










MECH WARRIOR 2

31ST CENTURY COMBAT

HEADS-UP DISPLAY

POWER-UPS

	HEAT SINK		HEALTH
	INVINCIBILITY		FIRE RATE INCREASE
	STEALTH		WEAPONS RELOAD
	JUMP JET		SPEED BURST



Radar Display (Green = Friendly, Red = Enemy, Yellow = Projectiles, Blue = Objective)

Weapons Display (Green = Ready, Red = Reloading, Black = Empty/Damaged)

Targeting Bracket

Mission Objective

Targeting Reticule

Throttle Forward (Green) or Reverse Throttle (Blue)

Targeting Camera

Enemy 'Mech Damage Display (Yellow=75%, Red=25%)

Jump Thrust Indicator

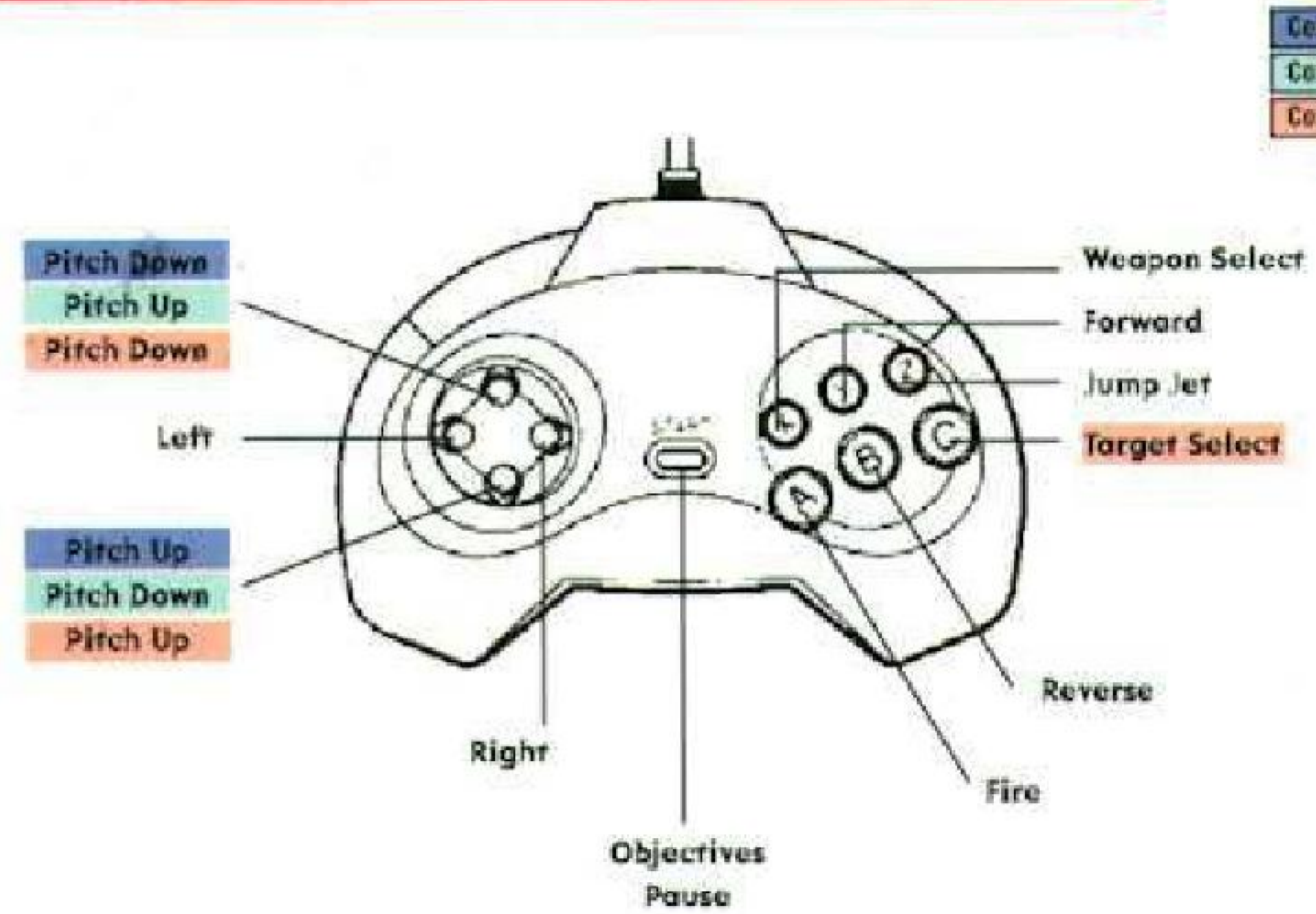
User 'Mech Damage Display (Blue=100%, Yellow=75%, Red=25%)

Heat Tracking Indicator

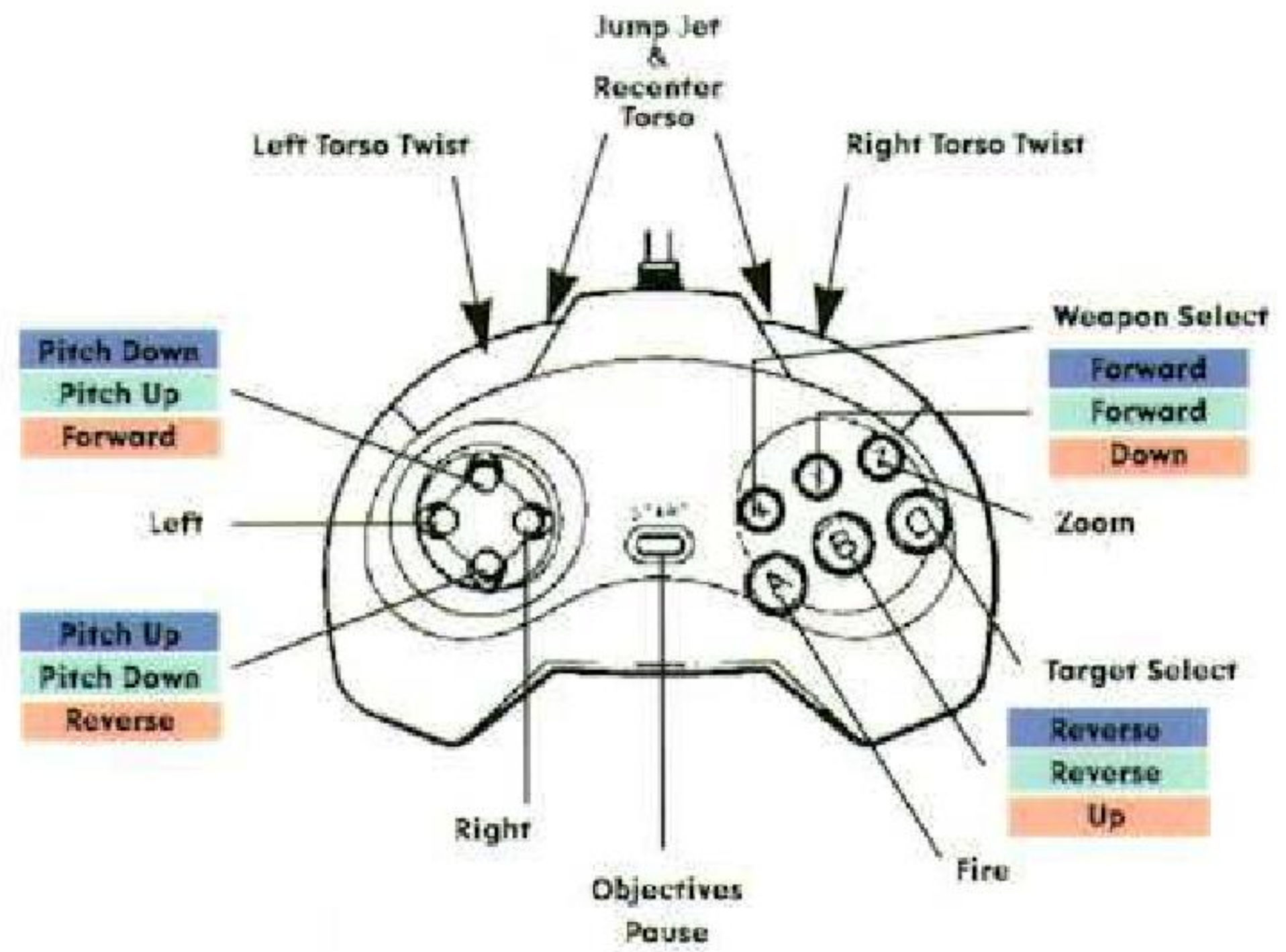
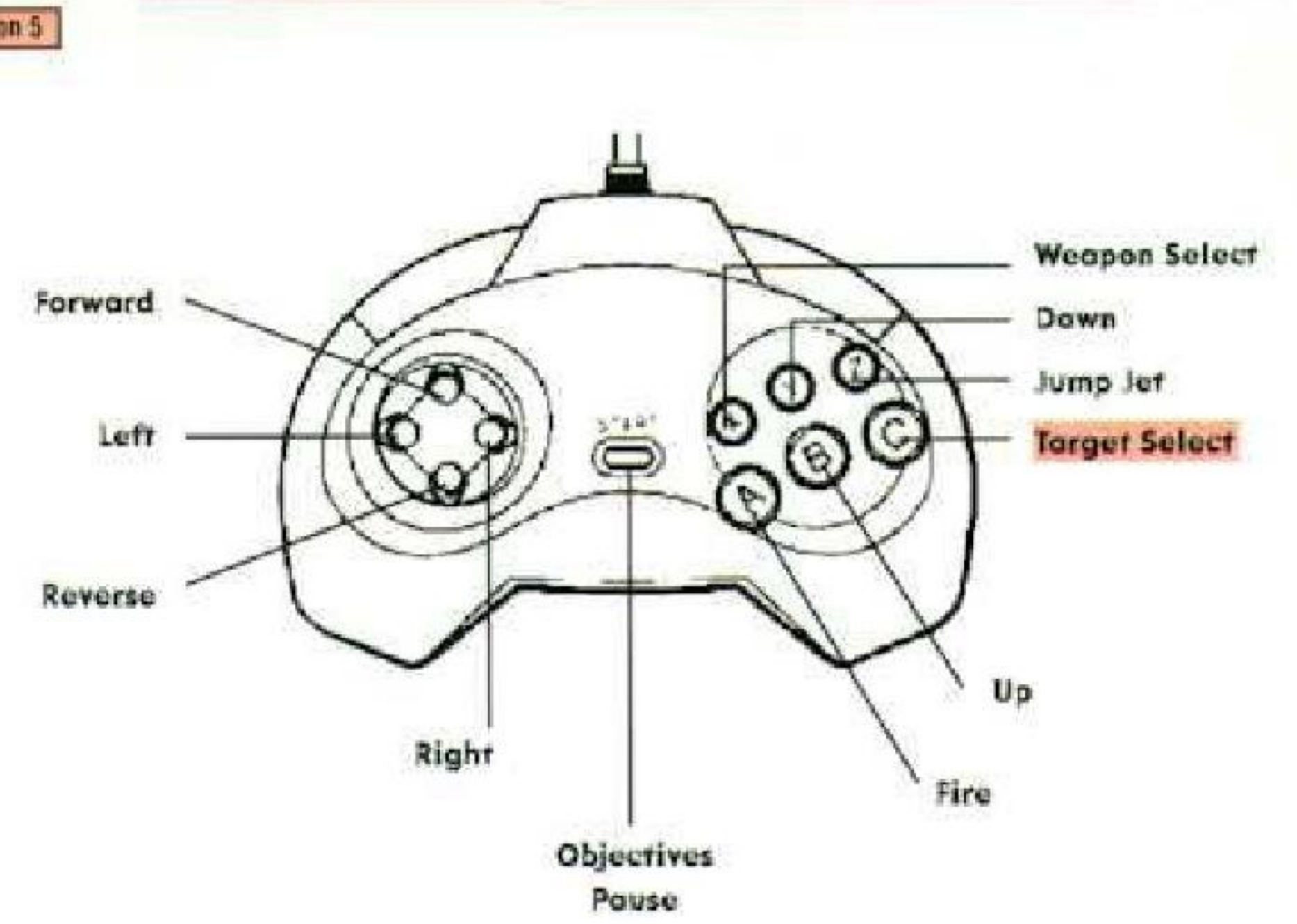
SSRM6 90 LINC20 3
 PPC LASER
 SLASER PPC
 SUBSER

Jump Jet 5
 Heat

CONFIGURATIONS 1, 2 & 4



CONFIGURATIONS 3 & 5



CONFIGURATIONS 6, 7 & 8

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