

Hello, and thank you for playing BATTLETECH! This document is meant to offer a basic primer on how to successfully manage mods within the game. Mod creation is still a fan driven effort, and while we have included some resources to get you started, the game itself provides no built-in resources to generate modded content.

The mods themselves must be compatible with the latest version of BattleTech, and even then there is always a chance that combining mods can create a non-functional game! In general, mod at your own risk. **As mods are created externally to the game, not all mods are guaranteed to work.**

How to install a mod into BattleTech:

- 1) Find a mod you're interested in. You can start with some common modding communities, listed below.  
<https://www.nexusmods.com/battletech>  
<https://www.reddit.com/r/BattleTechMods/>
- 2) Once you've identified and downloaded a mod, place the mod contents into a named folder inside the same folder where this document is located.
  - a) WIN: C:\Users\user\_name\MyDocuments\MyGames\BattleTech\mods
  - b) LIN: /home/user\_name/MyGames/BattleTech/mods
  - c) OSX: /Users/user\_name/MyGames/BattleTech/mods
- 3) Launch the game, then click the 'Mods' button at the bottom left of the main menu
- 4) You should now see your new mod in the list. If so, it's installed and ready to go!

How uninstall a mod:

- 1) Delete the folder you created in step 2 of installation
- 2) Launch BattleTech, and the mod should now be removed from the list!

Modding Gotchas:

- 1) Whenever mods are enabled or disabled, the game must be restarted in order for the changes to take effect. You will be prompted to restart the game if you make changes from the Mod management screen.
- 2) Once the game is modded, any Game Save produced will contain modded data and the mods you have installed are now required to load that save game. The save system is mod aware, and will lock out saves that include modded data, if those mods are not enabled in the mod manager.
- 3) If you alter the contents of the Mods folder on disk while the game is running, you will have to relaunch BattleTech for changes to be detected.
- 4) When making a mod, make a copy of the sample mod provided and change its ID before you start modding. You should not use the sample mod directly for your work.

Popular Mods:

RougeTech: <https://www.nexusmods.com/battletech/mods/79>

BattleTech Advanced: <https://www.nexusmods.com/battletech/mods/452>

Mod Creation:

The best way to learn how to mod BattleTech is via the existing modding community.

<https://github.com/BattletechModders/ModTek/wiki/The-mod.json-Format>

<https://github.com/BattletechModders/ModTek/wiki/Writing-ModTek-DLL-mods>

<https://github.com/BattletechModders>

<https://github.com/BattletechModders/ModTek>

[http://btmodding.warriorsblood.com/index.php?title=Main\\_Page](http://btmodding.warriorsblood.com/index.php?title=Main_Page)

<https://discord.gg/wB9QAK>

HBS Hosts DLC design data here:

<https://github.com/caardappel-hbs/bt-dlc-designdata>