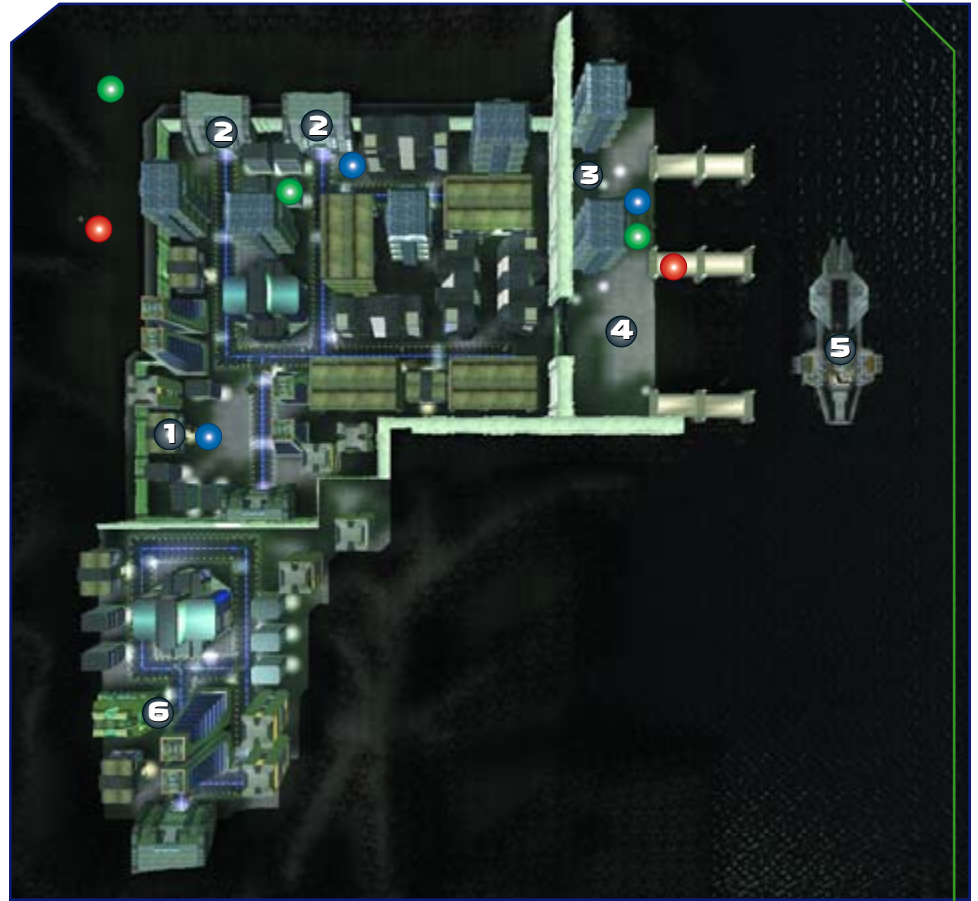
Mission One: STREET SWEEPER

MISSION OVERVIEW

While shopping for parts in Dante City, a surprise invasion catches your team off guard. With no time to properly prepare for a counterassault, the only solution is to leap into the as-yet-untested BattleArmor, hit the streets of the city, and wipe out the hostile invaders. Be careful though—Dante's Militia has launched a counterassault of their own and are cheerily indiscriminate in their targeting!

What You Need to Know

This mission is primarily an introduction to the all-new BattleArmor suit. This addition to the game enables you to roam the terrain outside of a Mech, while still maintaining several defensive and offensive abilities. The BattleArmor is equipped with pulse lasers and mortar weapons, along with jumpjets to reach high-up areas. You'll be using it a lot throughout the game, so take time to familiarize yourself with it while things are still relatively peaceful!



MAP KEY

OBJECTIVE TARGETS

- 1** Destroy the marked truck for salvage
- 2** Destroy the tunnels to stop enemy reinforcements
- 3** Climb over the city wall to meet the invasion
- 4** Head off the invaders at the shoreline
- 5** Take out the enemy ship to stop the shoreline assault

- 6** Stop the assault on the workshop

SALVAGE

- Armor
- Missile
- Energy

NEW OBJECTIVE

Destroy the marked truck for salvage

Map Target Marker: **1**



After clambering into your BattleArmor, test the pulse lasers by squeezing **R** and bring a few foot soldiers to their knees. Use **R** to aim your reticle—it's locked on target when it turns red.



When instructed, switch to mortar shells by hitting **[D]**, then use **[R]** to fire. The harder you squeeze **[R]**, the farther mortar shells travel on release.



Continue moving northeast and follow the red arrow-shaped navpoint in the center of your HUD. This always points in the direction of your next target. Keep walking along the road leading north when you reach it. Plunge over the ledge ahead, as the path swings away to the west, and immediately equip your mortars. On the ground, lay siege to the enemy tanks waiting directly to the north.

TIP Spend some time practicing aiming your mortars. It can be tricky to judge how hard you should squeeze **[R]** in relation to the distance of your enemies, so try to focus on how far back or forward your mortars are pitched—this will help you control the accuracy of your shots.

CAUTION The heavy artillery of these stationary tanks can be devastating. Stay on the move by strafing left and right, keeping out of their line of fire, to minimize potential damage to your BattleArmor.

Immediately take out the armored tank to the north using a mortar. Next, begin traveling to the northeast and use a mortar shell to obliterate the tank stationed directly around the corner to the right.



When the tanks have been decimated, turn east and destroy the truck in your path. Run over the blue salvage to complete the objective.

TIP Armored vehicles cause your BattleArmor the most grief as you traverse Dante, but don't underestimate the power of the Militia Force's foot soldiers. Every successful strike from their weapons depletes your armor levels a small amount, so eliminate them with a few pulse blasts once the more powerful threats have been destroyed.

NOTE Blue salvage increases the firepower of your energy weapons for a short time, red salvage upgrades missile-based guns, and yellow salvage temporarily beefs up your ballistic weapons. Finally, green salvage revitalizes your armor. You'll find salvage by destroying vehicles around the various mission terrains and by downing opposing 'Mechs. Always be on the look out for additional salvage—it can make all the difference between victory and defeat!

●● OBJECTIVE

Destroy tunnels to stop enemy reinforcements

Map Target Marker: 2

Rejoin the road to the east and follow it north. The tunnels, forming your next two targets, lay on either side of the building ahead. At the junction, take the road moving west and follow it as it bends to the north.



Approach the tunnel, disabling any tanks that appear, and launch a mortar directly above the entrance as you close in. There's a truck in the alley directly to the right—blow it up and collect the green salvage to refresh your armor.



Continue east and swing to the left as you move back into the open. Destroy the second tunnel entrance as before.

●● OBJECTIVE

Climb over the city wall to meet the invasion

Map Target Marker: 3



Obliterate the truck stationed directly east and collect the blue salvage revealed in the debris. Follow the road that heads east and stop close to the high wall blocking your path.



To scale the wall ahead, press **○** to fire the BattleArmor's jumpjets and hit **▲** to latch onto the wall before their power depletes. When they've recharged,

push **↑** to automatically jet up and grip the surface above. Repeat this method until you're clear of the wall.

●● OBJECTIVE

Head off the invaders at the shoreline

Map Target Marker: 4



Immediately blast the trucks to the southeast and swipe the blue and green salvage. Blow up the pier across the water and grab the red salvage to upgrade your mortar shells.

To the south, enemy tanks have breached the shoreline and are approaching the city perimeter. Use your mortars to take out the three targets.





TIP *These tanks are a lot more maneuverable than those previously encountered. To bring them down, keep strafing to avoid their fire and move in as close as possible before launching an attack. Aiming from a distance increases your mortar's trajectory and, correspondingly, the time it takes to strike your target—enemy tanks will use these extra moments to shift out of your line of fire.*

CAUTION *The ship's gun turrets will glow green momentarily before firing lasers in your direction. Maintain your position until they begin to glow, then immediately strafe out of their path. A brief blast of your jumpjets can boost your speed, shifting you out of harm's way more quickly. As soon as the danger subsides, lay on the shells until the ship sinks beneath the waves.*

CAUTION *You can keep firing mortars only if your weapon has had time to recharge between rounds. If you haven't finished recharging, and your first mortar missed its mark, be aware that your BattleArmor will be wide open to attack until your weapon is ready to fire again!*

●● **OBJECTIVE**
Nat and Foster are under attack. Stop the assault on the workshop

●● **OBJECTIVE**
Take out the enemy ship to stop the shoreline assault

Map Target Marker: 6



Equip the pulse lasers and terminate the foot soldiers swarming your position before setting your sights on the chopper overhead. A few blasts will bring it down, leaving you free to concentrate on the main target. Turn your attention to the ship stationed across the water, to the east. Use mortars at their maximum range to destroy the vessel as quickly as possible.



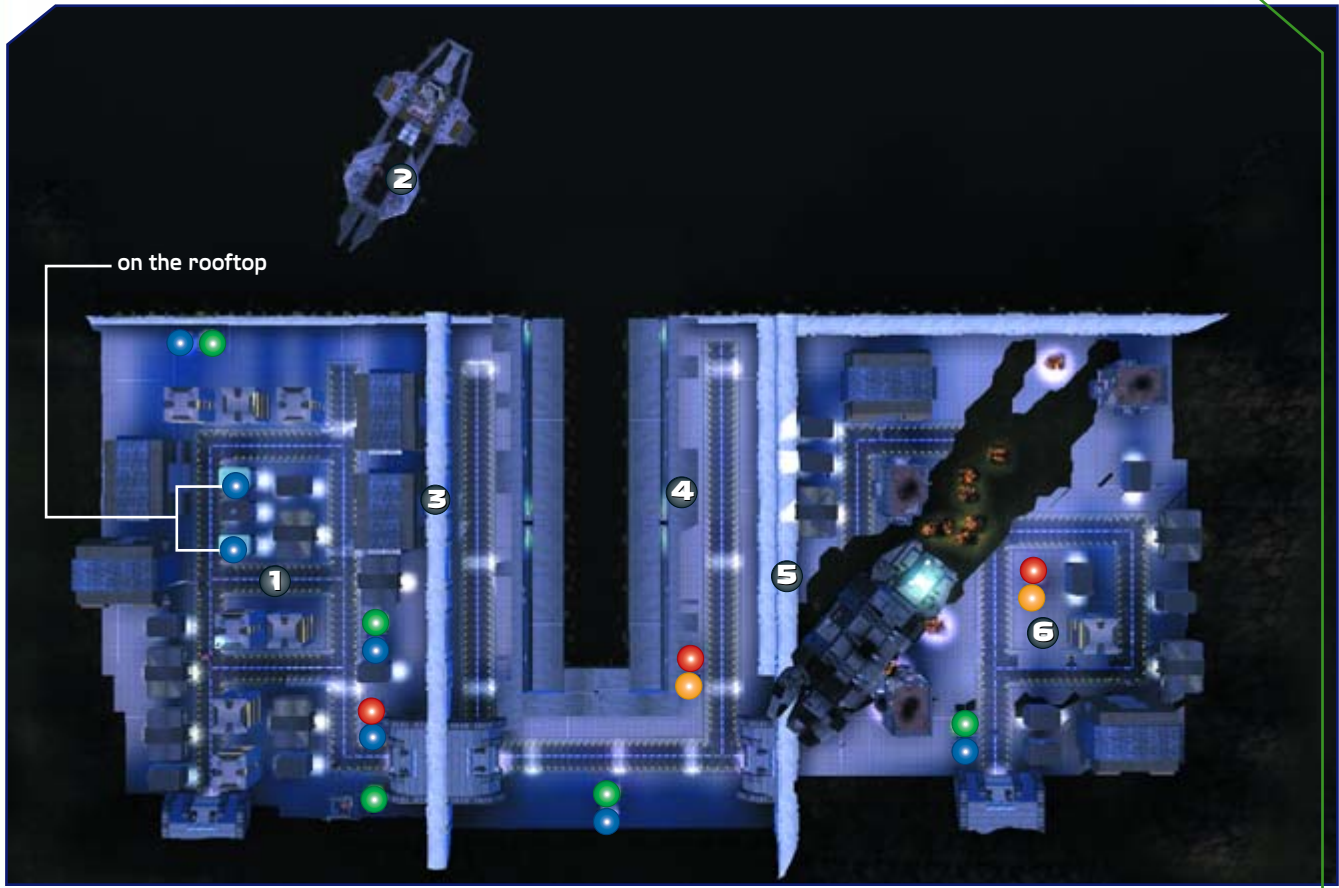
It's time to return to the workshop! Swing around to face west and jumpjet over the wall ahead. Back on the other side, wind southwest, skirting over the rooftops, until you reach the long road running north to south in the center of the city.

Follow it south and scale the wall ahead using the jumpjets to reach the upper level. Continue south along the road, deal with the tank obstructing your route, and take a right as the path swings to the west.



Destroy the final tank blocking the workshop entrance to the southwest, using a well-aimed mortar shell to complete the mission.

Mission Two: SIGNS OF LIFE



MISSION OVERVIEW

After successfully clearing the city of hostiles and thwarting the initial shoreline invasion, your equipment detects multiple dropships landing in nearby territory. One ship catches Natalia's attention when it's knocked clean out of the sky; however, there are more pressing matters to deal with first. Terminate the enemy scout 'Mech and hostile cargo ships bringing troops and supplies into Dante, then set your sights on locating any survivors at the crash site.

What You Need to Know

Now that you've become accustomed to the BattleArmor, it's time to climb into your first 'Mech. 'Mechs are controlled a little differently than the BattleArmor, so if this is your first time in the cockpit, spend a few moments getting used to the setup. You'll also be introduced to the concept of NeuroHacking—a new feature in the MechAssault universe. NeuroHacking is only possible while in your BattleArmor; it enables you to crack into an enemy 'Mech's defenses and eject the pilot. Once the 'Mech is unoccupied, you're free to hijack it and use it for your own nefarious needs! ●●

MAP KEY

OBJECTIVE TARGETS

- 1 NeuroHack or destroy the scout 'Mech
- 2 Destroy the enemy ship
- 3 Go to the next navpoint
- 4 Enemy 'Mechs stand between you and the crashed dropship. Stop them by any means necessary
- 5 The dropship crashed in a dense section of the city. Follow the navpoint
- 6 The friendly 'Mech is under assault. Destroy the attackers.

SALVAGE

- Armor
- Energy
- Missile
- Ballistic



OBJECTIVE

NeuroHack or destroy the scout 'Mech

Map Target Marker: 1

As soon as the mission begins, an enemy Cougar 'Mech starts heading north on the streets below. If you lose sight of your target at any time, simply follow the red navpoint on your HUD to locate it again. Wait for the 'Mech to disappear behind the buildings ahead and drop down to ground level. The 'Mech continues circling the block in a clockwise direction unless your position is exposed.



If you're spotted, the Cougar will race away to prevent you from getting close enough to perform a NeuroHack. Keep boosting toward your target, avoiding its gunfire, until you're within arm's reach. Immediately hit **A** to latch on and begin the hacking sequence.



TIP To successfully complete the NeuroHack, hit the buttons on your control pad that correspond with the onscreen prompts. If the 'Mech pilot completes the sequence first, the Cougar will shake you off and you'll need to begin the process over (in addition to taking several bars of damage). Once successful, the pilot will eject, leaving you free to commandeer the Cougar.

TIP Although you're given the choice to either destroy or NeuroHack the hostile Cougar at the outset of the mission, the latter option is infinitely preferable as you'll gain control of a prime chunk of mechanical death to do your bidding. Your BattleArmor can only take so much of a beating from the 'Mech, so concentrate on getting close to your target to initiate a NeuroHack and only attack as a means of defense. If you damage the 'Mech too much, it'll keep the hits it took—leaving it less useful to you.

OBJECTIVE

Destroy the enemy ship

Map Target Marker: 2



Hunt down the 'Mech, using your radar, and move in as quickly as possible. Your jumpjets are handy for an extra speed boost so regularly fire them off to shrink the distance between you and the Cougar.



Once the 'Mech has been downed, hit **V** to exit the BattleArmor. Approach the Cougar's cockpit and press **V** again to climb inside. Control the 'Mech using **L** to move around and **R** to target enemies.

TIP

The Cougar is a light 'Mech equipped with pulse lasers, autocannon, and javelin LRM. These fall under the categories of energy, ballistic, and missile weapons respectively. The javelin packs the biggest punch of the Cougar's arsenal but takes time to reload. Use a combination of the autocannon and javelin when tackling other 'Mechs. The pulse lasers are best used against smaller targets such as vehicles.

Steer the Cougar north to the waterfront, following the red navpoint. An armored ship and a second Cougar 'Mech wait out on the water, ready for action. The ship's lasers are difficult to avoid, so deal with it first, using the javelin to disable its gun turrets. Next, concentrate your fire on the Cougar.



TIP

It's possible to stay out of the 'Mech's radar by hanging back between the city buildings, enabling you to lay on some early damage using a couple of well-aimed missiles. When it gives chase, jumpjet backward, keeping your sights on the Cougar. As it closes in, switch to the autocannon—when used correctly this weapon can knock a lighter 'Mech clean off its feet. Under no circumstances should you try to engage the enemy over the water. It's all too easy to plunge into the depths, depleting your armor rapidly.

Keep blasting at the enemy until it's destroyed. There's additional salvage in hangars along the street to the east and a spare 'Mech to the south if needed. When peace is



restored, return to the waterfront and aim a few missiles at the ship's bulk to sink it below the surface.

CAUTION

Avoid getting caught in the blast radius when a 'Mech goes down. The force of the explosion can cause severe damage to your armor, souring your victory significantly.



●● OBJECTIVE

Go to the next navpoint

Map Target Marker: 3

Follow the green navpoint east to reach the wall blocking your path. Hop on top of a low building or demolish a construction to get in close to the wall, then use your jumpjets to swoop over to the other side.



●● OBJECTIVE

Enemy 'Mechs stand between you and the crashed dropship. Stop them by any means necessary

Map Target Marker: 4

As you touch the ground, a hostile Uller 'Mech homes in on your position. Take advantage of your arsenal and blow it to smithereens. Check out the hangars to the south and east of the area for some handy salvage.





NOTE *The Uller 'Mech is equipped with reflective armor that reduces the effectiveness of your energy weapons if engaged. When the tell-tale blue sheen appears over the Uller's armor, switch to missiles and ballistic weapons to continue the fight.*

OBJECTIVE
The friendly 'Mech is under assault. Destroy the attackers

OBJECTIVE
The dropship crashed in a dense section of the city. Follow the navpoint

Map Target Marker: ⑤



Jumpjet east a second time to reach the clearing beyond the dropship wreckage. There are two hostile Uller 'Mechs and one friendly Loki in the area. Your aiming reticle turns green when trained on your ally so avoid hitting the wrong target.



Once your foe has been toppled, collect the armor salvage from the smoking remains and jumpjet over the wall to the east.



Map Target Marker: ⑤

This battle is fairly easy, thanks to the Ullers lack of heavy firepower and plenty of assistance from your comrade. Keep moving and swipe the salvage hidden in the hangars on the ground if required. Once both enemy 'Mechs are destroyed, the mission is complete.



Mission Three: TANK RUSH

MISSION OVERVIEW

After a successful rescue mission, you bring the survivor of the dropship crash to HQ. Natalia is surprised to recognize an old acquaintance—the space pirate Alera. A plot is quickly hatched to return to Alera's orbiting jumpship and head over to Northwind, so that the team can rendezvous with the other remaining Dragoons. First though, you'll need to penetrate the hostile defenses and make your way over to the spaceport, in the hope of hitching a lift out of here. Before all that though, you're going to need a vehicle with a really big gun....

What You Need to Know

Now that you've put your BattleArmor through its paces and leveled your first city in a 'Mech, it's time to try one of *MechAssault 2's* new tanks out for size. Like 'Mechs, tanks use **L** and **R** for movement and aiming respectively. However, you won't have jumpjets to help you out. This won't pose much of a problem—tanks are extremely maneuverable across all types of terrain, making them a surprisingly nimble mode of transport. What's more, the onboard machine guns and gravity cannons combine to create a meaty arsenal.

In comparison to earlier missions, this level ups the action considerably. You'll need to stay constantly alert to your surroundings and use your weapons effectively to make it through safely.



MAP KEY

OBJECTIVE TARGETS

- 1** Commandeer an enemy vehicle
- 2** Move to the next checkpoint
- 3** Move to the next checkpoint
- 4** Destroy the guard forces to break into the spaceport

- 5** Use the panel to open the spaceport gate

SALVAGE

- Armor
- Missile
- Energy
- Ballistic

OBJECTIVE

Commandeer an enemy vehicle

Map Target Marker: **1**



Approach the tank to the north and work clockwise around its rear until you reach the hatch on the north-facing side. On arrival, hit **V** to commandeer the tank and immediately drive over the enemy soldiers ahead.



NOTE *The three guards stationed in front of the tank won't react to your presence, provided you remain quiet and out of sight. However, if you are spotted, enemies further into the level will be alerted, making for a slightly tougher trek through the first part of the mission.*

OBJECTIVE
Move to the next checkpoint

Map Target Marker: 2



Stick to the road as it bends north toward the next checkpoint. On arrival, pull into the area and wait for the passenger scan to commence. Like it or not, your cover's blown once the passenger scan is complete. Equip the tank's machine gun and lay into the Elemental that appears. If necessary, demolish the trucks lining the roadside to the south for some handy salvage.

CAUTION *Don't deploy the tank's arsenal until absolutely necessary. It's better to lie low and move as far along the level as possible without blowing your cover. One blast from your guns will immediately cause the enemy to home in on your convoy's position and open fire.*

NOTE *Strictly speaking, Elementals aren't BattleMechs at all—they're an earlier version of the BattleArmor technology. Thanks to their lightweight armor, Elementals can only withstand a limited amount of damage. However, it also means they're much swifter than your average 'Mech. An Elemental can run rings around you if you move in too close, firing its jumpjets to shoot straight over your head. Hang back in the distance and pound it with ballistic weapons to finish it off quickly.*

Steer the tank onto the road ahead and follow it left as it bends slowly round to the east. At the checkpoint, grind to a halt in front of the massive gates and remain motionless inside the green light as the timer counts down. When the gates swing open, continue your journey east along the road.



Once the Elemental has been destroyed, continue north-east along the road. As you round the corner, listen for Foster's explanation of the tank's cannons. Immediately come to a halt, equip your cannon, and hit X to enter zoom mode. From your current position, obliterate both pairs of enemy tanks and gun turrets in the distance to the southeast. Before proceeding, eliminate the two gun turrets stationed on the hillside above.



OBJECTIVE
Move to the next checkpoint

Map Target Marker: 3

Proceed along the road, moving south-east, until it disappears beneath the undergrowth ahead. To the right of the steep incline, in front of your tank, are two circular buildings. Grab the blue and green salvage concealed in the hangars to their rear, then return to your previous position and drive up the slope, heading southeast.



Next, approach the bridge but don't move onto it. When the dust clears, maneuver close to the ledge and use your cannons to decommission the tanks circling the clearing below. Once they're out of action, zoom in on the two gun turrets stationed on the hillside opposite and show them who's boss.



At the brow of the hill, stop and switch to cannon zoom. Slowly inch forward and decimate the gun turrets guarding the checkpoint ahead. Finally, launch a few missiles at the checkpoint wall until it crumbles to the ground. Zoom out, equip the machine gun, and quickly terminate the two Elementals that emerge from the wreckage.



Drop down into the clearing and take on the Elemental that soars down from the skies. Keep your eyes on the northern bank—any remaining tanks will try to bring you down from this position, so deal with them first. When peace is restored, scale the northeastern slope to reach the opposite side of the valley.

TIP

Try to remain concealed behind the hill to your left as you fight off the enemy marauders. Breaking cover will alert the hostiles on the other side to your presence, making your tussle with the opposition that much more difficult.

At the top, take out any approaching tanks and investigate the blocked tunnel to the north. Yellow, green, and blue salvage can be found hidden in the truck and hangars to the right. From here, slip down the incline to the left of the tunnel and travel northwest. Rejoin the road at the bottom and decimate any tanks, Elementals, and gun turrets that welcome your arrival—preferably in that order.



As the second Elemental falls, swipe any salvage from the wreckage and follow the road as it swings to the north. Use your cannons to eradicate both tanks obstructing



your route ahead, then blast the turrets mounted on either side of the bridge to the northwest. Before proceeding, steam over the salvage against the wall to the east.

NOTE

After collecting the salvage from outside the tunnel on the hill, there's an alternative route to the west. Instead of heading





down the incline to the left, take the western path and follow it all the way to ground level. There's a hangar housing a controllable Owens 'Mech at the bottom, guarded by a pair of Elementals and two turrets.

Stealing the 'Mech is optional, but it packs a heftier punch than the tank and can be extremely handy later on when tackling the Owens that patrols the spaceport. If you decide to acquire the Owens, follow the nearby road to the northwest until you reach the spaceport, then complete the mission as directed later in this chapter.

As you move west along the road, explore the hangars lining the left-hand side. You'll be rewarded with yellow, red, blue, and green salvage.



TIP *The Owens has considerable firepower compared to the majority of hostiles encountered so far. This can be problematic due to the tank's comparatively limited maneuverability. A good strategy for bringing about the Owens' quick demise is to equip your cannons and zoom in as it leaves the spaceport to the west.*

Immediately begin pounding the 'Mech's body with your gravity cannon as it approaches. Hits from the gravity cannon frequently knock the Owens off its feet, providing ample opportunity to pile on additional damage while it's down. Repeat until the 'Mech is destroyed, moving back occasionally as it begins to draw near.



OBJECTIVE

Use the panel to open the spaceport gate (you must first exit your vehicle)

OBJECTIVE

Destroy the guard forces to break into the spaceport

Map Target Marker: 4

As you round the corner to the northwest, the spaceport rises into view. Immediately empty your cannon in the direction of the gun turrets mounted on either side of the entrance gate. This will alert an additional tank and Owens 'Mech to your presence.



When the coast is clear, head west toward the junction in the road. Look south and use your zoomed cannon to decimate the enemy turrets in the distance. Finally, take care

of the two patrolling Elementals—there's green and blue salvage situated in the two trucks directly west if you need it.

NOTE *The Owens 'Mech comes equipped with reactive armor that deflects ballistic weapons, including your machine guns, when activated. While the pulsating yellow armor is visible across the 'Mech's body, the effectiveness of these weapons is temporarily reduced.*

Return to the junction and move west into the spaceport parking lot. Pull up next to the wall and exit your vehicle using **V**. Approach the panel on the left side of the road and press **A** to



activate it. Follow the onscreen prompts and hit the corresponding buttons to hack into the system. When successful, hop back into your vehicle of choice and drive through the spaceport gates to complete the mission.

Mission Four: LET'S GET OFF THIS ROCK



MISSION OVERVIEW

Having successfully fought your way through the enemy defenses into the spaceport, it's time to requisition a ship and get the hell off the planet. The Dragoon's vessel, the Icarus, still lies inside the spaceport but requires Foster's attention before it can get airborne again. Hold off the hostile forces and block their access points into the spaceport while the Icarus is primed for action. Be careful though, if the enemy destroys your ride to freedom, your team is doomed....

What You Need to Know

Not only must you shut down access to the spaceport, there's an almost constant onslaught of hostile units to deal with during the mission. This makes the level one of the most frantic so far. You'll need to pull all your skills together to protect the Icarus and get out alive. Luckily, you have access to the Belial Mech—

the most devastating machine in your charge up to this point. Make full use of its powerful arsenal, including gauss rifle, crossbow, and pulse lasers, to battle the wave of enemy forces.

MAP KEY

OBJECTIVE TARGETS

- 1 Lock down the spaceport by securing the gates via the control panels
- 2 Secure area

SALVAGE

Armor	Energy
Missile	Ballistic



OBJECTIVE

Lock down the spaceport by securing the gates via the control panels

Map Target Marker: ①

OBJECTIVE

Secure area

Map Target Marker: ②

While Foster prepares the Icarus for takeoff, you need to take care of the hostile forces heading toward your position. Your initial goals are to lock down the spaceport and collapse the tunnels leading into the compound to stop the influx of enemies.



NOTE Tanks will continue to emerge from the tunnels around the spaceport until the entrances are destroyed. It's vital that you remain alert to your surroundings at all times—if you let the hostile forces build up too much, your task is going to get a lot harder.

TIP The mighty bulk of the Belial can crush opposing tanks underfoot with ease. It's often much more efficient to take them out this way and save your charged weapons for the tougher 'Mech confrontations to come.



Quickly launch a few rockets at the area above the tunnel mouth until it collapses, then set your sights on the nearby Elemental. When it's destroyed, head along the road running east to west and cave in the tunnel openings at either end. This stems the flow of enemy tanks in the southern portion of the compound.

TIP Depending on your actions last mission, either the stolen tank or Owens 'Mech is currently under your control. Although it's possible to fight through the tide of enemy units using either, you'll have a much tougher time this way. A mountable Belial 'Mech sits to the southeast; hop out of your current vehicle and requisition it immediately. There's plenty of salvage strewn across the level, so hunt it out and beef up the Belial if things get hairy.

Head southwest and pass through the gateway to the south. Next, eliminate the opposition tanks on either side of the tunnel entrance directly ahead.



Return to the original tunnel mouth, disembark your vehicle and jack into the console to the right. Hit the buttons as directed, then climb back inside. Travel back through the gate to the north and, if you haven't already done so already, park up in front of the Belial 'Mech. Approach the ladder and hit **V** to commandeer it.



TIP *The Belial is equipped with jets, pulse lasers, crossbow, and gauss rifle. The gauss rifle packs a devastating punch when upgraded using salvage; use the gauss when an enemy is directly in your sights—it's particularly effective against the smaller enemies you encounter during the mission. The crossbow is handy against nimbler hostiles when it's not possible to target accurately with the gauss, but is fairly weak.*

By this point, enemy reinforcements are on their way. Head north until you reach the tunnel entrance directly ahead. As you approach, obliterate the laser turrets flanking the opening, then destroy the entrance itself. Next, take care of the tunnel to the east of the road leading east to west. Once again, return to the northern tunnel mouth and jack into the computer situated to the right.



NOTE *To continue farther into the mission, all tunnels must have been destroyed. If any remain open, you'll be ordered to finish them off. Double-check the entrances to the north, northeast, southeast, south, and southwest of the compound. Collapse any tunnels still standing and return to the center of the spaceport.*

Two Raptor 'Mechs arrive not long after. Head over to the southeastern outer perimeter, destroy the line of hangars, and pilfer any salvage left in the rubble. There's more salvage on the far western edge of the spaceport too, if you want to max out your weapons.



TIP *When the enemy 'Mechs land, your crossbow should be primed enough to launch a near constant volley. Use it until your foes switch on their null sig devices. You can't get a lock on your target when this happens so lure them over to one of the gas tankards located around the spaceport. A few blasts to the tankards will result in a massive explosion, causing serious damage to any 'Mechs caught in the vicinity.*

Battle the Raptors, seeking out armor salvage from the hangars and moving trucks around the area, as required. The Belial's jumpjets are especially useful for dodging enemy fire, so use them liberally. Once both 'Mechs are destroyed, the mission is complete and it's time to take to the skies in the Icarus.



Mission Five: TO THE RESCUE

M5: TO THE RESCUE

MISSION OVERVIEW

With the Icarus successfully in orbit, your team turns to Alera to make the jump to Northwind in search of the remaining Dragoons. However, something goes awry and the ship reemerges over the planet Thestria. Even more troublingly, the same invaders encountered on Dante are attacking the House of Kurita below. Natalia quickly formulates a plan, resulting in your immediate deployment to the planet's surface. Assist the Kuritan forces in clearing the area of hostiles, then start searching for some answers....

What You Need to Know

The 'Mechs you're up against this time around are a lot tougher than your previous opponents. Although the Cougar and Stiletto 'Mechs shouldn't cause too much strife, the numbers of enemies attacking can be overwhelming at first. Simply keep calm, keep your weapons primed, and take each one out as quickly as possible. Concentrate on larger opponents first, but don't underestimate smaller units such as tanks and helicopters—you'll still take quite a beating if you let them roam free for too long.



MAP KEY

OBJECTIVE TARGETS

- 1 The Kuritans are under attack—help them
- 2 Fight off the second wave of enemies
- 3 Help defend all friendly bases and gather Allied support troops
- 4 Take the forces you have gathered and attack the enemy outpost
- 5 Clear out sector

SALVAGE

 Armor	 Energy
 Missile	 Ballistic



●● OBJECTIVE

The Kuritans are under attack. Help them

Map Target Marker: ①

As the mission begins, the Stiletto 'Mech is in your charge. Your first task is to destroy the initial wave of enemy units speeding from the west, away from the decimated Allied base, toward the Icarus' landing spot.



No time for a breather yet! Collect the salvage dropped by your earlier opponents, then ready yourself for the next wave of attackers.

TIP

The Stiletto is equipped with jumpjets, flamethrower, gauss rifle, and crossbow SRM. The flamethrower is a pretty rare piece of 'Mech weaponry and dishes out a surprising amount of damage—but its drawbacks are that it must be used in close quarters to have any real impact on your opponent, and that your 'Mech overheats quickly while using it (to combat the second problem, use it only in short bursts). A good combination of weapons on the Stiletto to use against Cougar 'Mechs is the gauss rifle and flamethrower: if you manage to knock an enemy 'Mech off its feet with the gauss, it becomes a helpless target for the flamethrower.

TIP

The Stiletto's reactive armor makes it highly resistant to ballistic weapons such as autocannons and machine guns. Hit ⊕ to activate it in a tight spot. Remember though, it can only take so much of a battering, so always be sure there's sufficient cover nearby in the event of sudden failure.

The next assault approaches from the north-west so ready yourself and take down all 'Mechs and ground vehicles storming the vicinity.



CAUTION

The blast radius of a downed Cougar is huge. Make sure you're well away from the area when one hits the ground for the last time—the force can be devastating enough to obliterate your 'Mech!



●● OBJECTIVE

Help defend all friendly bases and gather Allied support troops

Map Target Marker: ③



Follow the green navpoint through the water, heading west. As you approach the second Allied base, the attacking enemy parties turn their sights on you. Take down the opposing forces and investigate the base for additional salvage when the coast is clear.

●● OBJECTIVE

Fight off the second wave of enemies

Map Target Marker: ②



NOTE As you trek from base to base, a procession of Allied tanks will join your position. Your reticle glows green when you have them in your sights. Avoid decimating friendly forces during combat, as they prove invaluable to the campaign later in the level.

TIP This time around, there's an opposing Stiletto 'Mech to deal with. Although relatively weak, it uses its own reactive armor to deflect your ballistic weapons. Strafe around it in a circle and launch a torrent of crossbow missiles to finish it off.

CAUTION
In addition to the ground troops encountered so far, several helicopters are scouting the skies above. Their lasers pack a powerful punch so use the crossbow to home in on them quickly and bring them crashing to the ground. Be sure to avoid straying into their path as they hit the earth, though!



OBJECTIVE
Take the forces you have gathered and attack the enemy outpost

Map Target Marker: 4

Before continuing, raid the nearby Allied base for any useful salvage. Next, begin moving southwest, following the green navpoint across the terrain for guidance. As the route swings to the north, the enemy outpost comes into view. Begin obliterating hostiles as you approach the compound.



Steer the Stiletto up to the outpost entrance. Instead of making yourself vulnerable by exiting your 'Mech to hack the gate, jump over the wall to get inside the fortress.

OBJECTIVE
Clear out sector

Map Target Marker: 5

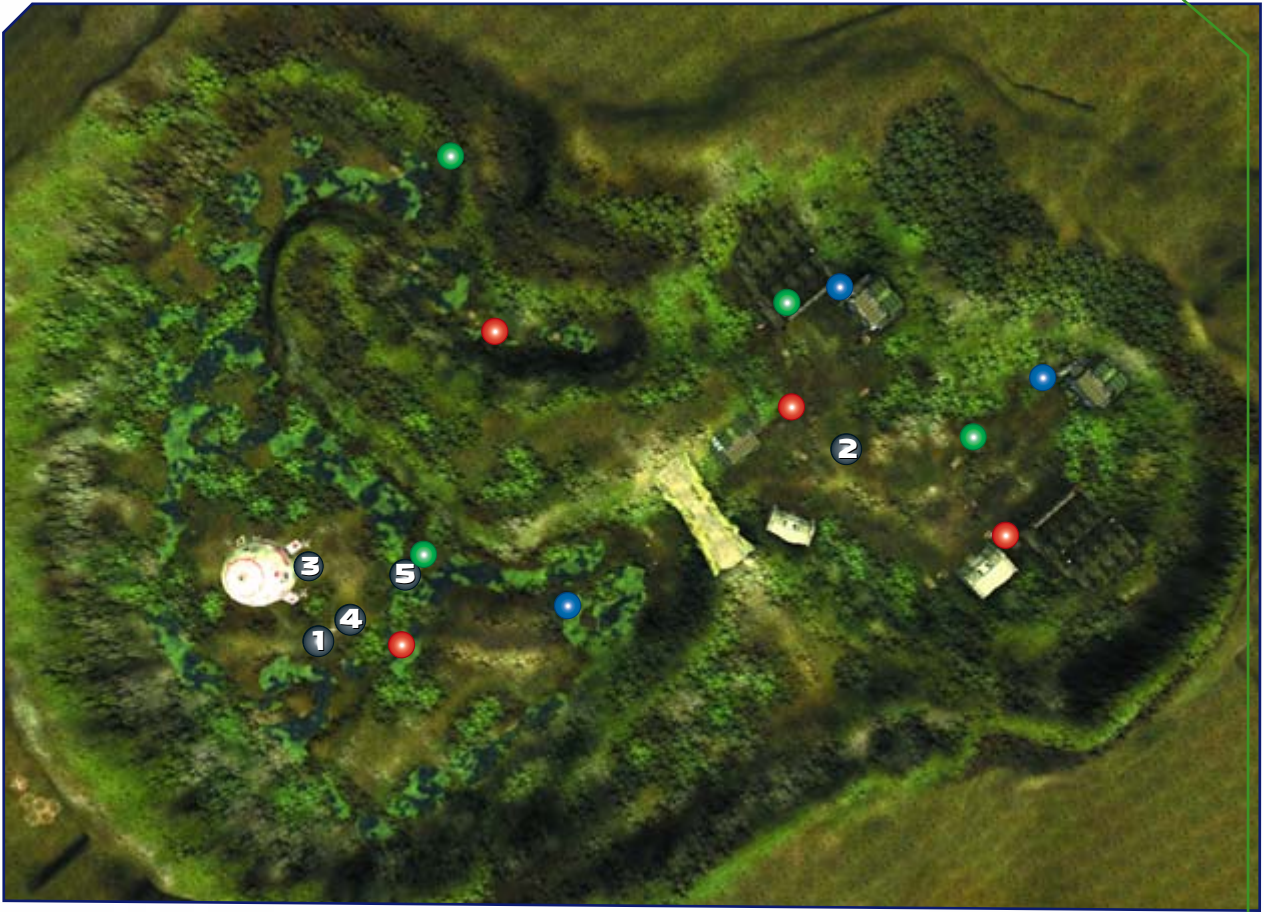


Turn around and follow the objective arrow to the northeast. There's another bunch of enemy attackers close to the bridge you encounter. Finish them off and continue toward the next Allied base. Upon arrival, decimate the opposing forces.



To wrap up the mission, wipe out the remaining hostile targets.

Mission Six: 'MECH SHOPPING



MISSION OVERVIEW

After the successful destruction of the first enemy outpost on Thestria, Natalia conjures up an audacious plan of action to prepare the team for the next assault on hostile turf. After deployment on the ground, you must ride over to the enemy base and hijack as many of their 'Mechs as possible—increased 'Mech supplies mean increased firepower, which is instrumental for the success of your next operation. Keep infiltrating the compound and returning the stolen goods to the Icarus until Natalia is satisfied....

What You Need to Know

There's a whole new way of getting around this time, in the form of Natalia's VTOL. You can't control the aircraft directly just yet, but once you latch on, Natalia airlifts you straight to your destination. Pay extra attention to your surroundings while airborne—you're in clear view of enemy sights and your BattleArmor can only take so much of a pounding.

In fact, this mission can seem pretty tough to start with, thanks to the relative puniness of your BattleArmor. The trick is to stay nimble and use the

mountainous terrain to your advantage—you're a much trickier target to hit when you're not at ground level facing your enemies head-on.

MAP KEY

OBJECTIVE TARGETS

- 1 Ride the VTOL into the enemy base
- 2 Steal or NeuroHack an enemy 'Mech
- 3 Return the 'Mech to the Icarus
- 4 Attach to the VTOL and ride back to the enemy base
- 5 Defend the Icarus from the counterattack

SALVAGE

- Armor
- Missile
- Energy
- Ballistic



OBJECTIVE

Ride the VTOL into the enemy base

Map Target Marker: ①

For this daredevil operation, another prototype BattleArmor is at your disposal. Hop inside and head southeast toward the dust cloud in the distance. On arrival, fire your jumpjets and latch onto the VTOL above using **A**.



Your next task is to grab an enemy 'Mech. How you do this depends entirely on circumstance. If your path toward one of the Cougars parked by the northern gate is clear, then simply climb inside. However, if an occupied 'Mech gets in the way, use your jumpjets and NeuroHack its system, then swipe it instead.



The VTOL automatically airlifts you over to the ridge on the west side of the enemy base. The BattleArmor has access to level four lasers while attached to a VTOL (which is more powerful than anything it gains through powerups). Take advantage of the extra firepower and destroy as many enemy units as you can while flying into the base. Fire the BattleArmor's jumpjets a second time to detach at your destination.



CAUTION *It's vital that you perform the NeuroHack swiftly. The enemy base is swarming with hostile forces and your BodyArmor can only take a limited beating. Don't try to fight off your foes until you're safely encased inside a 'Mech.*

Once you have a Cougar under control, start taking out the enemy defensive. Pay extra attention to any remaining rooftop turrets, as their large numbers can make them difficult to avoid, and wait for your next orders.



OBJECTIVE

Steal or NeuroHack an enemy 'Mech

Map Target Marker: ②

TIP *Use your high vantage point to take out as many hostile units guarding the base as possible before continuing. In particular, destroy the numerous roof-mounted gun turrets, as these prove to be a real nuisance from the ground. Your pulse lasers are ideal for this task due to their extended reach. Save your mortars for obliterating the tanks and Cougar 'Mechs below.*



OBJECTIVE

Return the 'Mech to the Icarus

Map Target Marker: ③

After a short while, the signal is given to return the stolen 'Mech to the Icarus. There are two possible routes to take, so the choice is yours. Either use your jumpjets to fly over the hills to the southwest of the base concealing your ship, or follow the green navpoint south along the ground until you locate the Icarus.



TIP Although the hillside is undefended, it can be tricky using your jumpjets to cross over to the other side, especially if your 'Mech has already taken a fair beating. The hillside path is also the longer of the two choices. It's usually easier to quickly brave the lower route and then launch a counterassault on enemy units that move in to strike.



When you reach the Icarus, dismount the 'Mech and prepare to start over again.

●● OBJECTIVE

Attach to the VTOL and ride back to the enemy base

Map Target Marker: ④

Once again, head southeast from the ship toward the dust cloud. A new BattleArmor suit waits to the left. Climb into it, latch on to the VTOL, and make your way to the eastern side of the enemy base.



●● OBJECTIVE

Steal or NeuroHack an enemy Mech

Map Target Marker: ②

As you near the base, the VTOL passes over another ledge, high above the base. Jumpjet off and land on this ridge to gain another advantageous viewpoint. As before, take down as many enemy units around the base to the north as possible before plunging down and commandeering another 'Mech—there's a choice between a Cougar and a Mad Dog this time around. The enemy has been alerted to your presence by this point, so prepare for increased resistance from your foe.



TIP The Mad Dog falls into the Heavy 'Mech category, meaning it's slightly slower than the Cougar, but much tougher in terms of offensive and defensive capabilities. The Mad Dog comes equipped with target jamming, pulse laser, autocannon, and crossbow SRM. Grab this to stand a better chance against the hostile Mad Dogs in the vicinity!

●● OBJECTIVE

Return the 'Mech to the Icarus

Map Target Marker: ③



As soon as you've grabbed a second 'Mech, follow the arrow back toward the Icarus and dismount outside.

●● OBJECTIVE

Attach to the VTOL and ride back to the enemy base

Map Target Marker: ④



You only need to grab one more 'Mech to complete the mission. Once again, head over to VTOL, climb into your BattleArmor, and latch on to the craft above.



Eliminate as much of the approaching threat as you can while Lieutenant Foster enters one of the stolen 'Mechs to assist in the battle. Once he's in position, several hostile 'Mechs join the throng. Destroy the first approaching Cougar and any nearby tanks. Shortly after, a hostile Mad Dog 'Mech falls in from the northeast.



OBJECTIVE

Steal or NeuroHack an enemy 'Mech

Map Target Marker: 2

The drop-off point is on the western side of the base. By now it should be relatively free of enemy troops. Quickly dispose of any immediate threat and hop into one of the parked Cougar 'Mechs.



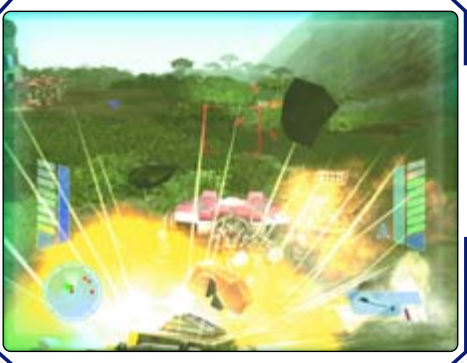
TIP Slip into the BattleArmor located near the Icarus in preparation for the Mad Dog's arrival. As soon as the 'Mech appears, jumpjet over to its position and initiate a NeuroHack. This is an easy way of downing the extra powerful 'Mech and, even better, you can use it to finish off the remaining hostiles in the area!

OBJECTIVE

Return the 'Mech to the Icarus

Map Target Marker: 3

The hostiles have managed to locate the Icarus and are closing in on its position. Quickly follow the green navpoint southwest, toward your ship, and take down the marauding enemy forces.



To complete the mission, destroy the enemy units marked in red on your radar.

OBJECTIVE

Defend the Icarus from the counterattack

Map Target Marker: 5



Mission Seven: GO TIME ON THESTRIA

MISSION OVERVIEW

With the added firepower of the stolen 'Mechs now in your charge, it's time to bring an end to the Thestrian conflict once and for all. Radio traffic suggests there is a large number of hostile forces in the area that must be eliminated, alongside some friendly Kuritan troops. Recon the swamp to locate your allies, then make your way over to the front line. Natalia is on board the VTOL again, keeping a watchful eye on proceedings and supplying salvage drops when the going gets tough. As if you're likely to need them!

What You Need to Know

Things are short and sweet here—the majority of the level consists of an extended battle against some increasingly tough 'Mech opponents. You'll meet your first set of Assault class 'Mechs here too, but it's not as scary as it might sound. Although powerful, the hostiles can be brought down relatively quickly. Play to their weaknesses and keep moving at all times. ●●



MAP KEY

OBJECTIVE TARGETS

- 1 Find the battlefield to help the Kuritans
- 2 Win the battle
- 3 Take out the reinforcements

SALVAGE

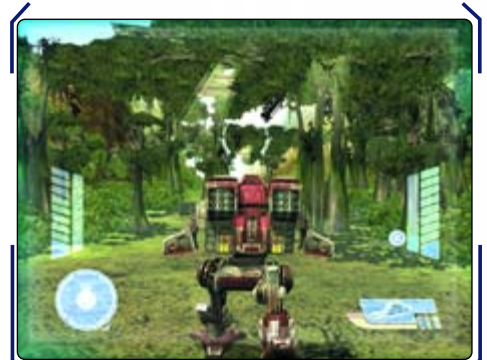
Armor	Energy
Missile	Ballistic

OBJECTIVE

Find the battlefield to help the Kuritans

Map Target Marker: 1

Begin by climbing into the Mad Dog 'Mech to the northwest of your position. Next, exit the clearing via the route to the southwest. At the fork, take a left and grab the yellow salvage before returning to the fork and continuing right toward the west.





Enemy tanks lie in wait immediately around the corner. Quickly demolish them with a few blasts of your crossbow SRM and continue southwest, until you reach the water.



your crossbow to blast them clean out of the air. Hop down into the water to the southwest and destroy the crates floating about for green, red, and blue salvage.

Return to the grassy incline and continue climbing the hill toward the northwest. As you drop down into the water again, two friendly Kuritan 'Mechs will join your position in order to lead you to the battlefield.



Blow up the toppled truck on the island ahead for some green salvage, then demolish the one a little farther back for a blue power-up. An enemy Uller 'Mech appears on the brink of the hill to the southeast. Stay at medium-range, using the hilly terrain as cover, and quickly eliminate your target. Collect the salvage left in its wake.



Follow them north, destroying any abandoned trucks you spot in the water for additional salvage. As the Kuritan 'Mechs come to a halt, prepare for battle.



Move southeast along the watery passage to the right of the island and into the large clearing. The path swings southwest again as you travel. Take out the enemy tanks and decimate the truck floating in the water for some additional armor salvage.



OBJECTIVE

Win the battle

Map Target Marker: 2

As the watery passage comes to an end, turn northwest and climb the grassy slope. A short way up, two choppers appear from over the water to the southwest. Use



Several hostile Ullers appear from over the north horizon. Concentrate your fire on them while avoiding your allies.

TIP *The flat terrain doesn't provide much cover for this battle. The best strategy for success is simply to keep strafing and firing your crossbow to bring down the enemies as quickly as possible. It can be tricky, but try to avoid demolishing a hostile 'Mech while it's in the vicinity of one of the friendlies. The Kuritans won't try and run away from a downed 'Mech, and the resulting explosion is usually enough to take out your allies in one blast, leaving you short of assistance!*

●● OBJECTIVE

Take out the reinforcements

Map Target Marker: 

When the first wave of hostile 'Mechs has been decimated, enemy reinforcements will quickly fall in on your position from the northeast.



TIP *The Timber Wolf 'Mechs that join the throng are pretty meaty pieces of hardware. They come equipped with active AMS, pulse lasers, gauss rifle, and crossbows, making them particularly deadly at long-range. Use the same strategy as on the Ullers, but stick close to your targets to pile on some heavy damage and minimize their weapons' effectiveness. You'll find the active AMS eliminates the usefulness of your crossbow, so avoid using missiles while it's on.*

Once they're down, look east and prepare for nine choppers to arrive. As usual, these don't pose much of a threat, but eliminate them quickly—they can be a nuisance once the next part of the battle begins.

Set your sights to the south and prepare for the arrival of two Prometheus Assault 'Mechs. Again, they're not too problematic individually, but combined they can be an overwhelming force. Try to switch your aim between the two and gradually weaken them simultaneously with your autocannon and crossbow fire.



TIP *The Prometheus' arsenal of lasers, gauss rifle, and hammer missiles makes it quite a force in mid- to long-range combat, especially in conjunction with its alpha strike. The most effective way to bring it down is to alternate your distance regularly, strafing quickly around to avoid the Mech's fire and confuse its targeting.*

Natalia drops salvage as you fight, so scout the area and grab what you need to max out your hardware. Finally, beware of additional hostile aircraft patrolling the skies. They won't damage your 'Mech extensively, but aim to down a few during battle—then you can concentrate your forces on the enemy 'Mechs without interruption. Once the two enemy Prometheus 'Mechs have been defeated, the mission is complete.





Mission Eight: SWAMP ROCK

M8: SWAMP ROCK



MISSION OVERVIEW

Natalia has located the final bastion of enemy forces, and it's a hotbed of activity. Sensors show a heavy presence of enemy missile defenses and it's vital that these are taken out so the Icarus can land. However, Foster is unable to locate their exact position, so it's up to you to hunt them out and destroy them. To avoid enemy detection, the Icarus drops you down in the smallest armor at your disposal. However, with such an intense concentration of hostiles in the area, you're going to have to find something much bigger if you want to get out alive!

MAP KEY

OBJECTIVE TARGETS

- 1 Our sensors cannot locate the missiles. Recon the area and find them
- 2 Missile sites located. Destroy each site
- 3 The missiles have been destroyed and we are landing. Return to the Icarus
- 4 The enemy base is nearby and vulnerable. Make your way there
- 5 Destroy all targets marked on your HUD

SALVAGE

Armor	Energy
Missile	Ballistic

What You Need to Know

Prepare to sweat a little in this mission—it's by far the toughest the game's dished out yet. The difficulty mainly stems from the large number of Heavy 'Mech class Thors roaming the terrain. These hulking chunks of metal pack some devastating firepower, made all the worse by the level's early reliance on your BattleArmor. What's more, even when you finally find refuge in a NeuroHacked Thor 'Mech, their slower-than-usual control system requires adjusting to a much more strategic mind-set than you may be used to. The best advice is to grit your teeth and go in like you mean business....

OBJECTIVE

Our sensors cannot locate the missiles. Recon the area and find them

Map Target Marker: 1

Almost immediately, a wave of three enemy copters appears overhead from the south. Use your pulse lasers to bring them crashing to the ground before they



inflict significant damage on your BattleArmor. Trailing in their wake are some enemy tanks. Switch to your mortars and decimate them quickly.

Begin trekking south through the swamps in search of an enemy 'Mech to NeuroHack. As you reach the first high ridge rising out of the water, turn southwest onto



dry land to locate a hostile Thor 'Mech bearing down on your position. Its firepower is more than a match for your BattleArmor so concentrate on dodging its blast and closing in on it quickly.

TIP

The best way to reach the enemy 'Mech is to jumpjet in short bursts out of the path of any oncoming weapons, using trees as cover if possible. It's vital you don't stay still for a second—the Thor's formidable firepower can obliterate your BattleArmor in a couple of strikes. If possible, circle around the Thor as you close in to prevent it from getting a proper lock on your position. Once ready to NeuroHack, it's important to get the sequence right the first time. If you're shaken off the Thor, it will turn its machine gun on you and the BattleArmor will be torn apart in seconds.

As you near, jumpjet and hit **A** to begin the NeuroHack. Once the hack is successful, requisition the 'Mech. Immediately take out the aircraft that appear overhead and tackle the second Thor, approaching over the hill to the southwest.



NOTE

The Thor can take some getting used to; they're by far the slowest 'Mech you've controlled so far. Not only is its walking speed reduced, the Thor's turning speed is significantly slower too. This necessitates a more strategic form of attack as you'll need to plan your moves ahead to accommodate the longer response time of the Thor.

It's possible to increase your traveling speed in the Thor by using your jumpjets to spring around the terrain. This can be handy for dodging your opponents as well as launching surprise attacks on them as they struggle to move slowly into position.

The Thor's reactive armor is particularly useful against the machine guns used by your 'Mech opponents. Fire from this weapon can be tricky to avoid, especially when in close range, so use its armor liberally. Whenever your opponent activates its defenses, use your lasers—they do more damage, and the water around the islands acts as a cooling agent.



TIP *There's another, much quicker strategy, to avoid taking on the second Thor. Instead of leaving your BattleArmor after NeuroHacking the first 'Mech, simply travel up onto the nearby island to the west and continue south until the second Thor appears in view. Initiate a NeuroHack, then commandeer it to proceed.*



Take care of the remaining enemies in the vicinity and the next objective will appear shortly.

OBJECTIVE
Missile sites located. Destroy each site

Map Target Marker: 2

Follow the red navpoint a short way to the south in your newly acquired 'Mech. The first two missile sites reside on the island you're currently on. Use your crossbow missiles to destroy them both. Another three lie to the north on the same island. Finish them off, then work your way west across the water, taking out any hostiles that hinder your progress. Be on the lookout for other enemy Thor units in the vicinity—keep moving and destroy them as quickly as possible.



Continue west across the water, following the red navpoint. At the next island, destroy the two missile defenses. One final missile site lies to the southeast. Again, follow the navpoint and neutralize the final three missile launchers.



OBJECTIVE
The missiles have been destroyed and we are landing. Return to the Icarus

Map Target Marker: 3

Once the missiles have been taken care of, the Icarus lands at your original drop-off point. Follow the green navpoint back in a northeasterly direction and eliminate any hostile forces you encounter on the return journey.



OBJECTIVE
The enemy base is nearby and vulnerable. Make your way there

Map Target Marker: 4

A Mad Dog has been primed and is ready for action. This is one seriously powerful 'Mech—all its weapons have been maxed out. Head to the western side of the Icarus, dismount your current 'Mech, and scramble inside the Mad Dog.



NOTE

At this point, you have a few options. You can use the Mad Dog 'Mech, which makes the latter part of the level a little harder but gives you more dexterity when up against the game's first boss (our preferred choice, and how we wrote the strategy for this part of the game). Others, however, prefer the Thor over the Mad Dog due to its jump-jets, and still others like finishing the mission in the BattleArmor, since the splash of the mortar can take out the first boss even faster. The choice is yours!

From the Icarus, head north and follow the route as it bends west. Immediately deal with the influx of enemy tanks and the Thor 'Mech.



TIP

The Mad Dog is equipped with pulse lasers, autocannon, and crossbow SRM. Encounters with enemy Thors can be a little tough without a machine gun of your own to dish out damage, but the Mad Dog has the upper hand in terms of speed. Keep circling the Thor and launch a brutal assault of crossbow missiles until it drops.

As you move west, two possible routes are available depending on your current choice of 'Mech. The Thor is able to use its jump-jets to clear the hill to the northwest. To reach the next objective, simply follow the red navpoint along the gorge and drop down into the enemy base at the end.



The Mad Dog however, must follow the red navpoint along the far more perilous lower path to the southeast. Keep moving through the water, following the route as it turns northwest and destroying all hostile units until you reach the enemy base.



●● OBJECTIVE

Destroy all targets marked on your HUD

Map Target Marker: 5

On arrival, begin obliterating all hostile forces stationed in the area, using your radar as a guide. Although tanks and Thor 'Mechs populate the vicinity, helicopters make up the majority of the enemy threat, so keep your eyes to the skies.



NOTE

If you follow the mountain path using the Thor, expect a tougher fight upon hitting the enemy base. Several opposing Thors travel along the lower route to join their comrades when the battle commences. Take the Mad Dog's waterlogged path however, and the opportunity to eliminate them individually arises earlier on.

Once the area has been cleared, follow the red navpoint to the large enemy dropship nearby and demolish it with a few missiles to end the level.





Mission Nine: EIGHT FEET UNDER

M9: EIGHT FEET UNDER



MISSION OVERVIEW

Having defeated the hostile forces on Thestria, Foster is surprised to pick up strange energy readings from the planet's surface. Particularly as they seem reminiscent of the Data Cores you scavenged earlier. Natalia senses something's wrong and preps you for an emergency recon mission. Whatever's down there, it's big—and it doesn't look like it's going to be happy to see you....

What You Need to Know

Unlike previous missions, there's only one enemy to deal with this time around—and it's a big 'un. This boss battle can seem downright horrifying at first, thanks to the enemy's brute strength and unmatched arsenal. However, it's actually easier to deal with than many of the opposing forces you've encountered so far. This is largely due to the boss' rigid, and therefore predictable, strike pattern. Learn its moves, alongside the best countermoves, and you should sail on through! ❖❖

MAP KEY

OBJECTIVE TARGETS

- 1 Recon the area
- 2 Take it out!

SALVAGE

- Armor
- Missile
- Energy
- Ballistic

●● OBJECTIVE

Recon the area

Map Target Marker: ①

As the level begins, your formidable opponent lurks in the trees to the southeast, in the direction of the green navpoint. Begin heading in its direction.



●● OBJECTIVE

Take it out!

Map Target Marker: ②

As the gargantuan enemy charges toward you, back away from it, keeping central to its two front legs. As it stops, its legs will lash forward.



TIP

Always ensure that you relocate to the middle part of the terrain before your opponent can begin charging—this guarantees you have plenty of room to maneuver. If you're too close to the edge of the map, you risk backing straight into the surrounding rocks, making escape from the enemy's legs nearly impossible.

CAUTION

Getting caught by the enemy's legs knocks your Mech to the ground for several moments, seriously impeding your chance of escape from its brutal energy attack. Once this weapon is in full force, it can devastate your armor in a matter of seconds.

When the boss begins spewing, it will lock in position until the blast subsides. Take advantage of its current immobility and quickly circle around to the back or sides of your opponent. Use your crossbow to shatter the black armor covering its legs.



NOTE

During the confrontation, Natalia takes to the skies in her VTOL and drops salvage to aid your progress.

Always keep your eyes peeled for power-ups and sidle in their direction as you back away from the enemy to ensure help is always close at hand.



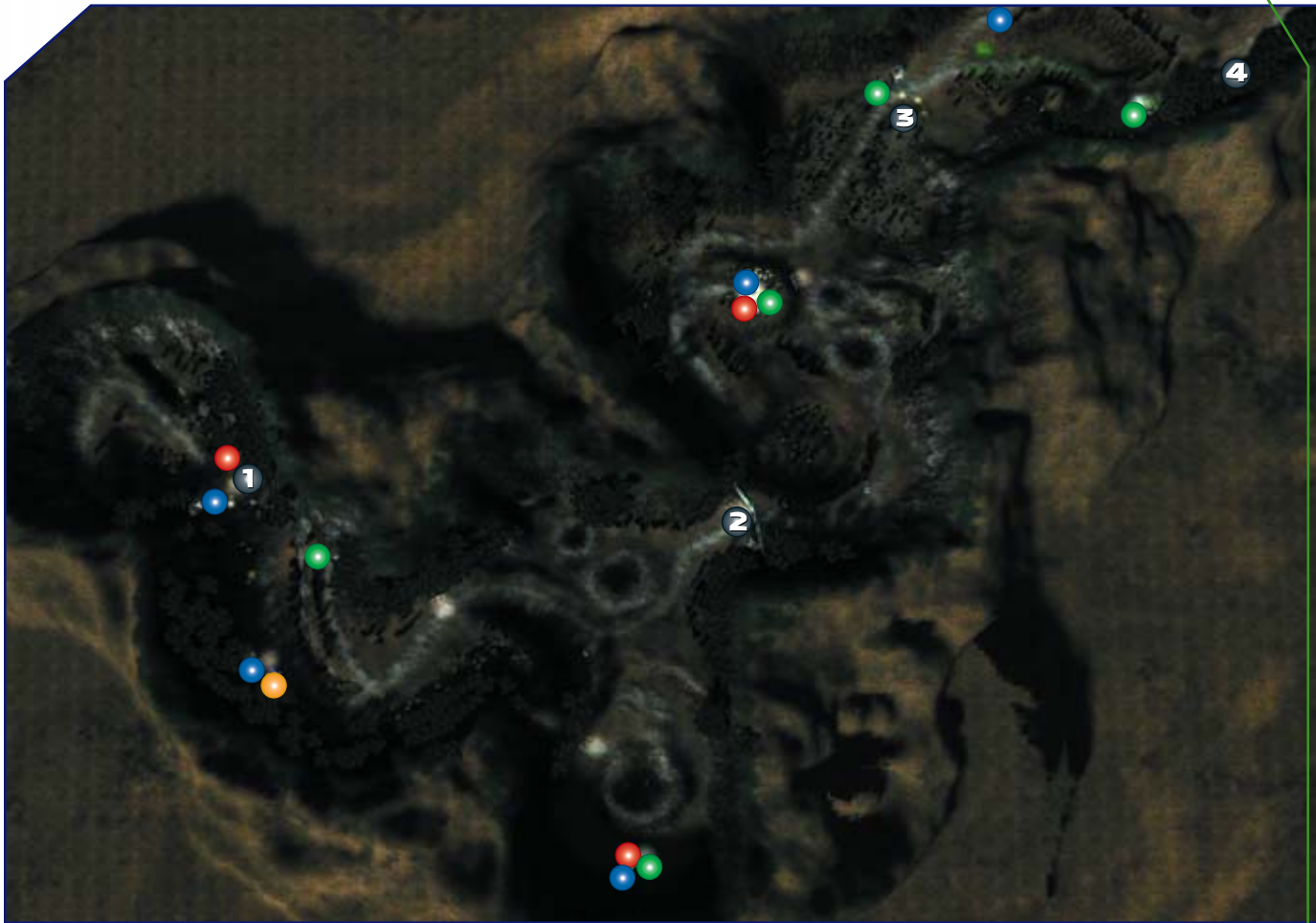
Continue thwarting the creature's charges and dodging its devastating weapon attack, concentrating your fire on its legs when the opportunity arises. As you

destroy the armor of each leg, the leg ceases to function. After you have destroyed all six legs, target the body of the boss and pile on missiles until victory is yours!



Mission Ten: INTO THE VALLEY OF DEATH

MT10: INTO THE VALLEY OF DEATH



MISSION OVERVIEW

An SOS transmission from an outnumbered Dragoon patrol on Northwind reveals the true identity of the planetary invaders: your old adversaries, the Word of Blake. Upon approaching the surface of Northwind to scout for survivors, the Icarus is attacked by ground troops. Unable to land, the Icarus hot-drops you onto hostile terrain while Natalia and Foster do a quick recon of the area. Fight your way through the Word of Blake's forces and rendezvous with your team at the city to the north...

What You Need to Know

This mission is quick and painless. You'll only fight a handful of 'Mechs and other hostiles before you reach your goal. More than anything, the level serves as an introduction to the PPC fitted into your Uziel 'Mech. It's a little different from previous weapons because it needs to be charged up to reach its maximum power. This can leave you exposed to enemy fire, so a light foot is essential. Thankfully, the Uziel is

fitted with reflective armor alongside its machine gun and crossbow; use it frequently while you practice with the PPC!

MAP KEY

OBJECTIVE TARGETS

- 1 Collect salvage to increase weapon strength
- 2 Enter the valley and remove any Word forces. Use extreme force
- 3 Cross the canyon and locate the city
- 4 There are civilians being detained in a city near this location. Free them

SALVAGE

 Armor	 Energy
 Missile	 Ballistic

●● OBJECTIVE

Collect salvage to increase weapon strength

Map Target Marker: ①

Immediately drop down the northwestern slope and decimate the enemy tanks in your path using the PPC. Next, follow the red navpoint toward the buildings on the left. Destroy them and collect the salvage to beef up your armory. Stay on the lookout for similar structures as you travel to the city—progress is much easier with stronger weapons.



NOTE *The PPC can overheat your Uziel quickly. Keep an eye on the gauge to the left of the HUD and stop using the weapon when the level reaches the red. Allow a few seconds to cool down before firing it again.*

●● OBJECTIVE

Enter the valley and remove any Word forces. Use extreme force

Map Target Marker: ②

As you continue to the north-west, an enemy Catapult 'Mech drops down from the hillside to the left. Quickly eliminate the tank patrolling the hillside beyond, then concentrate on toppling the Catapult. There's some handy energy salvage in the building to the north, alongside the spotlights on the right. This adds extra oomph to your PPC.



TIP *The Catapult comes armed with reflective armor, pulse lasers, and javelin LRM. The most effective weapon in your Uziel's armory is the PPC; search out some energy salvage to increase its charge speed.*

To defeat the Catapult, move in close to dodge its long-range javelin missiles. At the first opportunity, equip the PPC and charge it up by holding (R). When completely charged, let go to release its full force onto the Catapult. If the 'Mech's armor is activated momentarily, switch to another weapon. A couple of direct hits from the PPC should bring it to the ground.

At the top of the hill, take the left path and destroy the building at the end of the route for some Armor salvage.



Return to the fork and continue right, traveling south-west. Start moving down the hill, following the path around to the right. Tanks and a second Catapult 'Mech will challenge you from the northwest as you reach the ground.



Once they're obliterated, continue north-west and collect the salvage from behind the large crater. About-face and follow the green



navpoint to the southwest. As you near the gateway, additional tanks will move in on your position. Blast them to pieces before continuing.

Next, demolish the autocannon turrets stationed on either side of the gate and proceed through the entrance. Obliterate the turret immediately ahead and start moving west, following the path down the slope.



●● OBJECTIVE

Cross the canyon and locate the city

Map Target Marker: ③



At the bottom of the slope, seek out the Catapult 'Mech approaching from the southwest. Destroy it with a couple of shots from the PPC. There's a

small island nearby that houses a variety of salvage power-ups. Collect them and continue southwest, in the direction of the green navpoint.

At the foot of the next incline, a trio of hostile Cougar 'Mechs launch themselves at you. Use the PPC to destroy them quickly, but maintain your distance to avoid getting caught in the crossfire.



●● OBJECTIVE

There are civilians being detained in a city near this location. Free them

Map Target Marker: ④

Continue southwest and follow the path as it climbs sharply to the northwest, in the direction of the green navpoint. Keep to the track until you reach the gateway sitting at the top to the south. Head on through to complete the mission.



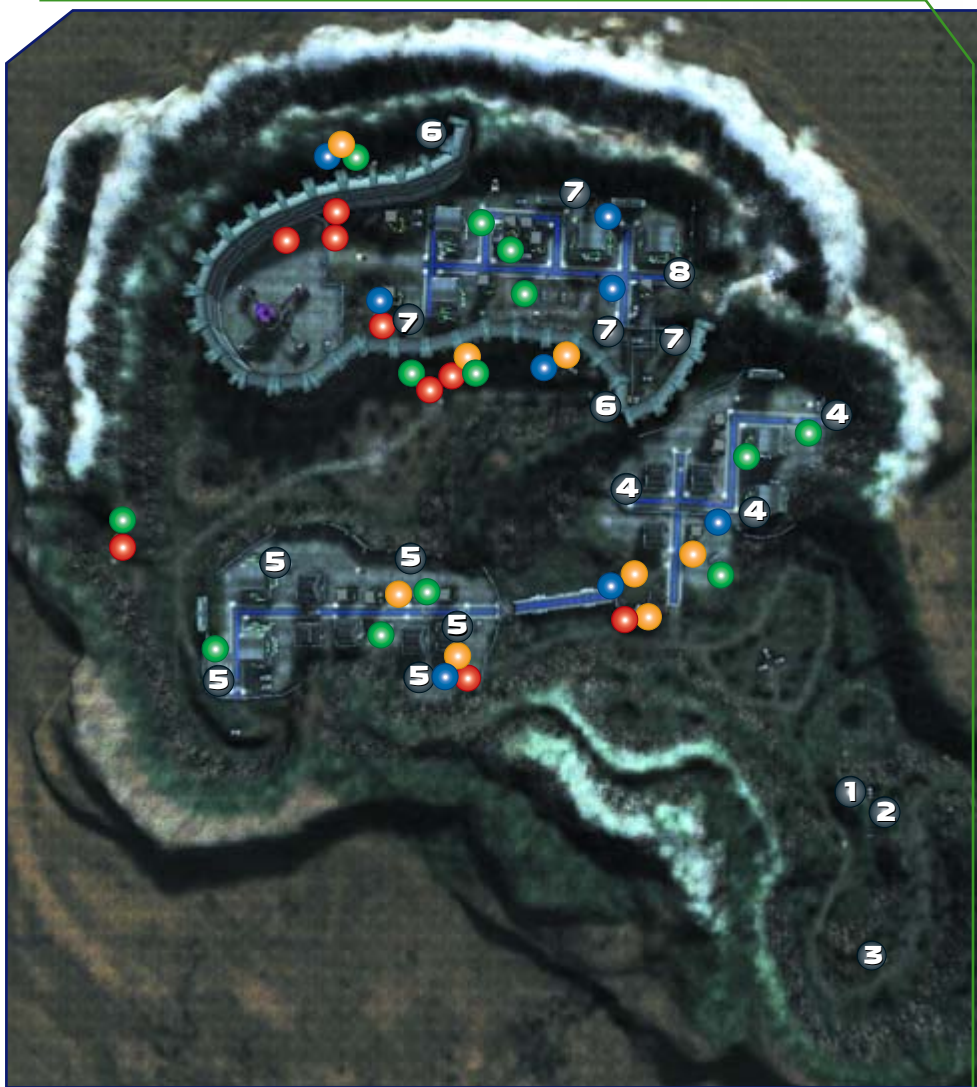
Mission Eleven: THERE'S GONNA BE A JAILBREAK

MISSION OVERVIEW

After successfully rendezvousing with the Icarus, it's time to release the Word of Blake's stranglehold on the city and put an end to the enemy occupation. First, you'll need to take out the Comm Tower on the city outskirts. This will cut off all hostile communications, but also prevent the call for reinforcements in the process. Next, destroy the numerous guard towers in the area to liberate the city. Finally, you'll need to find a way to knock down the city's backup power supply and end the Word of Blake's activities once and for all.

What You Need to Know

You should be comfortable using the Uziel and its PPC weapon by now. You'll be relying on it a lot across the level, usually against similarly equipped 'Mechs, so it pays to be proficient at this stage. This time around, the enemy count is much higher, so don't expect an easy ride. The greatest threat, however, comes from the relatively weak minor enemies, such as tanks and turrets—always deal with these first to ease the 'Mech confrontations. Finally, a significant part of the mission is played out on foot—don't even think about confronting hostiles until you've located some serious hardware. Stay out of sight and out of trouble....



MAP KEY

OBJECTIVE TARGETS

- 1 Get some demo charges from a nearby munitions depot
- 2 Destroy the uplink tower
- 3 Get back to your 'Mech
- 4 Eliminate the guard towers
- 5 Destroy all guard towers to liberate the city
- 6 Find a way into the compound

- 7 The city has backup power sources. Destroy them
- 8 Exit the city through the gate

SALVAGE

- Armor
- Energy
- Missile
- Ballistic



OBJECTIVE

Get some demo charges from a nearby munitions depot

Map Target Marker: ①

NOTE *It's vital that you remain undetected during the early stages of the mission, as you're completely unarmed and unprotected. Stay out of your enemy's direct line of sight to prevent them from locating your position.*

Immediately face north and move toward the control panel against the bunker ahead. Travel quickly, keeping the uplink tower to your left in order to remain undetected by the nearby 'Mech. On arrival, hack into the control panel to proceed. Once you've successfully infiltrated the system, the demo charges are yours.



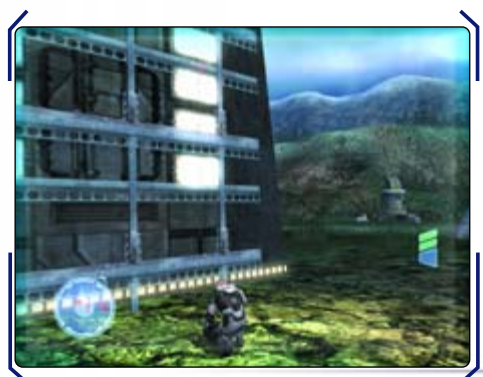
CAUTION *Try to avoid the sheer drop to the east. If you accidentally slip to the bottom of the slope, it's extremely hard to make your way back up to the tower without being spotted!*

OBJECTIVE

Destroy the uplink tower

Map Target Marker: ②

With the pilot bombs now in your possession, head south again, back to the tower you passed earlier. Stay alongside the east-facing wall and hit **Ⓡ** to plant a charge.



When done, check the radar to ensure the route ahead is clear, then run to the south-west. As soon as you're well away from the uplink tower, hit **Ⓢ** again to detonate the charge.



OBJECTIVE

Get back to your 'Mech

Map Target Marker: ③

Join the path running alongside the rock face. Turn right and follow it as it circles around to the west, in the direction of the green navpoint. Keep moving until you reach the large rock concealing your Uziel to the right. Hit **Ⓨ** to climb inside the 'Mech.



OBJECTIVE

Eliminate the guard towers

Map Target Marker: ④

Head back along the dirt track, moving south-east until you reach the remains of the uplink tower. Face north and eliminate the autocannon gun turret directly ahead, then deal with the hostile Uziel.



NOTE *There's an alternative and slightly less treacherous way of tackling the first section of this level. When the mission begins in front of the uplink tower, immediately turn around and high-tail it back to the Uziel hidden behind the rock. Once inside, use your PPCs to topple the tower and complete the remaining objectives as directed.*

TIP *You're on equal footing with the enemy Uziel. With no upper hand in terms of equipment or weapons, you'll need to exploit the 'Mech's weaknesses. Maintain your distance to reduce the accuracy of your opponent's PPC fire and swiftly sidestep the oncoming blasts. Quickly duck in closer and let rip with your own charged PPCs before increasing your distance and starting over.*

Turn northeast and drop down into the valley. Continue toward the red navpoints indicating the position of the guard towers. Engage your PPC and take down the hostile Uziel 'Mechs stationed in the clearing. Finally, eliminate the enemy tanks and continue northeast toward the city.



At the city perimeter, head toward the first guard tower, hidden behind the large building to the northeast. Blast it to the ground and spin to the south, facing the second tower.



Move along the city streets, taking care of the large group of tanks mobilizing on your position. Another Uziel lies in wait to the east. Once the tanks are out of commission, set your sights on the 'Mech and bring it down.



TIP *You can't hang back when fighting the Uziel, due to the densely packed buildings in the area. Instead, use them as cover and charge up your PPC while you're hidden. Strafe out from behind the building and get a lock on your target quickly. Release the trigger and dive back behind a structure while your gunfire seeks out your opponent. Repeat until the 'Mech is destroyed.*

When the coast is clear, take care of the second guard tower. From its wreckage, travel in a southeasterly direction, between the buildings. Obliterate the remaining tower using the PPC when you arrive.



●● OBJECTIVE

Destroy all guard towers to liberate the city

Map Target Marker: 5

Five more guard towers lie in the northern half of the city. Turn around and follow the red navpoints north. When you reach the hillside, swing northwest



toward the bridge leading over the valley. Use the bridge to reach the city's northern section, taking care of the autocannon turrets mounted on either side of the city entrance.



Once across the bridge, the first guard tower is situated to the northwest, immediately to the left inside the city walls. Destroy it before continuing. Follow the main road leading north and take down the second tower located a little farther away, to the right. Be sure to eliminate any hostile tanks as you proceed.

The next tower lies directly opposite, to the west behind a large building. Destroy this target then return to the road. Continue along and take down the fourth



guard tower, positioned between the last two buildings on the right. Finally, head north to the end of the road and face northwest as you reach the huge television screen. There's one last tower to obliterate ahead.

●● OBJECTIVE

Find a way into the compound

Map Target Marker: 6



Use your jumpjets to leap over the northern wall. On the ground, eliminate the tank ahead and slip between the rocks to collect some much needed salvage. Begin traveling southeast in the direction of the green navpoints on your HUD. Prepare to battle the Mad Cat 'Mech that blocks your path.

TIP Fight the 'Mech at mid- to close-range to avoid the threat of its long-range javelin missiles. This position also enables you to quickly strafe around the 'Mech while charging your PPC.

Continue along the path to the south, destroying the remaining tanks and autocannon turrets. Dismount your Uziel and head through the illuminated doorway into the compound.



NOTE There's a second entrance into the compound via another door along the south-eastern side of the rocks—follow the red navpoint to reach it. Once inside, you'll have to make your way through the streets unarmed before reaching the sanctuary of a 'Mech. This first entrance guarantees a much safer route to the end of the mission.



M11: THERE'S GONNA BE A JAILBREAK

●● OBJECTIVE

The city has backup power sources. Destroy them

Map Target Marker: 7

Inside the compound, head southeast toward the first auxiliary generator tower indicated by the red navpoint. Place a pilot bomb against it by pressing **R**.



Head northwest and duck behind the closest building before pressing **R** again to detonate the bomb.

Next, travel east until you reach the now demolished wall on the left-hand side. Climb over the debris and continue north toward the next tower.

CAUTION

There's an enemy tank patrolling back and forth just beyond the second mound of rubble. As you approach, it begins moving east, so take cover behind the south-facing side of the debris pile. Wait for it to turn around and begin heading west again before continuing.



Quickly sprint across the area until you reach the tower directly north of you. Place a bomb against it, then climb the slope to the north. When you reach the unoccupied Mad Cat



Cat 'Mech ahead, detonate the bomb and climb inside.

As soon as your 'Mech activates, the enemies patrolling the streets below will turn and begin attacking your position. Quickly disable the tanks and hostile Mad Cat. Still on higher ground, travel north, keeping to the wall on the left.



The next tower lies beyond the building ahead. Take it down with your PPC then quickly turn around and destroy the final tower in the distance, keeping an eye out for approaching enemy units.



●● OBJECTIVE

Exit the city through the gate

Map Target Marker: 8

The gate lies along the road running south through the center of the city. Make your way along it and dismount your 'Mech as you reach the blockade. Work quickly now!



You're against the timer! Approach the console to the left of the gate and press **A** to begin the hacking process. Once successful, remount the Mad Cat and exit the city to complete the mission.

Mission Twelve: I HATE SNAKES

M12: I HATE SNAKES

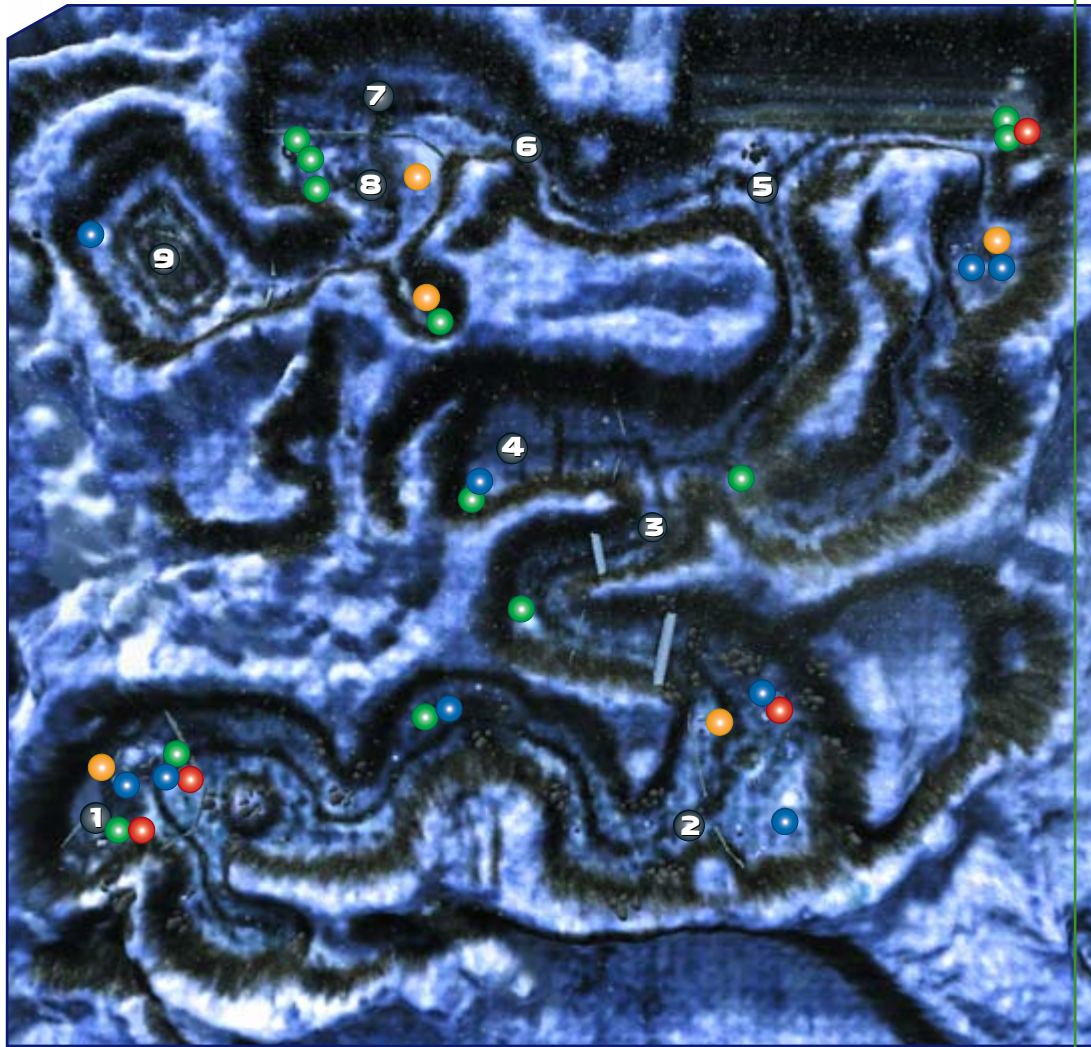
MISSION OVERVIEW

After successfully liberating the city from the Word of Blake's control, it's time to root out the remaining hostile forces stationed on Northwind's surface. Careful monitoring has revealed major enemy activity nearby in what appears to be a military prison. Find a way inside the detention facility and free any hostages you encounter on the way. The enemy isn't going to go down without a fight so it's vital you get all the extra support you can muster from your allies...

What You Need to Know

You probably didn't have an opportunity to come to grips with the Mad Cat's arsenal in the previous mission, so it pays to experiment a little here before charging headlong into enemy territory this time around. The Mad Cat is great for long-range combat thanks to its onboard PPC, machine gun, javelin LRM, and target jamming system.

You'll also get your hands on an Elemental suit—essentially an earlier, weaker version of your BattleArmor. The Elemental comes equipped with a laser and crossbow SRM. Thankfully, the game won't throw too much at you while it's in your control, but remember to stay on the move to avoid direct fire until you can track down something a bit meatier.



MAP KEY

OBJECTIVE TARGETS

- 1 Free the allies

- 2 Recon Word base camp
- 3 Get to the top of the next mountain
- 4 Destroy the uplink tower
- 5 Follow the navpoint
- 6 Get to the top of the next mountain
- 7 Help your allies
- 8 We need intel. Do a recon sweep of the camp ahead
- 9 Defeat Star Adder

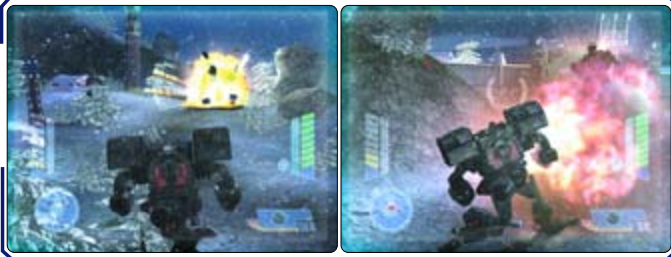
SALVAGE

Armor	Energy
Missile	Ballistic

●● OBJECTIVE

Free the allies

Map Target Marker: ①



Immediately head northeast up the incline, in the direction of the red navpoint. Deal with the tanks in your path and prepare to confront the Hellbringer 'Mech. Move through the gate into the camp before engaging it—this gives you much more room to maneuver.

TIP *The Hellbringer is fiercely armed with flamer, autocannon, and javelin LRM, making it tough, fast, and accurate from any distance. The most dangerous weapon in the Hellbringer's arsenal is the flamer, which has a surprisingly long reach and can cause significant damage. To defeat the 'Mech, either engage your target jamming and fight it at mid- to long-range, alternating between your PPCs and javelin, or keep in tight and run rings around it, firing your PPC while it attempts to catch up and let rip with the flamer.*

Once the Hellbringer is destroyed, follow the red navpoint northwest toward the prison camp and use your machine gun to kill the enemy guards. Finally, break down the fence to free the Northwind Highlanders. Scout the area for trucks containing salvage before continuing.



TIP *Although the Elemental suit is particularly suited to the mountainous terrain found in this level, its relative fragility and lack of firepower means that dealing with enemies from this point on can be tough. If you're not up to the challenge, use the abandoned Hellbringer 'Mech to the southeast, as you enter the compound. The following strategy assumes you're controlling the Elemental suit, but the level can be tackled identically using the Hellbringer!*

●● OBJECTIVE

Recon Word base camp

Map Target Marker: ②



Next, head southeast and pass through the gate onto the road, following the green navpoint. Stick to the path as it moves south, obliterating all hostile

units as you travel. Keep to the route as it winds back and forth through the mountains until you reach the second compound entrance.



Eliminate the Hellbringer, turrets, and tanks before proceeding further. Inside the compound, take a right and approach the Elemental suit outside the hangar ahead. Exit the Mad Cat and don the suit before following the green navpoint to the east.

●● OBJECTIVE

Get to the top of the next mountain

Map Target Marker: ③



As you reach the boulder pile in the northeastern corner of the area, use your jumpjets to access the ledge above. Fire them again and land on top of the large gate to the north.



Instead of dropping down to the ground, face east and jet up to the gray boulders protruding from the mountainside. Continue climbing until you clear the mountain completely and land on the other side. This little detour prevents a confrontation with an angry 'Mech to the north.



Continuing to climb until you clear the mountain completely and land on the other side. This little detour prevents a confrontation with an angry 'Mech to the north.

OBJECTIVE

Destroy the uplink tower

Map Target Marker: 4

Several tanks will close in on your position as you land—quickly take them out with your crossbow SRM. Remember, the Elemental suit can't take much damage, so keep moving to avoid enemy fire. When the route ahead is clear, start traveling east through the trees.



Follow the path around to the north, in the direction of the red navpoint. Pass through the gates ahead and start moving toward the uplink tower.



TIP *There's an enemy 'Mech here that can cause a lot of grief if you're not careful. Stay well back and dodge its fire while you circle around it, firing your jumpjets for extra speed. Your aim is to get around to the back of the uplink tower and take cover from the 'Mech's assault. Keep the tower between you and the enemy and pile on the damage with your crossbow until the building collapses.*

OBJECTIVE

Follow the navpoint

Map Target Marker: 5

Immediately begin moving south, firing your jumpjets to get well away from the 'Mech before it can follow. Take the path between the mountains to the southeast, in the direction of the green navpoint.



As you reach the clearing to the east, demolish the three hostile tanks then make a right, heading southeast. At the runway, travel south and take out the turret in the distance. Look out for a path off to the right, leading west. Move down it and requisition the unoccupied Mad Cat 'Mech you encounter shortly.

OBJECTIVE

Get to the top of the next mountain

Map Target Marker: 6



Return to the runway and backtrack north. At the very end, turn northwest and follow the green navpoint along the winding path into the next valley, destroying any hostile units you encounter.



OBJECTIVE
Help your allies

Map Target Marker: 7



Approach the enemy camp to the northwest and immediately bring down the two Hellbringers with your PPCs.

NOTE *It's important that you work quickly to defeat the hostile 'Mechs. Your goal is to keep as many of the friendly Northwind Highlander Elementals alive as possible. The greater the number of these units remaining at the end of the assault, the easier you'll find the next confrontation.*

OBJECTIVE
We need intel. Do a recon sweep of the camp ahead

Map Target Marker: 8

Move northwest into the camp and scale the hill ahead, continuing in the direction of the green navpoint.



OBJECTIVE
Defeat Star Adder

Map Target Marker: 9



It's time to take on the Star Adder, an especially ferocious Assault 'Mech. However, instead of climbing up to the top of the hill, quickly back down into the enemy camp again.

NOTE

If you managed to keep some Northwind Highlanders alive, the battle against the Star Adder is much easier. As you back down the hill, the remaining friendly Elementals will charge on ahead up the incline and immediately begin engaging the 'Mech. The more Elementals there are, the longer the Star Adder's attention will be diverted away from you, and the more damage they'll do. Use this time to hang back and pile on the pain using your PPCs and javelin.



TIP *The Star Adder is primed to the max with devastating hardware. It comes equipped with a plasma PPC, flamethrower, and autocannon. Once all its weapons are leveled up, the 'Mech can also launch a brutal alpha strike. However, the Star Adder is designed primarily for short- to medium-range combat so take advantage of this by keeping your distance, engaging your target jamming where possible, and staying on the move. Your PPCs and javelin are the best weapons to use here.*

Once the Star Adder has been obliterated, the mission is complete.



Mission Thirteen: MOUNTAIN SONG

M13: MOUNTAIN SONG

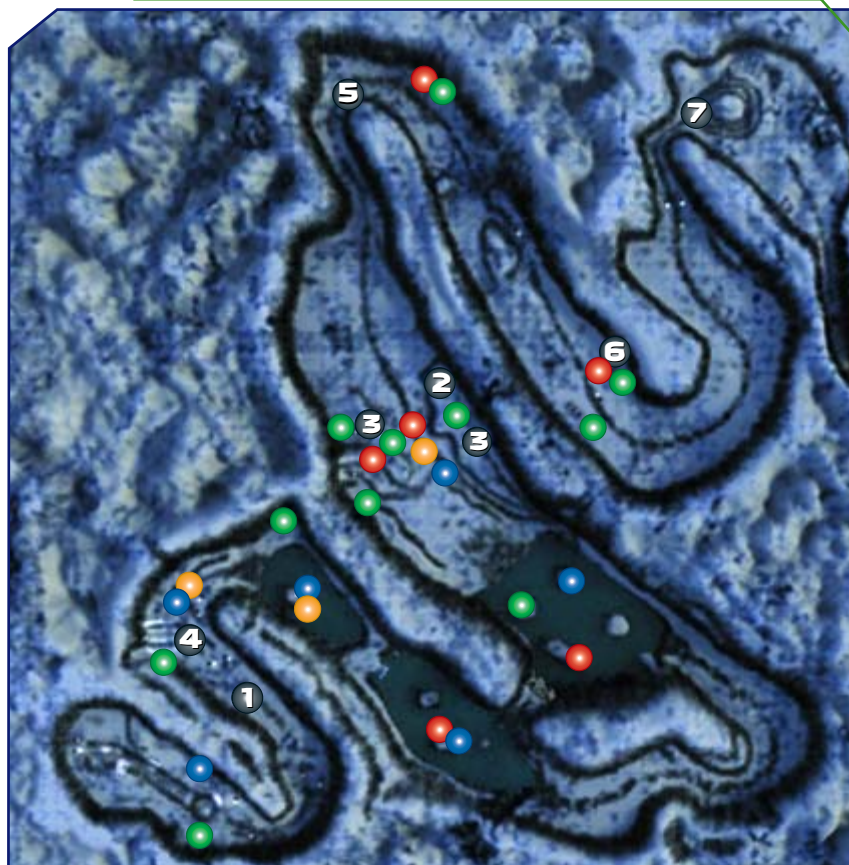
MISSION OVERVIEW

While scouting the snow-ravaged wastelands, following a lead from the rescued Northwind Highlanders, Natalia stumbles upon the Word of Blake's center of operations. Unfortunately, the enemy quickly gets wind of her presence, leaving the remaining Dragoons with the unenviable task of finding a way out of this mess. With the Icarus well out of reach, the only option left is to escort Foster's APC across the mountain range toward the nearby hyper pulse generator. From here, you can send a wideband 505 in the hope of securing some outside help—assuming you can make it across the hostile landscape in one piece....

What You Need to Know

In this mission, defending Foster's APC is just as important as ensuring your own safety. Constantly work to ensure the enemy can't get within firing range of the APC—it can withstand attack from smaller hostiles like tanks and turrets, to a degree, but the devastating firepower of enemy 'Mechs can demolish it quickly.

Notably, this level is the first opportunity you'll have to pilot your own VTOL. The VTOL is great for bypassing whole regions of the map at speed. However, it's not particularly well-armored and has only limited firepower in the form of missiles. Luckily, you'll only have minor hostiles to contend with in this mission, so take time to get comfortable piloting the VTOL.



MAP KEY

OBJECTIVE TARGETS

- 1 Escort Foster down the mountainside
- 2 Find a VTOL at the base of this mountain
- 3 Destroy any comm dishes you find
- 4 Pick up Foster in the VTOL
- 5 Get to the top of the next mountain
- 6 Destroy any comm dishes you find
- 7 The hyper pulse generator is just over the next ridge. Follow the navpoint

SALVAGE

Armor	Energy
Missile	Ballistic

●● OBJECTIVE

Escort Foster down the mountainside

Map Target Marker: ①

Begin by climbing into the Mad Cat to the northeast. Next, drop down into the ditch to the south and journey forward. Tanks will begin appearing from over the brink of the incline ahead. Take them out, then grab the energy salvage in the truck along the left-hand wall.



Continue south and follow the path as it winds around to the east. Take advantage of the widening terrain ahead and strafe around the Uziel 'Mech during combat. A couple of PPC blasts should finish the job.



Follow the route northeast and blast the wave of enemy tanks that populate the area with your javelin. As you eradicate the last of the gun turrets mounted on the hillside ahead, Foster brings his vehicle to a halt. The only way the APC can traverse the rugged terrain ahead is to locate a VTOL.



Cross over the illuminated ditch and requisition the parked Uziel 'Mech on the other side. The Uziel's jumpjets allow greater mobility over the mountainous terrain.



●● OBJECTIVE

Find a VTOL at the base of this mountain

Map Target Marker: ②

Demolish the trucks to the left of the 'Mech and collect the salvage in the debris. Next, follow the green navpoint down the hillside to the southeast. At the bottom, jumpjet over to the little island across the water to stock up on more salvage—be sure to eliminate the tank in the center as well as the gun turret to the southwest.



Hop back onto the eastern bank and destroy the two trucks for a final bout of 'Mech power-ups. Follow the green navpoint along the bank as it bends around to the southwest. Continue onward until you reach the large body of water ahead. Blast the enemies congregating on the islands out in front and grab the red salvage nearby.

Cross over the water, still moving southwest, then take care of the Mad Cat 'Mech waiting for you on the other side. Resume your journey and travel down the slope ahead. It's pretty quiet but don't let down your guard—there's another Mad Cat ready for some action as you turn the corner to the east.



Keep marching forward and decimate the comm dishes that rise out of the mist to the east and northeast. An Uziel and Mad Cat 'Mech will attempt to disrupt your progress while you work, so bring them down swiftly. Finally, polish off the smaller hostile units in the area.

NOTE *After defeating the first Mad Cat (but before you descend the slope), there's a shortcut available to you if you want to take it. (If you do, you can skip to the next objective when you're done.) While still in the water, face southeast and slip through the small gap between the rocks. Drop down over the waterfall to the level below and obliterate the turrets stationed on the islands nearby. Finally, turn northeast, and you're ready to destroy the comm dishes as per the next objective.*

TIP *Continued use of your PPCs will overheat the Uziel. This temporarily prevents further use of the weapon. A handy technique in this battle is to loiter by the water's edge and plunge in when your heat gauge reaches critical—the cold water will cool down your 'Mech much more quickly, enabling you to resume use of the PPCs!*



Continue down the hill to the northeast and eliminate the autocannon turrets positioned out on the islands to the right at the bottom. Finally, hop on over and grab the salvage before heading northeast again.



OBJECTIVE
Pick up Foster in the VTOL

Map Target Marker: ④

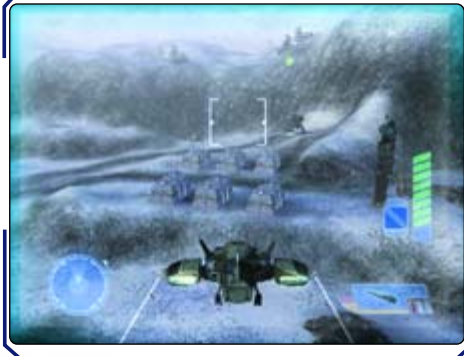


The VTOL lies behind the eastern comm dish, so head over, following the green navpoint. Dismount your Uziel, and hop in the cockpit using **V**.

OBJECTIVE
Destroy any comm dishes you find
Map Target Marker: ③

NOTE *The VTOL handles much like the other vehicles in the game. **W** causes the craft to move forward, backward, and strafe left or right. Pushing **R** rotates the craft horizontally in the direction selected. Depressing **↑** and **↓** also raise and lower the craft respectively. Finally, **Q** launches the VTOL's missiles.*

Fly northwest, following the green navpoint over the mountains until you reach Foster's APC again. Once you're directly above the APC, press **Ⓢ** to lower the VTOL and latch on to it.



●● OBJECTIVE

Get to the top of the next mountain

Map Target Marker: **5**

With Foster in your grasp, begin following the green navpoint to the southwest, over the mountains.



TIP

Use the 'Mech to clear all enemy units on the mountain as well as the towers. Afterward, use the VTOL to carry Foster through a now-emptied area.

Once you've cleared the first mountain and have returned to the area where you encountered the comm dishes, start flying east. The mountains ahead are too high even for the VTOL to navigate. Continue to the east, sticking along the corridor between the mountains. Come to a halt as the path begins turning to the south.



●● OBJECTIVE

Destroy any comm dishes you find

Map Target Marker: **6**

As you round the corner, take out the gun turrets using the VTOL's missiles. Head southwest and proceed toward the two comm towers on the left, in the direction of the red navpoint. Eliminate the hostiles below, then concentrate your fire on the towers until they're demolished. Before continuing, blast the trucks stationed on the ground and collect the salvage left behind to beef up your VTOL.



●● OBJECTIVE

The hyper pulse generator is just over the next ridge. Follow the navpoint

Map Target Marker: **7**

Continue along the ravine as it slowly bends back on itself, moving northwest in the direction of the green navpoint. Eliminate the wave of tanks below and resume your journey forward. As you round the next corner, the mission is complete.



Mission Fourteen: SENDING OUT AN SOS TO THE WORLD

M14: SENDING OUT AN SOS TO THE WORLD

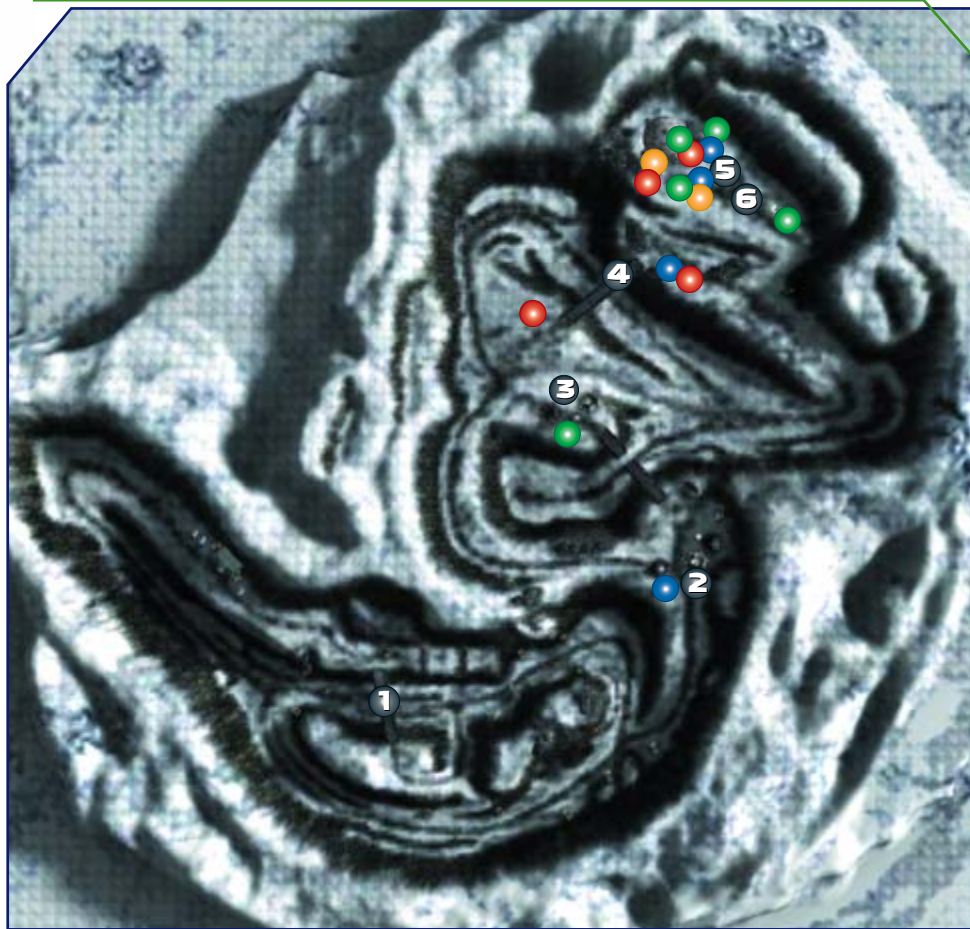
MISSION OVERVIEW

It's time to put Foster's plan into action. Having reached the hyper pulse generator, you're ready to put out a wideband SOS and attract some friendly forces to get you off this planet. Trouble is, it's going to take some time to hack the comm system and once the enemy gets wind of your plan, they'll be out in droves. Brace yourself for one hellish fight as you prepare to hold off the Word of Blake while Foster works his magic. Once the signal's out, it's back to the Icarus for an emergency takeoff. Get ready for action!

What You Need to Know

This is, without a doubt, the hardest non-boss mission of the entire game, so prepare to have your nerves shredded and trigger finger strained. The early part of the level is possibly trickiest, as your speed and accuracy must be optimal to succeed. This can be tough as you'll be using a completely new weapon to do your dirty work—the POV turret. There's no easy way to fight off the hordes of oncoming enemies, but familiarity with the level definitely helps, so you may need a few attempts before success is yours.

To make matters worse, the mission also features a massive showdown with a ton of hostile Owens 'Mechs toward the end. Not only do you need to watch your own butt, you'll have to safeguard the Icarus from enemy fire at the same time—lightning-fast reactions and perseverance are definitely required here. You might want to take a few deep breaths before tackling this one....



MAP KEY

OBJECTIVE TARGETS

- 1 Destroy the bridge to slow the Word forces
- 2 Protect the comm towers until we can send a distress signal
- 3 Retreat to the backup tower and protect it
- 4 Your position has been compromised. Fall back to the navpoint
- 5 The Star Adder is ready for action. Take them out!
- 6 Protect the Icarus

SALVAGE

● Armor

● Missile

● Energy

● Ballistic

●● OBJECTIVE

Destroy the bridge to slow the Word forces

Map Target Marker: ①

NOTE

As soon as the level begins, a timer starts counting down at the top of the screen. It indicates the amount of time Foster needs to hack into the comm system and send out the SOS. You need to hold off the enemy attackers, keeping them away from the comm tower and your position long enough for Foster to do his work.

Start the level by hopping onto the POV turret directly ahead. Use it to destroy the approaching hostile units and take down the main bridge to reduce the flow of enemies. The red navpoint indicates the direction of the bridge, which lies to the northeast.



Switch to the turret's guided missiles and aim one directly toward the bridge. Two successful hits should be enough to bring it down.

NOTE

The turret is equipped with lasers and guided missiles—swap between these modes of fire using **□** and squeeze **R** to shoot. Swing the turret left or right and adjust the vertical angle of fire using **↑**. Launching a guided missile switches to an onboard first person perspective. While in this view, **R** aims the missiles and **○** speeds up or slows them down. You can detonate a missile early by pressing **□**.

Finally, the turret is capable of defending itself temporarily by clicking **○**. Don't use this as an excuse to get complacent though—it's really only useful when blocking certain attacks from a distance. The defenses won't work against any weapons that cause splash damage. Also, if a 'Mech reaches the upper level, it'll finish you off within seconds of the defenses dropping.

TIP

'Mechs cross the bridge and home in on your position at regular intervals. By aiming toward the very right of the bridge, you'll be able to demolish it slightly sooner, preventing an additional 'Mech from successfully crossing.

●● OBJECTIVE

Protect the comm towers until we can send a distress signal

Map Target Marker: ②

The enemy forces arrive from the south-east, across the snow below. Use the guided missiles to obliterate oncoming Owens 'Mechs as quickly as possible.



CAUTION

Speed is essential here—it's vital that you down your opponents before they start climbing the incline to the north. Most of the 'Mechs you'll encounter are equipped with weapons that can destroy your turret in a matter of seconds if they lock you in their sights after reaching the upper level. What's more, even if you're successful in destroying them as they home in, the force of their blast can often be strong enough to take out the nearby VTOL or even your turret.



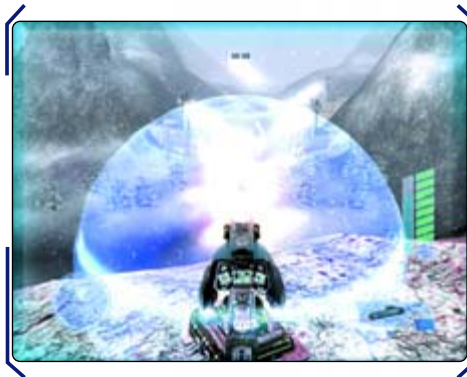
CAUTION

Protect the VTOL at all costs! It lies behind you to the southwest and is especially vulnerable when the opposition manages to climb the slope and reach your level. If the VTOL is destroyed during conflict, the mission won't end and you'll be forced to cross the snowy terrain on foot. With such formidable numbers of hostiles in the area, this is almost guaranteed to end in your untimely demise.

TIP

When using the guided missiles against your 'Mech opponents, use ↓ to slow them down as you seek out their position. Once you've got a satisfactory lock on your target, hit ↑ to smash the missile straight into them. It should only take a couple of forceful hits to bring a 'Mech to the ground. Don't forget that pressing □ detonates the missile early. A useful tactic is to guide a missile roughly toward the 'Mech and detonate it as it passes by. As long as the missile is in close proximity to your target, you'll still score a certain amount of splash damage.

Keep your eyes firmly on the ground below and terminate all remaining 'Mechs as they approach. Don't forget to use your defenses to fend off long-range attacks.



TIP

When fighting the incoming enemy hordes, an advanced tactic is to use the VTOL and deploy autoturrets in their path. The time limit and large number of hostile units make this a tricky but invaluable maneuver during this initial objective.

First, climb into the VTOL and remain stationary on the landing pad. Use ◀ or ▶ to cycle through the loading options until you reach the orange autoturret icon. Hit A to load up the VTOL with a single autoturret. The VTOL has four slots for item carriage—press B or X to cycle to an empty slot and load up a second autoturret. Each VTOL pad offers four autoturrets for loading. When full, take to the skies and choose a suitable area to deploy your cargo. Hit O to drop a turret, then cycle to the other slots to deposit the remaining three. The turrets automatically open up and fire lasers at your opponents.

The level has four VTOL pads in all, making a total of sixteen autoturrets up for grabs. Use these when defending the second comm tower and the Icarus later in the mission.

After the first 'Mech, a less threatening tank will appear from the northeast. Blow it up, wait approximately fifteen seconds, then guide a missile east under the bridge to get an early strike on



the next approaching Owens. Another will follow several seconds later, so use the same method to bring it down early.

NOTE

There's a degree of randomness to the paths 'Mechs take on approaching the area—most take the lower route around the mountain ahead and several occasionally take the upper route. As such, it's not always easy to predict where and when a 'Mech appears next. However, the method outlined above indicates the most frequent scenario in the game, provided you work quickly. You might need to adjust your tactics slightly to account for any variation though.

●● OBJECTIVE

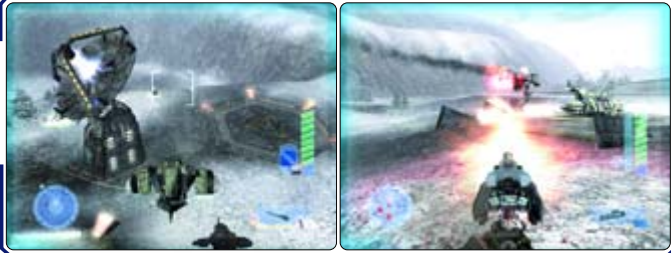
Retreat to the backup tower and protect it

Map Target Marker: ③

As soon as Foster starts talking, at around the five second mark on the counter, dismount the gun turret and jump into the VTOL near the comm tower to the southwest.



There are more 'Mechs on the way and you can't afford to get caught unarmed.



Fly southeast, over the broken bridge and toward the backup tower. When you reach the tower, land the VTOL and disembark. There's another guided missile turret to the northeast of the tower. Mount it and quickly take out the enemy 'Mechs approaching from behind rocks to the north.

●● OBJECTIVE

Your position has been compromised. Fall back to the navpoint

Map Target Marker: 4

Leap back inside the VTOL and fly southwest, following the green navpoint. Land and dismount next to the Icarus.



●● OBJECTIVE

The Star Adder is ready for action. Take them out!

Map Target Marker: 5

Quickly make your way over to the Star Adder 'Mech stationed next to the Icarus and climb inside.



●● OBJECTIVE

Protect the Icarus

Map Target Marker: 6



Immediately take out the bridge to the northeast using your flamethrower. This prevents enemy 'Mechs from approaching from multiple angles. Next, stand on the edge of the cliff and begin obliterating the hostile units below using your plasma PPC. Keep the enemy away from the Icarus at all costs.

TIP

It's vital that you demolish as many 'Mechs as possible early on to avoid being overwhelmed later. When you have the opportunity, use the salvage near the Icarus to beef up the Star Adder's weapons. As the 'Mechs draw in, use a combination of the autocannon and flamethrower to defeat them. The latter is particularly useful when they move in too close to get a lock on them.

NOTE

Collecting salvage raises the level of your weapons. When all have reached their maximum level, the Star Adder is capable of launching an alpha strike. This immensely powerful attack fires all weapons at once but reduces them to their lowest level instantly. The alpha strike is best used in extreme circumstances, if at all. For example, save it for situations where numerous enemies are bunched together as they attack. It's possible to take down one enemy using the Star Adder and watch the rest explode in a chain of destruction.



Once all attacking 'Mechs have been obliterated, the mission is complete.



Mission Fifteen: ONCE MORE INTO THE BREACH

M15: ONCE MORE INTO THE BREACH



MISSION OVERVIEW

The wideband SOS was a resounding success, attracting the attention of some welcome Allied support. Back in the sky, your new friends agree to escort you to Planet Hesperus II, home of House Steiner, in your continued efforts to track down Major Kerensky. On the surface of this industrial wilderness, Foster picks up signs of several Word of Blake 'Mech production facilities. Obliterate them to severely restrict their activities, then continue the search for your missing teammate...

What You Need to Know

Thankfully, after the hair-raising action of the previous mission, here's a short but sweet offering. There's not much here to hinder the hardened MechWarrior, but you'll notice a definite increase in the number of smaller hostiles. With tanks, turrets, and copters swarming all over, it definitely pays to take them down quickly before wading deeper into the action. Two varieties of 'Mechs patrol this area and you've seen them both before. The Catapult,

while generally more mobile than your Blood Asp, won't pose too many problems against your plasma PPC. Equally, the lone Prometheus near the level's end is easily defeated through nimble footwork and careful use of cover. ☼

MAP KEY

OBJECTIVE TARGETS

- 1 Destroy all enemy forces in the channel
- 2 Find a way inside the compound
- 3 Destroy all enemy forces and the objective buildings

SALVAGE

Armor	Energy
Missile	Ballistic

●● OBJECTIVE

Destroy all enemy forces in the channel

Map Target Marker: ①

NOTE For this mission, you're piloting the Blood Asp. The Blood Asp is equipped with plasma PPC, machine guns, and javelin LRM. Essentially, it's the same 'Mech as the Star Adder, but specifically tailored for long-range combat.

As the level begins, use the Javelin LRM to destroy the convoy moving in your direction from the west. Collect the salvage left behind and switch to the plasma PPC to deal with the oncoming tanks. Finally, use the javelin to obliterate the choppers streaming overhead from the southwest.



Start moving along the path to the west and take care of the Catapult 'Mechs, tanks, and occasional air support.



TIP Though the tanks can become annoying due to their large number, they do little damage compared to what the 'Mechs can do to you. Go slowly and destroy things one at a time so you never have to prioritize. Also, remember that you can destroy tanks by simply walking on them. While taking out 'Mechs you can strategically walk around and stomp on them while fighting.

NOTE

As you reach the first road leading off to the south, fire a few javelin LRMs toward the tunnel situated at the end of the road.



This will stem the flow of enemy tank reinforcements. Two more tunnels exist in the area. Traveling northwest, one lies at the end of the next path to the right. The third is located directly ahead. Demolish them before continuing.

When both enemy Catapults have been defeated, follow the path as it bends to the northwest. Two additional enemy 'Mechs are located around the corner.



TIP Rather than entering the clearing ahead, lead them back a little and take them out. Once you step foot in the clearing, the gates will close and additional choppers and 'Mechs will show up, making the battle more difficult than necessary.



Next, continue forward into the clearing and eliminate the gun turrets mounted on either side of the two sealed gates. Quickly spin around to the east and engage the hostile units that approach.



OBJECTIVE

Find a way inside the compound

Map Target Marker: 2

Follow the green navpoint northwest and return to the area with the sealed gates. Directly to the right of the northern gate, there's an entrance passage into the compound.



Dismount your Blood Asp and head on through.



Quickly run through the gates and rejoin your 'Mech around the corner to the left. Head north again and prepare to take down the Catapult 'Mech inside. Several tanks approach from the tunnel to the northeast. Decimate them and any gun turrets in the vicinity. Finally, destroy the tunnel itself.

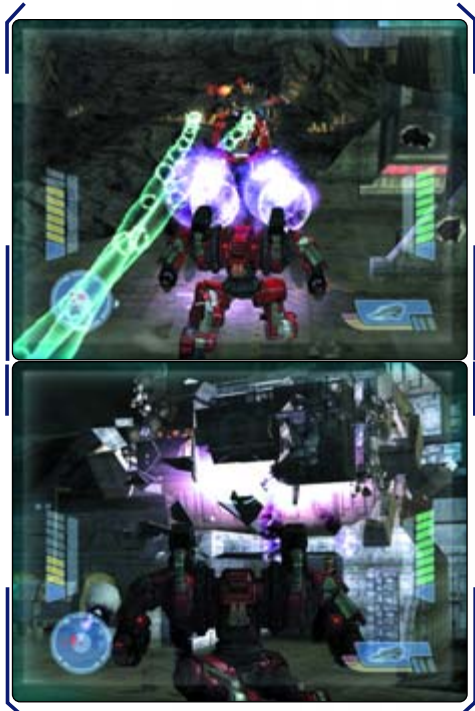
CAUTION *It's important that you down the first wave of hostiles quickly. A Prometheus 'Mech approaches from the northwest shortly. Stay well away from the Prometheus to decrease the accuracy of its shots. Use any available cover and pound it with your plasma PPCs and gauss rifle.*

NOTE *There's a second entrance into the compound, to the left of the western gate. If you choose this route, the control panel that opens the doorway is on the right (once you're inside). You'll find that going this way is slightly tougher though, since you encounter the Prometheus 'Mech almost immediately. The route outlined below also offers more opportunities to stock up on salvage before the confrontation.*

Once on the other side, move quickly and approach the console by the gate to the southwest, as indicated by the green navpoint. Hack it to unblock the route into the compound.



As the Prometheus falls, more enemies appear from the northwest. Defeat them, then disable the remaining tunnel and large 'Mech production facilities to the northeast, southwest, and northwest. Once all objective buildings and hostiles have been destroyed, the mission is complete.

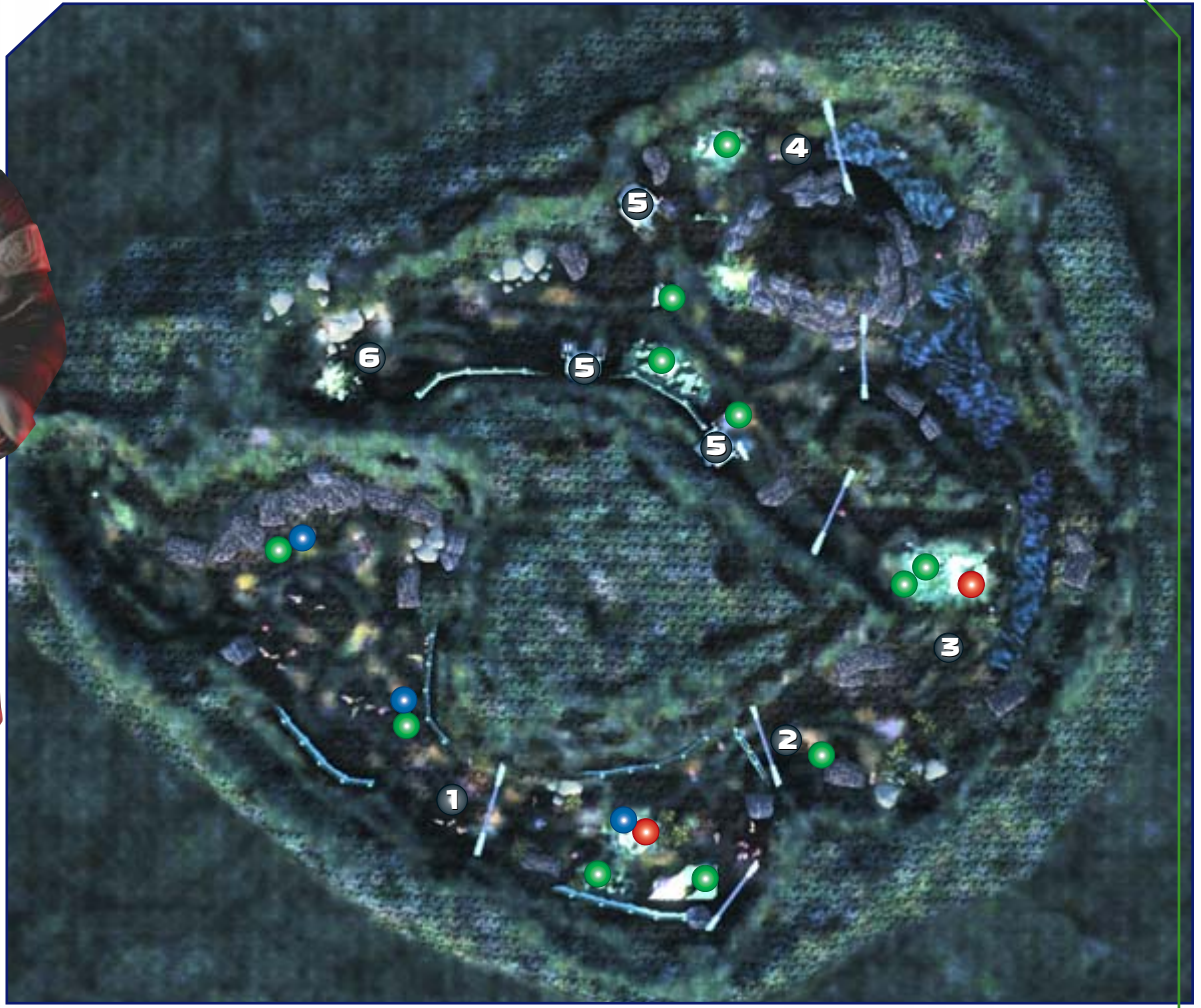


OBJECTIVE

Destroy all enemy forces and the objective buildings

Map Target Marker: 3

Mission Sixteen: TO THE ARENA



MISSION OVERVIEW

Still searching for the Major, Lieutenant Foster decides to press on through the heavily armed enemy base camps littered across Hesperus II. The arena, the Word of Blake's 'Mech proving ground, lies a short way from your current location, just beyond the region's final production facility. Foster has a hunch that this is where Natalia will be. Getting there isn't going to be easy though—you'll need to smash or slip around the considerable hostile forces lying between you and the Major's ultimate rescue....

What You Need to Know

There are two ways to tackle this mission: you can use either the Hackman 'Mech or Rommel tank. The first makes for a slightly more difficult start and the second makes for a slightly trickier ending. Whichever you choose is largely up to personal preference, so both are outlined here. However, on balance, it's probably worth wading through the additional enemies early on in the 'Mech—the mission's closing moments are particularly chaotic and the Hackman's added firepower and mobility give you that needed edge in combat. ●●

MAP KEY

OBJECTIVE TARGETS

- 1 Work your way to the WOB production facility
- 2 Get past the communications outpost
- 3 Keep moving toward the WOB production facility
- 4 Follow the path to the right and sneak behind the WOB base
- 5 Destroy the deployment tunnels and any 'Mechs
- 6 Move on to the next WOB production facility

SALVAGE

 Armor	 Energy
 Missile	 Ballistic



●● OBJECTIVE

Work your way to the WOB production facility

Map Target Marker: ①

Begin steering the Rommel tank to the southeast, following the path into the clearing. Use your gravity cannons to bring down the hostile forces you encounter.



NOTE *Your tank in this mission is similar to the one you operated earlier in the game. This time however, the tank is equipped with null sig, rendering it temporarily invisible and untraceable on enemy radar. Activate the null sig by pressing **Ⓡ**. Be careful though—the device is less effective after the tank fires.*

There are two trucks containing salvage to the left, immediately upon entering the clearing. Use these if your tank starts taking too many hits. Guide the tank over the terrain, heading southeast. As you near the overhead walkway, an enemy chopper approaches. Take it down and come to a halt.



●● OBJECTIVE

Get past the communications outpost

Map Target Marker: ②



Before proceeding, activate the null sig. Next, start moving slowly to the east, passing under the walkway into the enemy outpost.

CAUTION *The faster you move, the less effective the null sig is. Travel through the outpost at a crawl, keeping your finger off the trigger to avoid detection.*

Steer the tank around to the northeast and through the gate. Once on the other side, park and dismount. Use the console to the left of the gate to close the doors and trap your opponents on the other side.



NOTE *Even if you're detected as you travel through the outpost, it's still possible to nip through the gate and close the doors before any hostiles can follow. Remember that you're unprotected outside of the tank so make sure the coast is clear before dismounting. If too many enemies get in between your tank and the exit, however, you'll have to start shooting and fight your way through.*

TIP *As you initially pass under the bridge toward the enemy outpost, there's an abandoned Hackman 'Mech by the wall to the right. An alternative strategy, when navigating the area, is to reach the 'Mech under the cover of your null sig then hop inside. Use the Hackman's brute force to clear the outpost of hostiles. When you're done, head northeast and through the gate. The latter part of the level can be easier if tackled using the 'Mech, but you stand more chance of drawing attention to your position as you cross the terrain.*



●● OBJECTIVE

Keep moving toward the WOB production facility

Map Target Marker: ③

Climb back into the tank (or Hackman 'Mech) and start heading north-east. Demolish any incoming hostiles and watch out for the autocannon turret mounted on the rock in the distance. As you round the corner, close to the enemy base, come to a halt.



Once the null sig has recharged, activate it, then continue traveling north. You might need to take out the turret positioned at the base entrance to the left if you're detected.



Follow the path around to the west, moving cautiously and obliterating any hostile units that get in your way.



●● OBJECTIVE

Follow the path to the right and sneak behind the WOB base

Map Target Marker: ④



Next, activate your null sig. Drop down into the water, traveling along the right-hand side of the base perimeter, and slowly work your way forward. When the gun turret comes into view on the left, destroy it. Continue moving to the north and pause as you momentarily join dry land. Immediately destroy the tank to the north before your null sig fails.

●● OBJECTIVE

Destroy the deployment tunnels and any 'Mechs

Map Target Marker: ⑤

Things are about to get tough so brace yourself for a long fight. Continue west, up the hill, and take out the guard post to the northwest. This eliminates the horde of foot soldiers that spill from inside. Next, obliterate any nearby tanks, either on the lower level, or climbing the hill toward you from the southwest.



CAUTION

If you've decided to stick with the Hackman 'Mech, proceed with extra caution. Its added height, when compared with the tank, means you risk alerting the enemy 'Mech inside the camp to your presence, should the null sig fail.

TIP

The zoom function on the tank's gravity cannon is particularly handy when taking down far-off enemy tanks on the lower level. However, remain alert to any activity around you and don't get plugged by a hostile 'Mech while your attention is focused the other way.

CAUTION

Whenever you destroy a tank in the area, it's replaced almost immediately via one of the deployment tunnels to the southwest, south, and southeast. It's therefore important to take out at least one of the tunnels as soon as the battle commences. Your best bet is the tunnel immediately to the southwest. Use the tank's gravity cannon or the Hackman's gauss rifle to demolish it quickly. Demolition is much easier with a 'Mech so you'll be able to take out the tunnels in rapid succession, leaving you free to concentrate on the larger hostiles.



As the 'Mechs close in on your position, it's too dangerous to remain seated at the gun turret. Return to your vehicle and wait for the 'Mech to approach. As it does, keep pounding it with your strongest weapon until it drops.



MIG: TO THE ARENA

TIP

If a 'Mech manages to reach the upper level, backtrack east, down into the water. The 'Mech will follow, but all other enemies will remain in the current area. This evens the odds a little, with only a single 'Mech to tackle at a time.

When the immediate vicinity is safe, head west and climb out of your vehicle. Mount one of the three gun turrets ahead and fire several POV missiles at the Belial and Hackman patrolling the lower level. You need to take these out as quickly as possible. If any tunnels still stand, the POV missiles are also effective against them, should the opportunity strike.



After the first 'Mech is down, hop on another turret and set your sights on the second. If any tunnels remain, collapse those while you have the opportunity. When the final 'Mech starts closing in, return to your vehicle and take it out. Once all 'Mechs and tunnels are decimated, get back inside your tank or Hackman and clean up the remaining hostile units.



NOTE

There are a total of five turrets mounted on the upper level. Three are POV missile turrets and the remainder consist of gauss rifle turrets. The POV missile turrets should be your first choice—their long reach and powerful punch makes them ideal against opposition 'Mechs and tunnels in the area. Use the gauss rifle turrets when the others have been destroyed.

CAUTION

The turrets won't last long in the blaze of gunfire so use their defenses liberally and switch to another when the armor gauge nears the bottom.

OBJECTIVE

Move on to the next WOB production facility

Map Target Marker:

Start moving southwest, in the direction of the green navpoint. Don't forget to scoop up any salvage lying around as you do. On reaching the production facility entrance, disembark your vehicle and proceed inside to end the mission.



Mission Seventeen: HOLDING THE LINE



MISSION OVERVIEW

With the arena and Major Kerensky just beyond the next mountain range, your goal is in sight. However, to take on the might of the Word of Blake's formidable 'Mech force in that region, you'll need to get your hands on some beefy machinery before considering an assault. Thankfully, the Blood Asp housed in the Icarus with Foster is perfect. First, though, you'll need to clear the immediate area of enemy hostiles so that the Icarus and your new 'Mech can land safely on the planet's surface....

What You Need to Know

All controllable 'Mechs are fitted with hammer missiles this time around. These are unlike any weapon you've experienced so far and can take a little getting used to. When selected, holding down **(R)** brings up a small clock-like icon. As you continue to press **(R)**, the icon slowly fills. The fuller the circle, the longer a missile will take to detonate on release.

A direct hit with a hammer missile

causes massive damage but, because it's unguided, this is a rare occurrence. Often, the most effective way of using the weapon is to aim in roughly the right direction and prime the fuse to detonate while passing in close proximity to your target. The missile's enormous splash damage does the rest for you! ☼

MAP KEY

OBJECTIVE TARGETS

- 1 Steal an enemy 'Mech
- 2 Hold the landing pad or find and destroy the WOB deployment tunnels
- 3 Clear the landing area

SALVAGE

Armor	Energy
Missile	Ballistic



OBJECTIVE

Steal an enemy 'Mech

Map Target Marker: ①

This mission begins on foot, so it's vital to avoid detection by hostile forces until you find a 'Mech. Start traveling toward the giant crystal protruding from the ground to the west. There's an enemy tank patrolling east to west on its right, so hide behind the crystal's south-facing side and wait for the tank to start moving west again.



There's an empty Bowman 'Mech a little to the west. Make sure the coast is clear and quickly run up and commandeer it.



NOTE You can also try using pilot bombs in the first part of the mission—they work extremely well here.

NOTE It's also possible to requisition a Prometheus 'Mech along the northern wall of the compound. The Prometheus is a variation of the Atlas, equipped with lasers, gauss rifle, and hammer missiles.

As it does, immediately run west, hanging back a little to avoid being spotted. Keep going until you reach the large boulder ahead, then take cover behind it. Facing to the northwest, you should spot a comm tower in the distance and another tank patrolling north to south. There's also a 'Mech circling the area in a clockwise direction. Don't do anything until it starts moving to the western portion of the complex again.



The enemy units in the area are alerted to your position as soon as the Bowman becomes active. Start by taking out the tanks using the machine gun. Next, demolish the tunnel to the southwest, preventing additional reinforcement from arriving, then decimate the enemy Bowman in the vicinity with a few blasts from your hammer missiles.



When it does, wait for the first tank to begin moving east, then duck behind the southern-facing side of the next

When the area is clear, head over to the Prometheus and climb inside. Pass into the next area through the gate to the west and bring down any remaining tanks and the hostile Prometheus. Before continuing, decimate the tunnel structure immediately through the gate to the north.



TIP

The easiest way to destroy the Prometheus is to stand well away and pile on a combination of hammer missiles and gauss rifle shots.

Take out any remaining gun turrets and start climbing the hill to the southwest. As you near the top to the southeast, you encounter several airborne hostiles and another



Bowman. Your lasers are great for eliminating the overhead threat, while a combination of gauss rifle and hammer missiles should finish off the 'Mech. There are also a number of irritating turrets in need of destruction to the south and southeast.

Climb the slope leading up to the landing pad and obliterate the remaining enemy tanks so that the Icarus can touch down safely.



●● OBJECTIVE

Hold the landing pad or find and destroy the WOB deployment tunnels

Map Target Marker: ②

There are two ways to complete the next objective: either stay put and fight off the enemy forces as they arrive, or seek out the reinforcement tunnels and destroy them.



From the landing pad, the first tunnel lies along a stretch of road to the southeast. Follow it along to the end and destroy the tunnel using hammer missiles as you reach it.

Start heading back to the landing pad and take a left at the fork, traveling southwest. Head up and over the hill, then follow the path south until you reach a fork in the road. A second tunnel is visible to the left, so destroy it. Next, take the right fork and walk west.



Upon reaching the next split in the path, the third tunnel is positioned on the left to the southwest. Destroy it, then take the right fork, moving northwest. Follow the path all the way around to the northeast, where you rejoin the landing pad. As you emerge back into the clearing, immediately take a left, heading northwest. You'll discover the fourth and final tunnel at the bottom of the incline. Destroy it, then return to the landing area.

●● OBJECTIVE

Clear the landing area

Map Target Marker: ③

To complete the level, follow the blue navpoint and climb back onto the landing pad. Finally, clear the area of any remaining hostile units.



Mission Eighteen: GLADIATOR HAS NOTHING ON US

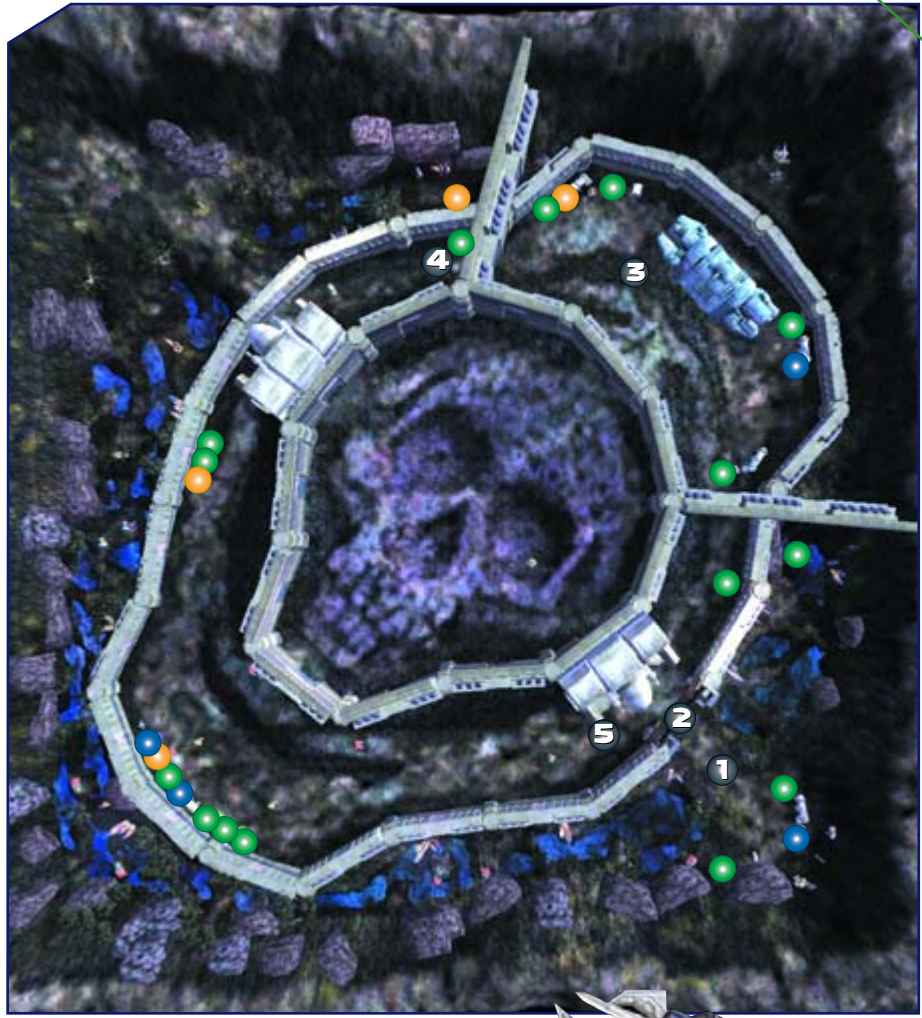
M18: GLADIATOR HAS NOTHING ON US

MISSION OVERVIEW

The towering form of the Hesperus II arena looms on the horizon. Foster's equipment indicates that Natalia is deep within the heart of the proving grounds. To reach her, you'll have to penetrate the building's age-old defenses and fight your way through the hordes of heavily armed enemy Mechs. The question remains, why has the Word of Blake kept the major alive? Is there some darker intent behind her capture?

What You Need to Know

Although this mission covers very little terrain, it can be tough due to the heavy presence of Assault Mechs in the area. The only new Mech you'll encounter this time around is the Atlas, a variation of the Prometheus. Although the Atlas is suited to long-range combat, you may find it difficult to exploit this strength due to the tight nature of the environments. Thankfully, your Blood Asp has a tad more speed, so seek out any available cover and continually dodge in and out to strike your targets safely. ●●



MAP KEY

OBJECTIVE TARGETS

- 1 Circle around to the other side of the arena
- 2 Level the gate blocking the entrance
- 3 Destroy the Talon dropship
- 4 Activate the control panel to open the gate
- 5 Get to the inner arena and rescue Natalia

SALVAGE

- | | |
|---------|-----------|
| Armor | Energy |
| Missile | Ballistic |



●● OBJECTIVE

Circle around to the other side of the arena

Map Target Marker: ①



Begin piloting the Blood Asp west, heading toward the far side of the arena. As you travel, use your javelin LRM to take down the autocannon turrets lining the arena walls to the left. Follow the route and eliminate the enemy tanks that close in on your position. On reaching firm ground again to the south, an Atlas steps into your path.

TIP *The Atlas is equipped with pulse lasers, autocannon, and javelin LRM. To defeat it, stay well back to decrease the accuracy of its shots and use cover where possible. Blast it with your machine guns at close range as opportunity strikes.*

●● OBJECTIVE

Level the gate blocking the entrance

Map Target Marker: ②

After the Atlas has been crushed, follow the red navpoint and use your plasma PPC to collapse the gate blocking the entrance to the northeast.



●● OBJECTIVE

Destroy the Talon dropship

Map Target Marker: ③

Head through the remains of the gate and prepare for battle. There's a mass of enemy 'Mechs and tanks through here, so stay on your toes and be ready to fight. Follow the red navpoint to the east and approach the open doorway. Decimate anything that tries to get in your way.



As you reach the door, it closes. Swing north and follow the new red navpoint around the inside wall of the arena. Use a combination of plasma PPC and machine guns to down the horde of tanks and Vulture 'Mechs you encounter. Be sure to destroy any trucks you spot en route to stock up on much needed salvage. When rounding the corner to the south, watch out for the solo Atlas 'Mech and bring it down swiftly.



TIP *Keep an eye out for the large chunks of masonry lining the bottom of the hill, opposite the perimeter wall—these make great cover during any stand-offs with marauding 'Mechs. Stay behind your makeshift defense barrier and pop out to lay on a few shots before sliding back to safety. If your opponent nears your position, simply strafe around the rock so that you're always on the opposite side!*



M18: GLADIATOR HAS NOTHING ON US

OBJECTIVE

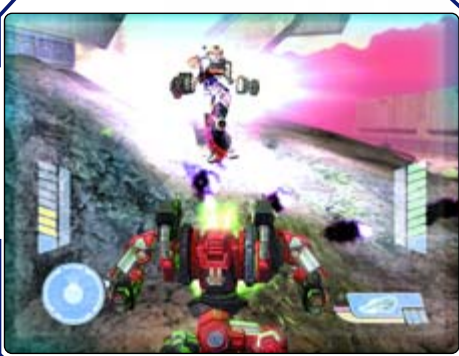
Activate the control panel to open the gate

Map Target Marker: 4

On reaching the opposite gate, make a final sweep of the area, checking that all hostiles are dead, then hop from your 'Mech. Hack into the console on the gate's left-hand side to reopen the path ahead. Peek through the doorway and start blasting the tanks and Vultures guarding the dropship to the south.



Freshen up on salvage, then head back to the northern gate. If the Atlas 'Mech is visible in the passage beyond, stay in the current area and take it out through the door. Again, the walls to the left and right make great cover.



As the Atlas hits the ground, return to the northern passage and start following the green navpoint back around the inside wall. Another Atlas and Prometheus await your arrival.



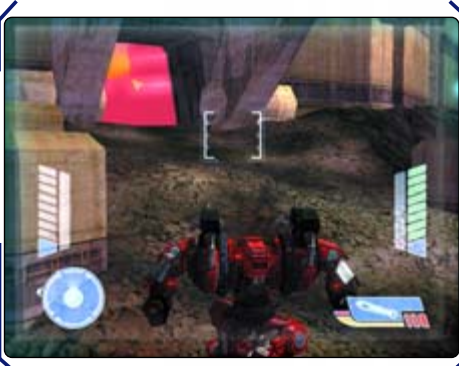
TIP *It's easier to deal with the enemy threat if you hang back in the northern passage and pick off your opponents as they appear in the doorway. You can use the walls on either side as cover, ducking out to attack and diving back behind them when the enemy returns fire!*

TIP *As the Assault 'Mechs locate your position, they start moving toward you and attacking. Quickly backtrack through the door to the south again and use the same trick as earlier to take them out while remaining relatively unscathed.*

When the coast is clear, head through the doorway into the southern passage. To complete the objective, use your plasma PPC and machine guns to decimate the enemy dropship stationed to the southeast.



When they're history, move along the northern passage again until you reach the main gate on the southwest-facing side of the arena. Climb the hill, following the green navpoint, and enter the interior to complete the mission.



OBJECTIVE

Get to the inner arena and rescue Natalia

Map Target Marker: 5

Mission Nineteen: AGAINST THE SPIDERS

MISSION OVERVIEW

You've made it to the very heart of the arena and Natalia, alive and well, is nearly in your grasp. If you can fight through the remaining defenses, rescuing the major should be a piece of cake! That is, assuming the Word of Blake doesn't have any nasty surprises in store for the courageous Dragons....

What You Need to Know

Up until now, you've gone head-to-head with no more than a handful of Mechs at a time—even if the confrontations *were* tough enough to make you weep. Things are flipped on their head for this arena-based level. Expect to fight off masses of hostile forces simultaneously before the end of the level. The change in combat style alters the way you need to dish out the damage too. Instead of slowly and deliberately breaking down an enemy's defenses from a safe distance, you'll need lightning-fast reactions and a quick trigger finger to cut a swath through the opponents crawling everywhere you look. Ready? ●●

MAP KEY

OBJECTIVE TARGETS

- 1 Secure the arena
- 2 Prepare for the WOB's attack
- 3 Another wave is coming
- 4 Circle around to the other side of the arena

SALVAGE

- Armor
- Energy
- Missile
- Ballistic



●● OBJECTIVE

Secure the arena

Map Target Marker: 1

As soon as the mission begins, use your javelin LRM to obliterate the pulse laser turrets to the southeast and northeast.



●● OBJECTIVE

Prepare for the WOB's attack

Map Target Marker: 2



Quickly eliminate the two Corvus 'Mechs unleashed into the arena, using your trusty plasma PPC. As they're Light 'Mechs, their speed makes them a nuisance to get a lock on up close. Stay back and blast their puny frames to smithereens!



Thankfully, these 'Mechs are very weak, sporting a basic missile attack and plasma PPCs. They're easily obliterated with a couple of rounds from your machine guns in close quarters. However, it's their sizeable numbers that make this confrontation tricky.



TIP Shoot the large mounds of rubble whenever an enemy is near. When they explode, they do a tremendous amount of splash damage and leave salvage in their wake.

CAUTION Unlike previous opponents, these 'Mechs attempt to latch on to your armor and NeuroHack your defenses. If this happens, quickly tap the button sequence that appears onscreen to counter the hack and shake them off. It pays to keep them in your sights at all times and finish them off with haste.

OBJECTIVE
Another wave is coming

Map Target Marker: 3

Next up, the enemy sends in three more Corvus 'Mechs. Turn them to trash as before. Easy!

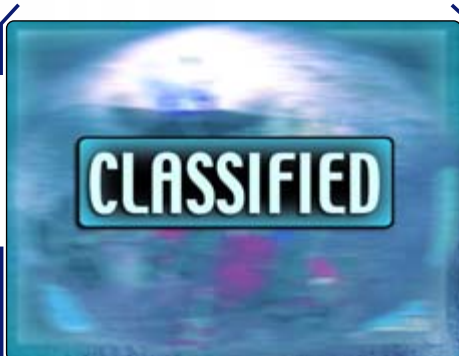


NOTE While these 'Mechs may try to NeuroHack you, they won't ever eject you. Instead, they do slow, constant damage to your 'Mech.

OBJECTIVE
Circle around to the other side of the arena

Map Target Marker: 4

As you stand and scoff at the Word of Blake's inferior gladiators, a swarm of strangely familiar 'Mechs scuttle into the throng. Fight them off before you're overrun!



Once the first group of hostiles has been disposed of, two successive waves follow. Each group increases dramatically in size. Luckily, you have some assistance for the final round so keep your guns blazing until every last one is massacred to complete the level.

Mission Twenty: SKIN THE CAT

MISSION OVERVIEW

With Natalia back on board the Icarus and your old friend Alera in tow, it's time to track down the Word of Blake and put a stop to their nefarious scheming once and for all. Signals indicate that the center of WOB operations lies at the heart of the Planet Terra. However, the planet's defenses are too strong to enable the Icarus to slip to the surface unnoticed. Natalia is ready to carry you into the heart of the city, under the cover of null sig, in the Dragoons' specially modified VTOL. Once you touch down, though, you're on your own....

What You Need to Know

Aside from a plethora of tanks and laser turrets, there's only one 'Mech to deal with in this mission. Unfortunately, the Nova Cat is a tough cookie and you've only got the BattleArmor to use to defend yourself at the start of the mission. For half the level, you'll need to use the city terrain and stay out of sight. It's easy to spot the 'Mech though; it appears as a large red dot on your radar—keep your eyes fixed on this at all times.

When the time comes to hack the Nova Cat, do it stealthily and watch out for its reflective armor. If it's activated, the NeuroHack is impossible. Try launching an attack when the armor is up and you'll be a pile of smoldering metal in no time!



MAP KEY

OBJECTIVE TARGETS

- 1 Avoid being detected by the Nova Cat 'Mech and find the Nemesis
- 2 We need some firepower. NeuroHack the Nova Cat 'Mech
- 3 Enter the enemy's lair
- 4 Follow the navpoint

SALVAGE

● Armor

● Missile

● Energy

● Ballistic





OBJECTIVE

Avoid being detected by the Nova Cat 'Mech and find the Nemesis

Map Target Marker: 1

Immediately dive down the alley directly to the north and keep going until you hit the city perimeter wall. Turn west and eliminate any tanks in the vicinity using your mortars. Follow the green navpoint west, sticking close to the wall on the left-hand side.



Still moving west, stop as you arrive at the road bisecting the route ahead. Check the radar and ensure the Nova Cat—indicated by the large red dot—is away from your current position. When the coast is clear, resume your travels west and wind through the buildings ahead in the direction of the green navpoint.

NOTE *The Nova Cat should still be close to your original starting position at this point, meaning you have a clear run through the city. Be sure to take out the tanks you encounter and move as swiftly as possible before the 'Mech has time to gain any ground.*

TIP *As you traverse the southern part of the city, use the alleys and side streets as much as possible. The surrounding tall buildings provide ample cover, successfully concealing you from the marauding Nova Cat's gaze.*

Keep moving along the northern wall until you spot the gap leading off to the right. Duck down it and continue to the west.



As you hit the western perimeter wall, turn left and run southwest. Wind your way through the remaining buildings, following the navpoint, until you receive the next command.



OBJECTIVE

We need some firepower. NeuroHack the Nova Cat 'Mech

Map Target Marker: 2

CAUTION
Watch out for the gate behind you to the east. As you near it, the doors will slide open, revealing a laser turret ready to blast you into smoldering pieces. Quickly spin around and take it out before proceeding. Pass through the gate to reveal a heap of armor salvage at the end of the alley.



The route ahead is too dangerous without increased defensive capabilities. Follow the new navpoint back through the city and hunt down the Nova Cat.

Once located, NeuroHack it in the usual manner. Once the pilot has ejected, hop on in.

TIP *When the Nova Cat's reflective armor goes up, it can't be NeuroHacked, and it'll engage its armor as soon as you get near it. When you first encounter it, get close enough to force it to engage its armor, then head for the buildings for cover. When the appropriate amount of time has passed for its armor to deplete, jump out and NeuroHack it before its armor recharges.*

●● OBJECTIVE

Enter the enemy's lair

Map Target Marker: 3

The Nova Cat is fitted with reflective armor, machine guns, and extremely powerful lasers. Use the lasers to wipe out the sudden surge of tanks as you traverse back through the city, following the green navpoint toward the enemy's hideout.



leading to the gate you attempted to breach earlier. The area beyond is very heavily guarded by laser turrets and tanks—prepare for an intense firefight!

TIP *The concentration of hostile turrets can seem overwhelming at first, but the Nova Cat's reflective armor is a blessing here. Activate it to lessen the force of the laser blasts. Rather than moving straight into the area through the gate, use the tall buildings behind you to the north as cover and nip in and out, taking shots while your armor remains. Hop back out of view whenever your armor fails or your 'Mech needs time to cool down again.*

Once the threat has been neutralized, pass through the gate and cross the square, traveling west. As you reach the huge main gates, dismount the Nova Cat and hack into the console to the right, opening the doors.



●● OBJECTIVE

Follow the navpoint

Map Target Marker: 4

TIP *While the Nova Cat's lasers are devastating, they cause the 'Mech to overheat very quickly. It should only take three direct hits to destroy a tank, but you'll need to wait a second to cool down before firing again. As such, it's a good idea to take cover behind convenient buildings, ducking in and out to defeat your opponents one at a time.*

TIP *Finish the Skin the Cat level by exiting the gates in your BattleArmor instead of the NovaCat. You'll be able to use the BattleArmor in the End Game level to 'Mech jack a MadCat and use it throughout the level.*



Pass on through the gate ahead to complete the mission.



As you reach the western perimeter wall again, turn southwest. Shortly, you encounter a windy road,



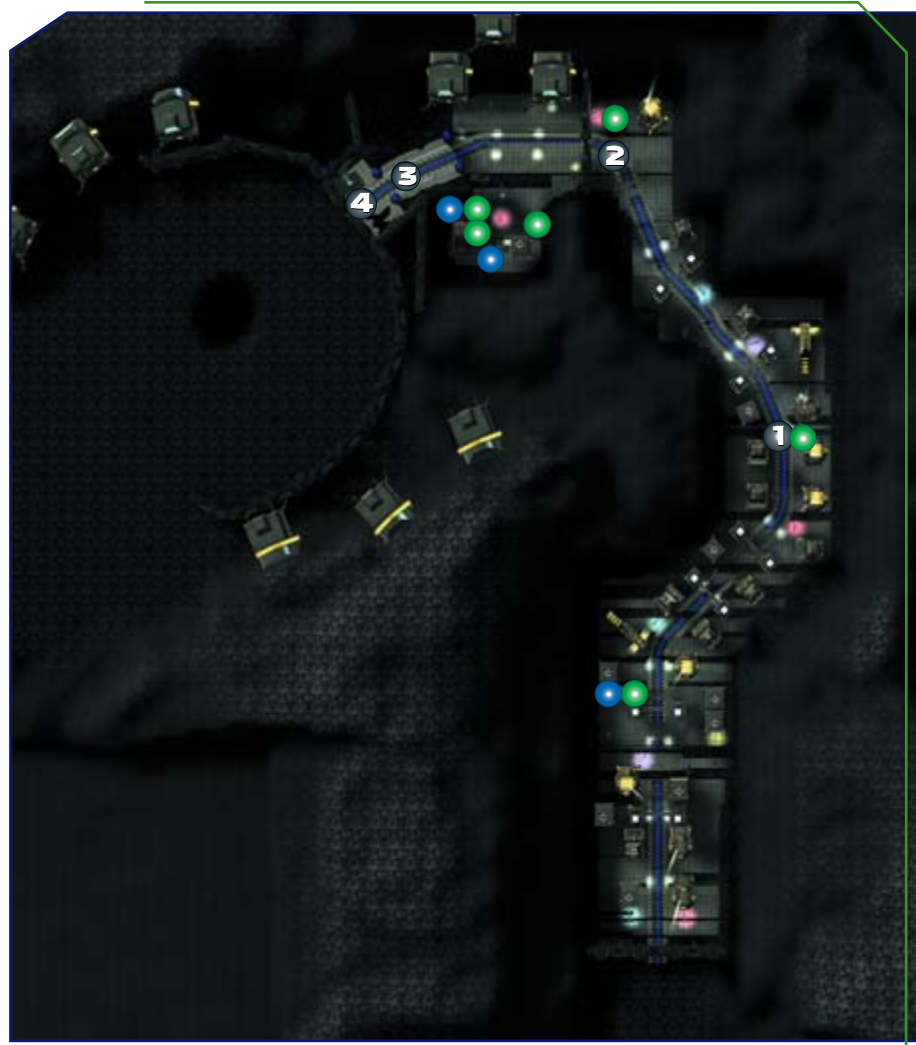
Mission Twenty-One: END GAME

MISSION OVERVIEW

You've made it past the city's outer defenses and now it's time to clear the final hurdle. However, with all five stolen Data Cores in the hands of the Word of Blake, time is of the essence. Break through the city's inner core and take out the remaining hostile forces. Whatever dastardly scheme your power-hungry opponents have concocted, they must be stopped at all costs!

What You Need to Know

This is the last leg of your journey toward the ultimate showdown. Surprisingly though, it's not going to cause you too much grief. The Mad Cats, tanks, and turrets should be a breeze after the trail of debris and destruction you've left in your wake. The only aspect of the level likely to put a wrinkle in your forehead is the later arrival of two Ragnarok Mechs. These towers of torment are packed to the roof with the ultimate in fearsome firepower. Luckily, the level offers plenty of cover—and you're going to need it. More than any other, this mission is based on long and tactical gunfights. Rather than trying to take enemies out in one burst of devastation, you'll need to wear down their defenses bit by bit. Got that? Then let's go!



MAP KEY

OBJECTIVE TARGETS

- 1 Enter the enemy's lair
- 2 Proceed to the next gate
- 3 Find the BattleArmor
- 4 Enter the enemy's lair

SALVAGE

Armor	Energy
Missile	Ballistic

OBJECTIVE

Enter the enemy's lair

Map Target Marker: 1



Start piloting your Nova Cat north, along the road. As the two Mad Cats charge in, guns blazing, duck behind one of the buildings to the left or right.

TIP *Your lasers are formidable weapons and can easily neutralize the hostile Mad Cats in no time. However, as before, your 'Mech is prone to overheating when the lasers are in use. Activate your reflective armor to deflect any oncoming PPC fire and use tall buildings as cover. Keep strafing around the tower so that your opponent is always on the other side. When your armor is in working order and your heat gauge is low, quickly nip around and lay a few shots down before retreating.*

Once both 'Mechs have fallen, scoop up any salvage left in their wake and rejoin the road, traveling north. Follow the route as it winds through the city. Decimate the gun turrets and the third Mad Cat that greets you en route.



CAUTION *As the path swings to the northwest, a Ragnarok 'Mech falls in on your position. These behemoths are absolutely devastating, sporting lava gun, gauss rifle, and javelin LRM. That's not all though—their LosTech defenses can happily deflect 85 percent of anything fired at it. Attacking when a Ragnarok's defenses are up isn't advisable!*

TIP *The most effective way of defeating the Ragnarok is to hang back at mid- to long-range, increasing your chances of sidestepping the fallout from its longer distanced attacks. Use the nearby buildings as cover and duck in and out, laying down strikes in small doses. Avoid getting caught directly in the 'Mech's line of sight as this invariably results in a painful blast from its lava gun.*



OBJECTIVE
Proceed to the next gate

Map Target Marker: ②

As the objective is announced, a truck pulls out of an alley to your right. Blow it up to collect some extra armor salvage, then take out the next Mad Cat ahead before continuing.





Once the Ragnarok is down, continue northwest to the end of the road, following the green navpoint. As you reached the sealed gate ahead, disembark your 'Mech and hack into the console situated on the right-hand side.



OBJECTIVE
Find the BattleArmor

Map Target Marker: 3

After defeating the 'Mech, follow the green navpoint west and scale the incline ahead. A nice new BattleArmor waits at the top so dismount the Nova Cat and climb inside—however, avoid squashing the BattleArmor underfoot as you approach.



Climb back inside the Nova Cat and quickly eliminate the hostile tanks and autocannon turrets in the next area. Again, it's easier to keep to the eastern side of the gate and take down the enemies through the doorway—the walls to the left and right make excellent cover. Once the area is clear, brace yourself for a second Ragnarok encounter.



OBJECTIVE
Enter the enemy's lair

Map Target Marker: 4



Walk toward the gate ahead to complete the mission.

TIP *The Ragnarok moves in on your position as soon as you enter the next area. There's not much in the way of scenery to use as cover though, so quickly backtrack to the eastern side of the gate and use the same doorway trick again. If the Ragnarok manages to reach the eastern side of the wall before it can be destroyed, simply sneak around to the western side and continue attacking from there!*



Mission Twenty-Two: CHECKMATE

MISSION OVERVIEW

With all five Data Cores now in the hands of the Word of Blake, their plans for galactic domination are close to fruition. As a demonstration of their newfound unmatched power, construction of the ultimate fighting machine is underway. Once the Word of Blake's creation is complete, planets will bow down in recognition of their supremacy—assuming, of course, nobody manages to put the ultimate weapon out of commission first. It's time to step up and take on a power, the likes of which has never been seen before....

What You Need to Know

There are two stages to defeating this enormous final boss. Since the Uber Mech's attacks alter from one stage to the next as does its speed, it pays to learn the appropriate countermeasures at the earliest opportunity. Especially given that this hulking behemoth can obliterate your lowly BattleArmor in no time at all.

Victory in this fight requires optimal use of your jumpjets. They're instrumental in dodging the enemy's devastating medium-to long-range attacks, and success relies on knowing precisely when and where to leap to safety. Between each boss strike, you'll have a couple of seconds to lay down some return fire before the cat and mouse antics begin again—use them wisely. Your one lucky break though is that Natalia continually drops salvage throughout this mission!

MAP KEY

OBJECTIVE TARGETS

- 1 Take it out!

SALVAGE

Armor	Energy
Missile	Ballistic



OBJECTIVE

Take it out!

Map Target Marker: 1

Stage One

As the level begins, immediately fire your jumpjets and leap to the left. Keep circling the boss at all times to ensure he can't get a lock on your position.



The boss has three attacks that he'll use to shred you to your component parts in the first stage, and two additional in the second: ground slam, autotargeting plasma PPC ball, mortar cluster, flamethrower, and laser beams (respectively). Take advantage of the few seconds between each strike and aim your mortars at the 'Mech's head for some quality damage—the boss will flash red and chunks of rubble will fly off of it if you manage a direct hit!

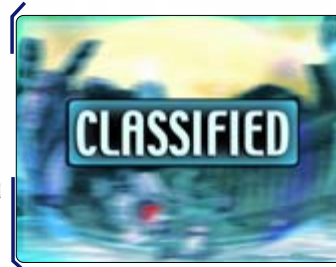
TIP

If you're not confident in your aim when using mortars, the BattleArmor's lasers are a reasonable substitute. Although they won't dish out quite as much destruction as the mortars, they have the added benefit of autotargeting—just aim at your opponent's head and let rip! It's definitely a more time-consuming method, but it takes some of the pain out of aiming!

Boss Attacks

Ground Slam

The ground slam sends out shockwaves strong enough to knock you to your knees. As your opponent raises its arm to pound, use your jumpjets to clear the floor. If you're toppled in close range, it's vital that you move fast to avoid the 'Mech's devastating flamethrower. Always remember to keep your distance!





Plasma PPC Ball

The plasma PPC ball move is easy to dodge, provided your timing's good. When you see the ball arcing toward your position, hit your jumpjets and fly forward. The plasma PPC ball should pass right underneath you. Remember to start circling again as soon as you touch the ground.



jumpjets. Your jumpjets also come in handy if you inadvertently get caught in a laser's blast, provided you're not already in the air at the time!

TIP *The boss's most deadly weapon is its eye beams, so if you get caught in the beams, it's relatively easy to jumpjet out. If you're already in the air, briefly stop jumpjetting and then jumpjet again to fly out of the beams.*

Stage Two

After you've managed to dish out some decent damage, the cracks begin to show in the Uber 'Mech's armor. For the second stage of the battle, the boss engages its defenses, making a strike of any kind impossible. To down the defenses, get in close to the 'Mech and initiate a NeuroHack. When successful, immediately start piling on the head blows again. The head armor appears again after 20 seconds, so you have to keep NeuroHacking the 'Mech to lower the armor each time.



Mortar Cluster

Occasionally, the 'Mech stops dead in its tracks and fires a volley of mortars into the air. These will land wherever you happen to be standing at the time—use your jumpjets to quickly scoot around to the sides, out of harm's way.



Flamethrower

The flamethrower causes phenomenal damage to your flimsy BattleArmor. However, the boss usually reserves this weapon for close-range combat. Provided you keep well out of reach, you shouldn't have to worry about this one at all. If you do get caught on the wrong end of the flamethrower though, your best chance of survival is to jumpjet to safety as quickly as possible.



TIP *Whenever you're trying to initiate a NeuroHack, look for the claw icon in the lower left corner of your screen. When the icon appears, you're in range—run up to the boss and activate your claw. The camera swings around and you're automatically taken to his back. As soon as your NeuroHacking is complete, jumpjet to clear away from the boss as fast as you can.*

Laser Beams

Generally, the laser beam attack is reserved for the second half of the conflict. As soon as the boss's eyes begin to glow red, hop out of the way using your



Eventually, after enough torment from your mortars, the Uber 'Mech goes crashing to the ground. This leaves only one thing left to do: congratulate yourself on beating the game!



Multiplayer MECHASSAULT 2

INTRODUCTION

The multiplayer side of *MechAssault 2* provides a substantially different gameplay experience from that of the single-player offering. What's more, a heap of fresh features in this sequel—including new modes, maps, and vehicles—mean that even *MechAssault* multiplayer veterans are going to have plenty to come to grips with. This chapter is split into three sections: information to get both newcomers and old hands acquainted with the slew of new features, a breakdown of the different game modes on offer, and finally a look at each of the maps available for multiplayer mayhem.

Game Stats

As you play through Xbox *Live* and Conquest games, your performance will be tracked on a rolling average. Conquest stats are tracked independently of Solaris7, though both work on a rolling average of your performance.

Points, Score, and Kills

- Points accumulate through meeting mission objectives. This includes capturing a flag or data core, and destroying It Players. When points are available, they are the primary way of determining who wins a conflict.
- Score generates in a number of different ways. The most common way is by destroying an enemy unit. In addition, score can be earned by meeting mission objects and earning points. Note though that VTOL pilots do not have to destroy enemy targets directly to earn score. When they provide a friendly unit with salvage and that unit destroys an enemy, the VTOL pilot receives some bonus points for the assist. They also earn score if a unit attached to them scores a noticeable kill.
- Kills represent the number of enemy pilots eliminated in the battlefield. However, Mech Jacking an enemy player does not count as a kill, since the pilot is forced to eject from the mech.

GETTING STARTED

It's worth outlining some of the significant differences between the single-player and multiplayer components of the game for newcomers to the series or to the multiplayer mode specifically. Most of this information will probably be familiar to anyone who's spent time blasting their friends into steamy lumps of molten metal in the first game. If this applies to you, feel free to skip to the next section, which covers the new vehicles available in multiplayer!

Single-Player vs. Multiplayer

The Human Angle

It goes without saying that the big difference in multiplayer is that you'll be up against real, live (hopefully) human beings instead of preprogrammed AI opponents.

As smart as the enemy 'Mechs in single-player might be, they're still far more predictable than a 'Mech controlled by another person intent on carving you an extra orifice.

This is important to remember: your enemies in single-player are designed to give you a fighting chance of success. When you're playing in multiplayer, at least half of the other gamers will be doing everything in their power to make sure you **don't** win. In particular, good opponents will rarely stick to one spot or miss their targets—unlike even the toughest single-player enemies—and human enemies tend to exhibit strategic deviousness and cunning. If you want to get anywhere in multiplayer, you'll need to have complete command of your selected 'Mech or vehicle and be able to think on your feet while you fight.

Salvage Shortage

In the single-player campaign, no matter how miserly the salvage contingent might seem in places, it's still practically handed to you on a plate. You know that any salvage you spot

on your travels is always going to be hanging around to be collected at a later time—if you get desperate, all you have to do is backtrack to top off.

In multiplayer, however, salvage is a precious and much sought-after commodity. **Everybody** on a map is going to grab any bit of salvage available, just to survive a little bit longer. You'll need to keep your wits about you if you intend to stay standing. There are numerous strategies involving the collection, distribution, and denial of




salvage among you, your teammates, and your enemies. These are outlined in greater detail in the relevant 'Mech and vehicle sections below.

Team Play

Perhaps the biggest difference in multi-player is that you get the opportunity to interact with other players as a team in certain modes. This absolutely requires the ability to play cooperatively and strategically. You'll find that the Voice Chat function on Xbox Live facilitates this greatly. Use it to coordinate your strikes and attack plans with your friends. Always be sure to let your teammates know where you're going and what you plan to do, and call for help if you need it!



NOTE Use  to toggle between *Team Chat* and *All Chat* modes. *Team Chat* (indicated by the icon in the upper left-hand corner of the screen) limits your communication to team members only. This is extremely useful when organizing tactics you wish to hide from your opponents. *All Chat* opens up the voice channel so all players in a game can communicate. In addition to using it for polite banter ("You suck!", etc.), you can use *All Chat* to throw the other team off track by broadcasting false strategies. Don't forget to inform your teammates before doing this, however!

There are a couple of things to remember when playing as a group however. Attacking as a single unit is useful for confusing the enemy because they'll have to make snap judgments on which 'Mech to take out first—and whoever isn't being targeted gets to pound the opponent with offensive, rather than defensive, fire. Be careful though: it's easy to hit an ally when you're all bunched together. What's more, if you or a teammate goes down, the resulting explosion can finish off your entire squad in one massive chain reaction of blasts.

'MECHS

If you've already pummeled the single-player campaign into the ground, you should have a pretty decent understanding of the basics of 'Mech combat and the subtle vari-

ations that each 'Mech brings to the way you play. As such, there are only a few additional points to make about using 'Mechs in multi-player. If you need to refresh your brain on each 'Mech and their respective features, check out the "Meet the 'Mechs" chapter earlier in this guide.

Something Old, Something New

Although the single-player mode tosses you headfirst into the cockpit of a huge variety of different 'Mechs, there are still quite a few that you'll have obliterated but never piloted. There are even a few 'Mechs on the roster that don't make an appearance in the single-player campaign at all! The good news is that multiplayer lets you get your grubby mitts on **all** of the 'Mechs available.

If you intend to use any of these 'Mechs in multiplayer combat, it pays to spend some time familiarizing yourself with their nuances. Read up on them in this guide, or even better, experiment with the different 'Mech types in offline multiplayer mode against the computer. Either way, the more practice you get before you hit the battlefield, the better you're going to be in the thick of the action.

Choosing the Right 'Mech

Each map offers a wealth of different 'Mechs to hop in and use to dish out destruction. The temptation is to always grab the biggest and meanest available. However, think carefully before choosing your 'Mech—be sure it suits your



current environment and preferred play style. Remember, the larger the 'Mech, the slower it turns and the longer it takes to reach top speeds. Unless you're the absolute best at offensive and defensive maneuvers, you might find it preferable to take advantage of one of the smaller, faster 'Mechs and utilize the scenery to make up for your lack of brute force and heavy armor.

Also remember that not all 'Mechs are equipped with jumpjets. In maps featuring plenty of high ground, this can leave you seriously disadvantaged if the more nimble 'Mechs climb up high and pile on some hurt from up above.

'Mech Tips

Evacuate!

Abandoned 'Mechs leave no salvage when destroyed. An advanced tactic is to eject out of your 'Mech when you're at the very brink of destruction.

While it's more than likely that you'll get pummeled the second you clamber out, at least you won't have left a pile of goodies for your opponents to sweep up following your demise!

Double the Destruction

Want to go one better? Try shoving an explosive charge into the ground once you're out of your 'Mech. If you manage to detonate it before the enemy shreds you to pieces, they'll have to contend with the fallout from your exploding 'Mech **and** the force of your charge. Ouch.



OTHER VEHICLES

One of the most drastic differences in the multiplayer game in *MechAssault 2* is the inclusion of alternate ways to thunder across the terrain and sling out some slaughter.

Although the 'Mechs are always going to have the biggest draw, thanks to their size and unholy capacity for devastation, *MechAssault* veterans and anyone looking for a take on multiplayer would do well to check out the



BattleArmor, VTOLs, tanks, and pilot bombing techniques. The new vehicles offer up a wealth of strategic opportunities for success and an almost limitless degree of depth to the multiplayer mayhem. Read on for the lowdown on the latest bad boys to join the lineup....

BattleArmor

Think you need some fearsome firepower for multiplayer success? Think again. It might not look like much in the shadow of a marauding enemy 'Mech, but your trusty BattleArmor is a formidable tool whether going it solo or working in a team. Not only do you have the power to NeuroHack any 'Mech that takes your fancy, but your small stature and jumpjets make you a tricky target to hit from an opponent's cockpit.

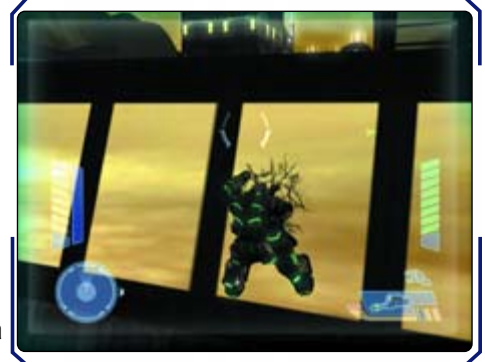


BattleArmor Tips

Get Hooked

Your grapple claw is easily overlooked but provides all sorts of additional opportunities during heated conflict. Look out for tall buildings and use it to reach the top. Once you've gotten above the altitude of most 'Mech-equipped jumpjets, you're practically untouchable on your perch.

From your high vantage point, flick mortars down on your unsuspecting foes and, provided you stand away from the roof's edge, they'll rarely have the opportunity for recourse. While this might not be a practical strategy when facing off against a 'Mech, it's ideal for picking off pilot bombers and BattleArmors intent on invading your base.



CAUTION

There are two things to remember if you're going to try this. First, don't loiter in one place too long. If an enemy 'Mech locates your position, they'll more than likely start bombarding the building you're on until it collapses—causing you serious, if not terminal,

damage. Second, scaling a building can leave you dangerously exposed. Always ensure the local area is free of hostiles before climbing, or better yet, hitch a lift to the roof via a friendly VTOL!

TIP *Can't get close enough to your enemies without taking fire? Use your grapple claw to attach to a friendly 'Mech and hitch a ride. The enemy won't see you on their radar, and you can often move faster and get closer without taking direct fire. While not as fast as the VTOL, there are often more 'Mechs around to catch a ride with.*

Air Raid

During team matches, hop onto the back of a friendly 'Mech or hang on to a VTOL by pressing **A**, then catch a ride across the terrain. This is a great way to travel long distances from a surprisingly safe position. Let a teammate carry your load until you reach something with a bit more oomph, if you want to get inserted into the fray.

Jackin' a Box

Using the NeuroHack to jack into an enemy 'Mech works great against new players, but you might have difficulty actually ejecting a pro from their seats.



This doesn't mean the NeuroHack is worthless though—it can prove incredibly effective if used strategically.

First, NeuroHacking provides a great distraction technique. As soon as you begin, your target will have to stop fighting to counter your hack if they don't want to be ejected. This is useful in team play as they won't be able to defend themselves while 'Mechs friendly to you move in to take them down simultaneously.

Second, any 'Mech carrying a flag or Data Core will automatically drop it the instant a BattleArmor attaches itself to begin a NeuroHack.

NOTE *Attempting to NeuroHack a 'Mech equipped with any type of reactive or reflective armor is generally a waste of time. As soon as your opponent activates their armor, you'll immediately get chucked onto the ground.*

Out of Sight, Out of Mind

One last thing to remember when you're in your BattleArmor: if you're not moving or slinging shots into the fray, you're completely invisible to the enemy radar. This makes it easy to hide from oncoming opponents, particularly if there's additional cover nearby. Use this to get out of sticky situations, or even to launch surprise attacks on your foes.

VTOLS

You'll get the opportunity to take to the skies in several of the team-based maps and modes. Unlike other transportation in multi-player, the VTOL



is more suited to scouting and assisting, rather than all-out gunplay. It's fair to say that teams with a strong understanding of tactical VTOL deployment will almost always have the upper hand during a match.

Although VTOLs are primarily used for fetching and carrying things across the map, this extends far beyond simply scooping up salvage. If in BattleArmor, up to two players at a time can latch on to a VTOL in order to be deposited elsewhere—whether that might be into the heart of battle, the enemy's base, or back to the safety of your own camp. Additionally, the VTOL can pick up tanks and autocannon turrets, ferrying them across the map at the request of teammates.

NOTE *This can't be emphasized enough: if you want to win as a team, hunt down the absolute best VTOL pilot you can. A good pilot knows the importance of salvage collection and distribution, and is sharp enough to know exactly where he should be with salvage and when.*

TIP *When carrying BattleArmors in the air, note that they draw power directly from the VTOL. This means that their lasers can fire at advanced levels while they're attached to a VTOL, making them a particularly deadly—and tough-to-hit—force to be reckoned with.*

VTOL Tips

Autocannon Turrets

Autocannon turrets might not seem worth the bother, thanks to their limited firepower.

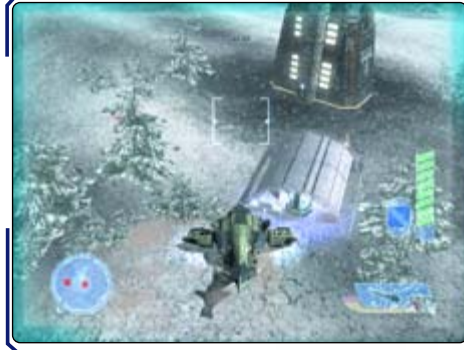
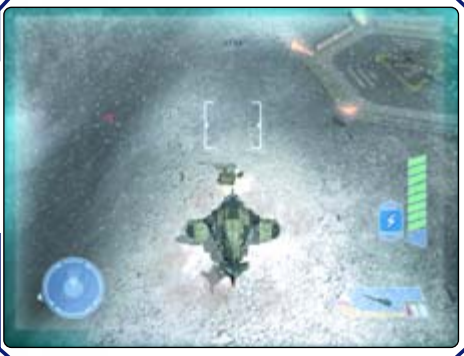
However, if deployed properly, they can be a serious pain in your opponents' butts during

matches. Use your VTOL to pick up several autocannon turrets and place them high up on the hillside close to the targets you're defending, such as bases, flags, or cores.

This achieves several things. First, the lasers act as an early warning system, pointing out the presence of intruders well before anyone on your team might otherwise spot them. When the turrets become active, simply follow their line of fire and take down your not-so-stealthy opponents quickly.

Second, turrets are great for taking out weaker enemies (such as pilot bombers or BattleArmors) attempting to infiltrate your base from the sides. Pilot bombers, in particular, won't last long against the lasers.

Third, turrets deployed higher up on a slope have a great field of fire. Units often have trouble spotting them and returning fire, which buys you time for a few more volleys.



battle, wait for the explosion to subside and dive down and swipe the salvage left in their wake. Alternatively, simply wander up to an enemy base and grab any salvage

they happen to have lying around. Not only does this prevent the opposition from replenishing their armor and weapons, but you'll also have some juicy salvage to pass on to other members of your side—guaranteed to infuriate their rightful owners!

Tanked...Up!

Finally, wipe the smug grin off of anyone scurrying toward your base in an enemy tank. Simply swoop down, pick them up, and cart them off to some backwater



region of the map! Better yet, plop them down right back where they started, just to really get them fuming!

NOTE

Autocannon Turrets detonate if they strike an object before they are fully deployed. They can be used effectively as bombs this way if you need to deal damage quickly.

Sky Stealth

Remember that most players are going to have their eyes firmly on the battlefield in order to take out other 'Mechs. Use this to your advantage when piloting the VTOL to sneak unnoticed into the enemy base. This is especially handy when you want to deposit tanks or BattleArmors at the site. However, firing your weapons as you near is a dead giveaway to your position. Hold fire until you're safely at your intended destination.

More Autocannon Turrets!

Turrets can also be dropped down among the hostile turrets already located around enemy objective areas. Not only will your opponents get the surprise of their life when they march back to the "safety" of home camp and get a laser square in the face, it'll cause all manner of problems for anyone camping around waiting for 'Mechs to respawn. It's a great bonus for you: since they'll be flapping around destroying your generous gift, they won't be out on the battlefield shooting you down!

Tanks

It's easy to look at tanks as being the runt of the vehicle lineup in multiplayer: they're slow, somewhat underpowered, and won't hold up too long



Salvage Scavenging

Use the VTOL to circle, vulture-like, while two 'Mechs battle it out below. If your teammate is downed in



against a maxed-out 'Mech. While the arguments against using tanks are strong, they do have some distinctly useful features that make them ideal in certain team-based scenarios, provided they're used as part of a sound invasion strategy. Tanks are light enough to be ferried around the terrain by VTOLs and can therefore be used almost like super-charged, mobile turrets—great for providing backup in sticky situations.

Razor-Sharp Shooting

The tank's gravity cannon is particularly effective in zoomed mode. When activated, any blasts from your cannon have a much greater chance of knocking your enemies clean off their feet.



Pilot Bombing

Feeling fearless? One of the sneakiest and most dangerous things you can do in a multi-player game is to recklessly abandon your 'Mech or BattleArmor and continue your



carnage on foot. With your feet firmly on the ground, you can plant explosive charges anywhere on the map, simply by strolling up and hitting (B). Your charge detonates either when you hit (B) again or another player gets too close. The charges pack some considerable wallop, making them great for laying down traps to trick your unsuspecting foes.

Watch it though: With no protective armor whatsoever, you'll be dead meat if an enemy catches wind of your whereabouts. Always keep close to cover and avoid wide-open spaces if you don't want to find your insides on the outside. Having said that, it's surprisingly easy to remain undetected while out of armor for two reasons: First, you won't show up on radar. Second, most 'Mechs are so huge that you'll barely be noticeable on the ground from their cockpit. Who says you need a ton of armor and blistering blasters to kick some serious butt?

While pilot bombs aren't triggered by friendly units, they can be set off by splash. Also, as soon as the pilot that deployed them dies, their pilot bomb detonates as well. So be careful when deploying them near your own base, and don't loiter around next to one!

TIP *Knocking an opposing 'Mech over while it's powering up a PPC or alpha strike causes it to wastefully fire its charge up into the sky, rather than at a target. In the case of the alpha strike, this means that the fallen 'Mech will also have pointlessly reset all its weapons back to their lowest level!*

The Amazing, Vanishing Tank

When a tank's null sig and gravity cannon are used together, they effectively mutate you into an invisible sniper—perfect for picking off unsuspecting opponents from a distance. What's more, if you keep still and don't over-heat, you won't show up on radar at all—the enemy simply won't know what hit them!



Remember though that firing your weapon also causes the null sig to break temporarily, revealing your position—always aim for a direct hit so that your invisible advantage isn't wasted!

Pilot Bombing Tips

Predictive Planting

Although you can happily plant a charge wherever you think a careless enemy might stroll, there are certain places on maps where you can absolutely be sure your opponents have



to traipse through sooner or later. This is especially true of the team-based maps: always plant a charge at your flag site in Capture the Flag, at the Data Core spawn point in Snatch It!, at any seized checkpoint in Check It!, and at any player respawn points across the map.



TIP

You won't necessarily be the only one using this tactic: always sling a round of fire at these areas before you approach during a match. That way, any carelessly abandoned charge isn't likely to blow your face off!

Looking Good, Feeling Dead

It might seem ridiculous, but pay attention to the look of your character when building your online profile. In particular, think carefully about the color of your clothing.

Remember that when you're on foot, it's your profile character that enemies see. A bright pink jumpsuit might seem like the height of retro cool when you're in the game lobby, but you'll stick out like a sore thumb when you're on the battlefield. Try to dress in neutral darker colors like green, black, or brown.



MULTIPLAYER MODE BREAKDOWN

MechAssault 2 features a ton of multiplayer modes completely new to this sequel. The following section takes an in-depth look at the differences between each of them. You'll also find some extremely useful tactics for raising your multiplayer success rate, whether going it solo or in team-based play.

Grinder

Available maps:

IN YOUR FACE
WITCH'S CAULDRON
NEW RIVER CITY

What Is It?

Grinder isn't a head-to-head multiplayer game in the traditional



sense. It can be played either solo or with a teammate, which is why it's listed here. The aim is to thrash it out against wave after wave of increasingly brutal

computer-controlled 'Mechs until you're finally overpowered. There's no actual winner of a Grinder match—instead you're scored on the number of 'Mechs you manage to take down before defeat.

Once you've clambered into one of the 'Mechs that are available, things start off easy as you work your way through the first wave of solo enemies. When you've obliterated the complete set of opponents, they'll start coming at you in pairs, then groups of three, and so on. After defeating the fourth wave of 'Mechs, the next batch has their weapons automatically upgraded to level two—or, on some maps, a surprise enemy appears. After an additional four minutes, enemy weapons are ramped up to level three. Don't expect to last very long after this!

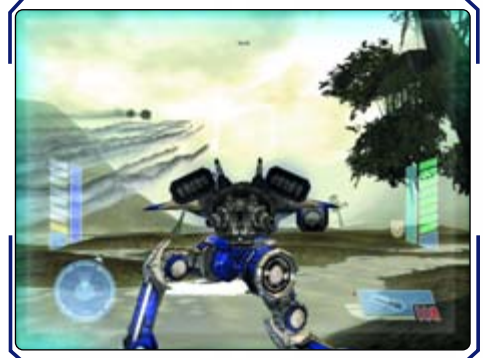
Tips and Tactics

- ♦ Careful management of your salvage supplies is the key to success in Grinder. Although you won't find salvage stores around the maps, all defeated enemies will drop a pile of the stuff.
- ♦ If you're playing with a friend, one of the absolute best 'Mech combinations for use during the Witch's Cauldron scenario is the Wendigo and a NeuroHacked Atlas. Use the Atlas to soak up the enemy strikes while the Wendigo dishes out the destruction. You'll be able to keep afloat for a long time if you work cooperatively. Once it starts getting too dangerous for the Wendigo, the controlling player should return to the 'Mech cache and swap it for the second Atlas.
- ♦ Similarly, you'll find the Ragnarok and a hacked Blood Asp provide optimum power when pulverizing the massive onslaught during In Your Face.

Destruction/Team Destruction

Available free-for-all maps:

GOING COMMANDO
IN YOUR FACE
NEW RIVER CITY
ON THE ROCKS
OVER THE FALLS
PROVING GROUND
UNDER COVER



Available team maps:

BOGGED DOWN
DELIVERANCE
GOING COMMANDO
ILL WIND
IN YOUR FACE
KILLING FIELDS
NEW RIVER CITY

NO MAN'S LAND
ON THE ROCKS
OVER THE FALLS
PROVING GROUND
RUSH HOUR
UNDER COVER
WITCH'S CAULDRON

What Is It?

Destruction is the basic deathmatch mode, where every player fends for themselves. Simply put, if you see an opponent, obliterate them before they can kill you. The game ends when either the allotted time runs out or the Kill Limit is reached, depending on the settings. The winner of the match is the player with the highest score at the end of play.

Team Destruction works on exactly the same principle but splits players into two sides. The goal is to work together in your team and take out as many of the opposition as possible before the game ends. The team that wreaks the most carnage wins!

Tips and Tactics

- ◊ A cunning strategy that can be applied to all Destruction-type games is to climb out of your BattleArmor and plant a pilot bomb whenever you respawn after being blown apart. Since the respawn spots are set, rather than random, the next player to appear there will land right on top of your charge. One free kill to you!
- ◊ During team games, always play defensively and allow the enemy to come to you. This keeps everyone in roughly the same area, making it much easier for the VTOL player to deliver salvage to those in need without having to scout around the terrain.
- ◊ Be careful not to destroy a friendly unit. If you do your score will be lowered by the value of the unit. This counts for chain reactions and can be used to your advantage. If you're in a crippled 'Mech, try to take an enemy down with you. They will get some score for killing you, but lose points for any friendlies destroyed in the blast!

you're dead, that's it. You don't respawn. As well as attempting to make the most kills before the game ends, you'll also have to ensure you don't get blasted out of play yourself. If you're playing in a team, it's vital that everyone looks out for their allies. Obviously, the side that can hang on to the most 'Mechs longest, has the greatest chance of success!

Tips and Tactics

- ◊ When going solo, one of the sneakiest things you can do is simply hide out for the duration of the battle. If no one can find you, then no one can kill you! Of course, the downside to this is that if you *do* get discovered, you won't have been collecting salvage from destroyed opponents. This means you'll be forced to take on your challenger with the lowest level weapons available...
- ◊ In team games, it pays to coordinate your squad so that a large group of you concentrate on downing one single 'Mech at a time. With several teammates attacking at once, your opponent won't know where to start firing first. That is, if they last long enough to fire at all.
- ◊ Another often overlooked team strategy is simply to hang close to your base or 'Mech respawn point and thunder over when your armor is low. On arrival, switch into one of the waiting unoccupied 'Mechs and burst back out into the fray!
- ◊ One way to get an advantage midway through a battle is to steal some of the enemy mechs that are at their base! Some teams often leave their bases undefended, allowing you to exchange a heavily damaged unit for a fresh and possibly better one at the enemy base. Don't forget to plant a pilot bomb on your way out!

Last Man Standing/Team Last Man Standing

Available free-for-all maps:

IN YOUR FACE
NEW RIVER CITY
OVER THE FALLS
PROVING GROUND
UNDER COVER



UNDER COVER
WITCH'S CAULDRON

Available team maps:

IN YOUR FACE
NEW RIVER CITY
OVER THE FALLS
PROVING GROUND
RUSH HOUR

What Is It?

Last Man Standing, and its team variant, plays similarly to Destruction. However, there's one key difference: Once

Not It!

Available maps:

GOING COMMANDO
KILLING FIELDS
NEW RIVER CITY
ON THE ROCKS
PROVING GROUND
RUSH HOUR
UNDER COVER



What Is It?

This mode provides yet another variation on

Destruction. Unlike the previous game types, Not It! only comes in free-for-all flavor. There're no teammates to back you up here! When the game begins, one player is randomly selected as "it." The "it" is the only player that gets points for his or her kills. If you manage to eliminate that player, then you'll automatically become "it"

yourself. The aim of the game is to hunt out the "its," bring them down, and take out as many of the opposition as possible before you get killed yourself.

Tips and Tactics

- Most of the general strategies discussed above apply to Not It! as well. However, in addition to these, scout out the area when play begins and try locating a 'Mech with targeting weapons—the Uziel and its PPCs are ideal here. Once you have the 'Mech, hang back away from the throng, and launch attacks from afar—you'll stay alive much longer this way. The downside to this is that once other players spot your new toy, you'll probably spend more time countering their NeuroHacks than actually fighting!
- Points are earned only from destroying other units, so if you have a choice between a clean kill and damaging another unit, take the kill! Also, destroying three or four light units will yield more score than destroying a single heavy unit, even if you die shortly afterward.

Capture the Flag

Available team maps:

BOGGED DOWN
DELIVERANCE
GOING COMMANDO
ILL WIND
NEW RIVER CITY
ON THE ROCKS
WITCH'S CAULDRON



What Is It?

Capture the Flag is a team-only multiplayer mode. Once you've selected your side and joined the game, the goal is to cooperatively work your way across the terrain and capture the enemy flag. Once your opponents' flag has been brought back to the friendly base, your team scores a point and the flag returns to its original position. Don't forget that the other side is trying to do the same, so defending your own flag is just as important as stealing your enemy's!

Tips and Tactics

- It's a good idea to assign the role of flag runner to players in control of the faster 'Mechs—particularly if they're also equipped with target jamming or null sig. The runner will be able to sprint through the opposition with their defenses up, making it very difficult for the enemy to get a direct hit.
- Attack the enemy base as a unit of three 'Mechs. Have a heavy 'Mech in the center to distract the opposition and flank it with two lighter, faster runners to sneak into the base while the enemy concentrates its efforts on the heavy 'Mech in the middle.

- The Rommel tank can be indispensable in these matches, if used wisely. First, power up the tank's gravity cannon to level three, then scout out the enemy's flag runner. Switch to zoom mode and shoot the enemy 'Mech in the legs. There's a high probability that the force of the blast will knock your opponent clean over, slowing them down considerably. If the runner already has your flag, then this gives you ample opportunity to run in and retrieve it!
- Prevent the opposition from picking your flag up at all by standing an Assault 'Mech, such as the Atlas, over it. The 'Mech's huge bulk will stop your foes from getting close enough to grab their prize!
- Alternatively, place a tank on top of the flag point. Activate its null sig to make the Rommel invisible to the eye. As the enemy approaches, let rip with the fire—they won't know what hit them!
- For these battles, using a VTOL to ferry in two BattleArmors or a tank into the objective (and out again) can easily make the game. One excellent tactic is to have a VTOL hover just out of sight while a null sig tank moves in to pick up the flag. As soon as your tank has the flag and is on the move, pick it up with the VTOL and clear out.

Check It!

Available team maps:

DELIVERANCE
ILL WIND
KILLING FIELDS
NO MAN'S LAND
WITCH'S CAULDRON



What Is It?

In every Check It! map, five control points are up for grabs. Playing in teams, the aim is to capture all available points. To secure them, players must be on foot, then hack into the console located at the center of each point. Once a point is successfully captured, the automatic defenses go online, ready to obliterate any members of the opposing team as they near. Your rivals will need to bring down the defenses and rehack the point to make it their own. Once a team manages to secure all five control points, victory is theirs!

Tips and Tactics

- Splash damage weapons, such as missiles, are extremely useful during Check It! They can be used to detonate pilot bombs left at control points by nefarious opposition fighters and, even better, to take down any enemy pilots attempting to hack a point in one quick shot.
- Several maps feature VTOL pads that are controlled by checkpoints. The only way to use a pad is to secure the checkpoint first. If there's only one such pad in the level, it's

vital you capture that one first. The team with control of the VTOL nearly always has the upper hand in matches, thanks to its ability to carry and deliver salvage. If you fail to grab the VTOL point, have one of your pilots sneak up and plant a charge on the pad so that the aircraft is destroyed when it lands. This takes it out of action for a while, evening the odds and giving your team the chance to secure the control point for themselves.

Snatch It!

Available team maps:

BOGGED DOWN
ILL WIND
KILLING FIELDS
NO MAN'S LAND
ON THE ROCKS
RUSH HOUR



What Is It?

This time around, your team's goal is to collect all of the data cores available on a map and return them to base. Snatch It! tends to be fast and frantic as all data cores spawn in one place right in the center of the terrain. As soon as the game begins, everybody charges in and starts with the scavenging. This can lead to bouts of insanely concentrated firefighting as everyone scrambles over the same prize!

Tips and Tactics

- ◊ The first team to the core spawn point always has a better chance of victory. Although fast Mechs can be handy here, equipping a VTOL with two BattleArmors and zipping them straight to the data cores is the best strategy. When the BattleArmors drop to the ground, have them grab several cores and "throw" them to their teammate bringing up the rear. This is achieved by running and hitting **Q**, giving the core momentum when released. You'll find this gets them to your squad much quicker and forces the opposing team to waste time by trekking over to your side of the field in order to retrieve any cores.
- ◊ Once you have the greatest share of the cores, begin playing defensively. Place pilot bombs on your core pad to prevent intruders from stealing them and obstruct incoming enemy Mechs from using powered-up weapons.
- ◊ A cunning tactic is to fly several BattleArmors over to the enemy core pad in the final stages of the game. As the counter reaches zero, get them to sneak up to the cores, collect them and drop them outside of the pad. Any cores not on the pad at the end of play won't get counted in the final tally!

Base War

Available team maps:

BOGGED DOWN
DELIVERANCE
NO MAN'S LAND
RUSH HOUR



What Is It?

The final multi-player mode in the game is also team-orientated. Each side starts at opposing ends of the map in their own base camp. Both bases feature an enormous generator this time around. The object of the game is to charge over to the enemy's base and pummel their generator into submission. Total decimation of a team's generator results in a victory for the other side. A major part of gameplay involves coordinating a strong line of defense around your own base, ensuring the opposition can't touch your generator while you smash chunks out of theirs.

Tips and Tactics

- ◊ VTOLs are vital in this mission. One of their most important tasks is to deliver green salvage to the base itself and reduce any damage. A good strategy is to have the VTOL leave the salvage directly on top of the base. This way, when the base is attacked, the salvage will take effect immediately, canceling out the effects of a successful enemy strike.
- ◊ Since VTOLs can keep bases healthy almost indefinitely, as long as salvage is available, the best tactic is to play defensively for the majority of the match and concentrate on minimizing the harm done to your own base. As the game reaches its final few minutes, rush in with some heavy attackers to concentrate as much damage as possible to the enemy base (try and ignore the other players) before the time runs out. Two powered-up BattleArmors, airlifted directly onto the top of the enemy generator, are ideal for this. You can even get the pilot to detonate a charge next to your target on landing!
- ◊ Send a heavy Mech on a suicide run! If you can get a Mech right up against the opponent's base, you'll deliver serious damage when the enemy gunfire finally causes you to explode! Doing this when time is of the essence or when the opposing base is almost destroyed puts your enemies in a tricky position: Either they try taking you down and risk finishing themselves off once and for all, or they leave you be and face the possibility of you gunning the base to pieces anyway...
- ◊ About to die near an enemy base? Exit your mech and deploy a pilot bomb. Not only will your Mech's explosion damage the base, but so will your pilot bomb.

MULTIPLAYER MAPS

Bogged Down



Available in these modes:

TEAM DESTRUCTION
CAPTURE THE FLAG

SNATCH IT!
BASE WAR

This marshy wasteland sports a raised outer ridge and large open central area for combat. The blue base lies to the north of the map, while the red base sits to the south. While maps such as Ill Wind provide a tangle of passages and troughs to scout and hide in, necessitating a varied mix of play styles, the uniformly open nature of Bogged Down practically forces players into intense combat situations.

The very center of the map houses five concrete bunkers that can be commandeered as a countermeasure—these are great for installing sentries and sniping enemies from afar. However, a good opposition will take these down at the earliest opportunity, thus denying the other side any sort of advantage. Similarly, it's a good tactic to take down as much of the surrounding foliage as possible—they simply provide additional cover for your foes, making surprise attacks much easier.



Deliverance

Available in these modes:

- TEAM DESTRUCTION
- CAPTURE THE FLAG
- CHECK IT!
- BASE WAR

This team-based map offers a long, narrow fighting ground with little in the way of cover, aside from several small groups of hills. The tight play area makes offensive maneuvers very heated, as there's little room to spread a unit out and next to no means of launching stealthy scouting missions into the enemy base.

What cover there is tends to be focused to the northwest and southwest of the map, where the red and blue bases are located respectively. If you can reach them, mounds and trees can disguise an enemy onslaught—however, the bottlenecks leading out of the wide, open central area make a great place to set up a barrier of heavy 'Mechs to stop this happening.

In all but the Base War mode, there's a single VTOL pad in the center of the map. It's vital that you secure this early on. Use the VTOL to power up your 'Mech army and prevent the enemies' 'Mechs from even leaving their spawn site by placing most of your forces along their route into the central swamp.



Going Commando

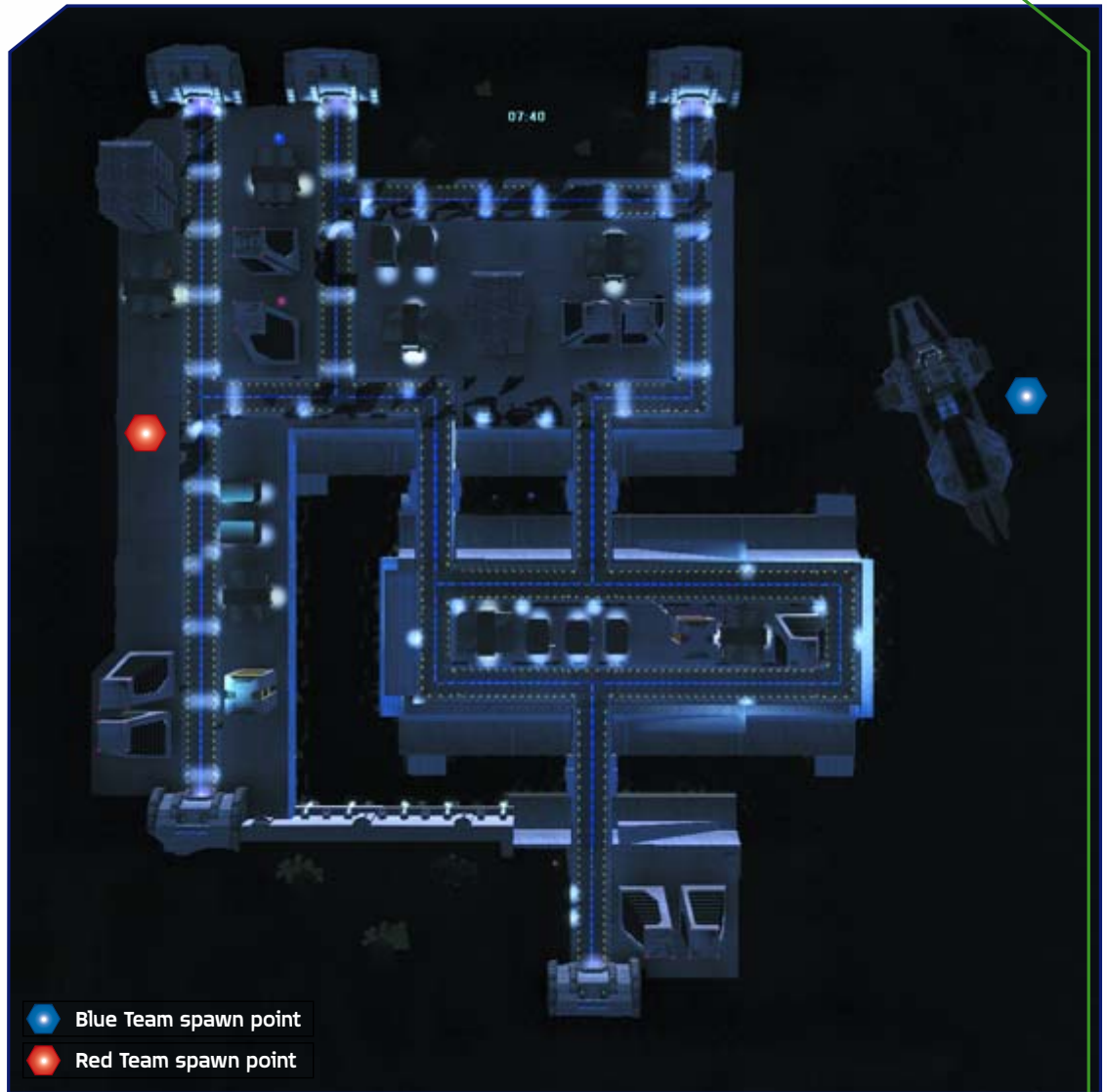
Available in these modes:

- DESTRUCTION
- TEAM DESTRUCTION
- NOT IT!
- CAPTURE THE FLAG

Going Commando is a BattleArmor-only arena map and consists of a U-shaped coastal city area, surrounding a central island. Both parts of the map are joined together via several bridges. Try not to spend too much time on these though since they're easily demolished—plunging you into the watery, and armor-unfriendly, depths below.

Despite the myriad of buildings, the map actually offers some deceptively open areas for play—the wide roads toward the center of the map are good examples of this. That's no reason not to make the most of the superb cover offered by the buildings of course, and you'll often find yourself sticking to the outer regions of the map for this reason alone.

The central island is the focus of the battlefield and offers little in the way of protection from the neighboring banks. As such, it's an ideal spot for snipers to train their sights on (using the rooftops in the surrounding areas) so be wary here.



- ◆ Blue Team spawn point
- ◆ Red Team spawn point

Sniping can be a very effective tactic on this map. Simply scale a tower and lob mortars to ground level at unsuspecting passersby. Don't stay in one place for too long though—if anyone gets wind of your position, all they need do is pile on a few strikes and the building will collapse, killing you in the process.



III Wind

Available in these modes:

- TEAM DESTRUCTION
- CAPTURE THE FLAG
- CHECK IT!
- SNATCH IT!

Ill Wind is a huge, undulating, basin-style map with dense vegetation. It can be tricky to navigate confidently, due to its confusing array of canyons and gullies. Thankfully, the northern half of the map still displays signs of earth underfoot, while the southern section is entirely blanketed in snow, giving an approximate visual reference point for your location at all times. Always remember to check where you're positioned on the map at the start of the game, to save you from losing your way back to base later on!

Base camps are situated to the northeast and southwest of the terrain, both on the raised ledge surrounding the core of the map. The northeastern base overlooks a deep valley, with an emphasis on wide-open spaces and limited cover, whereas the southern portion of the area raises up to a central peak that slowly disperses into a wash of crisscrossing pits, slopes, and passages. Consequently, the southern region lends itself to frantic run-and-gun action while battles to the north tend to be a little more cautious.

Whichever base you find yourself defending, a simple yet effective strategy on this map is to level as many of the trees as possible around your camp, and the map in general. This makes it much trickier for the opposition to hide, enabling you to spot an attack on the base much sooner.



In Your Face



Available in these modes:

DESTRUCTION
TEAM DESTRUCTION

LAST MAN STANDING
TEAM LAST MAN STANDING

This tight, arena-like map is perfect for fast, frenetic fire-fights. It's effectively a circular pit in the earth with a narrow outer trench and large central brawl area. The lack of any cover in this inner circle makes for plenty of intense, combat-heavy matches with high kill counts—it also makes the inner circle incredibly dangerous.

Although it's tempting to stay on the raised platform in the middle for a decent midrange vantage point of the levels above and below, there're a few good reasons for sloshing about in the watery lower level. First, 'Mechs fitted with powerful weapons won't overheat nearly as

quickly. Second, you're not such an easy target for outer-lying snipers.

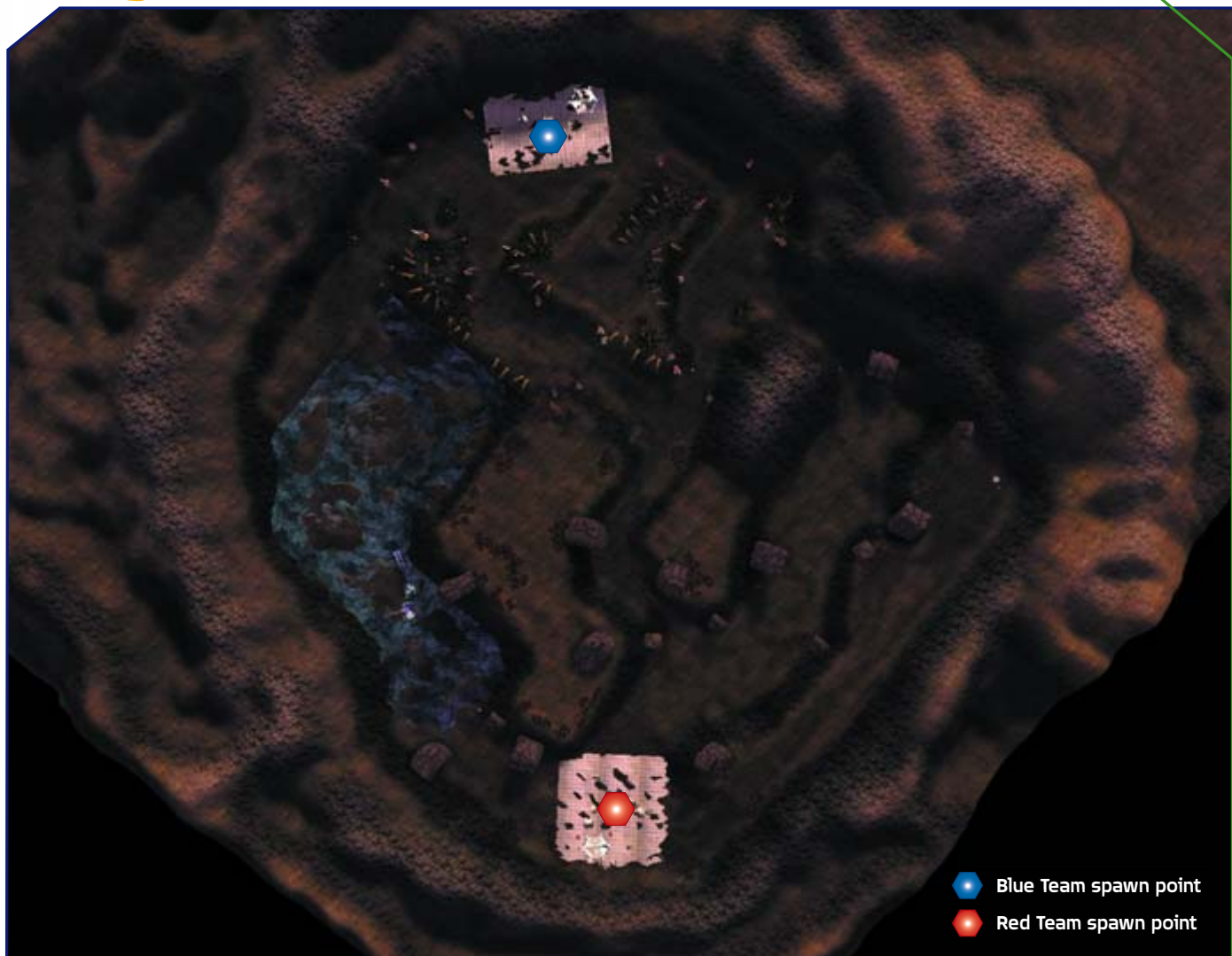
Although the raised mounds separating the trench from the inner circle aren't really high enough for proper sniping, they're great for launching surprise attacks at anyone in the middle ring. Provided you're equipped with jumpjets, it's very easy to spring up onto the hilltop, fire off a few rounds at your target, then drop back behind cover before anyone can pinpoint your location.

Don't be fooled into thinking that the trenches are safe though. One of the sneakiest tactics you can use on this map is to scoot around and plant pilot bombs in the thick undergrowth. Your opponents won't suspect a thing until it's way too late....



Killing Fields

MULTIPLAYER MECHASSAULT 2



Available in these modes:

TEAM DESTRUCTION
NOT IT!

CHECK IT!
SNATCH IT!

Killing Fields features the red and blue team bases to the north and south, with a whole lot of hills and convoluted pathways in between. The multiple routes make mounting surprise attacks on the enemy defenses very easy, so it pays to assign lookouts to the main points of approach to your camp.

Face-to-face combat tends to be less frequent on this map due to the wealth of cover on offer. A good strategy is to find a hiding spot and use your jumpjets to hop above the hilltops and lob a few mortars at your opponent before dropping back down to safety.

Finally, take advantage of the plentiful flora and send out pilots to lay charges around the landscape—remember to keep your teammates informed however, so you don't inadvertently dish out damage to friendly forces.

New River City



Available in these modes:

DESTRUCTION	TEAM LAST MAN STANDING
TEAM DESTRUCTION	NOT IT!
LAST MAN STANDING	CAPTURE THE FLAG

New River City is an update of a map from the original *MechAssault* multiplayer game. It features a small city complex intersected by a river running across the map. Both sections are joined via two bridges that, as usual, can be dangerous places to loiter for too long due to their destructible nature.

The smaller northern city provides a position for snipers, thanks to its tall buildings and excellent views. The southern section is better suited to heavy 'Mechs as the thick cluster of buildings provides excellent cover. Be careful though, if you're caught in the midst of a collapsing building, the fallout can be deadly.

Unlike many of the other, hillier maps, you won't gain much by acquiring 'Mechs with jumpjets, so plenty of power and brute force is often the key to success.



No Man's Land

Available in these modes:

TEAM DESTRUCTION

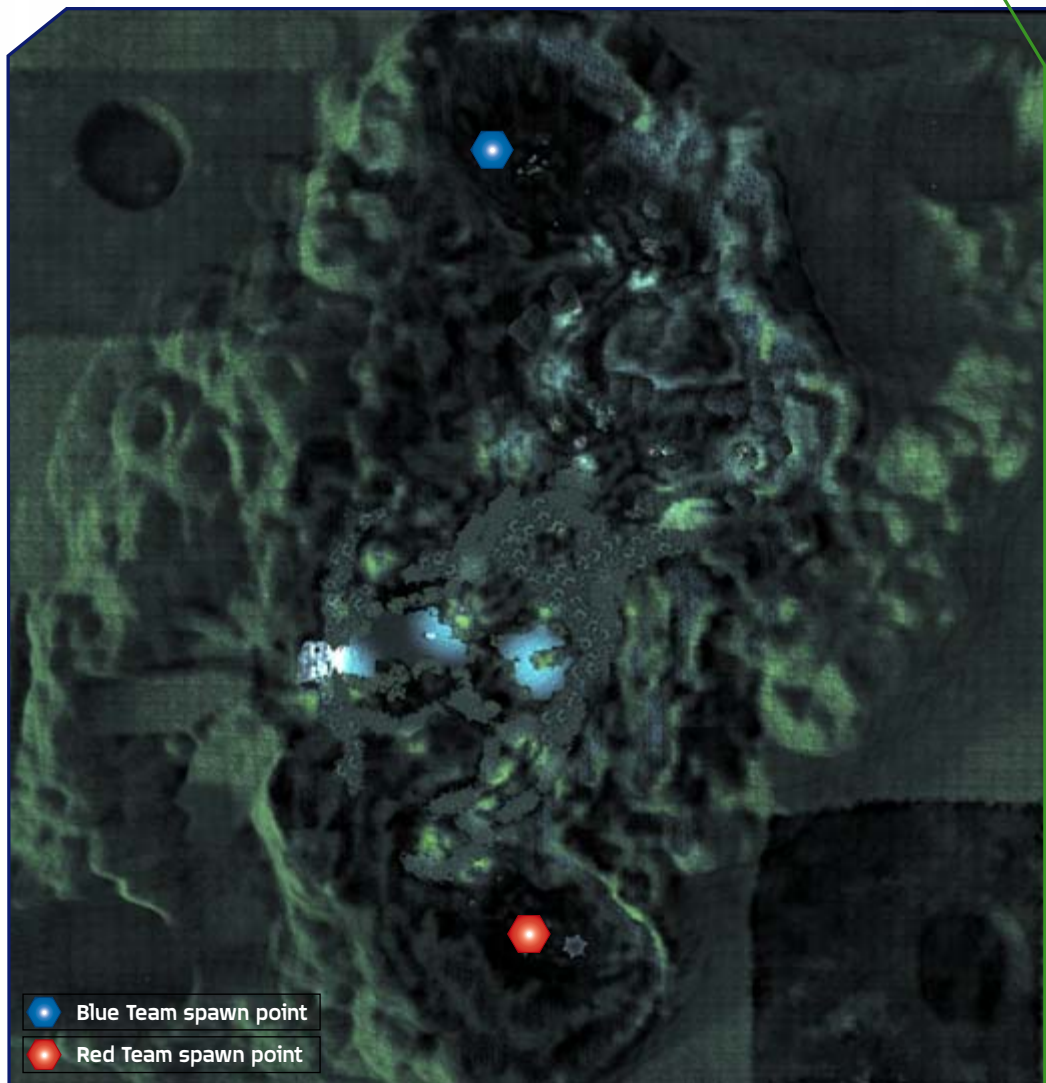
CHECK IT!

SNATCH IT!

BASE WAR

Like Deliverance, this map consists of a large central hub and two narrow corridors leading toward the north and south bases. The passageways up to each camp on this map, though, are far narrower, making stealth strikes nearly impossible and group assaults particularly dangerous—if one of you goes down, then all of your teammates risk destruction in the resulting blast. These narrow corridors are also a prime place to lay pilot bomb traps to act as a deterrent for unwanted guests.

The hills just outside your base make a great sniper point for tanks or 'Mechs. You'll find that a fully charged tank can knock a 'Mech clean over, holding back any oncoming defensive very effectively. However, always ensure that this base defender receives plenty of salvage deliveries from the VTOL—this is your best defense and early warning system!



On the Rocks



Available in these modes:

DESTRUCTION

TEAM DESTRUCTION

NOT IT!

CAPTURE THE FLAG

SNATCH IT!

This map is actually fairly linear, with a narrow run consisting of multiple pathways leading north to south. A raised spine of rock bisects a significant part of the central portion of the map, offering plenty of cover. In fact, this map definitely isn't short of hiding spots, thanks to the large number of hills and massive rock clusters. Consequently, you'll find yourself dodging enemies by hopping over and behind them a lot. They're particularly useful when attempting to steal a flag or core!



Over the Falls

MULTIPLAYER MECHASSAULT 2



Available in these modes:

DESTRUCTION

LAST MAN STANDING

TEAM DESTRUCTION

TEAM LAST MAN STANDING

As the name suggests, the centerpiece for this map is a huge waterfall, spilling into a massive pool below. To say that this level is multitiered would be an understatement—it's simply packed with platforms and ledges, making this one a sniper's delight. It's vital that you find yourself some high ground early on in the match, since hanging around the lower levels will almost guarantee a premature death. Stake your claim to a prime sniping area and use it to wipe out any hostiles crossing the valley below.

As the northern-most base sits at the very lowest point on the map, it pays for the occupying team to reach the central ridge quickly so they're not sitting ducks for the opposing side. The upside to this positioning is that it's very easy to spot enemy forces as they move toward your base—and even easier to bring them down. The reverse is true for the team situated on top of the waterfall to the south.

Proving Ground

Available in these modes:

- DESTRUCTION
- TEAM DESTRUCTION
- LAST MAN STANDING
- TEAM LAST MAN STANDING
- NOT IT!



This is probably the most traditional arena-style map in the game and offers up some fast-paced, in-your-face action. The large central portion of the arena provides virtually no opportunity to hide whatsoever, making it much safer to stay in the surrounding narrow corridor. This is especially true as the highest point on the wall dividing the two sections makes a perfect sniping spot for enemies in BattleArmor.

What's more, the remains of defeated 'Mechs from challenges gone by rest in the center of the map, waiting to detonate if shot or blow up in the face of anyone foolish enough to get too close—the resulting splash damage is devastating, either way.

In team play, stick to the outer corridor and split your group into two. One half should tackle the upper portion of the map while the second skirts around the lower passage, clearing out anything in its path.



Rush Hour

Available in these modes:

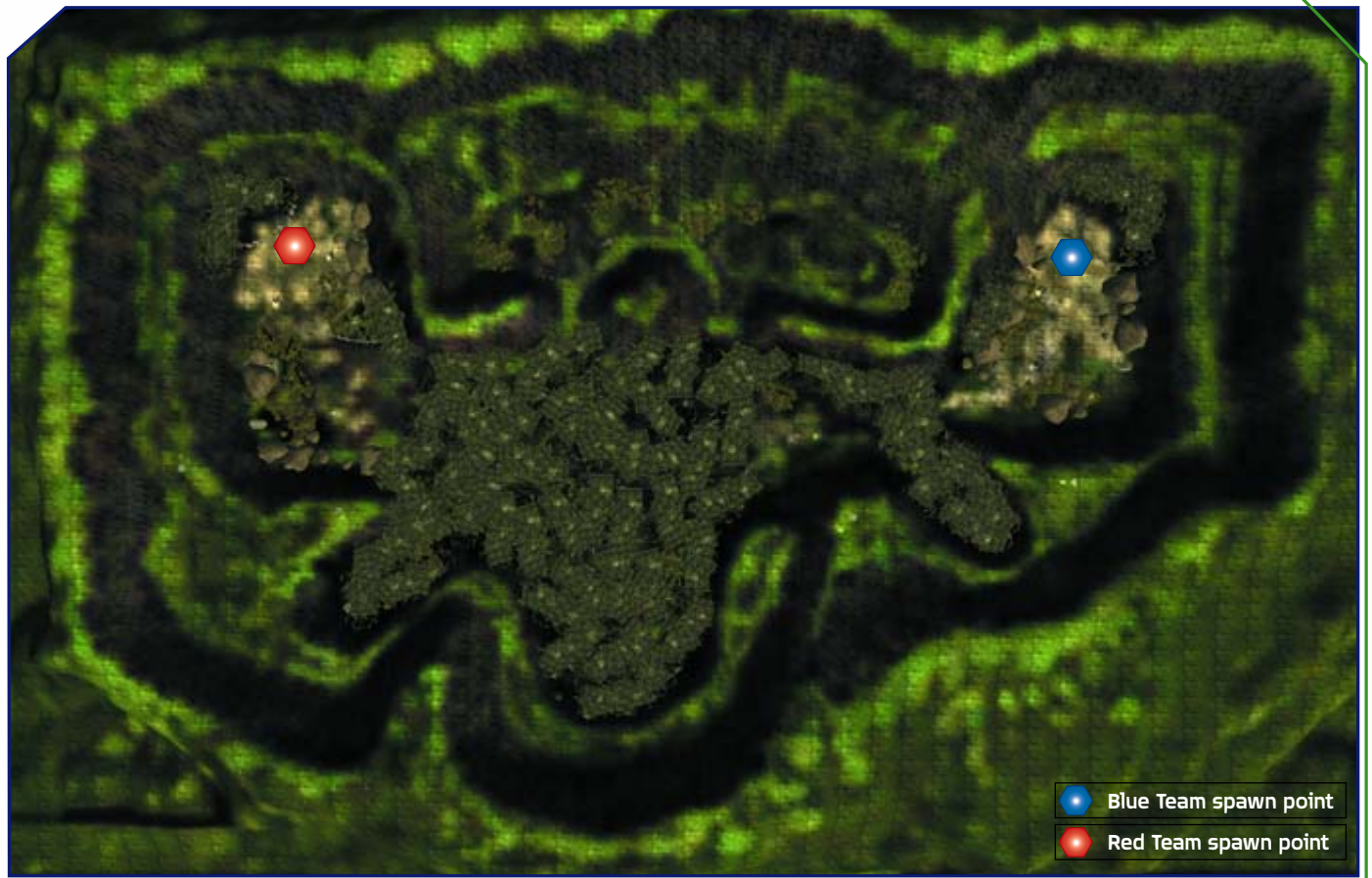
- TEAM DESTRUCTION
- TEAM LAST MAN STANDING
- NOT IT!
- SNATCH IT!
- BASE WAR

Rush Hour is a delight for stealth nuts, thanks to its densely constructed city environment. The core of the map is rammed with towers and buildings of all shapes and sizes, making it ideal for hide-and-shoot runs—you really have to be on your guard when traversing this one. Surprisingly though, sniping points are few and far between due to the height and shape of most buildings on the map. You're definitely better off sticking to ground level and honing your blast-and-dodge tactics.

It's very important to destroy all the buildings close to your home camp when playing games such as Snatch It! and Base War. This makes it much more harder for hostiles to initiate a stealthy offensive and sneak into your base unnoticed.



Under Cover



Available in these modes:

DESTRUCTION

TEAM DESTRUCTION

LAST MAN STANDING

TEAM LAST MAN STANDING

NOT IT!

Your experience with this level varies massively depending on the type of vehicle you're piloting. Smaller 'Mechs or those lacking jumpjets spend most of their time fighting in close quarters all over the map under the canopy of trees, with little knowledge of what's happening above. On the other hand, larger 'Mechs or players able to access higher ground will have some frantic action in the wide-open lower reaches. Either way, its sprawling cover means it's very difficult to affect events on the opposing levels.

The hillsides at either end of the map make great sniping positions, overlooking the enemy bases and a single patch of uncovered lower ground, so they're often hotly contested.

Don't forget to use pilot bombs liberally if you're hidden beneath the canopy. Not only does the wealth of bushes make them difficult to spot for anyone on the same level, players that tumble through the trees from above will frequently suffer from them as well.



Witch's Cauldron

Available in these modes:

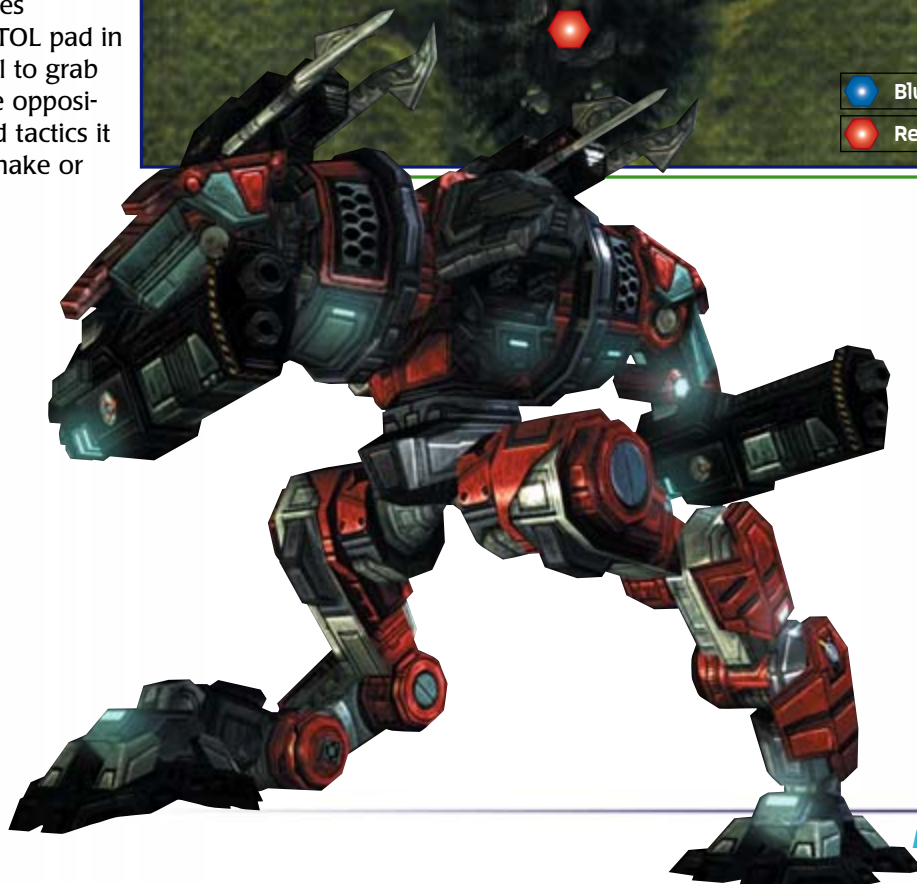
- TEAM DESTRUCTION
- TEAM LAST MAN STANDING
- CAPTURE THE FLAG
- CHECK IT!

This dark, brooding map features lots of hills and drastically reduced visibility, making it great for ambushes and stealth offensives. There's a tangle of trenches to get lost in so it pays to stay alert at all times—if you inadvertently storm straight into enemy units, you want to be ready for action!

Like Deliverance, the key to winning team-based matches lies in securing the center of the area. Once it's yours, it's possible to set up an impasse and thwart the enemy's offensive. Once again, in any modes featuring a solo VTOL pad in the center, it's vital to grab the pad before the opposition—the advanced tactics it offers frequently make or break the game.



- Blue Team spawn point
- Red Team spawn point



SPECIAL MAPS

The following multiplayer maps are available for download via Xbox Live and in the Limited Edition version of *MechAssault 2*:

Mountain High

Available in these modes:

GRINDER	SNATCH IT!
TEAM DESTRUCTION	BASE WAR
CHECK IT!	

Mountain High is primarily a team-based map set in a long, waterlogged canyon. Bases lie at either end of two narrow winding trenches leading into a centralized arena-like clearing that's surrounded by huge cascading waterfalls.

The map features plenty of rugged rocky terrain, ideal for sniping, especially around the middle area—making the low ground particularly dangerous. As with similar team maps, it's important to seize the central portion early on, since this makes the passage that heads away from the enemy's base extremely treacherous.



Troubled Waters

Available in these modes:

GRINDER	DESTRUCTION
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This free-for-all map arena features a small city area on a raised central island that's linked to the surrounding area by two bridges to the north and south. Because large grassy hills flank the island to the east and west, this middle section provides unprecedented cover, making for lots of frenzied gun-and-hide action.

The map is unique in that it offers a variety of different terrain types, thus allowing several different play styles possible during a match. The northern portion of the area offers plenty of flat, open ground—perfect if you have a powerful 'Mech and are facing off against lesser opponents. The southern portion of the map features similar ground, but heavily studded by large boulders. You'll find it's either possible to snipe from these positions or simply use the scenery as useful cover during frenzied firefights.

