



**MECH WARRIOR 5**

# CLANS

**G A M E M A N U A L**



**UNREAL**  
ENGINE

# C O N T E N T S

CONTROLS

HUD

WEAPON GROUPS

COMMAND WHEEL

BATTLEGRID

SCAN MODE

REPAIR BAYS

AMMO CRATES

'MECH BAY

REPAIRS

'MECH LAB

MODIFY 'MECH

MISSION CENTRAL

DROP DECK

HONOR & MERITS

KERENSKIES

MARKETPLACE & UNLOCKING CHASSIS

BARRACKS & SIMPOD

'MECH XP

SCIENCE LAB & RESEARCH

SALVAGE



### MOVEMENT

- W** - Throttle Up
- S** - Throttle Down
- A** - Turn Left
- D** - Turn Right
- X** - Full stop
- Spacebar** - Jump Jets
- C** - Center Torso Over Legs
- F** - Center Legs under Torso

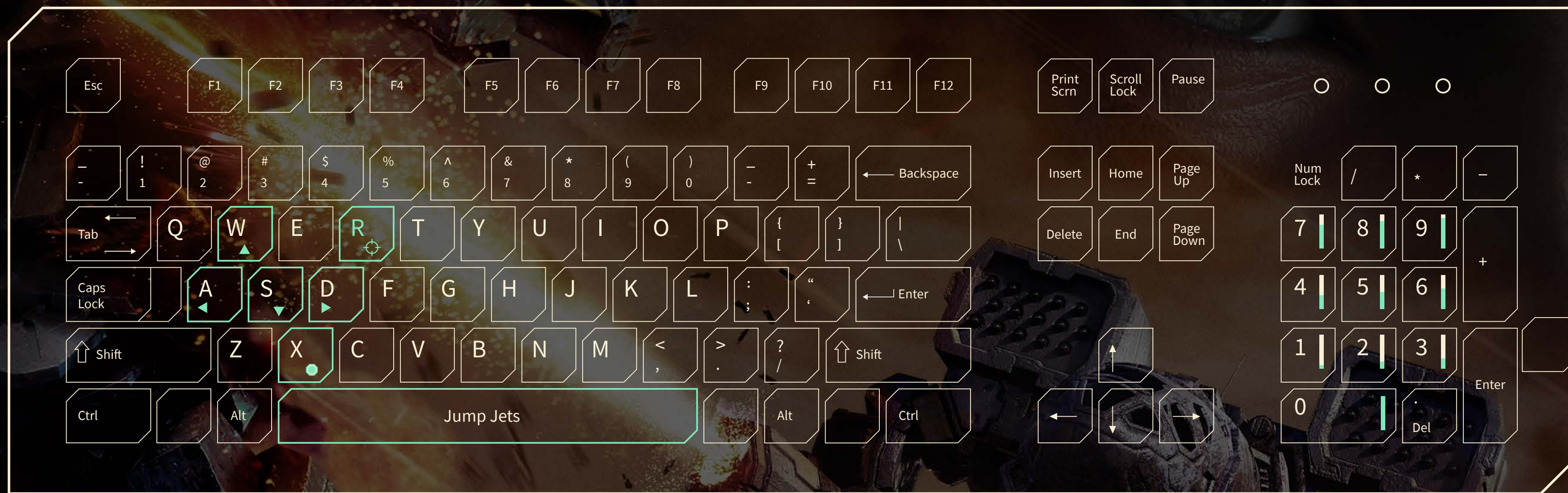
- Left Ctrl** - Free Look
- NUM PAD 0** - Max Throttle
- NUM PAD 9** - 90% throttle
- NUM PAD 8** - 80% Throttle
- NUM PAD 7** - 70% Throttle

- NUM PAD 6** - 60% Throttle
- NUM PAD 5** - 50% Throttle
- NUM PAD 4** - 40% Throttle
- NUM PAD 3** - 30% Throttle
- NUM PAD 2** - 20% Throttle

- NUM PAD 1** - 10% Throttle
- NUM+** - Toggle Throttle Decay
- G** - Move at formation speed
- Left Alt** - Activate MASC
- K** - Toggle MASC

### 'MECH FUNCTIONS

- E** - Interact
- B** - Show Battle Grid
- P** - Toggle 'Mech Power
- O** - Toggle Heat Override
- N** - Toggle Night Vision
- V** - Toggle View
- Left Shift** - Arm Lock
- Z** - Toggle Arm Lock
- J** - Cycle ECM Mode



### STARMATE COMMANDS

- F1** - Command to Star/ Attack my Target
- F2** - Command to Starmate 1 / Form On Me
- F3** - Command to Starmate 2 / Go To Location
- F4** - Command to Starmate 3 / Toggle Hold Fire
- F5** - Command to Starmate 4 / Use Repair Bay
- F6** - Toggle ECM
- ESC** - Cancel Order

### WEAPONS & TARGETING

- 1 or Left Mouse Button** - Fire Weapon Group 1
- 2 or Right Mouse Button** - Fire Weapon Group 2
- 3 or Thumb Mouse Button** - Fire weapon Group 3
- 4 or Thumb Mouse Button 2** - Fire Weapon Group 4
- 5 - Fire Weapon Group 5**
- 6 - Fire Weapon Group 6**
- Mouse Scroll Up** - Increase Zoom
- Mouse Scroll Down** - Decrease Zoom
- Middle Mouse Button** - Cycle Zoom
- R** - Target Enemy
- T** - Target Next enemy
- Shift + T** - Target Previous Enemy
- Down** - Weapon Group Highlight Down
- Up** - Weapon Group Highlight Up
- Right** - Weapon Group Highlight Right
- Left** - Weapon Group Highlight Left
- Right Ctrl** - Toggle Weapon Group
- Backspace** - Toggle Chain Fire
- Q** - Target Friendly

- L** - Cycle Zoom
- M** - Default Binding Weapon Groups
- Y** - Switch 'Mech
- Middle Mouse Button** - Toggle Radial Menu
- TAB** - Toggle Scan Mode







## 1. BATTLEGRID

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

## 2. MISSION OBJECTIVES

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

## 3. REMAINING JUMP JET FUEL

The fuel remaining for your jump jets. Fuel replenishes quickly when your 'Mech is on the ground. Only shown on 'Mechs with jump jets installed, when fuel is not at 100%.

## 4. 'MECH STATUS

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

## 5. THROTTLE

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

## 6. HEAT

The current heat buildup in your 'Mech as a percentage of its total capacity. If the heat reaches 100%, your weapons will be temporarily disabled until it drops down to 80%.

## 7. HEAT OVERRIDE

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

## 8. COOLING ZONE INDICATOR

Only shown when standing in water. Indicates that your 'Mech is standing in a cooling zone, allowing it to dissipate heat faster.



## 9. STAR STATUS

Displays information about your Starmates such as their health, chassis, and current orders.

## 10. COMPASS

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

## 11. RETICLES

One reticle shows where your arm mounted weapons are aiming while the other is for your torso and head mounted weapons. Turns red when you hit an enemy. An additional indicator appears when aiming at friendlies.

## 12. LOCK-ON INDICATOR

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

## 13. WEAPON READOUT

Shows the remaining ammo, optimal range, cooldown status, and weapon group assignments of all your 'Mech's weapons. Arm mounted weapons are listed first, followed by torso and head mounted weapons. Underneath are indicators for your ECM, Active Probe, and MASC, if equipped.

## 14. TARGET INFO

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



In the lower right corner of your HUD, you are able to see your weapon groups. The rows each represent a weapon on your 'Mech, while each column of pips is a weapon group.

Weapons must be in at least one weapon group to be able to be fired. When a weapon group is fired, all weapons in the group (that are ready to fire) will fire at once.

If a weapon group is set to chain fire mode, instead of firing all the weapons at once, a weapon group will fire the weapons in sequence for as long as you hold the fire button, or each time you fire.

### WEAPON GROUPS

**SUMMONER**

WEAPON	LOCATION	GROUPS
CHAIN FIRE MODE		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ER PPC	RIGHT ARM	1 2 3 4 5 6
LB 10-X AUTOCANNON	LEFT ARM	1 2 3 4 5 6
LRM 15	LEFT TORSO	1 2 3 4 5 6
MELEE	RIGHT ARM	1 2 3 4 5 6

CONFIRM ESC CANCEL





Through the command wheel, you can issue orders to your Starmates or take direct control of their 'Mechs. It is also used to toggle or activate advanced options and abilities of your own 'Mech.





The BattleGrid gives you a bird's eye view of the battlefield. Here you can give orders to your Starmates, sending them to precise locations or having them target specific enemies.

1. Your 'Mech
2. Starmate 'Mechs
3. Enemies
4. Your Information

Displays the 'Mech health, functioning weapon count, total weapon count, and warnings about exposed structure and no ammunition regarding your own 'Mech.

5. Starmate Information

Displays the 'Mech health, functioning weapon count, total weapon count, and warnings about exposed structure and no ammunition regarding your Starmates' 'Mechs.



6. Attack Queue

A list of the enemies you have ordered the Starmate to attack, in order.

7. Toggle Hold Fire

8. Form On Me Command

9. Toggle All Starmates Hold Fire

10. Command All Starmates Form On Me

11. Controls

12. Legend

13. Out of Bounds Area

You will fail your mission if you leave the area of operations for an extended period of time.



While piloting your 'Mech you can toggle scan mode on and off. When scan mode is on, interactable items of interest near your 'Mech will be highlighted. You will be able to manually scan them if you are within range. Be careful while you are in scan mode as your weapon systems will be offline and unable to fire.

The screenshot shows the Scan Mode interface from a first-person perspective inside a mech cockpit. The view is centered on a target area with a blue circular scan field. The HUD includes a mission log on the top left, a team status list on the bottom left, a summoner status on the bottom center, a radar on the bottom center, and a weapons status on the bottom right.

**PRIMARY**

- ▶ Clear both zones 0/2
- ▶ Investigate Zone B
- ▶ Interface with the detected assets 0 %

**OPTIONAL**

- ▶ Hack the proximity mines 1/2

**ORDER ALL**

- 1 Jayden 100%
- 2 MIA 100%
- 3 EZRA 100%
- 4 LIAM 100%
- 5 NASIR 100%

**SUMMONER**

MDD  
SCR  
SHC  
ADR

**FRONT** **REAR**

**WEAPONS DISABLED**

ER PPC	∞	810
LB 10-X AC	80	540
LRM 15	540	900
HEAVY LOWER ARM	∞	17



Automated repair bays can be found while in the field. They will refill a 'Mech's ammo as well as repair its armor but not its internal structure. Enter a repair bay and activate it to use it. To order a Starmate to use a repair bay, aim at the repair bay and use the Starmate commands or command wheel, or give them the order on the BattleGrid.





Ammo crates found during missions can refill the ammunition of all the 'Mechs in your Star. Enter scan mode and scan an ammo crate to use it.

**PRIMARY**

- ▶ Clear both zones  
0/2
- ▶ Investigate Zone B
- ▶ Interface with the detected assets  
34 %

**OPEN AMMO CRATE**  
SCAN 0/1 COMPLETED

1x  
4m  
57 m

HOLD TO SCAN

**ORDER ALL**

- 1 Jayden 93%
- 2 MIA 100%
- 3 EZRA 100%
- 4 LIAM 100%
- 5 NASIR 100%

**SMN SUMMONER SMN**

MDD  
SCR  
SHC  
ADR

FRONT REAR

**WEAPONS DISABLED**

ER PPC	∞	810
LB 10-X AC	60	540
LRM 15	540	500
HEAVY LOWER ARM	∞	17

ECM-D BAP MASC

**BATTLEGRID** **WEAPONS MODE**



The 'Mech Bay is where you can see all of your owned 'Mechs. You can freely move 'Mechs between your active Star and storage. If you do so via the Assign Pilot command, you will be able to see how your MechWarriors' skills will affect the 'Mech.

From here you can also manage repairs and modify and customize of number of aspects of each of your 'Mechs.

MISSION CENTRAL
FACILITIES
BARRACKS
SOCIAL
ARCHIVES
NEXT DROP - 5 CYCLES  
TARGET ACQUISITION
2,653,950
975
0/145

Mission Queued
'MECH BAY
SCIENCE LAB
MARKETPLACE

ACTIVE STAR
DROP TONNAGE 155/175

4 MIST LYNX  
MLX

LIAM

2 ARCTIC CHEETAH  
ACH

MIA

1 VIPER  
VPR

JAYDEN

3 ARCTIC CHEETAH  
ACH

EZRA

5 KIT FOX  
KFX

NAOMI

STORED 'MECHS

KIT FOX  
KFX

VIPER  
VPR

### MIST LYNX MLX

TYPE	◇ LIGHT	TONNAGE	25/25
HEALTH	♥ 100%	ASSIGNED TECH:	0/5

STATS

FIREPOWER	44.6
ARMOR	134
SPEED	113.4 KM/H
COOLING	2
JUMP HEIGHT	64.66 M
HEAT CAPACITY	50
MAX RANGE	900 M
DPS	14.71

LOADOUT

- ◇ BALLISTIC/GENERAL SLOT
- 2 MACHINE GUN
- ✓ MISSILE/GENERAL SLOT
- 1 LRM 10
- 1 STREAK SRM 4
- ▢ GENERAL SLOT
- 1 ACTIVE PROBE
- 3 DOUBLE HEAT SINK

ASSIGN PILOT
REPAIR
REMOVE 'MECH
EDIT LOADOUT
MODIFY 'MECH

## ASSIGN PILOT

AVAILABLE PILOTS

LIAM

MIA

JAYDEN

EZRA

NAOMI

**JAYDEN**

TOTAL SKILL LEVELS 4

MELEE	+0%	⬆ +0%
ENERGY RANGE	+10%	⬆
EVASION	+15%	⬆ +15%
MISSILE COOLDOWN	-5%	⬆ -5%
HANDLING	+0%	⬆ +0%
BALLISTIC COOLDOWN	+0%	⬆ +0%

MIST LYNX  
MLX

◇ LIGHT

WEAPONS/EQUIPMENT

- ◇ 2 MACHINE GUN
- ✓ 1 LRM 10
- ✓ 1 STREAK SRM 4
- ▢ 1 ACTIVE PROBE
- ▢ 3 DOUBLE HEAT SINK
- ▢ 1 LRM AMMO
- ▢ 1 MACHINE GUN HALF AMMO
- ▢ 1 STREAK SRM AMMO
- ▢ 6 JUMP JETS CLASS V
- ▢ 2 LIGHT HAND ACTUATOR



'Mechs are repaired by assigning Technicians to them. A 'Mech is limited to having five Technicians assigned to it at once. Each Technician will repair an amount of the 'Mech's health for each cycle that passes before your next mission. You can spend Merits to requisition more Technicians or to increase the amount each Technician can repair per cycle.

By default, your Technicians will be auto-assigned to your 'Mechs, prioritizing those in your Star. You can change this in the Technician Settings.





The 'Mech Lab is accessed by choosing a 'Mech and selecting Edit Loadout in the 'Mech Bay.

## OMNIPODS

Every location on an OmniMech is equipped with an OmniPod. OmniPods determine the hardpoints available in that location and, in the case of arms, the actuators present. Some OmniPods also come with bonus armor for that location.

New OmniPod sets are unlocked by selecting OmniPod Loadout and spending the chassis' 'Mech XP on the set you wish to obtain. Each OmniPod in a set has a default loadout that is applied when you equip it. You can also save your custom loadouts here, to be able to quickly switch between them before each mission.

## SLOTS AND TONNAGE

All weapons and equipment equipped onto your 'Mech must fit into slots. The required number of slots for each item varies; if you do not have enough free slots in a location, you will not be able to fit the item there.

Additionally, all items weight a number of tons. A 'Mech's loadout will be invalid if you exceed its maximum tonnage.

## HARDPOINTS

All weapons, and some special equipment, are required to be installed into matching hardpoints. Any item that requires a hardpoint must fit entirely in the hardpoint's slots. The hardpoints on a 'Mech can be customized by switching the OmniPod installed in each location.

Some hardpoints with multiple slots can take more than one weapon at once. Though some OmniPods have multiple smaller hardpoints of the same type and a weapon cannot span across them.

General equipment can be equipped in general slots or any type of hardpoint's slots, and they can span from a hardpoint slot to a general slot.

PURCHASE ORDER
2,653,950
975
0/145

### 'MECH LAB

#### VPR-PRIME OmniPod Set

Head	Left Arm x2 x4 x1	Left Torso x1 x3	Center Torso x1
Right Torso x2 x2	Right Arm x2 x4 x1	Left Leg	Right Leg

COST 500 'MECH XP

#### VPR-A OmniPod Set

Head	Left Arm x2 x4 x1	Left Torso x2 x2	Center Torso x1
Right Torso x2 x2	Right Arm x2 x4 x1	Left Leg	Right Leg

COST 300 'MECH XP

#### VPR-B OmniPod Set

Head	Left Arm x2 x4 x1	Left Torso x2 x2	Center Torso x1
Right Torso x2 x2	Right Arm x2 x4 x1	Left Leg	Right Leg

COST 500 'MECH XP

**RIGHT TORSO - PRIME** 11/12

2

2/2

FRONT ARMOR: 26    STRUCTURE: 20

REAR ARMOR: 14

- 2 JUMP JETS CLASS IV
- 2 MACHINE GUN
- 1 MACHINE GUN HALF AMMO

1 OPEN SLOT

**HEAD - PRIME** 6/6

ARMOR: 18    STRUCTURE: 15

NO OPEN SLOTS

**LEFT TORSO - PRIME** 10/12

1

1/1

FRONT ARMOR: 36    STRUCTURE: 20

REAR ARMOR: 19

- 1 AMS
- 1 AMS AMMO
- 2 JUMP JETS CLASS IV

2 OPEN SLOTS

**CENTER TORSO - PRIME** 11/12

FRONT ARMOR: 48    STRUCTURE: 24

REAR ARMOR: 21

1 OPEN SLOT

**RIGHT ARM - PRIME** 8/12

2    1

2/2    1/1

ARMOR: 24    STRUCTURE: 12

- 1 MEDIUM HAND
- 2 MP LASER

4 OPEN SLOTS

**LEFT ARM - PRIME** 8/12

1    1

2/2    1/1

ARMOR: 24    STRUCTURE: 12

- 1 MEDIUM HAND
- 1 SRM 4
- 1 SRM AMMO

4 OPEN SLOTS

**RIGHT LEG - PRIME** 6/6

ARMOR: 38    STRUCTURE: 20

- 2 JUMP JETS CLASS IV

**LEFT LEG - PRIME** 6/6

ARMOR: 38    STRUCTURE: 20

- 2 JUMP JETS CLASS IV

APPLY LOADOUT    SAVE CURRENT LOADOUT    ESC BACK

## FINALIZING CHANGES

When you have finished editing your 'Mech, select Save Changes. You will then be prompted to purchase any items that you have equipped that were not already in your inventory.

**TIP:** If you have changed the weapon loadout on your 'Mech, when you return to the 'Mech Bay you may want to the Modify 'Mech menu to check that the weapon groups are set to your liking.

## FIXED EQUIPMENT

The nature of OmniMech technology is that some items are installed directly onto the chassis as fixed equipment. These items cannot be removed or swapped out with OmniPods.

Fixed Armor Slots and Fixed Structure Slots are special type of fixed slot are the price paid for having Ferro-Fibrous Armor and Endo Steel Structure, respectively. They are both lighter than standard armor and structure, freeing up tonnage on your 'Mech, but require a number of fixed slots.

M W 5 : C L A N S G A M E M A N U A L

16





This menu is where you can find detail information about your 'Mech as well as further customization options.

You can view your 'Mech's info, edit its weapon group, edit its camo patterns and colors, and enter photo mode.

## 'MECH LAB

**VIPER**  
VPR

TYPE MEDIUM | TONNAGE 40/40

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**STATS**

FIREPOWER	56.6
JUMP HEIGHT	76.3 M
ARMOR	306
HEAT CAPACITY	44
SPEED	129.6 KM/H
MAX RANGE	720 M
COOLING	1.4
DPS	16.17

---

EDIT LOADOUT

EDIT CAMO PATTERN

VIEW 'MECH INFO

EDIT WEAPON GROUPS

VPR  
Viper

AMS SLOT

1 AMS LT

---

BALLISTIC/GENERAL SLOT

2 MACHINE GUN RT

---

ENERGY/GENERAL SLOT

2 MEDIUM PULSE LASER RA

---

GENERAL SLOT

1 AMS AMMO LT

1 MACHINE GUN HALF AM RT

1 SRM AMMO LA

---

JUMP JET CLASS IV SLOT

8 JUMP JETS CLASS IV LT, LL, RT, RL

---

MELEE HAND SLOT

2 MEDIUM HAND ACTUATC LA, RA

---

MISSILE/GENERAL SLOT

1 SRM 4 LA

S PHOTO MODE R EDIT NAME ESC BACK



At the holotable in Mission Central you can choose your next mission and review its briefing.

You can also access any notifications you have received. Any notifications you currently have will be deleted after you deploy on your next mission.

MISSION CENTRAL FACILITIES BARRACKS SOCIAL ARCHIVES NEXT DROP - 5 CYCLES TARGET ACQUISITION 2,653,950 975 0/145

Mission Queued

COMPLETED TOUCHDOWN

COMPLETED PIRATE'S BAY

INVESTIGATION TARGET ACQUISITION

INVESTIGATION NO STONE UNTURNED

INVESTIGATION TOUCHDOWN

DISPATCHER EMILIE WIMMER

TARGET **SANTANDER'S KILLERS**

Cobalt: your first assignment is upon you. Helmar Valasek has accepted our batchall. Santander's days of being a pirate's den are about to come to an end. The system's natural resources will soon be under our possession. But Santander's Killers will not just hand over this system willingly. Nor have they disclosed the number of forces they plan to employ to oppose us. Assist my Shroud Keshik as a scouting unit within the Gillard Plains and ascertain the number of forces Valasek has for this engagement.

MISSION TYPE	BATTLE AREA
INVESTIGATION	4 KM <sup>2</sup>
VISIBILITY	TONNAGE LIMIT
CLEAR	155 TONS
BIOME	
DESERT	

ESC BACK



The drop deck is your final chance to check your Star before you deploy on your next mission. Be aware of any warnings you are shown and make sure you are not significantly under the mission max tonnage. You always have to deploy with a full Star of five 'Mechs.

MISSION NAME: TARGET ACQUISITION  
SANTANDER'S KILLERS

BIOME: DESERT

BATTLE AREA: 5 KM^2

MISSION MAX\_TONNAGE: 155 / 175

MISSION CYCLE: 5 CYCLES

PILOT	BAY	'MECH	WEIGHT	TONNAGE	HEALTH
LIAM	BAY 4	MIST LYNX MLX	LIGHT	25	100%
MIA	BAY 2	ARCTIC CHEETAH ACH	LIGHT	30	100%
Jayden	BAY 1	VIPER VPR	MEDIUM	40	100%
EZRA	BAY 3	ARCTIC CHEETAH ACH	LIGHT	30	100%
NAOMI	BAY 5	KIT FOX KFX	LIGHT	30	100%

DEPLOY ESC BACK



**HONOR**

Completing missions will earn you Honor from the Clan. Honor represents your standing within the Clan and your ability to access its resources. When you gain sufficient amounts of Honor, your Honor Level will increase. Each Honor Level will grant rewards such as Merits, Kerenskies, camo patterns, and the ability to unlock new 'Mech chassis in the Marketplace.

**MERITS**

Merits are earned from reaching new Honor Levels. They are used to unlock new 'Mech chassis as well as requisition and upgrade your support personnel such as Technicians, Scientists, and your salvage operations.

## HONOR LEVEL PROGRESS



TOTAL HONOR EARNED  
 225

2 100 225 3

KERENSKIES REWARDED	MERITS REWARDED	NEW CHASSIS	CAMO PATTERN REWARDED
 1,500,000	 575	 ADDER	 BUCCANEER

 CONTINUE









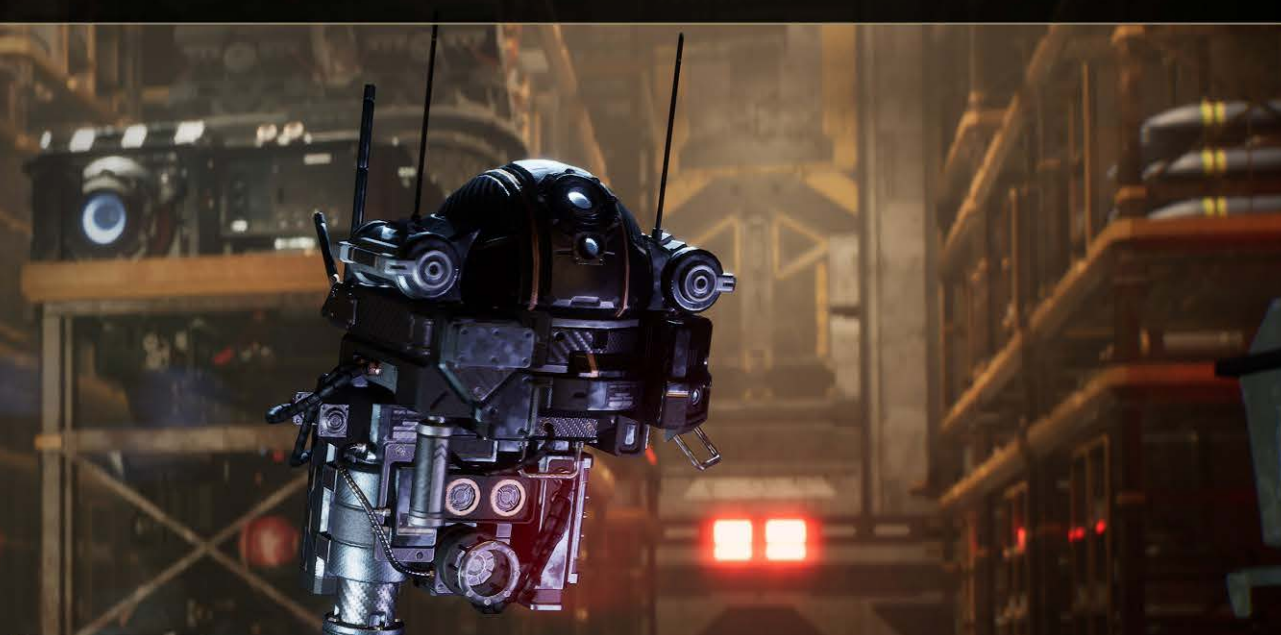
Kerenskies are the currency of the Clans. The Kerenskies you have and earn represent your operational budget for materiel such as 'Mech chassis, weapons, and equipment.


4,000,000
400
0/125

**EQUIPMENT**
PURCHASE
SELL

SORTED BY: ALPHABETICAL

	<p>Active Probe</p> <p>TYPE GENERAL</p> <p style="text-align: right;">80,000</p>
	<p>AMS</p> <p>TYPE AMS</p> <p style="text-align: right;">40,000</p>
	<p>AMS Ammo</p> <p>TYPE GENERAL</p> <p style="text-align: right;">800</p>
	<p>AMS Half Ammo</p> <p>TYPE GENERAL</p> <p style="text-align: right;">400</p>
	<p>Double Heat Sink</p> <p>TYPE GENERAL</p> <p style="text-align: right;">2,400</p>
	<p>ECM Suite</p> <p>TYPE ECM</p> <p style="text-align: right;">80,000</p>



**ACTIVE PROBE** CRITICAL SLOTS 

A top of the line sensor enhancement suite that augments a 'Mech's detection capabilities. Extends base sensor range, and allows for the detection of units outside of line of sight within the probe's enhanced sensor range. Reduces the HUD distortion caused by hostile ECMs.

TYPE	WEIGHT	ENHANCED (NO LOS) SENSOR RANGE	BASE SENSOR RANGE BONUS
GENERAL	1 TON(S)	450 M	25.00 %
ECM DISTORTION REDUCTION		85.00 %	

PURCHASE COST K 80,000

ESC BACK



The Marketplace is where you can buy and sell 'Mechs, weapons, and equipment. Weapons and equipment are purchased with Kerenskies, as are 'Mech chassis that have already been unlocked.

To unlock a 'Mech chassis, first you need to reach the required Honor Level. When a chassis is available to unlock, you do so by spending Merits. Doing so will give you a copy of that chassis in your 'Mech Bay and make it available so you can purchase additional copies with Kerenskies.

### BATTLEMECHS

PURCHASE   SELL   UNLOCK

SORTED BY: ALPHABETICAL

5,925,000   975   0/145

	<p>Adder</p> <p>SIZE LIGHT</p> <p style="text-align: right;">★ 175</p>
	<p>Dire Wolf</p> <p>SIZE ASSAULT</p> <p style="text-align: right;">🔒 LVL. 14</p>
	<p>Executioner</p> <p>SIZE ASSAULT</p> <p style="text-align: right;">🔒 LVL. 13</p> <p style="text-align: right; color: green;">NEW</p>
	<p>Gargoyle</p> <p>SIZE ASSAULT</p> <p style="text-align: right;">🔒 LVL. 11</p> <p style="text-align: right; color: green;">NEW</p>
	<p>Hellbringer</p> <p>SIZE HEAVY</p> <p style="text-align: right;">🔒 LVL. 8</p> <p style="text-align: right; color: green;">NEW</p>
	<p>Mad Dog</p> <p>SIZE HEAVY</p> <p style="text-align: right;">🔒 LVL. 7</p> <p style="text-align: right; color: green;">NEW</p>

**ADDER**  
ADR

TYPE LIGHT	TONNAGE 35/35
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**ADR**  
Adder

ENERGY/GENERAL SLOT

2 ER PPC	LA, RA
1 FLAMER	CT

GENERAL SLOT

3 DOUBLE HEAT SINK	LT, RT
1 TARGETING COMPUTER	RT

ESC BACK

**STATS**

FIREPOWER	32	JUMP HEIGHT	0 M
ARMOR	270	HEAT CAPACITY	52.8
SPEED	97.2 KM/H	MAX RANGE	1,620 M
COOLING	2.28	DPS	8



In the Barracks you can view and upgrade the MechWarriors in your Star, as well as access the SimPod.

## MECHWARRIOR UPGRADES

At the end of each mission, your MechWarriors will earn Pilot XP based on their actions. You can spend a MechWarrior's Pilot XP on skill upgrades. When enough skill upgrades are unlocked, you will be able to choose an Affinity for that MechWarrior. Each Affinity is for either a 'Mech chassis or a weight class, and each MechWarrior has a different list of possible Affinities. When a MechWarrior pilots a 'Mech matching one or more of their Affinities, the effectiveness of all their skill upgrades will be boosted. If a MechWarrior pilots a 'Mech matching both a chassis and a weight class Affinity of theirs, then the effects will stack.

MISSION CENTRAL
FACILITIES
BARRACKS
SOCIAL
ARCHIVES

NEXT DROP - 5 CYCLES TOUCHDOWN

4,000,000
400
0/125

Mission Queued
LIAM
JAYDEN
EZRA
NAOMI
MIA

## JAYDEN

TOTAL SKILL LEVELS **4/30**      AVAILABLE XP **150**

SKILL UPGRADES

<p><b>MELEE</b> Increases Melee damage dealt</p> <p style="text-align: right;">LEVEL 0/5</p> <p style="display: flex; justify-content: space-between;"> <span>+0%</span> <span>COST 300</span> </p>	<p><b>ENERGY RANGE</b> Increases range of Energy weapons</p> <p style="text-align: right;">LEVEL 2/5</p> <p style="display: flex; justify-content: space-between;"> <span>+10%</span> <span>COST 1,250</span> </p>
<p><b>EVASION</b> Increases the chance of evading enemy attacks</p> <p style="text-align: right;">LEVEL 1/5</p> <p style="display: flex; justify-content: space-between;"> <span>+15%</span> <span>COST 2,750</span> </p>	<p><b>MISSILE COOLDOWN</b> Decreases the cooldown time to fire Missile weapons</p> <p style="text-align: right;">LEVEL 1/5</p> <p style="display: flex; justify-content: space-between;"> <span>-5%</span> <span>COST 900</span> </p>
<p><b>HANDLING</b> Increases turning speed</p> <p style="text-align: right;">LEVEL 0/5</p> <p style="display: flex; justify-content: space-between;"> <span>+0%</span> <span>COST 600</span> </p>	<p><b>BALLISTIC COOLDOWN</b> Decreases the cooldown time to fire Ballistic weapons</p> <p style="text-align: right;">LEVEL 0/5</p> <p style="display: flex; justify-content: space-between;"> <span>+0%</span> <span>COST 600</span> </p>

ESC BACK



### SIMPOD

The SimPod allows you to replay your past missions as well as training missions such as a shooting range and combat arena. The standard Pilot XP and Mech XP rewards are lower than normal, but you can also complete Advanced Mission Parameters. Advanced Mission Parameters are challenges that reward Pilot XP when completed for the first time for each mission. The rewards for completing Advanced Mission Parameters will increase with later missions. Training missions do not provide any rewards.

The screenshot shows the SimPod menu with the following elements:

- SIM POD** header
- Navigation tabs: **CAMPAIGN MISSIONS** and **TRAINING MISSIONS**
- SELECT MISSION** sub-header
- Two mission options:
  - SHOOTING RANGE** (TRAINING SIMULATION) with **MISSION TYPE TRAINING**
  - COMBAT ARENA** (TRAINING SIMULATION) with **MISSION TYPE TRAINING**
- Planet selection: **PLANET COMBAT ARENA** (TRAINING SIMULATION)
- Description: **Test your loadout in a live-fire combat arena**
- Parameter: **MISSION MAX TONNAGE 500 TON(S)**
- Bottom navigation: **SELECT** and **ESC BACK** buttons, and a **SIMULATION MODE** indicator.





Each 'Mech you take into a mission will earn 'Mech XP for its chassis. Each chassis has a separate pool of 'Mech XP. 'Mech XP can also be earned from completing Chassis Milestones. 'Mech XP can be spent on chassis upgrades and OmniPod sets for the chassis.

## MISSION SUCCESS!

Chassis	Health	'Mech XP
Mist Lynx MLX	64% <span style="color: red;">CRITICAL DAMAGE!</span>	400
Arctic Cheetah ACH	82%	400
Viper VPR	83%	400
Arctic Cheetah ACH	76%	400
Kit Fox KFX	99%	400



**EMILIE WIMMER**

Despicable! Coward blood runs through these surat's veins. This so-called "King" has already violated the batchall. Expecting bandit scum to conduct themselves with a shred of honor was foolish. Valasek cannot outrun his fate.

HONOR EARNED

60

60/125

KERENSKIES EARNED

200,000

CONTINUE VIEW DAMAGE



## CHASSIS MILESTONES

Each time you take a 'Mech into a mission, and each kill that 'Mech gets, counts as progress towards achieving that chassis' milestones. When a chassis milestone is complete, you can claim it for rewards of 'Mech XP for that chassis. Some chassis milestones also reward new camo patterns.

## CHASSIS UPGRADES

'Mech XP can be spent on chassis upgrades. These permanently increase the capabilities of all copies of that chassis used by your Star.

5,925,000 975 0/145

### CHASSIS MILESTONES

UNLOCKED CHASSIS

SORTED BY: ALPHABETICAL

ARCTIC CHEETAH

KIT FOX

MIST LYNX

VIPER

ADDER

DIRE WOLF

EXECUTIONER

GARGOYLE

HELLBRINGER

MAD DOG

NOVA

STORMCROW

SHADOW CAT

SUMMONER

TIMBER WOLF

WARHAWK

SELECTED 'MECH  
TIMBER WOLF

AVAILABLE 'MECH XP  
0

---

**ASSAULT 'MECH KILLS**

0/10

REWARDS  
1,000

---

**COMPLETE MILESTONES**

0/5

REWARDS  
1,000 SMOKE JAGUAR EPSILON GALAXY CAMO PATTERN

---

**HEAVY 'MECH KILLS**

0/15

REWARDS  
1,000

---

**LIGHT 'MECH KILLS**

0/15

ESC BACK

### CHASSIS UPGRADES

UNLOCKED CHASSIS

SORTED BY: ALPHABETICAL

ARCTIC CHEETAH

KIT FOX

MIST LYNX

VIPER

ADDER

DIRE WOLF

EXECUTIONER

GARGOYLE

HELLBRINGER

MAD DOG

NOVA

STORMCROW

SELECTED 'MECH  
ARCTIC CHEETAH

AVAILABLE 'MECH XP  
905

---

**ACCELERATION DECELERATION II**  
How quickly the 'Mech can change its speed

+6%	▶	+12%
CURRENT		UPGRADE
COST 435 'MECH XP	27.28 KM/H/S	▶ 28.8 KM/H/S

---

**TOP SPEED III**  
The maximum forward speed of the 'Mech

+4%	▶	+6%
CURRENT		UPGRADE
COST 565 'MECH XP	134.78 KM/H	▶ 137.38 KM/H

---

**REVERSE SPEED II**  
How fast the 'Mech can move backwards

+4%	▶	+8%
CURRENT		UPGRADE
COST 395 'MECH XP	89.77 KM/H	▶ 93.22 KM/H

---

**TORSO MOVEMENT SPEED I**  
How quickly the 'Mech's torso can rotate in all directions

--	▶	+4%
CURRENT		UPGRADE
COST 205 'MECH XP	184.5 °/S	▶ 191.88 °/S



## RESEARCH PROJECTS

Research projects are tasks that you can assign to your Scientists to improve the capabilities of your 'Mech's weapons, equipment, structure, and armor. Research can also unlock new items for you to use.

A research project is started by selecting it and spending its required component cost. This can be any combination of 'Mech, Weapon, and Equipment Components. When a research project has started, it is moved into the Active Research queue. You can manually rearrange the order of the research projects in the queue.

While you are away on a mission, each Scientist in your crew will produce Research Points for each cycle that passes. These Research Points will go towards completing the Research Points cost of the research project at the top of your Active Research queue. If that research project receives enough Research Points to complete, any excess Research Points generated will go towards the next project in the queue, and so on. When you finish the mission, you'll receive a notification that the research project has been completed. Its bonuses will automatically be applied to the appropriate items.

The research projects that give bonuses to items each have three levels. Each level will cost more components and require more Research Points to complete but will provide better bonuses that replace those of the previous level. Completing one level will make the next level available to research.

**TIP:** It is recommended that you try to research as much as you can as often as you can. Try to make use of your Scientists' full research capacity during each mission and increase that capacity as the campaign progresses.

**RESEARCH** ACTIVE RESEARCH AVAILABLE RESEARCH COMPLETED RESEARCH

SORTED BY: ALPHABETICAL

- SRM RANGE I  
RESEARCH POINTS COST: 250
- SRM SPEED I  
RESEARCH POINTS COST: 250
- SRM SPREAD I  
RESEARCH POINTS COST: 250
- ULTRA AUTOCANNON COOLDOWN I  
RESEARCH POINTS COST: 250
- ULTRA AUTOCANNON DAMAGE I**  
RESEARCH POINTS COST: 250
- ULTRA AUTOCANNON HEAT I  
RESEARCH POINTS COST: 250
- ULTRA AUTOCANNON PROJECTILE SPEED I  
RESEARCH POINTS COST: 250
- ARMOR DAMAGE REDUCTION I  
RESEARCH POINTS COST: 950
- STRUCTURE DAMAGE REDUCTION I

**RESEARCH POINTS TO COMPLETE**  
250

COMPONENT COST  
WEAPON  
x150

**REWARDS**  
The following rewards will be unlocked upon completion

- ULTRA AUTOCANNON DAMAGE I  
+5% Damage

AVAILABLE COMPONENTS

'MECH COMPONENTS	WEAPON COMPONENTS	EQUIPMENT COMPONENTS
200	200	200

REQUISITION SCIENTISTS  
UPGRADE SCIENCE LAB  
UPGRADE SALVAGE OPERATIONS

MAX SALVAGE CLAIM PER MISSION  
300 COMPONENTS

SCIENTIST(S)  
5  
RESEARCH POINTS GENERATED  
50/CYCLE

NEXT MISSION  
5 CYCLES  
RESEARCH POINTS GENERATED  
250

SELL COMPONENTS ESC BACK

## IMPROVING THE SCIENCE LAB

There are three ways to improve your Science Lab facilities. They are all purchased by spending Merits.

Requisitioning more Scientists will naturally increase the overall number of Research Points they produce each cycle.

Upgrading the Science Lab will increase the number of Research Points each of your Scientists produces.

Upgrading Salvage Operations will increase the number of components that you can claim at the end of each mission.

**UPGRADE SCIENCE LAB**

RESEARCH UPGRADE: **+1 RESEARCH/SCIENTIST/CYCLE** UPGRADE COST: **55**

YOU HAVE: 975

CURRENT RESEARCH PER SCIENTIST: 10/CYCLE  
UPGRADE: +1/CYCLE  
**TOTAL AFTER UPGRADE: 11/CYCLE**

**TOTAL RESEARCH: 50/CYCLE ▶ 55/CYCLE**



You are given the opportunity to claim salvage from the battlefield at the end of each mission. Because Inner Sphere technology is inferior to that of the Clans, salvage comes in the form of 'Mech, Weapon, and Equipment Components that can be used by your Scientists as raw material for their research.

## SALVAGE COMPONENTS

MECH COMPONENTS	WEAPON COMPONENTS	EQUIPMENT COMPONENTS
TOTAL MECH COMPONENTS CLAIMED 70	TOTAL WEAPON COMPONENTS CLAIMED 130	TOTAL EQUIPMENT COMPONENTS CLAIMED 100
REMAINING COMPONENTS TO CLAIM 65	REMAINING COMPONENTS TO CLAIM 170	REMAINING COMPONENTS TO CLAIM 125
CLEAR MAX	CLEAR MAX	CLEAR MAX
CURRENT MECH COMPONENTS INVENTORY 9	CURRENT WEAPON COMPONENTS INVENTORY 19	CURRENT EQUIPMENT COMPONENTS INVENTORY 15

TOTAL CLAIM AMOUNT 300/300  
MAX CLAIM AMOUNT: 300

CLAIM TAB REVERT ALL ESC BACK

### SUPPLY CACHES

Be on the lookout for hidden supply caches during missions. They can be detected when you are in scan mode and can be claimed by scanning them. When you claim a supply cache, the components it contains will automatically be added to your inventory and are not part of the salvage claim at the end of the mission.

A promotional image for the video game MechWarrior 5: Clans. The scene depicts a chaotic battle in a desert environment. In the foreground, a large, dark-colored mecha is shown in a dynamic, mid-air pose, firing a bright yellow energy beam towards the right. To its right, another mecha, primarily grey and black, is also in a dynamic pose, appearing to be hit or firing. The background is filled with dust, smoke, and the silhouettes of other mechs in the distance. The overall color palette is dominated by warm, orange, and yellow tones, suggesting a sunset or a fire-filled battlefield.

# MECHWARRIOR 5 CLANS

