MECH WARRIOR 2
31ST CENTURY COMBAT

Power-Ups

- Heat Sink
- Invincibility
- Stealth
- Jump Jet
- Health
- Fire Rate Increase
- Weapons Reload
- Speed Burst

Heads-Up Display

- Radar Display (Green = Friendly, Red = Enemy, Yellow = Projectiles, Blue = Objective)
- Targeting Bracket
- Targeting Camera
- Enemy Mech Damage Display (Yellow = 75%, Red = 25%)
- Jump Thrust Indicator
- User 'Mech Damage Display (Blue = 100%, Yellow = 75%, Red = 25%)
- Weapons Display (Green = Ready, Red = Reloading, Black = Empty/Damaged)
- Mission Objective
- Targeting Reticle
- Throttle Forward (Green) or Reverse Throttle (Blue)

ACTIVISION