

Battletech FAQ/Walkthrough

by BlueGunstarHero

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Battletech: A Game of Armored Combat

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+-----+
 } 1.Introduction [INTR] {
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Greetings and welcome to Battletech for the Sega Genesis, an isometric action game set in the wonderful Mech filled future of the Battletech universe. In this game, you'll be piloting a Mad Cat Mech for the Clan Wolf on an interplanetary adventure through five challenging missions and face off against all sorts of enemy weaponry.

This game contains nine available weapon types to customize your mech to suit your preferences. There's also a fair amount of strategy involved when balancing your stats to keep your ammo plentiful, your kill count high, and your engines cool.

In this guide, you can find a listing of some strategic maneuvers, an in-depth weapons guide, the types of enemies you'll be up against, as well as a full mission walkthrough and more!

+-----+
 } 2.Controls/Radar [CNTR] {
 +-----+

This game can be played with the standard Genesis 3-button controller. In this section, I will identify each of the button commands, as well as several additional fighting techniques and an explanation of the pause menu and radar screen.

1 Player [1PLY]

controls

-
- A button: fire weapon type A
 - B button: fire weapon type B
 - C button: fire weapon type C
 - D-Pad: move/aim
 - Start: bring up pause menu

Battle techniques

-
- Charge Shots: Two A-button weapons have a charging ability to either increase range or power. Holding down the fire button will trigger a yellow charge gauge that will appear in the top left of the screen. In the case of the PPC, holding the charge for too long can cause the weapon to overheat and explode.
 - Rapid Fire: Each of the B-button weapons, as well as the ISM have a rapid fire option. Hold down the fire button for a continuous stream of bullets.
 - Auto aim: Although some weapons directly seek out targets, most bullets have a light detection system for enemies and will slightly adjust their bullet path to reach them as long as your mech turrets are facing close enough. Useful since otherwise your mech would probably only

fire in eight directions.

360 Aiming: If you hold rapid fire while standing still, the cab and turret direction can be controlled by the d-pad.

Strafing: Everyone knows the most important thing about mechs is the ability to walk in one direction, and shoot in another. This does prove difficult with only one directional input, but it can be done. First, you need to walk in one direction, then hold down rapid fire. Your mech will continue walking in that direction, while you now gain control of the mech turrets for aiming.

Circling: This can only be done when engaging enemy mechs. By holding down rapid fire aiming at the mech, your turrets will lock onto them, and you are free to move in any direction. Needs to begin by standing still.

2 Player [2PLY]

A unique two player co-op experience can be found here, where both players will be in control of different parts of the same mech.

Hey, Mechs aren't cheap, you know...

Player 1: Gunner - Controls aiming the cab and turrets with the D-pad, and is able to fire A, B, and C weapons.

Player 2: Pilot - Controls Mech legs and is in charge of movement and level progression.

The main benefit to 2-player is the ability to strafe and circle enemies with ease and without any prior requirements. Each part can also hold different but equal roles in offensive and defensive strategies.

As a final note on 2-player, if you do find a friend willing to hop into the Mech with you, be sure that the more level headed of you takes control of the legs. In most cases, it's better to secure your level progression strategy than to unwillingly be thrown into an unnecessary firefight. Be sure to ignore any variation of the phrase "C'mon, we can take em" if you know for a fact that you need to restock on ammo.

Pause Menu [PSMN]

Pressing the Start Button will bring up your pause menu, which houses three different screens. You can toggle between them by pushing their corresponding button (A, B, or C). At the bottom of each of the pause menu screens will be your ammo count for each selected weapon.

(A) Radar Screen

The default screen that pops up is your radar, which you'll be using a lot. You will see a basic grid map of the area that can get very confusing very quickly.

A few quick points on how to read the radar:

- Your Mech appears in blue, and will be the point of origin for the radar scan. A line of dots will circle around the mech to locate nearby objects and enemies which will become visible for approximately 2 seconds after your scan line passes by it.
- Item pickups such as ammo and coolant will also appear as blue on the screen. Each are shaped differently. Similarly, mission specific items will also show up as blue. Pickups that are inside buildings will not be available until that building is destroyed.
- Red items are enemies, and come in a variety of shapes. Enemy mechs are large and easy to spot, but be wary of their position on radar, as they can usually cover a lot of ground in a short amount of time.
- Buildings and structures will appear as green on the map. Their size should clue you into what types of enemies they produce. (Long thin buildings are usually Aerotech Hangars, small square buildings are for Elementals, etc.) Destroying these buildings halts output of a specific enemy. As a rule of thumb, try to shut down the enemy mech sites as quick as you can.
- Mission objectives will appear as a red circle surrounding the area you need to get to. Although you can complete missions out of order, you will need to complete the current red circle mission to have the next one appear on the screen.

(B) Status

Your mission stats will appear on this screen. here's a brief rundown of what to expect.

Rank - Clan ranking will go up after completing each mission

Lives - How many lives you have left

Damage - health percentage (0% means health is full)

Enemy mechs destroyed - tracks for each level

enemies destroyed - tracks for each level

buildings destroyed - tracks for each level

hit ratio - percentage rating accuracy for total shots fired

(C) Mission

Lists only your current objective. Please note, most objectives can be completed out of order.

```
+-----+
} 3.Weapons          [WPNS]  {
+-----+
```

Before starting each level, you will be asked to select three weapons that correspond to each button. Once you receive the mission briefing you will see the following screen, and will be prompted to choose one weapon from each column.

use "CTRL+F" on the bracketed [] text to jump to individual weapon information.

```
[ A ][ B ][ C ]  
[-----]  
[ PPC ][ LL ][ ISM ]  
[-----]  
[ GR ][ MGN ][ LRM ]  
[-----]  
[ AVI ][ ACS ][ TMF ]  
[-----]
```

Weapons vary in ammo count, damage, and in technique. Each weapon has its merits, however, some weapons are better suited to certain scenarios than others. It's important to pay attention to the mission briefing so you know what kind of tasks you are in store for.

A Button Weapons [A]

In general, these weapons pack the biggest punch. Ammo is fairly limited, and should be conserved for tougher enemies.

```
////////////////////////////////////  
// Name: Particle Projection Cannon [ PPC ] //  
////////////////////////////////////  
// Location: left arm // Firing Technique: //  
// Ammo: 10 // //  
// Damage: Medium to very heavy // Charge up for more power //  
// // // Arm explodes if overcharged //  
////////////////////////////////////
```

Notes on PPC:

When fully charged, the PPC can be the most powerful weapon in the game, however, it can also be the most dangerous. If overcharged, your arm blows off, and you can't use the gun any more (picking up ammo won't restore it). You'll have to wait until you explode and come back to life to get the arm back. There is, however, an easy to read gauge, and you should receive fair warning before your arm overheats, and seeing an enemy mech drop dead after only a few shots can be well worth the risk.

```
////////////////////////////////////  
// Name: Gauss Rifle [ GR ] //  
////////////////////////////////////  
// Location: left arm // Firing Technique: //  
// Ammo: 20 // //  
// Damage: Heavy // Charge up to fire farther //  
// // // Can fire over walls //  
////////////////////////////////////
```

Notes on GR:

Think of this weapon as your grenade launcher. Holding down the A button extends the reach of your shot, but it won't typically go farther than the end of your screen. The shot arcs high to be able to go over walls, and makes a fairly wide explosion radius when hitting the ground, making it useful for disabling minefields in a hurry. Aiming can be difficult.

```
////////////////////////////////////
// Name: Arrow VI [ AVI ] //
////////////////////////////////////
// Location: left shoulder pack // Firing Technique: //
// Ammo: 10 // //
// Damage: Medium // seeks best nearby enemy //
// // // Can fire over walls //
////////////////////////////////////
```

Notes on AVI:

More useful in 1 player mode than 2 player mode, since aiming is not always your biggest priority. These missiles will seek out the enemy that poses the biggest threat (exe. will attach an enemy mech before a helicopter). These missiles won't hit buildings, but will take out most lower enemies with one hit. They also snipe enemies from behind walls and obsacles, keeping your mech out of their range. It's a shame the ammo is so low.

B Button Weapons [B]

The B button will house your primary fire weapon for taking on each level. Each weapon essentially functions the same, so the choice really comes down to personal preference for what you value more between damage, firing rate, and ammo count.

```
////////////////////////////////////
// Name: Large Laser [ LL ] //
////////////////////////////////////
// Location: Front Turrets // Firing Technique: //
// Ammo: 100 // //
// Damage: Heavy // Hold for rapid fire //
// // // medium firing rate //
////////////////////////////////////
```

Notes on LL:

Strongest amount of damage with each shot, but fairly slow moving, and low ammo.

```
////////////////////////////////////
// Name: Machine Gun [ MGN ] //
////////////////////////////////////
// Location: Front Turrets // Firing Technique: //
// Ammo: 350 // //
// Damage: Light // Hold for rapid fire //
// // // fast firing rate //
////////////////////////////////////
```

Notes on MGN:

Fine for dealing with lower enemies, but tough to bring down mechs with, regardless of how much ammo is there. Keep in mind that for most mech fights, every second you shoot at them, they're shooting at you. If used, be sure to couple with a more powerful weapon.

```
////////////////////////////////////
// Name: Auto Cannon /S [ ACS ] //
////////////////////////////////////
// Location: Front Turrets // Firing Technique: //
// Ammo: 150 // //
// Damage: Medium // Hold for rapid fire //
////////////////////////////////////
```

```
// // medium firing rate //
////////////////////////////////////
```

Notes on ACS:

Middle ground for the B weapons. Decent damage and ammo, as well as a wider bullet, so may clip enemies where the laser and machine gun may have missed.

C Button Weapons [C]

These are your special weapons. They offer a variety of gameplay and battle techniques with some decent results.

```
////////////////////////////////////
// Name: Inferno Short Range Missile [ ISM ] //
////////////////////////////////////
// Location: Right shoulder pack // Firing Technique: //
// Ammo: 70 // //
// Damage: Medium // Leaves fire on ground //
// // //
////////////////////////////////////
```

Notes on ISM:

Think of this as a flamethrower. Similar to the B button weapons, you can hold down for rapid fire. Doing this, the ammo ticks down fairly slowly. ISMs are great for close quarters combat with lots of enemies on the field and are rather effective against enemy mechs.

```
////////////////////////////////////
// Name: Long range missile 20 [ LRM ] //
////////////////////////////////////
// Location: Right shoulder pack // Firing Technique: //
// Ammo: 40 // //
// Damage: Medium // Shoots straight to target //
// // //
////////////////////////////////////
```

Notes on LRM:

As opposed to the Arrow VI, these missiles lock onto enemies and buildings, shooting straight to them, although your mech will need to be facing close to the direction of the target. Ammo is fair, but missiles may not always head where you'd expect.

```
////////////////////////////////////
// Name: Thunder Mine Field [ TMF ] //
////////////////////////////////////
// Location: n/a // Firing Technique: //
// Ammo: 50 // //
// Damage: Heavy // Blows up after 2 seconds //
// // //
////////////////////////////////////
```

Notes on TMF:

Leaves a mine on the ground that blows up after 2 seconds. Can be used if being chased, or if enemy movement pattern is predictable, however the time to explosion is pretty short, and the range is nothing special. Contrary to expectations, you can't be hurt by your own mines.

```
} 4.Items          [ITMS]  {  
+-----+
```

Items can be found in storage areas, inside buildings, and are sometimes dropped by enemy mechs. These Items don't disappear if not picked up, so leave them for later if your ammo/health is full.

Ammo Type A

Closed grey box that looks like a briefcase. Replenishes A button ammo.

Ammo Type B

Opened grey box, showing ammo inside. Replenishes B button ammo.

Ammo Type C

Short grey circular tank. Replenishes C button ammo.

Coolant

Tall grey circular tank that cools down your mech (replenishes health).

Mission Specific Items

Level items that need to be found in order to complete certain missions.

```
+-----+
```

```
} 5.Objective Types [OBJT]  {
```

```
+-----+
```

Mission objectives are first relayed during the mission briefing, given by Galaxy Commander Craig Ward (points if you know who he is), and will be repeated one by one as you complete them in sequential order.

These Objectives can pretty much be summed up by the following:

"Go to X; Destroy X."

There is however, some variation that can be noted:

Locate and Destroy

As simple as it sounds, just obliterate the object in question. Doing so yields no advantages to the rest of the level.

Disable

Similar to the above, but destroying these targets gains specific advantages to help you through the rest of the level, such as stopping a certain enemy from respawning, or getting your radar back online.

Pickup

Some objectives require you to locate items scattered across the level, and even perform a rescue. You'll do this, mostly by destroying things.

Access New Area

Destroying certain targets will grant access to a previously walled off area within the level where further objectives are located. Similarly, there are also objectives that are required to complete prior to completing other objectives.

Countdown

Another Locate and Destroy mission, but this time, it needs to be completed in a specific timeframe.

Fight

While some fights can be avoided, certain fights, such as with the final boss, are required.

```
+-----+  
} 6.Enemy List      [NMYS]  {  
+-----+
```

Basic Enemies

-
- AeroTech - Planes that fly overhead in straight lines firing on the ground. You will hear them coming first, and should be visible by their shadows. Spawn as long as AeroTech hangars are in operation.
 - Elementals - These are small armored ground troops. They mainly fire lasers, however a second class of elementals can jump and fire auto-cannons. Elementals spawn from small square buildings and medium rock doors.
Fun Fact: You can step on the small ones!
 - Helicopters - Helicopters are equipped with machine guns and are fairly small in size and easy to take down. Not sure why, but they can't fly over walls. Helicopters spawn from medium sized buildings and structures that have a helicopter (H) pad.
 - Mines - There are several types of mines in the game. Mines will either detonate when stepped on, pop up and wait several seconds to explode when triggered, or will drift toward you.
 - Tanks/Crafts - Tanks and Hovercrafts move slowly and fire either lasers or auto-cannons depending on the level. Tanks require more shots than Hovercrafts. They both spawn from medium sized buildings with garage doors and larger rock doors.
 - Turrets - Immobile guns that shoot a variety of weapons, depending on the level. Some turrets also have the ability to fire in multiple directions at once.

Enemy Mechs

-
- Level 1 (Wasp) - Fast but weak, and armed with machine guns

- Level 2 (Stormcrow) - Stronger than Wasps, and armed with auto-cannons
- Level 3 (Orion) - Very high defense, but slow and only armed with machine guns
- Level 4 (Marauder) - Likely the most difficult of the level mechs, the Marauder is big, quick, has a strong defense, and fires lasers
- Level 5 (Uller) - Fast and fairly weak, but they are armed with lasers AND missiles
- Boss (Thunderbolt) - Exactly what you'd expect from a Mech Boss, the Thunderbolt is fast, heavily defended and very well equipped.

```
+-----+
} 7.Walkthrough      [WKTH]  {
+-----+
```

Mission 1 - Alshain [MSN1]

Opposing Forces: Draconis Combine and 14th Legion of Vega

Starting Rank: Star Commander

Notes on Terrain: nothing but a bunch of grass and paved roadways. Simple fences group objective areas together and can be walked through. Landmines are found at the radar site.

Objective Walkthrough

1. Destroy the Radar Site in the Southeast Sector

From the level start, head right to find the radar site, where you'll need to destroy each of the satellite dishes in the area. There are plenty of landmines scattered about the fenced in area so try not to take too many steps.

Reward: forces ground based guns to target manually

2. Destroy the Aerotech hangers in the Eastern Sector

The Aerotech hangars are up and to the left of the radar site, you'll recognize it from the large runway in the middle. Take out each of the buildings within the fenced area to complete this objective. If you have not completed the 3rd objective yet, you'll likely have your first mech fight here. The first enemy mech will drop a coolant when defeated.

Reward: disables aerotech attacks

3. Eliminate DCMS Mech and Tank Bays in the Western Sector

Another fenced in area that needs destroying. From the hangars

walk left to the complete opposite side of the map and head down to find these larger buildings grouped together. The Largest one in the middle is the Mech bay that spawns enemy mechs so try to take that one out first. You only need to destroy the buildings within the fenced in area, so you don't need to destroy the small square buildings to the right.

Reward: Halts production of Mechs and tanks

4. Rescue the Star Captain in the North West Sector

Now that aerotech fire and mechs and tanks are under control, you should have a fairly easy walk up to the location of the lost Star Captain. He's held in the large building behind the fence in the upper left corner of the map. You should encounter some turrets, but there won't be much to stop you.

Reward: Star Captain will deactivate the DCMS compound bay doors

5. Destroy the Power Generators at the four corners of the compound

Once you retrieve the Star Captain, he will tell you about the internal defense system of the DCMS compound, which are basically a bunch of rapid fire laser shots shooting all over inside. Head right from where you found the Star Caption to find the compound area and disable it by destroying the four power generators (they are pyramid shaped) that are on each side of the compound. Once you destroy them all, proceed to the doors at the bottom of the compound for the Star Captain to open them. (if you're damage meter is high, there's a coolant in the top-right generator, while all others carry ammo.)

Reward: shuts down the compound internal defense system.

6. Take out the main DCMS compound itself.

You're finally tasked with taking out the enemies and buildings inside the main compound. Wipe everything out to complete the level. Additional ammo and coolant can be found inside if anything is low.

Reward: ends mission; promotion to Star Captain

Strategy

```
////////////////////////////////////  
//Recommended Weapons: [ GR ][ ACS ][ ISM ] //  
// // //  
//Reason: auto cannon and Inferno will make short work of enemy mechs, //  
//and the gauss rifle will destroy buildings quickly as well as attack //  
//enemies from a safe distance (can fire over DCMS compound walls) and //  
//take out the minefield surrounding the radar sites //  
////////////////////////////////////
```

To get through this level as easy as possible, head to the western side to destroy the Tank and Mech spawning buildings first. Don't waste any ammo on the elementals you pass, just step on them. Wait till the large Mech building is in sight before engaging the enemy mech, so that you only have to fight one of them. Use your ISM to take the enemy mech down quickly while saving your ACS for tanks and buildings. Once Mech and Tank production is destroyed, the level can be completed in it's regular order.

You can use your Gauss rifle to clear a path through the mine field in the radar site. and while destroying the four power generators, you can also use your Gauss Rifle to attack a few of the enemies inside the DCMS compound while safe from any return fire.

Mission 2 - Satalice [MSN2]

Opposing Forces: Rasalhague and 4th Kavalleris

Starting Rank: Star Captain

Notes on Terrain: Volcanic area with many lava flows and fire pits that cause heat damage. Small circular volcanic craters have periodic eruptions. Lots of Rock walls to navigate around and fire trails on the ground last longer. In certain areas, stationary mines pop up when in close proximity.

Objective Walkthrough

1. Locate and destroy both launch sites before shipment leaves planet

You will start the level with a timed event. You have 160 seconds to destroy the two launch sites. Unfortunately they are far away with a good deal of space between each other. You will start in the top left corner of the level, while sites are in the top right corner, and all the way down to the center of the bottom (forming a triangle with where you start). The straight path from top-left to top-right is also guarded by a stormcrow mech.

Reward: halted shipment, stops timed event.

2. Take out the eight material gathering stations

Once you have the launch sites destroyed, you have all the time you need to take out the 8 material gathering sites scattered about the map. It's best to use your map screen to locate them (remember, the world map goes further than what you'll see on the map screen). You must destroy each of the stations before you attack the main assembly plant or the planet will explode... and the mission will fail. It's much bigger than the gathering sites, so it will likely stand out, plus there's no reason to go anywhere near it yet.

Reward: disables defenses of Main Assembly Plant

3. Destroy Main Assembly Plant

The Main assembly plant is located in the center of the map and is guarded by another stormcrow mech. Be sure to have destroyed each of the material gathering sites before you attempt to destroy the main plant. If the smoke stacks are still operating, you have not taken out all of the gathering sites. Around the Main plant, stationary mines will pop up and explode around you, so careful not to walk too fast in a straight line. Blow up each of the cylinders and buildings in the area to complete the level.

Reward: Ends Level, promotion to Star Colonel

Strategy

```
//////////////////////////////////////////////////////////////////  
//Recommended Weapons: [ AVI ][ MGN ][ LRM ] //  
// // //  
//Reason: Arrow VI missiles and Long Range Missiles will be useful for //  
//their tracking abilities so you can concentrate on moving to the //  
//launch sites as quickly as possible. The LRM's as well as the good //  
//amount of ammo with the Machine Gun will also come in handy for the //  
//buildings you'll need to destroy. //  
//////////////////////////////////////////////////////////////////
```

In this level, it is mandatory that the missions are completed in the assigned order. The easiest way to destroy the radar sites is by going immediately south to destroy the lower site first, following the map border down, then to the right. After you destroy the first site, head diagonally up and to the right to get to the upper right corner where the second site is. You should reach the last site with 10-20 seconds left on the clock, and will have bypassed fighting a stormcrow mech. While in this segment, you'll pass by 1-2 gathering stations that can be quickly taken out, saving you some time later, and if you want to move as fast as you can, trust your AVI to seek out any enemies coming from the sides, while using your MGN for any directly in front of you. Make sure you save some of your MGN or LRM for the launch sites, as your AVI won't track them.

Once you end, the longer yet easier path for destroying the gathering stations is to move clockwise from the top right along the borders, to wipe them all out (you should notice them all on your radar this way). Once you get back to the top left corner restock at the ammo dump close to the start, and finish off the stations in that area. The last station you should find should be located just left of the entrance to the main assembly plant (it will be surrounded by lava pits and heat areas). Try to use your Long range missiles to take it out. When destroyed the cylinder will reveal a coolant, and if you have enough health to get over the lava, go for it, as you should be able to walk away with minimal damage.

Try to fight the nearby stormcrow near the bottom left of the main assembly plant area (he'll come down and will turn around if you're too far away) Use the rock walls to your advantage to get a few hits on him with your AVI, then finish him off with your other weapons then proceed with caution (remember the mines) to destroy the rest of the plant.

Mission 3 - Ridderkerk [MSN3]

Opposing Forces: Fedcom and First Lyran Regulars

Starting Rank: Star Colonel

Notes on Terrain: Snow covered level with slippery ice areas lined with damaging spike walls. Ice will cause your mech to slide, and force from weapon fire on ice will propel your mech in the opposite direction.

Objective Walkthrough

1. Locate and Destroy the five jamming radar sites

When you first arrive, you won't have access to your radar as it's being jammed. To restore your radar, you'll need to destroy the 5 jammers, which are tall thin towers with satellite dishes. 3 of these are down ice paths, where you'll need to slide. Two of these paths are on the left side of the level, north and to the left of where you start, and the other is to the right of where you start. The remaining two are found in the snow in the north-east and you should not cross any ice to reach them.

Reward: returns radar

2. Locate and destroy central research center

Once you have your radar back, you will be able to see a weak area in an ice wall, indicated by a red area on your radar screen. Blast through that section of the wall to get into the research center and destroy it. The area close to the destructable wall is being guarded by turrets and an enemy mech.

Reward: None

3. Locate and Destroy the main base

To access the main base, you'll need to go as far to the north-east as you can go to find another ice path (it's to the right of where one of the radar jammers was). This path will be longer than the others, and has plenty of enemies. At the end of the ice path is another enemy mech but you can battle him on the snow. Once the enemy mech is out of the way, lay waste to all of the buildings in the area.

Reward: Ends level, You now have a Bloodname

Strategy

```
////////////////////////////////////////////////////////////////  
//Recommended Weapons: [ AVI ][ LL ][ ISM ] //  
// // //  
//Reason: Large Laser and Inferno help with destroying buildings as //  
//well as the enemy mechs. Arrow VI missiles will also be useful //  
//considering how many walls are present. There is also no recoil on //  
//ice when the AVI or ISM is fired, whereas powered up PPC blasts will //  
//send you flying. //  
////////////////////////////////////////////////////////////////
```

I find the easiest route to be to first head immediately to the right to destroy the southernmost radar jammer. If you follow the southern wall, you'll eventually see it slope up to show the entrance to the ice path, which will lead you down and back to the left to the jammer. Back at the entrance to this path, head north, and you should find both jammers that are in the snow, 1 on the way up, and the second in the northeast corner before an ice path leading to the right (don't go down there yet!). After destroying these two, head left following the north wall until you reach the northeast corner, and head down to another ice path, which will zig-zag to the fourth jammer. upon exiting this ice path, head right and continue down while hugging the wall, either fighting the enemy mech,

or running right past him. If you're low on anything, the first ice path you come across on your left side will lead to an ammo dump and coolant, while the second ice path leads to the final jammer.

With your radar back up, I find it's best to fight the enemy mech close to this area, as he'll be further away from other enemies, as well as being nearby the ammo dump and coolant. Take him out using your LL and ISM, as he can take a lot of damage. Once it's out of the way, head to the breakable wall taking out the nearby turrets (the large turrets that fire lasers tend to explode after 2 AVI missiles, while the small ones firing LRMs explode after 1) and destroying the wall with your LL. Once inside destroy everything in sight and pick up anything you see, as you won't be coming back.

Head back northeast to where you destroyed your third jammer and continue right down the icy path. Try to use your ISM as much as possible taking out the enemies on the ice as it has no recoil and you won't slide backwards. Close to the bottom of the ice path, the second enemy mech will come close on the other side of the wall. Here you have a chance to shoot him with your AVI missiles to weaken him up. You might as well use up your stock on him as the remainder of the level can be taken care of just using the LL and ISM.

Once you reach the end of the ice path, quickly finish off the mech if it's still there, and destroy everything in sight. You need to destroy everything in the area, which includes those small little igloo huts, so be sure to look around for any areas you've missed.

Mission 4 - Avon [MSN4]

Opposing Forces: drop ship manufacturing plant and 5th Ghost Regiment

Starting Rank: Bloodname

Notes on Terrain: Jungle with several boulders and rock spires that can be broken. Lots of walls to shoot over. All three mine types can be found here.

Objective Walkthrough

1. Collect the 4 bomb parts

Bomb parts can be found immediately to the left of the level start, and at the end of branching pathways at the top left, top middle, and top right areas of the screen. The pathways near the top left and top right are guarded by maurader mechs. Each pathway includes a breakable wall that looks just like the rest of the level which will need to be destroyed (will show up as red areas on your radar screen).

Reward: receive explosive for gate

2. Destroy the Main Gate

Once you recover the final bomb part, you will have 35 seconds to reach the main gate before the bomb detonates. The gate is located just south of the middle of the level and is easily distinguishable from the area walls. After you drop it (a cutscene will play), move away from the gate

so you don't get caught in the explosion.

Reward: allows access to facility

3. Destroy Dropship Facility

Once the gate is destroyed, proceed through it to lay waste to everything in site. Destroy each of the large dropship facilities (you should notice them building replicas of the spherical dropships that transport you to the start of each level) to finish the level. The dropship area is guarded by several smaller enemies and an additional marauder mech.

Reward: Ends level, you are now a Commander w/ Bloodname

Strategy

```
//////////////////////////////////////////////////////////////////  
//Recommended Weapons: [ GR ][ ACS ][ ISM ] //  
// //  
//Reason: You'll need a lot of ammo to get through this level as there //  
//are several rock walls you need to blast through, so the auto cannon //  
//is well rounded enough to deliver strong shots with enough ammo. The //  
//level also contains a large landmine field, where the gauss rifle is //  
//invaluable, as well as with it's ability to shoot over walls. The ISM//  
//can also help when engaging enemies at close range. //  
//////////////////////////////////////////////////////////////////
```

The most important piece of advice I can give on this level is to save the bomb part that's closest to the start for last. The reason for this is that once you collect all four parts, the timer will start counting down. Getting that closeby bomb part last will leave you closest to the gate that you need to get to, giving you plenty of time. There's also plenty of supplies right at the start which you can reload at before heading beyond the gate.

The first bomb part I collect is typically the one at the top right. There's a shortcut you can take there going north, which is behind some rock pillars you can shoot to break. Befor heading to the furthest corner, you can come to an earlier corner peering into the area where the Marauder is, running around like a madman. If you can time it properly, you can launch a few gauss rifle shots over the wall to hit as the Marauder is running by, weakening him before you take him on properly. Otherwise, proceed through the opening to fight him and claim the part.

Proceed from the top right to the top left collecting the part in the middle along the way. The leftmost passageway with the third bomb part contains a large minefield like in level 1. Use your gausee rifle to clear a straight line through to proceed on to another Marauder fight.

Once you receive the three parts at the top, return to the start, either the way you came, or by cutting past the gate (faster, but there will be more enemies). Reload on anything you need at the start area, collect the last part to the left and blow up the gate.

Behind the gate, you'll find a final marauder, which you should pummel with everything you have, then lay waste to each of the drop-ship construction buildings (They'll look like the dropships that leave you at the start of every level).

Mission 5 - Comstar [MSN5]

Opposing Forces: 394th division of the Comstar Garrison

Starting Rank: Commander W/ Bloodname

Notes on Terrain: Swamp with varying levels of traction. Rocky areas will cause your mech to move slower as it walks over them. Many walls create a somewhat linear, although slightly branching path. In slow moving areas, be prepared to shoot mines, as you can't outrun them.

Objective Walkthrough

1. Destroy Radar Jamming Sites

There are two structures that will need to be destroyed to restore your radar, and they are fairly close together. After a straight line to the top of the level they can both be found by following the top wall as it turns.

Reward: returns radar

2. Collect 10 Genetic Canisters

Once the radar map is up, you'll see ten buildings that you'll need to destroy in order to collect the genetic canisters. Navigate the mazes of the level to reach each of them.

Reward: Causes Thunderbolt mech to appear

3. Destroy Thunderbolt Mech

The Thunderbolt Mech appears in between the 9th and 10th canisters, and will immediately seek you out. Destroy it quickly before it kills you.

Reward: Ends game

Strategy

////////////////////////////////////
//Recommended Weapons: [AVI][ACS][ISM] //
// // //
//Reason: Lots of walls means lots of cover to use the AVI at a safe //
//distance. There will be plenty of enemies in almost every direction, //
//so the missile tracking abilities will be very helpful. The ACS will //
//provide sufficient ammo and firepower, and the ISM is once again the //
//weapon of choice for taking down enemies and mechs quickly. Be ready //
//to expect fire from all sides, especially in slow moving areas. //
////////////////////////////////////

The final level plays as a fairly linear maze having only a few areas with multiple paths. Even though your radar's off at the start, you can still collect some canisters along your way. There are two you can get prior to the radar jammers. The first can be found if you follow the left wall into

a small alcove, and once you return from that, the second can be found by following the right wall. Getting them now will save you the return trip.

Once you can't go up any further, follow the northern wall to the left to eventually find the first jammer. Continue following that same wall as it wraps down, to the left, and up to find the second one. Destroy them both to get your radar back.

Now that you can see your surroundings, continue on collecting the rest of the canisters. You'll come across several hot spots with turrets and Uller-mechs, so use your ISM and ACS to take them down quick.

After finding 6 more canisters, you'll eventually come to a long diagonal chute that is predominantly swamp water, which will cause your mech to move slowly. Heat seeking mines will pop up in this area, which you won't be able to outrun, so be prepared to fire at them, or take the hit.

At the end of this passageway, there will be a clearing that branches off in two directions, each leading to one of the canister areas. This clearing is where the Thunderbolt mech will spawn. I suggest getting the right canister (following the northern wall of the clearing) first, then claiming the other one last. The reason for this is that in the latter, there is a small wall you can get behind, and fire off several AVI missiles at the Thunderbolt as he's approaching, giving you the edge in the final confrontation. Spam all the firepower you have on the Thunderbolt to take him down for the win!

```
+-----+
} 8.Passwords      [PSWD]  {
+-----+
```

Only a few passwords exist for the Sega Genesis version of this game. The password screen can be accessed by selecting "OPTIONS" on the main menu.

Level Passwords

```
-----
Level 2 - STJNNN
Level 3 - GRBCHV
Level 4 - BBYLND
Level 5 - BMBRMN
```

Other

```
-----
Infinite Ammo - BRN521
```

```
+-----+
} 9.Cutscenes      [CTSC]  {
+-----+
```

One neat little addition to the game is that every so often, an event will be complemented by a colorful and well drawn cutscene, using background stills and animation. More often than not, these scenes trigger when things go wrong, but some look so cool it's almost worth the price of failing a mission just to see them. Here's a list of each of the cutscenes.

1. Game Opening

Occurrence: This scene occurs right at the start of the game if you

don't press start to jump to the main menu.

2. Shipment Launch

Occurrence: Happens on Satalice if you fail to destroy the launch sites in time.

3. Destroying Satalice

Occurrence: Happens on Satalice if you destroy any part of the main assembly plant prior to destroying all the material gathering sites.

4. Self Destruct

Occurrence: Happens on Avon if you are unable to reach the main gate in time once you've assembled all of the bomb parts.

5. Successful Detonation

Occurrence: Happens on Avon when you do reach the main gate in time.

6. Mission Failed

Occurrence: Plays every time you lose all your lives on any level

7. All Missions Complete

Occurrence: After beating the game, this final scene plays before the credits roll.

```
+-----+
} 10.FAQ          [FAQX]  {
+-----+
```

I wanted to include a few Q&A's that may come up in relation to the game. After all, it wouldn't be an FAQ without one! If you have any questions that you think should be included, please email me at just_dave@juno.com

Q: My radar's gone, why can't I see anything?

A: You're on either Mission 3 or Mission 5, and you need to restore your radar by shooting some satellite dishes.

Q: Do pickups respawn/dissapear?

A: No, item pickups are limited, so use them wisely. pickups that are dropped by enemies are also there until you claim them, so if you aren't running low, leave them for later.

Q: Do I get anything good for ____ count/percent on my status screen?

A: Nope, they are worthless statistics. Galaxy Commander Ward does not care about the number of buildings or enemies you destroy or your hit ratio. They are ultimately just for personal bests; record them if you like. One fun thing to do is seeing how many Wasp mechs you can gun down on the first level without dying or destroying the mech bay.

Q: Why can't I get to the gate in Avon before the bomb explodes?

A: Most of the bomb parts are pretty far away from the gate, and if you complete the bomb there, it'll be tough to get back in time. The closest one to the gate is the one to the left of the drop zone, so if you leave that one for last, you should be able to blow up the gate in enough time.

Q: Where are the Missile Silos at Satalice?

A: The silos are in the top right corner, and in the bottom of the middle of the map. You can reach them both in either order, but FYI if you head to the top right corner first, you'll need to get past a Stormcrow mech.

Q: Where can I find the Thunderbolt Mech?

A: The Thunderbolt will only spawn once all genetic canisters have been picked up. He always spawns in the same place, so if you picked all of the canisters up in order, chances are he's close.

Q: Can my own weapons hurt me?

A: Only the PPC and the ISM can hurt your mech. The PPC will blow up if you overcharge it, rendering that arm useless. The ISM can leave fire patches on the ground which will hurt you if stepped on. Everything else, including the land mines, will do you no harm.

Q: What is the difference between this game and MechWarrior 3050?

A: MechWarrior 3050 was released for the SNES one year after this game was released on the Genesis. They are more or less the same game with only minor differences. One thing I've noticed is that the camera on Battletech is a bit closer, which seems to encourage more enemies to swarm you at once. From this, 3050 seems to be the easier of the two. Another major difference is that MechWarrior 3050 has more codes, including invincibility and playing as the enemy mechs.

Q: Why is there a different mech on the box cover?

A: I don't know. The cover seems to have a Vulture or Mad Dog mech, but it doesn't appear in the game, outside of being in the background of the game over screen (I think). In this game, you play as the Mad Cat throughout.

+-----+

} 11.Acknowledgements [THKS] {

+-----+

So thank you very much for reading my FAQ. I've always been a big fan of the Battletech franchise and it's various incarnations, from the tabletop, to the MechWarrior games, and I was excited to write about this often overlooked chapter in the saga.

With that, I would also like to thank the following:

- FASA, Jordan Weisman, and L. Ross Babcock III for starting the franchise
- my cousin JP, who confirmed my suspicions of the enemy mech types
- Extreme Entertainment Group for bringing the game to the Genesis
- www.gameFAQs.com - for being such a tremendous resource for gaming