
V W E S O F T W A R E V E R S I O N 5.06

Tesla II System Software Version 5.06

BattleTech Firestorm Release 6.0

The accompanying BattleTech software release incorporates several new features and options. This document addresses the latest enhancements in terms of how they affect the console, BattleMechs and maps.

New Weapons

- **Heavy Gauss Rifle:** Arguably one of the most powerful weapons to emerge from the Star League, the Gauss Rifle has become even more formidable in recent years with the advent of the Heavy Gauss Rifle. The standard Gauss Rifle fires a nickel-ferrous slug via a series of magnets, which accelerate the projectile to speeds far greater than a conventional autocannon round. Its greater mass and space requirements are offset by its very low heat factor. Invented by the Lyrans Alliance, the Heavy Gauss Rifle is a brute force weapon best used at close range.
- **MRM (Medium Range Missile):** Originally called 'Dead Fire' missiles when first developed in the 3030's by the Draconis Combine, the Medium Range Missiles provide powerful close to mid-range fire support. The missiles have no internal guidance system, allowing the Combine technicians to double the number of missiles per launch system. MRM's cannot be used with Narc control systems.

New Mechs

A total of eight 'Mechs are being released with this version of software. There will be two new releases from each class. Three of these 'Mechs are not part of the original set of 44 'Mechs that are available per the retail version of MW4.

VWE would like to take this time to thank the programmers and modelers at MEKTEK (<http://www.mektek.net>) for contributing their time and work to our software. We cannot thank them enough for allowing us the use of their hard work. Please take the time to visit their website and well as peruse the credits on our website for their work in this release and future releases to come. (<http://www.virtualworld.com/btfrstrm/credits.shtml>) - Firestorm

- **Brigand – MEKTEK**

Affiliation:	Inner Sphere
Tonnage:	25t
Class:	Light
Armor-Type:	Ferro
Structure-Type:	Standard
Heat Sinks:	10
Speed:	153 kph
Sub-Systems:	Light Amplification
Weapons:	

2 – Medium Laser
2 – Medium Pulse

- **Puma**

Affiliation: Clan
Tonnage: 35t
Class: Light
Armor-Type: Ferro
Structure-Type: Endo
Heat Sinks: 10
Speed: 149 kph
Sub-Systems: Light Amplification
Jump Jets
Weapons: 2 – Clan Small Pulse
2 – Clan LRM 20 (12)

- **Arctic Wolf**

Affiliation: Clan
Tonnage: 40t
Class: Medium
Armor-Type: Ferro
Structure-Type: Endo
Heat Sinks: 8
Speed: 133 kph
Sub-Systems: Light Amplification
Jump Jets
Weapons: 2 – Clan Small Pulse
4 – Clan SRM Streak 4 (25)

- **Hollander II - MEKTEK**

Affiliation: Inner Sphere
Tonnage: 45t
Class: Medium
Armor-Type: Ferro
Structure-Type: Endo
Heat Sinks: 12
Speed: 136 kph
Sub-Systems: Light Amplification
Weapons: 2 – Small Pulse
3 – Medium Pulse
1 – Gauss Rifle (16)

- **Cauldronborn**

Affiliation: Clan
Tonnage: 65t
Class: Heavy
Armor-Type: Ferro
Structure-Type: Endo
Heat Sinks: 13
Speed: 110 kph
Sub-Systems: Light Amplification
Weapons:
1 – Clan ER Medium
1 – Clan Ultra AC 5 (40)
1 – Clan Gauss Rifle (16)
1 – Clan SRM Streak 2 (50)
2 – Clan LRM 10 (24)

- **Thanatos**

Affiliation: Inner Sphere
Tonnage: 75t
Class: Heavy
Armor-Type: Ferro
Structure-Type: Endo
Heat Sinks: 20
Speed: 87 kph
Sub-Systems: Light Amplification
Jump Jets
Weapons:
1 – Medium Pulse
2 – Medium Laser
2 – Large Pulse
2 – LRM 10 (12)

- **Zeus**

Affiliation: Inner Sphere
Tonnage: 80t
Class: Assault
Armor-Type: Ferro
Structure-Type: Standard
Heat Sinks: 22
Speed: 85 kph
Sub-Systems: Light Amplification
Weapons:
4 – Medium Pulse
1 – ER Large Laser
1 – ER PPC
1 – LRM 15 (16)

- **Deimos - MEKTEK**

Affiliation: Clan
 Tonnage: 85t
 Class: Assault
 Armor-Type: Reactive
 Structure-Type: Endo
 Heat Sinks: 17
 Speed: 89 kph
 Sub-Systems:
 Light Amplification
 AMS
 Weapons:
 2 – Clan ER Medium Laser
 6 – Clan Ultra AC 2 (45)
 2 – Clan LRM 15 (16)

Modified Mechs

- **Uziel**

- Weapons:
 - 2 – Small Pulse
 - 1 – PPC
 - 2 – Machine Gun (200)
 - **1 – Ultra AC 5 (40)**
 - 1 – LRM 10 (24)

New Map Features

New Maps

- **Factory:** Free Worlds Industries, a limited partnership formed in the last 2700's, undertook the massive project of converting an abandoned industrial complex into a 'Mech battlefield that would serve as House Marik's showpiece on Solaris. The Factory, as it came to be called, had originally been a production facility for shuttlecraft. Industrial 'Mechs carried out most of the work, and so much of the building's interior was already scaled to 'Mech size, making it a perfect combat Arena.

With each match, The Factory grew more and more devastated. In The Factory there was no middle ground. A fight was either a thrilling blend of tactics and brute force combined to produce an exciting, challenging battle, or it was a boring affair of two 'Mechs hiding and sniping at each other until time ran out. Daring MechWarriors were rewarded with either quick victory or defeat, while cautious warriors merely survived dull draws that the long-suffering crowd only tolerated. Additional wreckage and terrain changes served only to heighten the distinction between battle styles.

- **Size:** 2x2
- **Heat:** Normal
- Attrition, Team Attrition (2 teams)
- Destruction, Team Destruction (2 teams)

- **Jungle:** The vast structure that is The Jungle was originally designed as a Buddhist sanctuary. The project was terminated in 2770 when construction was only half completed, but the Capellan government, eager to create its own arena on Solaris, took over.

The arena's interior belies its dour outer shell. It is a lush wonderland, a jungle crisscrossed with streams, attempting to duplicate the jungles of Spica, and is one of the most dreaded venues on Solaris. The congested terrain and hot, humid air combine to force MechWarriors into early, furious combat.

Combat in The Jungle tends to be fast and furious, as the congested jungle terrain precludes the use of many long-ranged weapons, and artificially high temperatures and humidity cause overheat problems. These factors force MechWarriors to seek quick resolution to their battles.

- **Size:** 2x2
- **Heat:** Hot (0.8)
- Attrition, Team Attrition (2 teams)
- Destruction, Team Destruction (2 teams)

Map Changes

- **Timberline:**
 - Fixed Dropzone Nav Points.

Feature Changes

- **Flushes:** Each Mech' now has twice as many flushes as before. This is due to the fact that the amount of coolant flushed each time is halved. This means that you now have a finer control of the amount of coolant flushed each time the button is pressed.

Console Changes

- **Advance Mode:** This mode now activates all of the following advance player options.
 - **Hotbox:** Removed during advance play.
 - **Streak Weapons Firing:** Only fires if locked on a Mech
 - **Torso Destruction:** Only Center Torso or both Legs will destroy the Mech.
 - **Gyro Hit:** Only occur while this mode is On.
- **Armor Mode:** Enhanced armor levels for Veteran play.
- **Pick Cond. Button:** You must have a GameType and Map already selected. This button is only used for the following settings:
 - **Visibility:** Clear, Light Fog, Heavy Fog, Peasoup, Default
 - **Weather:** On/Off
 - **Time of Day:** Day/Night
 - **Radar Mode:** Novice, Normal, Team Only, No Radar

Known BattleTech Bugs

Tesla II System BattleTech, version 5.06 is known to contain the following bugs.

- **Spinning 'Mech on Secondary:** Occasionally on the first pod of a game loaded, but before launch, the secondary screen will not show an image of the player's Mech.
- **Console Drop List:** Using the thumb slide feature, if the map-list is long enough, can confuse the map list. It will then start to show maps with game types different than the one

currently selected. However, it won't let you select an invalid selection, so you're safe in this regard. To get around this, use the up/down arrow keys to move the list back up to its proper display, and it will auto correct itself.

If new bugs are discovered, please report them to VWE as soon as possible. Bug reports need to be as detailed as possible so bugs can be reproduced.