

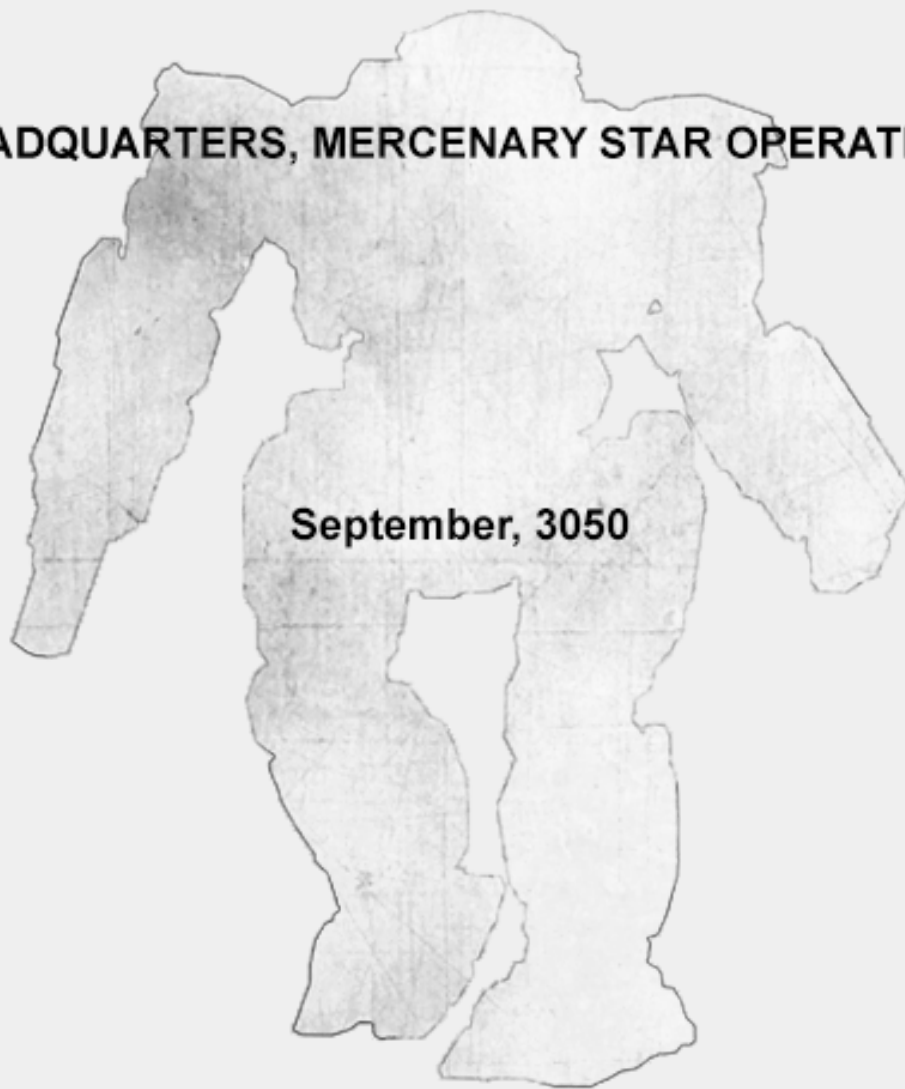
FM 16

MechWarrior Online

Pilot Handbook

Piloting Basics Course

HEADQUARTERS, MERCENARY STAR OPERATIONS



Distribution Restriction: Approved for public release; distribution is unlimited

Note: All previous versions of this manual are obsolete. All previous versions of this manual should be destroyed in accordance with Mercenary Star policies and regulations.

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Note from the author: This guide's intended purpose is to educate in an all-encompassing fashion. There are many details I felt were too specific to be added to this guide for the sake of keeping it short (and look at how long it is anyway!). There are lots of things that you can find on forums and other posts, most of which is under the "Links" area and allows you the player to take time as you improve, to do your own research at your own discretion.

Thank You,
John "Vercinix" Danaher

Updated as of September 6th 2014

Disclaimer!!! A lot of MWO is personal preference. To find what works best for you all you need is time played. Test out different things, and don't be scared to make mistakes.

The Mechwarrior 10 Commandments

- 1. Do not let them hit the same part of your mech over and over again.**
- 2. Focus fire on the same targets as your teammates.**
- 3. Use cover and play smart!**
- 4. Flee from overwhelming odds unless you absolutely are not able to get away!**
- 5. Do not stay in one place fighting or chase enemies for too long.**
- 6. Target vital mech locations.**
- 7. Learn to aim using the “unlocked” arm reticle.**
- 8. DO NOT overheat.**
- 9. Understand whether you should be alpha striking or cooling down with your mech’s build.**
- 10. Do not for any reason stand directly behind your team mates (nut to butt).**

The 10 Commandments In Depth

1. Avoid exposing the same side of your 'mech to the enemy for extended periods of time. Twist your torso and/or maneuver to show different (preferably less important) portions of your 'mech to your opponent. The goal of this twisting/moving is to distribute damage to portions of your 'mech which do not contain large weapons systems, ammo, or reactor shielding (engine slots). Focus on tracking the enemy's movements using your minimap (360 targeting module will help) and only turn to fire after the enemy has fired their primary damage weapons into a place of your choosing. Initially turning and firing will most likely be difficult, but you should be able to twist and hit critical locations on enemy 'mechs with ease after a good bit of practicing. Mastery of this technique will ensure that you walk away from the fight missing an arm while your opponent finds himself amongst the smoldering remains of his/her battlemech.

2. Focus fire on targets. If you see an enemy with a filled triangle over their head, it means they are being targeted by another friendly unit. This will take down your enemies much faster. The key to this game, like many others, is getting rid of enemy damage as soon as possible. "Do unto others before they do unto you" applies here.

3. Play smart! Running "Leeroy Jenkins" style into the enemy line smashing your face on the alpha strike button will not generally work. This is a game which rewards tactical superiority. Know your 'mech's strengths and play to them. Conceal yourself if you have short range weapons. You should either wait for a brawl to start and lend a hand, or you should seek to close the gap between yourself and the enemies under cover. Move after you take a shot if you have long range weapons. If you have jump jets use them liberally to check over ridges with minimum exposure time. If you make it into a unit they'll most likely educate you on tactics, but for solo drop matches the most important thing is sticking with your team. Keep your build in mind, but don't go rambo just because you're the only brawler on your team, and don't get stuck too far back because you brought a sniper to a brawling match. Make sure you always have friends close by or you're more likely to end up in trouble (see #4).

4. 'Mechwarrior Online requires the player to constantly re-evaluate your situation. Making the right decisions when you find yourself outnumbered and outgunned in a fight is crucial. It boils down to either "fight" or "flight". Can you make it to your teammates before you die? Will chasing you pull enemies out of position? Are you close to cap winning? These questions are examples of good reasons to run from a fight. You don't have to die in a hellish barrage of missiles, autocannon rounds, and energy weapons (unless your unit or clan requires it... in which case o7). Running away is the correct option if it provides ANY benefit for your teammates.

Fighting is really the last resort if you are equal or against the odds, but sometimes it is necessary. Duals or equal fights are bad. If you win but have a red center torso or are near death, you might as well be a dead mech. Make sure you use your skills to last as long as possible and take down or cripple as many 'mechs as you can. Generally it's best to avoid these type of choices entirely (see #5)

5. Try not to get tunnel vision during fights. Staying in one spot or chasing an enemy for an extended period of time usually yields unfavorable results. Assume enemy 'mech pilots are not idiots. Opponents will not fight you at length unless they think they can win the fight outright, or they know they have teammates nearby. Smart enemies will disengage and run to teammates for help if they don't feel they can win the duel outright. Only stay engaged to targets you are certain you can kill. Dying alone in a fight (regardless of whether you take an enemy with you or not) is not worth it in almost every case. Seek to lure opponents back to your team, or disengage entirely if a fight drags out. Avoid chasing enemies entirely.

6. Learn the strengths and weaknesses of the mech chassis and variants. Target the most vital parts of an enemy, and don't always focus on a core. Taking away an enemy's combat effectiveness is just as good as killing them. Combat effectiveness varies across weight classes and chassis. The light 'mechs, for example, need to have a leg destroyed to remove their effectiveness. These fast 'mechs do not often mount large weapons systems, but they provide target locks and capture points (conquest mode) for their team. On larger maps it is often crucial to destroy or immobilize light 'mechs to avoid a capture defeat. Larger 'mechs may have weapons systems in less armored locations. The *Yen-Lo-Wang* has a class 20 autocannon in its right arm. This is a very dangerous weapon in an extremity, and the 'mech is severely handicapped without it. Other examples include, but are not limited to, the ballistic hardpoint in the *Atlas*'s right torso, the right torso/arm hardpoints in the *Highlander* chassis, and the missile boxes on the infamous *Catapult CPLT-AI*. Knowledge is half the battle (G.I. Joe)! Knowing which 'mech builds run XL engines and/or where some builds place ammunition is also an advantage.

7. Familiarize yourself with the controls of the game. Open your options and read over the controls. Experiment with throttle decay and arm lock. Find what works best for you. Personally I believe that you should always run with arm lock as a toggle. It may be tougher for you in the beginning but as you learn and grow it will only benefit you knowing how to use arms while unlocked. (In the hud the reticle looks something like this [o]. The circle travels, and this represents where your arms are aiming. This is a critical item to take note of. When fighting light mechs, the ability to move your arms to keep up with their increased speed will allow you to shoot them, instead of just getting dizzy spinning in circles.) For some mechs and loadouts turning this on momentarily or for that match is extremely beneficial in how your weapons will

hit an enemy mech, especially at long distances.

8. Heat management can mean life or death. There is an indicator bar in your mech showing you how hot you currently are. Make sure not to get this bar to 100% or you will overheat, and your 'mech will shut down in order to cool off. In order to effectively manage this heat, there are things called weapon groups. While in game you will see a list of all your weapons on the right, along with a set of numbers 1-6. The highlighted number next to the weapon name tells you which button to press in order to fire that weapon. Splitting these up allows you to fire the weapons separately. Obviously, your heat will be easier to manage if you can selectively exclude weapons from your firing sequence as you build heat up during a fight. Use the d-pad arrow keys and right ctrl button to assign weapons their group numbers. Note that when building a mech, the heat efficiency listed is for an Alpha Strike. This is when you fire all of your weapons at once. This number is not accurate when firing only a few weapon groups at a time.

9. Generally there are two ways in which you damage opponents. The first, and currently the meta, is pinpoint "alpha". This tactic is merely the delivery of ordnance in a single burst in which most or all of your 'mech's weapons are fired simultaneously to a specific location. The second method is damage per second or "DPS". Battlmechs with "alpha" builds will often have low DPS, and high DPS builds will often have lower alphas. Know which type of 'mech you have, and know how to compete against both strategies. High alpha builds often create more heat than DPS builds, and they rely on cover and positioning to prevent retaliation between alpha strikes while their 'mechs cool down. High DPS builds are geared for fights where the line of sight between their DPS 'mech and the target remains unbroken for extended periods of time. Specialized tactics are used for both strategies.

10. If you were/are in the military this is called nut to butt and this rule is more of a pet peeve than anything else but gets me killed more often than any other reason. The reason this is or can be a problem is that you effectively block them from being able to move in a direction they can't see. If they are getting focused and need cover your standing behind them could effectively get them killed or crippled. In essence if you do that you are helping the enemy team win. Make sure to watch your teammate's legs. If you see that they are angled to walk backwards into you, try and maneuver a little to the left or right so they brush by you or have clear lanes if they back up. Also as a side effect if you maneuver to make sure they can't collide with you, many times you actually create a firing line and allows for more mechs to shoot the enemy.

Links!

Buying Your First Mech

<http://themittani.com/features/mwo-making-most-your-cadet-bonus>

An indepth guide on how to make the most C-bills and how to spend them and MC

Training Grounds

<http://mwomercs.com/game/training-grounds>

LEARN THE CONTROLS!!!! The worst thing that you can do is be in the middle of a fight and run into walls or forget to load srms into your mech. MWO has a fount of knowledge and videos to help walk you through it all. Then when you're done take your mech and run around in the in game training grounds (or do both at the same time) and practice moving and shooting and other things.

Hit Box Locations

<http://mwomercs.com/forums/topic/96395-guide-hit-box-localisation/>

Everything you need to know about to shoot your opponents to make them dead

Heat Scaling for Weapons

http://mwo.smurfy-net.de/#weapon_heatscale

The ghost heat mechanic and how it can/will affect you.

Mech Construction

<http://mwo.smurfy-net.de/mechlab>

This is a useful link for building a mech without having to own it. Also has info on modules, weapons, and mech load out information.

Advanced MWO Pilot Handbook

<https://docs.google.com/document/d/13-wRO9tGhdJUGUcLdPIwAffRCPLOi1Z1mrVASDOLI5w/edit>

Only go and read this when you understand everything in this guide. You've been warned.

Clan 'Mechs and thier Quirks

https://docs.google.com/spreadsheets/d/14EeBjr14mEf_eF2f6C7ULO-UeFGJNLm9Kivfyh-YKbk/edit#gid=0

3 Tips for Each Mech Class

Light Mechs

1. Keep moving! This is critical. Move as fast as possible as much as possible. This will keep enemy mechs from hitting you as often, and since we have significantly less armor, this means we will live longer.
2. Don't overextend. You may feel the need to go scout out the enemy team, but don't get into hot water. Lights are very weak when outnumbered, and you will die very quickly. Be cautious, and make sure the coast is clear. Try to have an escape path, and you should be alright.
3. Use an enemy mechs inability to maneuver to your advantage. If they can't see you, they can't shoot you. Stay out of enemy line of fire, whether this means running behind them, or ducking behind cover between shots.

Medium Mechs

1. Medium mechs are some of the most versatile of the four tonnages when it comes to the selections of weapons you can place into the mech. Make sure you explore your play style and different builds in each chassis.
2. Be extra careful with your heat management. Medium mechs have a lot more firepower than light mechs but by no means the armor of heavies and assault mechs. If you shut down the difference of your armor to that of a light mechs will seem quite small to heavy firepower.
3. You are the guardian mech! It is your job due to your high speed and increased firepower to help protect your allies and points. While it may sound enticing to run in and wreak havoc on the opposing side, you need to know when to help protect your friendly light and assault mechs from enemy mechs that can cause them great harm or in some cases run to the ends of the map to net a win.

Heavy Mechs

1. Heavy mechs can be some of the most damaging mechs in the game. Don't let this go to your head you can still get destroyed if you don't adhere to the general tips stated above.
2. Use a buddy system. Now that you're in a heavy mech you are also a high priority kill target. You have the ability to bring down assault mechs face to face but with less armor, removing you in a fight may take precedence for the enemy over your atlas ally. Because of this stay with someone who can watch your back and draw fire when you need to cool down or spread the damage you receive.
3. You are slow. Most heavy mechs are not able to outrun medium and light mechs and they make up for this in armor. However that armor will not save you against them if you do not understand that you are MUCH easier to hit, and it is all gone before you get to fire one weapon.

Assault Mechs

1. You are not invincible. Even though this class has the potential for the most armor on a mech you are not a god. Running in head first into the enemy force will still get you killed. Take cover when possible, and spread damage by torso twisting.
2. You are the damage soaker. While some assault builds are not such, many of the build you will be making have 2-3 times the amount of armor on your mech as some heavies, and you can take the alpha strikes from other assault mechs. Help your team by being the target. This doesn't mean you should charge in, or get yourself killed, but if you can try and protect them, or take a shot for your buddies, that may turn into them saving you from a pesky light mech.
3. When a mech is significantly faster than you and hitting your back put your butt to a wall. If that mech doesn't have jump jets, or even in some cases if they do, you remove their ability to hit you in your blind spot, now you only have to look in 180 degrees instead of 360 degrees, this is a major boost in your ability to kill/scare them.

Weapons

Energy

Laser: A weapon that deals damage over the duration the beam is active. Though lasers appear to be a constant beam the weapon actually functions with multiple “hits” along the duration of the beam, meaning that if you only hit the target for 1 second you will be doing a fraction of the total damage the weapon is capable of. (types include Small, Medium, and Large lasers)

Pulse: Shoots intermittently instead of a steady beam, deals more damage and does so quicker than a regular laser. This weighs more than a regular laser, and contributes more heat. Just like a regular laser, you want to have this on target throughout the duration of the attack. (types include Small, Medium, and Large pulse lasers)

Flamer: This weapon increases the heat an enemy mech generates in hopes of making them shut down. Capable of continuous fire, you must be careful not to cause yourself to overheat. While considered a Critical Seeking Weapon, it is not commonly used.

PPC: Large energy weapons dealing all of their damage at once like a ballistic slug. PPC's and have an EMP effect, which disables ECM of targets hit for a few seconds. This weapon has a minimum range of 90 and any closer will cause the damage to be reduced to 0.

ER: Extended Range Laser variant, increases the range at which the weapon is useful. Also reduces the minimum distance at which the weapon can be used (ER PPC's deal max damage sub 90m), and increases the heat the weapon creates.

Clan Lasers: All of these weapons have the “ER” variation so you can know that they will be extra hot and can shoot extended distances. In addition to that they cost less tonnage than their IS counterparts and have a longer beam duration that you need to keep on your enemy.

Missiles

LRM: Long Range Missiles. These are an indirect support fire weapon. Meant to be fired from afar, these weapons require a lock-on in order to be shot. This lock on is needed throughout the duration of the missile travel. If lock is lost the missiles will continue straight to the last known point of lock on. Lock-on can be jammed by ECM. Max range of 1000m and a minimum range of 180. Any closer will cause the missiles to pass through the enemy and deal little to no damage.

SRM: Short Range Missiles. These are like LRM's except they are meant to be fired in a straight line, at close range, without a lock on and will explode for no damage beyond 270m.

Streak SRM: Is a normal SRM but has lock-on capabilities. Very useful for hitting fast moving targets, or if you are moving fast yourself. Lock-on can be jammed by ECM. The weakness is that these weapons pick a location on the opponent's mech at random so try not to use these on most heavy and assault class mechs.

Clan LRM: Nearly the exact same as their IS variant but with three unique characteristics. The first is that they have no minimum range like the IS's 180 (not in yet). They can deal damage at any distance, however the damage inside 180 is less than outside of 180. The second is that the volleys do not fire all at once from the tubes like the IS do. The stream out of the missile bays covering about 50-100 meters in length as they fly toward the opponent. Third is the arch the Clan LRMs take. The IS LRMs have a very high arch where the Clan LRMs fly at ~35 degrees instead. This allows a player to have to either have clear lines of sight on their opponent because the LRMs can't drop down on their opponent but allows them to be used while not having to worry less about what is over their head

Ballistic

Gauss: A long range ballistic slug weapon, with a high max range and low heat this is generally considered a sniping weapon. The ammo for this weapon is unique in that they do not explode. However the weapon itself does for a solid 20 damage if they critical it (Note: this Weapon has a charge timer which can be used to not waste ammo or will affect your shots).

Auto Cannon (A/C): A ballistic slug weapon, the Auto Cannon comes in multiple sizes. Starting with the A/C 2 and working up to an A/C 20, each size increase boasts more damage, but has a slower travel time, and a decreased range.

Ultra Auto Cannon (UA/C): Is like a normal A/C but can be shot while on cooldown. This causes the weapon to have a chance to jam making it unusable for 4 seconds.

Machine Gun: What is known as a Critical Seeking Weapon. Machine guns do very little damage to armored components but this damage increases when the armor of the target is no longer existent.

LBX: A shotgun variant of a standard A/C, this weapon is a Critical Seeking Weapon. Splitting the shot into pieces, each part of the slug will deal 1 damage (10 damage total if the entire group

hits for an LBX AC/10).

Clan U A/C: Much like the IS variant but with the ability to fire higher caliber ballistics like the Clan U A/C 10 and the Clan U A/C 20. The quirk with the Clan Ultra Auto Cannons are that they fire in a more machine gun fashion instead of just one round at a faster/x2 tap rate.

Equipment

Targeting and Defensive Components

Artemis: Useful for both LRM's and SRM's, It keeps the missiles in a compact volley. Instead of having the damage spread out over the mech, it hits a more pinpoint location.

NARC: A short range targeting beacon missile. Instead of doing damage these missiles clamp onto the enemy mech if hit. Like tag they increase tracking strength of friendly missiles for 30 seconds.

Anti-Missile-Systems (AMS): Torso mounted machine gun that fires at incoming missiles when they enter range. Missiles can be targeting any team mate, but as long as they are within range the AMS will attempt to shoot them down.

TAG: Used in the same way as a laser, this generates no heat, increases tracking strength of friendly missiles, and increases target decay time (The amount of time before you lose a lock on). Fired as a constant beam, targets hit with this laser are targetable even under ECM support. Effects of the tag last for 1 second after each laser "hit" Max range of 750m.

Beagle Active Probe: This allows for retention of targeting when a mech shuts down due to overheating or when it powers down at close range. It also increases sensor range and speeds up target data gathering. Also BAP counters one ECM for up to 180m

Guardian ECM: Protects you and fellow allies around from targeting capabilities within a 180 meter radius. It also counteracts itself when it comes in range with another ECM.

C.A.S.E: Cellular Ammunition Storage Equipment. This container contains ammunition explosions, and interestingly enough Gauss Rifle explosions, to only the location of the mech where the explosion occurs.

Maneuverability

Jump Jets: Available on some mech variants, these allow the mech to travel vertically. Invaluable for some mechs like the spider, this allows for much greater maneuverability

Heat Management

Standard (STD) Heat Sinks: Like a heat sink on a computer, these help cool your mech down. Each standard heatsink requires 1 critical slot

Double (DBL) Heat Sinks: Similar to Standard Heat Sink's. These upgraded versions weigh the same but take up 3 critical slots instead of one (Clan it's two instead of one). Each DBL heat sink has 140% efficiency compared to standard sinks, Double heat sinks that come stock in an engine are 200% efficient, but heatsinks added to the extra slots in some engines only benefit from the 140% efficiency boost.

Armor

Standard Armor: Stock armor that comes on the majority of mechs. This provides protection to critical components of your mech. Once it has been destroyed the inner components become vulnerable.

Ferro Fibrous Armor: Similar to Standard Armor, but with two big differences. The first difference being that Ferro Fibrous Armor saves you tonnage (This varies between mechs). It does so by increasing the armor you gain per ton of armor applied. The secondary difference is that this upgrade consumes 14 critical slots, making those slots unusable for weapons, ammo, or heatsinks.

Structure

Standard Structure: The standard frame of your mech. Think of this as the skeletal structure.

Endo Steel Structure: Similar to Standard Structure, but with two big differences. The first difference is that Endo Steel Structure makes the mech considerably lighter. The secondary difference is that this upgrade consumes 14 critical slots, making those slots unusable for weapons, ammo, or heatsinks.

Mech Modules

There are more than what is listed here but the ones listed are the most useful and commonly used.

Radar Deprivation: King of the Modules and the first one you should purchase. This module allows you to instantly become untargeted when you get behind cover. Normally there is a delay and with modules like Target Decay it's even longer. When you need to not be the center of enemy attention you will want that you bought this one first (Note: If they have Target Decay this module acts as a reduction to help counter it.)

Sensor Range: Boosts sensor range, allowing you to be able to target enemy mechs at a farther distance.

Target Decay: Increases time a mech is targeted when it leaves line of sight.

Target Info Gathering: Faster info gathering of enemy mechs'.

Seismic Sensor: Detects enemy mechs' movement as red dots on your minimap up to a set distance away. It cannot detect mechs standing still, or mechs using jump jets. Battlemechs with seismic sensors equipped must stop moving in order to use the device.

Radar Deprivation: Where normally an opponent can continue to track your mech for a few seconds after losing line of sight (and even longer with target decay module). This module makes it so the moment no enemy can see your mech, the targeting is instantly removed. If I was to give a most recommended module, this is the must have before all else for a new player when picking your first.

Hill Climb: reduces the speed reduction applied to your mech when you go up an incline. Not very useful in the lighter or fast mechs but for a mech like an Atlas or a Dire Wolf this is a heavenly module.

360 Target Retention: Just like its name, this module allows for a player to maintain targeting of mechs even when they get behind you for an extended period. This often is useful for the fast mechs where movement is key to survive.

Weapon Modules

I will not list all of these because the modules all do the same thing. This module allows for the weapon of your choice to now have an extended range by a small margin. At first the initial upgrades are useless but when you upgrade them to level 5 these things are useful enough that you should pick them up after you have the more important modules. Use these to extend the range of your shorter weapons to equalize your range load out a little closer

Consumable Modules

Cool Shot: Consumable with a onetime use that gives you mech' dramatic cooling of a set amount depending on the coolant used.

UAV: Detects all mechs (even under ECM) within its radius and is/can be detected by enemies at 180m

(and destroyed).

Air/Artillery Strike: A delayed release AoE consumable module that can be used at extreme distances. An air strike will move from the location designated away from you in a line, where Artillery Strike will strike for a few seconds in a circular area around the location, landing strikes at random.

Tips Building a Mech

1. (IS) When building a mech you need to evaluate whether or not to use an XL engine. XL engines sacrifice 'mech survivability for a lighter engine. The number designation of your engine determines its speed, but the weight for XL 300 is significantly less than the equally fast standard 300. Pay attention to where you take damage on different 'mech chassis. If you feel that your side torsos are easy to protect or hard to hit, it MIGHT be ok to run an XL engine. Lights for example almost always run XL engines due to their size.

2. (IS) When building a mech you need to evaluate which upgrades will benefit you most. I would almost always say that Endo Steel is greater than Ferro Fibrous. Double heat sinks are always a must have upgrade. The ability to run one or all of these depends on your available critical slots. Endo Steel and Ferro Fibrous armor take up 14 critical slots each and are almost never mounted on a 'mech at the same time. Double heat sinks take up 3 critical slots and therefore are unable to fit in a 'mech's legs.

3. When building a mech you should always check your armor distribution. Some mechs have much smaller hit boxes for certain locations. A good example is a *hunchback*. Most *hunchback*'s have a large right torso hitbox. People instinctively aim for this (it contains the primary weapons for the *hunchback*), and the armor for that torso should be adjusted accordingly. There is no real ratio or guide on how much to put where. Pay close attention to where you take damage, and think about what you plan to do with the 'mech before you allocate armor. Rear armor is slightly less necessary for 'mechs planning on skirmishing or sniping, and brawling 'mechs require more rear armor to deal with their position in the fray.

4. (Clan) Many options available to the IS mechs are fixed in clan mechs. Things like the engine and sometimes Double Heatsinks or Jump Jets as well. When building your mech keep this in mind as it can cause spatial or tonnage issues. Also, all clan mechs come with XL engines. The difference they have compared to the IS XL Engine is that you have to lose both side torsos or the center torso to be killed.

5. (Clan) Clan mechs are Omnimechs. This means that you can change out all mech locations except the Center Torso. What this does is allow you to change around the hard points and mech quirks to find your play style or desired roll. In some mechs like the *Timber Wolf* you need to have a specific left or right torso to be able to add jump jets to your mech. Make sure you explore and research all your options to get the most out of it. Also omni mech quirks affect the whole 'mech so make sure that even if you weren't

using an arm, that you check to see if you can bet a bonus to your mech.

6. (Clan) Clan tech takes less space. This is surprisingly important due to the limited amount of space you already have. Things like a Clan ER Large Laser only takes up one slot just like the medium or small laser types, allowing you to carry some bigger firepower for the same space. Clan double heatsinks are only two critical slots and if space is available in the legs that is a great spot to put them (you cool faster walking through water now)

Special Thanks To...

Wayward Son

PanicButton

TheFoxyShortBus

The members of the 228th IBR

All you Grammar Nazis

Questions? Message me at Vercinix.tv@gmail.com.