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For a full list of changes made to the Backer Beta, see: **Backer Beta Changelog**

Welcome, MechCommander!



Welcome to the **BATTLETECH BACKER BETA**. From all of us at Harebrained Schemes, we thank you for your support and we hope you enjoy this early look at BATTLETECH combat!

This Backer Beta contains Single Player Skirmish vs. AI, 5 arena maps, 21 'Mech chassis (33 variants) and 11 MechWarriors. **After a forthcoming update, it will also contain 1v1 Online & LAN Multiplayer.** It does not include MechLab or any elements of the story campaign.

Please note that while we will update the Beta as needed to fix high-impact and game-breaking bugs, we have no plans to update the Backer Beta with additional features or content beyond the scope of the Beta Kickstarter reward. This is a targeted Beta to get data on BattleTech combat with our Backers, not an Early Access game release.

You should expect the Beta to close at some point during the run up to the launch of the game so we can focus on the shipping version without the need to maintain the beta version. We'll make sure it's up for at least a month after multiplayer gets added, however.

We're incredibly excited to put this early look at the game into your hands. Of course, this is an early Beta, not a finished product. **You WILL encounter bugs, missing features, and balance issues. This is where we need your help! Please provide your feedback via the survey prompt at the end of each battle you complete.**

It's been a fantastic journey with all of you since the Kickstarter campaign closed at the end of 2015, and this release is the first step on the road to launching the full game later this year. Thanks for your help, and we'll see you on the battlefield!

-- Mike, Jordan, Mitch, and the BATTLETECH Team

Getting Started

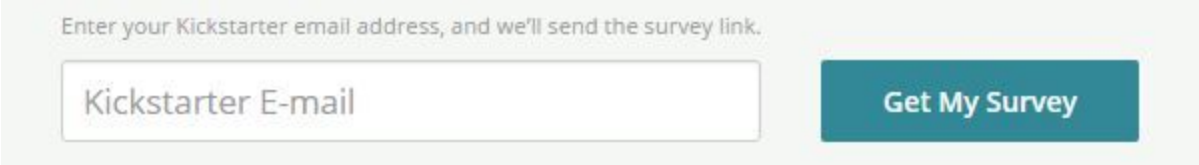
A Steam Key for the BATTLETECH Backer Beta will be added to your BackerKit account if you have backed BATTLETECH at the “MechWarrior” level or above. You can go directly to your BackerKit account and click on **Get Your Digital Rewards** to find your key.

IMPORTANT: With over 25,000 keys to distribute, this can take some time. When your Beta key lands in your account, **you will get a notification email directly from BackerKit**. We appreciate your patience!

Note that this is a Steam key for the Backer Beta only, NOT a Steam key for the launch version of the game. BATTLETECH launch product keys for the platform you chose for your Kickstarter Reward (GoG, Humble, or Steam) will be fulfilled separately when the game launches.

Don’t remember your BackerKit info? Go to https://battletech.backerkit.com/ and follow these instructions to recover your account:

1. Enter the email address you used to back the game and click on **Get My Survey.**



2. Click on the link to your account in the email sent to you by BackerKit.
3. Click on **Get Your Digital Rewards**.
4. Redeem your key in your Steam account. (New to Steam? Follow these steps.)

Haven’t answered your survey? BackerKit will require you to do that before giving you access your Beta key. If you have any questions or issues with your BackerKit account, contact us!

Backed at a lower Reward Tier? Until two weeks before the close of Beta, you can contact us to upgrade your pledge to the MechWarrior level and gain Beta access.

Not a Backer yet? You’re not too late! Until two weeks before the close of Beta, you can head here to become a Late Backer at the MechWarrior level and gain Beta access.
https://battletech.backerkit.com/hosted_preorders

System Requirements

Only 16:9 and 16:10 display aspect ratios are officially supported, from 720p (1280 x 720) up to 4k (3840 x 2160). *Note that while the below are the system requirements for the Backer Beta, they may change for the launch title as we continue to improve performance.*

	Minimum	**Recommended**
WIN	**OS**: Windows 7 or Higher (64-bit) **Processor**: Intel Pentium Core i3 3210 3.20GHz or AMD FX 4300 3.8GHz **Memory**: 8 GB RAM **Graphics**: NVIDIA GeForce 660 GTX or AMD Radeon HD 7850 **DirectX**: Version 11 **Network**: Broadband Internet connection **Storage**: 7 GB available space **Sound Card:** DirectX 9 sound device	**OS**: Windows 7 or Higher (64-bit) **Processor**: Intel Pentium Core i5 3450 3.10GHz or AMD FX 6300 3.5GHz **Memory**: 16 GB RAM **Graphics**: NVIDIA GeForce GTX 950 or AMD Radeon HD 7900 Series **DirectX**: Version 11 **Network**: Broadband Internet connection **Storage**: 10 GB available space **Sound Card**: DirectX 9 sound device
MAC	**OS**: OS X Mavericks **Processor**: Intel 2.5 Ghz Mid 2011 **Graphics**: Radeon HD 6970M **Memory**: 8 GB RAM **Network**: Broadband Internet connection **Storage**: 7 GB available space **Sound Card**: On Board Audio	**OS**: OS X El Capitan **Processor**: Intel 2.9GHz Late 2013 **Graphics**: Nvidia GeForce GTX 775M **Memory**: 16 GB RAM **Network**: Broadband Internet connection **Storage**: 10 GB available space **Sound Card**: On Board Audio

Can’t Run the Game?

If you’re unable to run the game at all, please follow the directions below and contact us with the requested files attached and a short description of what happens. **IMPORTANT:** This is not how to report a bug within the game - see Reporting a Bug, p.18 for that.

WIN	1. From wherever BattleTech.exe is installed on your system, go into the BattleTech_Data directory and locate output_log.txt and attach it to your message. This file is very helpful. 2. From wherever BattleTech.exe is installed, if there is a timestamped directory next to BattleTech.exe or in the Dumpbox directory that match the time of your error, please zip up the directory and attach it to your message. 3. Additionally, send your DxDiag file if possible. Press the Windows key or open the start menu and type in "dxdiag". 4. Press the "Save all information" button and attach the generated file to your message. 5. Contact us with the title: **“BT Beta Won’t Run - WIN”** and a short description of what happens. **Please make sure all of the above files are attached!**
MAC	1. The game log file is located at: Macintosh HD > Users > {name} > Library > Logs > Unity - please locate Player.log and attach it to your message. 2. From wherever BattleTech is installed, if there is a timestamped directory next to BattleTech.exe or in the Dumpbox directory that match the time of your error, please zip up the directory and attach it to your message. 3. Press the Mac icon. 4. Select the "About This Mac". 5. A window will open, press the "System Report..." button. 6. A new window will open. Select "File" -> "Save" and attach this file to your message. 7. Contact us with the title: **“BT Beta Won’t Run - MAC”** and a short description of what happens. **Please make sure all of the above files are attached!**

Mouse & Keyboard Controls

WASD	Move camera
Q/E	Rotate camera left/right.
Right-click + drag	Freely tumble camera.
Scroll wheel	Zoom in/out.
PgUp / PgDn	Rotate camera up/down.
Middle-click	Auto-pan camera to selected spot on map.
Left-click	Select destination, attack a 'Mech, or confirm action.
Right-click	View details for any friendly or enemy unit in the targeting computer, or right-click a MechWarrior portrait to expand their stats.
TAB	Switch between available 'Mechs, or when in firing mode, switch between available enemy targets.
1 - 9	Select movement mode or pilot ability.
Minus	Brace (End turn.) Note that the UI incorrectly displays this hotkey as "s".
Portrait click	Single-click to "find" your 'Mech if it's offscreen. Double-click to center camera on selected 'Mech.
V	Cycle through available Melee targets, when Moving (or DFA targets, when Jumping.)
ESC	"Back up" to previous mode or selection. **In general, ESC backs out of everything.** If you select a unit, then change your mind and want to Reserve it, ESC will de-select it (unless you've already taken an action with it). If you're in firing mode and don't want to be, ESC will exit. If you don't have a unit selected, ESC will bring up the exit game popup. *Note that this will be replaced by an in-game menu for launch.*

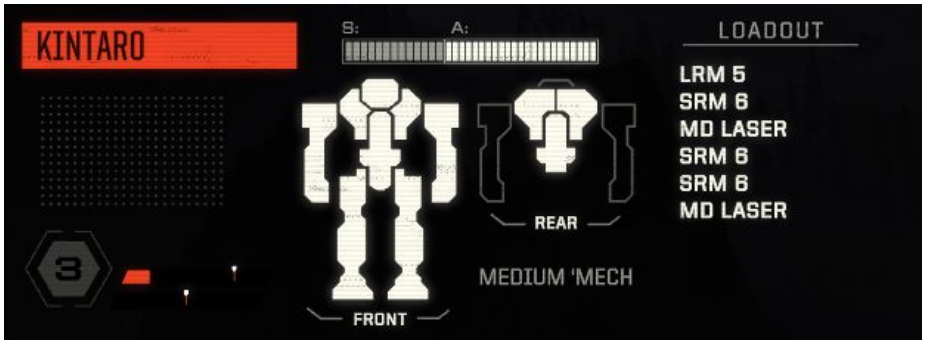
Combat Overview

This Manual is a rough substitute for an in-game tutorial, which has not been implemented yet. We highly recommend reviewing the following sections before playing your first skirmish!

BATTLEMECHS

In BATTLETECH, you command a Lance of four 'Mechs piloted by brave **MechWarriors**. 'Mechs are giant machines of war, each with a variety of weapons and capabilities. 'Mechs have many body **Locations** which can take damage independently and be destroyed. Each location has **Armor**, which protects **Internal Structure**.

- A Location generally won't take Structure damage until all of its Armor is destroyed.
- When a Location's Internal Structure is gone, the Location itself is destroyed and all of the internal components and weapons on that Location are also destroyed.
- The Locations on a 'Mech are: **Head**, **Center Torso**, **Left Torso**, **Left Arm**, **Left Leg, Right Torso**, **Right Arm**, and **Right Leg**.
- A 'Mech will "die" (cease being a combatant for this fight) if its Head, Center Torso, or both Legs are destroyed.



MECHWARRIORS

MechWarriors are the brave, squishy center of your 'Mechs on the battlefield. MechWarriors each have four Skill ratings from 1-10:



Gunnery determines ranged attack to-hit %. (See p.8)
Piloting determines Melee and Death-From-Above attack to-hit %. (See p.9)
Tactics determines your line-of-sight (LOS) distance, information gained from radar blips, and your accuracy with Indirect Fire and Called Shots. (See p.9)
Guts determines how much heat you can build up before Overheating. (See p.9)

MechWarriors also have powerful MechWarrior Abilities based on their skills - in the Beta, each MechWarrior has two abilities. (See MechWarrior Abilities, p.15)

CAMERA

Use WASD keys to pan, mousewheel to zoom, and hold **R-Mouse** to freely tumble the camera. Mouse edge-panning is also enabled by default.

MOVEMENT

Left-click once on a terrain dot to set your desired **position**, which will lock your movement indicator in place. Then move the mouse cursor out and hover around to set your desired **rotation**. Left-click a second time to confirm your rotation and execute the move. **Note that 'Mechs have a limited turning radius - the farther you move, the less rotation you'll be able to set for your destination.** (For more about movement, see Standard Actions, p.12.)



HEAT

'Mechs gain Heat with every action they take, but particularly from firing weapons and from using jump jets. At the end of each turn, 'Mechs dissipate a certain amount of heat (based on the functional heat sinks they have in their various Locations.)

- When 'Mechs get too hot, they start OVERHEATING, and take Internal Structure damage. Heavier 'Mechs take more structure damage per location from OVERHEATING.
- When a 'Mech's Heat bar fills up, it shuts down. SHUTDOWN 'Mechs require a full turn to restart and are vulnerable to **Called Shots** (see p.9) - so manage your heat carefully!
- **While in Firing Mode, before committing to an attack, your heat bar will show how much heat the attack WILL generate**. Some 'Mechs are more heat efficient than others, and firing all of your weapons is often not the best decision. Toggle weapons off via the weapon panel in the lower-right to conserve heat.
- If you're running hot, try standing in water - you'll dissipate 150% as much heat while standing in water.

STABILITY



When ‘Mechs take damage, they can also take Stability Damage. Past a threshold of Stability Damage, ‘Mechs become UNSTEADY. UNSTEADY ‘Mechs will fall and become PRONE if their yellow Stability Damage bar fills up.

- PRONE ‘Mechs are vulnerable to **Called Shots** (see p.9), lose 1 Initiative, and must spend part of their next move standing back up.
- UNSTEADY lasts until the next time the ‘Mech uses the Brace (End Turn) action, or loses enough Stability Damage by standing still or executing normal moves.

- The best ways to deal Stability Damage are attacking with Missiles (LRMs and SRMs), PPCs, and with Melee and Death From Above attacks.

RANGED ATTACKS

Use the Weapon Panel in the lower-right of the HUD to toggle weapons on and off. The Weapon Panel will also indicate whether weapons are in range or not, and what their individual chances to hit are.



Clear Shot	**Obstructed Shot**	**Indirect Shot**	**No Shot**
If you Move or Jump here, one or more of your weapons will be able to fire on the target.	If you Move or Jump here, one or more of your weapons will be able to fire on the target at a to-hit penalty, because intervening terrain or ‘Mechs are partially blocking.	If you Move or Jump here, you won’t have direct LOS to this target, but your LRMs will be able to fire indirectly at it (because another unit in your Lance has LOS to it.)	If you Move or Jump here, you’ll have LOS to this target, but won’t be able to fire on it (either because the target is out of range, or outside your firing arc.)



When looking at a target on the battlefield, the number of brackets around the target indicates how many weapons are in-range to that target. Gold brackets indicate weapons that have optimal range to a target, meaning they will have a better chance to-hit.

Ranged attacks in BATTLETECH are based on two numbers: Your MechWarrior's Gunnery Skill, and the Difficulty of the attack. A variety of factors contribute to shot Difficulty, including EVASIVE charges, range, obstruction, and the size category of the target 'Mech. Your base chance to hit with a ranged attack is 65% + 2.5% per point of Gunnery skill. This is then reduced for each point of Difficulty. The first 10 points of Difficulty reduce your chance to hit by 5% each. All points past 10 reduce your chance by 2% each.

CALLED SHOT

When the target of your ranged attack is PRONE or SHUTDOWN, you can make a Called Shot on that target. (The interface will appear automatically in firing mode.) This allows you to select a Location on the target 'Mech to be the focus of your attack. Called Shots use your MechWarrior's Gunnery skill to determine chance to-hit, but your MechWarrior's **Tactics** skill determines how likely your attacks will be to hit the selected Location on the target.

POSITIONING & FLANKING

Positioning is a critical part of commanding your 'Mechs effectively on the battlefield. When firing on a target, you can hit its **Front**, **Left**, **Right**, or **Rear Arc** depending on your position relative to the target's. (Indicated by the red arc at the base of the target.) This arc determines which Locations on the target your attack will be able to damage. A Left-Arc attack, for example, cannot damage the Right Arm. **If you've been dealing damage consistently to one Arc of an enemy 'Mech, it's a good idea to try to continue dealing damage to the same Arc.** This will maximize your chance of punching through Armor and damaging the Structure of Locations on that side of the 'Mech.



'Mechs generally have much weaker rear armor than front armor, and Rear-Arc shots ignore Defenses such as **Cover** and **Guarded** (see Defenses, p.13). Moving or jumping behind an enemy to get a Rear-Arc shot is often an effective way to gain the upper hand. Just be careful that you don't expose your rear arc to different enemy 'Mech in turn by doing so!

MELEE & DEATH FROM ABOVE

Melee attacks are full-turn actions that can be used to break or ignore enemy Defenses (see the Defenses, p.13) and deal significant amounts of damage when they connect. They deal the most Stability Damage in the game, and are a great option when you're running hot and want to avoid firing weapons in order to cool down. However, they can also leave you exposed! In general, heavier 'Mechs deal more Melee damage, but this varies from 'Mech to 'Mech.

Execute Melee attacks against targets via the gold brackets in Move mode, or execute risky **Death From Above** attacks from Jump mode (warning: Death From Above deals damage to your own 'Mech's legs!) These both use your MechWarrior's Piloting skill to determine chance to-hit.

Initiative Turn-Order

At mission start, you're able to move your entire team simultaneously until contact is made with an enemy unit. This continues until you make contact: as soon as you see an enemy on your sensors (what we call a 'blip'), we switch over to **combat movement, where each player takes a turn moving just one 'Mech.**

Each combat round is divided into 5 Phases, and which Phase each 'Mech can act on depends on the size of the 'Mech. Lighter 'Mechs can act earlier in a round, while heavier 'Mechs are forced to act later in the round.



Here you can see that the player has one 'Mech that can act in Phase 4, while the enemy has two. In Phase 3, the player has two 'Mechs, while the enemy has one.

The game will always try to trade off acting between you and your opponent, until one side runs out of 'Mechs in the current Phase. When that happens (like in Phase 3) the side with 'Mechs remaining will get to use all of them in a row.

After the end of Phase 1, a new round begins at Phase 5. (Or the first Phase that either side has units available for.)



An interesting thing happens when you *Reserve* your 'Mechs. **You don't have to act with your 'Mechs when it's your turn. You can instead reserve ALL of your remaining 'Mechs for the current Phase down to the next lower Phase.** So if you had two light 'Mechs that could act in Phase 4, you might reserve them down to Phase 3, just so you could see what your enemy was going to do first. You can reserve all the way down to Phase 1, if you want! But you have to act in Phase 1, before the end of the round; you can't keep on reserving right into the next round entirely.

Knowing when to act and when to reserve, and how to use those two things together to get the jump on the enemy, is a key element of the tactics of BattleTech.

Weapon Types

ENERGY - The simplest weapons are the *energy weapons*. Energy weapons don't require any ammunition, but generate a lot of heat. The basic energy weapons are the **medium lasers** and **large lasers**, but the real king of this type is the Particle Projector Cannon (**PPC)**: huge damage and long range, but also massive heat.

- Medium and large lasers get a small bonus to accuracy over other weapons.
- The PPC is able to deal a moderate amount of stability damage upon impact, and also applies the **Sensors Impaired** effect to the target (+1 Difficulty to attacks for one round.)

BALLISTIC - The ballistic weapons are familiar; they're similar to modern guns. There are four different classes of autocannon: the **AC/2**, the **AC/5**, the **AC/10** and the **AC/20**. The numbers indicate how powerful the weapon is; the AC/2 does comparatively light damage, but has enormous range, while the AC/20 does absolutely crushing damage (it's the most damaging weapon in the game!) but has very short range.

- Ballistic weapons generate less heat, but use ammunition.
- That ammo can run out or even be damaged by enemy fire and explode, causing additional internal damage to that location on your 'Mech.
- All ballistic weapons deal some stability damage relative to their class as well.
- Ballistic weapons incur a "Refire Penalty" to their to-hit when fired multiple turns in a row.

MISSILE - Missile weapons come in two flavors, long-range missiles (**LRM**) and short-range missiles (**SRM**). Missile batteries have a number next to them; this tells you how many missiles will fire when you use it. The LRM-10 fires ten long-range missiles; the SRM-2 fires just two short-range missiles. It's best to think of SRMs as shotguns: a lot of damage delivered up close. LRMs do less damage per-missile, but come in bigger launchers and can fire extremely far.

- LRMs also can fire at targets that you don't have a direct line-of-sight (LOS) to, which you'll recognize by the curved arc shape of the red line of fire.
- Missiles deal more Stability Damage than the other weapon types do.
- The larger the size number of a launcher, the faster it chews through ammo.

SMALL - The final category of weapon is small weapons. This includes, the **machine gun**, the **small laser**, and the **flamer**. They have extremely short range and low damage, but they also have a special feature: unlike larger weapons, they can be fired when you melee attack an enemy. If you're close enough, they can also be fired as normal ranged weaponry.

- Machine guns are excellent at dealing critical hits to exposed structure.
- Small lasers deal good raw damage relative to their heat generation.
- Flamers can decrease the performance of opponents by raising their heat levels, and even shut them down, but come with a very limited amount of ammo.

Standard Actions

These are standard actions that all 'Mechs can perform.

	**Attack**	Fire selected weapons at any target within your 'Mech's current firing arc.
	**Move**	Execute a normal move, gaining EVASIVE charges based on distance **(+2 Difficulty to hit this unit with ranged attacks per EVASIVE charge)**. May also use to initiate a Melee attack on nearby enemies.
	**Reverse**	Reverse-move at a slower speed to a nearby location, and set a new facing for this 'Mech.
	**Sprint**	Use this 'Mech's entire turn to move farther, gaining EVASIVE charges based on distance (+2 Difficulty to hit this unit with ranged attacks per EVASIVE charge). Cannot Sprint if UNSTEADY, or if a leg is destroyed.
	**Jump** *(requires Jump Jets)*	Execute a jump move, gaining EVASIVE charges based on distance (+2 Difficulty to hit this unit with ranged attacks per EVASIVE charge). May also use to initiate a Death-From-Above attack on nearby enemies.
	**Brace (End Turn)**	Remove all stability damage and end your turn. Gain GUARDED (50% damage reduction against ranged attacks to the front and side) and ENTRENCHED (50% stability damage reduction.)
	**Melee**	Melee attack using Piloting skill to hit. Ignores EVASIVE. Hit removes GUARDED, deals damage and stability damage. **To Melee, select a target within range while in Move mode, then select a melee attack position.**
	**Death From Above** *(requires Jump Jets)*	Jump attack using Piloting skill to hit. Ignores EVASIVE. Hit removes GUARDED, deals significant damage and stability damage. Attacker incurs leg damage and stability damage. **To DFA, select a target within range while in Jump mode, then select a DFA attack position.**

Defenses

A savvy MechCommander is aware of how to effectively use and counter the following defensive effects on the battlefield. Beyond using terrain to block line-of-sight, ***ending a 'Mech's turn with one or more of these Defenses is an effective way to increase its survivability.***

Likewise, knowing when to hold your fire against a GUARDED target - or when to counter it with a Melee attack - is key to maximizing the damage you're able to deal each turn.

	**Cover**	25% damage reduction against ranged attacks to the front and side. Does not stack with GUARDED. Typically gained by standing in Forest areas.
	**Guarded**	50% damage reduction against ranged attacks to the front and side. Does not stack with COVER. Countered (removed) by any Melee attack. Typically gained by using the Brace (End Turn) Action, or from the Bulwark MechWarrior Ability.
	**Evasive (1-6)**	The farther this unit moved (by any type of movement), the more EVASIVE charges it receives, up to a maximum of 6. Each EVASIVE charge adds +2 Difficulty to hit this unit with ranged attacks. **Each unit that attacks an EVASIVE 'Mech causes it to lose one EVASIVE charge - even if the attack misses.** The EVASIVE state is lost when the 'Mech has no EVASIVE charges remaining, or becomes UNSTEADY. The EVASIVE state is ignored by Melee attacks.
	**Entrenched**	50% stability damage reduction from all attacks. Typically gained by using the Brace (End Turn) Action.

Vulnerability States

There are several major vulnerability states that you will see on units in the game. ***Paying close attention to your own vulnerabilities, and taking advantage of your opponent's, can spell the difference between victory and defeat.***

	**Unsteady**	This unit is vulnerable to being knocked PRONE, and cannot Sprint. Removed by BRACE, or losing enough Stability Damage through normal movement or standing still.
	**Prone**	Called Shots can be made against this unit. On its next turn, it's Initiative is lowered by 1, and it will suffer a movement and to-hit penalty after standing back up.
	**Sensor Locked**	This unit is Sensor Locked until end of round, making it visible to both sides regardless of normal visibility.
	**Overheating**	This unit takes structure damage each turn while Overheating, and is close to shutting down.
	**Shutdown**	This unit is easier to hit, and Called Shots can be made against this unit. It must use its entire next turn to restart.

MechWarrior Abilities

These are special actions or passive attributes that your MechWarriors will provide to your 'Mechs. In the Beta build, each MechWarrior has two abilities. ***These abilities are an important part of your Lance selection - choose wisely!***

	**Multi-Target**	Fire weapons at up to three separate targets within your 'Mech's current firing arc. Multi-target is still a work-in-progress. **Step 1:** After selecting Multi-Target, select up to 3 enemies within firing range by left-clicking them on the battlefield. **Step 2:** Click weapons on your weapon panel to cycle them between the selected targets (or to turn them off.) **Step 3:** Click the FIRE button to execute, or ESC to back out of the mode.
	**Breaching Shot**	PASSIVE: When attacking with a single weapon: Ignore COVER and GUARDED on the target.
	**Evasive Move**	PASSIVE: This unit generates an extra EVASIVE charge from movement actions (up to the maximum of 6).
	**Angel of Death**	PASSIVE: Your jump distance is increased by 25%. You take 50% less damage when executing Death From Above attacks and do not become UNSTEADY.
	**Sensor Lock**	ACTION: Select a target within sensor range to reveal it until the end of the current round **and remove two of its EVASIVE charges.**
	**Master Tactician**	PASSIVE: 'Mechs piloted by this MechWarrior gain +1 Initiative, and remove one bar of stability damage when Reserving.
	**Bulwark**	PASSIVE: You gain GUARDED when remaining stationary (50% damage reduction against ranged attacks to the front and side.) Rotation does not count as movement.

Fury & Focus

The red meter to the left of your MechWarrior portraits represents your Lance's fury and adrenaline on the field. Fury is gained when your 'Mechs become heavily damaged and destroyed. You will also gain some Fury at the start of each turn.





When your Fury meter fills completely, you gain "Focus" buttons above your MechWarrior portraits.

- You can choose to use this right away, or wait until later - however you won't be gaining any new Fury while waiting.
- Clicking one of these Focus buttons will give that MechWarrior the Focused buff for one turn.
- Your Fury meter now empties, and can start filling back up again.

	**Focused**	A powerful buff for a unit for exactly one turn. When attacking, this unit ignores COVER, GUARDED, and EVASIVE, and all attacks not inside minimum range are guaranteed to hit.

Each time **either player** uses Focus, the rate of Fury gain for both players increases - Fury meters fill quicker. This effect is cumulative.

Footage & Screenshot Capture Tools



Ctrl + Shift + I	Toggles the Debug / Fly Camera
Ctrl + Shift + U	Toggles through All / InWorld / None for UI
Left Ctrl + K	Takes a 4k screenshot with no UI *(Note that screenshots will always be 4k regardless of current screen resolution.)*
Left Ctrl + Left Shift + K	Takes a 4k screenshot with the entire UI
Left Ctrl + Right Shift + K	Takes a 4k screenshot with just the inworld UI (WIP)

Screenshot Save Location

WIN: C:\Users\<USER>\AppData\LocalLow\Harebrained Schemes
MAC: Users\<USER>\Library\Application Support\Harebrained Schemes\BattleTech

Note that there is a bug where screenshots from each new play session will override screenshots from previous sessions - so if you want to keep your screenshots, move them out of this folder before starting a new game!

You can also plug in an XBOX Controller to control the camera with a controller. You'll want to toggle the debug/fly camera with Ctrl+Shift+I when using the controller.

Known Issues

- **The BATTLETECH Launcher allows you to select unsupported Resolutions.** Supported resolutions are standard 16:9 and 16:10 resolutions from 1280 x 720 up to 4k. For all other aspect ratios, results may vary!
- The selected Mood for a map will very occasionally fail to initialize correctly - just try it again if this happens and it should work.
- **OSX only**: Water may not render correctly (it can appear entirely black.)
- **OSX only**: Using ESCAPE to exit a match can cause the game to lock up.
- AI occasionally fails to re-engage after all LOS has been lost.
- UI incorrectly indicates that “s” is the hotkey for Brace (End Turn). Actual hotkey is the Minus key (“-”).
- In the Settings Menu, once a keybinding has been set, it’s not currently possible to delete it completely. A workaround is to just assign a different key to the setting.
- After upgrading, if the Main Menu screen appears in-combat, try restarting the game.

Reporting a Bug

1. Check the known issues list above. If your issue is already mentioned, there is no need to report it.
2. Check the “Known Issues” section of the BATTLETECH Community Forum at https://community.battletechgame.com/
3. If you have encountered an uncommon bug (one you think won’t be found with standard testing), please provide as much detail as possible in the form below. Thank you!

Report a BATTLETECH Backer Beta Bug