MechWarrior: Living Legends User Manual

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Introduction

What Is MechWarrior: Living Legends?

MechWarrior: Living Legends is a total conversion modification for the Crysis PC game. At the current time *MechWarrior: Living Legends* has been released as a public beta and development is actively ongoing. The *MechWarrior: Living Legends* team is composed of volunteer developers working together remotely from around the world.

Installation

Crysis Patches

MechWarrior: Living Legends requires that Crysis be installed and fully patched up to the 1.21 release.

A “new” installation of Crysis will be at version 1.0, the displayed version in the bottom right corner of the menu will be: 1.1.1.5767

If your installation has been patched to 1.10 the displayed version in the bottom right corner of the menu will be: 1.1.1.5879

If your installation has been patched to 1.20 the displayed version in the bottom right corner of the menu will be: 1.1.1.6115

If your installation has been patched to 1.21 the displayed version in the bottom right corner of the menu will be: 1.1.1.6156

Applying Crysis Patches

You may obtain the official Crysis patches at Crymod.com

Crysis Patch 1.2

Crysis Patch 1.21

The patches must be applied in order. If you have any difficulties in applying the patches there are numerous help forums available online.

MechWarrior: Living Legends Installation

As of version 0.1.1 *MechWarrior: Living Legends* may be installed using a self-extracting installer. Simply run the installer executable by double-clicking on the .exe file for either the full-installation or the patch-installation depending upon your needs.

The full Open Beta 0.1.1 installer will create a directory named “Mods” under your default Crysis installation directory.

The patch Open Beta 0.1.1 installer will overwrite necessary files in the existing “mwll” directory of your installation.

The installer will automatically backup your existing actionmaps.xml for your default Crysis profile and

then place the required MWLL actionmaps file in your profile directory.

The installer will give you an option to create a desktop shortcut to start MechWarrior: Living Legends without first starting Crysis and activating the mod. This option is recommended.

Getting Started

Creating a Profile

Although not required, it is advised that you create a player Profile if you have not already done so. This is accessed via the Profile option in the main menu. You may wish to create a profile just for MechWarrior: Living Legends to preserve your custom control settings when not playing the mod.

Joining a Game

After starting MechWarrior: Living Legends select the “Multiplayer” option and then either the “Internet” or “LAN” option. This tutorial assumes the use of the “Internet” multiplayer option.

After selecting the “Internet” option you will need to login to a Gamespy Account. If you have not already created an account, follow the in-game dialogues to do so.

Login to your Gamespy Account.

After you have authenticated with Crynet you will be presented with a list of available servers. You may join any server by double-clicking on its row or selecting the server and clicking the Join Server button.

Selecting a Team

After joining the game, press “M” to bring up the team selection menu. Your options are Inner Sphere and Clan. At the current time, both factions have the same access to equipment so the choice of team should be made based on session balance and preference. Use the mouse to select either of the flag options or use the Autojoin option to be placed on a team automatically.

Selecting a Spawn Point

After joining a team you will be prompted to select a spawn point base on the overview map. There are two basic base types available in *MechWarrior: Living Legends:*

Aerospace – allows for the purchase of aerospace fighter and VTOL gunships.

Mech Hangar – allows for the purchase of Mechs, tracked armour and hovercraft.

The selection of a spawn point will be retained until you manually select a different spawn location. Some maps feature multiple base locations. The bases have embedded buy areas that will be displayed to you as a shopping cart in the bottom left corner of your screen.

After selecting a spawn point the spawn countdown timer will be displayed. You will join when the timer reaches zero.

All players start as a Battle Armour unit. Battle Armour are the basic infantry unit in the *MechWarrior: Living Legends* universe and use many standard first person shoot conventions for their controls.

The Buy Menu System

The buy menu is opened using the comma “,” key on your keyboard.

Depending upon the base type that you have spawned at, there will be differing purchase tabs on the buy menu.

Currency in the game is tracked with C-Bills. Your current purse of C-Bills is displayed in the lower-right corner of your screen. C-Bills can be used to purchase vehicles, ammunition for vehicles, additional Battle Armour weapons and explosive charges.

Using the mouse, click through the available buy menu tabs and select an item for purchase. Only those vehicles and items currently available to your C-Bill balance will be available. The remaining options can be viewed but not selected. Clicking on a purchase option will initiate a build request or add the item to your inventory.

Ammunition Purchases

When inside a vehicle, additional ammunition may be purchased for the “default” weapon group by pressing the period “.” key when in a buy zone. Ammunition for other weapons must be purchased using the buy menu.

C-Bill Transfer

C-Bills may be transferred between players by using the RIGHT-CTRL key to invoke the transfer menu. After the menu is active, you may scroll through the available player recipients and transfer amounts using the arrow keys. Select and amount and a recipient and press ENTER to confirm the transfer. When transferring “ALL” C-Bills it will show on the display as “-1”.

C-Bill transfers are useful to pool funds to a single player to allow them to field a vehicle beyond what they might normally be able to buy for their current rank C-Bill allocation. Transfers are also useful to allow players to purchase additional ammunition for their vehicle during a match.

Boarding a Vehicle

After your vehicle has finished building it will appear in a 'Mech hangar bay or an aerospace hangar bay depending on the build location. The game will provide you with an audio confirmation of the completed build and a text message denoting which bay the vehicle is located in.

To board a vehicle, get near to the cockpit and press “F” to enter the vehicle when the board vehicle dialogue is displayed. For 'Mechs this may required that you use the Battle Armour jump jets (SPACEBAR) to position your player near enough to invoke the board vehicle dialogue. The vehicle will automatically power up when you board it.

Vehicle Controls

Vehicle controls in MechWarrior: Living Legends are broken down into 4 major groups:

- 'Mechs
- Tracked Armour (and hovercraft)
- Aerospace
- VTOLs

Please reference the attached User Control keymap in **Appendix B** for a detailed reference to the default controls in *MechWarrior: Living Legends*.

All vehicles can use either a manual or a automatic throttle control scheme. Toggling between the two modes is accomplished via the “K” key. 'Mechs and aerospace use automatic throttle by default and VTOLs and tracked armour will use a manual throttle.

Weapons and Weapon Groups

Weapons in *MechWarrior: Living Legends* are configured using the Weapon Groups interface. Weapon Groups allow you to group individual weapons together to fire in custom arrays allowing you to control heat buildup and group similarly ranged weapons together. When combined with Group Fire or Chain Fire firing modes, Weapon Groups offer fine-grained control over how your 'Mech or vehicle behaves in combat.

There are six weapon groups to which weapons may be assigned. A weapon may belong to more than one group at a time, and multiple groups can be triggered simultaneously.

You can change the assignment of a weapon within a weapon group using the arrow keys to position the cursor and the ENTER key to select or deselect a weapon within a group. After changing the assignments of your weapon groups, return the cursor to the top-left position. Leaving the cursor positioned elsewhere will cause that weapon/group to be fired when the default fire key is pressed.

The default weapon group assignments are triggered by the 1-6 keys of a keyboard, and assigned mouse buttons.

- Left mouse/Keyboard 1 fires Group 1.
- Right mouse/Keyboard 2 fires Group 2.
- Scroll mouse button/Keyboard 3 fires Group 3.
- Mouse 4/Keyboard 4 fires Group 4.
- Mouse 5/Keyboard 5 fires Group 5.
- Keyboard 6 fires Group 6.

The default Weapon Group assignments in *MechWarrior: Living Legends* are setup with the following schema:

- 1 – Energy weapons
- 2 – Ballistic weapons
- 3 – Missile & Artillery weapons
- 4 – Advance Target Acquisition Gear

As you would expect, you can change these default assignments to suit your personal preferences.

Weapons that are ammunition based will have their available rounds displayed to the far right of each weapon row. Energy based weapons will show an infinite symbol for the ammunition column entry. Weapons will have a refire interval that is represented by a flashing green indicator. Weapon ranges are displayed in meters. If a weapon shows a red status, it is either disabled or has run out of ammunition.

Additional information on the available weapons in the game is available in **Appendix A – Weapon Groups**.

HUD and Information Systems

The HUD in *MechWarrior: Living Legends* displays all of the critical information about your vehicle, the battlefield condition and the locations of both friendly and enemy units in relation to your current position.

I will give a brief overview of the basic HUD components as follows:

1. Weapon Groups
2. Available Ammunition and Free Tonnage
3. Radar
4. Radar Mode
5. Torso Heading (blue)
6. Leg Heading (green)
7. Heat Monitor
8. Coolant Status
9. Environmental Information (external temperature, reactor temperature, cooling factor)
10. Current Speed, throttle setting and requested throttle
11. Current Map Grid Position
12. Targeted Enemy Map Grid Position
13. Additional Equipment
14. Jump Jet Status (not pictured)

15. Minimap
16. Current Armour Component Status
17. C-Bill Balance
18. Targeting Reticule (range to target, angle of elevation, weapon group 1-3 status and effective range)

Not pictured in the above reference image, targeted enemy vehicles will be displayed to the left-hand side of the HUD as either armour components or damage percentages depending on the enemy type.

Battle Armour Controls

Battle Armour are the default player unit in *MechWarrior: Living Legends*. Battle Armour use a classic first person shooter control scheme, with a few extra controls for jump jets and targeting systems.

(include BA specific keymap)

Jump jets are critical to the survival of a Battle Armour player and are triggered using the SPACEBAR. The burn duration for jump jets is short, but they will recharge over a brief interval. Conservation and strategic use of jump jets will keep you out of harms way when in close combat with larger vehicles or enemy Battle Armour.

Battle Armour may mount up to two hand held weapons and swap between them. By default Battle Armour will spawn with a Small Beam Laser. This is a good, all-purpose weapon for use against many different targets, but requires that it be held on a target for the full burst to do maximum damage.

Additional weapons may be purchased and toggled between using the “2” key.

The currently selected hand held weapon may be dropped by pressing the “J” key.

Battle Armour have an integrated Short Range Missile launcher that can fire 2 loosely guided missiles at a nearby target. These missiles will automatically replenish themselves once a minute.

Battle Armour may also equip three different types of grenades. These are triggered using the “G” key on the keyboard and toggled between using the “H” key. Available types are C8 explosives, inferno grenades, and NARC beacon grenades. Once used these will not replenish automatically, although they may be purchased in the buy menu.

Heat Management

Heat Management is one of the key elements of the *MechWarrior* gaming series and *MechWarrior: Living Legends* preserves that legacy with a comprehensive heat implementation.

With few exceptions, every weapon in *MechWarrior: Living Legends* will generate heat when discharged. Further, some weapons are able to deal heat to enemies directly (like PPC or flamers) which can be used strategically to push a vehicle into over-heat status and force a shut down.

Heat generation is cumulative but is dissipated over time by a system of heatsinks. The heatsink allocation of each 'Mech configuration will vary depending upon the model and variant selected. The efficiency of the heatsink configuration is directly proportional to the current external temperature of the map. Each map in *MechWarrior: Living Legends* has a default ambient temperature with the possibility of variations in the form of heat zones (like lava) or a global heat change due to time of day.

Players can monitor their current heat situation with the heat indicator on the HUD. Every vehicle also has an allocation of coolant which can be flushed to provide immediate heat dissipation. Coolant is

triggered using the “C” key on the keyboard. The amount of coolant available is finite but can be replenished by repairing at a 'Mech hangar.

In the event of a vehicle over temperature state, the HUD will give a visual warning message and an audible warning. If the vehicle temperature has exceeded 1000°C an automatic shutdown sequence will be initiated to prevent damage to systems. This shutdown sequence can be overridden using the “O” key on the keyboard within 1 second of the warning notification. If the vehicle does shut down, it can be powered back up using the “P” key. Shutdown vehicles will cool faster than online vehicles.

Finally, some maps have features that will assist in cooling your vehicle faster. Immersing your vehicle in water will double the cooling rate of your current heatsinks.

Radar

All vehicles in *MechWarrior: Living Legends* have a radar sensor suit used to locate and identify friends and foes on the battlefield as well as assist in navigating the terrain. The radar state of a vehicle determines not only its ability to detect enemies but the distance at which itself can be detected by other vehicles. The radar system can be augmented by optional equipment suites that enhance its capabilities. The radar signature of a vehicle can also be modified by ECM equipment.

Radar has two primary states in *MechWarrior: Living Legends*, ACTIVE and PASSIVE.

Active radar will allow a pilot to detect enemy vehicles up to 1000m away and sets his personal vehicle radar signature at 1000m

Passive radar will allow a pilot to detect enemy vehicles up to 300m away and sets his personal vehicle radar signature to 500m.

The radar state is toggled using the “R” key on the keyboard. The radar state is indicated on the HUD to the top-left of the radar scope.

Optional Radar Enhancement Equipment

Some vehicles will mount optional radar enhancement equipment in the form of Beagle Active Probe (BAP) or the Bloodhound Probe (BHP).

- **BAP** will increase the pilots detection capability by 250m, to a total of 1250m. The BAP augmentation is not available when in Passive radar mode.
- **BHP** will increase the pilots detection capability by 500m, to a total of 1500m. The BHP augmentation is not available when in Passive radar mode.

Optional ECM Equipment

Some vehicles feature optional electonric counter-measures (ECM) equipment which modify the radar profile of the vehicle to which they are fitted or the radar profiles of teammates within a certain proximity.

- **Guardian ECM** (GECM) will reduce the radar signature of the vehicle it is fitted to by 500m. The effect of GECM is only available when in Active radar mode. GECM will not “stack” with a Passive radar setting.
- **Angel ECM** (AECM) will reduce the radar signature of teammate vehicles within a 500m radius by 500m. AECM will not modify the radar signature of the vehicle to which it is attached. The effect of and AECM unit is only engaged when in Active radar mode. The effect of an AECM will not stack with either a Passive radar setting or other ECM equipment.

Two players with AECM cannot “cover” one another.

Battle Armour Radar

Battle Armour have a default passive radar system that cannot be augmented with optional equipment. Battle Armour can detect un-augmented enemy units up to 300m away. Battle Armour have a radar signature of 100m.

C3 Information Systems

C3 is a special radar information network that allows for sharing of radar information between units within a radius of 1000m. If a C3 equipped vehicle is present, all radar data from all vehicles within the sharing envelope is available to all network participants. This greatly increases the utility of the information and allows all vehicles to benefit from enhanced radar detection ranges.

Jump Jets

Jump jets allow a 'Mech or Battle Armour to leap into the air for a brief interval, increasing battlefield mobility and opening up additional attack options. Depending on the jump jet configuration, variable amounts of control are available while they are engaged. Jump jets will produce heat when discharged and will deplete their charge over the course of the jump. Jump jets will automatically recharge during their cool down period.

Battle Armour jump jets do not produce heat, but they will deplete and recharge in a similar fashion to 'Mechs.

Jump jets are triggered using the “SPACEBAR” key on the keyboard. Use a combination of jump jets and directional keys to change your vector in flight.

MASC

Myomer Accelerator Signal Circuitry (MASC) is a technology that allows 'Mechs to move faster than their normal operating parameters for a short period of time. When MASC is engaged the 'Mech will generate additional heat. MASC is only available on certain 'Mechs. To trigger MASC, press the SHIFT key.

Gameplay

MechWarrior: Living Legends is a team-based combined-arms multiplayer game. Players must work together to achieve victory and further the cause of their team. To accomplish this, the available vehicles in the game allow players to field a balanced force composed of several different unit types.

Solaris Arena

Solaris Arena is a team-based deathmatch game type. Players may join one of two teams with the goal of destroying as many enemy units as possible while attempting to stay alive as best as possible. All equipment options are available to both teams.

Scoring

Players are awarded by doing damage to enemy vehicles and achieving kills on enemy players. It should be noted that vehicle damage and destruction are weighed more heavily in the awards structure than simple kills.

Ranking

Players will start at a default rank and C-Bill disbursement when they join the game. Positive

performance through damage/kills will award the player C-Bills and experience points towards increased rank levels. Upon achieving the next rank tier, the default C-Bill disbursement at respawn is increased. Every time a player spawns they are awarded their default C-Bills for their current rank. If the player had earned more C-Bills during their previous sortie than their default rank C-Bills, they will be awarded the default C-Bills plus the difference. (Example, a player earns 34,674 C-Bills and then dies, their next C-Bill rank allocation is 30,000 C-Bills, they will respawn with 34,674 C-Bills).

Ranks are as follows:

- Cadet (CDT)
- Warrior (WR)
- Point Commander (PCM)
- Star Commander (SCM)
- Star Captain (SCP)
- Star Colonel (SCL)
- Galaxy Commander (GC)
- saKhan (SKN)
- Khan (KN)

Note that there can only be 3 Galaxy Commanders, 1 saKhan and 1 Khan per team. Players may jostle between these ranks if they are close in score which will appear to be random demotions. This mechanic is in place to ensure that a balance of vehicle classes is preserved and there is no excess of C-Bills available to the teams.

Economy

Players are awarded C-Bills for damage done to enemy vehicles and kills against enemy players. C-Bills can be used to purchase vehicles and equipment in the Buy Zones of the 'Mech hangar or the Aerospace hangar.

Winning Team Determination

The winning team is determined as the one which has the greatest C-Bill earnings at the end of the match period. This score is displayed at the top of the screen for the duration of the match.

Test of Strength

The Test of Strength game mode is a team deathmatch variation with the added element of attrition through a set amount of C-Bills per player at the start of the match. The goals of the Test of Strength mode are similar to that of *Solaris Arena*, but each player has a preset number of starting C-Bills.

As the match time counts down, any players that join a *Test of Strength* session in-progress will be awarded a smaller starting C-Bill allocation. This ensures that new players are not given a disproportionate amount of C-Bills to those players already present in the session.

The strategic purchase of vehicles at the appropriate time and rationing of C-Bills is paramount in this mode.

Other Game Modes

At present, MechWarrior: Living Legends only supports the two game modes above. Additional game modes will be introduced as development continues on the mod.

Tips

Appendix A. Weapons Reference

For those of you who are not familiar with BattleTech/MechWarrior or those who need a refresher here is a quick primer on the weapons available in *MechWarrior: Living Legends*. Weapons within the game are referenced via a shorthand acronym to work within the confines of a Weapon Groups interface.

Prefixes

Certain weapons are prefixed with letter designations to denote their version or weight variant. These letters are explained below.

C = Clan

ER = Extended Range (sometimes used interchangeably with Clan as Clan weaponry tends to have extended range capabilities at the cost of additional heat generation)

U = Ultra

S = Small

M = medium

L = Large (NOTE- Denotes "light" in the case of a Gauss Rifle)

Weapon Names

Ballistic Weapons

AC = Autocannon

A rapid-firing, auto loading weapon that fires high-explosive anti-armour rounds. Ammunition types range from 30-90mm for Light AC's to 80-120mm for Heavy AC's (HAC)

The closest real-world equivalent would be a rapid fire howitzer (120mm is a common howitzer size).

Autocannons of all types are given a size value of 5, 10 or 20 (smallest to largest)and are denoted in the game by "AC-#" (Example AC-5)

In traditional BattleTech Autocannons have a variety of ammunition available to them. In *MechWarrior: Living Legends* each type use one basic ammunition type. Additional ammo types may be made available with future releases of the mod.

UAC = Ultra Auto Cannon

A Clan only Advanced Autocannon capable of a higher sustained rate of fire (RoF) than standard Autocannons.

RAC= Rotary Auto Cannon

Rotary Barrel style of Autocannon allowing for extremely rapid fire at the cost of rapid ammunition depletion.

LB-X = Light Bore Autocannon

A lighter version of the basic Autocannon capable of using cluster munitions which act as with a “shotgun” effect. Generally used in a close-quarters capacity with the ability to deliver devastating damage across several armour components of a vehicle simultaneously. In *MechWarrior: Living Legends* the LB-X only uses cluster munitions. Additional ammo types may be made available with future releases of the mod.

Gauss = Gauss Rifle

A "rifle" that propels a high-density, non-explosive projectile to massive velocity using a series of high powered electromagnets. The Gauss rifle generates very little heat and fires at a exceptional velocity and range. The large size and weight of each gauss round limits the amount of ammunition a vehicle can carry. While the ammunition itself is non-explosive, the firing mechanism is volatile due to the large amount of power it has to use to charge, and cool, its superconducting magnets. The Gauss rifle is available in Light, Standard, Clan, and Heavy (Inner Sphere only) variants.

MG = Machine Gun

The machine gun is a low caliber, rapid fire, nitrogen cooled anti-infantry and anti-aircraft weapon. The machine gun designation is an umbrella classification for a large number of similar weapons manufactured by every house of the Inner Sphere and Clan. Including "Vulcan" rotary MG's and single barrel squad support weapons. For simplicities sake all 'Mech and vehicle class machine guns have identical characteristics within the *MechWarrior: Living Legends* mod.

Energy Weapons

BL = Beam Laser

The Beam Laser fires a powerful long duration emission of destructive coherent light. The beam laser inflicts damage through high energy transference directly resulting in the rapid heating of armor to the point of failure, subsequently damaging internal components.

Note that unlike every other MechWarrior game prior, simply hitting a enemy with a beam laser does not guarantee maximum damage. Enemies in *MechWarrior: Living Legends* take damage continuously through the emission period of the laser so long as it is held on the target (instead of a Miss or Hit situation where it does max or no damage as in other MechWarrior games).

Variants include Small, Medium, Large and Extended Range.

PL = Pulse Laser

The Pulse Laser fires short, quick pulses of coherent light energy. Similar to a Beam Laser but fires in

short bursts resulting higher accuracy but reduced damage, range and heat generation. As with the Beam Laser, the Pulse Laser will only do its maximum potential damage if all pulses contact with a target, the damage dealt is not “front-loaded” as in prior MechWarrior games.

Variants include Small, Medium, Large and Extended Range.

PPC = Particle Projection Cannon

The PPC uses a magnetic accelerator to fire a high powered stream of proton or ion bolts at a target. Damages results from energy transferal on impact and heat generation. There is also an EMP effect that can disrupt internal HUD and night vision features of vehicles.

Variants include the Clan, Standard and Extended Range.

Flamer

The Flamer taps into the heat generated by a 'mechs and vehicles power plant and shoots it out of a barrel in a high powered, short ranged burst of energy. Similar to a modern flamethrower in most respects. Good anti-infantry weapon for its damage potential and moral busting effects. Its main use however is to raise the internal temperature of enemy 'mechs and vehicles by bathing them in a burst of super heated plasma. In vehicles that use a Internal Combustion Engine (ICE) the flamer uses a mixture supplied from the vehicles fuel tank instead of from a fusion power plant.

Missile, Bombs and Indirect Fire Artillery

SRM = Short Range Missile

Short Range Missiles are a high-explosive, short-ranged missile system. SRM comes in 2, 4, and 6 missile variants. (Example: SRM-6 rack fires 6 missiles per salvo)

The SRM has less range then a LRM (below) but twice the damage per missile.

LRM = Long Range Missile

The Long Range Missile is a guided missile system designed for long-distance engagements. LRMs come in larger rack sizes than the SRM to make up for their poor damage per missile ratio. LRMs come in racks of 5,10,15 and 20 with the number denoting the number of missiles per salvo. LRMs have a natural spread when impacting on targets. They will track moving targets reasonably well but chances of misses are increased when used against a moving opponent.

ELRM = Extended Long Range Missile

The Extended Range Long Range Missile system is an advanced Inner Sphere version of the Clans' Long Range Missile (LRM). The ELRM features extended range over the basic LRM system.

Arrow IV = Arrow IV Missile Artillery System

The Arrow IV is an extremely long-range missile artillery system with an advanced target acquisition and tracking system. Arrow IV fires one missile per salvo but has a high damage potential. The Arrow IV has a more limited ability to track and course correct on moving targets but makes up for this with outstanding effective range. Best when paired with a NARC beacon to assist the missile in homing in on targets.

F-Bomb = Fire Bombs

Fire bombs are very high damage, non-guided bomb package available on some aerospace fighters. When dropped Fire bombs will fall with their inherent inertia and explode upon impact.

T-Bolt = Thunderbolt missile

Thunderbolts are guidance assisted, but non-tracking missile system that delivers a high damage yield over the surface of a target. To be used properly it must be paired with an target attached NARC missile to create a guided missile system.

Long Tom

The Long Tom is a long-range, indirect-fire, unguided, high-explosive artillery shell. Long Tom may be used in reference to both the munition itself, the weapon, and the mobile artillery piece to which it is outfitted.

Advanced Target Acquisition Equipment

TAG = Target Acquisition Gear

The TAG is a visible laser system used to designate targets for teammate artillery or missile strikes. It is extremely useful for LRMS and Arrow IV systems and can be used to assist Long Tom artillery placement. Missiles will home in on designated target. In *MechWarrior: Living Legends* the designating unit will receive a portion of C-Bills award for every hit on the designated target as long as a enemy is "Tagged." TAG lasers can only be seen by enemy units with night vision optics engaged ("I" key).

Battle Armour may purchase a smaller handheld version of the TAG with a more limited range.

NOTE – TAG lasers will still indicate as active when not intersecting an enemy unit! For example they work when shot into the ground or buildings.

NARC = Narc Missile Beacon

The NARC is a heavily modified missile launcher that fires special missiles called pods. When fired a pod will deploy magnetic legs that stick to a Mech or vehicle. NARCS act as a homing beacon for missiles and Arrow IV systems. Additional, deployed NARC beacons give out a identification signal when stuck to a enemy unit that can be used to target indirect fire artillery or simply designate the location of the enemy unit to other teammates. In *MechWarrior: Living Legends* a deployed NARC is portrayed on the HUD by a small triangle with a unit identification text next to it. NARCs give bonus C-Bills to the deploying unit in the same fashion as the TAG laser designator.

Battle Armour may purchase NARC enabled grenades from the buy menu (currentlynoted as Flashbangs). These may be selected and attached to enemy vehicles when in close proximity.

NARCs will only enable when attached to a vehicle or 'Mech.

Target Acquisition Equipment Priority

Guided munitions use the following priority for tracking, in descending order from most important to least: self-lock, nearest NARC, nearest TAG.