

Mech weapons payout worksheet

Each 'Mech has different weapons, not all 'Mechs will use all triggers, and might not have all classes of weapons. This worksheet is to help you research and develop your own configuration strategy for each 'Mech. In order to configure your triggers, you will need to be in Advanced (ADV) Pilot Mode. This mode is controlled inside the pod by the pilot. See the training manual for details.

This Worksheet is set up for training in Advanced (ADV) Mission Mode (not to be confused with ADV Pilot Mode.) when the pilots will be dealing with Heat Generation.

Directions:

Fill in the table below for a single 'Mech according to the 'Mech Specifications and Weapons Specifications tables.

	Weapon	Class	Developer	Heat Generated (Kelvin)	Damage	Recharge Rate (seconds)	Range (meters)	Rounds	Stock Trigger
mech									

On the start of a mission, all Ballistic and Energy Weapons default to Trigger 1, Missiles default to Trigger 2, NARCs default to Trigger 3. Mark the stock triggers in the last column of the column above according to this information.

In the table below, put each weapon name and all of the **HEAT** values and **DAMAGE** values for each weapon under the trigger(s) just described.

Put each weapon value under trigger choices.

Weapon	Trigger 1		Trigger 2		Trigger 3	
	heat	damage	heat	damage	heat	damage
Total =						

The table above is what the 'Mech listed above will do when any mission starts. Any mission type, any pilot mode. Before triggers are configured.

Note the heat generated on each trigger when all weapons are ready to fire.

When in ADV Pilot Mode, you can re-assign triggers so that you can better manage how much heat is generated when each trigger is pulled. It is up to each pilot to decide what works best. There is not one "best" configuration for the triggers.

Try these config theories on the 'Mech above and see what works for you:

Spread the Heat

Move weapons to triggers so that each trigger will produce an even amount of heat and damage. It is then up to the pilot to be reserved when firing weapons. Find the weapons that generate the most heat, then split them evenly across trigger 1 and 2 (or even three).

Use the table at the top to note which weapons are the hottest and put them in order in the table below. Then alternate each weapon between triggers. (i.e., hottest on 1, second on 2, etc.) Total the columns in the bottom boxes and see how evenly the heat is disbursed. Then note how the damage is disbursed between the triggers. Adjust the table until you like the damage per trigger.

Put each weapon value under trigger choices.

Weapon	Trigger 1		Trigger 2		Trigger 3	
	heat	damage	heat	damage	heat	damage
Hottest						
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Coolest						
Total =						

Then try out that config in an actual mission. Note which weapons are in which columns and configure the pod to match.

Knock-Out Punch

Put the most damaging hit on one trigger and save it for the right moment. This is good for weapons that take a long time to reload and you want that combo when you know you have a good shot to do major damage. You'll need some experience to know what you like best for that combo.

Use the table at the top to note which weapons are your preference for that special use and put them in the top of the table below. Then put the rest of the weapons in order of heat generated. Use the "Spread the Heat" theory for the rest of the Triggers/Weapons.

Put the Knock-Out Punch Combo of weapons on Trigger 3 (note how much heat that generates), then alternate triggers on the rest of the weapons.

Put each weapon value under trigger choices.

Weapon	Trigger 1		Trigger 2		Trigger 3	
	heat	damage	heat	damage	heat	damage
Combo						
Hottest						
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Coolest						
Total =						

Then try out that config in an actual mission. Note which weapons are in which columns and configure the pod to match.