MECHWARRIOR™

DESTINY™



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The year is 3025. War rages across the vast interstellar empires of the Inner Sphere as the militaries of the Successor States vie for dominance across more than a thousand light years of inhabited worlds. And the king among these battlefields: towering BattleMechs and the MechWarriors who pilot them. But behind each battle lie a thousand unseen strings: Machiavellian court intrigues, shadowy wars of intelligence and counterintelligence, secret organizations, corporate greed, and more.

Will you align yourself with the honor-bound samurai culture of House Kurita, become a crusader for freedom in the service of House Davion, or test your mettle as a House Steiner champion in the arena duels of Solaris VII? Or perhaps you will rain down fire from the skies in a House Marik aerospace fighter, or operate in the shadows as a House Liao intelligence agent. Will you pursue a life of service behind the veil of the secretive ComStar, join an elite mercenary outfit like Wolf's Dragoons, or even choose to lead your own lawless band of pirates? The path you lead through the 31st century, and the legacy you leave behind, is all up to you.

MechWarrior: Destiny is a new way to dive into the action-packed *BattleTech* universe. Based on the easy-to-learn Cue System, ***MechWarrior: Destiny*** is a narrative-focused role-playing experience that has all you need to grab some equipment, load your sidearm, and strap into a 'Mech, aerospace fighter, or tank to fight for what you believe in, be it honor, glory, or even the almighty C-Bill. Loads of characters, 'Mechs, and other military hardware make it easy to start trading fire on 31st-century battlefields in no time. ***MechWarrior: Destiny*** also includes rules for incorporating play in *BattleTech's Total Warfare* and *Alpha Strike* games.







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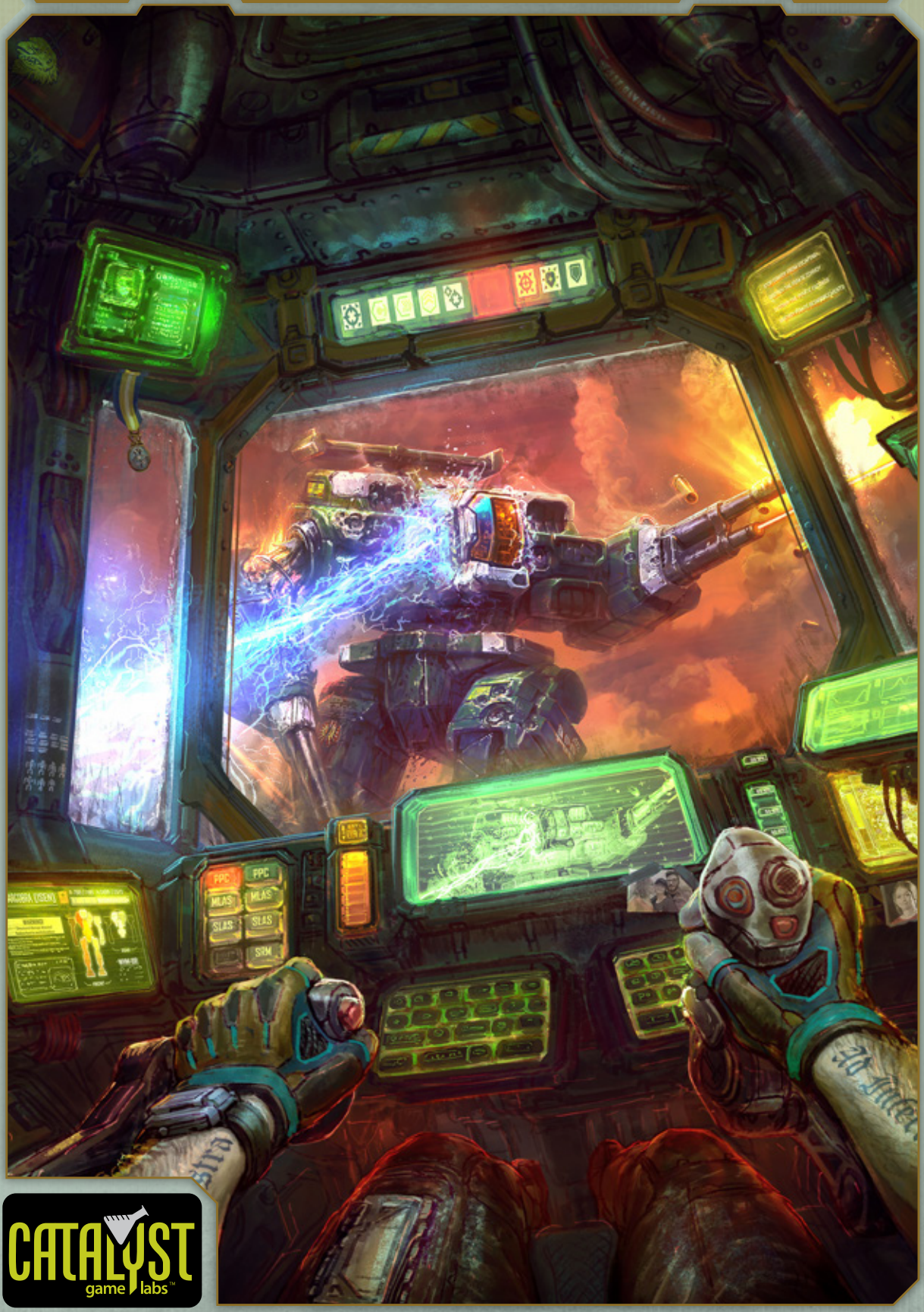
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MECHWARRIOR: DESTINY



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Project Development
Philip A. Lee
Additional Development
Randall N. Bills
Jason M. Hardy

Writing
Philip A. Lee
Dragon's Lair
William H. Keith
Additional Writing
Aaron Cahall
Craig A. Reed, Jr.
Geoff Swift
Clifton Lambert
Based on Original Cue System by
Matt Heerdt

BattleTech Line Editor
Aaron Cahall

BattleTech Line Developer
Ray Arrastia

Production Staff
Senior Art Director
Brent Evans
BattleTech Art Director
Anthony Scroggins
Assistant Art Director
Ray Arrastia
Cover Art
Marco Mazzoni
Cover Design
David A. Kerber
Layout & Record Sheets
David A. Kerber

Illustrations
Robert Atkinson, Jason Bandit Adams, Bryn Barnard, Tom Baxa, Doug Chaffee, Brent Chumley, David R. Deitrick, Mark Gibbons, Mark Hayden, Jim Holloway, David Hovey, Alex Iglesias, Alexander Immerzeel, Scott James, David Kerber, Jeff Laubenstein, Chris Lewis, Sarah Lindstrom, Duane Loose, Marco Mazzoni, Florian "SpOoKy777" Mellies, Kevin McCann, Alyssa Menold, Chris Moeller, Victor Moreno, Jim Nelson, Alex Pascenko, Klaus Scherwinski, Anthony Scroggins, Tan Ho Sim, David Sondered, Florian Stitz, Tony Szczudlo, Franz Vohwinkel

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Fact Checkers: Stephan Frabartolo, Mike Miller, Eric Salzman, Geoff Swift, Chris Wheeler.

Playtesters: Jonathan Cox, Rosalyn Fernandez, Tom Fields, Cordis Hardman, Denham Hardman, Mike Hardman, Sebastian Hardman, Sydney Hardman, Mike Metrosky, Brian Saunders, Donald Vaughan

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Spokane, Washington 99224

FIND US ONLINE:

precentor_martial@catalystgamelabs.com
(e-mail address for any *BattleTech* questions)

http://bg.battletech.com/
(official *BattleTech* web pages)

http://www.CatalystGameLabs.com
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DRAGON'S LAIR

BY WILLIAM H. KEITH

Union*-class DropShip *Ragamuffin
Low Orbit, Golandrinas
Lyran Commonwealth
12 April 2990

The *Ragamuffin* shuddered its way through the atmosphere, balanced on a tail of flame as it decelerated toward grounding. Durant Carlyle sat strapped into the tiny cockpit of his *Shadow Hawk* and gritted his teeth against the vibration. The pilot knew what he was doing.

...Carlyle hoped.

"Passing twelve thousand meters," the voice of Hank Austin, the DropShip's skipper, said over Carlyle's earpiece. "No sign of a hostile reception down there...at least, not yet."

And thank the gods for that small favor. The DropShip was terribly vulnerable while passing through atmosphere, and the Commandos had been unable to learn if there were heavy defensive positions in Rowe.

Harsh and bloody sunlight spilled in through a nearby porthole. The planet Golandrinas orbited a tiny, M7V sun so close that its year was only nine days long and the planet was tidally locked with its star. An "eyeball world," Golandrinas was blisteringly hot on its sunlit side and frigid on its dark; vast glaciers on the night side formed what appeared to be a glassy pupil to the world's immense eye staring away from its star and out into the Void.

Weeks before, the merc-'Mech unit called Colby's Commandos had touched down on Golandrinas in the *Ragamuffin*. They'd been hired on nearby Wotan by a shadowy character named Reid—the front man for the wealthy and even more shadowy Georg Suartos—to disrupt an invasion of Rowe, the capital city of Golandrinas. They'd arrived to find Rowe already occupied by another merc unit called the Deathgeld...and the Deathgeld was probably under the employ of House Kurita.

That last hadn't been proven yet, but if it *was* true, it meant the powerful Draconis Combine was moving into this remote corner of space claimed by the Lyran Commonwealth. It wasn't just Golandrinas that was being invaded—but the Commonwealth itself.

Major Jonathan Colby, the CO of Colby's Commandos, wanted hard intel, and he was determined to get it. Injured a week ago in a sharp fight with the Deathgeld outside the mining town of Trent, he was only now getting back in the saddle. As soon as he'd been able to climb into a BattleMech cockpit, though, he'd given the order. "We need to hit Rowe and shake the bastards out," he'd said to the team before launch. "Are we looking at mercs on a raid, or the vanguard of an all-out Combine invasion? Let's see what we can find out."

For once, Durant Carlyle wasn't entirely on board with Colby's decision. The Commandos had been through combat hell during the past few weeks. They'd lost three of their original eight 'Mechs, with one pilot killed—Hauptman—and two badly injured—Zeller and Colby himself. The *Ragamuffin*'s techs were hard at work repairing the damaged machines; they might even be able to get some of the captured 'Mechs operational again... but the Commandos would still be going into this attack short-handed.

A captured enemy MechWarrior had informed them that six more Deathgeld 'Mechs were in Rowe. The Commandos had faced worse odds than this and won...but Colby told Carlyle he was afraid they'd already pushed their luck to the snapping point. His advice before this latest deployment had been simplicity itself: get the hell out of Dodge. Go back to Wotan, and let Suartos know that Rowe had been occupied by enemy 'Mechs. Tell him it *might* be the beginning of a Kurita invasion and that, just by the way, his right-hand man Reid was probably a Kurita agent.

Hell...maybe the massive pile of gold bars seized from Deathgeld forces at Trent would convince Suartos that the operation had been a resounding success. It could happen...

Durant had laid out his reservations at the pre-launch briefing, but Colby was the CO of Colby's Commandos, and what he said went. "We don't really know for sure what's going on here," he'd said. "The Deathgelders might've just come in to grab that gold from the Vickers automated miner. Maybe the Combine is going to use it...maybe the Deathgeld is just being opportunist. But I am not going back to our employers with nothing but supposition and guesswork!"

"And 250 million C-Bills in gold, don't forget," De Salva had pointed out.

"Well...there *is* that...."

"And it's pretty clear that the Deathgeld was here primarily for the gold," Carlyle added, continuing to push. "That was their payroll! Without *that*, their mission here has failed! And *ours* has been a success!"

"I hear you, Durant. I do. But we need hard intel to take back to our boss. That's final."

And so the Commandos—what was left of them—were going back into battle. Colby, still moving slowly after being badly injured in combat, piloting a *Dragon*. Carlyle in his *Shadow Hawk*. Natalie Bryant in her *Catapult*. David Pryor in his newly patched-up *Thunderbolt*. Hernandez and De Salva in their *Commando*s. Six MechWarriors—a lance and a half. A laughably small force to take on a potential invasion.

And the unknowns were piling up in front of them. For Carlyle, that captured 'Mech pilot, a young lieutenant named Senichi Hiramatsu, was the big unknown. He'd claimed there were six Deathgeld 'Mechs in Rowe, but that had been before *eight* enemy 'Mechs had showed up in Trent. It was possible the enemy had been reinforced. Colby was assuming there were six 'Mechs in the planetary capital, but in reality it could be *anything*.

They'd turned Hiramatsu over to the authorities in Trent. The Commandos didn't have enough people for guarding prisoners, but Trent was large enough to have a small jail. Briefly, Carlyle had considered interrogating the guy again but decided against it. There was simply no way to be sure the prisoner's answers would be truthful.

The *Ragamuffin* gave a violent jolt as she burned her way through atmosphere, and Carlyle hoped whatever was waiting for them down there hadn't yet seen them. DropShips were sitting ducks for any ground-based defenses.

"Two minutes!" Austin's voice called over Carlyle's headset. "Brace for touchdown!"

A small repeater screen near Carlyle's head showed what Austin was seeing up on the bridge: a too-large red sun above a baked and sere desert. Distant mountains and mesas, no vegetation to speak of... Golandrinas's day side was just about as inhospitable as a planet could be and still be classified—just barely—as habitable. Dayside temperatures rose to several hundred degrees Celsius, and occasional eyestorms came blasting out of the desert, scouring everything in their path.

Rowe was located in Golandrinas's twilight zone, a narrow longitudinal band of habitable temperatures where the sun gently nodded with the planet's libration—above the horizon for two days, below the horizon for two days... and repeat. Trent, six hundred kilometers west of the capital, was right on the icy edge of the planet's eternal night.

"Thirty seconds!" Austin called.

The thunder of the DropShip's Star League V250 engines boomed and shrieked through Carlyle's 'Mech.

The red light from outside grew dimmer as the *Ragamuffin* closed the last few hundred meters to the arid surface. They touched down with a final, shrill blast from the landing jets, and the massive 'Mech bay hatches slid open, their ramps unfolding, bloody light spilling into the

darkened bay. Carlyle felt a savage jolt as something hit the grounded ship.

"Bloody drek!" Austin yelled. "Hot LZ!"

Not good. Magnetic gantry locks released, and Carlyle's *Shadow Hawk* staggered a bit as it stepped forward, adjusting to the jar of another explosion outside. Carlyle felt the thud of the *Ragamuffin*'s weapons as they opened up. Next to him, Major Jonathan Colby pushed his DRG-1N toward the nearest open hatchway.

The 60-ton *Dragon*, still sporting its red-and-black Kurita livery, was a battlefield pickup, a Deathgeld machine knocked out in the hard fighting outside of Trent. It had been patched back together by Sergeant Kal Griffin's tech crew, who'd done wonders salvaging parts from other smashed-up *Dragon*s on the field. The 'Mech would be a decent replacement for Colby's destroyed *Wolverine*; the question was whether the badly injured Colby was ready to take a 'Mech into combat again. He *said* he was fine... but Colby's medical condition was another reason for Carlyle's unease. He should have been in the *Ragamuffin*'s sickbay, with the badly burned Zeller.

Grimly, he followed Colby's newly appropriated *Dragon* into the light.

The Combine forces had been waiting for them.

A contested landing was one of the toughest combat situations a MechWarrior could face. All of the debarking BattleMechs were clustered in one spot, trying to get clear of the DropShip, and the enemy was slamming everything they could directly at the open hatches. Bits of metal clanged off Carlyle's *Shadow Hawk* as he stepped off the ramp, followed by a trio of rounds from an autocannon. The triplet of blasts across his front torso armor staggered him, but he kept moving forward, trying to get clear and acquire a target.

There! A Deathgeld *Dragon* was situated behind a two-meter berm a hundred meters away, with only an arm and upper torso exposed. Partially sheltered by the embankment, it had heaved itself up high enough to train its right-arm autocannon on Carlyle's *Shadow Hawk* and let loose a string of high-explosive rounds.

Carlyle set his *Shadow Hawk* into a full-out run, lumbering into that fusillade of deadly fire. When you were caught in an ambush like this one, there was only one way out—charge the enemy directly and try to smash your way through. As he ran forward, he returned fire from his own autocannon, mounted over his left shoulder. Shells slammed into the berm, throwing up gouts of earth; he thought he'd hit the enemy 'Mech but couldn't be sure.

In that instant, the *Ragamuffin* opened up, sending a fusillade of long-range missiles toward the berm, backing them up with lasers and particle cannons. *Union*-class DropShips weren't as heavily armed as assault ships, but they mounted a formidable battery of weapons—medium and large lasers, PPCs, autocannons, and six LRM mounts. Explosions slammed into the berm, and pieces of metal hurtled off the *Dragon*'s shoulder.

The Deathgelder continued to fire, however, loosing both a stream of autocannon shells and pulses from the Victory 23R medium laser mounted in its left arm. Carlyle took more hits—his upper torso and right arm—but he kept advancing. A second *Dragon* to his right turned to add its fire to the exchange...but Carlyle kicked in his jump jets and sailed into the shrapnel-laced air.

From this new vantage point, he was looking *down* on the shielded 'Mech, which was sprawled in an awkward crouch behind the berm. He couldn't bring his autocannon to bear, but he aimed his Martell medium laser and triggered a quick pulse as he began his descent.

Death from above! He landed on top of the *Dragon*, the 55-ton *Shadow Hawk* crushing steel and ceramic as he slammed down on its legs. The *Dragon* thrashed and twisted, trying to throw him off and rise to its feet, but Carlyle pinned it to the berm and hammered away at its armored back with his laser, dazzling bursts of light punching through layers of radiation-treated steel and burning deep into its internal mechanisms. The *Dragon* tried to hit him with its rear-mounted laser, but Carlyle was so close now he could easily lean out of the weapon's relatively limited line of sight.

Then a savage explosion slammed Carlyle back a couple of steps, and his 'Mech nearly fell. One of the *Dragon*'s missile stores had just detonated, shredding the machine's left shoulder and causing massive damage. The enemy pilot was still trying to stand up, but his hip actuators were gone, and he couldn't move his machine's legs. Carlyle loosed a pair of short-range missiles from the launch pack mounted on his 'Mech's head, and saw both rounds detonate just below the rear of the injured *Dragon*'s cockpit. Flames boiled from the rupture in the 'Mech's mid-torso, and its right arm—with its heavily armored autocannon—lay severed in the sand. Trailing smoke, the machine's torso fell sideways and crashed to the ground.

The pilot failed to eject.

An alarm shrilled, and Carlyle bit off a savage curse. His *Shadow Hawk* was overheating, its cockpit alarms warning of impending shutdown. The 'Mech's twelve heat sinks generally handled excess heat pretty well...but the machine had taken a lot of damage in the past minute, and he'd been using his own weapons freely, and fired his jump jets to boot.

Worse, though, when he checked the gauges, Carlyle saw the air temperature here was a blistering forty degrees Celsius. Damn, he hadn't even thought to check that; he was used to fighting in the frigid temperatures of the near-night twilight, not the scorching edge of the dayside desert. The *Dragon*'s autocannon had smashed one of his heat sinks, and that also contributed to the overheating. *Double damn*...close to redlining...

There was nothing he could do but hold his position for a few moments while the remaining heat sinks bled off the excess heat. From here, on the reverse slope of the berm, he saw Colby's *Dragon* engaged

hand-to-hand with a Deathgeld *Dragon*, while Natalie Bryant's *Catapult* and Raul De Salva's and Hernandez's *Commandos* came up in support. David Pryor's massive *Thunderbolt* had smashed an enemy *Wasp* in what could only be described as a serious mismatch in tonnage—the *Thunderbolt*'s sixty-five tons against the lightweight *Wasp*'s twenty. Carlyle hadn't seen it, but he suspected the heavy 'Mech had taken out the light machine with a massive blow from a single, clenched fist.

Colby's *Dragon* grappled with the enemy 'Mech while hitting it at point-blank range with laser fire. The Deathgeld 'Mech broke free, trying to target the other *Dragon*, but then a volley from Natalie's *Catapult* hammered its front torso and side, blowing away great, spinning chunks of armor. Hernandez's *Commando* fired half a dozen short-range missiles into the damaged machine, then finished it with his Defiance B3M laser.

"Everyone okay?" Colby called. Carlyle could hear him panting over the circuit, fighting pain.

"Okay, Boss!" "All good!" "Good to go!" the other MechWarriors, including Carlyle himself, chimed in with a ragged chorus. There'd been no casualties.

But Carlyle's O/P 2000A targeting system was pinging on four more enemy 'Mechs, two of them heavies—two *Dragon*s, a *Wolverine*, and what was probably a 55-ton *Griffin*. They were still a long way off, however, which made tactical sense. The enemy obviously had known ahead of time that Colby's Commandos were going to touch down outside of Rowe, but that still left a hell of a lot of territory to cover. They must have planted seven 'Mechs—probably more—strung out in a long line facing the broad, flat ground east of the city, which was the likeliest place for an incoming DropShip to touch down. The Commandos' sudden rush had overwhelmed three of them, but now four more were on the way...

A towering sentinel, the *Ragamuffin* opened up with its long-range weapons, snapping and snarling at the distant BattleMechs like a battle-scarred junkyard dog. Carlyle wasn't even sure the enemy 'Mechs were anywhere within range, yet...but the volleys of fire from the DropShip made them stop, hesitate, then turn away. *Yes*!

"You've got them on the run, Hank!" Colby told the DropShip. "Cover us...and we'll take a peek at what's happening in town."

"Copy that, Commander," Austin replied. "I'll sit tight...and leave the doors open."

Meaning the *Ragamuffin* would keep the four massive access hatchways open and the ramps down... just in case the company needed to get out of there in a hurry. On a hot battlefield, the time needed to unseal the '*Muffin*'s hatches and lower the ramps could mean the difference between life and death.

Rowe was a sizeable city, but a sharply delineated one. In Trent, the buildings had been adapted to resist the cold and the periodic hurricanes called eyestorms sweeping in from the dayside. Here, many buildings were low, thick-walled ferrocrete domes leading down to more extensive underground levels, using the ground itself as insulation against the heat. Taller buildings sprouted from the city's center, shaped like aircraft wings flying into the prevailing winds. A broad, glass dome directly opposite the *Ragamuffin* appeared to be a greenhouse, probably enclosing an agro complex. There were no suburbs or urban sprawl; all of the buildings huddled close together... the better to connect them with tunnels underground. A number of the domes had been smashed, and there were numerous scorch marks from fires and lasers. It looked like the city had not welcomed the Deathgeld with open arms.

Motion caught Carlyle's eye. Fifty meters inside the edge of the city, a solitary man advanced with hesitant steps, waving a scrap of white cloth. "I think they want to parley," Carlyle reported.

"Might be a trap," Hernandez said.

"I doubt it," Natalie replied. "That guy looks genuinely scared, like he doesn't know if we're gonna want to talk... or shoot first."

"Watch my back," Carlyle said. He locked his 'Mech's joints, freezing it. Its engine would take a while to cool in any case. He unsnapped his harness, decoupled his cooling vest and neurohelmet, and cracked his *Shadow Hawk*'s cockpit hatch. "I'll go see what's up."

Furnace heat blasted Carlyle as he opened the hatch and swung out onto the machine's outer hull. It was an eight-meter climb to the ground, using the footholds down the 'Mech's back. He was drenched in sweat by the time he stepped off onto the hard-baked ground, despite wearing shorts, a cooling vest, and little else. He stood in the 'Mech's shadow as the civilian approached.

"We...we don't want any trouble!" the man called, still waving the white flag.

"That's okay, friend," Carlyle called back. "We don't want to *make* trouble."

"You're here because of the Deathgeld?" The civvie wasn't looking at Carlyle, but was staring instead at the wreckage of the *Dragon*, crumpled and burning nearby.

"I guess you could say that. We were hired to come here and stop an invasion. We were told these guys were trying to take over the planet."

"You're mercs?"

Carlyle nodded. "Colby's Commandos. My name's Carlyle."

"Jorge Camacho," the other said. He pronounced his first name *Hor*-hay. Carlyle remembered that many of the original settlers on Golandrinas were of Spanish or Latino descent. The planet's name, in fact, was derived from the Spanish word for *swallows*, a reference to the odd little flying creatures the unit had encountered in Trent. "*¡Gracias a Dios!* Thank God you have come!"

"What did the Deathgeld want with you?"

"At first, they said they were here just to establish a base. They said they had an agreement with Trent. They came to Rowe for supplies."

Carlyle nodded. Trent was an independent mining outpost operated by the Vickers Mining Company. As

Carlyle understood it, they were completely independent of the government at Rowe. "Go on."

"*Sí*. But then, more and more of them arrived. Many BattleMechs! There was some sort of disagreement. Governor Sandoval and his staff were arrested. A new governor was put in charge. They said we belong to the Draconis Combine now, and they began rounding up hostages."

Which was pretty much what Carlyle and the other Commandos had expected. The Deathgeld was clearly working for the Combine. The majority of their 'Mechs were DRG-1N *Dragon*s, and they were painted in the familiar red-and-black colors of House Kurita. The prisoner they'd captured was Japanese too. While not every Draconis Combine citizen was of Japanese descent, many were, and military units in the service of House Kurita tended to embrace that nation's *bushido* warrior ethic.

The problem was that the Lyran Commonwealth border with Kurita space, while close, was not *that* close. Golandrinas was over a hundred light years from the nearest Kurita outposts, and a dozen systems lay between it and the borders of the Draconis Combine, including Icar, Verthandi, and even Wotan itself. What kind of invasion skipped past that many systems, leaving lines of supply and reinforcement exposed in hostile territory, ripe for plucking?

Others began gathering in the street. Colby's *Dragon* lumbered up and locked in place beside Carlyle's 'Mech, and a few moments later he was climbing down the outside of his machine. More civilians appeared, emerging from the shadows of the shattered city. The other 'Mechs moved out to create a broad perimeter around the impromptu conference.

"So how many Kurita 'Mechs are here?" Carlyle wanted to know.

"At least two lances' worth," one of the civilian newcomers said. He was a big man, bald, and heavily tattooed. He had the look of a veteran soldier—possibly a former MechWarrior.

"Eight Deathgeld 'Mechs?" Colby said, joining them. "Is that just here in Rowe? Or does it include the ones we've already taken out in Trent?"

"That's here in Rowe," the soldier said. He nodded toward the mangled wreckage of the enemy *Dragon*. "And that's *not* counting those three."

"Drek," Colby said. He looked at Carlyle. "I'm beginning to think you were right, Dur."

"Please...help us!" Camacho said. "Gorman Reid is a monster! The hostages will be left out on the dayside to die if we resist. My wife..."

Despite the searing heat, Carlyle felt a sharp chill at those words. "Reid?"

"The new governor, *señor*. The *Kurita* governor..."

Carlyle exchanged a grim look with Colby. Reid was the go-between with Georg Suartos who had hired Colby's Commandos in the first place. What the hell was going on?

"Hey, Major!" Austin's voice called over their earpieces. "We got movement. Lots of it!"

The Commandos had scored a victory, a small one, by overwhelming a small and strictly local section of the extended Kurita line. But now all of the other enemy 'Mechs would know that the Commandos were down, and would be gathering to launch a strike.

And according to the DropShip's skipper, they were on their way now.

"Give me numbers, Hank!" Colby said. "Do you need to boost clear?"

That was a vital tactical consideration. If the enemy closed in, the *Ragamuffin* became a legitimate target, if only because her weapons made her a serious threat to any attacker. The trouble was, it would take too long to pack up the 'Mechs and get them ready for liftoff; the enemy 'Mechs would be here in minutes.

Besides, where would they go? Back to Trent? And then what? It would be days yet before a JumpShip arrived at one of the system's jump points, allowing the *Ragamuffin* to leave the system, and a *Union*-class DropShip hanging around either Rowe or Trent during that time would simply be a very large target.

No, they needed to deal with this threat *now*.

Carlyle was already hustling up the access steps and scrambling into his 'Mech's cockpit. It took several moments to jack in his coolant vest, slip on his neurohelmet, and begin his *Shadow* Hawk's power-up sequence. The temperature gauge was reading normal now, the excess heat dissipated by the *Hawk*'s cooling system.

"I've got six 'Mechs on the scanners," Austin told them. "Make that eight—"

"It was dreking *Reid*, man!" Carlyle shouted. "What the hell are they playing at?"

"A double-cross, yeah," Colby replied. "I would very much like to have a little conversation with our Mr. Reid...."

"Ah. Conversation. Is that what you'd call it?"

A flight of missiles arrowed in, detonating across the outer edge of the city, but without hitting anyone. Carlyle glanced back and confirmed that the civilians had vanished, sheltering in one of the low, rounded buildings.

"Looks like they've got themselves a *'Pult*," Natalie said. Her own CPLT-C1 *Catapult* pivoted in place, taking aim.

"Hold your fire until they're closer," Colby ordered. "They may have ammo to burn, but we don't."

"I hear you, Boss," Natalie replied. "Don't fire till we see the white of their *hachimaki*."

The *Ragamuffin* opened up with a large-laser battery, snapping off a ragged volley of fire designed more to make the attackers take cover than actually to hit anything. Then...the firing ceased.

"What is it?" De Salva asked. "Where'd they go?"

Carlyle magnified the image on his targeting optics. "I think..." He increased the resolution. "I think they ducked in behind that row of buildings to the left. They're working their way through the city!"

"Okay," Colby said. "It's gonna be a block-basher..."

"Block-basher" was MechWarrior slang for a BattleMech slugfest inside a city. Of all the forms of 'Mech combat, duking it out inside a built-up area was generally considered the worst, the most dangerous, and the most difficult in tactical terms. You couldn't see anyone else, couldn't see anything beyond your own section of street, and every engagement was at knife-fight range. You might round the corner of a building and find yourself face to face with an enemy 'Mech—possibly an enemy 'Mech you would never consider facing in the open. Ranges were short, the engagements brutal. Tactics of maneuver and the use of long-range suppressive fire were almost impossible.

"They're eliminating our one advantage," Hernandez said. "The DropShip! We can't have fire support from the '*Muffin* in there!"

"We have one advantage still," Colby pointed out.

"What's that?" Carlyle asked.

"Me!" And he turned his *Dragon* and lumbered into the cover provided by the buildings of Rowe.

Carlyle followed. He knew what Colby had in mind. Piloting a captured *Dragon*, still in the red-and-black paint scheme of the Draconis Combine, Colby was counting on the enemy to think he was one of them. 'Mechs carried IFF gear, so the deception wouldn't last long, but an enemy pilot would likely hesitate when they saw Colby's red-and-black BattleMech, hesitate for just a critical second or two.

And a second or two would be all Colby needed.

Deeper into the city, the low, rounded buildings, which were so squat they didn't offer much cover, gave way to larger and more traditional office and apartment blocks, manufactory centers, and enclosed parks, farm domes, and malls. There were no skyscrapers on this planet, not with the periodic fierce winds of the eyestorms, but a four- or five-story structure was plenty tall enough to hide even a ten-meter-tall BattleMech.

Carlyle hoped the population was taking shelter in the deeper tunnels of the city. Things were going to get rough up here, and the middle of a scrap between BattleMechs was no place for an unarmored civilian.

He was following close behind Colby's *Dragon*. Colby rounded a corner...

...and Carlyle rounded the same corner a moment later to see Colby firing point-blank into another *Dragon* that had just appeared from a narrow alley. Colby let loose with a long string of autofire from his Imperator-A cannon, slamming a few high-explosive rounds into the surprised Kurita Dragon's upper torso. The Deathgeld 'Mech staggered a step backward; as it did so, Carlyle opened up with the Martell medium laser on his *Shadow Hawk*'s right arm.

Colby's volley tore off great chunks of armor from the enemy 'Mech's upper body and the DecaCluster missile launcher mounted on its center torso like an alligator's snout. Carlyle played his laser across the exposed innards of the weapon, and the combined onslaught caused massive internal damage. The Deathgeld *Dragon* pivoted, bringing its autocannon to bear on Carlyle...but Colby loosed a burst of long-range missiles at the minimum effective range and scored several solid hits.

The damaged enemy *Dragon* lunged, throwing itself at Colby's *Dragon*, grabbing at him with flailing arms and pushing him back several steps. *Dragon*s, Carlyle knew, were expert brawlers, often able to take down an enemy 'Mech by grappling with it hand-to-hand if other weapons failed.

For a moment, the two *Dragon*s were locked together in a savage embrace, like dancers...like lovers...

And then the Deathgeld 'Mech exploded.

It might have been the ammunition stores cooking off. It might have been simple overheating or the accumulated damage from the pounding the *Dragon* had taken. But the blast ruptured the containment sphere for the 'Mech's fusion plant, and the star-hot plasma erupted in a searing sphere of pure destructive energy.

The idea that a ruptured fusion plant could generate a nuclear explosion was a myth. Fusion plants like the *Dragon*'s Vlar 300 usually shut down immediately when they took damage...but, rarely, the hot plasma core, contained in a magnetic bottle at temperatures and pressures found at the center of a small star, could erupt with devastating brilliance and savagery.

The blast wave engulfed Carlyle's *Shadow Hawk*, knocking it down, and sending the temperature gauges into the red.

"*Drek*!" Carlyle said as his 'Mech, blown right off its feet, slammed into the ground. Ears ringing, he struggled to unsnap his harness and crack the *Shadow Hawk*'s cockpit hatch. The wreckage of the two embracing *Dragon*s was ablaze, and the fire might well engulf his damaged 'Mech as well.

Another BattleMech stepped into the street, a scant fifty meters away. It was a GRF-1N *Griffin*, a 55-ton medium 'Mech like Carlyle's *Shadow Hawk*, mounting a right-arm particle cannon and an LRM launcher on its right shoulder. It had already taken damage; its red-and-black torso was scarred and torn by missile hits. But it moved toward the wreckage of the *Dragon*s, bent over...

Carlyle looked away as the massive war machine drove its left fist down into the cockpit of Colby's shattered 'Mech. Carlyle didn't know whether the major had been alive before...but he definitely was not now.

The *Griffin* straightened, pivoted to fix its steel-armored stare on Carlyle's downed 'Mech, and moved closer.

Frantic now, Carlyle kicked in his *Shadow Hawk*'s systems, trying for a restart. Temperatures had fallen in the moment or two since he'd been knocked down, and his CoreTek 275 fusion engine was still ticking over, thank God. Systems engaged flashed green across his primary readout just as the *Griffin* bent over, drawing back its left fist for a blow into Carlyle's cockpit.

Lying on his back, he wasn't able to bring his autocannon to bear, but he snapped up the *Hawk*'s right arm and triggered his Martell laser at point-blank range...a long beam that slashed the looming enemy 'Mech across its upper torso and squat, rounded cockpit. An instant later, he triggered his short-range missile launchers, sending a pair missiles like white-shafted spears up and squarely into the *Griffin*'s torso.

The *Griffin* staggered back, swinging its PPC around, but the particle cannon was for long-range work, and tough to aim at close quarters. Carlyle had his *Shadow Hawk* up and on its feet now, stepping in closer...inside the PPC's reach, and pounded at the damaged enemy machine with both fists. His opponent jettisoned the PPC, freeing their right arm, but Carlyle, screaming with berserker rage now, slammed his 'Mech's hand deep into the *Griffin*'s battle-damaged torso, grabbed hold, and ripped wiring and myomer bundles out in a spray of coolant and hydraulic fluid...just as Carlyle's *Shadow Hawk* shut down again with the rising internal heat.

The *Griffin*'s cockpit split open, and the pilot ejected.

Helpless, Carlyle watched the other pilot ground thirty meters away, drop into the rubble-choked street, then struggle to free themself from their safety harness. In that fury-drenched moment, Carlyle would have opened fire at the unarmored pilot in the street, but his shut-down 'Mech was locked in place. Briefly, he considered opening his own cockpit, leaning out, and shooting the Deathgeld pilot with the Sunbeam laser pistol holstered on his hip. Killing a pilot after they ejected from a 'Mech was definitely considered to be bad form in the chivalric world of BattleMech warfare...but so was deliberately smashing pilots while they were still strapped into helpless, battle-damaged 'Mechs. Carlyle was so enraged at the other pilot's cold-blooded murder of Jonathan Colby that he was ready to abandon even a pretense of chivalry and kill the bastard, right there on the street.

The other pilot pulled off their neurohelmet and coolant vest, stood up...

It was a woman, bare-skinned except for a tank top, briefs, and boots, and limping with an injured leg.

Carlyle slowly reholstered the laser. It wasn't so much the fact that the other 'Mech pilot was a woman that stayed his hand, but that his momentary battle rage had passed. It had been a near thing...but he was not the sort of person to kill unarmed and unarmored people, even when they themselves were murderers.

Glancing back over her shoulder, the MechWarrior below limped off, seeking shelter across the street.

"Bryant! Hernandez! De Salva!" Carlyle snapped, running down the sharply abbreviated roster. "Pryor! Listen up! The boss's dead!"

"Drek!" De Salva spat.

"That puts you in charge, Durant," Bryant added. "What are your orders?"

As commander of Second Lance, Carlyle was the Commandos' number-two officer, as well as Colby's executive officer. And with Colby's death, command of the entire unit immediately fell to him.

He glanced at his tactical display, a schematic map of the surroundings with friendly 'Mechs, identified by their IFF signals, showing up as green points. The picture wasn't as clear as he would have liked. The forest of tall buildings tended to block both IFF and communications signals. He couldn't see Hernandez at all, and Pryor's *Thunderbolt* appeared intermittently as it moved several blocks away.

"Okay, people," he said. "I've got the gold star. We're going to start moving in a sweep toward the northeast. Keep an eye on your tac-visuals, and start to come together. I want to concentrate the unit."

"Copy, Durant," Natalie said. The others chimed in their assent as well...except for Hernandez, who was still off the map. Carlyle hoped he was okay. They couldn't afford to take another loss.

He double-checked his heat readouts then started moving forward. The idea was to concentrate the company, and thereby concentrate their firepower. If the enemy was moving through the streets of Rowe singly or in twos, the Commandos could gain a momentary advantage with each contact, with four or five 'Mechs hitting one or two.

At least...that was the idea. The single most important piece of tactical doctrine was an ancient maxim: *No plan of battle survives first contact with the enemy*.

"Hank!" he called over the company command channel. "I need positions on the enemy!"

"Working on it, Commander." The DropShip skipper had heard the comm call about Colby's death and, in his mind, had already promoted Carlyle to company commander. "Tough to see anything in this heat."

The *Ragamuffin*'s sensors were more powerful than any BattleMech's, and were located high up on her towering, rounded hull, seventy-eight meters above the ground. Even with buildings in the way, Austin could see a lot more than the Commandos 'Mechs could, and with luck he could pick up heat plumes of enemy 'Mechs even when they were hidden behind an office or an apartment tower. His sensor team was busily processing the data and feeding it to the company's tactical net. The high outside temperatures, though, made those heat plumes tough to pick out. A *lot* of guesswork was involved.

"We're getting some targets," Carlyle told him. "Thanks!"

On his tactical screen, Carlyle saw three intermittent targets, red blips that showed the probable location of enemy BattleMechs. The trio was clumped together several blocks to the east, so the chances were good that the Kurita mercs were doing the same as the Commandos—pulling their forces together into a tight little knot for mutual support.

Something wasn't quite right though. The three targets were just standing there, not moving. That suggested they were *waiting* for something...and the only thing that might be was for other 'Mechs to join them, or—

"Hank!" he yelled. "The *ship* is their target! They're trying to steal her! Close the 'Mech bays!"

Carlyle triggered his Pitban LFT-50 jump jets, the jolt of acceleration slamming him down into his cockpit seat. Jets roaring, heat building, he sailed low over two city blocks, came down in a broad avenue, then kicked off again. Heat buildup had the warning alerts buzzing again, but he came down with a heavy impact just outside the outer circle of city buildings and ninety meters from the DropShip.

He grounded just in time. The near side of the glass-dome agro complex exploded outward in a cloud of silvery slivers, and a red-and-black *Dragon*, *Griffin,* and *Wolverine* stepped through, shedding wreckage and dripping plants from mangled hydroponic racks. Their target was the *Ragamuffin*, and with a sudden, sharp rush they just might be able to make it up the slowly closing ramps and get on board...

...except Carlyle stood blocking their path.

He was seriously outclassed, his 55-ton medium 'Mech facing a combined mass of...*God*...170 tons. Laser and particle cannon fire snapped and hissed above his 'Mech's head as the *Ragamuffin* opened fire. That was his single ace in the hole, the heavy weapons of the DropShip right behind him...but it wasn't an ace that could remain in play for long. If the charging enemy 'Mechs could get close enough to the grounded ship, the bulging sides of the '*Muffin* would block fire from the turrets situated higher up on the hull.

He opened fire at the *Dragon* with his laser while sending a spread of missiles at the *Griffin*. The instant the missiles were out of their tubes, he switched to the Armstrong J11 autocannon perched on his left shoulder. The *slam-slam-slam* of the heavy weapon sent a stream of high-explosives into the *Wolverine*, hammering the armor of its torso and shoulder. The *Dragon* returned fire, hitting the *Shadow Hawk* with a spray of missiles in its side, torso, and left arm. The *Griffin* and *Wolverine* ignored his fire, running toward the vulnerable DropShip.

Carlyle sidestepped a second missile barrage and crashed into the charging *Wolverine*, catching the machine in its side and knocking it down.

The battle rage he'd felt moments before was on him once again, a kind of red mist over his eyes, a thunder in his ears, and a wild, shrieking yell in his throat. He grappled with the enemy 'Mech, looking for any weak point.

The *Shadow Hawk* possessed Lang manipulators, powerful and dexterous hands that gave it a decided advantage in a 'Mech brawl. Reaching down, he grabbed the *Wolverine*'s right poleyn, the heavy armor plate protecting the 'Mech's knee, and yanked hard, throwing the full weight of his 'Mech into the attempt to wrench the enemy 'Mech's leg into uselessness.

Flat on its back, the *Wolverine* opened fire with its right-arm autocannon, but the range was too close, the angle awkward. The stream of explosive shells snapped past Carlyle's head, missing his cockpit by a meter or so, just as he grabbed a fistful of exposed myomer bundles in the other 'Mech's leg and pulled.

Metal shrieked, and the leg twisted. Heat warnings shrilled, but Carlyle overrode them as he slammed his left foot down on the *Wolverine*'s right arm, crippling the autocannon before it could fire another burst.

But the *Griffin* had pushed past the two of them, running for the DropShip. Carlyle was forced to shift his attention from the crippled *Wolverine* and open fire with both laser and autocannon at the *Griffin*'s back.

If he'd missed his target, he would have hit the *Ragamuffin*...but he had a clear shot and a good lock. The *Griffin* took four high-explosive shells in its rear torso and upper-right cuisse, the armor covering its thigh. His laser played along the craters in the torso, and the *Griffin* stumbled. It crashed to the ground just shy of the *Ragamuffin*'s nearest 'Mech ramp, skidded to a stop, and lay still, its pilot dead or stunned. All four of the ramps slowly closed, the hatches sealing over them. Austin had the '*Muffin*'s heavy weaponry in play now, firing at the *Dragon* closing in on Carlyle.

And then the other Commandos were there, catching up at last: Natalie Bryant slogging forward in her *Catapult*, loosing swarms of missiles, each clawing a white streak through the air as it arrowed into its target; Pryor's massive *Thunderbolt* laying down a barrage of missile fire that shook the ground; and the two *Commando*s adding their volleys of short-range missiles to the melee. Two more Kurita 'Mechs had appeared from somewhere, another *Dragon* and a 50-ton *Centurion*, but they were stepping through the damaged glass building and into a nightmare of devastating fire. The first *Dragon* was already down, its rear torso ravaged and cratered by Natalie's volley and a follow-up laser attack by Pryor's *T-Bolt*. Hernandez and De Salva had teamed up against the other *Dragon*, hitting it from opposite sides, their *Commando*s circling the bigger machine like hyenas worrying a lion. Smoke boiled from the *Dragon*'s damaged left shoulder. And through it all, Hank Austin directed fire from the DropShip, scoring hit after hit on Kurita 'Mechs halted in place by the savagery of the defense.

Carlyle turned to the *Centurion*, hammering at it with the last few rounds from his autocannon, then switching to his Martell laser.

But the enemy was breaking off. The *Wolverine* was up and limping off the field, its right knee locked in place, its autocannon smashed. The *Griffin* was stirring as its pilot came back online. Pryor strode up to the damaged 'Mech and held his right-arm Sunglow Type 2 large laser up against the *Griffin*'s cockpit. The enemy 'Mech dropped again to its knees, hands in the air...a gesture of helpless surrender. The *Dragon* was smashed, its armor ripped open by an internal explosion.

There...all of the opposition badly hurt and in full retreat.

"Let's get the bastards!" Hernandez yelled, his battle fury like a storm.

"Negative," Carlyle said, his own bloodlust draining from him in a swirling, dwindling flood. "Negative. Let them go..."

Their prisoner was a surprise...mostly because he'd been piloting the *Griffin* rather than one of the heavier *Dragon*s.

Thomin Everett Reid.

He sat before them in the *Ragamuffin*'s common room, hands bound behind him, the grime and sweat of battle still caked on his skin. Carlyle had ordered him hauled from his *Griffin* and brought inside the ship.

The rest of the Kurita 'Mechs had scattered. Carlyle doubted they'd be much of a threat now.

Not when the Commandos had their commanding officer.

"Was this scam Suartos's idea?" Carlyle demanded. "Or yours?"

The ghost of a smile tugged at Reid's lips. "Which part? *Mister* Suartos had the idea of grabbing the gold from the Vickers Mining Company. News of raiders stealing gold makes gold prices on Wotan go up..."

"So why did he have you hire *us*?" Pryor asked. "Doesn't make sense..."

"That's 'cause it wasn't his idea. He hired the Deathgeld to grab the gold...with the idea of splitting the take between himself, the Geld, and certain factions within House Kurita. I hired *you* to throw a wrench into the works." Reid shook his head. "And boy howdy, did you!"

"What's House Kurita's interest in this rock?" Natalie wanted to know.

"Strictly opportunistic. They weren't going to invade Lyran space, not this far in from the border. But if a merc unit affiliated with Kurita could turn a profit..." He shrugged.

"Uh-huh," Carlyle said, not sure if he should buy this tale. "And maybe in the process the mercs—the Deathgeld—could grab a planet for themselves and turn it into a forward operating base outside of the Combine. And maybe force the locals to mine more gold for them. That was *your* contribution, wasn't it?"

He sagged in his seat. "Yeah. Look...I didn't mean anything...it wasn't personal dragging you people into this. I needed a convenient...well, scapegoat. A small, out-of-work mercenary unit that would cause a company or two of Deathgelders just enough trouble to justify bringing in the rest of the regiment."

"Which is why our intel about their numbers was always a bit behind the curve. We couldn't tell how many of you there were...and more and more of you kept turning up. And if you had the entire Deathgeld regiment here on Golandrinas, you could tell the Combine to take a hike, mine your own gold with slave labor, and start building your own little empire out here on the edge of civilized space. Neat." Carlyle smiled. "Kind of a dragon's lair, huh? Are you the CO of the unit?"

"Duboise was. But you killed him at Trent. I was his Number Two. I took over when we brought in the full regiment."

"Operating behind the scenes, the *éminence grise*," Natalie said. "Both here and back on Wotan. You've been busy."

"I've known Georg Suartos a long time."

"Well, the problem remains," Carlyle said. "What are we going to do with you?"

"Nothing," Reid said, and grinned at them. "You signed a contract, right? You're working for Mr. Suartos, and by extension for me. You know, you people are *good*. You'd be a real asset to the Deathgeld. *And* you'd get a cut of the action."

"I've got a better idea, scumface," Carlyle said. "We turn you over to the locals. They use you as leverage to release the hostages you took, if the surviving Deathgelders are still holding them...and then *you* get a cut of the action..."

The color drained from his face. "They'll kill me!"

"Maybe. That's up to whatever laws they have here. I agree...the justice systems on these marginal rock-ball worlds tends to be...well, kind of direct. Brutal and to the point."

"No! You can't! We had a deal!"

"Actually," Carlyle said, "you made a deal with Jonathan Colby, who was killed in action. Colby's Commandos doesn't exist anymore."

Natalie leaned over and put her hand on Carlyle's shoulder. "That's right. We're now *Carlyle's* Commandos."

INTRODUCTION

In the *BattleTech* universe of the thirty-first century, the interstellar nations of the Inner Sphere are mired in continuous warfare waged by BattleMechs: ten-meter-tall humanoid machines of destruction capable of carrying more firepower than a dozen modern-day tanks. *MechWarrior: Destiny* puts you in the cockpit of a 'Mech—or an aerospace fighter, a tank, or any other way you prefer to fight—to carve your own path through this war-torn universe and tell the story you want to tell.

In *MechWarrior: Destiny*, that story—much like the BattleMech—is king. There are still plenty of opportunities to throw dice, but those opportunities exist to help the story move forward. And in *MechWarrior: Destiny*, every player's contributions to the story stretch beyond the actions of their characters. They have the chance to add elements to the story, from the appearance of new characters to the existence of secret groups to descriptions of unusual objects and more. They get to challenge each other, but most of all they get to introduce ideas that will make the game exciting and memorable, and that will help them experience the adventure that makes the *BattleTech* universe one of the most enduring science-fiction settings of all time.

MechWarrior: Destiny is all about giving you the opportunity to explore every facet of the *BattleTech* universe: charging a 'Mech across a fiery battlefield in defense of a critical planet, blasting through perilous dogfights in an aerospace fighter, navigating the seedy underworld of spies and counterintelligence, making a name for yourself in the Solaris VII 'Mech arenas, and more. The universe is at your command.

This book, along with some six-sided dice and a few coins or counters, is all you need to play, and it's designed to make it easy to jump into the game. Here's what you'll find: First, **The *BattleTech* Primer** is your guide to the 3025 setting and the role your character will play in it. **Rules of Engagement** gives you everything you need to resolve situations and conflicts in the game when you're outside of your 'Mech, so you know when to roll dice and what to look for when you roll. **'Mech-Scale Combat**, on the other hand, covers all of the rules needed for when you're strapped into a multi-ton engine of destruction and fighting similarly scaled opponents. The next two chapters give some advice for playing the game, including alternate rules to suit different play styles: **Building Your Destiny** focuses on players and what they can do to make the game as fun as possible, while **Controlling Destiny** is advice for gamemasters about how to build exciting and memorable stories. While the book includes many pre-generated characters to help you dive into the action, **Enlistment** guides you through the process of making your character just what you want them to be, as well as how to develop that character as they gain experience; also included are conversion rules for bringing your favorite 'Mechs, tanks, and aerofighters into *MechWarrior: Destiny*. The **Sample Characters** section has the aforementioned collection of pre-generated characters, with a wide array of people such as a jaded Federated Suns MechWarrior, a Draconis Combine DEST operative, a ComStar technician, a Periphery survivalist, and more. It also includes non-player characters (NPCs) that can be easily dropped into any mission. **Mission Briefings** is a collection of missions, which are plotlines gamemasters can use to send the group out on a variety of different missions on various planets across the Inner Sphere. **The Warrior's Catalog** features handy lists of weapons, equipment, 'Mechs, and various other items that are useful for character creation and general reference. **Tabletop Integration** highlights ways that *MechWarrior: Destiny* roleplaying elements can be incorporated into a game of *BattleTech* or *Alpha Strike*. Finally, for those looking to play in a different era of *BattleTech*'s rich history, **The Clan Invasion Era** appendix offers rules for play in the 3050s: some background information, rules for Clan technology, battle armor, sample Clan characters, and more.

Look through this book to get a feel for the game, then get ready to make your own characters, tell your own war stories, and forge your destiny in the unforgiving but glorious battlefields of the thirty-first century.

ADDITIONAL SOURCES

Certain optional rules sections in this book reference additional sources, using the following abbreviations: *Alpha Strike: Commander's Edition* (*ASCE*), *Tactical Operations* (*TO*), and *Total Warfare* (*TW*).

Players who wish to read more about the details and history of the 'Mechs, vehicles, and aerospace fighters featured in this volume can find them in *Technical Readout: Succession Wars, Technical Readout: Clan Invasion* and the earlier *Technical Readout: 3050* and *Technical Readout: 3055*, and *Technical Readout: Vehicle Annex*.

MECHWARRIOR: DESTINY VS. A TIME OF WAR

MechWarrior: Destiny is a new, alternative fast-play *BattleTech* RPG which places the emphasis on story, action—both in and out of the cockpit—and letting players have more freedom than in traditional RPGs. By comparison, *A Time of War* (*AToW*), the previously released *BattleTech* RPG ruleset, offers players a more detailed role-playing experience using a deeper set of rules. *MechWarrior: Destiny* thus represents an additional option for *BattleTech* role-playing rather than a replacement for *AToW*, so player groups can choose which ruleset they prefer. Groups that want a traditional and detail-oriented RPG experience might lean toward *AToW*, whereas groups looking for a game that focuses more on story, action, player choice, minimal gamemaster preparation, simplified character creation, and a seamless integration of easy-to-resolve 'Mech-scale combat might gravitate toward *MechWarrior: Destiny*. The choice between the two systems depends on player preference.

Note: Players who are familiar with *A Time of War* may recognize some of the terms and concepts in this book; however, since *MechWarrior: Destiny* is a new ruleset that, while complementary to *AToW*, is not directly compatible due to the design differences. Catalyst Game Labs will continue to support *AToW* in future products.

THE BATTLETECH PRIMER

BattleTech is a science-fiction "space opera": a factional, militarized universe of the thirty-first century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond.

Following the rise of six Great Noble Houses, a mighty Star League was forged, heralding a golden age of prosperity.

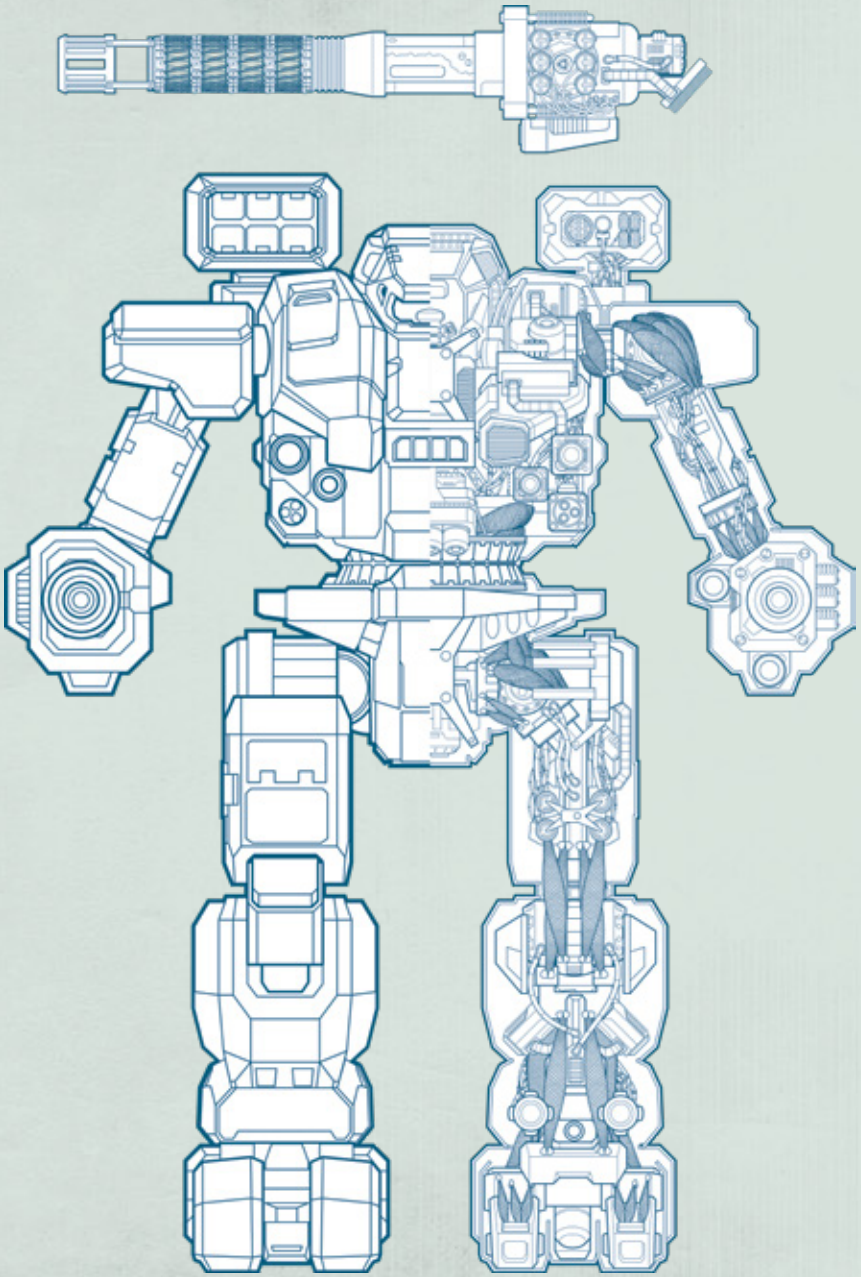
However, treachery undermined the Star League and led to the murder of the First Lord and the fall of House Cameron. The rulers of the remaining five Great Houses each proclaimed themselves the new First Lord of the crumbling Star League, and thus began the Succession Wars.

For twelve generations, armies of BattleMechs have clashed across more than two thousand colonized planets of the Inner Sphere, visiting such destruction on humanity's technological capabilities that old, scavenged 'Mechs often outperform newly built models.

The year is 3025, and the scars of the Third Succession War remain fresh across the entire Inner Sphere. All five Houses have paused their military campaigns in hopes of rebuilding their armies and rediscovering part of their lost technological base.

Whether wet-behind-the-ears recruits or grizzled veterans, mercenaries are the wild card that can tip the balance in combat. These MechWarriors run the razor's edge between legend and destruction, and possess the necessary skills and the right amount of luck to snatch victory from the jaws of defeat.

THIS is BattleTech.



BATTLEMECHS

—Excerpts from a promotional pamphlet originally distributed by Defiance Industries of Hesperus, Lyran Commonwealth, 2997

- Standing from seven to sixteen meters tall, and weighing from twenty to one hundred tons
- Powered by an armored and shielded fusion reactor
- Skeleton of honeycombed, foamed aluminum core wrapped with stressed silicon carbide monofilament and sheathed by a rigid, titanium-steel shell
- Locomotion generated via bundles of polyacetylene-fiber myomer muscles
- Protected by aligned-crystal steel over a layer of boron nitride impregnated with diamond monofilaments
- Mounting a swath of powerful weapons from charged particle beams to lasers, missiles to rapid-fire autocannons
- Piloted by MechWarriors, the noble elite

The modern BattleMech is the end result of more than three thousand years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of thirty-first century warfare, the BattleMech seems destined to reign supreme for centuries to come.

MECHWARRIORS

As soon as the first BattleMechs dominated the battlefields of the twenty-fifth century, the humans that piloted these awesome machines gained a power and influence well beyond what other soldiers on the field could command. An entire social class soon formed around those who piloted these increasingly important war machines. These so-called MechWarriors, the modern incarnation of knights, were given the monumental task of defending their homelands and their rulers. As with the Middle Ages of Europe, these MechWarriors were given honors in exchange for service. Some even received royal titles, conveying authority over entire worlds. Such honors usually had the direct effect of instilling utter loyalty toward whoever bestowed such titles.

Over the centuries BattleMechs have waxed and waned in rarity and numbers as the technology and production infrastructure to build and maintain them suffered during centuries of extended warfare.

During those eras when BattleMechs transitioned into rare commodities, many became owned by their MechWarriors, with many 'Mechs passed down to a MechWarrior from his parents or relatives. Competitions within such families to see who will gain the right to become the next generation's MechWarrior—and thus the effective leader of that family—are fierce and brutal, with siblings taking sides and asking for no quarter.

BattleMechs that are not passed down are typically the property of the military, in which they serve with MechWarriors filling a roster slot or "chair" in the military force's structure.



THE STAR LEAGUE

Terra, birthplace of humanity, was also the home of House Cameron, which rose to lead the mighty Terran Hegemony, an equal rival to the five other Great Noble Houses of the Inner Sphere.

Yet Ian Cameron had a vision of a united humanity, and after decades of skilled diplomacy he forged the Star League in 2571. All six Great House leaders became the High Council of the League, with Ian made "first among equals" as First Lord.

After failing at diplomacy with the Periphery States, First Lord Cameron forced them into the Star League during a war that would last two decades, cementing centuries of hostilities between the Inner Sphere and Periphery that survive to this day.

Regardless of the League's troubled beginnings, the next two hundred years brought a golden age of peace, prosperity and advancements unheralded in human history. It would also give rise to the greatest military ever known, the Star League Defense Force.

Despite such prosperity, greed, envy and betrayal ultimately undid mankind's greatest achievement. Stefan Amaris, the Usurper—ruler of a subjugated Periphery State—instigated a Periphery revolt in 2765. This pulled the lion's share of the SLDF to the edges of the Star League, while the Great Houses secretly expanded their private armies. Then, in 2766, the Usurper and those in league with him assassinated every noble member of House Cameron and in the resulting chaos took control of the Terran Hegemony.

The Commanding General of the Star League Defense Force, Aleksandr Kerensky, immediately turned his mighty force on Amaris' renegade Periphery State and then his usurped Terran Hegemony, fighting a terrible no-quarters war. The Usurper was finally defeated in 2780 and Terra liberated.

For the next four years Aleksandr valiantly moved from royal court to royal court attempting to salvage the Star League through diplomacy. But Pandora's Box was open and each Great House leader saw themselves as the new master of the Star League.

Foreseeing a cycle of deadly wars, General Kerensky came to the conclusion that he must deny the Great Houses the Star League Defense Force, with which they could destroy humanity. He enacted a bold plan: Exodus. On 5 November 2784, 402 WarShips and 1,349 transport JumpShips with more than six million soldiers and dependents jumped into the Deep Periphery and vanished from the Inner Sphere and history.

With the brakes released, Coordinator Minoru Kurita declared himself First Lord in December 2786, quickly followed by the rest of the Great House leaders. The entire Inner Sphere erupted into a savage Succession War.

Three Succession Wars over the next two centuries ground technology down until the accomplishments of the Star League were lost entirely or barely understood. Thus, preserved ancient BattleMechs perform better than rarely manufactured new machines and have become prized possessions passed from generation to generation. The noble MechWarriors, knights of the Inner Sphere, take to the field of battle to further their liege lord's goal of ruling a reborn Star League.

THE GREAT HOUSES

HOUSE KURITA (DRACONIS COMBINE)

Tags: ● The Dragon ● Duty ● Honor ● Samurai ● Zeal ● Coordinator Takashi Kurita ● "Honor the Dragon"

Honor and duty are the touchstones of life for a House Kurita MechWarrior: the honor of the House he serves and his duty to serve it well. In discharging that duty, he finds his personal honor inextricably linked with the good of the Kurita dynasty that has ruled the mighty Draconis Combine nearly without interruption since that realm's inception. Steeped in the culture of medieval Japan and trained in the ancient samurai code of bushido, the Kurita MechWarrior knows that his deepest value lies in his dedication to the Kurita dynasty. He will risk whatever its scions may require of him, including his life, without question or fear. Such devotion helped the Combine's founder, Shiro Kurita, build his realm from a single planet to a star-spanning military empire. That same loyalty, carefully nurtured throughout Combine society and concentrated in its military, will preserve it for generations to come. The armed forces have always represented the pinnacle of service to House Kurita, from the early days of conquest to the Combine's battle for survival in the Succession Wars. Even during the realm's darkest period, when the corrupt Von Rohrs dynasty indulged in a reign of terror, the Draconis Combine Mustered Soldiery kept the Combine alive until a true scion of House Kurita appeared to redeem it. Each individual MechWarrior, whether a graduate of the finest military academies or a product of the rough-and-ready proving grounds, knows this proud history and is determined to add to it. They do not seek mere personal glory, but the infinitely greater distinction of having offered their best to the Dragon.

No matter what world they hail from, a Kurita MechWarrior embodies the values of bushido. Like the samurai of old, they dedicate themselves to the art of war as the only means to achieve true peace. On the thirty-first century battlefield, the legions of House Kurita are legendary for their skill, courage, and tenacity in the face of overwhelming odds. They believe House Kurita is destined to rule over all of known space, and they take pride in doing whatever is necessary to further that goal.



At times throughout the Combine's history, this willingness to follow orders with fanatical zeal has unfortunately placed MechWarriors at the mercy of individual unit commanders who were not always worthy of the job. Kurita fighting forces often needed reminding that the true spirit of bushido lies not in blind loyalty to every command by every superior, but in each warrior doing his best to preserve and extend the power and honor of the Draconis Combine. MechWarriors most truly serve House Kurita by acting in the interests of the empire to which that House has likewise dedicated itself.

A Kurita MechWarrior is more than a fighting machine. Martial prowess goes hand in hand with such gentler arts as haiku, origami or bonsai, reminding the warrior of the deep connection between them. Only the willingness to fight and die makes peaceful pursuits possible, and the warrior values them all the more for their contrast to the battlefield. No blade stays permanently honed to a razor's edge, and Combine warriors are no exception. By offering a brief respite from the brutal demands of warfare, artistic pursuits and intellectual studies enable a MechWarrior to face the next battle with renewed dedication.

From regular line units, to elite commands like the Sword of Light, to the Legions of Vega, which are populated by malcontents and cowards, the MechWarriors of House Kurita cover the entire spectrum of Combine society. A MechWarrior from the middle or noble classes may proudly serve in a district unit like the Third Benjamin Regulars or the Fifth Galedon Regulars, one of the oldest units in the DCMS.

HOUSE DAVION (FEDERATED SUNS)

Tags: ● Freedom ● Militarism ● Patriotism ● Prosperity ● Strength ● First Prince Hanse Davion ● "By Freedom's Sword"

House Davion reigns over the Federated Suns and has long been considered the military powerhouse of the Inner Sphere. To the soldiers who fight for it, the Federated Suns and its noble ruling House are the banner-bearers of liberty in an otherwise benighted universe. The Draconis Combine and the Capellan Confederation exist merely to glorify their leaders, while the Lyran Commonwealth and the Free Worlds League concern themselves with money-grubbing at the expense of higher ideals. Only House Davion understands that true prosperity depends on freedom—and the willingness to fight the enemies of liberty, wherever they may be. Proud, ambitious, brimming with energy and eager to spread the blessings of freedom throughout the Inner Sphere, House Davion's fighting forces are among the most talented and innovative soldiers of any Successor State military. The personal freedoms guaranteed to its people are the foundation of the Davion realm's overwhelming confidence in its own rightness. That confidence enabled the nation to survive historical downturns that might have crippled a lesser people or rulers. In the centuries since the nation's founding by Lucien Davion, the Federated Suns and the Davion family have become living symbols of the vitality and hope of a place where freedom rings. Harnessed to a sprawling military machine, that same vitality has extended the reach of House Davion time and time again.



A House Davion MechWarrior embodies the truest spirit of Davion ideals. They keep the nation strong, defending it from attack and expanding its borders at the direction of their liege lords. Without their fighting skill and tactical expertise, the Davion way of life might vanish under assault by its many enemies—especially the Draconis Combine and the Capellan Confederation, longtime rival states whose people are shackled by slavish devotion to the dictatorial Houses Kurita and Liao. As long as such oppressive states exist, the ideals of liberty cherished by House Davion will remain under threat.

Knowing this, a Davion MechWarrior gives their all to their job. It is not enough to master basic fighting skills and follow orders; they must also hone their own tactical judgment to the highest possible level and master different fighting styles through extensive cross-training. With this kind of background, in the heat of battle even a lance commander may make the snap decision that snatches victory from defeat.

Soldiering is a glamorous job in the Federated Suns, fueled by popular admiration for the warriors who keep the flame of freedom alive. From the rawest recruit to the battle-scarred veteran, every member of the Armed Forces of the Federated Suns takes pride in their role as the ultimate guarantor of liberty and honor. The ideal of freedom is the heart of the Davion realm; the reality of successful conquest built that realm and sustains it to this day. Davion warriors safeguard the people and planets of the Federated Suns, while the overall enterprise of war brings jobs and prosperity to worlds across the Davion empire. Widespread approval of the military gives the AFFS an endless supply of eager recruits drawn from almost every world and all walks of life.

The AFFS is also among the best equipped Inner Sphere militaries, owing much of its technological edge to the famed New Avalon Institute of Science. This flagship institution, located on the Fed Suns capital and Davion homeworld of New Avalon, has provided the Davion military with cutting-edge improvements in battlefield technology ever since its founding. Consequently, whether serving in a March Militia unit or an elite front-line Regimental Combat Team, a Davion MechWarrior can generally expect the best equipment commensurate with their unit's mission.

Individual AFFS units cover the spectrum. All incorporate combined-arms organization, on which the AFFS relies more than any other Inner Sphere military. The Davion MechWarrior is therefore more likely than their foreign counterparts to know something of and respect the other branches of service. This mutual understanding greatly enhances esprit de corps, another potent battlefield advantage that helps keep House Davion in the first rank of humanity's interstellar nations.

HOUSE LIAO (CAPELLAN CONFEDERATION)

Tags: ● Celestial Wisdom ● Defiance ● Determination ● Pride ● Survival ● Chancellor Maximilian Liao ● "One Vision"

The single element that most shapes a warrior of House Liao is pride—not the overweening personal ego of the secretly insecure, but a deep and unshakable national pride in the Great House and the nation they serve. To be Capellan is to be among the most tenacious peoples in the Inner Sphere, member of a nation and vassal of a dynasty that has met setback after setback with determination and grit. No matter what the universe throws at them, House Liao and its subjects survive. And sooner or later, they find a way to prosper at their enemies' expense.

As the defender of House Liao and the Capellan nation, Capellan soldiers—especially MechWarriors—enjoy respect from their fellow citizens that borders on reverence. In return for this near-sacred regard, the warrior owes unstinting loyalty to the civilians they protect, the state that employs them, and the ruler of that state as their commander-in-chief. This ideal, enshrined in the warrior philosophy known as the Lorix Creed, underlies the entire Capellan military. Such mutual devotion between rulers and ruled is the source of Capellan patriotism, the wellspring of each MechWarrior's identity. Capellan patriotism also owes much to the Confederation's long history of struggling to survive against larger and more powerful enemies. The ruling House Liao first came to



power in just such a struggle; if not for the quick thinking, dazzling political acumen and sheer ruthlessness of Duke Franco Liao, the Capellan nation would likely have been absorbed by the expansionist House Davion in 2367. Throughout the Confederation's existence, its people have fought however they could to preserve what was theirs, often in the face of incredible odds. The leaders of House Liao both embodied and encouraged this instinctive defiance of fate, inspiring those who served them to ever-greater achievements.

The Chinese cultural bent of the ruling Liao dynasty added its own thread to the Capellan tapestry. Like their Han Chinese ancestors of old, the scions of House Liao saw their traditions as the height of human achievement and themselves as destined for greatness. Their nation adopted these ideals with fervor and came to revere House Liao all the more as the truest embodiment of Capellan identity. An ancient culture marked by subtlety, patience, and an unyielding sense of its own worth took those traits to the stars, and has used them ever since to carve and keep its own niche among humanity's warring star empires.

This fierce Capellan pride finds its primary antagonist in House Davion, whose rival Federated Suns attempted to strangle the Confederation in its cradle and has never given up attempts to conquer Capellan territory. The military efforts of Chancellor Maximilian Liao and the Capellan Confederation Armed Forces, however, held the Federated Suns at bay during the Third Succession War. The nation owes its good fortune to House Liao and to the valiant warriors of the CCAF.

The Liao MechWarrior of the early thirty-first century serves a nation always on the edge of the knife: enough pressure in the right place could cost the Capellan people dearly. The Third Succession War ended with a whisper, giving House Liao a lull to rebuild and prepare for the future. Despite the ever-present threat of Davion incursion, the members of the CCAF are committed to doing all in their power to avert potential disaster on the fast-shifting battlegrounds of thirty-first century combat.

Capellan reverence for the warrior extends throughout all military ranks but finds its clearest and deepest expression among the Warrior Houses, elite military units akin to ancient orders of knighthood. First formed in the latter twenty-ninth century after the massive destruction of the Second Succession War, the Warrior Houses served a dual purpose: to rebuild the strength of House Liao's armies and give the Capellan people a much-needed morale boost. Strict discipline, mystical underpinnings, and intensive training made this breed of MechWarrior the ultimate symbol of Capellan pride, fighting skill, and devotion to the Liao family. To this day, the mere presence of Warrior House troops can freeze the blood of the enemy forces, winning half the battle for Liao before combat is even joined.

From the most elite Warrior Houses to the greenest of Home Guard units, the soldiers of the CCAF display three traits that enable them to do disproportionate damage on the battlefield: bulldog tenacity, unquestioning devotion to House Liao, and a willingness to do whatever it takes to ensure victory.

HOUSE MARIK (FREE WORLDS LEAGUE)

Tags: ● Cooperation ● Flexibility ● Independence ● Melting Pot ● Provincial vs. Federal ● Captain-General Janos Marik ● "United We Stand"

Presiding over a hodgepodge of mini-states, each with their own political and cultural bent, House Marik earned and kept its position as ruler of the Free Worlds League by possessing a badly needed talent: the knack for bringing order out of chaos. Like the House they serve, Marik MechWarriors also have a talent for coping with upheaval and coming out on top. Though the heat of battle may turn any plan awry, the supremely adaptable Marik soldier has justified confidence in their commanders' ability to pull off a victory, even when it looks impossible. Marik adaptability has its roots in a long history of political infighting that left deep marks on the Free Worlds League military. Throughout the realm's existence, the warriors of House Marik have had to balance conflicting loyalties between their home provinces and the larger nation, and often found it difficult to serve the interests of both. Units unable to manage that feat generally succumbed in brutal civil wars and other internal conflicts. The survivors learned and grew stronger. Over the centuries, the intense provincial loyalties of Marik units gradually shifted toward a more workable balance between provincial pride and a larger national patriotism.

The most recent civil war occurred in 3014, when Anton Marik challenged the rule of his brother Janos, the rightful Captain-General. The resulting conflict saw Anton's Revolt put down a year later, and left a deeply divided nation in its wake. This left Janos the unenviable task of proving to even his harshest critics that the League needed the strong hand of a Marik to keep it from falling apart. However, the scars and acrimony of the revolt remain palpable even a decade later.

Though the typical League MechWarrior gladly gives their loyalty to the leader of the House that has brought the League stability, they remain as much of an individualist as the military life will allow. From their earliest days, Leaguers have valued



independence and tradition above all. Marik soldiers are therefore allowed—expected, in fact—to take initiative and learn from their mistakes, to an extent that would be unthinkable in more tightly controlled militaries like the Draconis Combine Mustered Soldiery. A Marik warrior who only knows how to follow orders is doing only half of their job. From a lifetime of balancing loyalty to their home region with loyalty to the entire League, the average League soldier knows almost instinctively when to do as they are told and when to take other action.

The illustrious career of the Second Oriente Hussars offers a sterling example of such initiative gone right. This light reconnaissance regiment, nicknamed "the Crazy Second," has more than earned its reputation for near-miraculous survival after undertaking seemingly suicidal recon runs on behalf of other regiments. Members of the Second owe their amazing combat record to a loose command structure that fosters individual initiative on the part of company and lance commanders.

A less fortunate result can be seen in the questionable loyalty of the Silver Hawk Irregulars regiments, which stems from the Irregulars' commitment to defend only systems with membership in the Silver Hawks Coalition. House Marik's reluctance to spend military resources to bolster such deeply provincial units has led to the Irregulars regiments openly resisting assignment to battlefields outside of the Silver Hawks worlds.

A MechWarrior in the Free Worlds League Military is most likely to serve in either a provincial or a federal unit—the former drawn from and financed by the soldier's home province, the latter sponsored and staffed by state-run military academies. Historically, provincial units were the likeliest breeding grounds of trouble when the interests of a particular region conflicted with those of the realm as a whole. House Marik's control of the Captain-Generalcy is no guarantee of power over provincial troops, whose loyalties might lie with their local leaders or be torn to the point of paralysis.

HOUSE STEINER (LYRAN COMMONWEALTH)

Tags: ● Commerce ● Confidence ● Defense ● Tradition ● Wealth ● Archon Katrina Steiner ● "Indomitable Will"

Like House Davion, House Steiner and its military, the Lyran Commonwealth Armed Forces, see themselves primarily as guardians of their people's prosperity. A soldier of House Steiner knows that the peace of their realm and the material welfare of their fellow citizens rests as much on their own ability to fight off enemies as on the typical Lyran merchant's skill for striking deals. Unlike the Davions, however, the warriors of House Steiner harbor no delusions of being bearers of righteousness throughout the Inner Sphere. The typical Steiner soldier will defend their people and their way of life to the death if necessary, but won't go out of their way to export it beyond Lyran borders. Offensive military action, in House Steiner's terms, must offer a chance to enrich the realm before it can truly be said to serve Lyran interests. Whatever keeps House Steiner and the Lyran nation prosperous is a cause for which a Steiner warrior will gladly fight.

This willingness to fight and the tactical acumen to successfully lead troops in battle do not always go hand in hand, however. Many of House Steiner's social elite desire the prestigious privilege of overseeing a unit of line troops, which has led to a rise in the



numbers of so-called social generals among the LCAF's ranks: superior officers given command through social and political connections rather than on merit. This struggle to develop an officer corps worthy of its rank-and-file talent has kept the Lyran military from achieving its full potential, but the LCAF overcomes this hurdle through the sheer energy and grit of its personnel and the quality and quantity of its arms.

As the military arm of House Steiner's wealthy mercantile empire, the LCAF has always been among the best equipped and trained of the Successor State militaries. From planetary garrisons to elite line regiments, the average Steiner MechWarrior is more likely than their foreign counterpart to pilot the best 'Mech money can buy and to benefit from excellent instructors drawn to Steiner-sponsored military academies by impressively high salaries. Spare parts are rarely a problem, thanks to the efforts of the well-endowed Quartermaster and Replacement Depot Corps. In addition, the Steiner military is the only one in the Inner Sphere with a set of troops dedicated to the testing and development of new military machines in concert with the sizable Commonwealth military-industrial complex.

One element of the Steiner military that sets it apart from its fellow Great Houses is its willingness to use mercenary troops. Though every Successor State hires at least some merc units, House Steiner has historically relied on far greater numbers of them to defend itself. Given their own long history as merchant princes, the scions of House Steiner tend to regard mercenary units as fellow businessmen rather than potential traitors for sale to the highest bidder. They pay and equip their hired guns extremely well, with little of the price-gouging and other gamesmanship in which the other Great Houses frequently indulge. With the instinctive Steiner feel for a sharp bargain, the Lyran military exercises tight control over command rights in exchange for this material bounty.

Almost every Lyran unit feels a pride in its own combat history. New recruits to the Second Donegal Guards still hear stories about that long-lived unit's descent from the Eleventh Terran Rangers. Even planetary militias with far less combat experience than front-line commands take immense pride in the action they have seen and the abilities of their members. A reputation as bunglers in the eyes of outsiders—a legacy of the social generals' influence—only intensifies the average Lyran soldier's regard for their unit. Whatever

their level of service, the warriors of House Steiner take a back seat to none in their willingness to prove their combat skills for the good of their nation and the honor of their leaders.

OTHER POWERS

MERCENARIES

Tags: ● Contracted ● Flexible ● Independent ● Money-Minded ● Professional

Independence is the hallmark of the mercenary life—the freedom to choose one's own causes, missions, and risks. Whether an ordinary soldier tired of being one small cog in a giant House military machine, a scion of royalty looking to make their way on merit rather than lineage, or a maverick with a will to fight but a distaste for backing leaders in whom they do not believe, the modern mercenary warrior is looking for the one thing a House military cannot give them—the chance to be their own boss.

Large or small, prestigious or obscure, the mercenary unit of the thirty-first century fights for a paycheck as well as a cause. The mercenary soldier bows to no lord and serves no Great House. Instead, their primary loyalty lies with their comrades in arms. Colleagues, friends and family all in one, mercenary warriors are bound to each other by ties far deeper than nationality or politics. More so than any other type of soldier, mercenaries depend on each other to survive and prosper on and off the battlefield. Despite stereotypes to the contrary, the average mercenary is not up for sale to the highest bidder. A merc unit is a business first and foremost, with the unit's equipment and circumstances dependent on decent pay, salvage and command rights. For mercenary commanders and the soldiers under them, a successful career means striking the right balance between material compensation and any higher ideals. A given unit may choose an employer because its members believe in that employer's cause, but no merc can afford to forget about the bottom line. Well-negotiated contracts are the lifeblood of the mercenary, who depends on pay and battlefield salvage for equipment, materiel, and everything else that keeps a merc unit running. House units have an entire military establishment to fall back on when necessary; a mercenary has only oneself and their comrades. And they like it that way.

Mercenaries in the Inner Sphere run the gamut from legendary outfits like Wolf's Dragoons to hardscrabble units barely better than pirates. Most merc commands fall between those two extremes, providing solid fighting skills and earning a modest profit. In general, mercenary units can be counted on to fulfill their contracts to the best of their ability; their livelihoods depend on their reputations, and those who don't perform well or who cheat their employers rarely get hired again. Professionalism among mercs, however, cuts both ways. Employers who exploit their soldiers-for-hire will have a hard time attracting reputable merc commands and may face legal proceedings before the ComStar-run Mercenary Review Board on Galatea, the Mercenary's Star.



Though all the Great Houses employ mercenary units, the circumstances under which they do so and their attitudes toward them vary widely. House Kurita is famous for hostility toward mercenary outfits, fueled by a culture that prizes personal loyalty to its ruling family above almost all other virtues. On the other end of the spectrum are the Federated Suns and the Lyran Commonwealth, both of which have long relied on mercenaries for expansion and defense. The Lyrans in particular are known for easy acceptance of mercenaries, whom they tend to see and approve of as fellow businessmen.

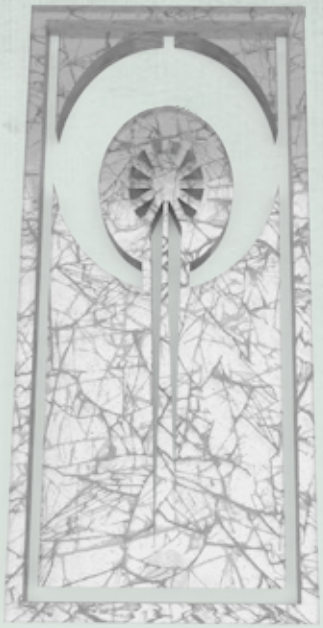
Just as there are good and bad employers, there are also good and bad merc units. The best of the Inner Sphere's mercenaries are among the most illustrious units in known space: Wolf's Dragoons, the Kell Hounds, and the Northwind Highlanders, just to name a few. These commands are distinguished by the professionalism and brilliant fighting skills that easily make them the equal of the most elite House units. Some, like the Kell Hounds or McCarron's Armored Cavalry, are also noted for their passionate loyalty to a particular ruling House (though not always to the specific incumbent of the throne in question).

On the other extreme are units like the Oberon Guards, who killed protesters and sacked entire cities while acting under a garrison contract with the Lyran Commonwealth. These extreme actions led to the Guards fleeing the planet, which in turn resulted in the rise of Redjack Ryan, one of the Periphery's most feared pirates. Merc units who backstab their employers, pursue unsanctioned military adventurism, commit war crimes, or perform other unsavory or outright illegal actions often fall from grace and become blacklisted from reputable mercenary contracts. Such a path often leads to a life of piracy.

COMSTAR

Tags: ● Hyperpulse Generators ● Interstellar Communications ● Lifelong Commitment ● Quasireligious ● Secretive ● Primus Julian Tiepolo

ComStar, the interstellar communications network, is the brainchild of Jerome Blake, one of the most influential men in the thousand-year history of interstellar space travel. An electronic engineer and high-level bureaucrat, Blake was appointed Minister of Communications in 2780 by the High Council of the Star League, after the Star League Defense Force's Commanding General Aleksandr Kerensky defeated the usurper Stefan Amaris. The council charged Blake to restore the League's extensive communications network to its pre–civil war efficiency. Fearing that the Successor Lords would destroy the Inner Sphere's communications technology in their struggle for supremacy over the collapsing Star League, Blake obtained a promise from the Council Lords that they would guarantee the safety of the communications network if Blake agreed to keep it out of politics.



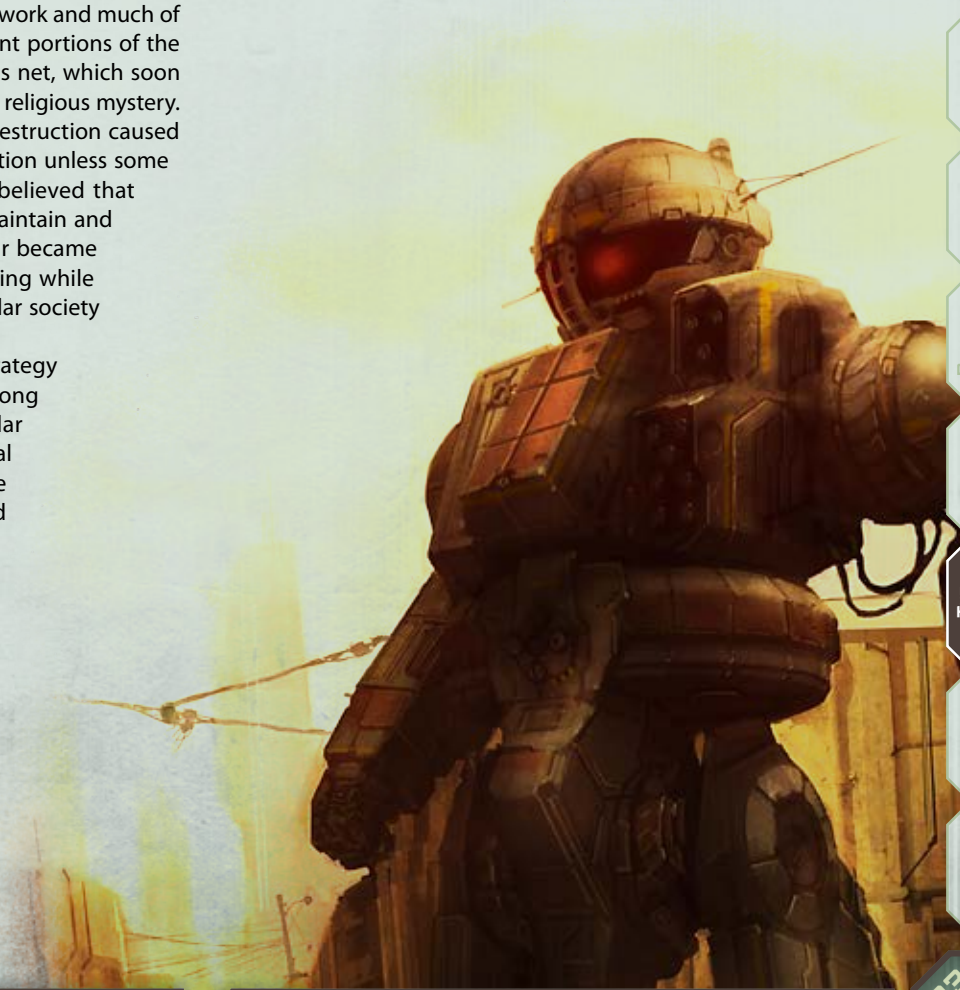
After hastily recruiting several BattleMech regiments, Blake captured Terra in a lightning operation in the summer of 2788. He then declared Sol a neutral system under the protection of the communications authority. Because communications were crucial to all concerned, Blake was able to save the network and much of the high technology that had built it. Significant portions of the early history of the interstellar communications net, which soon adopted the name of ComStar, are shrouded in religious mystery. Blake realized that the tremendous scope of destruction caused by the wars would eventually consume civilization unless some of the precious knowledge was retained; he believed that the organization had a higher obligation to maintain and preserve knowledge at all costs. Thus, ComStar became a haven for all manner of technicians, prospering while BattleMech regiments tore the rest of interstellar society apart.

Secrecy was an essential part of Blake's strategy to ensure the survival of vital knowledge; as long as only ComStar knew the secrets of interstellar communications, ComStar could act as a neutral tempering force. The First Circuit, which became ComStar's governing body, met only in closed sessions and imposed a "secret-society" mentality on its subordinates. An internal security force known only as ROM (an acronym whose original meaning has been lost to history) was formed in 2811 to help prevent leakage of technological information to the outside and to help thwart defection of ComStar personnel to the Successor States. ROM quickly became feared and respected throughout ComStar, punishing not only acts of treason but also policy disputes with dispatch and efficiency.

THE PERIPHERY

Tags: ● Exploration ● Frontier ● Independent ● Isolated ● Piracy Hotbed

Beyond the boundaries of the Inner Sphere lie the endless reaches of the Periphery, traditionally home to the independent-minded souls who sought escape from the often-repressive regimes of the Great Houses. The Periphery is the galaxy's frontier, keeping the spirit of exploration and discovery alive and well. The less savory aspects of frontier living are equally abundant; numerous pirate bands and petty bandit kingdoms thrive in this almost lawless region of space. Largely unexplored and sparsely populated compared with the Inner Sphere, the Periphery has nonetheless played a pivotal role in several major interstellar events, including the fall of the Star League. The Periphery's reputation as a backward and technologically inferior region is only partly true. Though it is indeed under-developed industrially and well behind the technology curve compared with the Inner Sphere, it includes scattered regions that boast cultural and technological advancement. The Taurian Concordat is well known for its excellent educational system and high literacy rate, the Magistracy of Canopus exemplifies some of the best medical technologies in known space, and the Outworlds Alliance boasts some of the best aerospace pilots in the Inner Sphere.



THE INNER SPHERE CIRCA 3025

Inner Sphere: General term used to describe a region of space roughly one thousand light-years across, composed of more than two thousand populated planets, with Terra (Earth) at the center. This area is further divided into geopolitical regions, where one power or another holds sway. For most of the centuries since humankind took to the stars, the vast majority of these worlds have belonged to one of the five Great Houses. Smaller powers have come and gone over this same time period. Any world or geopolitical power outside the Inner Sphere is said to lie in the Periphery, considered the frontier of the known universe.

—Encyclopedia Galactica

HOUSE STEINER (LYRAN COMMONWEALTH)

Over the centuries, business acumen has turned the Commonwealth into an industrial powerhouse, but often results in "social generals": nobles with little combat expertise. Today's Lyran MechWarriors place their confidence in Archon Katrina Steiner—whether leading a war or negotiating a trade agreement, her warriors will march at her side.

RULER:	Archon Katrina Steiner
GOVERNMENT:	Constitutional Monarchy (with German Feudal stylings)
CAPITAL (CITY, WORLD)	Tharkad City, Tharkad
DOMINANT LANGUAGE(S):	English and German (official), Scottish Gaelic, Italian, French
DOMINANT RELIGION(S):	Christianity (Protestant), Judaism, Islam
Inhabited Worlds: 443	**Founding Year:** 2341
	Currency: Kroner



COMSTAR

A pseudo-religious order in control of Terra and dedicated to the preservation of technology and maintaining a neutral control over the Inner Sphere's communication network.

RULER:	Primus Julian Tiepolo
GOVERNMENT:	Corporate Confederacy (with mystical trappings)
CAPITAL (CITY, WORLD)	Hilton Head Island, Terra
DOMINANT LANGUAGE(S):	English (official), others by realm of birth
DOMINANT RELIGION(S):	Word of Blake
Inhabited Worlds: 1	**Founding Year:** 2785
	Currency: C-Bill



HOUSE MARIK (FREE WORLDS LEAGUE)

Its greatest strength, the forging of disparate empires into a whole, is also its Achilles heel as internal conflicts have wracked the League for centuries. And yet Free Worlds League MechWarriors—like the current Captain-General Janos Marik—have a knack for bringing order out of chaos; an adaptability that results in the confidence to rise over any obstacle.

RULER:	Captain-General Janos Marik
GOVERNMENT:	Parliamentary Confederacy (operating under military rule)
CAPITAL (CITY, WORLD)	Atreus City, Atreus
DOMINANT LANGUAGE(S):	English (official), Spanish, Greek, Romanian, Urdu
DOMINANT RELIGION(S):	Christianity (Catholic), Judaism, Islam
Inhabited Worlds: 333	**Founding Year:** 2271
	Currency: Eagle

LEGEND

30 LIGHT YEARS

180 LIGHT YEARS OR 55.18 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



Map compiled by COMSTAR.
From information provided from the COMSTAR EXPLORER CORPS and the STAR LEAGUE ARCHIVES on Terra.

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HOUSE KURITA (DRACONIS COMBINE)

During the Star League era, Urizen Kurita II steeped the Combine in the culture and heritage of Japan and its samurai code of *bushido*. That legacy rests upon the Five Pillars of society. The MechWarriors of the Pillar of Steel have always represented the pinnacle of service to House Kurita and its current embodiment in Coordinator Takashi Kurita.

RULER:	Coordinator Takashi Kurita
GOVERNMENT:	Autocracy (Japanese feudal stylings)
CAPITAL (CITY, WORLD)	Imperial City, Luthien
DOMINANT LANGUAGE(S):	Japanese (official), Arabic, English
DOMINANT RELIGION(S):	Shinto (official), Buddhism, Islam
Inhabited Worlds 412	**Founding Year** 2319
	Currency Ryu

HOUSE LIAO (CAPELLAN CONFEDERATION)

For half a millennium, duty to the State—and its current Chancellor, Maximilian Liao—has been lauded and respected, bringing out the best in society. And none garner more respect and admiration than Liao MechWarriors, whose unshakable nationalistic pride and tenacity have met setback after setback with determination and grit.

RULER:	Chancellor Maximilian Liao
GOVERNMENT:	Dictatorship
CAPITAL (CITY, WORLD)	Zi-jin Cheng (Forbidden City), Sian
DOMINANT LANGUAGE(S):	English and Chinese (Mandarin, official), Chinese (Cantonese), Russian, Hindi
DOMINANT RELIGION(S):	Buddhism, Taoism, Hinduism
Inhabited Worlds 207	**Founding Year** 2366
	Currency Yuan

HOUSE DAVION (FEDERATED SUNS)

Seven hundred years since its formation, the current First Prince Hanse Davion, known as "The Fox", views the Federated Suns as a bastion of liberty. Embracing that call, Davion MechWarriors—proud members of the Federated Suns nobility—are eager to spread the blessings of Davion freedom throughout the Inner Sphere.

RULER:	Prince Hanse Davion
GOVERNMENT:	Constitutional Aristocracy (Western European feudal stylings)
CAPITAL (CITY, WORLD)	New Avalon City, New Avalon
DOMINANT LANGUAGE(S):	English (official), French, German
DOMINANT RELIGION(S):	Christianity (Catholicism), Buddhism, Judaism
Inhabited Worlds 509	**Founding Year** 2317
	Currency Pound

RULES OF ENGAGEMENT

Aside from blowing things up, gameplay in *MechWarrior: Destiny* revolves around two things: *Building the Story* and *Rolling Dice*. But first, let's talk about some of the important concepts you'll need to be ready for the game.

Note: For ease of reference, the first time an important term is introduced, it will be bolded. Additionally, the rules may reference the "Cue System." This is the name for the unique rules system which powers *MechWarrior: Destiny*, while "*MechWarrior: Destiny*" represents this specific volume, meaning the Cue System rules with the *MechWarrior: Destiny* twist.

DICE

MechWarrior: Destiny uses six-sided dice; anytime "D" is used, as in "D6," it's shorthand for "die." For instance, 2D6 would mean two six-sided dice. Rolled dice are added together instead of being scored individually.

BEFORE THE GAME BEGINS

The basics you need to start playing are detailed in the *Introduction*. With that as a starting point, here's what you need next.

CHOOSE OR CREATE A CHARACTER

Each **Character Sheet** (starting on p. 84) consists of an illustration and all the pertinent information for a *MechWarrior: Destiny* character. To make sure you choose a character you'll like, you'll have to understand the different parts of a sheet. For an in-depth look at Character Sheets, see page 27.

If you'd prefer to create your own character to enter the war-torn Inner Sphere, see *Character Creation* on page 68.

NOTE

Players can easily grab a character sheet and leap into the action based on the name of a character, their Tags and Cues, or even just the artwork. But it can help to know how the game is going to work, and what you are going to be wielding when it's time to strap into a BattleMech. If you want that info, check out the *Rolling Dice* portion of this section before selecting your character sheet (see p. 32).

DESIGNATE A GAMEMASTER

In most tabletop roleplaying games, there is someone in charge—a gamemaster, or some other title. This person acts as the mastermind behind the game, creating the plots and stories the players will interact with.

In *MechWarrior: Destiny* the gamemaster (GM) establishes the setting and runs the game world the players interact with, but the storytelling is a quintessentially shared experience. Players have far more input in how the story will play out than in traditional roleplaying games. See *Building the Story* on page 30 to learn how this works.

Rotating GM (Optional): In standard *MechWarrior* gameplay, the GM will remain the same throughout and is not required to play their own player character, much like how gamemasters operate in many roleplaying games. However, the shared gaming experience of *MechWarrior: Destiny* can be taken to new heights by rotating the GM, either between Scenes or between Missions (see p. 30). If the group decides to use the rotating GM concept, then all players, including the GM, will play a character during the session. This way, when the GM role rotates, the previous GM will still be able to play a character. Some groups may start out with a single GM, then decide to move to a rotating GM once everyone is more comfortable with the rules and style of play. In those cases, the GM needs to have a character ready that advances with the group, so that they're ready to jump into the action without being greener than the other players.

SELECT A MISSION BRIEFING

With more than a thousand occupied planets in the Inner Sphere and Periphery, there is no shortage of Missions which *MechWarrior: Destiny* characters might have to tackle. You might need to rally the undersupplied planetary militia against pirates on a backwater world, or you might need to track down an enemy spy before their secrets can jeopardize national security, and so on.



The possibilities for your group are endless. Flip through the *Mission Briefings* section (see p. 138) to check out a huge variety of Mission possibilities, from political machinations to action-oriented combat to stealthy intrigue, and more.

Mission Briefings supply all the information you need to start playing, quick and easy. Each Mission Briefing includes many elements that players can use to complete the Mission. Players may also string together multiple Mission Briefings into a Campaign (see p. 148).

- **Context:** A short overview of what the Mission will be about, what the goal will be, and what opposition the characters can expect to encounter. This will be presented as in-universe text, something a character in the *BattleTech* universe might come across and read. These can be military documents, security briefs, intercepted HPG messages, local propaganda rags, and so on. This section is intended to help the GM establish some background for the story and develop the right feel.
- **Commander's Call:** This section represents the group's briefing with the person assigning them the Mission, and it is usually read aloud to the group to kick off gameplay.
- **Objectives:** The Objectives list a set of goals or accomplishments that characters are expected to do, though they aren't mandatory—plots may twist, turn, and take the group in directions not even a recon scout might expect.
- **Cues:** The Mission Briefing's Cues can offer players an idea on which they can base one of their **Narrations** (see *Building the Story: Narration and Flow*, p. 30).
- **Tags:** Tags give short descriptions of the Mission Briefing to give the gamemaster the gist of the Mission—for example, when trying to skim and find a specific flavor for a Mission to play—or to aid the creation of a longer Campaign.
- **Setting:** The Setting is a description of the area where the characters find themselves at the beginning of the Mission Briefing. The GM can read this aloud to players at the beginning of the Mission.
- **Scenes:** Finally, the Scenes section details each Scene in the Mission and offers opponents and obstacles that the characters may have to defeat or overcome to successfully complete the Mission. For ease of use, each Scene in this section includes suggested NPCs to use from this book, which start on page 124. However, those are just suggestions. Use whatever NPCs your group thinks will make the Mission interesting! Each Scene may also offer some special-case rules or GM advice for ways the players can tackle that Scene.

Like pretty much every part of *MechWarrior: Destiny*, much of the information given in a Mission Briefing is up to the discretion of the players. Want to add your own Cues? Go for it! Want to change parts of the Scene? No problem! Want to change the Objectives? No one's stopping you! Keep the fun-factor high, keep the plot moving, and you're golden.

If you'd prefer to create your own Mission Briefing, you can find some guidelines and advice in the *Mission Briefing Creation* section on page 66.

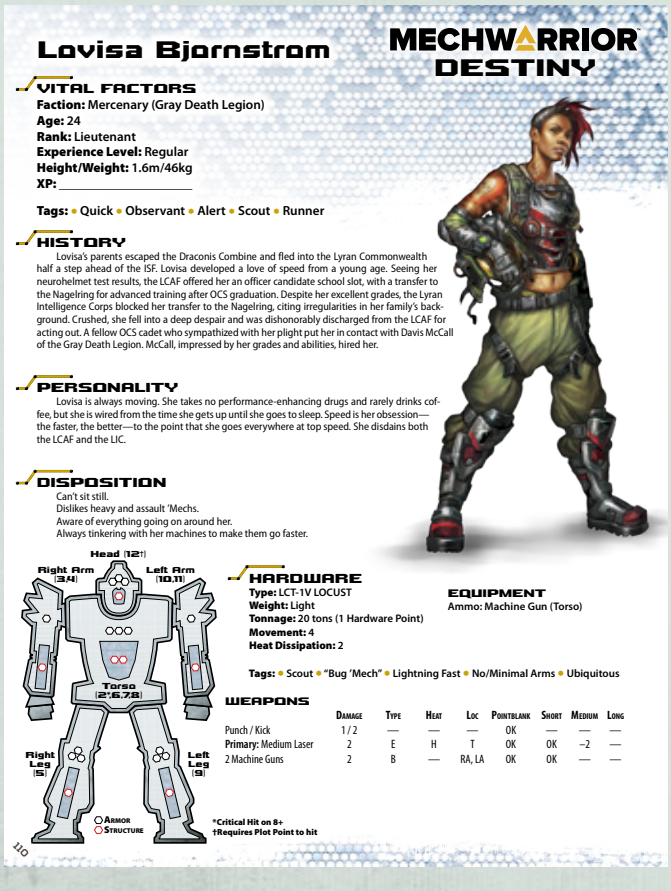
Gamemaster Knowledge vs. Character Knowledge: What information in the Mission Briefing that is shared with the players is ultimately up to the gamemaster, but it is recommended that they read the Context, Commander's Call, and Setting sections aloud to the players. The Objectives, Cues, and Tags may also be read to the players, but be aware that some of this information might spoil upcoming story elements, so the gamemaster should use their discretion. The gamemaster is also encouraged to keep the Scenes section secret from the players, as this is where the meat of the initial story direction is located. However, if the story veers from these established Scenes, that is a feature of this narrative-based system; see *Jumping the Tracks: Handling Story Derailment*, p. 62, for some good advice on how to approach these kinds of situations.

GOOD HUNTING!

Once you've chosen characters, a GM, and Mission Briefing, grab some dice and get ready to climb into your cockpit.

CHARACTER SHEET

Your character sheet contains all the information you'll need to tackle any problem, be it in a BattleMech, on foot, or otherwise. For an example, let's look at the sheet for Lieutenant Lovisa Bjornstrom (see p. 110).



Lovisa Bjornstrom

MECHWARRIOR DESTINY

VITAL FACTORS
Faction: Mercenary (Gray Death Legion)
Age: 24
Rank: Lieutenant
Experience Level: Regular
Height/Weight: 1.6m/46kg
XP: _____

Tags: • Quick • Observant • Alert • Scout • Runner

HISTORY
Lovisa's parents escaped the Draconis Combine and fled into the Lyran Commonwealth half a step ahead of the ISF. Lovisa developed a love of speed from a young age. Seeing her neurohelmet test results, the LCAF offered her an officer candidate school slot, with a transfer to the Nagelring for advanced training after OCS graduation. Despite her excellent grades, the Lyran Intelligence Corps blocked her transfer to the Nagelring, citing irregularities in her family's background. Crushed, she fell into a deep despair and was dishonorably discharged from the LCAF for acting out. A fellow OCS cadet who sympathized with her plight put her in contact with Davis McCall of the Gray Death Legion. McCall, impressed by her grades and abilities, hired her.

PERSONALITY
Lovisa is always moving. She takes no performance-enhancing drugs and rarely drinks coffee, but she is wired from the time she gets up until she goes to sleep. Speed is her obsession—the faster, the better—to the point that she goes everywhere at top speed. She disdains both the LCAF and the LIC.

DISPOSITION
Can't sit still.
Dislikes heavy and assault 'Mechs.
Aware of everything going on around her.
Always tinkering with her machines to make them go faster.

Head (12↑)
Right Arm (3,4)
Left Arm (10,11)
Torso (2*,6,7,8)
Right Leg (5)
Left Leg (9)
Armor
Structure

HARDWARE
Type: LCT-1V LOCUST
Weight: Light
Tonnage: 20 tons (1 Hardware Point)
Movement: 4
Heat Dissipation: 2

EQUIPMENT
Ammo: Machine Gun (Torso)

Tags: • Scout • "Bug 'Mech" • Lightning Fast • No/Minimal Arms • Ubiquitous

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	T	OK	OK	–2	—
2 Machine Guns	2	B	—	RA, LA	OK	OK	—	—

*Critical Hit on 8+
†Requires Plot Point to hit

110

ILLUSTRATION/ PERSONAL DATA

The first page of the sheet includes an illustration of the character, along with Personal Data—name, faction, experience level, and a set of one-word **Tags** that provide an at-a-glance grasp of what defines this character.

This page also includes the character's background, a short personality description, and finally **Disposition**, which are some

easy-to-review sentences that make a character who and what they are. All this information on the first page, along with the **Cues** and **Traits** on the second page, provides everything the player needs to quickly get inside the head of their character and into the action.

ATTRIBUTES

Beginning at the top of the second page of the character sheet, you'll see the different **Attributes** for Lieutenant Bjornstrom and the values that represent those stats.

Strength (STR): This is how physically strong you are. It also represents your constitution, a measure of your physical health and resiliency. Strength determines your **Physical damage track** on the **Condition Monitor** and may allow you to deliver extra damage in melee combat.

Reflexes (RFL): This represents a combination of hand-eye coordination, flexibility, balance, and reaction. Although it has many uses, Reflexes generally covers how good a person is in combat, whether ranged, close quarters, hand-to-hand, or 'Mech-to-'Mech.

Intelligence (INT): This corresponds to the mental faculties of the character, whether street smarts, learned science, or just plain inherent brilliance.

Willpower (WIL): This Attribute reflects your character's desire to push through adversity. Willpower determines your **Fatigue damage track**.

Charisma (CHA): Some characters can charm a MechWarrior into handing over their priceless, family-heirloom 'Mech, no questions asked. Charisma represents the character's ability to lead or to talk their way out of a situation—your presence as you walk into a room and take charge, for example.

Edge (EDG): Whether the autocannon shells narrowly miss your cockpit or you make that impossible shot to down a charging BattleMech intent on blasting you to scrap, some people have the devil's own luck when it comes to surviving in the thirty-first century. Edge represents a character's natural luck, the ability to pull a rabbit out of your hat when all the odds are stacked against you. Edge is a very special number for each character. Unlike the other Attributes, it can be spent to gain some much-needed help for a particularly difficult roll (see *Edge*, p. 34). Edge only replenishes at the beginning of each game session, so spend it wisely.

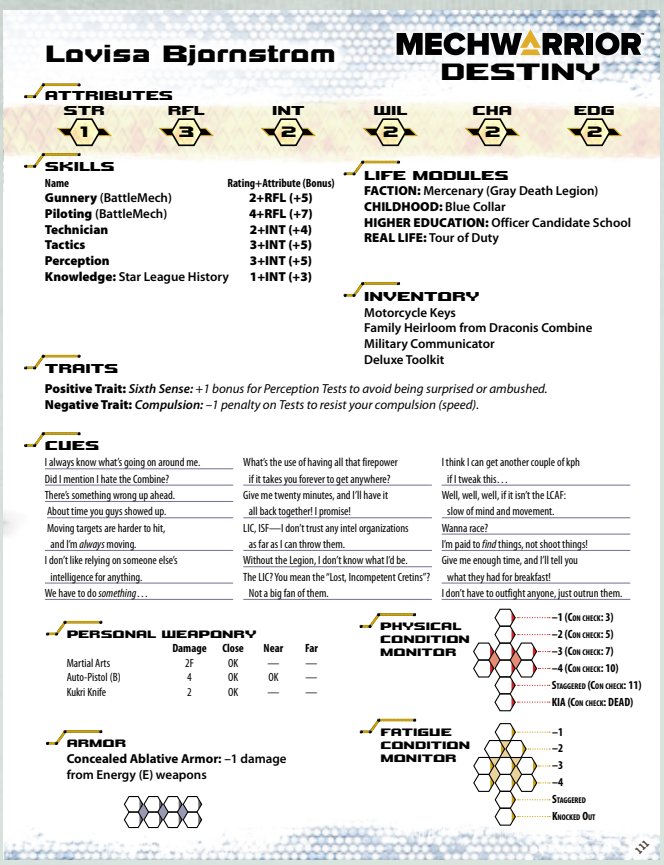
SKILLS

Skills represent the knowledge and abilities a character has developed. Skills cover a wide variety of topics, from the ability to hack a computer system, give orders you know will be followed, or repair specific BattleMech components. Skills work hand-in-hand with Attributes to determine the total bonus the character earns when rolling dice for a given Test.

Skills are covered in detail on page 71.

LIFE MODULES

Everyone in the *BattleTech* universe, from the lowest mercenary private to the head of a national military force, has a backstory. Did your character come from a well-to-do family on a provincial capital, or did they grow up on the mean streets of some backwater planet? Did they attend a major military academy, or did they get their education from the school of hard knocks? Life Modules represent what happened to your character before the game. Each one provides a special bonus and can also serve as a Cue (see *Cues*, at right).



Lovisa Bjornstrom

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	2	2	2

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	2+RFL (+5)
Piloting (BattleMech)	4+RFL (+7)
Technician	2+INT (+4)
Tactics	3+INT (+5)
Perception	3+INT (+5)
Knowledge: Star League History	1+INT (+3)

LIFE MODULES

FACTION: Mercenary (Gray Death Legion)
CHILDHOOD: Blue Collar
HIGHER EDUCATION: Officer Candidate School
REAL LIFE: Tour of Duty

INVENTORY

Motorcycle Keys
Family Heirloom from Draconis Combine
Military Communicator
Deluxe Toolkit

TRAITS

Positive Trait: ***Sixth Sense:*** *+1 bonus for Perception Tests to avoid being surprised or ambushed.*
Negative Trait: ***Compulsion:*** *–1 penalty on Tests to resist your compulsion (speed).*

CUES

I always know what's going on around me.	What's the use of having all that firepower if it takes you forever to get anywhere?	I think I can get another couple of kph if I tweak this…
Did I mention I hate the Combine?	Give me twenty minutes, and I'll have it all back together! I promise!	Well, well, well, if it isn't the LCAF: slow of mind and movement.
There's something wrong up ahead.	LIC, ISF—I don't trust any intel organizations as far as I can throw them.	Wanna race?
About time you guys showed up.	Without the Legion, I don't know what I'd be.	I'm paid to *find* things, not shoot things!
Moving targets are harder to hit, and I'm *always* moving.	The LIC? You mean the "Lost, Incompetent Cretins"?	Give me enough time, and I'll tell you what they had for breakfast!
I don't like relying on someone else's intelligence for anything.	Not a big fan of them.	I don't have to outfight anyone, just outrun them.
We have to do *something*…		

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Kukri Knife	2	OK	—	—

PHYSICAL CONDITION MONITOR

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
Staggered
Knocked Out

XP

XP (experience points) is a measure of the experience your character has accumulated, for good or for otherwise, and is used for improving your character (see *Character Advancement*, p. 77). A blank space on the character sheet is used to keep track of how much unspent XP your character has earned.

TRAITS

Traits round out your character's personality and affect certain actions. These are often built off a character's Disposition, providing concrete rules for how a character will react in various circumstances, whereas Tags define what your character is.

Each character has at least one positive Trait and one negative Trait.

CUES

In the center of the sheet are the character's Cues. Cues are statements or quotes that help define the character's attitude, capabilities, personality, and more. Each Cue can help form the basis of a Narration (see *Building the Story: Narration and Flow*, p. 30).

WEAPONS

The *BattleTech* universe is often a dangerous place, so characters who plan to stay alive carry at least one weapon. The Weapons section lists the weapons at the character's disposal, the damage they inflict on a successful hit, and their range. In many instances, additional rules are included for the effects of the weapon.

Weapons are covered in detail on page 34.



ARMOR

The **Armor** track gives the number of Armor pips the character has. Armor is a generic term that covers everything from military-grade body armor, riot shields, bionic prosthetics, extreme agility that keeps a person from being hit, and so on.

Armor helps absorb damage in **Personal Combat** (see p. 34).

CONDITION MONITOR

The **Condition Monitor** track defines the character's health status. Once a character's Armor has been depleted by damage, further damage will accumulate on the appropriate part of the Condition Monitor.

There are two different types of damage, Physical and Fatigue, which are tracked separately. Different weapons and effects can result in either Physical or Fatigue damage.

As injuries pile up, a character will suffer negative effects on their performance (see *Damage, Armor, and the Condition Monitor*, p. 36).

INVENTORY

Items your character is carrying other than weapons fall under the Inventory column of the character sheet. Unlike weapons, Inventory items in *MechWarrior: Destiny* have no set stats and can be the basis for a character's Narration (see p. 30). The personal communicator can obviously be used to communicate via radio signals. But what if, when you're out on patrol, the GM introduces a Plot Point and says that because of solar activity, the communicator suddenly starts picking up a strange transmission of unknown origin? What might happen? Or why does one character have a faded photograph of someone who isn't their family? What is the ritual knife used for? Answering these sorts of questions about your character's Inventory items can make for a great story, and you can answer those sorts of questions during gameplay with a clever Narration.

HARDWARE

While characters can certainly fight battles on foot, at some point during a Mission, most characters will almost certainly find themselves strapped into the driver's seat of a personal vehicle, the fighting compartment of a tank, or in the cockpit of a BattleMech or aerospace fighter. When those sorts of battles happen, this section of the character sheet is where you'll find the relevant information for **'Mech-Scale Combat** (see p. 38).

Weight: This lists the unit's overall weight class and speed modifier.

Tonnage: Most Hardware ranges between 5 and 100 tons. Tonnage can factor into various things, such as physical attack damage.

Movement: This is the maximum Movement the unit can spend during the pilot's Narration.

Heat Dissipation ('Mechs and aerospace fighters only): This is the number of Heat tokens that the unit can discard at the end of the pilot's Narration.

Durability (personal vehicles only): This stat represents the Armor of a personal vehicle. It is used only in **Personal Combat**.

Armor Diagram: The Armor Diagram shows the Armor and Structure pips of each location capable of being damaged. The number next to each location helps determine which location is damaged when a successful hit lands.

Weapons: Like a character's Weapons section, this lists the unit's weapons, including a Primary Weapon and one or more Weapon Groups. The damage and ranges for each entry are listed in 'Mech-Scale values.

Equipment: Much like personal Inventory, Equipment represents the non-weapon items with which a unit might be equipped. Like Inventory, Equipment has no set stats and can form the basis for a character's Narration (see p. 30). For example, a *Warhammer* 'Mech equipped with a searchlight could use it to signal someone at night or support a search-and-rescue effort, or the rumble seat in a *BattleMaster* accommodate a passenger or a battlefield commander.

NPC CHARACTER SHEET

Finally, there are two types of character sheets: those for fleshed-out player characters, and those for less-important individuals, like henchmen or supporting characters. These **non-player character** (**NPC**) sheets contain much less information than player character sheets. Gamemasters can also modify the NPCs in the *Sample Characters* section (see p. 128) to expand the number of enemies for a given Mission.

PLAYING MECHWARRIOR DESTINY

Once each player has some dice and a character sheet, a Mission Briefing has been selected, and a GM has been chosen, your group is ready to get started.

MechWarrior: Destiny play is broken up into segments that build on each other: *Rounds and Narrations*, *Scenes*, *Missions,* and *Campaigns*.

ROUNDS AND NARRATIONS

MechWarrior: Destiny gameplay is divided into a series of rounds. During each round, every player will take a turn to describe and play out their character's actions. These descriptions are called Narrations. As the game progresses these Narrations will build on each other and form the story.

A Narration gives a player a chance to describe what their character is about to do as well as add and describe other story elements. Other players may have things to say during a Narration—their characters may react somehow or offer commentary, ideas, or observations—but the primary thrust of the Narration should be directed by the player whose turn it is. The Narration usually covers only a few minutes of out-of-game time (and probably less in-game time) before moving on to the next player, to keep things flowing quickly and give everyone a chance to stay involved in the ongoing story. In combat, a Narration will typically last as long as it takes to execute a single combat action (see p. 34); in noncombat situations, the length of the Narration might vary more. The general guideline is for a Narration to last as long as it needs to for the game to stay lively and keep everyone involved.

GAMEMASTER

Each round begins with the GM and continues with the player on the GM's left until all players have had a turn at Narration (though see the **Talk Time** sidebar below and *Spending Plot Points: Gamemaster*, p. 32 for some exceptions to this).

The GM begins the round by giving a Narration of the current situation and advancing the plot, as described under *Select a Mission Briefing* (see p. 26). The GM also makes any actions or die rolls for enemies the characters may encounter.

Once all players have had a chance to narrate their character's actions, the round ends, and a new round begins with the GM.

SCENES

A Scene is defined as the start and finish of a given section of time within a Mission Briefing. A Scene will contain a number of rounds, which will vary depending upon what's occurring within a given Scene.

For example, take a look at the Mission Briefing *Milk Run* (see p. 139). The Scenes section of that Mission Briefing outlines three different Scenes, each of which includes ideas of what the players might need to accomplish or overcome during the course of that Scene. There is no hard and fast rule on how many rounds are in a Scene. Instead, the number of rounds will be based on how many players are involved, their style of play, and their Narrations, which ultimately leads to how quickly (or slowly) they're able to accomplish the goals of a given Scene.

MISSION

A Mission usually lasts for a single game session and ends when all of the Scenes within the Mission Briefing are completed. The number of Scenes required to finish a Mission is detailed in each Mission Briefing, but this can be modified by the player group.

For example, one player group may decide after accomplishing the three Scenes laid out in the *Milk Run* Mission Briefing that the Mission is done, and they've all earned a little R&R. However, another group playing the same Mission Briefing might decide to add in their own fourth Scene that helps close up some of the plot threads that grew through players' Narrations, so they keep playing. A third group might not have as long to play as the other groups, so they split the Mission up into two different days of gaming sessions, or the GM might decide to skip one of the Scenes altogether. Whatever works for each playing group is just fine.

BUILDING THE STORY: NARRATION AND FLOW

Giving a Narration is quite easy. All a player has to do is describe what their character is doing, such as engaging in a firefight, sabotaging a BattleMech, or bandaging a wound.

If they describe an action which has a chance of failure, then a die roll is made to determine whether the action succeeds. See *Rolling Dice*, page 32.

Many Narrations are based on Cues provided on character sheets or Mission Briefings.

TALK TIME

For most Scenes, taking turns will work best to keep the story moving, give people a chance to be creative on their turn, and also provide a structure where people can use Plot Points. Sometimes, though, the turn-based structure might interfere with the flow of conversation when characters are doing something like meeting with their commanding officer, interrogating a POW, or other activities where multiple people might want to be engaged in conversation. In these circumstances, the GM can declare—or players can request—Talk Time, where the turn-based structure is suspended and players can engage in free-wheeling conversation. Once the conversation gets beyond mere talk and into Tests where dice rolls would be involved, it's time to let the story proceed through turns again.

CUES

Cues are building blocks players can use as a basis for Narrations. Cues are both suggestions and descriptions. They can be positive or negative and never have to be employed the same way twice. If a player draws a blank or wants to make sure they're staying on topic, they can look at a list of Cues—or their Tags, Traits, Life Modules, Inventory, Equipment, or even the Cues listed in the Mission Briefing itself—and choose an appropriate one to base a Narration around.

MOVING THE STORY FORWARD

Collaborative narration is about creating a story and moving it forward. *MechWarrior: Destiny* is about making impossible choices, facing terrifying challenges, and overcoming them in fantastic and fun ways. It is all about saying "yes" to fun, not "no" to something unexpected.

So when you are faced with the impossible, smile and say, "Yes, and…"—then make it up! There is no wrong way in *MechWarrior: Destiny*. Want to have the characters duck into the sewers to evade an elite squad of DEST operatives in a bustling metropolis? Then do it! But be ready for the GM to have a light 'Mech charge down the street and start shooting up the road to force you out of hiding. After all, the rule is "Yes, and…"

PLOT POINTS

The most exciting stories have twists you never saw coming: the sudden betrayal of a trusted advisor, a man-portable SRM launcher firing a dud, a spy reporting your actions to nefarious underworld connections, or a vicious creature native to the planet ambushes from hiding. Plot Points can make all these happen!

In gameplay, Plot Points may be used in many ways. They are used to interrupt or alter another player's Narration—a method of adding a twist to the game. They can also be used to change player turn order, alter a die roll, or gain back a point of Physical or Fatigue damage. The ways players utilize Plot Points are only limited by how creative they want to be.

Players will earn and spend Plot Points throughout the game. The use of some type of tokens, such as poker chips, is the best method to track them. However, players are free to use whatever system works best, whether it's chips, dice, noting them on paper, tablet, or smartphone, and so on.

EARNING PLOT POINTS: PLAYERS

Players begin each game session with three Plot Points each and may be awarded more points by the GM for particularly good Narrations. Players may have a maximum of five Plot Points at any time, and only one point may be awarded to a player at a time.

Only the GM may award Plot Points.

EARNING PLOT POINTS: GAMEMASTER

The GM also receives Plot Points. The GM starts each game session with one Plot Point, and every time a player spends a Plot Point (see *Spending Plot Points: Players*, at right), the GM puts that Plot Point into their own pool.

Unlike the players, the GM's pool of Plot Points has no size limit.

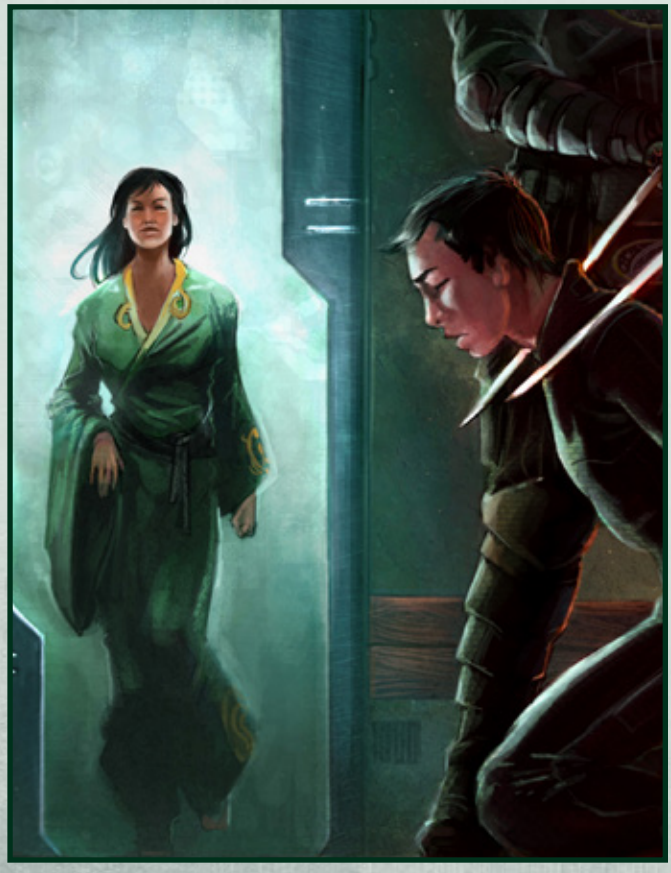
SPENDING PLOT POINTS: PLAYERS

No matter what effect you want to cause, the cost is one Plot Point, and the change takes immediate effect. Players may not spend more than one point at a time to maximize the twist, though they can spend multiple Plot Points during any player's Narration (whether their own, or another player's).

Examples of uses for Plot Points:

During general gameplay and Personal Combat:

- **Shake it up:** Change the normal turn order for the current round instead of following the standard clockwise turn order. You can choose to go first at the beginning of the round, or play could go counterclockwise around the table, or you can randomly determine the new starting player for that round, or have play order jump around the table, and so on. Regardless of the change in turn order, each player still gets one Narration per round.
- **Double time it:** Take two movement actions to either close or get away from an opponent (see *Character Movement*, p. 35).
- **First aid:** Heal a point of Physical or Fatigue damage without the need of a medkit or other medical assistance.
- **Take the hit:** If a weaker or injured character is hit by a combat action, then a player can spend a Plot Point to take the hit instead. The original target's defense roll is ignored, and the interrupting player makes their own defense roll against the attacker's original result.
- **A dish best served cold:** Immediately make one free attack against the NPC who just attacked you. This attack does not count as a Narration.



During 'Mech-Scale Combat:

Although some of the above options can also be used during *'Mech-Scale Combat* (see p. 38), the following Plot Point applications can only be performed during a Narration involving 'Mech combat:

- **Head hit:** A player that hits their target's head with an attack can spend a Plot Point to apply the full damage to the target's head; otherwise the damage is a Glancing Blow. See *Head Damage*, page 44.
- **Ejection:** To eject from a 'Mech or aerofighter and avoid certain death, you must spend all of your available Plot Points (minimum of 1). See *Pilot Ejection*, page 47.
- **Push it to the limit:** Move a 'Mech-Scale Combat unit from one range to an adjacent range without spending Movement. (see *Movement*, p. 39).
- **Fight through it:** Add your WIL as a bonus to a CON Check (see *MechWarrior Damage*, p. 47).
- **Downgrade hit type:** Downgrade direct and indirect hits from 'Mech-Scale weapons (see *Damage Conversion: 'Mech Scale to Personal Scale*, p. 65)
- **Battlefield Support:** The player group may choose to spend a number of Plot Points to call battlefield support during the game. See *Battlefield Support*, p. 50.

If you come up with another creative use for Plot Points, go for it! Plot Points are meant to change the game in fun and interesting ways, so don't be afraid to use your imagination.

Just remember, Plot Point use doesn't always have to create a positive change. Plot twists are often a negative event—something goes wrong that must be fixed or adapted to by the characters.

SPENDING PLOT POINTS: GAMEMASTER

Like players, the GM can spend Plot Points in any fashion they choose, with the following caveats:

- Plot Points can only be spent to aid NPCs or create plot twists; they cannot be spent to directly aid or hinder a player.
- Unless otherwise noted, the GM can only spend one Plot Point per turn, unlike the players, who can spend more than one per turn.
- The GM can change the turn order like players can, but they cannot spend a Plot Point to have NPCs act before the players can act. NPC actions always happen at the end of a round, after all players have taken their turn. The GM changing the turn order can be especially useful to shake up patterns that players develop in a game or keep players on their toes.

TROUBLESHOOTING

In an improv-style game such as *MechWarrior: Destiny*, the single greatest issue that can suck the life and energy out of a gaming session is players spending too much time deliberating over their actions and Narrations. If you've ever watched an improv play, when a character pauses too long trying to follow up what's just been said, you're thrown out of the action and the energy is gone.

If this starts to occur, players should work together as a group to help a player in need feel more at ease with this style of play. This could be practice sessions outside of a game, or something as simple as finding an enjoyable improv play to watch that can provide an example of how this style can unfold. GMs can also do a lot to help by asking specific questions (e.g., "What are you going to tell that Fedrat who just insulted your honor?" rather than a basic "What happens next?") and by making sure turns keep moving at a good clip, so that players do not struggle too much with making the story move forward. Don't force players to come up with something if they are blanking on ideas or put too much pressure on them. Keep it light, keep turns moving, and keep it fun! The *Controlling Destiny* chapter (p. 58) has more advice on how to keep the game moving.



ROLLING DICE

At some point, characters are going to attempt something difficult, awesome, or nearly impossible, because those are the sorts of things characters are supposed to do. When that happens, it's time to roll the dice.

THE CORE MECHANIC

MechWarrior: Destiny uses a simple dice-rolling mechanic to resolve **Tests** and **Combat**.

Any time your character (or an NPC controlled by the GM) wishes to perform an action where the success is in doubt, you need to make a Test to see whether the action was successful. First, roll 2D6, then add your total bonus for the Skill you will employ, plus any modifiers that apply. The GM decides on a difficulty for the roll and rolls a number of opposing dice. Compare your total to the total rolled by the GM. If your result equals or exceeds the total of the opposing dice, then your action was successful; however, a 2D6 roll of 2 equals an automatic failure/miss, regardless of any bonuses or other factors.

The mechanic for resolving all Tests looks like this:

2D6 + Skill Bonus (Skill Rating + Linked Attribute) + Modifiers (if any)

vs.

Opposing Roll Result

These are the elements that go into deciding the bonus that you will add to your roll:

Skill Bonus: If you possess a relevant Skill for the action, then your Skill Bonus is equal to the Skill's rating plus the linked Attribute's rating. (This bonus will be noted in parentheses on the character sheet.) A list of Skills and their related Attributes can be found on page 71.

Modifiers: Modifiers represent good or bad circumstances that take an ordinary situation and make it extraordinary. Examples include trying to break into a 'Mech hangar while being attacked (a negative modifier), being wounded (a negative modifier), and getting additional help (this could be a positive or negative modifier depending on the INT value of the player trying to help). Some negative modifiers are clearly set out by the rules, such as:

- **Injuries:** The more damage on your Condition Monitor, the higher the modifier will be. See *Damage, Armor, and the Condition Monitor*, page 36.
- **Traits:** Positive and negative Traits can affect certain actions by adding or subtracting from a roll. Check your character sheet to see if any of these apply.
- **Assistance:** Sometimes you just can't do it alone. This modifier represents help from a teammate, an offsite contact, a computer subroutine, or some other form of aid. Each person aiding in the action, per gamemaster discretion, adds a +1 modifier.

Beyond these, the gamemaster might impose additional modifiers based on various conditions, the most common being +1 and –1. The maximum level for a conditional modifier is +3 or –3, which should only be reserved for rare occasions; for example, if a –1 for weather conditions represents the effects of a light drizzle, then a –2 would be for a steady rainfall, and –3 would represent a torrential downpour. Conditional modifiers can include the following:

- **Environment:** Light, darkness, weather. This can also include things like the ground on which characters are attempting the action, surfaces they are trying to climb, and so on.
- **Attitude:** Social situations may be affected by the attitude of the non-player character targeted by the action, the overall situation, how the NPC feels toward the other player characters in the group, whether the player and the NPC have a positive or negative history, and so on.
- **Distractions:** Characters may be trying to drive an air car and shoot at the same time or rewire a security system while a klaxon is sounding and strobes are flashing. The effort of doing multiple things makes characters less effective performing at least one of them, so they take a penalty due to the distraction.

Opposing Roll: In Tests where combat is not involved (for example, if a character is trying to climb a wall), the opposing roll is determined by the difficulty of the action:

TASK DIFFICULTY	OPPOSING DICE
Easy	2D6
Average	3D6
Hard	4D6

Circumstances generally dictate a certain difficulty level. For example, disabling a lock securing a planetary militia's armory would likely fall into Easy difficulty (the GM would roll only 2D6 against the player's roll), but a security system on a top-secret government facility would certainly be Hard (4D6). If the difficulty is not readily apparent or there is too much deliberation over the difficulty, the gamemaster can never go wrong with Average difficulty.



PERCEPTION TESTS

Perception Tests are made with the Perception Skill; any character lacking this Skill may always use it as Untrained (see Attribute Tests, below). When a character is looking at inanimate objects, the opposing roll is based on the gamemaster's idea of the difficulty of the roll, per the listing for *Opposing Roll*, at left. If a character succeeds at a Perception Test, rather than simply tell the player what they see, give the player a chance to detail what it is they discover, as this can bring the player into the fun of shaping the story.

If a character is trying to see a person that may be trying to sneak past them, the Perception Test would be a normal Test based on the difficulty chosen by the gamemaster. For example, trying to detect an untrained tail would be Easy difficulty, but trying to notice a well-trained Maskirovka assassin would be Hard difficulty. In this case, the gamemaster should feel free to tell the player who or what their character sees, if successful.

ATTRIBUTE TESTS

There are two types of occasions when a player might exclude a Skill from a Test and only apply their Attribute rating.

Untrained: If you want to try a specific action but are untrained in that action—i.e., the appropriate Skill is not on your character sheet—then determine what the linked Attribute is for the missing Skill (see *Skills List* on p. 71), and then use that Attribute's rating as the Skill Bonus for the Test. If the GM deems the difficulty as Hard, then the action will be considered an automatic failure should the player choose to proceed.

Attribute-Only Tests: Some Tests only apply to a specific Attribute and don't need a related Skill. In those cases, either add two Attributes together, or add one Attribute to itself; this total is used in place of the Skill Bonus for the Test.

The following table lists the most common Attribute-Only Tests.

ATTRIBUTE-ONLY TESTS TABLE

Catching Object: RFL + RFL
Judging Intentions: CHA + CHA
Lifting: STR + STR
Memory Recall: INT + INT

EDGE

When you need a boost on a Test, you can spend a point of Edge to potentially nudge the result toward a slightly more favorable outcome. You can spend a point of Edge in one of two ways.

- **Reroll your dice:** After you roll your dice, you may choose to reroll one or both dice.
- **Reroll the GM's dice:** You can force the GM to reroll one or more of their opposing dice.

Edge can only be spent once per roll, so the rerolled result must be kept, even if it is unfavorable. Luck is often a cruel mistress.

During a single gaming session, you can only spend a number of Edge points equal to your EDG rating. Once you've spent them all, you'll have to wait until the beginning of the next gaming session for your Edge to refresh to its full amount.

PERSONAL COMBAT

Personal Combat is when the time comes to draw your pistol, put up your dukes, or use whatever fighting style will help you and your compatriots survive another day. Personal Combat happens when you're acting as boots on the ground; for larger-scale conflict, see the **'Mech-Scale Combat** section on page 38.

Personal Combat works in similar fashion to other Tests, but with a slight difference. Regardless of whether the combat action performed is ranged or melee, the attack is resolved the same way. The basic dice-rolling mechanic for all Personal Combat is:

Attacker: 2D6 + Skill Bonus (Attack Skill used + Linked Attribute) + Modifiers (if any)

vs.

Target: 2D6 + RFL + RFL + Modifiers (if any)

As shown, combat is a straightforward contest between the attacker's and target's total results. If the attacker equals or exceeds the target's total, then the defender takes damage. If the attacker's total is lower than the target, then the attack fails and inflicts no damage. Like standard Tests, if the attacker rolls a 2D6 roll of 2, the attack automatically misses, regardless of any other factors.

MODIFIERS

As with Test rolls, Personal Combat rolls can have a variety of situational modifiers added, all of which are decided on by the gamemaster. Range penalties and environmental effects are common modifiers seen in Personal Combat rolls. For Range penalties, see *Weapons*, at right.

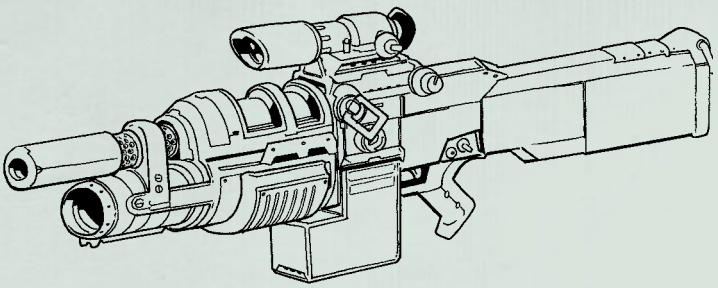
If the defender possesses any Traits that apply to defense, then those effects get applied to the defender's roll before comparing totals.

WEAPON EFFECTS

Some weapons have additional effects when used, such as adding a bonus or penalty to the combat roll, inflicting additional damage to unarmored targets, causing both Physical and Fatigue damage at the same time, and so on. Make sure to apply a relevant effect before comparing your total roll result with the target's. Only the weapon used can affect a roll's outcome; if two or more effects could apply to the combat roll, you must choose which effect to apply.

ATTACK LIMITS

A character can only make a single Personal Combat attack action during their Narration. An attack action is any action that intentionally and directly damages another living being (including NPCs and creatures).



WEAPONS

From a Friendly Persuader's ShotStun crowd-control rifle to a hold-out pistol brandished in a back alley on Solaris VII to improvised melee weapons found on Periphery frontier worlds and even good old-fashioned fisticuffs, personal weapons in the *BattleTech* universe come in all shapes, types, and sizes.

Most *MechWarrior: Destiny* characters start each Mission with a default set of weapons. These are listed on the character sheet, along with the amount of damage they do in a successful attack, their range brackets, and any special effects or bonuses their use confers.

Here's what you need to know when using weapons:

Ranges: All weapons list three general range brackets:

- **Close:** Melee weapons, martial arts
- **Near:** Short-ranged weapons, such as pistols and shotguns
- **Far:** Long-ranged weapons, such as rifles and support weapons

Each range bracket on a weapon listing can have three possible notations:

- **OK:** The weapon can be used at this range without penalty.
- **–X:** The weapon can be used at this range, but with a –X modifier.
- **—:** The weapon cannot be used at this range.

For example, a hold-out pistol has the following range notation: Close OK, Near –2, Far —. This means it can fire at Close range targets without penalty, suffers a –2 modifier at Near range, and cannot affect targets at Far range.

There are no precise definitions for Close, Near, and Far ranges, mainly to prevent the game from being bogged down in debates over measurements. The basic definitions are that Close is within the reach of a sword or similar melee weapon, either by swinging it where you stand or taking a few quick steps toward a target. Near is farther than that, up to the limits of where pistols have a reasonable chance to hit. Far is any distance beyond that. Remember that it is rare for any weapon that's not artillery to fire more than half a kilometer, and a range of a full kilometer is rarer still.

Melee Combat Damage Bonus: A high STR rating confers bonus damage when using the Melee Combat Skill. Every 2 points of STR at STR 3 and above inflicts 1 extra damage in melee combat. For example, Pellean "Ironhead" Taliaferro has a STR of 4, so his knife (base damage of 1) will inflict 2 damage on a successful combat roll. If a character has a STR bonus to add to a melee weapon, it will be noted in parentheses in the Damage Value: e.g., 3(+1). For reference, here is a listing of damage bonuses with various levels of Strength:

STR	DAMAGE BONUS
1	—
2	—
3	+1
4	+1
5	+2
6	+2

Carry Limits: A character can carry no more than four weapons at a time. However, a bundle of throwing knives, shuriken, or similar weapons is considered a single weapon for carry-limit purposes, and a character may only carry one support weapon at a time. If the player already meets their carrying limit and wants to acquire a new weapon, a current weapon must be discarded.

If a character has a Skill that requires the use of their hands, then the character can't use that Skill if they are holding a weapon (or inventory item) in that hand. If there is the slightest doubt about whether this applies to a particular Skill, the players and gamemaster will need to determine before gameplay begins whether the Skill requires a free hand to use it.

Ammo and Reloading: *MechWarrior: Destiny* doesn't require players to track things like ammunition, shots fired per turn, firing modes, reloading speeds, and so on. This is like a war movie—all reloading is assumed to happen when the camera isn't pointed at you, if it happens at all.

Secondary Effects: Generally speaking, *MechWarrior: Destiny* doesn't assume weapons have any other effects beyond damage as noted on the various character sheets. Weapons with additional effects are specifically noted, as described above. However, just as with a character's Inventory, players and gamemasters are free to come up with additional effects caused by a weapon, provided they can make a good Narration for it.

For example, Maura "Wildcard" Singer has an auto-pistol on her character sheet (see pp. 86–87). The player choosing Maura could pitch to the group that this is a custom modification of that pistol. The modification would allow the weapon to fire riot rounds that always knock the target down after dealing damage. The gamemaster feels that's too powerful for a gun that small and decides that as a result the weapon can't be used at Close range, and in addition, if the weapon scores a hit, the target will make a STR Test with a modifier determined by the gamemaster. If the target succeeds, they withstood the extra effects of getting hit with such a large riot round; if the target fails, they are immediately on their back until they can spend a Narration to stand back up.

Meanwhile, in another situation, the gamemaster may decide Darice Garzi's dagger is actually a concealed tranq-dart launcher. When the dart successfully hits an unarmored target, the toxin partially numbs the target, so the target applies a –1 modifier to any actions for the next two rounds.

And so on. As usual, unleash your imagination at the table!

Making the Game More or Less Lethal: The weapons on the character sheets are geared toward a good mix of play speed and fun combat action that will span multiple rounds of dice rolling to resolve a given situation. However, some groups may decide they want to switch things up to suit their style of play.

- **Less Lethal:** If a player group decides they want more dice rolling and heavier combat-oriented play, simply lower all Damage by 1, or even cut Damage in half.
- **More Lethal:** If another group wants quicker combat and more cinematic style where the good guys can take out the bad guys in a single swipe, reduce all Armor by half or more. The less Armor present, the quicker people go down.

CHARACTER MOVEMENT

In *MechWarrior: Destiny*, there are no hard-and-fast rules for walking and running speeds, and weapon ranges are abstracted. This places the focus on story and action. In many circumstances, distances are just approximations; the gamemaster can provide a ruling of the current range, and the players can move on. There are times, though, when more tactical movement may be needed.

Character movement is based on three different range brackets: Close, Near, and Far. See the *Weapons* section at left for more detail on how range brackets work.

Movement from Close to Near, or Near to Close, requires a single movement when on foot. Moving on foot from Near to Far, or Far to Near, requires three movements. Note that these can be divided among multiple people. For example, let's say a player and an NPC are at Far range, and both decide they want to be Near. The player uses their movement to get closer, and the NPC does the same. That's two movements. If, on the player's turn, they decide to move closer again, they'll be in Near range—just in time for the NPC to shoot. Oops.



Remember that characters can spend a Plot Point to take two movement actions.

There is one exception to this rule. If you moved from Far to Near or Near to Far, on your next turn you can decide to move back to the range you left left by only spending one movement action. If you don't make that move in the next round, the opportunity is lost.

OPTIONAL

USING MINIATURES

Although it is not mandatory, players may benefit from using miniatures, standees, or other items simply as a visual reminder of the current ranges between characters in Personal Combat. Due to the abstract nature of Cue System combat, only the distance between the miniatures is important.

An easy method for noting ranges is to place miniatures on a chessboard, a *BattleTech* mapsheet, or a similar grid pattern and use the distance between the miniatures to determine ranges at a glance:

PERSONAL COMBAT RANGES TABLE

DISTANCE	RANGE
Adjacent	Close
1 square/hex between	Near
2+ squares/hexes between	Far

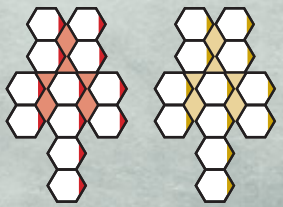
DAMAGE, ARMOR, AND THE CONDITION MONITOR

Whenever a fight occurs or a dangerous situation is encountered, there's a chance a character could take damage on their Condition Monitor.

Damage: Every character sheet lists the weapons with which the character started the game and their **Damage**. Whenever a character takes damage, it is first applied to the Armor column on the character sheet. Once all Armor pips are marked off, damage is then applied to the character's Condition Monitor. However, attacks that cause Fatigue damage (see below) generally do not reduce Armor, and instead apply directly to the target's Fatigue Condition Monitor. For example, getting shocked by a stunstick that hits a character's exposed neck would not reduce the character's Armor pips but would still apply Fatigue damage.

Armor Types: Certain Armor types reduce incoming damage from specific weapon types. If the weapon type for a successful attack matches the damage reduction type of the target character's Armor and that character has one or more pips of Armor remaining, first reduce the damage by the noted amount and then apply the remaining damage, if any, to the character's Armor pips. If any damage remains after all Armor pips are marked off, then that damage is applied to the character's Condition Monitor as normal.

Physical Damage vs. Fatigue Damage: There are two types of damage on the Condition Monitor: Physical and Fatigue. Physical damage (red) represents potentially lethal injuries such as gashes and gouges, burns and breaks, and so on. Fatigue damage (yellow) represents nonlethal damage such as bruises, fatigue, stun weapons, and so on. Once a target's Armor has been depleted, all weapons apply their Damage to the Physical column on the Condition Monitor, unless the weapon has an **F** notation in their damage code. Weapons with the F notation apply their damage to the Fatigue column of the Condition Monitor.



Condition Monitor Flowchart: The Physical and Fatigue columns on the Condition Monitor take the form of flowcharts. Players start at the top, left-hand box of the damage column for the damage type and move to the right until the first row is marked off, then move to the left-hand box of the second row and move to the right until the second row is marked off, and so on.

- **First Row:** When the first row of pips is filled, the character immediately applies a –1 modifier to all future die rolls.
- **Second Row:** When the second row of pips is filled, a –2 modifier is applied to all die rolls. This replaces the –1 modifier from the first row instead of being cumulative.
- **Third Row:** When the third row of pips is filled, a –3 modifier is applied to all die rolls. This replaces the –2 modifier from the second row instead of being cumulative.
- **Fourth Row:** When the fourth row of pips is filled, a –4 modifier is applied to all die rolls. This replaces the –3 modifier from the third row instead of being cumulative.
- **Staggered:** When all four rows of pips and the Staggered pip are filled in, the character simply cannot give anymore and may take no actions; they do not give any more Narrations until they are healed and cannot spend any Plot Points.
- **Knocked Out (Fatigued track only):** If the character is Staggered on the Fatigue Condition Monitor and takes any more Fatigue damage, they are Knocked Out. They are out of commission until they receive healing.
- **Killed in Action (Physical track only):** If the character receives Physical damage again after being Staggered on the Physical Condition Monitor, they are at risk of being killed. They must make an EDG + EDG Test with no modifiers, starting at Easy difficulty and increasing each time they suffer additional damage. If they fail this test, the character is dead; for more details, see *Character Death*, at right.

Cumulative Wound Modifiers: If a character has a wound modifier on both the Physical damage track and the Fatigue damage track, the highest modifiers on each track are added together as a single modifier. For example, if a character has suffered enough damage to have a –1 modifier on the Fatigue track and a –2 modifier on the Physical track, then the character incurs a total wound modifier of –3 to any die rolls until enough damage has been healed to reduce one or both of the modifiers.

Regaining Armor/Condition Monitor Damage: Players always have the option to spend a Plot Point to instantly regain a pip of Armor or Physical/Fatigue damage (see *Spending Plot Points: Players,* p. 31), but the principal way to heal or repair damage requires making a MedTech Test to restore Condition Monitor damage or a Technician Test to repair Armor. To heal or repair, make an Average difficulty Test using the appropriate Skill. If successful, make a Narration detailing the healing or repair, and the gamemaster will determine how many pips the action restores, based on the presence of a medkit or toolkit, the environment and situation (e.g., an unsanitary flophouse vs. a clean MASH unit, or active combat vs. a quiet scene), and the quality/uniqueness of the Narration.

CHARACTER DEATH

As noted under *Damage, Armor, and the Condition Monitor* (at left), the standard rules for the game allow a character to die. *MechWarrior: Destiny* is a roleplaying game about the realities of warfare, so when a character dies, they stay dead.

That being said, some players may agree that a Killed in Action character isn't truly dead—but there should still be some consequences for a character running roughshod over their whole Condition Monitor. Or maybe the player was Killed In Action far too early in an evening's gaming session due to bad luck, and they don't want to sit out for the rest of the session. For these situations, here are a few options players can use to provide more depth of play:

The players should decide as a group which of these options are allowed and which option a player will use if a character is Killed In Action during a game. For each of these options, the character heals one pip on their Physical Condition Monitor and is ready to move.

- **Don't count me out just yet:** The character spends all but 1 of their available Plot Points to avoid being Killed In Action and suffers no further effects. If the character has only 1 available Plot Point to spend, this option cannot be chosen, and another option must be chosen instead.
- **Just give me a minute:** In addition to the standard wound modifiers for damage on the Condition Monitor, the character will suffer an additional –1 modifier on all Tests and Combat rolls for their next 2 Narrations.
- **I'll never be the same:** Permanently reduce the character's total Physical and Fatigue Condition Monitor pips by 1. STR and WIL remain unaffected.
- **I've had better days:** Permanently lower one random Attribute by 1. If STR or WIL is the affected Attribute, use the new value to reduce the character's total Physical or Fatigue Condition Monitors as per standard character creation rules (see p. 70).

COMBAT AND PERSONAL VEHICLES

When vehicles are involved in Personal Combat—as opposed to 'Mech-Scale Combat (see p. 38)—the same rules apply as in character-on-character attacks but with the following minor differences.

Attacking a personal vehicle: If a character attacks a personal vehicle, the driver of that vehicle—assuming there is one—makes the defense roll using their own RFL+RFL. However, if the driver has the Piloting Skill, they may choose to use Piloting + RFL as their bonus for the roll. If there is no driver, if the driver is incapacitated, or if the vehicle is stationary, then the attack against the vehicle automatically succeeds.

Damaging a personal vehicle: If the attack is successful, mark off a number of Durability pips equal to the damage of the weapon used. (Note: Durability is used in Personal Combat; the Armor Diagram at the bottom of the vehicle's section of the character sheet is used only for 'Mech-Scale Combat.)

Destroying a personal vehicle: If a personal vehicle's Durability is reduced to zero, the vehicle is destroyed or otherwise rendered no longer usable until it can be repaired. This destruction does not necessarily cause a crash or hurt the passengers, however; the actual effects of reducing the vehicle's Durability to zero are up to the player making the Narration.

EXAMPLE

PERSONAL COMBAT

Cindy's character, Myoko, isn't doing too hot. While the rest of her team is running interference, she got made trying to infiltrate an ISF compound. Now the alarm is blaring and the place is crawling with DEST operatives who want her head. To make matters worse, one of the guards who saw through her disguise gave her a nasty slash with his katana before she managed to run out of the room, and he's hot on her trail.

In her previous Narration, Myoko ducked into a darkened server room, hid behind a server stack, and readied her hold-out pistol in hopes of getting the drop on her pursuer. Now that the "microphone" is back in her hands for another Narration, she's ready to try taking this misguided fool down.

She waits deep inside the room, at what the gamemaster says would be Near range from the door. With her hold-out pistol she'll get a –2 modifier at Near range, so she uses her character movement to shift from Near range to Close range, thus negating the disadvantage. Once she's in place, she ducks out to take a shot.

To resolve the attack, first she starts with her Small Arms Skill of 3 and adds its linked Attribute, RFL of 4 for a base of +7. Then she adds all the modifiers that the gamemaster says will apply: the room is dark, which applies a –1; due to her injury the first row of pips on her Physical Condition Monitor is filled in, which causes an additional –1 modifier; and her target is at Close range, which does not add any modifiers for a hold-out pistol. This adds to a total of –2 in modifiers. She subtracts the –2 in modifiers from her base of +7, meaning she receives a total of +5 to add to her 2D6 roll.

The guard, on the other hand, has RFL of 2, and is also affected by the dark (–1). Adding this up means he'll get a +3 on his 2D6 defense roll (RFL + RFL – 1 = 3).

Cindy rolls 2D6 and gets a 2 and a 4, for a total of six; with her +5 bonus, she has a final total of 11.

The gamemaster rolls for the guard and gets a 9; with their bonus, the guard has a total of 12. Cindy's attack misses, but she decides to spend a point of Edge to reroll her dice. She chooses to reroll the 2, and gets a 3, giving her a final total of 12. Since this result now equals the guard's roll, the attack is successful, and the guard takes 3 damage.

Since the guard's Armor was already shredded in their earlier encounter, the damage applies to their Physical Condition Monitor. This fills in the guard's second row of pips, which gives them a –2 injury modifier for all future actions. It's not the best result Cindy could hope for, but she has improved her odds of survival…at least for the moment.

USING INVENTORY ITEMS

Some characters carry a variety of items in their Inventory which might be helpful during or after a fight. The uses of many of the different items may be obvious: a medkit would help treat a character who's been injured, or a tool kit could be used to repair damaged 'Mech components or other devices. The intended application of other Inventory items may be obscure or even totally unknown. In many cases, this is intentional and gives the players a chance to decide exactly what that Inventory item does, based on the name.

'MECH-SCALE COMBAT

In thirty-first-century warfare, the BattleMech is the unquestioned king of the battlefield, and there are times when you'll want to hop into your 'Mech's cockpit, fasten your five-point safety harness, don your neurohelmet, and unleash hell in ways that only a BattleMech can. The rules in this section allow *MechWarrior: Destiny* characters to wade into battle at the controls of a 'Mech, aerospace fighter, or combat vehicle while maintaining a fast and cinematic style of play.

Note: Although the rules in this section often refer to BattleMechs, the concepts can be applied to all types of 'Mech-Scale hardware, except where noted.

OVERVIEW

'Mech-Scale Combat works in similar fashion to Personal Combat, but with variations that are unique to this type of engagement. When it is your Narration and you are in control of a 'Mech-Scale piece of hardware, you can still make your Narration as usual, and you can roll for Tests and for making direct combat actions (for example, you could take a Leadership Test in the middle of the fight to convince a subordinate to carry out a strange order). However, apart from the venue in which your character is now operating, the only aspect of a player's Narration that changes when engaged in 'Mech-Scale Combat is the scale of combat and the rules for resolving 'Mech-Scale Combat actions. Because of this, it is entirely possible for one character to spend their Narration in their 'Mech, holding off incoming enemy units, while the next player spends their Narration inside the team's command post, trying to fight off enemy operatives attempting to infiltrate the base, and the third character spends their Narration off in their tank, holding onto a faltering flank of the developing battle. This flexibility allows characters who are not MechWarriors or tankers to participate in the action.

Using Mapsheets and Miniatures (Optional): Like Personal Combat, 'Mech-Scale Combat is an abstracted form of combat designed to be fast-paced and keep the focus on the characters, the story, and the action. Because of this, 'Mech-Scale Combat does not require the use of *BattleTech* miniatures, mapsheets, or terrain; however, if a group decides that these game aids are helpful in visualizing the ranges between combatants or for presenting an overview of what the overall battle looks like, then players are more than welcome to use these for aesthetics in their games.

'MECH-SCALE COMBAT ACTIONS

When your character is engaged in 'Mech-Scale Combat, you can do the following 'Mech-Scale Combat actions in this order during your Narration:

1. **'Mech-Scale Movement**
2. **Ranged Attacks**
3. **Physical Attack**
4. **Check for Consciousness** (if unconscious; see *MechWarrior Damage*, p. 47)
5. **Cool Down** (see *Heat*, p. 47)
6. **Restart Engine** (if shut-down; see *Shutdown*, p. 48)

These actions are explained in detail below.

'MECH-SCALE MOVEMENT

'Mech-Scale Movement is very similar to Character Movement (p. 35), but with a few important differences.

RANGES

Since 'Mech-Scale weaponry is much larger and much more effective at ranges far greater than personal-scale armaments, and because 'Mechs and their battlefield companions can move much faster than their groundpounder brethren, 'Mech-Scale Combat is broken down into four different range brackets:

- **Pointblank Range:** This is roughly equivalent to Close and Near ranges in Personal Combat. When you are at Pointblank range in a 'Mech, you are close enough to engage in physical combat. Physical Attacks (see p. 42) may only be made at Pointblank range.

MECHWARRIOR: DESTINY VS. *BATTLETECH* AND *ALPHA STRIKE* RULES

Players who are familiar with standard *BattleTech* rules (either from the *BattleTech: A Game of Armored Combat* box set or the *BattleMech Manual* and *Total Warfare* rulebooks) or *Alpha Strike* rules will recognize many terms and elements in this section. Although a knowledge of *BattleTech* or *Alpha Strike* rules might offer a beneficial grounding in the *BattleTech* universe, be aware that 'Mech-Scale Combat in *MechWarrior: Destiny* employs a combat system that is not directly compatible with *BattleTech* or *Alpha Strike* rules without conversion. This is due to the needs of a fast, cinematic ruleset that focuses on action and straightforward combat resolution.

Although the rules system is different from what *BattleTech* veterans may be familiar with, *MechWarrior: Destiny*'s 'Mech-Scale Combat system strives to retain the flavor and spirit of classic *BattleTech* and *Alpha Strike* gameplay while maintaining a fast and accessible roleplaying experience.

For players who are interested in playing *Total Warfare* or *Alpha Strike* games that incorporate aspects of *MechWarrior: Destiny*–style RPG play, see the *Tabletop Integration* chapter starting on page 175.

- **Short Range:** Attacks from small weapons, such as flamers, small lasers, and 'Mech-Scale machine guns, can reach Short range. This is roughly the equivalent of Far range for Personal Combat.
- **Medium Range:** Moderately sized 'Mech-Scale weapons, such as medium lasers and short-range missiles (SRMs), can reach Medium range.
- **Long Range:** The largest and most far-reaching 'Mech-Scale armaments, such as large lasers, long-range missiles (LRMs), PPCs, and most autocannons, can fire on targets at Long range.

MOVEMENT

The maximum amount of Movement you may make during your Narration is largely based on your Hardware's weight class. Although there are some individual exceptions for various Hardware, the cost for moving ground-based units is as follows:

MOVEMENT COST TABLE

RANGE/ACTION	REQUIRED MOVEMENT
Pointblank ⟷ Short	1
Short ⟷ Medium	2*
Medium ⟷ Long	3*
Long ⟶ Disengage	All Movement for 2 rounds**
Dropping Prone	0
Standing Up	1
Jumping	Movement Cost + 1 Heat token

** May be split across two opposing units*
*** Unit cannot attack. The opposing unit at Long Range that this unit has Disengaged from requires an 11+ on 2D6 roll to successfully hit this unit.*

Movement from Pointblank range to Short range, or vice versa, requires spending 1 Movement. Moving from Short to Medium, or vice versa, requires 2 Movement. Medium to Long, requires 3 Movement. So for example, if *Chu-i* Kaito Yukimura in his *Griffin* is at Medium range from an enemy *Wolverine*, then the player could spend 2 of their 3 Movement to move from Medium range into Short range; however, if they want to close in for the kill and get into Pointblank range in order to deliver a devastating punch to the *Wolverine*'s cockpit, they can spend their third point of Movement to move from Short to Pointblank.

Just like in Personal Combat, these movement costs can be divided among multiple 'Mech-Scale units. For example, if two opposing 'Mechs are at Long range, and both of them decide they want to be at Medium range in order to bracket their best weapons. The player uses 2 Movement to get closer; if the NPC 'Mech spends 1 Movement on their Narration, the two 'Mechs will then be in Medium range.

There is one exception to this rule. If a player just moved from Medium to Long or vice versa, in the very next round they can decide to move back to the range they left, at the cost of only 1 Movement; if they don't make that move in the next round, the opportunity is lost.

A unit that expends zero Movement during the controlling player's Narration is *not* considered to be standing still unless the player specifies that the unit is indeed not moving. Under normal circumstances, spending zero Movement merely denotes that the unit moved but merely maintained the same distance to its target as before.

Spending Plot Points: Players can also spend a Plot Point to instantly move from one range to an adjacent range without spending Movement. For example, a 'Mech that is at Medium range from their opponent can spend a Plot Point to either move to Short range or Long range at no cost.

Movement with Multiple opponents: Due to the evolving nature of battlefields, when a 'Mech-Scale Combat unit change range against an enemy unit, that player only changes their range relative to that one unit, unless they declare that they are changing range for multiple opponents in the same Narration. If a player chooses to change range against multiple enemy units that are all in the same range bracket, then there is no additional cost; simply pay the required Movement to change range. However, to change range against two or more opponents that are at different range brackets, you must pay the Movement cost associated with changing the most distant target's range bracket. For example, if you have an opponent at Short range and an opponent at Long range, to advance closer to both of them, you would have to pay a total of 3 Movement (i.e., the cost of moving the Long-range target to Medium range); this would move the Short-range unit to Pointblank and the Long-range unit to Medium range.

DISENGAGING

The pilot of a unit at Long range to another unit may pull farther away from the enemy by choosing to **Disengage** from that enemy. This represents the pilot maintaining a conscious effort to remain as far away from an opponent's long reach as possible. A Disengaged unit is not impossible for an opponent to hit, but it makes such ranged attacks much more difficult; see *Attacking Disengaged Units*, p. 41.

To Disengage from one enemy unit at Long range, the player's unit must spend two successive turns without making any ranged attacks or physical attacks against any units. At the end of the second turn, the player's unit is considered Disengaged from one unit that was at Long range. To maintain this status on subsequent turns, the player must spend all of their unit's Movement and cannot make any ranged or physical attacks. Once the player chooses not to maintain this status any longer, their unit is considered to be at Long range again and may attack as normal.

Note: A 'Mech that has suffered a leg critical hit that reduces their available Movement (see *Critical Hits*, p. 45) cannot Disengage.

Enemy units at closer ranges: Disengaging from one enemy unit does not Disengage the player's unit from all enemy units, just one unit at Long range. Enemy units that are at Pointblank, Short, or Medium range to a 'Mech that has Disengaged do not change their ranges and can still attack that Disengaged target as normal.

JUMPING ('MECHS ONLY)

Jump jets allow a 'Mech to temporarily rise above the battlefield on vents of superheated plasma, letting the MechWarrior traverse difficult terrain or reach a tactically advantageous position in the heat of the battle while also making them harder to hit. 'Mechs equipped with jump jets will have Jump Jets in their Equipment list—also denoted by a "(J)" in the 'Mech's Movement field.

To use jump jets during your Narration, spend your Movement as in a normal move and gain 1 Heat token. You may then choose *one* target within range: your jump has placed you in a good tactical position relative to this target, which lasts for this Narration only.

Tactical Position: When jumping, you gain a +1 modifier to your attack roll against the target you designated. Firing at any other target incurs a –1 penalty to your attack roll.

Attacking a jumping 'Mech: When any combatant fires at a 'Mech that jumped during its last Narration, the attacker incurs a –1 penalty to their attack rolls against that target.

Heat: Regardless of the amount of Movement spent, jumping always generates 1 Heat token (see *Heat*, p. 47).

PRONE 'MECHS ('MECHS ONLY)

A 'Mech can voluntarily drop prone, or it can be prone due to a fall (see *Falls*, p. 49). During a player's Narration, a 'Mech may drop prone for free, without penalty or damage.

Prone 'Mechs may only spend a maximum of 1 Movement unless they stand up. Once a 'Mech has successfully stood up (see *Standing Up* below), they may use the remainder of their Movement (if any).

As long as a prone 'Mech possesses two functioning arms, it can fire all but one of its Weapon Groups (see *Ranged Attacks*, at right); however, if a 'Mech has only one Weapon Group, that Weapon group can still be fired when prone. If a prone 'Mech has one or more destroyed arms, it cannot make ranged attacks while prone.

STANDING UP ('MECHS ONLY)

A prone 'Mech can stand up by spending 1 Movement and passing a *Piloting Test* (see p. 48). Failing the Piloting Test results in a fall (see *Falls*, p. 49).

DIFFICULT TERRAIN

The planets on which 'Mechs and combat vehicles fight can consist of many different terrain types: clear, rough, paved, wooded, icy, mountainous, etc. In *MechWarrior: Destiny*, 'Mechs can move through clear, unobstructed terrain without penalty. However, moving through an area of obstructed or difficult terrain, such as dense woods or broken, uneven ground costs additional Movement for that Narration (at the GM's discretion):

DIFFICULT TERRAIN MOVEMENT COST TABLE

TERRAIN TYPE	MOVEMENT COST PER NARRATION
Clear	+0 Movement
Rough/Rubble	+1 Movement
Light Woods†	+1 Movement
Heavy Woods†	+2 Movement
Shallow Water	+1 Movement
Deep Water	+2 Movement

†*Vehicles with the Hover Tag cannot enter or traverse wooded terrain.*

OPTIONAL

USING MINIATURES

Like with personal combat (see *Character Movement*, p. 35), players may benefit from using miniatures, standees, or other items simply as a visual reminder of the current ranges between combatants in 'Mech-Scale Combat. Due to the abstract nature of Cue System combat, only the distance between the miniatures is important.

'Mech miniatures and standees can be found in *BattleTech: Beginner Box* and *BattleTech: A Game of Armored Combat*; metal miniatures for combat vehicles, aerospace fighters, infantry and additional 'Mechs can be obtained from Iron Wind Metals.

An easy method for noting ranges is to place miniatures on a chessboard, a *BattleTech* mapsheet, or a similar grid pattern and use the distance between the miniatures to determine ranges at a glance:

'MECH-SCALE COMBAT RANGES TABLE

DISTANCE	RANGE
Adjacent	Pointblank
1 square/hex between	Short
2 squares/hexes between	Medium
3 squares/hexes between	Long

RANGED ATTACKS

During a Narration, a 'Mech-Scale unit may make one attack with each Primary Weapon and Weapon Group listed on the Hardware section of the character sheet.

The basic dice-rolling mechanic for ranged attacks is:

Attacker: 2D6 + Gunnery Skill Bonus (Skill + RFL) + Modifiers (if any)

vs.

Target: 2D6 + Piloting Skill Bonus (Skill + RFL) + Modifiers (if any)

In other words, the attacker rolls 2D6, adds their Gunnery Skill Bonus listed in parentheses on their character sheet (the Skill rating plus the linked Attribute), and adds or subtracts any modifiers that apply (see below) for a final result. Then they compare this to the target's total result. If the attacker's total equals or exceeds the target's total, then the target takes damage from the weapon used; see *Damage and Critical Hits*, page 43. If the attacker rolls lower than the target, then the attack fails and inflicts no damage. As with standard Tests, if the attacker rolls a 2 on their 2D6 roll, then that attack is an automatic miss, regardless of any other factors.

If the target does not have a Piloting Skill, use only the target's RFL for the defense roll: their total is 2D6 + RFL + Modifiers.

MODIFIERS

In addition to the modifiers listed under *The Core Mechanic* (see p. 32), 'Mech-Scale Combat rolls can have a variety of situational modifiers added, most of which are decided on by the gamemaster.

- **Range:** See *'Mech-Scale Weapons*, below.
- **Speed:** Subtract the target's Maximum Movement value from your Maximum Movement to determine the Speed Modifier (this will be a negative number if your target is faster than you).
- **Heat:** If your 'Mech or aerospace fighter is running hot (see *Heat*, p. 47), add the appropriate modifier.
- **Terrain:** Terrain features, such as forested areas, high vantage points, rubble, partial cover, and so on, can either be helpful or harmful. See *Terrain Modifiers*, page 42.
- **Shut-Down Unit / Unconscious Pilot:** Add a +2 bonus for attacking a shut-down 'Mech (see *Shutdown*, p. 48), or a unit with an unconscious pilot (see *MechWarrior Damage*, p. 47).

ATTACKING A DISENGAGED UNIT

A player may attempt Long-range attacks on a unit that has Disengaged from them. Make a 2D6 roll for the attack as normal; if the 2D6 result is 11+, then the attack may hit. Any other result is an automatic miss, and the target does not need to make a defense roll.

If an 11+ is rolled, resolve the attack as normal: add your Skill bonus, the modifier for Long range, and any other relevant modifiers to your 11+ roll. The targeted player then makes their defense roll as normal. If the attacker meets or exceeds the Disengaged unit's total, then the attack is successful.

'MECH-SCALE WEAPONS

Each 'Mech-Scale combatant is equipped with a selection of ranged weapons, including a Primary Weapon and/or several different Weapon Groups. When making a ranged attack, you will first choose which Primary Weapon or Weapon Group you wish to fire.

PRIMARY WEAPONS

Some 'Mechs were built specifically around a single weapon platform; for example, the fifty-ton *Hunchback* is largely just a delivery system for a high-caliber autocannon. To represent this, many 'Mech-Scale combatants have one Primary Weapon in addition to their Weapon Groups.

This weapon can often be the focus of an engaging Narration, such as making a dire shot at just the right moment, shooting a charging 'Mech through the cockpit, and other cinematic-action moments when the chips are down and lives are on the line.

WEAPON GROUPS

A Weapon Group represents a group of weapons that are fired together simultaneously. For example, a *Catapult*'s Weapon Groups consist of two LRM 15s (Weapon Group 1), two medium lasers (Weapon Group 2), and two medium lasers (Weapon Group 3). All weapons in a Weapon Group will hit or miss together.

WEAPON TYPES

Each 'Mech-Scale Weapon Group lists a weapon type, and certain effects may apply to each weapon type. In 3025-era play, each weapon falls into one or more of the following categories:

B: Ballistic weapons
E: Energy weapons
M: Missile weapons

EXAMPLE

RANGED COMBAT EXAMPLE

During the House Davion invasion of the Capellan Confederation world of Sarna, Mark's character is itching to get his *Griffin* into the action and pound some Cappies. At the beginning of his Narration, from over the rise, a *Wasp* in McCarron's Armored Cavalry colors appears in his scopes, at Long range. It's a scout 'Mech, and Mark wants to take it out before it can report back.

Mark's armaments can all reach Long range, but he'll get better accuracy if he can reach Medium range, so he spends all 3 of his Movement to close with the *Wasp*. This will also make him easier for the enemy to hit, so he opts to use his jump jets: jumping not only puts him in a better tactical position, but it makes him harder to hit. To use his jump jets, he takes a Heat token, which he'll worry about later, but for the moment it's worth the risk.

Now that he has changed range, he lines up his shots on the enemy 'Mech. He decides to shoot his PPC first—go big, or go home, right? To take the shot, he starts with his Gunnery Skill of 3 and adds his RFL of 3, for a base bonus of +6. Then he figures out the range modifier (–2 for Medium range with a PPC) and the Movement modifier (his Max Movement of 3 minus the target's Max Movement, which is 4, equals –1), and because he used his jump jets to gain a good position, he gets a +1 modifier. So after adding up all of his modifiers (–2) and adding them to his base bonus (+6), he'll get a total bonus of +4 to his 2D6 roll.

For the defense roll, the *Wasp* pilot adds their Piloting Skill of 2 to their RFL of 2, for a base bonus of +4. The gamemaster agrees that there are no other modifiers.

Mark rolls 2D6 and gets a 10; adding his bonus gets him a total of 14.

The gamemaster rolls for the *Wasp* pilot and gets a 3 and a 6; adding the bonus results in 13. A hit!

Mark follows up with his LRM 10; however, the range modifier is 0 because it is OK at Medium range, so he will get a total bonus of +6 for this shot. He rolls 2D6, gets a 6, and adds his +6 bonus for a total of 12. The *Wasp* pilot rolls a 2 and a 5, which totals 11 after adding their +4 bonus. Mark scored another hit! He keeps his fingers crossed that his weapons struck hard enough to keep his lance's movements under wraps…



WEAPON GROUPS AND TARGET INTERLOCK CIRCUITS

MechWarriors and aerospace pilots in the thick of battle rarely fire their weapons one at a time, because it's simply not efficient or effective—especially if they are at the controls of a war machine armed with a number of different weapon systems. Instead, pilots often link their weapons to a target interlock circuit (TIC), which is a group of weapons, usually with similar range profiles, that are fired simultaneously from the same trigger for maximum targeting benefit.

For example, a TDR-5S *Thunderbolt* pilot would likely assign all three of their medium lasers and their SRM 2 on their first target interlock circuit (TIC1), pair their two machine guns to TIC2, and leave their large laser and LRM15 to be fired individually. This way, their medium-range weapons are all on TIC1, their short-range/antipersonnel weapons are on TIC2, and their long-range weapons, which they want to have more flexibility with, are not grouped with other weapons.

Weapon Groups in *MechWarrior: Destiny* work along the same lines as TICs. When you are firing a Weapon Group instead of a single weapon, your MechWarrior is pulling the trigger for one of their assigned TICs.

If a Weapon Group includes more than one type of weapon, the applicable weapon types will be noted in the order they are listed.

RANGE

'Mech-Scale Combat uses four different range brackets, which are unique to this scale:

- **Pointblank:** Extremely short-range attacks, such as physical attacks
- **Short:** Short-ranged weapons such as machine guns and small lasers
- **Medium:** Medium-ranged weapons, such as medium lasers and SRMs
- **Long:** Long-ranged weapons, such as LRMs and PPCs

Each range bracket on a weapon listing can have three possible notations:

- **OK:** The weapon can be used at this range without penalty.
- **–X/+X:** The weapon can be used at this range, but with a –X or +X modifier.
- **—:** The weapon cannot be used at this range.

TERRAIN MODIFIERS

A 'Mech-Scale battle fought across various types of terrain can have a great impact on the difference between a killing shot and a near miss. If your target is in water, wooded terrain, or behind partial cover, apply the appropriate terrain modifier to your attack roll:

TERRAIN MODIFIERS TABLE

TARGET'S TERRAIN TYPE	ATTACK ROLL MODIFIER
Light Woods	–1
Heavy Woods	–2
Shallow Water	–1
Deep Water	–2
Partial Cover	–1 (ignore leg hits)

PHYSICAL ATTACKS

Sometimes 'Mech-Scale Combat requires the literal in-your-face approach of physical attacks. These can come in several forms, such as punching, kicking, charging, and the devastating-but-dangerous "death from above" maneuver. Aside from ramming, which can be performed by combat vehicles, only 'Mechs may attempt physical attacks. During your Narration, after you have resolved all of your Ranged attacks, you may perform one physical attack if eligible.

To perform a physical attack, you must be at Pointblank range to your target and declare the type of attack you wish to attempt. See the *Physical Attacks* table at right for the physical attack types.

The basic dice-rolling mechanic for a physical attack is similar to a ranged attack:

Attacker: 2D6 + Piloting Skill Bonus (Skill + RFL) + Modifiers (if any)

vs.

Target: 2D6 + Piloting Skill Bonus (Skill + RFL) + Modifiers (if any)

If the attacker's total equals or exceeds the target's total, then the target takes damage; see *Damage and Critical Hits* (p. 43). If the attacker rolls lower than the target, then the attack fails and inflicts no damage. As with standard Tests, if the attacker rolls a 2 on their 2D6 roll then the attack is an automatic miss, regardless of any other factors.

MODIFIERS

The following modifiers apply to physical attacks:

- **Speed:** Subtract the target's Maximum Movement value from your Maximum Movement to determine the Speed Modifier (this will be a negative number if your target is faster than you).
- **Terrain:** If a bonus or penalty for Terrain features applied to ranged attacks this Narration, then they also apply to physical attacks, at gamemaster discretion.
- **Shut-Down Unit / Unconscious Pilot:** Add a +2 bonus for attacking a shut-down 'Mech (see *Shutdown*, p. 48), or a unit with an unconscious pilot (see *MechWarrior Damage*, p. 47).

PHYSICAL ATTACKS TABLE

TYPE	DAMAGE*	REQUIREMENTS	HIT LOCATION
Punch/Sword	Tonnage/30	No arm Weapon Groups fired	2D6: Treat any leg hit as a hit to the corresponding arm instead
Kick	Tonnage/15	Attacker must be standing	1D6: 1–3, Right Leg; 4–6, Left Leg ('Mech); 2D6 (other ground units)
Hatchet	Tonnage/15	No arm Weapon Groups fired	2D6: Reroll leg hits
Push (vs. 'Mechs only)	**	Attacker and target must be standing	N/A
Charge	(Tonnage/30) x Movement***	Move to Pointblank range	2D6
Ram (Combat Vehicles Only)	(Tonnage/30) x Movement†	Move to Pointblank range	1D6: 1–3, Right Leg; 4–6, Left Leg ('Mech); 2D6 (other ground units)
Death from Above ‡	(Tonnage/30) x Movement‡‡	Move to Pointblank range via jumping	2D6: Treat any leg hit as a hit to the corresponding arm instead

** Round up the end result to nearest whole number.*
*** The attacker narrates an effect for this attack, which may include a non-damaging narrative effect on the target, and forces the target to make a Piloting Test (see p. 48).*
**** Attacker also takes damage equal to the target's tonnage/30. Assign damage to attacker and target in 2-point clusters.*
† Attacker also takes damage equal to the target's tonnage/30. Assign damage to attacker and target in 2-point clusters using Hit Location for Kicks.
‡ Requires the attacker use Jumping Movement this turn.
‡‡ Attacker's legs take damage equal to the attacker's tonnage/30. Assign damage to attacker and target in 2-point clusters.

EXAMPLE

PHYSICAL COMBAT EXAMPLE

James's House Steiner MechWarrior is getting tired of being sniped at from long range, so he muscles his *Thunderbolt* toward his foe, a Draconis Combine *Griffin* that just will not leave him alone. James already tried shoving his large laser down the Drac's throat, but that didn't go as planned—"How *dare* those trees block my shot," he gripes—so he opts for getting physical instead. He spends enough Movement—and a Plot Point—to finally maneuver into Pointblank range, so he's in perfect position to retaliate with a physical attack.

James really wants to slap the smirk off this Drac's cockpit, but he fired an arm weapon during this Narration, so a punch attack is off the table. That means a kick is the order of the day.

To pull it off, he starts with his Piloting Skill of 4, and adds his RFL of 3, to get a base bonus of +7. Then he figures the Movement modifier (his Max Movement of 2 minus the target's Max Movement of 3 equals –1). According to the gamemaster, the target is also in Light Woods, which adds a –1 modifier for the terrain. So after adding up all of his modifiers (–2) and adding them to his base bonus (+7), James will get a total bonus of +5 to his 2D6 roll.

For the defense roll, the *Griffin* pilot adds their Piloting Skill of 3 to their RFL of 2, for a base bonus of +5. The gamemaster agrees that there are no other modifiers for the target.

James rolls 2D6 and gets an 11; adding his bonus gets him a total of 16.

The gamemaster rolls for the *Griffin* pilot and gets an 8; adding the bonus results in 13. One kick, coming right up!

James rolls a D6 to determine where his *T-Bolt*'s foot ends up and gets a 4, which is the *Griffin*'s Left Leg. His character sheet says that the *Thunderbolt*'s kick damage is 5, so the gamemaster marks off 5 Armor pips on the Griffin's Left Leg; only 1 Armor pip remains. The damage wasn't enough to cause a critical hit, but the satisfying hit is a moral victory in James's book.

DAMAGE AND CRITICAL HITS

Whenever a 'Mech-Scale ranged or physical attack hits, the target will take damage equal to the amount in the Damage column of that weapon group or physical attack type.

WEAPON DAMAGE

Each Primary Weapon or Weapon Group that successfully hits deals points of damage equal to the Damage listed for that attack. With the exception of Weapon Groups with Missile weapons (see below), all damage from a Weapon Group is assigned to the same hit location.

MISSILE DAMAGE

For a Weapon Group that includes a Missile weapon, the damage code will list a base damage—meaning at least some of the missiles in the salvo hit—and note one or more "M"s. To resolve damage for a Weapon Group with any Missile weapons, do the following steps:

1) Roll a hit location for the base damage, and apply that amount of damage to the target.

2) Roll one Missile die (D6) for each "M" in the Weapon Group's damage code. Consult the chart below to determine how much additional damage the Missile dice inflict. Discard any dice that score zero damage.

3) Add the total result of the remaining Missile dice to the base damage. If this total is greater than the Weapon Group's Max Damage, reduce the value on one or more of the Missile dice until the total equals the Max Damage.

4) Roll a separate hit location for each Missile die, and apply the damage showing on the Missile die to the location rolled.

MISSILE DAMAGE TABLE

D6 ROLL RESULT	MISSILE DAMAGE
1	1
2	2
3	3
4–6	0

Example 1: An *Archer* pilot has made a successful attack with its Weapon Group containing two LRM 20 weapons: **8+MM (Max 14)**. The base damage for that attack is 8, so the player rolls one hit location on the target and assigns those 8 points of damage to the location that results. The player then rolls two D6s, one for each "M" in the damage code, getting a 1 and a 3, both of which score extra damage. (Any die with a result of 4 or higher would've been ignored, per the table above.) Adding the base damage (8) to these two die results (1, 3) equals 12, which is below the Max Damage threshold of 14, so this means all of the extra missile damage can be assigned. The player then rolls one hit location for the first die, which applies 1 damage to the rolled location, and then rolls a hit location for the second die, which applies 3 damage to that result.

Example 2: A *Thunderbolt* pilot has made a successful attack with its Weapon Group containing medium lasers and an SRM 2: **6+M (Max 7)**. The base damage for that attack is 6, so the player rolls one hit location on the target and assigns those 6 points of damage. The player then rolls one D6, for the "M" in the damage code, getting a 3. However, adding the base damage (6) to this 3 result equals 9, which exceeds the Max Damage threshold of 7 by 2. This means the 3 result is reduced to a 1. The player then rolls one hit location for this 1 point of damage.

INFERNO MISSILES (SRMS)

Inferno missiles are loaded with flammable gel instead of a standard explosive warhead and inflict Heat tokens on the target instead of damage (see *Heat*, p. 47). Before a battle begins, any character with a Weapon Group including one or more SRM launchers may choose to load that group's SRM launchers with inferno rounds instead of standard SRM ammunition (provided the character has access to inferno missiles).

When a Weapon Group with one or more inferno-loaded SRM launchers successfully hits its target, roll 1D6 for each "+M" in the Weapon Group's damage code and consult the *Missile Damage* table on page 43. If the target is a 'Mech or aerospace fighter, they gain Heat tokens equal to each individual die result, up to the maximum number allowed by the size of each launcher in the group, as shown below. A Weapon Group that includes an SRM launcher loaded with inferno rounds will only generate Heat tokens: it does not deal normal damage to the target.

Combat Vehicles and Inferno SRMs: Combat vehicles do not have a Heat scale and thus are not affected by Heat tokens in the same way as other units. Instead, when a combat vehicle is hit by inferno SRMs, make a roll to check for a critical hit (see p. 45) for each Heat token the attack generated; once the critical hit rolls have been made, these Heat tokens are discarded.

INFERNO MISSILES TABLE

LAUNCHER TYPE	MAXIMUM HEAT TOKENS
SRM 2	H
SRM 4	HH
SRM 6	HHH

HIT LOCATIONS

The Armor Diagram in the Hardware portion of a character sheet shows the amount and arrangement of the unit's Armor and Structure. Structure pips in the diagram have a gray background. To determine the location damaged by a successful hit, roll 2D6 and consult the location numbers on the Armor Diagram, then apply damage to the Armor pips of the matching location. (Note: most physical attacks have different rules for determining Hit Locations; see the *Physical Attacks Table*, page 43.)

ARMOR AND STRUCTURE

Armor pips are always damaged first. Once all Armor pips in a given location are destroyed, the unit's exterior protection has been breached; if any damage remains to be applied, apply the leftover damage to the same location's Structure pips.

Aerospace Fighters: All locations on aerospace fighters share the same Structure pips. For example, if Armor is depleted in two different hit locations, then the next hit on either of those locations will damage the fighter's Structure.

DAMAGE TO AEROSPACE FIGHTERS AND COMBAT VEHICLES

Whenever aerospace fighters or non-VTOL combat vehicles take damage in 'Mech-Scale Combat, additional effects may occur.

Aerospace Fighters: Aerospace fighters may be well armored, but their sensitive systems make them more susceptible to failure. Any time an aerospace fighter takes 2+ points of damage to any location from a single ranged attack, roll to check for a possible critical hit. See *Critical Hits*, at right.

Combat Vehicles w/ Hover, Tracked, or Wheeled Tag: Combat vehicles carry enough armor to protect their crew and weapon systems, but their motive system—be it tires, axles, tank treads, drivetrains, lift fans, or lift skirts—remains their Achilles' heel. Any time a combat vehicle that does not possess the VTOL Tag takes any amount of damage in 'Mech-Scale Combat, roll 2D6. On an 8+, the vehicle's motive system has suffered damage, and the vehicle's Movement is –2. If the vehicle's Movement is reduced to 0 in this way, the vehicle is immobile until repairs can be made.

LOCATION DESTRUCTION ('MECH)

Once a location on a 'Mech has lost all its Armor and Structure, that location is considered destroyed, and all weapons and equipment in that location are lost. Remaining damage, if any, and all future damage to the destroyed location is applied inward: damage to a destroyed arm or leg transfers to the torso. Damage that transfers from a destroyed location is first applied to the torso's Armor pips, then to Structure pips once all torso Armor is depleted.

Leg Destruction: When a 'Mech's leg has no Armor or Structure pips left, that leg is destroyed. When a leg is destroyed, the 'Mech immediately falls (see *Piloting Tests*, p. 48); on subsequent Narrations, the 'Mech is reduced to a maximum of 1 Movement, regardless of weight class, Plot Points spent, or any other factors that would provide additional Movement.

LOCATION DESTRUCTION (COMBAT VEHICLE)

Once a location on a combat vehicle has lost all of its Armor and Structure, the unit is destroyed.

HEAD DAMAGE ('MECHS ONLY)

A player character being killed by an incredibly unlucky shot at the wrong time—and often to a largely undamaged 'Mech—can really drain the fun out of a great campaign. Unless a player chooses

to have their character go out in a blaze of glory, player characters getting shot through their 'Mech's cockpit should be exceptionally rare. On the other hand, MechWarriors need to earn their victories, so even a healthy dose of luck won't win your battles for you. You're gonna have to earn it, soldier!

When a 12 is rolled for the hit location on a 'Mech, there is a possibility that the shot has struck the target's head, but the player or GM must spend a Plot Point to inflict the hit's full damage. Otherwise the hit is treated as a Glancing Blow, which inflicts only 1 point of damage on the target's head.

Primary Weapons and Head Hits: If a player character's Primary Weapon hits the target's head, then it is treated as a head hit without needing to spend Plot Points. (See *Primary Weapons*, p. 41.)

MechWarrior Injuries: Any hit that successfully strikes a 'Mech's head, whether a standard hit or a Glancing Blow, will damage the MechWarrior. See *MechWarrior Damage*, page 47.

Ejection: If a head hit would damage all of the remaining armor and structure in the target's head, the player may choose to eject from their 'Mech if they are conscious. See *Pilot Ejection*, page 47.

UNIT DESTRUCTION

A unit's type determines the conditions under which it is considered destroyed.

- **Mech:** If a 'Mech's head or torso location is destroyed, if the MechWarrior is killed, or the 'Mech suffers either an ammo explosion critical hit or two engine critical hits (see *Critical Hits* at right) then the 'Mech is out of commission for the rest of the battle.
- **Combat Vehicle:** If any of a combat vehicle's locations loses all its Structure, or if the unit suffers an ammo explosion, then the vehicle is destroyed.
- **Aerospace Fighter:** If an aerospace fighter loses all its Structure, or if the unit fails a Piloting Test to avoid crashing—gamemaster's discretion—then the fighter is destroyed (although it may be possible to bail out; see *Pilot Ejection*, p. 47).

PILOT/CREW FATE

In *MechWarrior: Destiny*, unit destruction does not automatically mean the MechWarrior, fighter pilot, or tank crew is instantly killed. Only a player whose unit is destroyed via catastrophic damage (at right) will have to check whether their character suffers additional effects.



As long as the pilot or crew member of a destroyed unit is still alive, that player can still act and give Narrations for their character on their turn; however, they will not be able to directly participate in 'Mech-Scale Combat again until they find a replacement 'Mech-Scale unit to pilot or get their current Hardware repaired. For example, if a 'Mech's torso is destroyed, the 'Mech ceases functioning, but the MechWarrior inside the cockpit will still be alive and conscious; although that 'Mech is out of commission, the pilot's player can still make Narrations on their turn.

CATASTROPHIC DAMAGE

The following unit-destruction events are considered catastrophic damage:

- **'Mech:** Head destruction, ammo explosion
- **Combat Vehicle:** Crash damage, ammo explosion
- **Aerospace Fighter:** Crash damage, losing all Structure (while airborne), fuel-tank critical hit, ammo explosion

In the event of catastrophic damage, the pilot and/or any crew members aboard may attempt to abandon the doomed unit using the *Pilot Ejection* option (see p. 47), provided they are still conscious. If the unit is destroyed and the damage is *not* considered catastrophic, then the character suffers no other effects.

REPAIRING DESTROYED HARDWARE

Depending on gamemaster approval, a character's destroyed unit may be repaired between battles or gameplay sessions. See *Buy/Repair Hardware* on page 78.

CRITICAL HITS

Whenever a unit takes Structure damage in any location or a 2 is rolled for a hit location, roll 2D6. On a result of 8+, that location suffers one critical hit. The following list details the effects of each critical hit. If a critical hit cannot be applied due to previous critical hits or other factors, such as an ammo explosion when the unit does not have ammo-based Equipment or because that critical hit effect has already been applied from a previous critical hit, reroll the effect for that location.

Weapon Group Critical Hit: If you roll a critical hit against a Weapon Group, one entire Weapon Group in that location is rendered inoperable, even if the group contains some weapons located elsewhere. In the absence of an eligible Weapon Group in that location, the critical hit instead destroys a Primary Weapon in that location. If two or more Weapon Groups include weapons located in the current location, then the player who dealt damage to the unit chooses which Weapon Group is affected. If there is no Weapon Group in the location that can be affected—either due to a lack of any weapon there or due to all other Weapon Groups in that location already being destroyed—then reroll for a critical hit in that same location, until the roll result is a critical hit that you can apply to that location. For example, if you have no Weapon Groups in the torso location that just suffered a critical hit, then if you roll a 2 for the critical-hit effect—"Torso Weapon Group destroyed"—you cannot apply this effect, so you reroll until the result is an effect you can apply.

Ammo Critical Hit: If an ammo explosion is rolled for a critical hit, consult the Equipment section of the damaged unit. If the unit is

a 'Mech and has ammo listed for the location that was damaged, or if the unit is not a 'Mech and has ammo in its Equipment list, then the ammo explodes; otherwise apply the second critical-hit effect for that roll result.

'MECHS

If a critical hit in a 'Mech's arm or leg cannot be applied to that location, the critical hit transfers to the torso instead. 'Mechs can suffer critical hits in all of the following locations:

Head: None. Destroying the Structure of the head destroys a 'Mech.

Torso: Roll 1D6:

- **1:** Ammo explosion ('Mech destroyed) OR Primary Weapon / Torso Weapon Group is destroyed.
- **2:** Primary Weapon / Torso Weapon Group is destroyed.
- **3–4:** Gyro is damaged. –2 penalty to Piloting Tests. A second hit renders the 'Mech unable to spend Movement.
- **5–6:** Engine shielding is damaged. Gain 1 Heat token at the end of each of this 'Mech's Narrations. A second engine critical hit destroys the engine, which destroys the 'Mech.

Arm: Roll 1D6:

- **1:** Ammo explosion (Arm destroyed) OR Primary Weapon / Weapon Group is destroyed.
- **2–6:** Primary Weapon / Weapon Group is destroyed.

Leg: Roll 1D6:

- **1:** Ammo explosion (Leg destroyed) OR Leg Weapon Group is destroyed.
- **2–6:** –1 maximum Movement.

COMBAT VEHICLES

Combat vehicles can suffer critical hits in the following locations:

Front: Roll 1D6:

- **1:** Crew Compartment hit. 3 Physical Damage to all crew.
- **2:** Crew stunned. –2 to all Tests during all affected characters' next Narration.
- **3–6:** Front Weapon Group is destroyed.

Side: Motive system damaged. –2 maximum Movement.

Turret: Roll 1D6:

- **1:** Crew Compartment hit. 3 Physical Damage to all crew.
- **2:** Crew stunned. –2 to all Tests during all affected characters' next Narration.
- **3–6:** Turret Weapon Group is destroyed.

Rotor (VTOLs only): None. Destroying the Structure of a VTOL's rotor destroys the unit.

Rear: Roll 1D6:

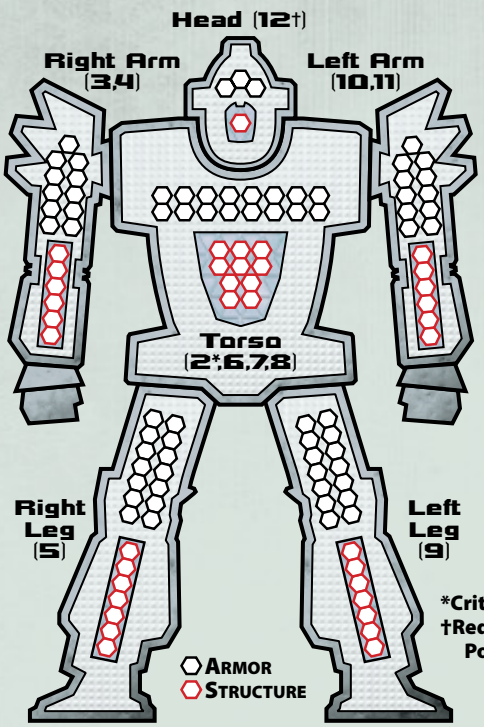
- **1–2:** Ammo explosion (vehicle destroyed) OR –1 maximum Movement.
- **3–6:** –1 maximum Movement.

AEROSPACE FIGHTERS

When an aerospace fighter suffers a critical hit, roll 2D6 to determine the effect:

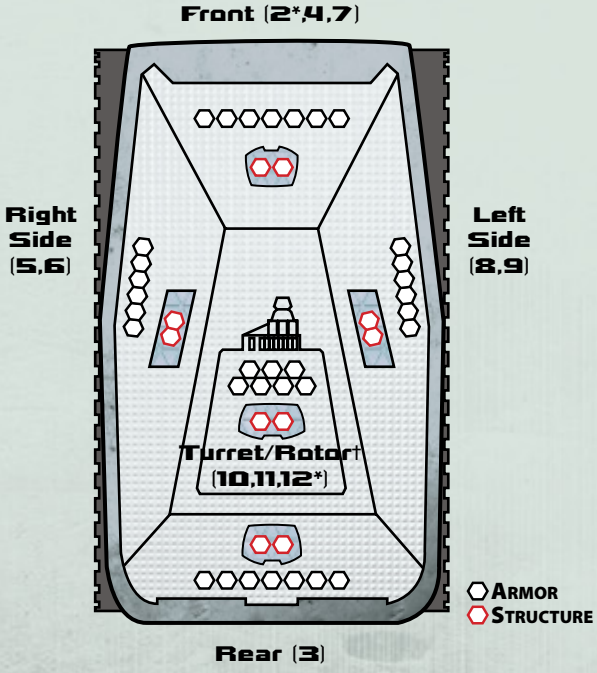
- **2:** Nose Weapon Group is destroyed.
- **3:** Avionics are damaged: –2 to Piloting Tests.
- **4:** Fuel tank is hit: Roll 2D6: on 10+, the fuel tank explodes; unit is destroyed.
- **5–6:** Right Wing Weapon Group is destroyed.
- **7:** Engine: Engine shielding is damaged. –1 maximum Movement. Add +2 Heat tokens at the end of the unit's next Narration. A second hit destroys the engine, which destroys the aerospace fighter.
- **8–9:** Left Wing Weapon Group is destroyed.
- **10:** Ammo explosion: unit is destroyed.
- **11:** Bomb: Carried bomb is rendered useless; bomb does not explode.
- **12:** Cockpit: Pilot takes 3 Physical damage.

Armor Diagram: BattleMech



*Critical Hit on 8+
†Requires Plot Point to hit

Armor Diagram: Combat Vehicle



*Critical Hit on 8+
†VTOLs only
When damaged (Hover, Tracked, and Wheeled Only):
–2 Movement on 8+

Armor Diagram Examples

EXAMPLE

DAMAGE AND CRITICAL HITS EXAMPLE

Mark's *Griffin* hit the enemy *Wasp* with a PPC and an LRM 10, so he needs to figure out where the shots landed. He decides to assign his LRM damage first, so he rolls 2D6. A total of 4 means he hit the Right Arm of the *Wasp*. Now he needs to figure out how much damage the missile salvo did. He rolls a D6 and gets a 4; since a 4–6 result does not apply any extra damage, that attack only does the default 1 point of damage. That 1 point strips the Armor from that location.

For the PPC hit, he rolls 2D6 again, and gets a total of 3, which hits the *Wasp*'s Right Arm again, for 4 damage this time! The first point damages the lone point of Structure in that arm, so the Wasp will lose the medium laser mounted there. Since there are still 3 points of damage left to distribute but no more Structure pips in that arm, that damage transfers to the Torso. The first 2 points destroy the Armor pips there, and the last point damages one of the Torso's Structure pips. Damaged Structure means a critical hit might result!

Mark rolls 2D6 and gets a 9, which means a critical hit has occurred. He rolls a D6 and gets a 1, which is an ammo explosion. Unfortunately for the *Wasp* pilot, the 'Mech has SRM ammo in the Torso. The resulting explosion destroys the scout 'Mech and ensures that Mark's position likely went unreported. Not bad for a day's work!

MECHWARRIOR DAMAGE

MechWarriors might be well-protected inside their cockpits, but those many tons of armor do not make them invincible. Apply damage in the following circumstances, ignoring personal armor:

- **Head Hit:** 3 Physical damage per hit (regardless of the amount of damage to the head/cockpit).
- **Ammo Explosion:** 3 Physical damage from neural feedback.

Consciousness (CON) Checks: Whenever a pilot takes damage during 'Mech-Scale Combat, the player must make a Consciousness Check to determine whether their character remains conscious. In the Physical Condition Monitor, you'll see a CON number for each row of damage; the CON in lowest completely filled-in row is the number you will need to meet or exceed on a 2D6 roll to remain conscious. (Standard modifiers do not apply to this roll; only the raw roll result is counted.) After making the roll, you may opt to spend a Plot Point to add your WIL to the roll.

If you fail the roll, your character is knocked unconscious and may not act during your next Narration. At the end of that next Narration, you may try another CON Check; if successful, your character regains consciousness and may act normally during your next Narration.

PILOT EJECTION

MechWarriors and aerospace fighter pilots can eject from their doomed 'Mechs or fighters before they are destroyed, and combat vehicle crew may attempt to abandon a destroyed vehicle. If a pilot or crew member needs to eject from or abandon their Hardware due to catastrophic damage (see p. 45), the controlling player must spend all of their available Plot Points—a minimum of 1—to avoid certain death and escape without additional penalty.

If the player has zero Plot Points to spend, then they must make a Piloting Test at Average difficulty (see *Piloting Tests*, p. 48). If the Test is successful, the pilot ejects without trouble; if the Test is unsuccessful, the ejection fails, and the consequences of the failed ejection are at the GM's discretion, depending on various factors, such as the type of unit, the group's play style, and so on. Examples of failed-ejection penalties are as follows:

- **Minimal:** Suffer Physical and/or Fatigue damage
- **Light:** A negative modifier on all Tests for the rest of the game session
- **Moderate:** Permanently reduce the Physical and/or Fatigue Condition Monitors by 1 pip
- **Heavy:** Permanently reduce an Attribute by 1 point (min. of 1)
- **Lethal:** Character death

EXAMPLE

Lucy's character got stabbed by an ISF operative before she could climb into her *Wolverine*'s cockpit, so she already has 8 pips of damage. *Ouch*. During the ensuing battle, her *Wolverine*'s head gets hit with some machine-gun fire, which gives her another 3 damage. Now she is at 11 damage total. She looks at her Physical Condition Monitor and sees that the first three rows of pips are completely filled in, but that fourth row is still not completely filled in, which means she'll need to make a CON Check for the number in the third row: a 7. At such a critical juncture in this battle, Lucy doesn't trust the dice, and she doesn't have any Edge left to spend, so she hands her last Plot Point to the GM to use the *Fight Through It* option and add her WIL to the roll (+2). She rolls a 5 on 2D6, which, after adding her WIL, gives her a 7.

Lucy lucked out this time, but just barely.

HEAT

One of the big concerns on the thirty-first-century battlefield is the accumulation of waste-heat buildup created by weapon discharges, fusion-engine operation, and so forth. The main drawback for firing all of your available Weapon Groups in a single Narration is the potential of waste heat building up in your 'Mech or aerospace fighter's fusion reactor. (Combat vehicles ignore Heat effects.) Low Heat levels aren't a big concern—MechWarriors and aerojocks are trained to withstand high temperatures inside the cockpit—but if you ignore your Heat long enough, your 'Mech might shut down at the most inopportune moment and leave you utterly defenseless while in an opponent's sights—or worse, if you're flying an aerofighter in atmospheric conditions….

HEAT TOKENS

Heat in *MechWarrior: Destiny* is represented by Heat tokens, which you can accrue from various sources throughout your Narration. Heat tokens can be represented by coins, counters, and so on; the only requirement is that the item be readily distinguishable from those used for Plot Points.

The following are common sources of Heat tokens:

- **Jumping:** A 'Mech using its Jump Jets Equipment will gain 1 Heat token.
- **Firing Weapons:** Each Primary Weapon and Weapon Group listed on your 'Mech or aerospace fighter generates 1 Heat token for each "H" in the Heat column. For example, a Weapon Group with "HH" in the Heat column generates 2 Heat tokens when fired.
- **Engine Critical Hit:** A critical hit to a 'Mech's or aerospace fighter's fusion engine generates 1 Heat token at the end of each of the player's Narrations.
- **Flamers and Infernos:** Certain weapons, such as flamers and inferno SRMs, can add Heat tokens to the target instead of inflicting actual damage. Such weapons will have an "H" in their damage code. Each "H" in the damage code gives one Heat token to the target.

COOLING DOWN

Each 'Mech and aerospace fighter is equipped with heat sinks, which bleed off waste heat and cool down heat-sensitive systems. The effectiveness of a 'Mech or aerofighter's Heat Dissipation is noted on the Hardware portion of the character sheet.

At the end of your Narration, you may discard Heat tokens equal to your Heat Dissipation; even if your 'Mech or aerospace fighter is currently shut down (see *Shutdown* at right), you may still discard Heat tokens. Any leftover Heat tokens will carry over into your next Narration and will affect your performance in combat. The more Heat tokens you retain, the more your combat effectiveness will degrade until safety measures force your fusion engine to shut down.

HEAT EFFECTS

If you have any Heat tokens remaining after cooling down, consult the *Heat Effects* table below. Avoidance rolls for ammo explosions and shutdown (see below) must be made immediately; all other effects apply during your next Narration.

All Heat effects from lower levels are cumulative: if you were Green at the beginning of your Narration and you accrue enough Heat tokens to reach Orange, then you apply all of the effects for Green, Yellow, and Orange: e.g., you would make an immediate roll to avoid shutdown (Orange level), and during your next Narration would suffer –1 to any ranged attacks (Yellow level) and –1 to your Movement (Green level).

HEAT EFFECTS TABLE

HEAT TOKENS	EFFECT
0	**Blue:** No effects
1	**Green:** –1 Max Movement
2	**Yellow:** –1 Ranged Attack Modifier
3	**Orange:** Shutdown (avoid on 8+)
4	**Red:** Ammo explosion (avoid on 8+)
5+	**Critical:** Automatic Shutdown

AMMO EXPLOSIONS

'Mechs and aerospace fighters that carry Ballistic (B) or Missile (M) weapons and remain at the Red or Critical Level after cooling down face the risk of suffering an ammunition explosion. To avoid an ammo explosion at these levels, you must roll an 8+ on 2D6. If the roll fails, the pilot suffers 3 Physical damage; for further effects, consult the Ammo Explosion effect for that unit type's location under *Critical Hits* (p. 45).

SHUTDOWN

Even the most efficient fusion reactors in the Inner Sphere have their limits, but good pilots can delay an emergency shutdown for a few more critical moments. To avoid a shutdown at 3 or more on the *Heat Effects* table, you must roll an 8+ on 2D6. If the roll fails, the fusion reactor shuts down, and the pilot must wait until the end of their next Narration to attempt restarting the reactor.

A shut-down 'Mech cannot move or attack and is considered immobile (i.e. 0 Movement). A shut-down aerospace fighter cannot attack or spend Movement, but is not considered immobile. All shut-down units still dissipate Heat equal to their Heat Dissipation at the end of the pilot's Narration.

To successfully restart the engine, the controlling player must have 3 or fewer Heat tokens after cooling down, and must roll 8+ on 2D6 at the end of their Narration. If the unit has 2 or fewer Heat tokens, the engine restarts automatically at the end of the pilot's Narration.

PILOTING TESTS

Characters in *MechWarrior: Destiny* are assumed to possess sufficient training in their respective disciplines that the routine tasks of operating their 'Mech, tank, fighter, or personal vehicle don't require Tests to determine success or failure. However, in adverse circumstances a character may need to make a Piloting Test to remain in control of their equipment. Factors such as being pushed, attempting a fast and/or dangerous high-G maneuver, sustaining serious damage, and so on can force a Piloting Test.

A Piloting Test is performed by making a normal Test using your Piloting Skill. Any Piloting Test your character must make while unconscious or while your 'Mech or aerofighter is shut down is considered an automatic failure.

Although the circumstances that would force a Piloting Test are ultimately up to the gamemaster and the needs of the story, the following situations commonly require a Piloting Test.

'MECHS

To avoid falling, a 'Mech's pilot must succeed at a Piloting Test in the following situations:

- **Pushed/kicked**
- **Successfully charged/hit by death from above**
- **Made a successful charge attack**
- **Made a death from above attack**
- **Gyro critical hit**
- **Leg critical hit**

The following situations result in an automatic fall (no Piloting Test necessary):

- **Gyro destroyed:** Automatic fall
- **Leg destroyed:** Automatic fall

FALLS

Failing a 'Mech Piloting Test or the destruction of a 'Mech's gyro or leg results in a fall. To resolve a fall, apply the 'Mech's Punch damage value to a randomly rolled hit location, and immediately make another Piloting Test to avoid pilot damage. If this second Test fails, the MechWarrior suffers 3 pips of Physical damage and must make a CON check to avoid unconsciousness (see *MechWarrior Damage*, p. 47).

COMBAT VEHICLES

To avoid crashing, skidding, sideslipping, spinning out, or other unintended movement, a vehicle's driver must succeed at a Piloting Test in the following situations:

- **Using Maximum Movement on pavement**
- **High-Speed maneuver**

Crashing/Skidding: Failing a combat vehicle Piloting Test results in a crash (any vehicle type), a skid (if on pavement), sideslipping (VTOLs and hover vehicles only), or some other negative result, depending on how the player wishes to cast the failure in their Narration.

Crashes: Treat a crash as a ram attack (see *Physical Attacks*, p. 42): apply damage to the vehicle and to the object the vehicle crashed into (if relevant). Also, all characters in a crashed vehicle immediately take 3 pips of Physical damage for each point of Movement spent during their Narration (minimum 1 Movement).

AEROSPACE FIGHTERS

To avoid losing control, an aerospace fighter's pilot must succeed at a Piloting Test in the following situations:

- **Atmospheric reentry**
- **Avionics critical hit**
- **Damaged while in atmosphere**
- **High-G maneuver**

Out of Control: Failing an aerospace Piloting Test means the fighter is out of control. The controlling player may not spend Movement, fire weapons, or perform any other actions with their fighter until they make a successful Piloting Test at the end of one of that player's subsequent Narrations.

It is up to the gamemaster or the player's Narration to determine whether being out of control results in a crash, a mid-air collision, or any other situation that would force the pilot to eject (see *Pilot Ejection*, p. 47). In other words, the out-of-control aerofighter is always exactly as far away from the ground as the plot needs it to be.

Crashes/Mid-air Collisions: Treat a crash or mid-air collision as a successful ram attack (see *Physical Attacks*, p. 42): apply damage to the fighter and to the target (if any). A pilot in an aerospace fighter that collides with another fighter, 'Mech, or vehicle or crashes into the ground suffers 3 pips of Physical damage for each point of Movement spent during the Narration the fighter first went out of control (minimum 1 Movement).



BUILDINGS

From lowly corrugated-metal huts in Periphery villages to royal palaces to massive industriplexes that manufacture 'Mechs and other weapons of war, buildings often play a vital role in stories set in the *BattleTech* universe. In keeping with the spirit of *MechWarrior: Destiny*, a building is exactly as strong or as weak as the plot needs it to be. However, if you need to know exactly how damaged a particular building is, such as for a Mission objective or any other reason, then use the following rules.

BUILDING TYPES

Buildings are classified into four different types, depending on their durability: Light, Medium, Heavy, and Hardened. See the *Buildings* table below for some examples of buildings that would fall into each classification.

INTEGRITY

When necessary to the story, the GM should give an important building an Integrity rating; see the *Buildings* table below for suggested Integrity ratings for each type of building. Each time a building takes damage in 'Mech-Scale Combat, reduce the building's Integrity by the amount of damage inflicted. When a building's Integrity is reduced to zero, the building is destroyed and will collapse.

When a building's Integrity is reduced to zero, any 'Mech-Scale unit inside or on top of the building will take damage equal to the damage listed in the *Buildings* table below.

BUILDINGS AND MOVEMENT

Entering/exiting a building: Entering or exiting a building costs 1 Movement. No Piloting Test is required unless the GM deems it necessary.

Moving on top of a building: A VTOL or a 'Mech with Jump Jets Equipment can land on top of any building; however, each building can only safely accommodate up to a certain weight class of 'Mech or vehicle (see the *Buildings* table, p. 50). When this limit is exceeded, the building will begin to take damage. See *Damaging Buildings,* p. 50.

BUILDINGS TABLE

TYPE	INTEGRITY	MAX WEIGHT	COLLAPSE DAMAGE	EXAMPLES
Light	5	Light	1	temporary shelter, Quonset hut, observation tower
Medium	12	Medium	2	office complex, residential housing, government building
Heavy	30	Heavy	4	light industrial center, skyscraper, power station
Hardened	50	Assault	6	HPG array, military fortification, industriplex

DAMAGING BUILDINGS

The following are ways buildings can take damage that would reduce their Integrity rating.

Ranged Attacks: When making a ranged attack on a building, apply a +4 bonus due to the building being a stationary target. If you are in Pointblank range of the target building, there is no need to make a Gunnery Test unless the GM deems it necessary.

Physical Attacks: As with other physical attacks, you may only make a physical attack when in Pointblank range of the target building. As with ranged attacks, there is no need to make a Piloting Test for the attack unless the GM deems it necessary.

Exceeding Weight Limits: For every round that a building exceeds its weight limit, reduce its Integrity by 10.

BATTLEFIELD SUPPORT

Though BattleMechs are the undisputed rulers of the battlefield, any MechWarrior worth their salt will never dismiss the effectiveness of properly utilized battlefield support. At just the right moment, a well-aimed artillery barrage, a surgical aerospace strike, or a coordinated attack by armor or infantry assets can turn the tide of a pitched battle. The Battlefield Support rules represent those turns of fortune that players can call on in dire moments of conflict.

Battlefield Support can add size and scope to a battle, and it is intended to help players fill out roles that they may not otherwise have among their team. For example, a player group that consists solely of MechWarrior characters will have no aerospace or infantry characters and thus could make good use of Aerospace Support or Conventional Support options, depending on the situation; likewise, a group that includes one or more aerospace pilots will have no real need for Aerospace Support because they already have players capable of filling that role.

The units represented by Battlefield Support are an abstract representation of military assistance. In other words, you do not need to have the stats on hand for each element represented by your chosen support type unless the story calls for it, because the action should remain focused on the 'Mechs, tanks, and fighters that the players are actively piloting in the game.

PREPARATION

To use Battlefield Support, players must ensure the type of support they desire is available before a 'Mech-Scale battle. The availability of various Battlefield Support types can usually be obtained via roleplaying. For example, if you pay a pair of mercenary aerospace pilots to be on station, then you can call on Aerospace Support during the fight, or if your unit's commander convinces the armor and infantry of the planetary militia to side with your team against the planet's government, then you can call on Conventional Support. However, if you are spoiling for a fight on an uninhabited rock, then Battlefield Support will likely be unavailable to the team unless you made special arrangements before any lasers or autocannons were ever fired.



Ultimately, the availability of Battlefield Support is up to the GM and can be affected by various factors. For example, if the GM or a player's Narration describes how the mercs you hired were given a better offer, they will not be available for Battlefield Support, or if the GM would prefer the upcoming battle to just be between the team and their longstanding nemesis, then they might disallow Battlefield Support of any kind.

USING BATTLEFIELD SUPPORT

To use a prearranged type of Battlefield Support during 'Mech-Scale Combat, the player must announce it during their Narration; if the affected players agree on the usage, then the Plot Points cost is paid, and the player resolves and narrates the result of the support. Once resolved, that specific support cannot be called on again for the current battle unless the full Plot Point cost is paid a subsequent time.

The Plot Point cost for calling Battlefield Support can either be paid by a single player, or it can be spread out across two or more players as long as the total cost is paid. If for some reason the GM or a player's Narration determines that a specific Battlefield Support type is not available when it would be activated—for example, the militia unit gets cold feet and refuses to deploy, or the payment to the mercenaries you hired doesn't go through for some reason—then no Plot Points are spent and the Battlefield Support chosen does not activate. In other words, if you pay the full Plot Point cost, then the Battlefield Support immediately takes effect.

Most Battlefield Support requires assigning damage groupings, which represent the damage contributed by the support element. When assigning this damage, roll a hit location for each individual damage group (see *Hit Locations*, p. 44). For example, to assign three 2-point damage groupings, roll three hit locations and assign 2 points of damage to each location rolled.

TYPES OF BATTLEFIELD SUPPORT

The following types of Battlefield support are available to players. The Cost represents the total Plot Point cost for each type, and the Effect denotes what in-game effect occurs when the Plot Point cost is paid.

AEROSPACE SUPPORT

Aerospace Support represents the angels on your shoulders: calling in aerospace fighters for an attack on a target, either a bombing run, a strafing run, or air cover to defend against enemy aerospace assets.

Bombing Run

The high-explosive bombs dropped by an aerospace flyover can heavily damage foes.

Cost: 3 Plot Points

Effect: Assign two 2-point damage groups to up to three ground targets OR destroy one building or fortification (GM's discretion).

Strafing Run

An aerospace fighter lines up as many targets as it can and uses a single pass to pour on the firepower.

Cost: 3 Plot Points

Effect: Assign three 1-point damage groups to up to three ground targets.

Air Cover

Sometimes you just need the flyboys to get the mosquitos off your back. Air cover temporarily neutralizes enemy aerospace forces.

Cost: 2 Plot Points

Effect: Enemy aerospace forces cannot make ranged attacks for the next three rounds.

CONVENTIONAL SUPPORT

Conventional support represents the "little guys" on the thirty-first-century battlefield: the tank crews and boots-on-the-ground infantry that fill out most planetary militia forces. While BattleMechs are powerful, infantry and armor can accomplish things BattleMechs can't, such as securing building interiors, manning gun emplacements, preparing defensive fortifications, and so on.

Armor Platoon

Cost: 3 Plot Points

Effect: Assign 1 point of damage to up to four separate targets.

Anti-Aircraft Battery

Some tanks, such as the Partisan, excel at anti-aircraft application. An anti-aircraft battery is often just the right thing to clear your skies.

Cost: 2 Plot Points

Effect: Assign four 1-point damage groups to up to two aerospace fighters and/or VTOLS.

Infantry Platoon

Infantry support can come in a number of forms. Although many of them are largely storytelling/Narration options that can affect a battle in ways that may not have a direct, visible impact, do not discount the effect of an armed infantry platoon's contribution to a pitched battle.

Cost: 1 Plot Point

Effect: Assign two 1-point damage groups to up to two targets.

Anti-'Mech Infantry Squad

Anti-'Mech Infantry are specifically trained to scale 'Mechs with grappling lines and plant charges in vital joints, such as knees and leg actuator assemblies.

Cost: 2 Plot Points

Effect: Assign two 2-point damage groups to one enemy 'Mech's legs (1–3 Right Leg; 4–6 Left Leg).

ARTILLERY SUPPORT

Distant artillery batteries can bombard a battlefield with explosive shells from a relatively safe distance.

When activating Artillery support, you must declare how many rounds the bombardment will last (2 minimum, 5 maximum), which will determine the total cost for activation.

Artillery Barrage

Cost: 1 Plot Point per round (min. 2; max. 5)

Effect: At the beginning of each round that Artillery Barrage lasts, assign two 1-point damage groups to up to two ground targets.

BATTLEMECH SUPPORT

BattleMech Support represents the arrival of the cavalry in a combined-arms operation: 'Mechs arriving to support your attack or defend your withdrawal.

Recon Lance

Cost: 3 Plot Points

Effect: Assign 1 point of damage to up to four separate targets.

Strike Lance

Cost: 6 Plot Points

Effect: Assign two 1-point damage groupings to up to four separate targets.


B1-4
BAY

BUILDING YOUR DESTINY

PLAYING DESTINY

MechWarriors understand that it's one thing to know what you're supposed to do on a mission, but it's another to know how to pull it off and come out alive. You've seen the basic rules for playing *MechWarrior: Destiny*, but here are some tips for playing it well, making the game go smoothly, and completing missions you'll be talking about long after the game is over.

WHEN IT'S YOUR NARRATION

It's great when you can do something extraordinary, unusual, or hilarious on every Narration, but remember: one of the reasons a Plot Point is awarded for a particularly good Narration is that such Narrations do not happen every turn.

While players should always be looking for opportunities to do the extraordinary, they should not feel too much pressure to come up with something amazing every turn. Your first job is to let everyone know what your character is up to and provide details about what is happening around them; accomplish that much, and the story will keep moving. Anything you add to that is gravy.



Here are some things to consider when building your Narration, which can help add unusual twists or other elements that will keep the game interesting.

HOW CAN YOUR CHARACTER KEEP THE OPPOSITION ON THEIR TOES?

There are always obstacles in the thirty-first century—people and things trying to keep you from earning your C-Bills. Good soldiers know how to stay a step or two ahead of the opposition. When your Narration comes up, other people, both PCs and NPCs, will be doing things, so much of what you will do is responding to them—for example, on the simplest level, if they shoot, you shoot back. But if you can do more than just react and can make a move that will stymie the opposition, or anticipate their next move, or just plain confuse them, you'll not only put yourself in good position for whatever happens next, but you'll take the story in interesting directions.

Some examples: If you see you're being followed by a yakuza goon, the simplest thing is to try to shake the tail. But more advanced techniques include changing your destination and leading the tail to somewhere you did not intend to travel, such as through a crowded street market, or creating a diversion to make an extra challenge for the pursuers. Or perhaps a guard at a military checkpoint asks to see your clearance. You may attempt to pass with genuine or fake credentials, but if you want to throw security a curveball, confess your complete lack of credentials, then weave a narrative that will make security want to let you in anyway ("There's a team of Maskirovka agents who've infiltrated your base, and your best chance of stopping them and maybe saving your skins is to let me identify them for you!").

HOW CAN YOU SHOW THE ELEMENTS THAT MAKE YOUR CHARACTER DISTINCT?

Each character in the *Sample Characters* chapter has some Trait or characteristic that makes them unusual and different from the rest of the pack. These are embodied in their Dispositions, Cues, and History, which can provide guides for players to respond to challenges in ways that are in character and unique. Use them to take actions that will bend the story in compelling directions.

For example, let's say you have been hired to steal a rare piece of lostech. One of the researchers attempting to unlock its secrets takes a member of your team hostage, because having this lost piece of technology grow legs might ruin their career. Different characters have potential responses that could take the story in interesting directions. One character's background in psychology might make them want to opt for reason, helping the researcher understand her position and why it might be good to go along—and let the poor hostage go. Another character, on the other hand, might have a chip on their shoulder and a willingness to use force to mix things up, so they might decide that the hostage situation is best resolved with some fast punches to the head. Let the characters' natures add twists to the stories.

WHAT'S COOL IN THE YEAR 3025?

This is a loaded question, because the answer is: a lot. Between the countless models and variants of 'Mechs, aerofighters, tanks, hovercraft, and VTOLs; all the many varied and colorful Inner Sphere and Periphery factions; JumpShips, DropShips, and small craft; interstellar corporations; lostech hunting; nobles and political intrigue; intelligence operatives and seedy underworld dealing; official 'Mech arenas on Solaris VII and similar game worlds; and so on, the *BattleTech* universe is filled with endless aspects that can be thrown into a story. If your game needs something to juice it up, reach into the *BattleTech* lore and pick out an element you really like, especially if it's something that hasn't been part of your game for a while. There's nothing like rampaging megafauna or a giant lightning storm to shake the game up!

WHAT WILL MAKE THE GAME BETTER FOR OTHER PLAYERS?

This is always a good guideline, but some specific applications of it can help the game move more smoothly. Is there a player who has not had a chance to use their best skills recently? Steer the story in a way that will give them something to do. Did a player introduce a new element? Build on it to make sure it becomes part of the story. Look for opportunities to make sure everyone is included and that interesting things keep happening, and the game will go better for all.

This guideline can also help you know how long to make your Narration, paying attention to how others are reacting, how involved they are, and how anxious a player might be for their turn to begin. Paying attention to such elements will make you a better player.

WHEN IT'S NOT YOUR NARRATION

Just because it's not your turn doesn't mean you have nothing to do at the table. Planning for your Narration, including how your character will react to unfolding developments, is part of what you can do, but far from the only thing. Interactions between players are some of the best parts of roleplaying, and *MechWarrior: Destiny* works best when they take place. The player conducting the Narration will be moving the story forward, but other players are free to contribute thoughts, advice, quick character responses, and of course the occasional smart remark. This guideline ties into the question above: What will make the game better? Keeping the current player's Narration from moving forward, interrupting too much, or criticizing the player's choices will likely not help the game work well. Adding ideas and humor will. Support the Narration in the same way you want your Narration supported!

EARLY BATTLE RESOLUTION

Sometimes everything in a battle goes your way, and to see it through all the way to the bitter end makes you feel like you're beating up a defenseless child. Other times, a battle might go so poorly that you're convinced you and your friends' beneficiaries are going to be getting life insurance payouts in the near future if you can't find a way out of this mess. Just as is it often not fun to be on the losing end of a fight you know is going to end very poorly, playing out a fight that is already a foregone conclusion in your favor can feel like a chore. In either of these cases, if the whole group agrees, the players can request a quick resolution to the battle.

When resolving a battle early, the Narration summarizing how the battle is resolved can be given by either the GM or the next player in the rotation.

To resolve a battle early, the group can use one of the following options.

GRACEFUL WITHDRAWAL

If you know your team is badly losing a battle and none of you wish to waste time playing until everyone in the team is KIA, you can request a Graceful Withdrawal to effectively end the scene and move the story forward without risking further lives or equipment.

To withdraw from the battle, the team must spend a total number of Plot Points equal to the number of player characters involved in the battle; characters who are not involved in the battle or are at a different location are not counted. The Plot Points can come from one or more characters as long as the total cost is paid.

Personal Combat: After withdrawing, each character involved in the battle takes 3 Physical damage to represent injuries suffered during the retreat. Ignore any damage that would render a character KIA.

'Mech-Scale Combat: After withdrawing, each unit involved in the battle suffers three 1-point damage groups to represent the damage sustained during the retreat; reroll any hit locations that would destroy the unit or render it immobile (e.g., leg destruction). If any of the damage cannot be applied in this fashion without destroying or immobilizing the unit, then the damage is ignored.

OVERRUN COMBAT

If you're winning so thoroughly that you're not even breaking a sweat, and chasing down the enemy just isn't fun anymore, you can request Overrun Combat to hurry things along.

To hasten the victory, the team must spend a total number of Plot Points equal to the number of player characters; characters who are not involved in the battle or are at a different location are still counted toward this number. The Plot Points can come from one or more characters as long as the total cost is paid.

Personal Combat: After overrunning the enemy, each character involved in the battle takes 3 points of Physical damage to represent injuries suffered during the remainder of the fight. Ignore any damage that would render a character KIA.

'Mech-Scale Combat: After overrunning the enemy, each unit involved in the battle suffers three 1-point damage groups to represent the damage sustained during the remainder of the fight; reroll any hit locations that would destroy the unit. If any of the damage cannot be applied in this fashion without destroying the unit, then the damage is ignored.

DIFFERENT WAYS TO FIGHT

One of the advantages of the *MechWarrior: Destiny* ruleset is that it is flexible. The default Rounds and Narration structure allows for turn order and the use of Plot Points serves as its initiative structure; the storytelling and initiative are intertwined in order to make for a more narrative-focused experience. Some groups may prefer different playing styles, though, and tweaking a few elements can adapt the game to suit their playing styles. This section

offers a few tweaks that some groups might want to use: a way to concentrate most gamemaster powers in a single person at the table (i.e., a traditional-style GM: the players only narrate their character's actions, and all other narration is done by the GM), and two alternate initiative systems—one that is more mechanically oriented, rather than the default narrative-based initiative system, and another that is more free-flowing and cinematic.

A MORE FOCUSED GAMEMASTER

Recombining the shared elements of the gamemaster role back into a single, traditional-style GM is primarily about limiting how Plot Points may be spent so that they fit more traditional player roles. This means that player uses of Plot Points would include the following (Note: this list, if used, supersedes the list on page 31):

- **Double time it:** Take two movement actions to move closer—or get away from—an opponent.
- **First aid:** Heal a point of Physical or Fatigue damage.
- **Take the hit:** If a weaker or injured character is hit by a combat action, then a player can spend a Plot Point to take the hit instead. The original target's defense roll is ignored, and the interrupting player makes their own defense roll against the attacker's original result.
- **A dish best served cold:** Immediately take one free attack action against an NPC who just attacked you. This attack does not count as a Narration.

A player group that chooses to have a more traditional GM role will ultimately need to come to a consensus on what a player can and can't spend Plot Points on and how much that can affect GM-like events.

Gamemaster: When using this rule, the following additional rules apply to how the gamemaster may spend Plot Points (Note: this list, if used, supersedes the list on page 32):

- The GM can spend Plot Points per round equal to the number of players. However, only two Plot Points may be spent on the same player in a single round.
- The GM earns two Plot Points for every Plot Point spent by a Player.

One final change is needed to play with a more traditional gamemaster role: the results of *Perception Tests* (p. 33) should be shared by the GM—that is, instead of having the player describe what they see if they succeed at the test, the GM gives them the information.

ROLLING INITIATIVE

MechWarrior: Destiny's turn order is based on two primary things: the position of people at the table and the use of Plot Points. It is built to be non-intrusive and fast-moving. Some groups may want a more mechanically oriented system.

In this system, players roll for Initiative to determine who goes first. Generally speaking, Initiative should be rolled at the beginning of each Scene, and the order determined this way would stay consistent for the whole Scene. Depending on the group's tolerance for rolling dice, Initiative could be rolled before each combat, or even at the beginning of each round of combat.

To use this system, follow these steps:

- Each player should determine their base Initiative bonus based on their character's Experience Level (see p. 69): Green = –1; Regular = 0; Veteran = +1; Elite = +2
- The following Traits impart additional Initiative modifiers: Combat Sense, Good Hearing, Good Vision = +1; Combat Paralysis, Poor Hearing, Poor Vision = –1.
- Finally, each player may spend any number of Plot Points they possess at the start of a Scene to add a one-time bonus to their Initiative; each Plot Point spent grants a +1 Initiative bonus.
- All players roll 2D6 and add their total Initiative modifier to the result; characters with the highest number go first in the round, followed in order down to those with the lowest result. Ties go to the character with the higher EDG. If the character's EDG ratings are the same, break the tie with RFL. If ties remain, simply use the order in which tied players are seated, starting from the GM's left and ending with the GM. The GM should track Initiative order and tell players when it is their turn to act.
- At the start of the next Scene (or combat or round), repeat.

CINEMATIC INITIATIVE

Some groups may want a more cinematic or freestyle method of handling Initiative and Narrations and may wish to employ the following method.

At the start of combat, the first Narration is handled in an intuitive, narrative fashion based on an agreement of the players (who sprang the ambush, who escalated the stare-down by going for a gun, who has the highest appropriate Attribute, and so on). When that player is finished, they choose who goes next based on what makes sense for the story or, when in doubt, where a hypothetical camera watching the fight would turn if it were an action movie. For instance, the first player to act might be a teammate attempting to coordinate with their fast friend, or it might go to the enemy that was just attacked, so that the action stays focused on the characters locked in close combat.

Narrations proceed with the group choosing who goes next after each Narration, until every character has gone once. NPCs may be grouped together to speed this process up (so that a small group of low-level guards could act all at once, while their more dangerous security officer might have their own spot in this rotation). Plot Points may still be used to jump forward in line if a player so chooses, though naturally this will happen less due to the way Initiative is established. Still, as events unfold in combat, some unexpected things may happen, leading to a player wanting to move their turn forward.

The character that acts last in a round then gets to choose who goes first in the next round; if it's what makes sense, they can even choose themselves! Narrations continue in that vein until everyone has acted for the second time, and the process repeats as long as the action keeps up, round after round.

MECHWARRIOR: DESTINY EXAMPLE OF PLAY

Gameplay in *MechWarrior: Destiny* involves letting players not only have some control over how the story is told, but it also allows each player to build off what the previous players have done. The following example round of play demonstrates how this style of play leads to dynamic storytelling and a thrilling adventure for the entire player group.

EXAMPLE

A band of pirates waylaid Count Percival Waxweiler, a minor House Steiner noble who was on a goodwill tour of Romulus and they are holding him for ransom. The players, a mercenary group called the Gravediggers, were hired to get Waxweiler back alive, because the Lyran Commonwealth does not wish to negotiate with these pirates. The players have already located the outpost where the pirates are holding Waxweiler prisoner, and they are in the middle of trying to free him.

Gamemaster (Starting the Round): Beth is the gamemaster for this Mission, and she begins the round. "Last round, Carrie slipped into the pirates' compound and let Ash and Tony inside without triggering an alarm. They are currently searching for Count Waxweiler. Laura, Jared, and Neal are outside in their Hardware; they took down the pirates' initial 'Mech-based defenses, but one of the enemy's light 'Mechs managed to get away in the chaos. Okay, Carrie, you're up."

First Player: Carrie, playing Sergeant Flanders, the infiltration specialist, looks at her Inventory, and she sees the Tracking Device, which gives her an idea. "I'm holding up the tracker, and say, 'This tracking device is picking up the signal of a radio-frequency tracking chip that was sewn into the count's clothing. Nobles get kidnapped so often that they get chipped like they're lost pets. Stupid pirates probably didn't even bother to check him for trackers, but that just makes our job a little simpler.'"

"Yeah, but it's not like this job has been *easy*, Sergeant," Ash quips, via table talk. "And I'm waving at the pirate goons we got the jump on out last round."

"Well," Carrie continues, "the tracker is beeping louder and faster now, and as we're going down the empty hall, the beeping solidifies into a continuous tone. 'He's behind this door,' I say. It's got a mechanical lock—so low-tech, these pirates!—so I'm gonna try to pick it."

"For a standard lock," Beth says, "that will be an Escape Artist Test, at Average difficulty. No other modifiers."

Carrie checks her Escape Artist Skill, which is a 3, and the linked Attribute is RFL, which is also a 3. She rolls 2D6 and gets 5. Adding her Skill bonus of +6 and no other modifiers means she has an 11 total.

Beth rolls 3D6 for Average Difficulty and gets a total of 10. Carrie's Test succeeds!

"So with my auto-pistol to the ready," Carrie says, "I kick the door open. And then on the other side of the door is..." She finger-guns to Ash, who is next in the turn order.

Second Player: Ash is playing Lieutenant Chaudhury, who is unafraid of going in guns blazing alongside his troops. However, he needs to make sure to not accidentally shoot Waxweiler, or their mission will be a bust. "I've got my laser rifle in hand, and I duck in beside Flanders to see a small room, where two really surprised pirate goons are in the middle of a card game at a square table. And sitting cuffed at one side of the table is Waxweiler. He looks disheveled and gaunt, like no one's been feeding him. I aim my laser rifle at the nearest pirate and pull the trigger."

Chaudhury has a Firearms Skill of 2, and his RFL is 3, which means his Skill bonus for the attack is a +5; Beth says the pirate is at Close range because it's such a small room, so the only modifier for the roll is a –1 because of the two pips of Fatigue damage Chaudhury got from the pirate that struck him in the last round. His laser rifle has an OK at Close range, which means there's no range penalty, so his total bonus to the roll is +4. He rolls 2D6 and gets 7, and adds his bonus for a total of 11. The pirate is a low-level grunt with a RFL of 2 and gets a –1 modifier for being surprised and completely unprepared to fight. Beth rolls 2D6, gets 5, then adds the pirate's bonus of +3 (RFL + RFL – 1) for a total of 8. A hit!

Ash gleefully narrates the effect of the attack: "The laser beam hits this slack-jawed sod in the shoulder, burning a blackened hole in his shirt as he dives down for cover." Since the pirate is not wearing Armor, Beth records 4 pips of damage on the NPC's Physical Condition Monitor. The pirate only has a STR of 1, which means his Physical Condition Monitor doesn't have a lot of pips on it, so that 4 damage on the Condition Monitor reaches the row that indicates he'll be getting a –3 modifier for all future die rolls. Ouch!

Ash then finishes his Narration: "I start lining up my next shot, and..." Then he mimes handing a microphone to the next player at the table.

Third Player: Jared, who is playing aerospace pilot Lieutenant "Hollywood" Hammond, mimes taking the invisible microphone, but he quickly turns the mic into a flight stick as he pretends to bank his aerospace fighter over the pirate compound. "I'm flying my *Corsair* over the wrecks of the downed pirate 'Mechs when I get a transmission from the surface. It's Lt. Chaudhury." And he motions to Ash to solicit some dialogue.

"We ran into some trouble down here, Hollywood," Ash says. "What's your sitrep?"

"Let me check my sensors," Jared says. He turns to Beth and says, "I'm going to make a Perception Test." He rolls 2D6 and adds his Skill bonus of +5 (Perception 3 + INT 2) then subtracts –2 since Beth tells him the heavy concentration of metals in the nearby rock is messing with his instruments. His dice roll a 4, which is a total of 7. Not a great roll. Beth says this is Average difficulty, so she rolls 3D6, which gets a total of 6, which means Jared's Test is still a success.

She offers him the opportunity to narrate the results of his Perception Test. "Ah, nuts," he says. "Looks like that scout 'Mech that bugged out came back with some friends."

Based on this Narration, Beth clarifies: "The 20-ton *Locust* that escaped earlier has returned with a 20-ton *Wasp* and a 45-ton *Phoenix Hawk*. All three 'Mechs have moved out of a nearby canyon, and are currently in Long range to you."

Jared nods and knows he has to at least try to get in a few shots to soften them, before they can threaten his friends on the ground. "As I'm banking around, I spend 3 Movement to put the *Phoenix Hawk* in Medium range. I thumb the cover off my trigger for my paired large lasers, line up a shot, and mash the trigger."

He has a Gunnery Skill of 4 and RFL 3, which gives him a Skill bonus of +7. The Speed modifier for this attack is Jared's Movement of 3 minus the Phoenix Hawk's Movement of 3, which ends up being 0, and the range modifier for Medium range with this Weapon Group is a –2. There are no other modifiers. He rolls 2D6 and gets 4 (a 1 and a 3), which equals 9 with the Skill bonus and modifiers. Beth rolls 2D6, gets 7, and adds the pirate's Piloting Skill 3 + RFL 2, for a total of 12—a miss!

Jared decides to spend a point of EDG to reroll his die that rolled a 1, and gets a 6, which gives him a total of 14. A hit! He rolls a 5 on 2D6 for a hit location, which hits the right leg for 7 damage. This strips the 5 points of Armor on that leg, and the remaining 2 points from the attack damage the Structure. Since Structure was damaged, Jared rolls to 2D6 to check for a possible critical hit. He rolls a 9, which inflicts a critical hit: –1 Movement. The hit didn't take the leg off, but it did slow the 'Mech, which will make it easier for others to hit. That Weapon Group generated three Heat tokens, so Jared puts those in front of him. His Heat Dissipation is 3, so he can discard all three at the end of his turn and run cool. Or he could take a shot with his medium lasers, but since that would earn him a fourth Heat token, which he won't be able to discard

this round, so he decides against it so that he doesn't suffer the effects of the Heat scale.

"Winged it," he says, "and that's good enough for me. The rest is up to you groundpounders." Then he discards his three Heat tokens and hands off his invisible flight stick to Laura.

Fourth Player: Laura's character, Lieutenant Grace, is piloting her 55-ton *Griffin*, and her Armor already has some scars from the first engagement. "We'll take it from here, Hollywood," she says to Jared. "Just keep an eye out for any other uninvited guests." To the rest of the group she says, "The *P-Hawk* is wounded, but I've got a bone to pick with that *Locust*. I don't want it to run off again and bring more of its friends."

"The *Locust* is at Long range from you right now," Beth says.

"All right, then I'm spending three Movement and a Heat token to jump to Medium range." She takes a Heat token from the table and places it in front of her. "I'm twisting my torso to track the *Locust* and unloading on it. Full alpha strike down the gullet! Firing my PPC first..."

Her Gunnery Skill is 3, and her RFL is 3, which gives her a Skill bonus of +6. The Speed modifier is –1 (the *Griffin*'s 3 Movement minus the *Locust*'s 4), but Laura jumping her 'Mech gives her a +1 since she managed to jump to a tactically advantageous position. Her range modifier at Medium range is a –2, so all told she will get a +4 to her 2D6 roll of 5, a total of 9. Beth rolls for the *Locust* pilot and gets a total of 8; after adding the target's Piloting Skill 2 and RFL 2, the *Locust* gets an 12. A miss! Laura frowns, but she doesn't want to waste a point of EDG to reroll when she still has more weapons to fire. She takes the two Heat tokens that the PPC shot generated, and tries again with her LRMs.

"I lead the *Locust* more this time, wait for missile-lock tone, and then launch some revenge at this pirate." The LRM 10 has an OK at Medium range, so this time her total bonus—Skill, RFL, Speed Modifier, Range Modifier, and jumping bonus—is +6. She rolls 2D6 and gets an 8, for a total of 14. Beth rolls for the *Locust* and gets a 9, for a total of 13. A hit! "This *Locust* is going down!" Laura cheers. She rolls her Missile die for the +M in her damage code and gets a 3; however, since the Weapon Group does 1 point of base damage and has a Max Damage of 3, she reduces the die result to 2. This means she will roll a hit location for the 1 point of base damage and another for the 2 points from the Missile die. She rolls a hit location for the 1 point: an 11, the left arm. This strips the 1 point of Armor there but has no further effect. The second hit location she rolls is a 10, also the left arm. The first point of damage destroys the 1 point of Structure in the arm; since there is no more Structure in that location, there is no need to check for a critical hit. However, the destruction of this arm renders the *Locust*'s Weapon Group containing the left arm unusable. Since the arm is gone, the 1 remaining point of damage is applied to the torso, which merely damages a Armor pip. Not quite the result Laura had hoped for, but better than nothing. To finish her attack, she takes another Heat token for the LRM. Now she has four, and her Heat Dissipation is only 2. She decides to end her Narration by discarding two Heat tokens. Next round she'll suffer –1 Movement and a –1 ranged attack modifier due to Heat effects, but the push was worth it to get in at least one good hit.

Fifth Player: Neal's character, Sergeant Quill, is the commander of a Patton tank, but his crew isn't doing so hot at the moment. Last round, one of the enemy 'Mechs—which is now smoking wreck—scored a hit on Quill's tank; Beth rolled a 9 when checking for motive damage, which gave the Patton –2 Movement, thus effectively reducing its 2 Movement to 0 Movement until it can be fixed. Given that there are three enemy 'Mechs closing and the Patton is currently a pillbox, all of the players expect Neal and his crew to ditch. But Neal looks at his Cues and sees a line that stands out to him: "We're not out of this fight yet." To everyone's surprise, Neal says: "To my tank crew I say, 'Okay, men, we're still breathing, which means we're not out of this fight yet. We're not gonna let these fools get away with this, are we?' And they all cheer as I'm traversing the turret to put the *Locust* in our sights."

He aims the Patton's turret-mounted autocannon and kicks the trip to fire his revenge. His Gunnery Skill is 2, and his RFL is 3, giving him a Skill bonus of +5. However, since the Patton currently has a Movement of 0, and subtracting the *Locust*'s Movement of 4 gives Neal's shot a –4 modifier. To worsen matters, he's firing at Long range, which is also a –4, meaning that he has a grand total of –3 to his 2D6 roll. He blows on his dice for luck—and rolls a natural 12, for a final total of 9. Beth's 2D6 roll is 5, and adding the *Locust*'s Piloting Skill 2 and RFL 2 to the roll gives the pirate a 9 also. Since the attacker wins in ties, the autocannon strike hits! With a laugh, Neal rolls a hit location: a 7, the torso! All 4 points of damage plow through the *Locust*'s last 2 remaining torso Armor pips and damage the only 2 Structure pips, which destroys the 'Mech. The table goes wild. For Neal's courageous stand, Beth awards him a Plot Point. To Jared and Laura, Neal says, "Don't worry, I'll leave you some targets." And then he ends his Narration by saying, "Hopefully the rescue party is doing well..." and he hands the mic on to Tony.

Sixth Player: Tony is playing Sergeant Kramer, who is back in the firefight at the pirate base. "I rush in the room after Chaudhury. I see Waxweiler and the pirates, and I shout, 'Count! Get down!' Then I spray my machine gun in the room at both pirates, since I can use it to attack two targets." Tony's Support Weapons Skill is 4, and his STR is 3, giving him a +7 Skill bonus. Beth says there are no other modifiers: the pirates are in Close range and aren't surprised anymore, and Tony doesn't have any injury modifiers. He gets an 8 on 2D6, for a total of 15. Beth makes a defense roll for the first pirate, the one Ash's character injured earlier: an 11 on 2D6, +4 for RFL 2 (RFL + RFL), and –3 due to the injury modifier, for a final result of 12. That one takes 4 more damage, which gives him a –4 injury modifier, and is 1 pip away from being Staggered. Beth makes a defense roll for the second pirate: a 9, with a +4 for RFL, for a total of 13—still not enough to avoid Tony's result of 15. That pirate takes 4 damage.

After the attack is resolved, Ash interjects by tossing one of his Plot Point tokens to Beth and says, "I'm paying a Plot Point to knock the first pirate out. Turns out he's hurt more than we thought, and he's out cold." Then Carrie tosses one of her own Plot Point tokens to Beth and says, "The second pirate clutches his wound and staggers out of a back door, with a look of horror on his face."

Tony, since his Narration is still not over, gets an idea from Carrie's Plot Point usage: Why would this pirate be so afraid of failure? He says, "I'm taking advantage of the quiet room to look around." Beth asks him to make a Perception Test. He rolls a 9 on 2D6 and adds his Skill bonus of +4 (Perception 2 + INT 2), for a total of 13. On 3D6 for Average difficulty, Beth only rolls an 11, so she lets Tony narrate what he sees.

"I look at the knocked-out pirate," Tony says, "and I see something visible through the bullet holes. I tear open his shirt so everyone can see the insignia of House Kurita. I turn to them and say, 'Uh, guys, I don't think these are pirates...'" And then he hands the mic to Beth while everyone else at the table is wide-eyed in surprise.

Gamemaster (NPCs): Now that all of the players have had a turn, Beth controls all of the NPCs. The injured "pirate" is still fleeing, and the *Wasp* and *Phoenix Hawk* takes shots at Laura's *Griffin*, but the shots miss. In all honesty, Beth hadn't planned Tony's twist at all—it doesn't quite fit the direction in the Scenes of the Mission, but she loves this idea and is now dedicated to making this reveal work moving forward. For her final NPC action, Beth pays a Plot Point, and says, "Now that House Kurita's ruse has been uncovered, a DEST commando appears at the end of the corridor..."

And then she hands the mic back to Carrie to kick off the next round.

CONTROLLING DESTINY



Whether you're a veteran of the *BattleTech* universe or just starting your adventures with the Cue System, all *MechWarrior: Destiny* gamemasters can benefit from some advice on how to help their games run smoothly and keep players' enjoyment factor high. The following sections cover common topics and situations that gamemasters might encounter in their games.

PASSING THE MICROPHONE: TRADITIONAL ROLEPLAYING GAMES VS. THE CUE SYSTEM

One thing that makes *MechWarrior: Destiny* different from many other RPGs is that players are not limited to describing only their actions, with the gamemaster detailing the rest of the world around them and moving the plot forward. In *MechWarrior: Destiny*, players have free rein to introduce NPCs, describe their actions, add in other elements, and describe the setting. While this may be an adjustment for GMs accustomed to traditional RPGs, this style can also be a great opportunity for GMs who want to take on less of a burden. They do not have to plan the whole story or have a full roster of NPCs that they intend to introduce to the adventure. Their role is less about creating a master design at the outset of an adventure or campaign, and more about responding to the elements the players introduce while throwing in interesting ideas of their own, and helping the story move along while making sure all the players have a chance to shine. This role can involve some quick thinking and adaptability, but tapping into the creativity of the group can spread that work around. Doing so means the gamemaster will primarily keep the story moving and making sure players and their characters feel like they have something useful to do.

In *MechWarrior: Destiny*, players are still going to primarily see the game from the perspective of their characters, so significant parts of their Narrations will focus on what their characters do and how they respond to events around them. They also might decide to describe the actions of some NPCs or add twists to the environment around them (such as introducing a sudden weather phenomenon common to the current planet, or some native fauna threatens the characters). This means that during another player's Narration, the GM no longer has total control over the story or the game. During another player's Narration, the GM's main responsibilities are as follows:

- Deciding whether an action requires the player to roll a Test
- Declaring what modifiers (if any) apply to a Test
- Determining what Attribute(s) applies to an Attribute-only Test
- Roleplaying NPCs
- Making defense rolls for NPCs
- Knowing the information in the Mission Briefing
- Arbitrating rules discussions
- Declaring that a player's Narration is finished (for example, if a Narration has lasted too long)

Many other elements that might be considered traditional-RPG gamemaster duties—describing the scene, detailing what NPCs are doing, having enemies appear, and so forth—fall to the player who is currently giving a Narration. The GM's main role in relation to these elements is to listen carefully and determine how to use the events and plot twists the players are introducing to the ongoing story.

When you're the GM and another player is giving a Narration, you might be tempted to jump in and correct them or do something out of turn. However, think of a Narration as a microphone: only the

person holding the mic can describe what is going on in the game itself. You, the GM, start the round with the mic. Once you set the scene for the round, you pass the mic to the next player, and then it's their time to speak. When other players have the mic, just kick back and let them have their moment, keeping in mind the "Yes, and…" improv spirit of the Cue System. The only time you need to interject is when one of the conditions in the list above occurs.

For those who are more familiar with traditional-style RPGs, it may help to think of Narrations in this way: When a player is giving their Narration, they act like a "micro-gamemaster" for the game, but only during their Narration. When the next player gives a Narration, they act like a micro-gamemaster for that Narration, and so on.

Because each player helps craft the story on their turn, the goal of *MechWarrior: Destiny* games is collaborative storytelling; in the end, the players and GM should be working together to create something memorable and fun.

KEEPING IT CIVIL: PREVENTING ABUSE

One of the GM's duties is to make sure the game runs smoothly and that everyone has fun. Here are a few suggestions to prevent players from abusing the game or keeping other players from having fun.

REFEREEING

A double-edged sword of the Cue System is that the players have a lot more control over the game during their Narration—but they can also have too much control if the GM doesn't put the brakes on a Narration. The only inherent limit for a Narration is that each player can take only one combat-related action in *Personal Combat* (see p. 34) or they can perform all the actions listed in *'Mech-Scale Combat Actions* (see p. 38). Everything else, such as giving descriptions, roleplaying, and taking non-combat Tests, is up to the player giving the Narration. The Narration ends when the player decides it ends, perhaps on a nice cliffhanger for the next player to riff off. However, since every player should be given an equal amount of time in the spotlight, it is possible that one player might take an exorbitant amount of time to take their Narration when compared to other players, and this can suck some of the fun out of the game, especially if someone's been waiting for their Narration for a long while. If one player is going on for too long and not showing any signs of letting up any time soon, feel free to exercise your GM authority to have the player wrap it up—or in the worst instances, you may declare that the Narration is over right then. If that player has not yet taken their combat-related action or resolved all of their 'Mech-Scale Combat actions by that point, then the rest of their character's actions are forfeited—clearly, the character was busy with too many other things to get in an attack or finish taking care of business in their cockpit.

BUILDING UP INSTEAD OF TEARING DOWN

MechWarrior: Destiny works best when everyone around the table listens to each other and builds on the story elements that players and gamemasters introduce. Sometimes, players or GMs might be tempted to use their Narrations to circumvent problems introduced by another player, or to cut off storytelling branches that they do not find appealing. Alternately, players might use their Narrations to regularly heap difficulties on one or more other players, constantly throwing obstacles at others or neutralizing their abilities while letting themselves off easy.

All of these go against the spirit of collaborative storytelling, and it is up to the gamemaster to keep the story moving forward, instead of watching a constant back-and-forth as one player introduces plot elements that are immediately negated by another. Some strategies to help with this include:

- **Set the tone right from the start:** Make sure players know from the outset that they are supposed to build on each other's ideas, not tear them down, by doing a quick review of how the game works.
- **Plan on how to work other players' suggestions into the story:** When looking over a Mission Briefing before a game, consider ways that NPCs suggested by the players might be worked into the story—different roles they could fill in the larger plot. Then, when a player introduces a new NPC, you can smoothly integrate them into the storyline.
- **Intervene when players move to negate other players' contributions:** If one player introduces, say, a fire raging in the part of the city where the team is, and the next player either ignores the fire or dismisses it by having the local fire brigade immediately show up and put out the fire without consequence, that would be the time to gently intervene and suggest that the players let the fire become part of the story, rather than have it canceled out. Intervening quickly will help make sure players listen to each other rather than work at cross purposes.
- **Ask questions tied to newly introduced story elements:** As discussed in the *Ask Good Questions* section (p. 61), a directed and specific question can help focus a player's thoughts about how to respond to a newly introduced element. The way the question is phrased and the tone of voice the gamemaster uses can help build excitement for the new story elements.

CODE OF CONDUCT: INTERACTIONS BETWEEN PLAYERS

Due to the pass-the-microphone nature of *MechWarrior: Destiny*, players might wonder how much interaction they are allowed to have with each other during another player's Narration (See *Passing the Microphone*, p. 58). After all, the person giving the Narration essentially has the microphone, so interrupting that player would be considered rude, right?

Here are a few guidelines for handling player interactions during a player's Narration.

YOU'RE GONNA LOVE THIS!

If a player has a great idea or suggestion for advancing the story, but it's not their turn, they can spend a Plot Point to interject, essentially pausing the current player's Narration and offer their contribution. This contribution, be it a small detail or a large one, should be short, limited to one or two sentences max, and then the current player can continue their Narration.



ROLEPLAYING BANTER

During a player's Narration, other players are encouraged to roleplay their characters if and where appropriate, such as by responding to a question or adding to a discussion. Players should feel like they can participate in general roleplaying banter when it's not their own Narration, but the GM should strive to prevent any one player from stealing the limelight from the player who is giving their Narration. For a more freeform option to roleplaying, see *Talk Time* below.

TALK TIME

For most Scenes and rounds, each player giving a Narration one at a time will work best, as it will keep the story moving, give people a chance to be creative on their Narration, and provide a structure in which players can use their Plot Points. Sometimes, though, the turn-based structure might interfere with the flow of conversation when characters are doing some group activity, like a planning session with your unit's commander, questioning a witness, or engaging in other activities where the whole group might want to participate in the conversation. In these circumstances, the GM can declare—or players can request—Talk Time, where the turn-based Narration structure is temporarily suspended while players engage in free-wheeling conversation. However, once the conversation gets beyond mere talk and into Tests—like if someone starts a serious Negotiation and Intimidation—it's time to let the story proceed through turns again. If Talk Time was requested during a player's Narration, that player can either choose to continue their Narration or opt to let the next player pick up from there.

I COULD USE SOME HELP HERE: OFFERING HINTS

Sometimes players might get stuck on their Narration and not really know what to do. This can come from inexperience with the Cue System or the *BattleTech* universe in general, a lack of confidence in their role-playing abilities, or any number of other factors. If a player is having trouble coming up with something for their Narration, they should first look to their Cues, Skills, Inventory, History, Hardware, and so forth. Each character sheet has a wealth of options for a Narration. However, if none of those seem to spark any ideas, the player can request outside help, or another player can offer to step in an assist.

GMs can use the following options to help a struggling player.

ASK GOOD QUESTIONS

One of the strongest things gamemasters can do to help shape Narrations and inspire ideas is to ask the player a good question to start off the Narration. Rather than simply saying "It's your turn" or asking "What do you do?", GMs can use questions as a prompt to help players focus on what they have the ability to do and how they might respond to the situations around them. Consider these strategies that can help generate questions that inspire action:

- **Offer a quick summary of events directly affecting the PC:** A short recap of the scene that leads to an action prompt can help players focus on urgent matters that need their attention. For example: "The office building's foyer is on the verge of collapse because a 25-ton *Commando* just smashed right through the front wall, and the yakuza contact you've been tasked with safeguarding is babbling about a secret passage. To make matters worse, the *Commando*'s infantry friends are flooding in through the hole it made and searching for the both of you. How are you going to keep yourself and your contact safe?" The player can take this question and use it as a basis for their Narration.
- **Remind them of plans they have made or goals they need to accomplish:** Players sometimes get so caught up in ongoing events that they lose focus on their larger goals, so reminding them of what they're supposed to be doing can help them move in a way that will keep the story on track. "How are you going to sneak past the enemy encampment without being spotted?" or "How do you locate a sniper's nest with a good view of the target?" are examples of this approach.
- **Focus on particularly novel or interesting twists that you or other players have introduced:** This approach both gives players something interesting to focus on and rewards players for introducing compelling concepts during their narration. These questions can be something like "A cryptic and static-laced transmission just came in over the general frequency. What does it sound like it's saying?" or "The pirates you've been tasked with hunting down say they have a deal to offer you. Should you hear them out? Meet with them with intent of ultimately killing them? Or do you want to ignore them and continue your hunt?"
- **Prompt them with ways they could add a potential twist:** This doesn't mean suggesting specific plot twists, but rather suggesting possible areas where players could add something interesting. These questions could be something like "The old MiningMech tunnel curved down into darkness. What could be hidden down there?" or "The planet's baroness has been acting nervous during this whole gala, and she looks like she has something to say. What is she going to tell you?"

OFFER A CLUE

Cues for what to do next can come from the GM or from other players.

From the GM: If the GM notices a player struggling for options during their Narration, they may offer the player an additional detail that is intended to help shake loose some ideas. The GM may provide a one- or two-sentence detail for the current events, and then it's all up to the narrating player.

The hint the GM gives doesn't necessarily need to come from what is outlined in a Mission Briefing. The best hints are those tailored to what is currently happening in the game. For example, if a player is in a room and can't decide what to do, then a good GM hint might be, "There's a spot on the concrete with noticeable scratches, which look recent," rather than some hint pointing toward the Mission Briefing's ultimate goal. A prompt like this works better for the sake of immediacy than an obscure clue trying to prod the story in the "correct" direction. (See *Bring It Back Around*, p. 62.)

From Another Player: If another player sees a character struggling with a Narration, that player can spend a Plot Point to offer a one- or two-sentence detail as a prompt, in the same manner as outlined above. The GM may not spend a Plot Point to do this, only other players.

JUMPING THE TRACKS: HANDLING STORY DERAILMENT

The Cue System is all about telling a story, with each player building off elements the previous player added to the tale. The GM starts the story by using the Mission Briefing as a guide: the Commander's Call, the Setting, and the Scenes under Enemies/Obstacles all inform the GM as to the direction the story is initially intended to take. But what about those times when the players use their "micro-gamemaster" powers to make a Narration that swings the story in an unexpected direction that's completely opposite of what the Mission Briefing outlines or the direction the GM has been prodding? One of the strengths of the Cue System's style of storytelling is that going off the rails from the as-written story is a feature, not a bug. Keeping that in mind, here are two approaches for handling a story that has jumped off the track. Depending on the situation, you may employ one or both options in the same game session.

BRING IT BACK AROUND

As the GM, you might feel that your role is to keep the story focused on what's written in the Mission Briefing, and that's perfectly fine if that's the way your group wishes to play (see *A More Focused Gamemaster*, p. 55). But even when you as the GM are trying to ensure the story stays on track, player ingenuity, creative tangents, luck of the dice, and other factors can potentially disrupt the story flow you intended. Minor derailments or subplots are to be encouraged due to the underlying improv nature of *MechWarrior: Destiny*, but major derailments, such as the ones that turn the story in the complete opposite direction or down ludicrous or implausible paths, will often require some GM direction to steer back around.

The best method to bring the story back to its main focus is to first let the major derailment play out around the table until it comes back to your own Narration. (You may always spend Plot Points to affect the game before then, but doing so in such a blatant way may telegraph some of the secrets you are trying to keep under wraps.) You can then use your Narration and NPC actions (if any) to subtly align the story back toward what is written in the Mission Briefing. Remember, though, that if you essentially override or nullify what another player has introduced, that player may get upset if their creative story development or awesome action is ignored or discarded out of hand. If possible, try to work the derailment idea into the story direction that is outlined in the Mission Briefing, which can be done by treating it as either a red herring or a subplot. This route preserves both the direction of the story while also acknowledging that the other players' story accomplishments matter to the game.

For example, say one of the previous players killed the big bad NPC that the Mission Briefing says is supposed to be the main villain of the piece. There was a big tussle on a suspension bridge, and the player shoved the NPC over the side and watched the lifeless corpse float on the ocean below. As the GM, you could easily invent some way to explain how this NPC didn't really die—you really need this NPC for a later scene!—even though the previous player's Narration was pretty specific, but going this route would essentially discard that player's story idea. A better way to bring the story back around to match the Mission Briefing would be to let the death occur but then later introduce a new NPC who is either a relative or a close associate of the killed NPC, someone who intends to continue the deceased's agenda as outlined in the Mission Briefing.

LET IT RIDE

If your group is not terribly concerned with playing out a specific story, the best method for handling a major story derailment from the Mission Briefing is to simply sit back and let the development stand, no matter how much it throws off the direction of the written story.

Unless a player sneaked a peek at the Mission Briefing the group is playing, the GM is the only one who will know what is outlined in it, so none of the other players will ever know the story has gone too far off script. Depending on how far the story has strayed, it might even be beneficial to simply toss the Mission Briefing as written and make a few notes on the fly for potential outcomes of this new story direction. Unless the new direction renders the Mission's written Objectives invalid or infeasible, those Objectives can still serve as a guide for a story's new direction, even if you have to revise one or more Objectives to align with it.

Once you've decided what parts of the Mission Briefing to discard or keep (if any), then you can simply sit back and see where this new story goes. Letting it ride is a great way to discover unexpected story directions that could potentially lead to a multi-session campaign. Listen to the players—they will help shape the new story, with possibly only minor pushes from you.

LETTING THE LEAD FLY: COMBAT OPTIONS

There are a lot of ways to get maimed or killed in the thirty-first century. If you are looking for some options to make combat a little faster, easier, or more survivable, here are some helpful options.

FALL BACK!

If the players are on the verge of having multiple characters Staggered or KIA, the GM can encourage them to exercise the *Graceful Withdrawal* option (p. 54).

JUST NEED A BREATHER

When using the Cue System, the characters are likely to suffer their fair share of scrapes and bruises. If the characters charge from one Scene to the next against tough NPCs without stopping to take stock of their condition, they're liable to get themselves killed pretty quickly.

In order to keep the game moving along at a brisk pace—even if the characters had to fall back because they were almost Staggered or KIA—after each Scene, characters can automatically repair half of their damaged Armor (personal Armor, not 'Mech armor) or heal half of one Condition Monitor track for free, rounding up. All remaining damage must be recovered by normal methods, such as spending Plot Points or using medical abilities.

THEY'RE JUST MOOKS!

Many stories offer moments when the protagonists lay down the hurt on a slew of mooks or henchmen that are all taken out in one fell swoop. While this shouldn't be embraced very often in an RPG setting, as that approach would most likely make an evening's gaming a tad too boring, the GM should be willing to embrace this type of scenario every now and then. Perhaps a character rolls a 12 on their attack roll, or maybe the player provides a fantastic Narration that is wonderfully creative and causes the whole group to explode into laughter. Whatever the instance, don't be afraid to let the "wall

of mooks" go down when it feels right and makes that game more memorable. However, this option should be used sparingly, and should be reserved for Personal Combat, not 'Mech-Scale Combat.

INTEGRATING PERSONAL COMBAT AND 'MECH-SCALE COMBAT

A raging battlefield abounding with 'Mechs and tanks and fighters is an incredibly dangerous place for a lone, unarmored individual—or a "dismounted" character (i.e., a pilot or tanker who is not currently in their 'Mech, fighter, or tank). That doesn't mean that *MechWarrior: Destiny* characters will never find themselves in such a position, without a 'Mech or tank to immediately climb into to join the fight. Or, a player group consisting of characters with differing battlefield roles might see some characters engaged in 'Mech-Scale Combat while the rest of the group is mired in a Personal Combat situation, either on the same battlefield or in different locations. If players ever find their characters in such positions, here are some helpful guidelines for seamlessly integrating their situations to tell an engaging story.

SCENE CHANGES: SWITCHING SCALE

A common question players in mixed-role groups might wonder is, "What happens when everyone else jumps into their 'Mech, but I'm not a MechWarrior?" If your character is not capable of directly participating in 'Mech-Scale Combat, that does not mean your own Narrations don't count, not by a long shot! Personal Combat characters can have a big impact on 'Mech-Scale Combat and vice versa. Here are a few tips on how to balance the two if you have such a group.

SCENE CHANGES

Ever watch a movie, and there's a big fight scene in which most of the characters are involved—but in the middle of that fight, the scene switches to another character who's not fighting alongside everyone else? The same concept can apply when your Narration starts and everyone else is in 'Mech-Scale Combat but you're not: just because other people are off fighting, you still get the same amount of Narration as everyone else and can do with it as you wish.

Regardless of your role in the main combat—if any—you can take actions, interact with NPCs, describe details of the scene, and so on. Don't feel obligated to rush through your Narration if you're not involved in the same scale of fight as everyone else. Give your character the chance to do what they're good at. If it helps, think of isolated characters as a subplot in a larger story: your actions can run parallel to what the other characters are doing, and you can have just as significant an impact on the story as everyone else.

MISSION FOCUS

Personal Combat characters: If your character is not involved in 'Mech-Scale Combat, and you're unsure what to do with your Narration while everyone else is out causing heavy-metal mayhem, a good guideline to follow is to focus on the mission. In your Mission Briefing, there are objectives that the group should strive to complete. Even if you cannot directly participate in the fighting, you can still use your character concept and your Skills and equipment to help the team achieve one or more objectives. For example, if you are a communications expert, you could find a way to intercept enemy communications and pass them on to your teammates who are fighting for their lives. Or, if you're a charmer, you could be working yourself into the good graces of a local noble, trying to convince them to switch allegiance or hire mercenaries to help your friends—whatever goal would best aid your teammates who are out in combat.

'Mech-Scale Combat characters: The same concept holds true for 'Mech-Scale Combat characters. If the main objective is something that can only be achieved by Personal Combat actions, then the 'Mech-Scale Combat characters' actions should focus on doing what they can to support their teammates trying to complete the mission itself. For example, if one or more characters are trying to plant charges to destroy a communications outpost, the MechWarriors on the team can be out on patrol to intercept enemy 'Mechs.

Teamwork incentives: To encourage the spirit of cooperation between characters operating on different scales, the GM should award Plot Points and other bonuses whenever one or more characters' actions directly contribute to the success of other members of the group. For example, if your technician character managed to sabotage an enemy 'Mech before it deployed against your 'Mech-Scale Combat teammates, then that character could receive a Plot Point or their teammates could receive a bonus to their attack rolls against that 'Mech. Or, let's reverse the scale: if a MechWarrior destroyed a power station that plunges the base into darkness, making it easier for the team's covert operative sneak inside, then that pilot could be awarded a Plot Point, or the operative could be given a temporary bonus to their Stealth Tests.

LOCATIONS AND DISTANCE

Short-term separations—such as a character being imprisoned while the other players stage a breakout attempt, or the team splitting up to tackle different aspects of their mission in accordance with their combat scales or skill sets—can easily be played out using the scene-change concept discussed above. However, long-term separations are best handled with care, especially when different planets are involved.

In the thirty-first century, it is fairly simple and straightforward for characters to travel from one city or continent to another: the opposite hemisphere of most planets is just a short DropShip or small-craft ride away. Plus, *MechWarrior: Destiny* gameplay makes it possible to easily switch between characters who are in different locations due to each character having their own dedicated Narration. As a result, it's not out of the question for characters to be on opposite hemispheres—especially considering that, unless circumstances prevent it, they should still be able to maintain real-time contact with one another.

However, with more than two thousand different planets inhabited across the Inner Sphere alone, the *BattleTech* universe is an utterly massive place. Unless the gamemaster and players agree, it is recommended that for a single mission, the characters remain together on the same planet whenever possible, even if they temporarily split up to accomplish a mission. Though interplanetary travel is commonplace, it is time-consuming and expensive, and players on different planets will be unable to communicate with each other except by the occasional HPG transmission (which



transmits at least once every twenty-four hours on populous planets, once every few days on less-important worlds, and not at all on some backwater planets).

Players on different planets will also be separated from each other by, at minimum, several weeks of travel time. Standard travel to another planet, even one located in a nearby star system, first requires several days of travel on a DropShip between the planet and a JumpShip stationed at a standard jump point. Once your DropShip has docked to its JumpShip, each thirty-light-year hyperspace jump needed to reach the destination planet requires roughly a week to recharge the JumpShip's Kearny-Fuchida drive between each jump. Once you've reached the right system, which may be more than one jump away, you'll need to spend *another* several-day trip on a DropShip traveling from the jump point to the planet's surface. In other words, if the team splits up on two different planets, then each group will essentially be alone and without help, and it will seem like two separate games are taking place simultaneously, with little direct impact on each other.

One or more characters who end up on a different planet than the rest of the team will be unable to directly affect or aid the other members of the team due to the sheer distance and time separating them. So even though such separations are *possible*, it is recommended for purposes of seamless gameplay that splitting up the players for such extended periods of time be the rare exception rather than the rule.

This is not to say that such an endeavor is impossible. For example, one half of the team might be actively leading a 'Mech-Scale Combat guerrilla campaign on one planet while the Personal Combat members of the team travel to neighboring systems and try to drum up military support to aid their teammates. But bifurcating the story in such a way should be agreed on by all players before the game begins.

CHOOSING TARGETS

Due to the variation in combat scales, the following guidelines will help players and GMs choose appropriate combat targets.

PLAYERS: TARGETING NPCS

Unless your player character is a pirate, an unscrupulous mercenary, or some other honorless or unsavory character, they should generally have no reason to fire on individuals on the ground during 'Mech-Scale Combat unless (a) the target is enemy infantry, (b) they are ordered to, or (c) the individual attacked them first and they are defending themselves.

If your character is a member of a standard professional military, then deliberately killing someone who is a noncombatant, even if you are ordered to by a superior officer, is generally accepted as a war crime in most Inner Sphere societies. Doing so can ultimately result in a court-martial, depending on the circumstances (and the GM's discretion). Choose your targets wisely!

The general ground rule is this: if someone shoots at you first, you are (usually) allowed to shoot back. If in doubt, check with your commanding officer.

GMS: TARGETING PLAYER CHARACTERS

Due to the lethality of 'Mech-Scale weaponry to dismounted characters, 'Mech-Scale Combat NPCs directly firing at Personal Combat player characters should be exceptionally rare.

Standard Military Units: When controlling NPCs who are members of standard, professional militaries, it is suggested that, unless circumstances warrant otherwise, GMs have such NPCs fire 'Mech-Scale weaponry only on a valid 'Mech-Scale Combat target rather than an individual player character who is involved in Personal Combat actions. However, if a player character in Personal Combat is capable of endangering a 'Mech-Scale Combat target—say, if they are armed with an SRM launcher and intend to fire inferno missiles at a 'Mech—then that character may be considered a valid target by 'Mech-Scale combatants. If no valid 'Mech-Scale target exists at that time, the NPC is not obligated to attack Personal Combat targets during that Narration.

Pirates, Mercs, and Irregulars: On the other hand, NPCs who are pirates, unscrupulous mercenaries, or are acting dishonorably or outside of their unit's established rules of engagement can generally fire at anyone they wish. However, keep in mind that the goal of *MechWarrior: Destiny* is to tell an engaging and memorable story. So, before having a 'Mech-Scale NPC fire at—and possibly kill—a Personal Combat player character, ask whether this character's potential death will accomplish that goal.

RANGE CONVERSION

When integrating Personal Combat movement and ranges with 'Mech-Scale Combat, use the following chart to show a rough equivalence between the two scales.

'Mech-Scale Range	Personal-Scale Range Equivalent
Pointblank	Close, Near
Short	Far
Medium	Out of Range
Long	Out of Range

For example, a 'Mech targeting a Personal Combat individual at Short range will be at Far range for that same individual's return fire. If that 'Mech moves to Medium range, then the 'Mech will be able to fire on the individual, but the individual cannot fire at the 'Mech because any of the individual's weapons will be out of range.

USING MINIATURES

OPTIONAL

When mixing Personal Combat and 'Mech-Scale Combat, using miniatures or standees on a chessboard or other grid pattern can greatly simplify how the two different scales work together. When mixing the two scales and using miniatures, the 'Mech-Scale Combat ranges are effectively doubled from standard 'Mech-Scale Combat ranges:

MIXED-SCALE COMBAT RANGES TABLE

DISTANCE	'MECH-SCALE RANGE	PERSONAL COMBAT RANGE
Adjacent	Pointblank	Close
1 square between	Pointblank	Near
2 squares between	Short	Far
3 squares between	Short	Out of Range
4 squares between	Medium	Out of Range
5 squares between	Medium	Out of Range
6 squares between	Long	Out of Range
7 squares between	Long	Out of Range

As another example, a Personal Combat individual on foot is at Far range from a Medium 'Mech (3 Max Movement); if the individual moves to Near range on their next Narration, they will be in Pointblank range for the 'Mech. However, 'Mechs can move far faster than groundpounders. If the individual moves to Near range and, on its Narration, the 'Mech spends its 3 Movement to move to Medium range (1 Movement for Pointblank to Short, 2 Movement for Short to Medium), then the 'Mech will once again be out of range for the individual on foot.

DAMAGE CONVERSION: 'MECH-SCALE TO PERSONAL SCALE

Unless a character is in a 'Mech, aerofighter cockpit, or buttoned up inside a tank, 'Mech-Scale Combat weaponry is incredibly lethal to Personal Combat characters. When a character not protected by 'Mech-Scale armor is targeted by a 'Mech-Scale Combat attack, use the following rules to resolve the attack.

1. MAKE ATTACK ROLL

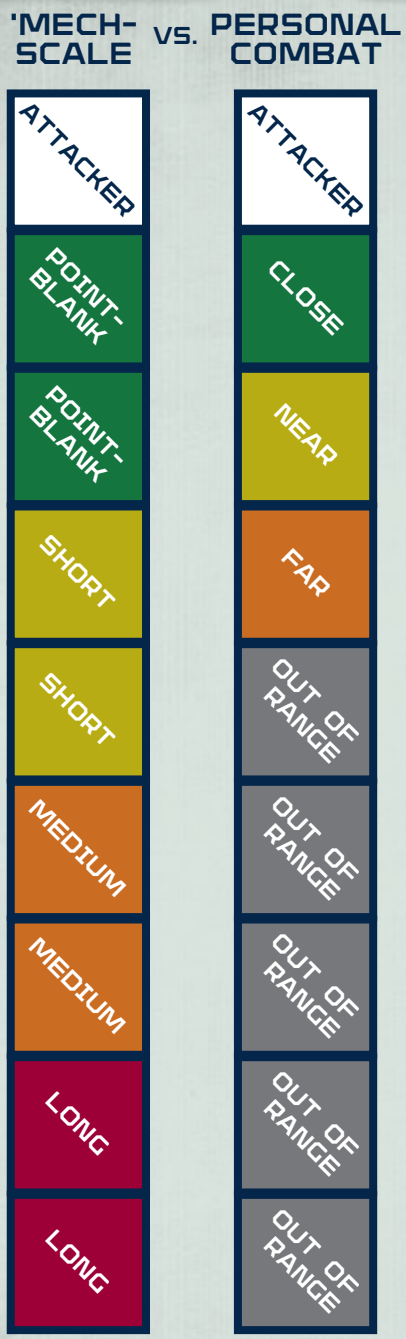
When firing a 'Mech-Scale weapon or Weapon Group at a single individual, the attacker automatically receives a –2 penalty to their attack roll due to the small size of the target. Otherwise the attack roll is made as normal.

2. DETERMINE HIT TYPE

Due to the size of 'Mech-Scale Combat weapons, a successful attack roll against a lone individual may be either a direct hit, which is lethal if it cannot be downgraded or otherwise avoided, or an indirect hit, meaning the target was within the effect radius of the weapon but did not take the full brunt of the weapon's damage.

After making a successful attack roll on such a target, immediately make a second attack roll with the same modifiers as the initial roll. If the second roll succeeds, the attack is a direct hit; if it fails, the attack is an indirect hit.

Downgrading the Hit: A character hit by a 'Mech-Scale weapon can downgrade the hit, depending on the target:



- **Player Characters:** The player may spend 1 Plot Point to avoid an indirect hit OR downgrade a direct hit to an indirect hit, or they may spend 2 Plot Points to avoid a direct hit entirely.
- **NPCs:** The GM may only spend a Plot Point to downgrade an NPC's direct hit into an indirect hit. NPCs cannot avoid indirect damage.

3. CALCULATE AND APPLY DAMAGE

A character or NPC who takes a direct hit from a 'Mech-Scale Combat weapon is immediately Killed in Action, and none of the death-avoidance options under *Character Death* (p. 37) can be used. However, a character or NPC who suffers an indirect hit might survive, depending on the circumstances. Use the following rules to determine the damage from an indirect hit.

Step 1: Determine Damage for Indirect Hit: First, identify how many weapons were used in the attack:

- **One Weapon:** If the character was hit by a Weapon Group containing only one weapon, start with that weapon's listed damage for the attack. If it is a variable-damage weapon, such as an LRM or SRM launcher, treat the damage value as 1.
- **Multiple Weapons:** If the character was hit by a Weapon Group containing more than one weapon, divide the group's damage by the number of weapons listed in that group, rounding down to the nearest whole number (minimum of 1). For example, if a Weapon Group with a Damage of 4 has three weapons in it, then the Damage for the hit will be 1: 4 ÷ 3 = 1.3, rounded down is 1. If the Weapon Group contains a variable-damage weapon, treat the damage value of that weapon as 1. For example, a Weapon Group with three weapons and a damage value of 2+M would be 3, then divided by 3 would be 1. If the Weapon Group has different types of weapons in it—Ballistic, Energy, or Missile—randomly determine which type of damage is inflicted.

Step 2: Convert to Personal-Scale Damage: Multiply the 'Mech-Scale Combat damage by 10.

Step 3: Apply Damage: Apply the damage to the target's Armor first; if the character's Armor type reduces damage of the type from the weapon fired, reduce the incoming damage by the same amount.

DAMAGE CONVERSION: PERSONAL SCALE TO 'MECH-SCALE

The armor protecting war machines in the thirty-first century is designed to withstand heavy barrages from similarly armed combatants, so in most cases, a standard human-portable slug thrower isn't going to do anything more nefarious than chip the paint. However, enough sustained damage from infantry weapons can take its toll.

EXAMPLE

Chase's technician was in the middle of trying to field-repair a 'Mech's armor when an enemy *Thunderbolt* assaulted the repair station and shot lasers all over the place. While trying to dive off the scaffolding, his character suffered an indirect hit from one of the *Thunderbolt*'s 'Mech-Scale Weapon Groups. The Weapon Group includes three Medium Lasers, which are Energy weapons. The group does a total of 5 damage, so when divided by the three weapons in the group, this attack will do a total of 1 point of 'Mech-Scale damage (5 ÷ 3 = 1.7, rounded down is 1). Since the hit is indirect, Chase will multiply the damage by 10, which means his character will take 10 pips of damage from the attack.

Fortunately, he is wearing Concealed Ablative Armor (8 Armor) which reduces the damage from Energy weapons by 1. Chase's Armor reduces the incoming Medium Laser damage by 1, leaving 9 Damage left to apply.

He marks off his 8 Armor pips, and then marks the remaining 1 pip of Physical Damage on his Condition Monitor. The flash-burn from being too close to that laser discharge is gonna hurt, but at least he'll live to tell the tale.

Whenever a Personal Combat character attacks a 'Mech-Scale Combat unit using a Personal Combat weapon, use the following rules to resolve the attack.

1. MAKE ATTACK ROLL

If attacking a 'Mech-Scale Combat unit from Close range, the attacker automatically receives a +2 bonus to their attack roll due to the large size of the target. Otherwise the attack roll is made as normal.

2. CHECK FOR DAMAGE

If the hit is successful, keep track of how much damage the weapon inflicted. If the amount is less than 20 points of Personal Combat damage, then the attack deals no damage at this time.

3. PRESS THE ATTACK

On subsequent Narrations, if any Personal Combat attacker makes a successful attack roll against this same 'Mech-Scale Combat target, add the damage from that attack to the damage from the previous attack(s).

If the running total is 20 or more, then the target will take 1 point of 'Mech-Scale Combat damage.

4. ASSIGN DAMAGE

When the target takes damage, roll a hit location for the target and assign the 1 damage to the resulting location. Then subtract 20 from the running total of Personal Combat damage. Subsequent attacks on this target will also add to this total.

MISSION BRIEFING CREATION

While this book includes Mission Briefings, the GM or another player may decide they'd like to try their own hand at drafting one. The Cue System is a shared gaming experience, and the group may soon discover that having a player craft new Mission Briefings better suits their style of play and enjoyment than using pregenerated Briefings. Or, a group may simply want to enjoy the insight every player brings to the game, so for each session they play a Mission Briefing created and helmed by a different player.

Regardless of how Missions are created, players can use the following guidelines when crafting their stories.

INSPIRATION

Right out of the gate, review the published Mission Briefings. They generally follow a set format that works best for embarking on adventures at the gaming table using the Cue System. While players can make the game their own and mix and match or experiment as they will, following the format of preexisting material will likely make it easier to create their own Mission Briefings the first few times.

PUBLISHED PRODUCTS

This volume can't possibly encapsulate all of the information available in the countless *BattleTech* sourcebooks, roleplaying adventures, novels, and short stories that have been published throughout the years. If you read through the introduction to the *BattleTech* universe in *The BattleTech Primer* (p. 16) or peruse other *BattleTech/MechWarrior* products, you might come across a character or plot that grabs you, one you could easily adapt for your group. Maybe you want to include just one element of it, such as a

shady merc outfit or a colorful antagonist or a strange intercepted transmission. Or perhaps you like the thread of a published, canon story but are really interested in seeing how the Cue System could cause that story to evolve in wildly different directions. Or maybe what you read might spark an idea for a completely original story. Let the creative juices flow!

A THEME

Just like character creation, identifying an overarching theme for your Mission Briefing will help you set a consistent tone and develop obstacles for the players to overcome. The theme isn't which characters will be involved, or which settings; e.g., the seedy underworld of a Draconis Combine planet, or soldiers waging war on a Federated Suns world bordering the Capellan Confederation. Instead, when considering a theme, understand the vibe the player group wants to experience. Action? Drama? Intrigue? If the gaming session was a movie, what genre would it fit into? If it was music, how would you describe it? The *BattleTech* universe is often described as "Big, stompy war robots and Machiavellian politics," but don't feel obligated to gravitate toward politics if that doesn't fit your group's play style.

Once you have a good handle on the theme, that concept will usually lend itself directly to the setting and characters. For example, are you looking for in-your-face guns and explosions? Then consider taking on a daring Federated Suns raid into Draconis Combine territory or competing in the games on Solaris VII. Looking for a lot of political intrigue? Then you might want to head to one of the Successor States' capital worlds, such as Luthien or Atreus, or maybe offer your troubleshooting services to a local noble. Or if you're interested in technology—specifically some lostech that is rare and impossible to manufacture in 3025—you might investigate rumors of lost Star League–era caches or see if you can figure out what the secretive acolytes of ComStar are up to.

That doesn't mean you can't mix and match: for example, a military-centric Mission might find the characters caught in the middle of a web of political intrigue. If a group has specific themes or settings they prefer, by all means, keep them. But if they're looking for a specific style of play without caring about specifics, then peruse *The BattleTech Primer* (p. 16) to find the flavor of characters and setting best suited for the theme.

OBJECTIVES

Another important aspect of any Mission Briefing is the Objectives. After all, gaming sessions will end either in victory for achieving those Objectives, or in defeat for not fulfilling the requirements.

Once more, review a few Mission Briefings. Notice that most of them list just one or more Objectives. But not only do those lines determine how and when players will end a game, they also set the bar for how challenging the gaming will be. Just one sentence can make a Scene a cakewalk or leave most of a group Staggered or KIA. Be sure the Objectives are tailored to the group's desire for difficulty and game length.

COMMANDER'S CALL

Once you know the group's Objectives, then writing the Commander's Call acts as an extension of those Objectives. When the characters interact with whomever might be offering them this Mission—be it their unit commander, a political leader, a mercenary contract broker, etc.—this section is what the GM will read to the group to kick off the adventure. How much detail you put into this section—the description of the contact, how much information they give the characters, or how trustworthy they might be—depends on whether your group wishes to roleplay the whole briefing or simply treat the briefing as a prologue and start gameplay with the first Scene. Regardless of the approach, the Commander's Call section should at the very least tell the group what they need to accomplish.

CUES AND TAGS

Whether these are pregenerated is completely up to the author. However, the entire Cue System is built around their use, and they can make maintaining the game's flow easier. Those quick words and phrases can remind the GM if they've lost their way, and if the game seems to have stalled or if the players are having trouble coming up with a Narration on their turn, the Cues and Tags for this Mission can be given to the players to spark ideas for a new direction to pursue.

SCENES

This is where all the previous foundation work pays off. The bulk of a Mission Briefing is found in this section. And let's face it, without enemies and obstacles, we're just sitting around rolling dice.

But the theme, Objectives, Cues, and Tags are all the shorthand notes and ideas from which players can build an entire gaming session. Can't decide who should show up in a given Scene? Glance back over your theme and Tags, then flip through the character sheets in this volume to find similar Tags, and you've instantly got a plug-and-play option for additional NPCs that can be adapted on the fly to meet the needs of the Scene. These could even be primary enemies that set the stage for the *where* and potentially the *when* for the Mission.

The number of Scenes written for this section will loosely determine the length of a game session. For shorter games, one or two Scenes is recommended; for longer games, shoot for three or four Scenes.

XP AWARD

To determine how many XP players will earn for completing this Mission, start with 1 XP, the bare minimum that all characters will earn for surviving the Mission. Characters earn 1 XP for each Scene that is completed. If the Mission includes a high level of overall complexity or a general, outside-combat difficulty (GM's discretion), that is worth 1 XP, and if the Mission calls for an exceptional level of danger, such as overwhelming numbers or highly trained military operatives, that is also worth 1 XP.

For example, a simple three-Scene Mission of trying to protect someone from a small band of pirates will award 4 XP: a base of 1 XP, plus 3 XP for the Scenes. A four-Scene Mission to extract a kidnapped House Davion noble from a hard-to-reach compound that is guarded by elite House Liao Death Commandos would be worth a total of 7 XP upon completion: a base of 1 XP, plus 4 XP for the Scenes, plus 1 XP for complexity/difficulty, plus 1 XP for the danger.

CHARACTER CREATION

This book contains a slew of sample character sheets, allowing players to snag a character and their preferred weapon of choice, be it a rifle, a 'Mech, or even their wits alone. But one of the fun things about roleplaying games is crafting your own character to take into the fray and grow into a great leader, a peerless warrior, or whatever direction their true destiny lies.

The following rules provide a framework for creating and improving a *MechWarrior: Destiny* character. As with all aspects of *MechWarrior: Destiny*, character creation is light, fast, and designed for players to enjoyably create a character that reflects the style they want to embrace in a game. If you don't like where your character is going at any time during the process, feel free to back up and start down the path that'll make them the most fun!

CHARACTER CREATION

Download and print out the blank *MechWarrior: Destiny* character sheet from **bg.battletech.com** and follow these steps to create and pursue your destiny:

1. Create a Character Theme (Character Name)
2. Choose Faction
3. Choose Experience Level
4. Assign Attribute Points
5. Assign Skill Points
6. Choose Traits
7. Choose Life Modules
8. Choose Armor
9. Select Weapons
10. Select Inventory
11. Select Hardware
12. Create Cues
13. Create Character Background

1. CREATE A CHARACTER THEME

Imagine you're a casting director for your favorite TV show, and you've got a selection of walk-on character roles to fill for a new episode. These characters need to be cool and vibrant, even if they're only on-screen for a few minutes.

As you review the script you encounter a list of short character descriptions: male, late twenties, stoic and very tough, doesn't talk much; woman, early thirties, always smiling, with a devil-may-care attitude; male, teen, a brooding anger that he fails to leash more often than not; and so on. In the role of casting director, you'll use those descriptions to find the right actor to convincingly fill that role in the episode.

In a similar fashion, as you work to create a *MechWarrior: Destiny* character, you need to find a short and flavorful description of the theme of your character. Do you want to play the Draconis Combine samurai who follows a strict code of honorable conduct? Or do you want to play the covert operative who sees the seedy underworld as the best place to obtain intel to keep his comrades and his nation alive? Or perhaps you'd rather be the brainy technician who understands machines and strives to get the best performance out of them?

Anything's possible, with only your imagination to hold you back. As you pick a theme, remember that the more wild and crazy you make it, the more you'll have to figure out how to convey that during game play.

With that in mind, jot down a few descriptive words that outline your theme. Don't hesitate to fill a page if you're still trying to feel your way to what you want, knowing you're going to toss most of the concepts by the wayside as you zero in on your target. Additionally, if you're floundering a little, feel free to ask what everyone else in the group is playing and find a niche to fill: does your platoon lack a sarcastic, brooding, older medic as a mentor-type for a green rookie? Jump in and see if that role fits you.

Once you've got your theme, you'll use that as the framework to help you make the decisions involved in the rest of the process.

CHARACTER NAME

While this step appears at the start of character creation, it can happen any time during the process.

Some players will find they've already got a character name they've been hanging on to for just such an adventure; the name itself drips with theme and will immediately lend itself to a certain flavor. If you name your character "Lord Pain," most people will likely have a preconceived notion of where the character creation process is going to take them: a merciless, backstabbing Periphery pirate who will try to steal your whole arm if you ever shake hands.

Other players, however, may find they don't have a good name in mind. Instead, even with a theme, they may have to travel through most, if not all, of the creation process before a great name presents itself. Don't forget to trawl through the sample characters for a myriad of names that might spark your imagination and help you craft your own unique take on a given theme.

TAGS

While not a requirement for character creation, every sample character sheet includes a short list of one-word Tags, and these Tags are carried throughout most of the sections of this book. They're designed to give a very quick look at the theme/style of that character or section. In the case of characters, Tags define what a character *is*, as opposed to how a character would react in a given situation (see *Create Character Background*, p. 77).

EXAMPLE *Joanna decides to create a tank commander. She wants to make a grizzled vet, a sergeant with an attitude, someone who lost his parents in a raid when he was a child.*

She names him "Sergeant Edwin Mendoza" and gives him the following Tags:

Tanker: *He's a tank commander, so this one's a no-brainer. This means he probably doesn't get along with MechWarriors, since their superiority complex rubs him the wrong way.*

Silver Hawks Coalition: *This is where he was born.*

Gruff: *A grizzled sergeant isn't going to be a very amicable person.*

No Nonsense: *Edwin's not going to put up with excuses or tomfoolery.*

Career Soldier: *Some folks serve a single tour of duty, but not Edwin. He'll be an enlisted soldier until he retires or his coffin is nailed shut, whichever happens first.*

2. CHOOSE FACTION

The nation or group with which you choose to align your character can have a lot of bearing on the rest of the character-creation process and on gameplay. This choice can be a direct result of your character's theme. For example, if your character is a dutiful and patriotic covert operative, then that theme could be a good fit for a Maskirovka agent loyal to the Capellan Confederation.

For a game set in the standard era of 3025, the following factions are available for player characters:

THE SUCCESSOR STATES

Capellan Confederation (House Liao)
Draconis Combine (House Kurita)
Federated Suns (House Davion)
Free Worlds League (House Marik)
Lyran Commonwealth (House Steiner)

THE PERIPHERY

Magistracy of Canopus
Outworlds Alliance
Taurian Concordat
Pirate (Bandit Kingdom)

OTHER

ComStar
Mercenary
Pirate (Independent)
Unaffiliated

For a full overview of these factions, see *The BattleTech Primer*, page 16.

EXAMPLE *Joanna decides to assign Sergeant Mendoza to the Free Worlds League (House Marik) faction. Mendoza has no real love for Captain-General Janos Marik, but he'll defend his home province, the Silver Hawks Coalition, to his dying breath.*





3. DETERMINE EXPERIENCE LEVEL

Next, the player group should decide their characters' level of overall experience. Are you interested in playing fresh-from-academy rookies looking to leave their mark on the galaxy, or do you want to play veteran soldiers with dozens of kill markers and commendations? Or maybe you wish to play somewhere in the middle, House regulars who have seen more combat than raw recruits but still have a lot to learn? The experience level chosen determines the stats each player will receive to allocate to certain aspects of their character.

If a player wants their character to possess a different experience level than the rest of the group, such as a Veteran saddled with command of a Green unit, or a Green rookie assigned to a group of Regulars to gain some much-needed experience, then they must gain prior approval from the gamemaster. However, at least half of the group (rounding up) must play characters of the chosen experience level, and no character may be more than two levels above or below the overall experience level of the group. For example, a Green-level character cannot be part of an Elite-level group, and vice versa.

GREEN

Green characters represent rookies who have received basic training but have not yet seen hard combat. A Green-level game provides the following character-creation stats:

Attributes: 3 Attribute points
Skills: 8 Skill points
Weapons: 1 weapon
Hardware: 1 Hardware point

REGULAR

Regulars have served for a few years and have seen enough training and firefights to stand firm when the going gets tough. These represent the backbone of most militaries and organizations, so this is the recommended experience level for most *MechWarrior: Destiny* games.

A Regular game provides the following character-creation stats:
Attributes: 5 Attribute points
Skills: 12 Skill points
Weapons: 2 weapons
Hardware: 2 Hardware points

VETERAN

Veterans have seen it all and then some, which makes them really good at what they do.

A Veteran game provides the following character-creation stats:
Attributes: 7 Attribute points
Skills: 16 Skill points
Weapons: 3 weapons
Hardware: 3 Hardware points

ELITE

If Veterans have scary capabilities, Elite characters put them to shame. Elites rank among the best of the best, the warriors whose proficiency, experience, and dedication make them the toughest customers the galaxy has ever seen. The only people with better skill are the stuff of legends.

An Elite game provides the following character-creation stats:
Attributes: 9 Attribute points
Skills: 20 Skill points
Weapons: 4 weapons
Hardware: 4 Hardware points

4. ASSIGN ATTRIBUTE POINTS

Based on the chosen experience level, each player receives a number of Attribute points to assign to the five Attributes: STR, RFL, WIL, INT, and CHA. (EDG is a special Attribute that is addressed below.) All Attributes start with a value of 1, and each Attribute point assigned increases that Attribute by 1. For example, if you want your character to have a STR of 3, you assign 2 of your allotted Attribute points to STR, to increase it from 1 to 3. In this step, each regular Attribute cannot exceed 4.

Your character's theme can help you decide how many points to assign to each Attribute.

EDG: All characters automatically start with an EDG of 1. However, if you want a starting EDG higher than 1, each additional point will cost 2 Attribute points. For example, if you want an EDG of 3, you will need to spend a total of 4 Attribute points. No player may start with an EDG higher than 4.

EXAMPLE

The player group decided that all of the group's characters all have Regular experience. Because of this, Joanna gets 5 points to assign to Mendoza's Attributes.

Two important Attributes for a tank commander are RFL, since Mendoza will have to man his tank's main gun at times, and CHA, since he'll need to order his tank crew around both on and off the battlefield. Joanna assigns 2 points to RFL, since that'll be useful in many different situations, and 1 to CHA. She assigns 1 point to STR, since Mendoza may need to help with arduous tasks in the field, and she assigns 1 to WIL so that her character can take more damage in bar fights. Having a high intelligence isn't that important to Mendoza's career path, so Joanna decides not to assign any Attribute points to INT.

Mendoza's EDG remains at 1 because Joanna did not have enough Attribute points to increase its rating.

CONDITION MONITOR

The STR and WIL Attributes have a direct correlation to the damage tracks on a character's Condition Monitor. Use the following rules for determining the character's Condition Monitor:

Physical Damage Track: The Physical Damage Track is based on the STR Attribute:

- If a 5 or higher, do not mark off any pips.
- If a 4, mark off one pip from the first row.
- If a 3, mark off one pip from the first row and one pip from the second row.
- If a 2, mark off two pips from the first row and one pip from the second row.
- If a 1, mark off two pips from the first row and two pips from the second row.

Fatigue Damage Track: The Fatigue Damage Track is based on the WIL Attribute:

- If a 5 or higher, do not mark off any pips.
- If a 4, mark off one pip from the first row.
- If a 3, mark off one pip from the first row and one pip from the second row.
- If a 2, mark off two pips from the first row and one pip from the second row.
- If a 1, mark off two pips from the first row and two pips from the second row.

EXAMPLE

Mendoza has a STR of 2, so Joanna crosses off 2 pips on the first row of his Physical Damage Track, and 1 pip on the second row.

Since her character's WIL is also 2, she crosses off 2 pips on the first row of his Fatigue Damage Track, and 1 pip on the second row.

5. ASSIGN SKILL POINTS

Based on the chosen experience level, each player has a number of Skill points to assign to various Skills. Peruse the list of Skills on the next page, and choose a few of them that match your character's theme. During this step, players choose a number of Skills, and at least one of these Skills must be a Knowledge Skill (see *Knowledge Skills*, at right).

Once you have chosen your Skills, assign your Skill points until all of them are spent. Each Skill point assigned equals one point for that Skill. For example, if you want a Melee Combat rating of 2, you assign 2 of your Skill points to Melee Combat.

Each Skill chosen must be assigned a minimum of 1 point, and the maximum value of any Skill during this step is 4.

Once all Skill points have been assigned, use the Skills list and note which Attribute links to each Skill. This Attribute will be added

to the Skill's rating to determine the Skill Bonus, which is used in Tests and combat.

Knowledge Skills: These Skills represent things your character might know in-game. They can encompass a variety of subjects, including specific languages (e.g., Swedenese, sign language), interests (e.g., Solaris VII champions, *Immortal Warrior* trivia, House Davion's family history), or professional knowledge (e.g., 'Mech manufacturers, yakuza culture, police procedure). Knowledge Skills are not listed in the Skills list, so feel free to use your imagination to create them. Check out the sample characters starting on page 84 for more examples of Knowledge Skills; feel free to use those, or simply create one of your own.

EXAMPLE

Mendoza's Regular experience level gives Joanna 12 Skill points to assign. First, she chooses Skills that would come in handy as the commander of a tank crew and as a general Free Worlds League soldier: Piloting (Combat Vehicle), Gunnery (Combat Vehicle), Small Arms, Leadership, and Survival. For Mendoza's Knowledge Skill, she decides to go with Parliamentary Law, which is a subject of interest to the character, due to Mendoza's fascination with the Free Worlds League's Parliament.

She assigns her 12 Skill points as follows: 2 to Piloting: 3 to Gunnery; 2 to Small Arms, 2 to Leadership, 2 to Survival, and her remaining 1 to Parliamentary Law. She then notes which Attribute links with each Skill, to determine what Mendoza's Test bonuses would be: 2+RFL (3) for Piloting gives a +5 bonus for Piloting Tests; 3+RFL (3) for Gunnery gives a +6 bonus for ranged attacks in 'Mech-Scale Combat; 2+RFL (3) for Small Arms gives a +5 bonus for firing sidearms in Personal Combat; 2+CHA (2) for Leadership gives a +4 bonus to Leadership Tests, 2+WIL (2) for Survival gives a +4 bonus for Survival Tests, and 1+INT (1) for Parliamentary Law gives a +2 bonus to Tests regarding knowledge on how the Free Worlds League's government works. Joanna knows these aren't the best bonuses in the galaxy, but Mendoza is only a Regular character, and his Traits or Life Modules might offer additional bonuses to beef up one or more of these Skills.



SKILLS

Each *MechWarrior: Destiny* character has a unique set of Skills that showcases the actions at which that character excels. Every Skill has two parts: a numerical value, and the specific Attribute the Skill is linked to. Whenever a player uses a Skill to accomplish an action, the value of the Skill is added to the linked Attribute to determine the base number they add to their 2D6 roll. See *Rolling Dice*, p. 32, for more information.

The name and description of each Skill (see *Skills List* below) provides some suggested ways in which the Skill can be applied, but ultimately it will be up to the player, the gamemaster, and the roleplaying group to determine the limits of what each Skill can accomplish. Most Skills are broad enough to cover several different options for an action, such as the Computers Skill, which can be used to brute-force your way into a computer system, encrypt a data file, and so on. If a player wants a given Skill to do something that might fall slightly outside the guidelines of that Skill and there is no other specific Skill in the Skills List that would govern the action, the gamemaster may allow the action, perhaps by requiring the player spend a **Plot Point** or take a –1 or –2 modifier to their roll. In the end, a character is as strong—or as weak—as the plot needs them to be, and your stories will need the same flexibility.

SKILLS LIST

The following list shows which Attributes link to which Skills and provides some examples of actions each Skill can accomplish. For quick reference, each Skill on a character sheet shows the abbreviation of the linked Attribute.

STRENGTH (STR)

Athletics: Running, jumping, swimming, climbing, and acrobatics.

Support Weapons: Heavy weapons, anti-'Mech weaponry, exoskeleton/powered-armor weaponry.

REFLEXES (RFL)

Escape Artist: Escaping bindings, contortionism, and shaking a tail.

Gunnery*: BattleMech, combat vehicle, and aerofighter weaponry.

Melee Combat: Armed melee combat, unarmed melee combat, and martial arts.

Piloting*: 'Mech and aerofighter piloting; vehicle driving.

Projectile Weapons: Bows and arrows; thrown weapons.

Small Arms: Pistols, rifles, shotguns, etc.

Stealth: Sneaking, palming, and pickpocketing.

Zero-G Operations: Extravehicular activity (EVA), zero-g acrobatics, zero-g freefall.

**Designate BattleMech, combat vehicle, or aerospace fighter during character creation.*

INTELLIGENCE (INT)

Art: Drawing, sculpting, and forgery.

Artillery: Spotting, targeting, and firing artillery weapons.

Communications: Creating, boosting, or jamming communications networks.

Computers: Hacking, programming, security systems, and cryptography.

Demolitions: Rigging, placing, and disarming explosives.
Investigation: Gathering and evaluating evidence, researching, forensics.
Knowledge Skills: Languages, interests, and career knowledge. See page 71.
MedTech: First aid, medicine, surgery, and bionics.
Navigation: Map, compass, and GPS usage; air, ground, sea, space.
Perception: Situational awareness, noticing detail, and determining authenticity.
Science: Biology, chemistry, mathematics, physics, etc.
Tactics: Infantry, land, sea, air, and space tactics.
Technician: Diagnosing, repairing, and engineering mechanical/electrical systems.
Tracking: Physical tracking, sensor tracking, and shadowing.

WILLPOWER (WIL)

Animal Handling: Herding, riding, and training.
Survival: Wilderness survival, wilderness navigation, and fasting.

CHARISMA (CHA)

Acting: Con artistry and performance.
Disguise: Camouflage, cosmetics, costuming, and mimicry.
Leadership: Inspiration, motivation, administration, and training.
Negotiation: Bargaining, contracts, and diplomacy.
Protocol: Proper etiquette and decorum.
Streetwise: Criminal underworld dealings and avoiding dangerous missteps.
Intimidation: Influence, interrogation, and torture.

6. CHOOSE TRAITS

Each player must choose at least one positive Trait and one negative Trait for their character. You may choose up to two of each, but for each positive Trait you choose, you must also choose a negative Trait, and vice versa.

Positive Traits can add additional bonuses to a Skill, offer a story-based perk such as an officer's rank, and allow a myriad of other positive gameplay bonuses. Negative Traits can impose penalties on Tests or cause a number of other negative gameplay effects.

When choosing Traits, you can either pick one from the sample character sheets, choose one from the list below, or you can create one. The best Traits to choose, however, are those that fit with your character's theme and backstory.

To create a Trait, choose whether you want it to be positive or negative. The maximum bonus a positive Trait can give to any one Skill, Attribute, or other effect is +1. The maximum penalty a negative Trait can give to any one Skill, Attribute, or other effect is –1.

POSITIVE TRAITS

Alternate ID: You live two lives. *You or the GM may use this positive Trait in the story at any time.*
Animal Empathy: Animals love you, and the feeling is mutual. *+1 bonus to Tests involving animals.*
Attractive: People find you pleasing to the eye. *+1 bonus to CHA-based Tests where physical appearance matters.*
Citizenship: Citizens look favorably on other citizens. *+1 bonus to CHA-based Tests involving citizens from your faction.*
Combat Sense: You are keenly aware of your surroundings in combat. *Choose when you take your Narration in the turn order without needing to spend a Plot Point.*
Connections: You know some folks with access to info, wealth, equipment, or specific people. *+1 bonus for CHA-based Tests when interacting with your connections.*
Equipped: You've got access to a larger stockpile of equipment than others. *Choose 1 additional Weapon OR 2 additional Inventory items during character creation. (This Trait cannot be purchased with XP.)*
G-Tolerance: Your body is well adapted to working in situations of high or low gravity. *Ignore any situational modifiers for Tests involving high-gravity maneuvers or zero-gravity situations.*
Good Hearing: If a tree falls in a forest and no one is around, you can hear it. *+1 bonus to Perception Tests involving hearing.*
Good Reputation: People know you and tend to say good things about you. *+1 bonus to CHA-based Tests involving someone who knows your character.*
Good Vision: Your eyes are so sharp you can spot a ghillie-suited sniper in the middle of a forest—at night. *+1 bonus to Perception Tests involving vision.*
Pain Resistance: You can take a punch and not even feel it. *Ignore the first wound modifier on both Damage Tracks.*
Poison Resistance: Your body has developed a tolerance for toxins. *Reduce by 2 any Condition Monitor damage caused by the effects of a toxic substance.*
Prosthetic: You lost a digit or limb at some point in your life, but medical science came to the rescue. *Must also take the Lost Limb Trait. When the prosthetic is worn, it cancels the effect of Lost Limb.*
Rank: You've climbed high enough up the chain of command to command your own unit. *Prerequisite for the rank of Captain (or equivalent) and higher.*
Sixth Sense: You have a bad feeling about this… *+1 bonus to Perception Tests to avoid being surprised or ambushed.*
Tech Empathy: You were born with an innate understanding of machines and technology. *+1 bonus for any non-combat Tests directly involving technology.*
Thick-Skinned: High and low temperatures don't bother you the way they affect others. *Ignore any situational modifiers related to extreme heat or extreme cold.*
Toughness: You've got skin like cured leather, and your bones are like steel. *Subtract 1 from all Physical and Fatigue Damage you receive. (Damage to Armor pips is not reduced.)*
Wealthy: You either won the lottery or were born into a well-to-do family. *+1 Hardware Points to spend during character creation. (This Trait cannot be purchased with XP.)*

NEGATIVE TRAITS

Animal Antipathy: Animals hate you, and the feeling is mutual. *–1 penalty to Tests involving animals.*
Bad Reputation: People know you and tend to say bad things about you. *–1 penalty to CHA-based Tests involving someone who knows your character.*
Bloodmark: You've got a bounty on your head, for one reason or another. *The GM may use this negative Trait in the story at any time.*
Combat Paralysis: Whether due to anxiety or full-blown PTSD, you freeze in combat every single time. *Always take the last Narration in a round, regardless of Plot Point usage.*
Compulsion: Some addiction or impulse motivates you. *–1 penalty on Tests to resist your compulsion.*
Dark Secret: You've got some deep, dark secret that would destroy you, should it be revealed. *–1 modifier to Tests for trying to keep your secret hidden.*

Dependents: You've got a family or someone else who actively depends on you. *The GM may use this negative Trait in the story at any time.*

Enemy: Someone is out to get you, either to ruin you, kill you, or perhaps even both. *The GM may make your nemesis appear at any time to complicate your life.*

Glass Jaw: You never quite learned how to roll with the punches. *Add 1 to all Physical and Fatigue Damage you receive.*

Gremlins: You and technology do not get along. *–1 penalty to any non-combat Tests directly involving technology.*

Illiterate: You never learned how to read. *–2 penalty to Tests involving written material.*

In for Life: You belong to a shadowy organization, a crime syndicate, or a secret society. *The GM may use this negative Trait in the story at any time.*

Introvert: You are a wallflower, the exact opposite of the life of the party. *–1 penalty to CHA-related Tests.*

Lost Limb: You are missing a limb or a digit either from birth or due to injury and do not have a prosthetic fitted. *–4 penalty to Tests involving use of the affected appendage. The Prosthetic Trait cancels this penalty when the prosthetic is worn.*

Poor: You either grew up in modest means or have fallen on hard times. *Start with 1 Weapon, 2 Inventory items, and half (minimum 1) of your starting Hardware Points, regardless of your chosen experience level.*

Poor Hearing: If a tree falls in a forest, you probably won't hear it even if you're standing right next to it. *–1 penalty to Perception Tests involving hearing.*

Poor Vision: You should probably get your eyes checked. *–1 penalty to Perception Tests involving vision.*

Thin-Skinned: Your body is more susceptible to the effects of high and low temperatures. *Double any modifiers related to performing actions in extreme heat or extreme cold.*

TDS—Transit Disorientation Syndrome: Some people's systems are not cut out for the rigors of hyperspace travel, which causes severe disorientation and other detrimental symptoms. *–2 penalty to all Tests taken within 20 minutes after a hyperspace jump (GM's discretion).*

Unattractive: You have a face only a mother could love. *–1 penalty to CHA-based Tests where physical appearance matters.*

Unlucky: You ticked off the gods of fate somehow. *Whenever you spend a point of EDG to reroll, any 6s rolled on the reroll are counted as 1s instead.*

EXAMPLE

Joanna doesn't need Mendoza to be a very complicated character, so she opts to choose only one positive Trait and one negative Trait.

For the positive Trait, she chooses Equipped, which lets her pick an extra weapon or two extra Inventory items to start the game with. As a tank commander, it never hurts to have extra gear that might help Mendoza or his crew in a pinch.

For the negative Trait, she chooses Poor Hearing because it fits her character concept. As Mendoza is a tank commander sitting next to the main gun of a combat vehicle, it makes sense for him to have bad hearing, especially if he forgot to grab his hearing protection one too many times throughout his career.



7. CHOOSE LIFE MODULES

Life Modules represent the steps in your character's backstory that got them to where they are—the events of their childhood, early adulthood, and so on. Most Life Modules convey a bonus to an aspect of your character, and a Life Module can also serve as a Cue for your character's backstory, which can form the basis of a Narration.

Each Character may choose one Life Module for each of the following four slots: Faction (based on their choice in Step 2), Childhood, Higher Education (which is optional), and Real Life.

Like many aspects of character creation, the best Life Modules for your character are those that fit their theme—but don't hesitate to add a seemingly mismatched Life Module if it might give your character that unique feel you're looking for.

You can add Life Modules by consulting the Life Module list starting on p. 74.

When you choose a Life Module, choose which associated Skill to increase (if there is more than one option), and increase the chosen Skill rating for your character. Then choose the next Life Module until all Life Module slots are assigned. If you do not possess the Skill for which a Life Module provides a Skill increase, that means you gain that Skill at a rank of 1. For example, if you take the Farm Life Module, which gives a +1 to Animal Handling, but you do not have the Animal Handling Skill, then you gain Animal Handling with a rating of 1.

EXAMPLE

Mendoza's life story isn't very complicated, which makes it easy for Joanna to choose the character's Life Modules.

For the Childhood slot, she chooses War Orphan, since his parents were killed in a Lyran raid; this gives a +1 to his Survival Skill, which increases that Skill's rating from 2 to 3.

For the Higher Education slot, she chooses Military Enlistment. This gives a +1 to either Support Weapons or Artillery, so she chooses Support Weapons. Since this is a Skill Mendoza does not have, the character automatically gains that Skill at a rating of 1.

For the Real Life slot, she chooses Tour of Duty, which gives a +1 to a number of different Skills. From that list, she chooses Gunnery, which increases that Skill's rating from 3 to 4.

These Life Modules increase Mendoza's Skill Bonus for Gunnery from +6 to +7 and Survival from +4 to +5; the new Support Weapons Skill gets a Skill Bonus of +4 (a rating of 1+ RFL).

LIFE MODULES

0: FACTION (CHOOSE 1)

THE SUCCESSOR STATES

Capellan Confederation (House Liao)
Draconis Combine (House Kurita)
Federated Suns (House Davion)
Free Worlds League (House Marik)
Lyran Commonwealth (House Steiner)

THE PERIPHERY

Magistracy of Canopus
Outworlds Alliance
Taurian Concordat
Pirate (Bandit Kingdom)

OTHER

ComStar
Mercenary
Pirate (Independent)
Unaffiliated

1: CHILDHOOD (CHOOSE 1)

Backwoods: +1 to Tracking OR Projectile Weapons
Blue Collar: +1 to Art, Technician, OR Zero-G Operations
Mercenary Brat: +1 to Small Arms
Farm: +1 to Animal Handling
Fugitives: +1 to Escape Artist OR Disguise
Nobility: +1 to Protocol
Slave: +1 to Athletics
Spacer Family: +1 to Zero-G Operations
Street: +1 to Streetwise
War Orphan: +1 to Survival
White Collar: +1 to Protocol

2: HIGHER EDUCATION (OPTIONAL)

Technical College: +1 to Technician OR Communications
Trade School: +1 to Knowledge Skill
University: +1 to Science OR MedTech
Solaris VII Internship: +1 to Streetwise
Police Academy: +1 to Investigation OR Intimidation
Intelligence Operative Training: +1 Intimidation OR Tracking
Military Academy: +1 to Tactics OR Leadership
Military Enlistment: +1 to Support Weapons OR Artillery
Family Training: *Requires the Nobility Life Module.* +1 to Leadership OR Protocol
Officer Candidate School: +1 to Tactics OR Leadership

3: REAL LIFE (CHOOSE 1)

Agitator: +1 to Melee Combat
Civilian Job: +1 to Art OR Knowledge Skill
Combat Correspondent: +1 to Perception
ComStar Service: +1 to Communications OR Computers
Covert Operations: +1 to Stealth OR Demolitions
Explorer: +1 to Navigation



Guerrilla Insurgent: +1 to Stealth OR Acting
Merchant: +1 to Negotiation
Ne'er-Do-Well: +1 to Acting
Organized Crime: +1 to Intimidation
Postgraduate Studies: +1 Science OR Technician
Solaris Insider: +1 to Negotiation
Solaris VII Games: +1 to Piloting (BattleMech) OR Gunnery (BattleMech)
Think Tank: +1 to Science OR Knowledge Skill
Tour of Duty: *Requires one of the following Life Modules: Military Enlistment, Military Academy, Family Training, or Officer Candidate School.* +1 to one of the following: Artillery, Gunnery, Melee Combat, Piloting, Projectile Weapons, Small Arms, Support Weapons
To Serve and Protect: *Requires Police Academy Life Module.* +1 to Small Arms OR Intimidation
Travel: +1 to any Skill (excluding Artillery, Gunnery, Piloting, or Support Weapons)

8. CHOOSE ARMOR

All characters start with one type of armor. Choose one item from the following list:

Flak Armor: 10 pips, –2 damage from ballistic (B) weapons
Ablative Armor: 10 pips, –2 damage from energy (E) weapons
Ballistic Plate Armor: 12 pips, –1 RFL, –3 damage from ballistic (B) weapons
Concealed Flak Armor: 8 pips, –1 damage from ballistic (B) weapons
Concealed Ablative Armor: 8 pips, –1 damage from energy (E) weapons
Infiltration Suit: 8 pips, –1 damage from ballistic (B) and energy (E) weapons

EXAMPLE *Since Mendoza is a soldier, Joanna chooses standard Flak Armor for him. This gives him 10 pips of Armor protection and reduces incoming damage from ballistic weapons, which will come in handy if he ever gets shot at by ground troops before he can button up his turret hatch.*

9. SELECT WEAPONS

Characters can choose a number of starting weapons indicated by their experience level; however, all characters start with either Unarmed or Martial Arts (see *Melee Weapons*, p. 155), which does not count toward their total allotment of weapons. It is recommended that each player take one ranged weapon and one melee weapon, but this may vary, depending on the character's experience level and theme.

As with the Cues in a later step, selecting your weapons can be fun. You can simply copy the weapons from one of the sample character sheets, using the sheets like a shopping catalog. However, unleashing the renegade inside can be far more enjoyable. Just make up whatever cool name you want—the more military- or pirate-sounding, the better! What about a grenade arrow? Write that down. Or have you seen a weapon in the pages of a *BattleTech* book and always wondered what name it might have? What about a double-bladed katana? Write that down too. When it comes to your weapons, look at the theme of your character and embrace it.

To determine the stats of a newly created weapon, find a comparable weapon, and use the Damage value and range brackets of the existing weapon. Also, feel free to tweak the Damage value up or down 1 or 2 points, depending on the nature of the weapon, and add an additional effect, if desired. (These tweaks and additions are subject to the gamemaster's approval.)

Whether you choose existing weapons or create your own, just remember that your character can only ever have a total of six weapons.

EXAMPLE *Since Mendoza is of Regular experience, he gets two weapons. Joanna did choose the Equipped Trait for her character, but she opts to save it for her character's Inventory.*

She figures you can't go wrong by choosing a sidearm and a melee weapon, so she looks through the Weapons section of the Warrior's Catalog *and chooses an auto-pistol for ranged combat and a vibroblade in case a bar fight happens to get out of hand.*

10. SELECT INVENTORY

A player may choose up to four noncombat Inventory items. Inventory items can be just about anything, from communications equipment to survival kits to personal effects and more. Some common Inventory items appear on the sample character sheets (starting on p. 84) and in the *Warrior's Catalog* (p. 156).

As discussed under *Inventory* (see p. 29), Inventory items in *MechWarrior: Destiny* do not have specific rules. X is not required to do Y. Instead, Inventory items almost act as their own Cues, propelling the action forward without delving into the minutiae of what exactly a piece of equipment weighs, what it does, and so on.

Use the few lines on the Inventory section to accentuate the theme of your character, providing items you feel will be fun and enjoyable during gameplay. You don't even have to know what some of them do…one or two could just be crazy, fun-sounding names that you'll figure out on the fly! Or review the items on the sample character sheets and choose something that sounds like a must-have Inventory item that you think might pull your character's bacon out of the fire at some point.

A chosen Inventory item does not necessarily have to match your character's role, but a communications specialist will likely get more use out of a commo-related Inventory item than a computer-illiterate grunt would. Also keep in mind that you're probably better off not worrying about mundane items such as ammunition and spare magazines. *MechWarrior: Destiny* doesn't concern itself with tracking how many bullets are left in a gun—a gun has as many bullets or charges in it as the plot needs it to in a given Narration—so make sure you reserve your Inventory slots for more important items.

It's important to make clear that, due to the loose nature of these rules, it's all too easy for players to create wildly powerful/ludicrously small Inventory items; e.g., a "tactical nuclear warhead." After all, "the rules didn't say I couldn't!" If your player group decides such a thing is cool and fits with what you want to see in your games, then by all means, allow it. But most player groups will agree that even within these rules, a limit needs to be set on the power of Inventory items (going back to "X is only as powerful as the plot needs it to be" idea). Player groups may want to police Inventory items during character creation to ensure they're within the limits the group is all comfortable with … or be stuck with the gamemaster having to say, "Yup, sorry, that nuke you just spent a dozen playing sessions obtaining fizzles, spurts, and goes silent… It's a dud. And now the security in the area you tried to nuke are *really* pissed."

EXAMPLE *Normally Joanna would choose only four items for Mendoza's inventory, but her character's Equipped Trait lets her choose two additional items. For some inspiration, she peruses the Inventory section of the* Warrior's Catalog *and chooses an item that any soldier would get good use out of: an Armor Crew Kit. The Micro Recorder is something he can use to take video of exotic locales or to capture war footage as mementos of battles he's survived. And since all soldiers often have to play the waiting game, Joanna gives Mendoza a Deck of Four-Card Drax cards—the most popular casino game in the Free Worlds League—and an Expensive Cigar, meant for either celebrating victories or just killing some time. Of course, a cigar is no good without a way to light it, so she adds a Box of Matches. For Mendoza's last Inventory item, she decides to delve into his backstory and give him his Mother's Dog Tags—a way to remember his deceased MechWarrior mother and drive home the reason why he fights so hard against the Lyran Commonwealth.*

11. SELECT HARDWARE

Next, choose your character's starting Hardware, be it a BattleMech, combat vehicle, aerospace fighter, or personal vehicle. The table below lists the Skill requirements and types of Hardware available for each Hardware Point value. Starting characters may only choose one Hardware item, regardless of how many Hardware Points they have to spend; characters who are ineligible to possess military hardware due to Skill limitations or their background may only spend Hardware Points on personal vehicles.

Unspent Hardware Points: You are not obligated to spend all of your Hardware Points during character creation. For example, if

you are creating a Veteran character and prefer to pilot a medium 'Mech, you only need to spend 2 of your 3 Hardware Points. Each unspent Hardware Point is converted into one of the following during character creation:

- 2 XP
- 2 additional Skill points to assign
- +1 to your EDG

Dispossessed (Optional): If desired, you may choose to start a MechWarrior character without an assigned 'Mech by opting to spend none of your Hardware Points during character creation; MechWarriors who lack a 'Mech to pilot are referred to as "Dispossessed," which carries a negative stigma among MechWarriors, akin to a knight who has lost their warhorse and cannot find a replacement. Per gamemaster approval, and depending on availability, Dispossessed characters may cash in their Hardware Points during gameplay to acquire appropriate Hardware equivalent to the Hardware Points spent; this can represent a purchased, salvaged, or stolen BattleMech. The player is encouraged to give a Narration to show where the 'Mech came from or how they acquired it. The first 'Mech acquired by a Dispossessed MechWarrior during gameplay costs the listed Hardware Point value minus 1. In other words, a heavy 'Mech acquired during gameplay would cost a Dispossessed MechWarrior 2 Hardware Points instead of the 3 it would cost them during character creation. Note: This discount only applies to the first 'Mech a Dispossessed character acquires during gameplay; subsequent 'Mechs must be acquired by spending XP (see *Character Advancement*, p. 77).

Hardware Pool (Optional): If the player group agrees, the group can choose to pool their Hardware Points, and individual players can spend Hardware Points from the pool to acquire Hardware that the character would not normally have access to. For example, if a Regular character (a base of 2 Hardware Points) wishes to pilot a heavy 'Mech (base cost of 3 Hardware Points), they would only be able to start play in their ideal 'Mech if the group pools their Hardware Points.

When choosing a specific piece of Hardware, you can either select matching Hardware from one of the sample character sheets starting on page 84 or from the *Warrior's Catalog* starting on page 157, or you can consult *Hardware Conversion Rules for 'Mech-Scale Combat* on page 79 in order to convert your favorite *BattleTech* unit to *MechWarrior: Destiny* scale.

EXAMPLE

Since Mendoza has Regular experience, Joanna has 2 Hardware Points to spend on her character's starting Hardware. He's a tank commander, so she wants to give him the largest tracked combat vehicle he can afford. For 2 Hardware Points, she can buy him a Medium Combat Vehicle, which is anything between 36 and 55 tons.

After perusing the Warrior's Catalog, *she decides to give him a Vedette Medium Tank, which clocks in at 50 tons. It's not exactly bristling with weapons when compared to higher-weight tanks, but if Mendoza partners with the other tankers in his platoon, together they will give invaders a run for their money. And if he manages to impress the brass, he might even get assigned to a heavier tank platoon sometime in the future…*

HARDWARE SKILL REQUIREMENTS

BattleMech: Gunnery and Piloting
Combat Vehicle: Gunnery (commander or gunner) OR Piloting (driver)
Aerospace Fighter: Gunnery and Piloting
Personal Vehicle: None

HARDWARE COSTS

1 HARDWARE POINT
Light BattleMech (20–35 tons)
Light Combat Vehicle (1–35 tons)
Small Personal Vehicle (< 3 tons)

2 HARDWARE POINTS
Medium BattleMech (40–55 tons)
Medium Combat Vehicle (36–55 tons)
Light Aerospace Fighter (20–45 tons)
Large Personal Vehicle (3+ tons)

3 HARDWARE POINTS
Heavy BattleMech (60–75 tons)
Heavy Combat Vehicle (56–75 tons)
Medium Aerospace Fighter (50–70 tons)

4 HARDWARE POINTS
Assault BattleMech (80–100 tons)
Assault Combat Vehicle (76–100 tons)
Heavy Aerospace Fighter (75–100 tons)

12. CREATE CUES

As noted under *Cues* (see p. 28), these are phrases that can be bold statements a character might make in a given situation or can be used to spark an idea of which direction a character might leap.

When creating Cues for your character, employ the same method you used when generating their theme: jot down different phrases, sentences, or just saucy, juicy words that sound like something that would be fun to say during the action of the game. Then use the list to zero in on the best set of Cues.

You can also review the sample character sheets (see p. 84) to spark your own ideas for Cues. If you're having a difficult time, feel free to use catchphrases taken from your favorite comic books, movies, TV shows, and novels, just tweaked slightly to make them unique to your character. For example, "That was totally wicked!" could be tweaked to "That was totally killin'!"

If you're still struggling, feel free to make the generation of Cues into a party game for the player group. Each player can write down two or three (or more) Cues based on your character theme, and then you can select some, none, or all of them. Even the craziest Cues could prove an interesting take on your character's personality under the right circumstances, so don't be so quick to toss out the wilder concepts.

EXAMPLE *Joanna loves war movies, so it's pretty easy for her to imagine the kinds of things that a take-no-guff kind of sergeant might say. For Cues inspiration, she writes down a couple of her favorite lines from these movies and tweaks them. For others, she imagines how Mendoza would react in certain situations, and she writes those quotes down as well. After a bit of brainstorming, she arrives at a good list of Cues that she's sure will help inspire Narrations for Mendoza during gameplay.*

13. CREATE CHARACTER BACKGROUND

Now that your character is done, feel free to fill in some details of their background, using your character theme as a springboard. Take a look at some of the sample character sheets to get inspiration for your character's background information and look to your chosen Life Modules for some further ideas. Here are some things you can add to bring your character to life:

Personal Data: This represents vital statistics: age, height/weight, and any other pertinent details you want to write down.

History: This is the meat of your character: who they are, where they came from, why they fight, and so forth.

Personality: This offers some details about how your character reacts to and interacts with various circumstances. This can be as detailed as you want to make it.

Dispositions: Like Cues, your character's Dispositions should flow from how you're building your theme and the Cues. Even the description you used when generating your theme could be turned into Disposition statements.

As previously noted under *Tags* (see p. 68), Dispositions define how a character will react given various stimuli and circumstances (as opposed to Tags, which define what your character is).

Again, review the sample character sheets, or ask for suggestions from your player group if you're struggling to define this aspect of your character.

EXAMPLE *By this point, Joanna has most of Mendoza's backstory figured out: his Tags, Traits, Life Modules, and even his Inventory items have already told her a lot about who this character is. She already knows that he lost his parents at a young age, that he nurses a grudge against the Lyran Commonwealth, and that his late mother was a MechWarrior. All of this makes it easy to record Mendoza's history, personality, and other personal details, but she takes this time to further refine her character concept and include new details.*

At this point, she can fill out a complete character sheet for Mendoza and jump into a Mission with her teammates.

CHARACTER ADVANCEMENT

Players may advance their characters by accumulating **XP** (Experience Points) during gameplay and translating those into improvements on their character sheets.

There are two ways to earn XP:

- **Gameplay:** Every time a player finishes a Mission, their character earns the amount of XP described in the Mission Briefing for meeting particular objectives.
- **Gamemaster:** At the completion of a Mission, the gamemaster may award a bonus 1 XP to any players who they felt demonstrated extra cleverness, humor, bravado, or other positive qualities in the course of their Narrations.

In all cases, the players should remember to mark down their accumulated XP in the appropriate spot on their character sheet.

After noting accumulated XP following a Mission, players can improve their character in the following ways:

- Improve an Attribute
- Improve/Add a Skill
- Buy a positive Trait
- Remove a negative Trait
- Buy/Improve Weapons and Inventory
- Buy/Repair Hardware

To make any of these changes, using the following rules (no other aspects of the character sheet change):

IMPROVING ATTRIBUTES

To increase an Attribute by 1 point, spend XP equal to amount shown on the following table:

NEW ATTRIBUTE RANK	XP COST
2–3	New rank x 1.5 (rounded up)
4–5	New rank x 3
6	New rank x 6

The maximum for all Attributes is 6.

If STR or WIL are improved, remember to adjust your Physical/Fatigue Condition Monitor (see *Condition Monitor*, p. 70) and melee weapon damage (see *Melee Combat Damage Bonus*, p. 35) appropriately.

IMPROVING/ADDING SKILLS

Improve Skill: To increase a Skill by 1 point, spend XP equal to the Skill's new rating x 1.5 (rounded up). For example, improving your Demolitions Skill from 2 to 3 would cost 5 XP (3 x 1.5 = 4.5, rounded up to 5). The maximum value for Skills is 6.

Add a new Skill: You can buy a new Skill at rating 1 by spending 2 XP.

BUY A POSITIVE TRAIT

A player may acquire a new positive Trait by spending 6 XP and giving a Narration explaining how they gained this new Trait. Just like the positive Traits you chose for your character during character creation, the best Traits to choose are those that align with your character concept, but it's never a bad thing to think outside the box.

A character may not buy a positive Trait they already possess.

REMOVE A NEGATIVE TRAIT

If your character is constantly getting into trouble because of their negative Trait(s), you can choose to spend XP to remove one negative Trait from your character sheet. But ridding yourself of a character flaw isn't easy. To remove a negative Trait, pay 6 XP and detail the story of how you overcame this flaw so you can add to the ongoing narrative of your character and their team.

Note that this option should be used with caution. While removing a negative Trait may help a character mechanically, it

removes some great storytelling options—and telling fun stories is what *MechWarrior: Destiny* is all about. Be cautious about taking away opportunities for characters to overcome challenges!

BUY/IMPROVE WEAPONS AND INVENTORY

Sometimes the weapons and Inventory you have just aren't enough to get the job done, and you need to find more ways to take out targets and keep yourself from getting killed. Due to the nature of the Cue System, the *MechWarrior: Destiny* rules do not worry about tracking C-Bills, the Inner Sphere's most common currency. Players are welcome to roleplay the exchange of funds when acquiring new items, but this is not necessary.

Buy new weapons and Inventory: At any time, even during a game session, a player may acquire simple weapons and other Inventory items without cost, pending gamemaster approval. However, the gamemaster may request the player succeed in an appropriate Skill Test, depending on the nature of the item and how the character would need to acquire it. For example, you can use Negotiation when buying an item, Tracking to locate a stolen or missing item, Intimidation to steal an item from an NPC, and so forth.

Customize a Weapon: To customize a weapon, spend 3 XP, and apply a weapon effect from the list below:

- **Accuracy:** Negate one –1 situational modifier whenever using this weapon.
- **Lethality:** Increase Damage by 1.
- **Range:** Decrease the range penalty by 1. For example, a weapon with a "–1" in a given range bracket will change to an "OK." Range brackets with a "—" cannot be changed.

Each effect may only be applied once per weapon.

Note: Unique weapons created during character creation (see *Select Weapons*, p. 75) cannot be customized.

BUY/REPAIR HARDWARE

BattleMechs and other weapons of war are meant to be broken, and odds are you ran into a scrape during your last Mission. Assuming you can afford it, you'll likely want to fix up your ride before you get back in the fight.

Repairing Hardware: Technicians are miracle workers who can repair your 'Mechs, tanks, and fighters with a little ingenuity (and perhaps some duct tape and baling wire). But they don't work for free.

Your damaged hardware can either be repaired or rebuilt, depending on its state:

- **Repair:** Functional Hardware can be repaired by spending 1 XP.
- **Rebuild:** Destroyed Hardware (see *Unit Destruction*, p. 45) can be rebuilt by spending 2 XP.

Buying Hardware: Buying new Hardware with XP can represent either acquiring salvage earned during battle or purchasing new Hardware at retail. The base cost for buying all Hardware types is listed on page 76, at the cost of 1 XP per Hardware Point.

- **Salvage:** If you defeat enemy Hardware during a Mission and are able to claim it after the battle, you can choose to salvage it. To acquire salvaged Hardware, pay XP equal to its base Hardware Points cost –1 (minimum of 0 XP). Then you can choose to either repair it, if damaged (1 XP) or rebuild it, if destroyed (2 XP). See *Repairing Hardware* above.
- **Purchase:** Personal vehicles, combat vehicles, and aerospace fighters can be purchased at their base cost. BattleMechs, on the other hand, are a different story: in 3025, it is rare to find a 'Mech for sale, which means you're usually better off repairing or rebuilding what you have or salvaging what you can from the battlefield. However, if you can locate a 'Mech whose owner is willing to part with it, you may pay XP equal to its base Hardware Points cost +2.

EXAMPLE

Joanna has accrued a total of 8 XP over recent gaming sessions and is deciding how to spend it. Sergeant Mendoza is becoming quite the leader in his platoon, so she is angling him for an eventual promotion to staff sergeant—and perhaps higher. To this end, she wants to improve her character's CHA Attribute and Leadership Skill. Improving CHA from 2 to 3 will cost 5 XP (rating 3 x 1.5, rounded up). Improving Leadership from 2 to 3 will cost 5 XP (rating 3 x 1.5, rounded up). Since it costs the same to improve Mendoza's CHA at the moment, Joanna chooses to pay 5 XP to increase her CHA, which leaves her 3 XP to spend. During the last battle, some stray autocannon fire stitched a line of craters all the way up the front of Mendoza's Vedette, so Joanna pays 1 XP to fully repair the still-functional tank. At this point she could spend more XP to buy a new Skill, but instead she chooses to save the remaining XP for the future. Mendoza's gonna earn that promotion even if it kills him…

Will has racked up 6 XP for his character, Marco Maki, a member of the Twenty-first Centauri Lancers mercenary regiment. While Will could easily use those XP to improve one of Marco's Attributes or Skills, what Will really wants is a Marauder*: 75 tons of PPC-toting steel. However, none of the battles his group has fought lately have managed to take one down that Marco can salvage. In any case, Marco's* Griffin *was destroyed in their last battle, so Will needs to do something, or else Marco will not be able to fight alongside his lance in the next battle. One of the Lancers' suppliers does have a* Marauder *up for sale; even though it's at least a century old, it's still got a high price tag due to its rarity. Also, Marco's lancemate took out a* Warhammer *in that last kerfuffle, so salvaging that 'Mech is also an option. So Will's choices are: (1) rebuild his destroyed* Griffin *for 2 XP, (2) salvage the* Warhammer *(base cost of 3 Hardware Points for a heavy 'Mech, minus 1 XP for salvage = 2 XP) and rebuild it (2 XP), for a total of 4 XP, or (3) buy the* Marauder *(base cost of 3 Hardware Points for a heavy 'Mech, plus 2 XP for purchase) for a total of 5 XP. Will doesn't want to blow Marco's entire load of XP just yet, so as a compromise, he opts to salvage the* Warhammer *for 4 XP. It's a major upgrade from his* Griffin*, and odds are he'll find a* Marauder *to salvage someday.*



HARDWARE CONVERSION RULES FOR 'MECH-SCALE COMBAT

You may wish to use a 'Mech, tank, aerospace fighter, or personal vehicle that is not in the Hardware portion of the *Warrior's Catalog* (starting on p. 157) or on one of the sample character sheets. As long as you have the *Total Warfare* (*TW*) stats for the unit, which can be found in the line of *Technical Readout* sourcebooks, you can convert it for 'Mech-Scale Combat use in *MechWarrior: Destiny*.

To convert a *Total Warfare* unit to *MechWarrior: Destiny* scale, use the following rules.

1. DETERMINE BASE STATS

Weight: This remains the same as in *TW* scale.

Tonnage (Hardware Points): Tonnage remains the same as in *TW* scale; the Hardware Point cost for the unit is based on the unit's weight and type; see *Hardware Costs* on page 76.

Movement: Use the unit's Walking/Cruising/Safe Thrust MP to determine its Movement:

TW MOVEMENT POINTS	MW:D MOVEMENT
1	1
2	1
3	1
4	2
5	3
6	3
7	4
8	4
9	4
10+	5

If the 'Mech is equipped with jump jets, then add "(J)" to the Movement value.

Heat Dissipation ('Mechs and aerospace fighters only): Calculate how much heat the unit's heat sinks can dissipate per round, divide by 5, and round up or down to the nearest whole number.

EXAMPLE

Scott really wants to pilot an UrbanMech UM-R60 *in his campaign, and wants to get practice converting one from* Total Warfare *rules. First off are the base stats.*

Weight: *The Weight class remains the same: an* UrbanMech *is a light BattleMech.*

Tonnage (Hardware Points): *The Tonnage also remains the same: 30 tons. Also, according to the chart for Hardware costs, a light 'Mech is worth 1 Hardware Point, so he writes that down for easy reference.*

Movement: *Scott consults the Movement chart: with 2 MP for Walking, his* UrbanMech *is only going to have 1 Movement, which is the same speed most assault 'Mechs have. However, this 'Mech does have jump jets, so he adds the "(J)" notation to his Movement value.*

Heat Dissipation: *The* UrbanMech *has 11 heat sinks; when divided by 5 and rounded down, this means that the 'Mech has 2 points of Heat Dissipation.*

2. ADD TAGS

Creating Tags for your unit follows the same general process as creating Tags for your character during character creation (see p. 68). Creating Tags for a converted unit is optional, but it will provide your unit with unique flavor and character for your campaign. Tags can note anything special about your unit that you want, but for inspiration and ideas, you can consult the unit's entry in the *Technical Readout* series or flesh out the following items:

Battlefield Role: Just because a certain 'Mech is designed for fire support doesn't mean that you can't modify it or pilot it for a brawler or a sniper role instead. Forget what the factory manual says: How do *you* plan to use this unit in battle?

History: Did someone else own this 'Mech before you did? Has it been in the family for generations? Perhaps it fought in—and survived—a notable battle from the annals of *BattleTech*'s rich and expansive history? Or is it fresh off the assembly line and is thus filled with unknown potential?

Feature: What makes this unit special? Does it have a rare or upgraded weapon that's the envy of your lance? Does it have a unique paint job that makes it draw fire or strike fear into your opponents? Is the armor decorated with the bones of your enemies?

Flaw: Somewhere along the line, whether it be back at the drawing board or as the end result of decades-old battle damage, someone or something malfed up, and some facet of your unit is just utterly broken or simply doesn't work the way it's supposed to. A faulty factory-installed comms system, a hitch in an actuator that your techs cannot seem to resolve, or a constant, background buzz from your neurohelmet are some examples.

Quirk: Something about your unit is just *odd*. It could be an idiosyncrasy that you'd have to explain in detail to anyone piloting your ride, in order to maximize their own survival, or it could be a peculiar scent in the cockpit or fighting compartment that no amount of bleach or air freshener can manage to destroy.

EXAMPLE

Scott brainstorms and decides to come up with a single Tag for each of the suggestions listed.

Battlefield Role: *City Fighter*
History: *Militia Hand-Me-Down*
Feature: *City Camouflage*
Flaw: *Comms Static*
Quirk: *Temperamental Ejection Seat*

3. DETERMINE ARMOR AND STRUCTURE

ARMOR

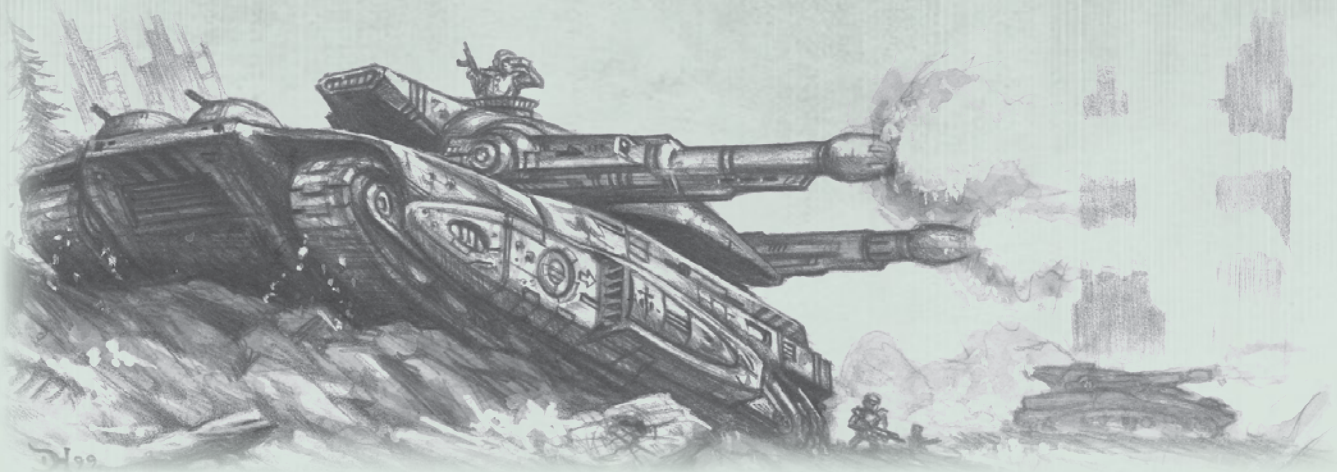
For each section with armor, take the *TW* armor value, divide by 3, and round up or down to the nearest whole number. The minimum Armor in each section is 1, regardless of the *TW* value.

'Mechs only: Disregard all right- and left-torso armor values and all rear armor values. Only calculate the center torso armor.

Personal Vehicles only: Always round up to the nearest whole number.

STRUCTURE

For each section with internal structure, take the *TW* value, divide by 3, and round up or down to the nearest whole number. The minimum Structure in each section is 1, regardless of the *TW* value.



'Mechs only: Disregard all right- and left-torso internal structure values. Only calculate the center torso internal structure.

Aerospace fighters only: To determine Structure, use the Structural Integrity of the fighter, divide by 3, and round up or down to the nearest whole number. An aerospace fighter has a minimum Structure of 1, regardless of the fighter's *TW*-scale Structural Integrity.

DURABILITY (PERSONAL VEHICLES ONLY)

To determine the number of Durability pips a personal vehicle has for personal combat, take the *TW* armor value for the vehicle's Front (minimum of 1), multiply it by the BAR rating of the vehicle's armor, and add 6 to represent the internal structure.

For example, a Saturnus V Grande Circuit Racer has 2 Front armor and a BAR rating of 6. This will give it 18 pips of Durability: (2 x 6) + 6 = 18

EXAMPLE

After figuring out the base stats for his UrbanMech, *Scott calculates the Armor for* MechWarrior: Destiny *scale.*

The UrbanMech *has 9 armor on the head, 11 armor on the center torso, 10 armor on each arm, and 12 armor on each leg. (The right torso, left torso, and all three rear armor sections are ignored.)*

Scott divides all of these by 3 to get the following MW:D *Armor values:*

Head: *3 (9 ÷ 3 = 3)*
Torso: *4 (11 ÷ 3 = 3.7, rounded up to 4)*
R/L Arm: *3 (10 ÷ 3 = 3.3, rounded down to 3)*
R/L Leg: *4 (12 ÷ 3 = 4)*

He does the same to figure out the Structure of each location. The UrbanMech *has 3 internal structure in the head, 10 in the center torso, 5 in each arm, and 7 in each leg. (The right torso and left torso's internal structure is ignored.)*

Scott divides all of these by 3 to get the following MW:D *Structure values:*

Head: *1 (3 ÷ 3 = 1)*
Torso: *3 (10 ÷ 3 = 3.3, rounded down to 3)*
R/L Arm: *2 (5 ÷ 3 = 1.7, rounded up to 2)*
R/L Leg: *2 (7 ÷ 3 = 2.3, rounded down to 2)*

4.DETERMINE WEAPON GROUPS, DAMAGE, AND HEAT

ASSIGN WEAPON GROUPS

Each unit has one Primary Weapon slot and a maximum of five Weapon Group slots. Consult the *TW* stats for the unit and decide which slot each weapon will be assigned to. There is no right or wrong way to group weapons into Weapon Groups, but the following guidelines will help ensure a balanced Weapon Group assignment.

Assign Primary Weapon Slot (Optional): A Primary Weapon can consist of one weapon or a pair of identical weapons, per gamemaster approval. This is generally thought of as your unit's "main gun" or most commonly used attack, so it is not recommended to assign, say, a machine gun or a small laser to this slot unless that happens to be the unit's main form of attack. You do not need to assign a Primary Weapon if you do not wish to.

Assign Weapon Group Slots: Each of the five possible Weapon Group slots represents one or more weapons grouped together, but each Weapon Group ideally consists of weapons that all have the same range profile. Weapons in a given Weapon Group do not need to be equipped in the same location on the unit. When choosing weapons for a Weapon Group, consult the *3025 Weapons for 'Mech-Scale Combat* table below; if one or more weapons can reach ranges that other weapons in the group cannot, then apply all of the negative range penalties to that group. For example, if you create a Weapon Group consisting of a medium laser (which has "—" for Long range) and a Large Laser (which has "OK" for Long range), then the Weapon Group will take the inferior range profile (i.e., a "—" at Long range). Or, if you pair a PPC (a –2 penalty at Pointblank range) and large laser (no penalty at Pointblank range), then the whole Weapon Group is affected by the –2 penalty when firing at Pointblank range.

A unit's weapons must be divided equally as possible across Weapon Groups. For example, if a unit has eight weapons, then you cannot choose one for the Primary Weapon slot and then assign the remaining seven to one Weapon Group slot; assigning four of the weapons to Weapon Group 1 and three to Weapon Group 2 would be a more balanced assignment. The gamemaster has the final say on whether the assignment of weapons in a Weapon Group is permitted.

3025 WEAPONS FOR 'MECH-SCALE COMBAT

	DAMAGE (*TW*)	TYPE	HEAT (*TW*)	POINTBLANK	SHORT	MEDIUM	LONG
Machine Gun	1 (*2*)	B	— (*0*)	OK	OK	—	—
Autocannon/2	1 (*2*)	B	— (*1*)	–2	OK	OK	–2
Autocannon/5	2 (*5*)	B	— (*1*)	–2	OK	–2	–4
Autocannon/10	4 (*10*)	B	H (*3*)	OK	OK	–2	–4
Autocannon/20	7 (*20*)	B	H (*7*)	OK	OK	–2	—
SRM 2	1+M (Max 2) (*4*)	M	— (*2*)	OK	OK	–2	—
SRM 4	1+M (Max 3) (*8*)	M	H (*3*)	OK	OK	–2	—
SRM 6	2+M (Max 4) (*12*)	M	H (*4*)	OK	OK	–2	—
LRM 5	1+M (Max 2) (*5*)	M	— (*2*)	–2	OK	OK	–2
LRM 10	1+M (Max 4) (*10*)	M	H (*4*)	–2	OK	OK	–2
LRM 15	2+M (Max 5) (*15*)	M	H (*5*)	–2	OK	OK	–2
LRM 20	4+M (Max 7) (*20*)	M	H (*6*)	–2	OK	OK	–2
Small Laser	1 (*3*)	E	— (*1*)	OK	OK	—	—
Medium Laser	2 (*5*)	E	H (*3*)	OK	OK	–2	—
Large Laser	3 (*8*)	E	HH (*8*)	OK	OK	–2	–4
PPC	4 (*10*)	E	HH (*10*)	–2	OK	–2	–4
Flamer	1 (or H) (*2*)	E	H (*3*)	OK	OK	—	—
Bomb*	4	—	—	+2	OK	–2	–4

**Aerospace fighters only. Limit one per fighter. Cannot be included in a Weapon Group with other weapons.*

DAMAGE

Determine Punch / Kick Damage: To calculate the damage caused by punch and kick attacks, reference the Physical Attacks Table on p. 43.

Determine Single-Weapon Damage: The damage for any Primary Weapon or Weapon Group with only a single weapon assigned to that slot is listed in the Damage column on the chart below. (Ignore the *TW*-scale values in parentheses.)

Determine Multiple-Weapons Damage (no Missile weapons): To calculate the damage of a Primary Weapon or Weapon Group with more than one weapon assigned, consult the Damage column on the chart, and for each weapon in that group, add up the *TW*-scale damage, which is noted in parentheses. Divide the result by 3 and round up. This is the Weapon Group's *MechWarrior: Destiny*-scale damage.

Determine Multiple-Weapons Damage with Missile Weapons: To calculate the damage for a Weapon Group containing a Missile weapon, perform the following steps:

1. Determine the total *MechWarrior: Destiny*-scale damage for all non-Missile weapons, if any (see above).

2. For each Missile weapon in the Weapon Group, add the *MechWarrior: Destiny*-scale base Damage and one "+M."

3. Determine the "(Max X)" value for the Group: Calculate the difference between each individual Missile weapon's base damage and that weapon's Max damage. For example, the difference for an LRM 15—damage of "2+M (Max 5)"—would be 3 (a Max of 5 minus a base 2 damage). Add up all of these difference values, then add the total damage of the non-Missile weapons in that group; that result is the total "(Max X)" value for that Weapon Group.

EXAMPLE *A Weapon Group with a medium laser, an SRM 2, and an SRM 4 would be determined as follows.*

Step 1: The MechWarrior: Destiny*-scale damage of the medium laser is 2.*

Step 2: The base damage of the SRM 2 is 1 damage and one +M. The base damage of the SRM 4 is 1 damage and one +M. When both weapons' damage is added to the medium laser's damage, we have a total base damage of "4+MM."

Step 3: The SRM 2 has "(Max 2)," a difference of 1 from its base damage, and the SRM 4 has "(Max 3)," a difference of 2 from its base damage, for a total of 3 potential Missile-dice damage; adding the total base damage (4+MM) to the difference in the missiles' damage (3) gives us a final Weapon Group damage of "4+MM (Max 7)."

HEAT

Determine Single-Weapon Heat: The Heat tokens generated by any Primary Weapon or Weapon Group with only a single weapon assigned to that slot is listed in the Heat column on the chart below. (Ignore the *TW*-scale values in parentheses.)

Determine Multiple-Weapons Heat: To calculate the Heat tokens generated by a Primary Weapon or Weapon Group with more than one weapon assigned, consult the Heat column on chart, and for each weapon in that group, add up the *TW*-scale Heat values, which are noted in parentheses. Divide the result by 5 and round up or down to the nearest whole number. This is the number of Heat tokens that the Weapon Group will generate when fired.

EXAMPLE *The Weapon Groups on Scott's* UrbanMech *are going to be pretty easy for him to determine, as the 'Mech only has two weapons. He assigns his AC/10 to his Primary Weapon slot, and his small laser gets assigned to its own Weapon Group. There's no point in assigning both weapons to the same Weapon Group since they possess very different range profiles.*

Since his Weapon Groups each consist of just one weapon, there is no need to recalculate their Heat. According to the chart, neither Weapon Group generates any Heat tokens in MechWarrior: Destiny *scale.*

Jean's Whitworth *is armed with two LRM 10 (both in the torso) and three medium lasers (one in each arm, one in the head). She could choose to arrange these weapons into Weapon Groups in a couple different ways. For example, she could put both LRM 10 in Weapon Group 1 and put all three lasers in Weapon Group 2, which would*



separate them by range bracket. Or, if she'd rather have better heat management, she could arrange the medium lasers into two groups, with the two arm-mounted ones grouped together in the Weapon Group 2 slot and the head-mounted one in Weapon Group 3. If she really wanted to, she could group a medium laser and an LRM 10 in a Weapon Group; however, the whole group would only be able to reach Medium range, since the medium laser can't reach Long range, so this isn't a great option. Jean ultimately decides to group the two LRM 10s in Weapon Group 1, and she puts all three medium lasers into Weapon Group 2.

The damage for Weapon Group 1, the paired LRM 10, will be 2+MM (Max 8): base damage of 1+M each, Max damage based on the base damage plus the difference between the base damage and Max damage for each weapon (Max 4 – 1 base damage = 3 each), which results in a Max 8 damage (2 [base damage] + 3 [Max-damage difference] + 3 [Max-damage difference] = 8). For Weapon Group 2, the three medium lasers add up to 15 TW*-scale damage (5 damage each); divided by 3, this means the Weapon Group will inflict 5* MechWarrior: Destiny*-scale damage. Weapon Group 1's LRM 10 each generate 4 points of* TW*-scale heat, added up is 8, and divided by 5, rounded to the nearest whole number, is 2; this group generates 2 Heat tokens when fired. Weapon Group 2's three medium lasers generate a total of 9* TW*-scale heat (3 heat each), and divided by 5, rounded up, is 2. Jean's medium lasers will also give her 'Mech 2 Heat tokens whenever they are fired.*

5. DETERMINE EQUIPMENT

Equipment consists of your unit's non-weapon items. The most common Equipment will be ammo (if any) and jump jets ('Mechs only), but it also includes items such as searchlights, command consoles, and so on. The unit's entry in a *Technical Readout* sourcebook may list some Equipment in the written description or the Quirks section. Otherwise, feel free to include or create one or two pieces of Equipment to personalize your unit; however, bear in mind that the gamemaster has the final say on whether an item of Equipment is permitted in the game.

Ammo: For Ammo Equipment, note in parentheses the location where the Ammo is stored. If the Ammo is in the right or left torso in *TW* scale, then it is simply in the Torso location for *MechWarrior: Destiny* scale.

Rules: Don't forget that Equipment in *MechWarrior: Destiny* generally has no hard-and-fast rules in 3025 gameplay (except where specifically noted, such as Ammo). Because of this approach, don't let the rules for *TW*-scale play bog down your creativity when choosing or creating Equipment for your unit. Treat Equipment as inspiration for a Narration rather than as an item that requires rules.

EXAMPLE

The Equipment for Scott's UrbanMech *is pretty straightforward. Stock* UrbanMechs *are equipped with jump jets, so he writes that down. The* TW*-scale* UrbanMech *also comes with autocannon ammo loaded in the right torso, so he writes down "Ammo: Autocannon" and makes a notation of "(Torso)" since there is only one torso location for* MechWarrior: Destiny*-scale units.*

To make his UrbanMech *unique, Scott wants to add a Searchlight for use in hunting down criminals in the city. His gamemaster approves of the addition, as it fits his character's story, so Scott adds that to his Equipment list.*



NEUROHELMET



COOLING VEST



AUTO-PISTOL



LASER PISTOL



NEEDLER PISTOL



VIBROSWORD



ASSAULT RIFLE



SNIPER RIFLE



SRM LAUNCHER



LAW (ROCKET LAUNCHER)



VIBROKNIFE

Anthony Griffin

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Federated Suns (House Davion)
Age: 35
Rank: Captain
Experience Level: Veteran
Height/Weight: 1.7m/64kg
XP: _____

Tags: • Skilled • Haunted • Career Soldier • Jaded • Blooded



HISTORY

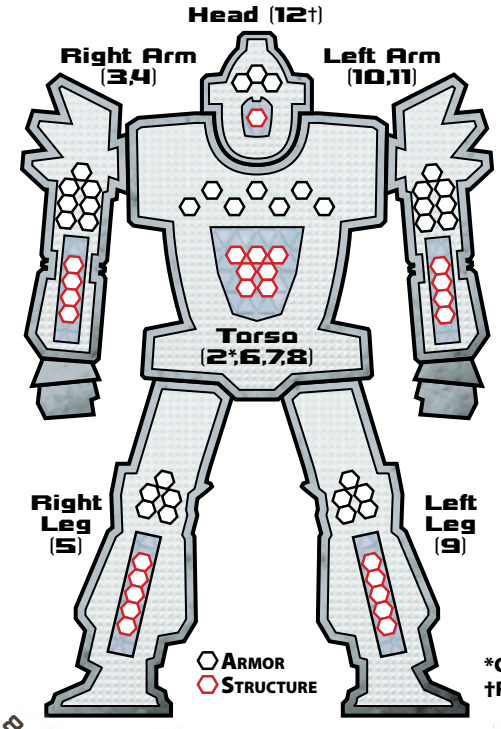
The Griffin family manage a fertile region on the planet Redfield. They have served the Federated Suns military for generations, passing a handful of irreplaceable BattleMechs down from parent to child as the centuries pass. Arthur's mother Chloe rose to the rank of captain before a PPC bored a hole through her cockpit and abruptly ended his childhood. Arthur was shipped off to his first military academy at age twelve, just days after his mother's funeral. While most of his family was deployed, Arthur found that he thrived in the academy environment. The rigid structure helped make sense of a chaotic world, and the unending barrage of difficult challenges gave him something to focus on other than his grief. Once he graduated he inherited his mother's 'Mech, which his father had painstakingly restored as a graduation present. That was over a decade ago. Arthur has since risen to the same rank his mother achieved—the highest any member of the Griffin family has ever achieved. He has the skill, experience, and his heirloom heavy BattleMech to rely on, but he knows that any day, a single unlucky hit could make it all for nothing.

PERSONALITY

Captain Griffin knows his days are numbered, but he was born to be a MechWarrior. Where others might despair or panic, his cold and calculating resolve helps him keep his people together. His private thoughts hold a bleaker outlook than his surface shows. He enters every battle expecting death.

DISPOSITION

Seems absolutely confident in himself and the abilities of those under his command.
Doesn't back down from a hard situation, but doesn't lean on false hope to get through it.
Spends long hours overanalyzing his mistakes.
Expects his orders to place a low priority on his survival, and is rarely disappointed.



HARDWARE

Type: WHM-6R WARHAMMER
Weight: Heavy
Tonnage: 70 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 4

EQUIPMENT

Ammo: Machine Gun (Torso)
Ammo: SRM (Torso)
Searchlight

Tags: • Brawler • Iconic • Simple but Effective • Dated Electronics • Gunslinger 'Mech

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: 2 PPC	7	E	HHHH	RA, LA	–2	OK	–2	–4
2 Medium Lasers, SRM 6	6+M (Max 8)	E, B	HH	T	OK	OK	–2	—
2 Small Lasers, 2 Machine Guns	4	E, B	—	T	OK	OK	—	—

***Critical Hit on 8+**
†Requires Plot Point to hit

Anthony Griffin

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	2	2	2	2	2

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	4+RFL (+6)
Piloting (BattleMech)	3+RFL (+5)
Small Arms	2+RFL (+4)
Melee Combat	1+RFL (+3)
Leadership	3+CHA (+5)
Tactics	3+CHA (+5)
Perception	1+INT (+3)
Survival	1+WIL (+3)
Knowledge: Military Force ID	1+INT (+3)

LIFE MODULES

FACTION: Federated Suns (House Davion)
CHILDHOOD: War Orphan
HIGHER EDUCATION: Military Academy
REAL LIFE: Tour of Duty

INVENTORY

Formal Dress Uniform with Impressive Medals
Photograph of a Long-Dead Family (Not His Own)
Deluxe Field Kit
Environment Bubble Tent

TRAITS

Positive Trait: *Rank:* Captain.

Negative Trait: ***Dark Secret:*** *War is hell, and people make mistakes. Captain Griffin once made the wrong call, and it cost some people their lives. He believes he is responsible for their deaths. He fears to face judgment for his mistake more than he fears death in combat. Is he truly guilty of something heinous, or does he mistakenly hold himself responsible for bad things that were not truly his fault?*

CUES

Looks like it's our turn again.	Sound off if you're still with us!	Nothing to do now but call in the salvage team.
Never go into battle without a plan.	I took a bad hit. I think this is the one.	Time to make our mothers proud!
Plans always fall apart.	I'm not ready to die. I'm already dead.	Keep it tight!
Holy hell. We actually made it.	It's the only way I know how to live.	We only live through this if we do it together!
Ammo and armor are expendable.	I know it looks bad, but this is our mission.	That plan is going to get us all killed
People and fusion engines are not.	Who's ready to go into battle with me?	It's nothing I haven't seen before.
Form up! We're in the suck, so let's get shoveling!	Watch your facing!	Cut the chatter.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Academy Vibrosaber	3	OK	—	—
Auto Pistol (B)	4	OK	OK	—
Laser Rifle (E)	4	OK	OK	OK

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
Staggered
Knocked Out

Maura "Wildcard" Singer

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Federated Suns (House Davion)
Age: 23
Rank: Subaltern
Experience Level: Regular
Height/Weight: 1.6m/63kg
XP: _____

Tags: • Cocky • Eager • Gambler • Attractive • Flirty



HISTORY

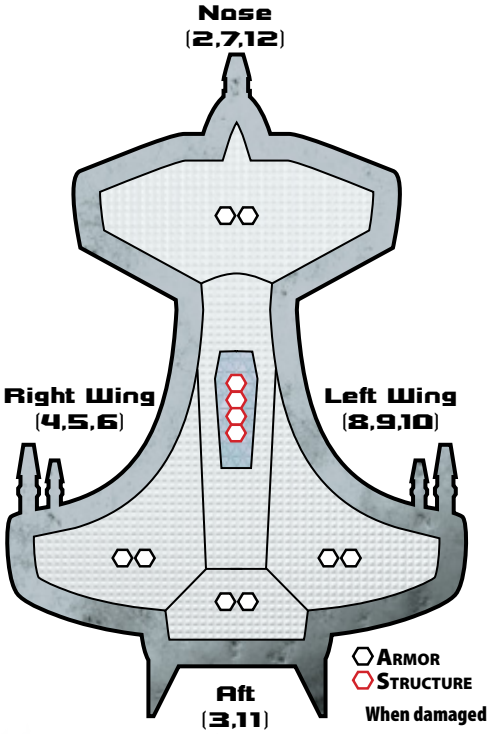
Growing up, all Maura Singer wanted to do was fly. Her parents were both aerospace pilots, part of a small mercenary unit that bounced around the Davion Outback. When the unit disbanded, the family settled in the Federated Suns. Maura got into the NAIS, where her flying talent was offset by her ability to find trouble. She scraped through school and was assigned to the Tenth Deneb Light Calvary, earning the call sign "Wildcard" due to her unpredictability in combat exercises. Despite being a talented pilot, she has earned her commanding officer's ire and spends much of her off-duty time on punishment details.

PERSONALITY

There's no mistaking when Wildcard is in the room: she's the center of attention. Outgoing and flirty, she has many male friends, though no serious relationships. She also likes to gamble, and the card games she hosts are the stuff of legend in the Tenth.

DISPOSITION

Knows she's the best fighter pilot ever.
Enjoys drinking and carousing as much as combat.
A crack shot and happy to prove it.
A bit of a daredevil.



When damaged (2+ damage): Critical Hit on 8+

HARDWARE

Type: TR-7 THRUSH
Weight: Light
Tonnage: 25 tons (2 Hardware Points)
Movement: 5
Heat Dissipation: 2

EQUIPMENT

None

Tags: • Escort/Interceptor • Capellan Confederation • Maneuverable • Difficult Atmospheric Transition • Circular Wing Design

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: Medium Laser	2	E	H	N	OK	OK	–2	—
2 Medium Lasers	4	E	H	RW, LW	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

Maura "Wildcard" Singer

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	2	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Piloting (Aerospace)	3+RFL (+6)
Gunnery (Aerospace)	3+RFL (+6)
Tactics	2+INT (+4)
Small Arms	4+RFL (+7)
Streetwise	1+CHA (+3)
Knowledge: Aircraft ID	2+INT (+4)

LIFE MODULES

FACTION: Federated Suns (House Davion)
CHILDHOOD: Mercenary Brat
HIGHER EDUCATION: Military Academy
REAL LIFE: Tour of Duty

INVENTORY

Deck of Playing Cards
3 Stimpatches
Skimmer
Personal Music Set

TRAITS

Positive Trait: ***Combat Sense:*** *Choose when you take your Narration in the turn order without needing to spend a Plot Point.*

Negative Trait: ***Bad Reputation:*** *–1 penalty to CHA-based Tests involving someone who knows your character.*

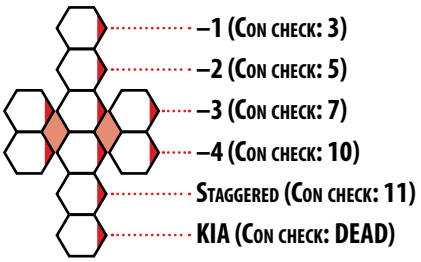
CUES

Watch this!	Five shots in the two-centimeter ring? You're on!	Sleep? Who needs it?
Wanna bet?		Time to earn our keep!
Hey there, care to buy a girl a drink?	WOOOHOOOOO!	I'm going to buzz the tower!
Let's play chicken!	I think the captain is unhappy with me…	Anyone know where I can get a drink and a card game?
I'm feeling the need for speed!	Read 'em and weep, boys!	
Okay, time to ante up!	How was I supposed to know he was the general's son?	As my pappy used to say…
I like a good time!		I get bored easily.

PERSONAL WEAPONRY

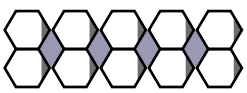
	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Knife	1	–2	—	—

PHYSICAL CONDITION MONITOR

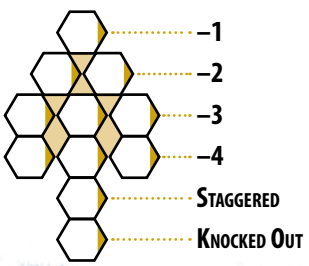


ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons



FATIGUE CONDITION MONITOR



Kaito Yukimura

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Draconis Combine (House Kurita)
Age: 21
Rank: *Chu-i*
Experience Level: Regular
Height/Weight: 1.8m/80kg
XP: _____

Tags: • Honorable • Idealistic • Confident • Eager • Disciplined



HISTORY

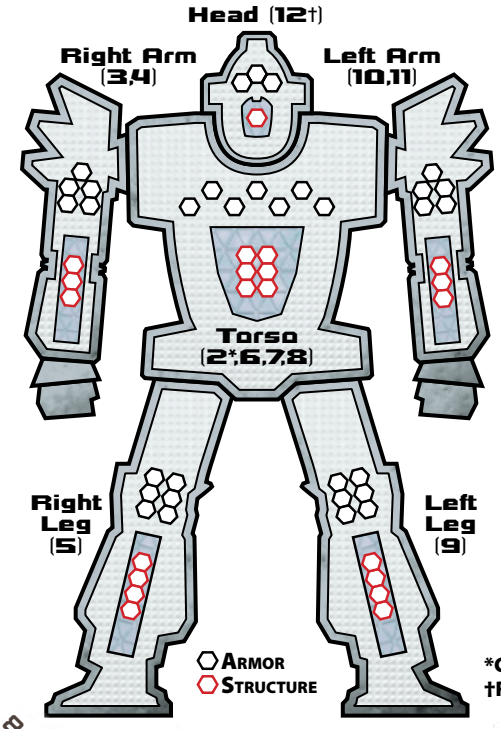
Yukimura's family is minor nobility on Pesht, and he grew up on stories of warriors and combat. When he turned ten, he decided to be a soldier. Several of his family retainers, retired DCMS soldiers, helped train the young man. He entered Sun Zhang MechWarrior Academy, graduated in the top 10 percent of his class, and was the school's kendo champion. Now with the Fifth Sun Zhang Cadre, he has been promoted to *chu-i* and assigned to lance command. He expects to be transferred to a DCMS line regiment within six months.

PERSONALITY

Kaito is a cheerful and eager soldier. A few of his superiors think he's a little too cheerful and eager, but they cannot deny he is a leader who gets things done. Behind the cheerful disposition are an iron core and a disciplined mind. As far as he is concerned, he is serving the Dragon the best way he can.

DISPOSITION

Has a smile on his face most of the time.
Practices with his katana every morning, rain or shine.
Will never ask his subordinates to do anything he refuses to do.
Is a loyal soldier of the Combine.



*Critical Hit on 8+
†Requires Plot Point to hit

HARDWARE

Type: GRF-1N GRIFFIN
Weight: Medium
Tonnage: 55 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

EQUIPMENT

Jump Jets
Ammo: LRM (Torso)

Tags: • Mobile Fire Support • Venerable • Workhorse • No Short-Range Armament • All Weapons on Right-Hand Side

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
Primary: PPC	4	E	HH	RA	–2	OK	–2	–4
LRM 10	1+M (Max 3)	E	H	T	–2	OK	OK	–2

Kaito Yukimura

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	2	2	3	1	1

SKILLS

Name	Rating+Attribute (Bonus)
Piloting (BattleMech)	3+RFL (+5)
Gunnery (BattleMech)	5+RFL (+7)
Melee Combat	1+RFL (+3)
Leadership	3+CHA (+4)
Protocol	2+CHA (+3)
Knowledge: Bonsai Trees	1+INT (+3)

LIFE MODULES

FACTION: Draconis Combine (House Kurita)
CHILDHOOD: Nobility
HIGHER EDUCATION: Military Academy
REAL LIFE: Tour of Duty

INVENTORY

Dress Uniform
Field Uniform
Noteputer
Medical Kit
Advanced Field Kit
Military Communicator

TRAITS

Positive Trait: ***Toughness:*** *Subtract 1 to all Physical and Fatigue Damage you receive. (Damage to Armor pips is not reduced.)*
Negative Trait: ***Enemy:*** *The GM may make your nemesis appear at any time to complicate your life.*

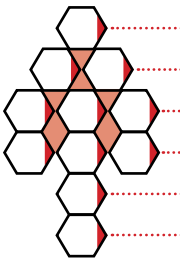
CUES

Good Morning, *Tai-i*! What are we doing today?
I'll lead the way.
Yes, sir! I'll get on that right away!
Musashi's *The Book of Five Rings* should be required reading for everyone.
A true warrior unites the heart, mind, and soul.
I am a humble servant of the Dragon.
The sword is the soul of the warrior.
We fight for the Combine, for the Coordinator, for the Dragon!
We must show the Inner Sphere that we are the true heirs of the Star League.
A warrior fights for honor.
Let's show the enemy how true warriors fight!
Know oneself before trying to know the enemy.
My honor is central to me.
I remember a story one of my father's retainers once told me. . .
So, it's you. . .Shall we end it now?
You have no honor.
We attack!
If I draw steel, there will be blood.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Katana	2	OK	—	—

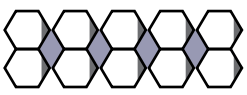
PHYSICAL CONDITION MONITOR



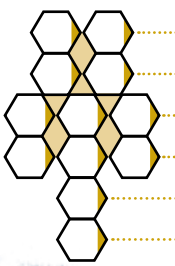
–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons



FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

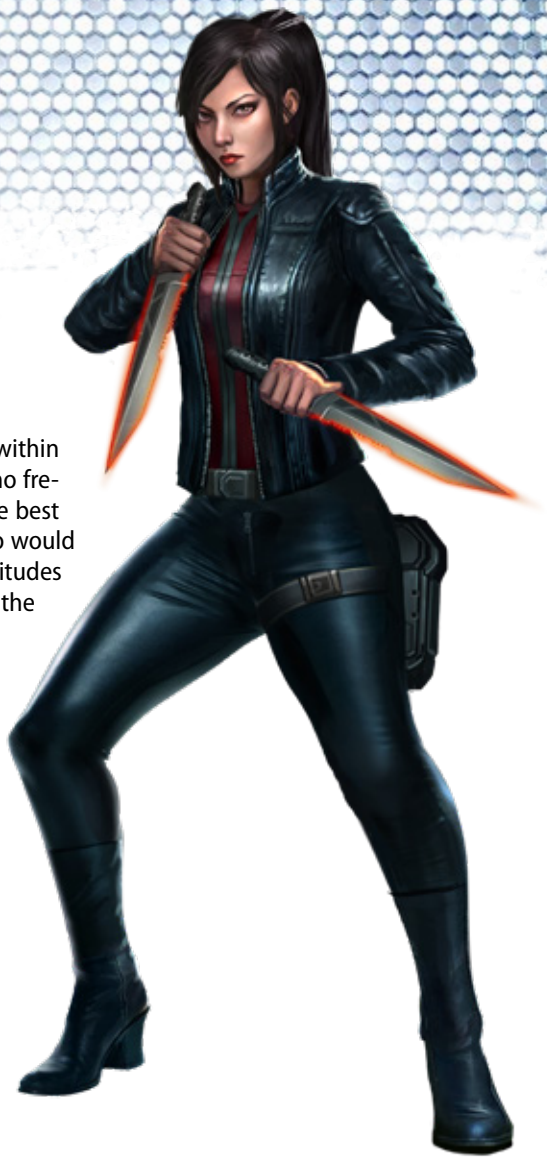
Karen Dorantes

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Draconis Combine (House Kurita)
Age: 25
Rank: *Chu-i*
Experience Level: Regular
Height/Weight: 1.55m/45kg
XP: _____

Tags: • Assassin • Demolitions • Stealth • Spy • Chameleon • Saboteur



HISTORY

Karen Dorantes grew up on the Nakamura, a civilian JumpShip operating primarily within the Draconis Combine. Her parents asked their friend *Tai-sa* Khorasani—a diplomat who frequently used the Nakamura when traveling—to help place their daughter in one of the best youth academies on Luthien. They did not know that Khorasani was a DEST officer, who would quietly follow Karen's progress through her education. She recognized that Karen had aptitudes that would serve the DEST well. When the intelligence veteran offered the young woman the opportunity to train as a covert operative, she eagerly accepted.

PERSONALITY

Dorantes is difficult to pick out of a crowd. She is an expert at masking her motivations and true personality, and is easily mistaken as harmless and dismissive. She mistrusts nearly everyone but never shows it. Underneath, she is sardonic, impish, and clever. She avoids direct conflict but loves to carry out elaborate and explosive schemes.

DISPOSITION

Enjoys passing as harmless-looking.
Avoids direct conflicts.
Hides her true motivations and personality from almost everyone.
Openly disdainful of warfare.

Karen Dorantes

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	2	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Acting	2+CHA (+4)
Athletics	2+STR (+3)
Demolitions	3+INT (+5)
Disguise	2+CHA (+4)
Escape Artist	2+RFL (+5)
Melee Combat	1+RFL (+4)
Small Arms	2+RFL (+5)
Stealth	2+RFL (+5)
Tracking	1+INT (+3)
Zero-G Operations	1+RFL (+4)
Knowledge: Psychology	1+INT (+3)

LIFE MODULES

FACTION: Draconis Combine (House Kurita)
CHILDHOOD: Spacer
HIGHER EDUCATION: Intelligence Operative Training
REAL LIFE: Covert Operations

INVENTORY

Personal Communicator
Demolitions Toolkit
Micro Reconnaissance Drone
Holographic Disguise Hood

TRAITS

Positive Trait: ***Sixth Sense:*** *+1 to Perception Tests to avoid being surprised or ambushed.*
Negative Trait: ***Compulsion:*** *Dorantes secretly loves to blow things up. She takes pain to avoid causing unnecessary loss of life but she suffers a –1 penalty to Tests made to resist incorporating explosives into an operation.*

CUES

Who, me?
You MechWarriors always think you are invincible.
How many BattleMechs have YOU destroyed without ever strapping into a cockpit?
I think we can make this work, but I have an idea...
If we set off charges here, it will make an excellent distraction.
Keep your ammo in the can.
Oh, my.
They really were *not* expecting someone like me.
Let us pretend to be civilized for a few minutes.
So many gas leaks in this town...
Relax. I am practically a surgeon with explosives.
Oops...
Konnichi wa. May I come in to use your restroom?
Do I look like I could possibly be a threat to you?
Should have taken me more seriously.
Synchronize your chronometers.
Do not stray too close to their ammunition depot.
I serve the Draconis Combine better than any 'Mech jock ever could.
Ending or preventing war is worth killing for.
They will have no sign of danger until it is too late to avoid it.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Needler Pistol	5*	OK	–2	—
**Every 2 damage reduces target's Armor by 1 pip.Condition Monitor pips are damaged as normal.*				
C8 Satchel Charge	12*	OK	—	—
**12 (Personal Combat, may attack up to three targets), 1 ('Mech-Scale Combat)*				

ARMOR

Infiltration Suit: –1 damage from Ballistic (B) and Energy (E) weapons

PHYSICAL CONDITION MONITOR

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
Staggered
Knocked Out

Miles van Ogden

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Lyran Commonwealth (House Steiner)
Age: 25
Rank: Hauptmann
Experience Level: Regular
Height/Weight: 1.8m/77kg
XP: _____

Tags: • MechWarrior • Officer • Diplomatic • Socialite • Noble • Connected



HISTORY

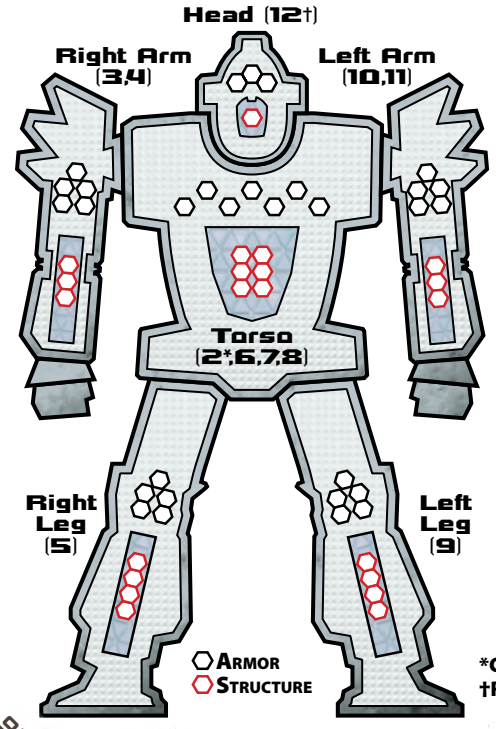
Miles was born with a silver spoon in his mouth as the eldest son of the van Ogdens of the planet Ford in the Lyran Commonwealth. His family has long numbered among the wealthy and powerful of House Steiner and owns many of the lucrative factory operations in the system. He grew up pampered and entitled, approaching military service as a combination of social obligations and opportunities. He found a natural talent for piloting BattleMechs but spent most of his time carousing and networking. Since receiving his commission, he has bounced from one easy garrison duty to another in well-defended, highly populated regions. He has spent the vast majority of his time in the military in his formal dress uniform and is much more comfortable solving conflicts through diplomatic means. The lone time Miles was called on to lead a lance against a pirate raid, he struck a deal with the pirate leader who then formed their pirate force into a legitimate mercenary company and was shipped off to augment Ford's planetary garrison.

PERSONALITY

Bold, brash, and beautiful! Miles has dashing good looks and inherited wealth, privilege, and elevated lineage as a significant vassal of House Steiner. He is always outspoken and friendly, constantly seeking people to converse with. He possesses a rare blend of self-obsessiveness and thoughtful attentiveness that attracts many and repels others, but he always seems to know how to smooth things over with the latter.

DISPOSITION

Always seems to be relaxing.
Seems incapable of taking life-and-death matters seriously.
Gregarious toward others at all times, even in the face of hostility.
Pays close attention to conversation, but often tries to appear casual and inattentive.



*Critical Hit on 8+
†Requires Plot Point to hit

HARDWARE

Type: WVR-6R WOLVERINE
Weight: Medium
Tonnage: 55 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

EQUIPMENT

Jump Jets
Ammo: Autocannon (Torso)
Ammo: SRM (Torso)

Tags: • Heavy Scout • Star League Era • Endurance and Survivability • Common Mechanical Failures • Good Heat Management

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—		—	OK	—	—	—
Primary: AC/5	2	B	—	RA	–2	OK	–2	–4
Medium Laser, SRM 6	4+M (Max 6)	E, M	H	H, T	OK	OK	–2	—

Miles van Ogden

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	2	1	2	2	2

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	2+RFL (+4)
Piloting (BattleMech)	2+RFL (+4)
Small Arms	1+RFL (+3)
Leadership	3+CHA (+5)
Negotiation	2+CHA (+4)
Protocol	3+CHA (+5)
Knowledge: Planetary Trade Exports	1+INT (+2)
Knowledge: The Rich and Famous	1+INT (+2)

LIFE MODULES

FACTION: Lyran Commonwealth (House Steiner)
CHILDHOOD: Nobility
HIGHER EDUCATION: Military Academy
REAL LIFE: Travel

INVENTORY

Boutique Personal Communicator
Formal Dress Uniform
Compact Camera
Seemingly Endless Supply of Fine Spirits

TRAITS

Positive Trait: ***Rank:*** *Hauptmann.*
Negative Trait: ***Glass Jaw:*** *Add 1 to all Physical and Fatigue Damage you receive.*

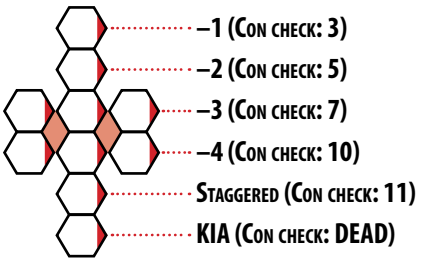
CUES

I'd like to propose a toast...
Have you met my cousin?
Charmed, I'm sure.
I do believe we can make an accommodation, for propriety's sake.
Just who do you believe you are dealing with?
I've prepared a rousing speech to bolster our resolve for the coming battle.
Where has everyone gone off to now?
Fortune favors the bold.
Onward to victory and glory!
I believe I know someone who can help us with that little problem.
I'm afraid we'll end up owing a few favors after this...
Well, I never!
I have the enemy in my crosshairs!
They're shooting at me!
Now that was absolutely uncalled for.
Hold your fire! I call for parley!
Well, I'm feeling quite undignified at the present moment.
Don't you dare tell a soul about this!
Who wants to get in on this photo?

PERSONAL WEAPONRY

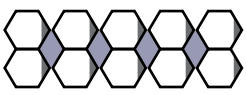
	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Academy Dress Sword	2	OK	—	—
Laser Pistol (E)	3	OK	OK	OK

PHYSICAL CONDITION MONITOR

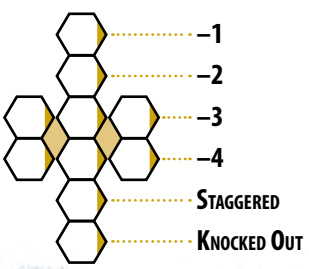


ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons



FATIGUE CONDITION MONITOR

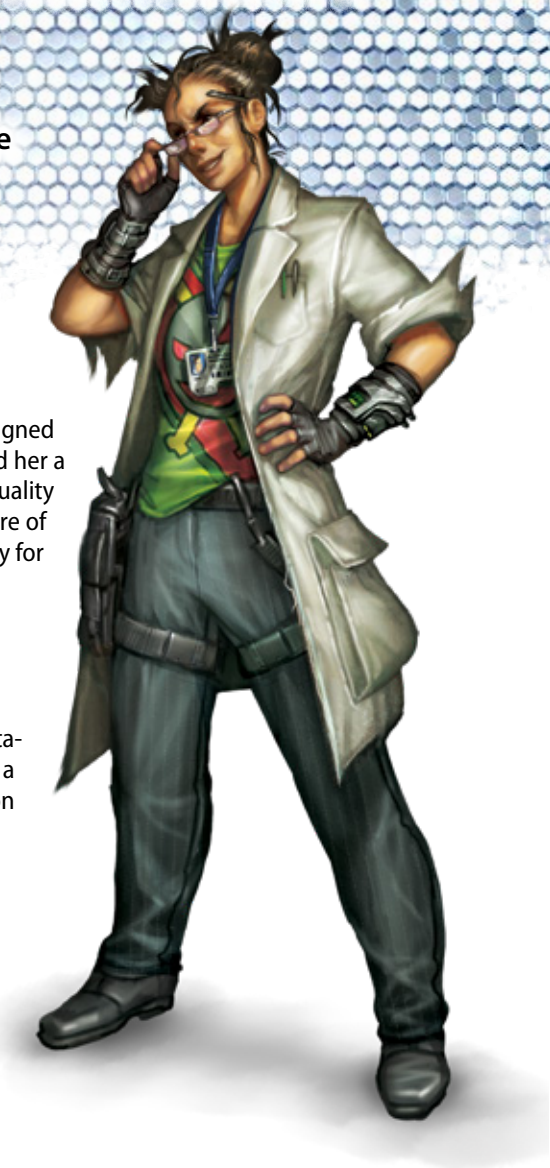


Dana Barton

VITAL FACTORS

Faction: Lyran Commonwealth (House Steiner)
Age: 27
Rank: Chief Scientist, DefHes Industries Weapons, Quality Control Office
Experience Level: Veteran
Height/Weight: 1.7m/50kg
XP: _____

Tags: • Thorough • Sarcastic • Blunt • Genius • No-Nonsense



HISTORY

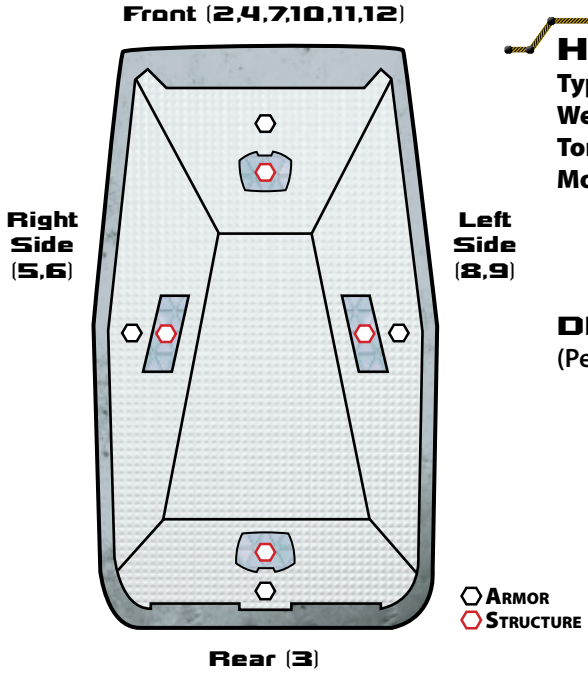
Dana is the second child of a pair of commercial technicians. When she was sixteen, she designed and built her own military-grade laser for a science-fair project. DefHes saw her work and offered her a scholarship to technical college. After graduation, Dana joined DefHes and was assigned to the Quality Control Office; within four years, she was in charge. Responsible for ensuring DefHes weapons are of the highest quality, her reports describing a weapon's failure are known throughout the company for their colorful language and biting sarcasm.

PERSONALITY

Dana lives for her work. She rarely smiles except when a weapon test outperforms expectations, and she takes her job seriously. She runs every prototype and production model through a grueling battery of tests before clearing them. She usually reserves her sarcasm for her reports on failed weapons.

DISPOSITION

She works, eats once in a while, and sleeps whenever.
She is loyal to her people but demanding.
Quick to praise, quick to chew out.
Wants to be left alone to do her job.



HARDWARE

Type: SLIPPER LX-SERIES HOVERCAR
Weight: Light
Tonnage: 1.5 tons (1 Hardware Point)
Movement: 5

Tags: • Personal Transport • Hover • Roomy • Fuel Cell • Economical

DURABILITY
(Personal-Scale Combat)

Dana Barton

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	3	5	2	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Technician	**5+INT (+10)**
Computer	**3+INT (+8)**
Perception	**3+INT (+8)**
Science	**3+INT (+8)**
Knowledge: Weapons Systems	**4+INT (+9)**

LIFE MODULES

FACTION: Lyran Commonwealth (House Steiner)
CHILDHOOD: Blue Collar
HIGHER EDUCATION: Technical College
REAL LIFE: Postgraduate Studies

INVENTORY

Noteputer
Deluxe Toolkit
Handheld Laser Torch
Technical Journal

TRAITS

Positive Trait: ***Tech Empathy:*** *+1 bonus for any Tests directly involving technology.*
Negative Trait: ***Glass Jaw:*** *Add 1 to all Physical and Fatigue Damage you receive.*

CUES

Whoever built this subsystem should be replaced by an untrained wombat. The wombat will do just as well and work cheaper.

You are two minutes late!

I went camping once. Did *not* like it.

I can rebuild this subsystem so it's twenty percent smaller and carry the power load *much* better.

Good. Fantastic. Now can we go back inside?

Good work. Now, make it *smaller*.

What is it? I have three tests to do this afternoon and five reports to write.

Someone please advise the higher-ups that our allotment of village idiots has already been exceeded this year.

If humanity was intended to live outside, they wouldn't have invented climate control!

All right, time to test this puppy!

Okay, we know what went wrong. Let's find out why.

Do I tell you how to be a bureaucrat? Don't tell me how to be a technician!

I hate [insert any weather type].

Double and triple-check everything!

Clear the area unless you like being set on fire.

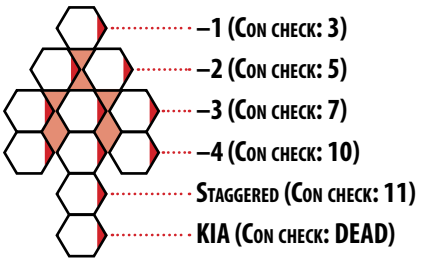
I don't need a nap as long as the coffee holds out.

I suppose I can take a few minutes to eat.

PERSONAL WEAPONRY

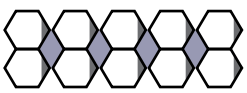
	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Hold-Out Pistol (B)	3	OK	–2	—
Penknife	1	–2	—	—

PHYSICAL CONDITION MONITOR

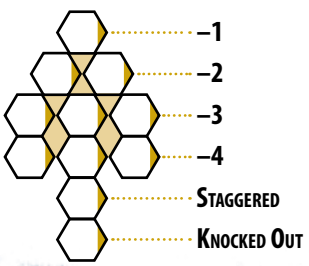


ARMOR

Ablative Armor: –2 damage from Energy (E) weapons



FATIGUE CONDITION MONITOR



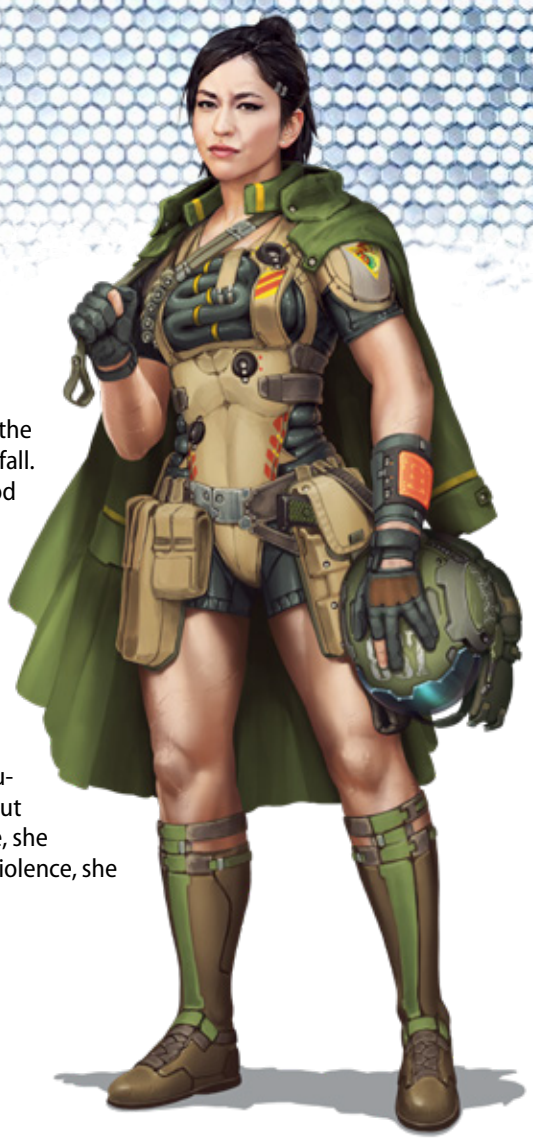
Yasamin Turan

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Capellan Confederation (House Liao)
Age: 20
Rank: Lance Leader
Experience Level: Regular
Height/Weight: 1.6m/52kg
XP: _____

Tags: • MechWarrior • Warrior House Dai Da Chi • Patriotic • Deceptive • Fierce



HISTORY

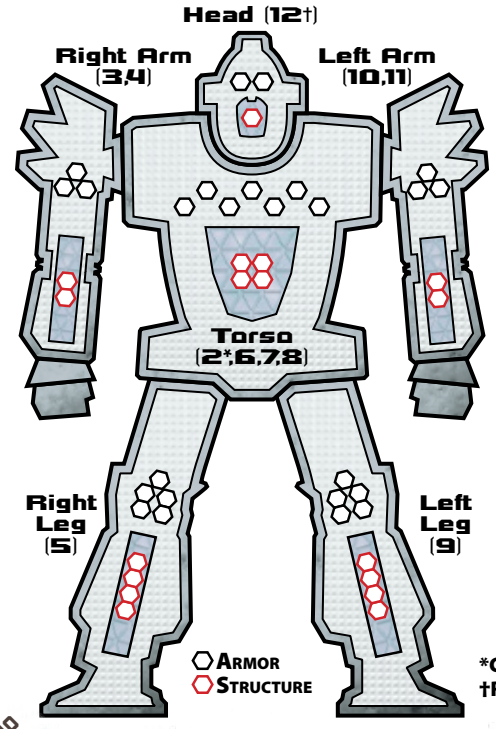
Lance Leader Yasamin Turan traces her family lineage to the days of the Star League, and the Turan family has served House Liao faithfully through every major conflict since the League's fall. Yasamin grew up with stories of the achievements of her ancestors, who became her childhood heroes. Of all her siblings, she showed the most determination and martial prowess, and she anticipated a career in the regular CCAF. However, upon reaching the age of twelve, she was instead given the honor of selection as a student for Warrior House Dai Da Chi. Since her graduation, she has seen several combat actions. She thwarted one mercenary raid when her battered and nearly disabled 'Mech struck a killing blow with a Death from Above maneuver.

PERSONALITY

Lance Leader Turan is fierce and intense, and blindly loyal to the Capellan Confederation. She was raised from a very young age to be a great warrior, and she has seized every opportunity to become the hero that her ancestry demands. Her tactics tend to be straightforward, but since the teachings of Sun Tzu have instilled the virtue of deception as a natural part of warfare, she delights in every opportunity to trick and surprise her foes. More concerned with victory than violence, she is always eager to press her enemy to surrender rather than fight to the bitter end.

DISPOSITION

Usually seems to be on the edge of bursting into action.
Expresses zealous loyalty to House Liao at every opportunity.
Masks an impish sense of humor behind proper etiquette and protocol.
Has trouble letting go and having fun when not on duty.



HARDWARE

Type: PXH-1 PHOENIX HAWK
Weight: Medium
Tonnage: 45 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

EQUIPMENT

Jump Jets
Ammo: Machine Gun (Torso)

Tags: • Heavy Scout • Star League Era • Reliable • Under-Armored • Recon Leader

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 3	—	—	—	OK	—	—	—
Primary: Large Laser	3	E	HH	RA	OK	OK	–2	–4
2 Medium Lasers	4	E	H	RA, LA	OK	OK	–2	—
2 Machine Guns	2	B	—	RA, LA	OK	OK	—	—

***Critical Hit on 8+**
†Requires Plot Point to hit

Yasamin Turan

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	3	1	1	3	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	4+RFL (+7)
Piloting (BattleMech)	2+RFL (+5)
Melee Combat	2+RFL (+5)
Small Arms	2+RFL (+5)
Intimidation	2+CHA (+5)
Leadership	1+CHA (+4)
Protocol	1+CHA (+4)
Knowledge: House Liao History	1+INT (+2)

LIFE MODULES

FACTION: Capellan Confederation (House Liao)
CHILDHOOD: Noble
HIGHER EDUCATION: Family Training
REAL LIFE: Tour of Duty

INVENTORY

Personal Comm
Formal Dress Uniform
Leatherbound Copy of the Quran
Sunglasses with Optical Enhancements

TRAITS

Positive Trait: ***Citizenship:*** *+1 to CHA tests when dealing with loyal citizens of the Capellan Confederation.*
Negative Trait: ***Enemy:*** *Rival Mercenary MechWarrior*

CUES

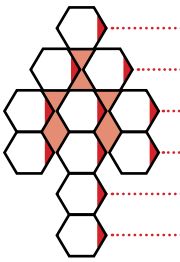
For the Capellan Confederation!
Now you will see what a true MechWarrior is capable of!
I was born for this!
Don't worry. I've got jump jets.
Do you want me to be the anvil or the hammer?
Cold cockpits are for cowards.
Mercs and pirates are all the same to me.
If you can't solve a problem with a large laser, you need more time in the simulator pod.
I think we can turn this to our advantage.
Sun Tzu said, "In the midst of chaos, there is also opportunity."
To paraphrase the wisdom of Sun Tzu: "A wise general never passes up good salvage."
OK, this is what we planned for.
Why do the astechs always glare at me like that?
There goes the plan.
Time to look for those opportunities!
I think I wore out my shutdown-override button.
I know what to do, but it's not going to be easy.
Today we stand against those who would bring chaos and destruction to the good and loyal citizens of this planet.
They won't get past me.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Telescoping Staff	2	OK	—	—
Submachine Gun (B)	3*	OK	OK	–2

**May attack up to two different targets per Narration.*

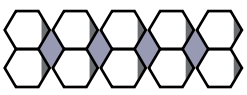
PHYSICAL CONDITION MONITOR



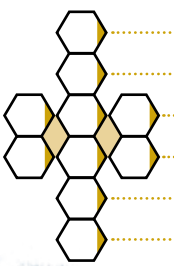
–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

ARMOR

Ablative Armor: –2 damage from Energy (E) weapons



FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

Carter Xing

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Capellan Confederation (House Liao)
Age: 24
Rank: Lance Sergeant
Experience Level: Veteran
Height/Weight: 1.8m/84kg
XP: _____

Tags: • Tough • Fearless • Infantry • Committed • Drillmaster



HISTORY

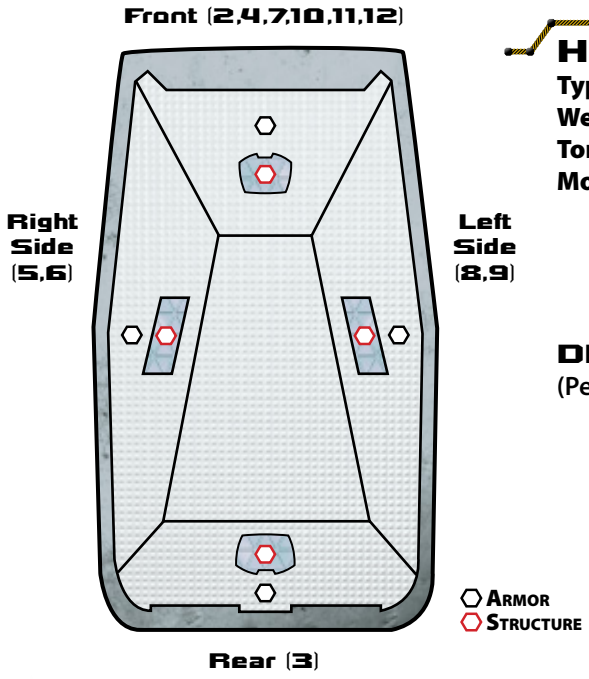
Carter was a street punk who was picked up on a burglary charge. At trial, he was given a choice: jail or military service. He chose the military and quickly realized he had found a home. He graduated as a top recruit and was promoted to lance corporal in his Home Guard regiment. During his first three years of service, he was promoted to lance sergeant, got married, and was made the training NCO for his company. He is well aware of the eyes on him and he has accomplished everything asked of him and more. More than a few suspect he will be soon promoted to assistant force leader.

PERSONALITY

In the field, Carter is the NCO held up as an example of the ideal Home Guard soldier. He drills the soldiers in his company relentlessly, is quick to correct mistakes and is grudging with his praise. Nothing escapes his attention, and he has seen all the scams, despite his relatively young age. Off duty, he is wholly devoted to his wife and child.

DISPOSITION

When on duty: focused and driven. When off duty: quiet and relaxed.
Wants to make his company the best in the regiment.
Always teaching and quick to correct mistakes.
Eager to do anything asked of him.



HARDWARE

Type: BAYAMO HOVERBIKE
Weight: Light
Tonnage: 0.6 tons (1 Hardware Point)
Movement: 5

EQUIPMENT

Cargo Space
2 Seats

Tags: • Personal Transport • Hover • Fuel Cell • Luxury Leisure Vehicle • Military-Based Design

DURABILITY

(Personal-Scale Combat)

Carter Xing

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	2	2	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Small Arms	**5+RFL (+7)**
Leadership	**2+CHA (+4)**
Support Weapons	**4+STR (+7)**
Streetwise	**3+CHA (+5)**
Tactics	**4+INT (+6)**
Knowledge: Capellan Military History	**1+INT (+3)**

LIFE MODULES

FACTION: Capellan Confederation (House Liao)
CHILDHOOD: Street
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Tour of Duty

INVENTORY

Field Communicator
Medical Kit
Binoculars
Flashbang Grenades

TRAITS

Positive Trait: ***Toughness:*** *Subtract 1 to all Physical and Fatigue Damage you receive (Damage to Armor pips is not reduced.)*
Negative Trait: ***Dependents:*** *The GM may use this negative Trait in the story at any time.*

CUES

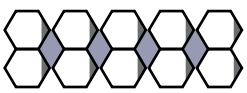
Come on, you *Kuòyú*! We only have another ten kilometers to run!
My job is to make sure your death is not a waste.
Listen up, worms!
I pulled that that stunt years ago. Didn't work then, not going to work now.
Drop and give me fifty!
No, no, *this* is how you shoot.
If the Celestial Wisdom demands you sacrifice your life, you will do so without hesitation!
Follow me!
I am a Capellan soldier first, a husband second.
This is Capellan soil, and we will defend it to our last breath!
What do you need done, sir?
My family is why I do this.
Good. Now go back and do it again, only faster!
Better to bleed in training than in battle!
The Celestial Wisdom is infallible. You are not.
Attention!
Never expect the enemy to be stupider than you.
Everyone would do well to memorize Sun Tzu's *The Art of War*. I have.

PERSONAL WEAPONRY

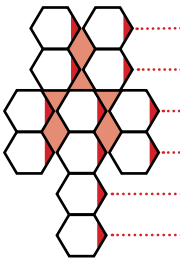
	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Knife	1(+1)	–2	—	—
Rifle (B)	4	OK	OK	–2
Auto-Pistol (B)	4	OK	OK	—

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons

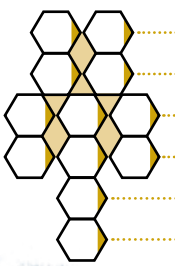


PHYSICAL CONDITION MONITOR



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

Edwin Mendoza

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Free Worlds League (House Marik)
Age: 33
Rank: Staff Sergeant
Experience Level: Regular
Height/Weight: 1.8m/90kg
XP: _____

Tags: • Tanker • Silver Hawks Coalition • Gruff • No-Nonsense • Career Soldier



HISTORY

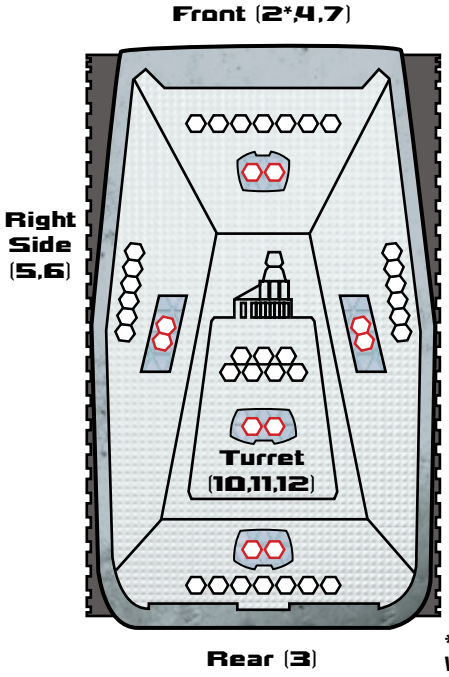
Young Edwin Mendoza lost both of his parents to a Lyran Commonwealth raid on the Silver Hawks Coalition world of Amity. His mother's 'Mech was shot down in the opening moves of the battle, and a building collapsed on his civilian father when the fighting spilled into the city of Stryker, Amity's capital. To escape unsympathetic relatives, Edwin enlisted in the FWLM at his earliest opportunity, hoping to become a MechWarrior like his mother and find some way of avenging her death. To his dismay, however, his aptitude scores and the lack of available MechWarrior billets in both provincial and federal forces placed him in an armor unit instead. He has served with distinction in the Kalidasa Guard armor regiment of the Silver Hawk Irregulars ever since, and he dreams of the day he can put an enemy 'Mech in his tank sights and single-handedly shoot it down instead of focusing on anti-infantry missions.

PERSONALITY

Sergeant Mendoza has had enough of your lip, soldier. You'll do what he says, when he says it, and he won't apologize or back down. But he'll stick by your side when the depleted uranium starts flying.

DISPOSITION

Doesn't believe he'll live to see retirement.
Expects others to jump when he lays down the law.
More loyal to the Silver Hawks Coalition than to the Free Worlds League.
Isn't scared of BattleMechs in combat.



*Critical Hit on 8+
When damaged: –2 Movement on 8+

HARDWARE

Type: VEDETTE MEDIUM TANK
Weight: Medium
Tonnage: 50 tons (2 Hardware Points)
Movement: 3

EQUIPMENT

Ammo: Autocannon/Machine Gun

Tags: • Successful • Tracked • Popular • Fast • ComStar-Designed Electronics

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	6	—	—	OK	—	—	—
Primary: AC/5	2	B	Turret	–2	OK	–2	–4
Machine Gun	1	B	Front	OK	OK	—	—

Edwin Mendoza

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	3	1	2	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (Combat Vehicle)	4+RFL (+7)
Piloting (Combat Vehicle)	2+RFL (+5)
Small Arms	2+RFL (+5)
Support Weapons	1+STR (+3)
Leadership	2+CHA (+4)
Survival	3+WIL (+5)
Knowledge: Parliamentary Law	1+INT (+2)

LIFE MODULES

FACTION: Free Worlds League (House Marik)
CHILDHOOD: War Orphan
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Tour of Duty

INVENTORY

Armor Crew Kit
Deck of Four-Card Drax Cards
Mother's Dog Tags
Micro Recorder
Expensive Cigar
Box of Matches

TRAITS

Positive Trait: ***Equipped:*** *Choose 2 additional Inventory during character creation.*
Negative Trait: ***Poor Hearing:*** *–1 penalty to Perception Tests involving hearing.*

CUES

Bitching goes *up* the chain of command, not down.

This tank is your *life*, soldier. Treat her wrong, and you probably won't live long enough to regret it.

All we ever do on our downtime is play cards…

Get the lead outta yer ass!

Hate to burst yer bubble, but these chevrons mean you do what I say, *¿comprende*?

Drop and give me twenty!

Do you smell somethin' burning in here?

Don't just *stand* there! Shoot somethin'!

Madre de dios…Of all the incompetent rooks I had to get saddled with…

What the hell're you laughin' at, chucklehead?

I didn't come up with this cockamamie strategy. Blame the brass.

I'll fight for the Silver Hawks worlds. Rest of the League can burn, for all I care.

Them Steiners, they build damn good tanks, not like this here rust bucket.

Contact! Traverse left!

We only invaded the Lyran Commonwealth to get cases of Timbiqui Dark.

Will Parliament ever get off their collective asses and send us some decent equipment?

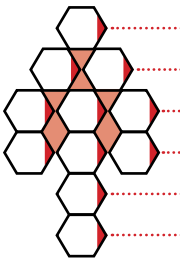
All Capellans look like they're up to something.

You think we've got it bad? At least we're not in the Periphery…

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Vibroblade	4	OK	—	—

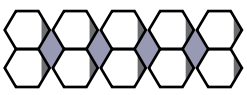
PHYSICAL CONDITION MONITOR



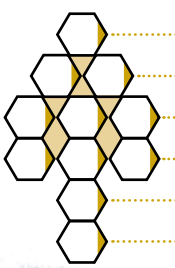
–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons



FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

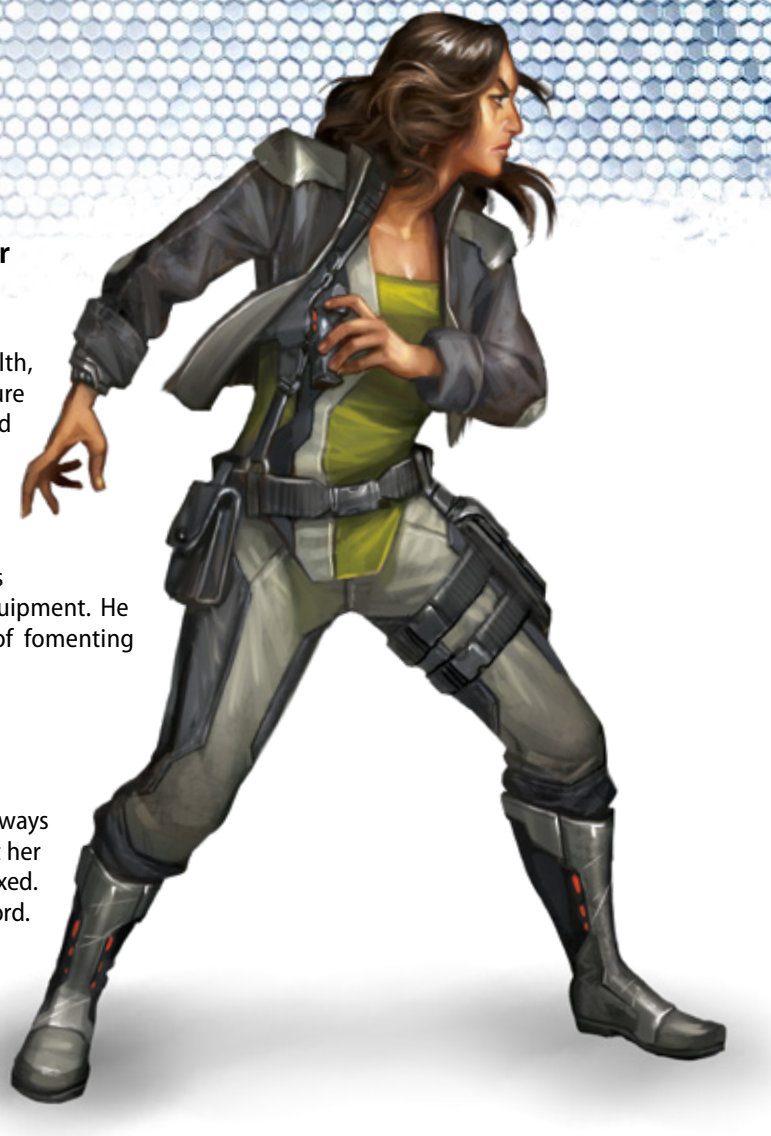
Celia Young

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Free Worlds League (House Marik)
Age: 24
Rank: Resistance Leader
Experience Level: Regular
Height/Weight: 1.7m/59kg
XP: _____

Tags: • Rebel • Guerrilla • Perceptive • Stealthy • Clever



HISTORY

Celia Young grew up on the planet Ford in the Lyran Commonwealth, after her grandparents emigrated from Marik space on a business venture that fell apart while the family was in transit. They fell on hard times, and Celia's parents both died tragic deaths in poverty. After several bad foster homes, she ran away and survived on her own. Her life seemed to change for the better when she met a young operative serving the Free Worlds League. He saw some potential in her and used his connections to set her up in a local technical college. He kept in touch over the years and began using her to place listening devices in communications equipment. He disappeared several months ago, leaving Celia to carry on the task of fomenting rebellion against the corrupt government.

PERSONALITY

Celia appears friendly and relaxed at first glance, but her eyes are always scanning every corner for signs of danger or betrayal. She has lived almost her entire life in danger of one form or another and is never completely relaxed. She is passionate about the incredible income inequality she has seen on Ford. Cautious and clever, she tends to avoid fights as much as possible–but won't back down from any chance to strike back at the powerful who oppress the weak.

DISPOSITION

Outwardly friendly and laid back, seemingly at ease at most times.
Always watching for signs of subtext and hidden meaning in conversation.
Quick to stand up for anyone unjustly treated by the wealthy or powerful.
Prefers less direct and more convoluted approaches to overcoming obstacles.

Celia Young

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	2	2	2	3	1

SKILLS

Name	Rating+Attribute (Bonus)
Escape Artist	**1+RFL (+3)**
Small Arms	**2+RFL (+4)**
Stealth	**2+RFL (+4)**
Communications	**2+INT (+4)**
Demolitions	**2+INT (+4)**
Perception	**2+INT (+4)**
Intimidation	**1+CHA (+4)**
Leadership	**2+CHA (+5)**
Negotiation	**1+CHA (+4)**
Streetwise	**3+CHA (+6)**
Knowledge: Political Science	**1+INT (+3)**

LIFE MODULES

FACTION: Free Worlds League (House Marik)
CHILDHOOD: Street
HIGHER EDUCATION: Technical College
REAL LIFE: Guerilla Insurgent

INVENTORY

Comm Unit Hacking Tool
Balaclava
Stash of Contraband
Propaganda Pamphlets

TRAITS

Positive Trait: ***Equipped:*** *Choose 1 additional weapon during character creation*
Negative Trait: ***In for Life:*** *Celia is being hunted by counterintelligence forces, who have been tracking her ever since they captured her mentor.*

CUES

Something doesn't feel right about this.
We've got to do something.
I don't think we're alone anymore.
I think I know a shortcut or two.
We could always arrange a distraction.
Just because they own the factories doesn't give them the right to own our lives!
Hand me those charges...carefully.
Let's see them try to suppress this!
There are other ways. Other governments who value freedom instead of just profits.
I'm only one person, and I'm not the beginning or the end of this movement.
If only more people stood up for each other, we would never have such poverty.
I won't let you do this on your own.
I know the perfect place where we can hide out.
Time for drastic measures.
I'm not the only one ready to put her life on the line for a better world.
The Free Worlds League is different.
I suppose you don't want this little bag of party favors then, do you?
I knew you'd find your conscience in there somewhere.

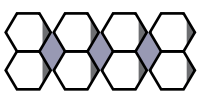
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK
Rifle (B)	4	OK	OK	–2
Explosive Charges	*	OK	—	—

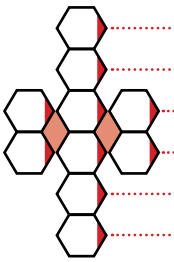
**12 (Personal Combat, may attack up to three targets), 1 ('Mech-Scale Combat)*

ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons

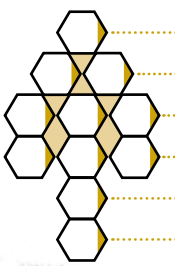


PHYSICAL CONDITION MONITOR



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

Pellean "Ironhead" Taliaferro

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Mercenary (Hansen's Roughriders)
Age: 30
Rank: Sergeant
Experience Level: Veteran
Height/Weight: 1.95m/105kg
XP: _____

Tags: • Confident • Brawler • Rowdy • Steady • Reflective



HISTORY

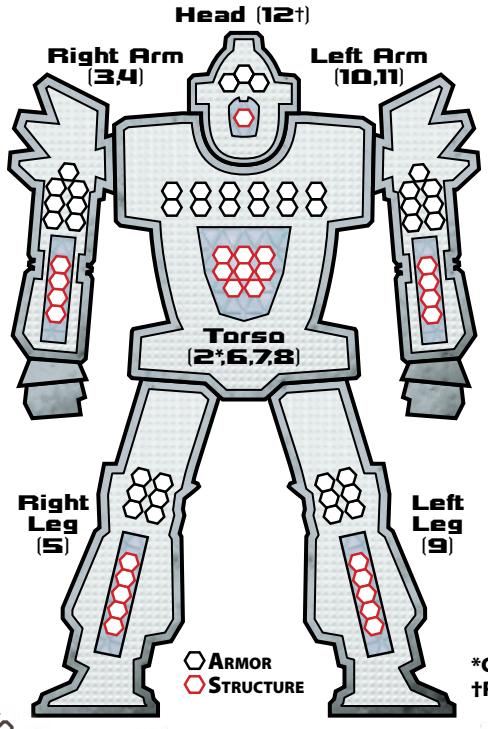
Both of Pel's parents were members of Hansen's Roughriders, and the rowdy mercenaries are Pel's extended family. He became a 'Mech pilot and worked his way into the second slot of his current lance. His nickname "Ironhead" came from a barroom brawl in which he head-butted three Waco Rangers, knocking the trio unconscious. On the battlefield, he is all business and cool under fire. Hansen cycles new lieutenants through Pel's lance, relying on the sergeant's steadiness and knowledge to keep the lance on an even keel while the new lieutenants find their footing.

PERSONALITY

On the surface, Pel is a typical Roughrider: loud, boisterous, and ready to drink or fight at the drop of a hat. But other times, he withdraws into himself to remember the friends he has lost along the way. When he's in this mood, those who know him leave him alone. The moods don't last long before he's back to his normal rowdy self.

DISPOSITION

Loves a good drink, a good fight, or both.
Will stand with his fellow Roughriders, come hell or high water.
Feels a little guilty about surviving when friends didn't.
All business on the battlefield.



*Critical Hit on 8+
†Requires Plot Point to hit

HARDWARE

Type: MAD-3R MARAUDER
Weight: Heavy
Tonnage: 75 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 3

EQUIPMENT

Ammo: Autocannon (Torso)

Tags: • Frontal Assault • Iconic • Command 'Mech • Rare • Menacing Silhouette

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: 2 PPC	7	E	HHHH	RA, LA	–2	OK	–2	–4
AC/5	2	B	—	T	–2	OK	–2	–4
2 Medium Lasers	4	E	H	RA, LA	OK	OK	–2	—

Pellean "Ironhead" Taliaferro

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
4	3	2	2	1	1

SKILLS

Name	Rating+Attribute (Bonus)
Piloting (BattleMech)	3+RFL (+6)
Gunnery (BattleMech)	4+RFL (+7)
Small Arms	4+RFL (+7)
Artillery	3+INT (+5)
Melee Combat	4+RFL (+7)
Knowledge: Drinking Games	1+INT (+3)

LIFE MODULES

FACTION: Mercenary (Hansen's Roughriders)
CHILDHOOD: Mercenary Brat
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Tour of Duty

INVENTORY

Field Uniform
Military Communicator
Medical Kit
Bottle of Whiskey

TRAITS

Positive Trait: ***Pain Resistance:*** *Ignore the first wound modifier on both Damage Tracks.*
Negative Trait: ***TDS****—Transit Disorientation Syndrome: –2 penalty to all Tests taken within 20 minutes after a hyperspace jump (GM's discretion).*

CUES

You call that a punch?
My mother hit me harder than that!
Friend, you shouldn't'a done that.
Eat particles, you ugly slug!
A good beer and good company is all I need.
The LTs are getting younger every day.
The Roughriders are my family,
and you do *not* mess with family—*ever*!
Here's to the ones who've left us.
May they find peace.
I'm here to drink, but if you want a fight,
that's fine by me.
All right, you heard the lieutenant!
Business is business, and pleasure is pleasure.
Never mix the two.
Follow my lead.
You want to know what they call me Ironhead?
Here's why!
I hate jumps and JumpShips. They ain't natural.
As a prison cell, this one isn't too bad.
We follow orders, understood?
Lieutenant? May I suggest that...
First round's on me!
I miss my friends.

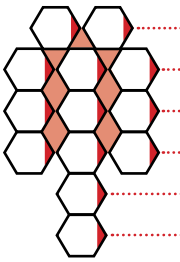
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Knife	1(+1)	–2	—	—
Brass Knuckles	1(+1)	OK	—	—

ARMOR

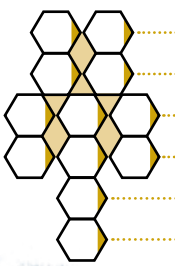
Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR



— (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR



—
–2
–3
–4
Staggered
Knocked Out

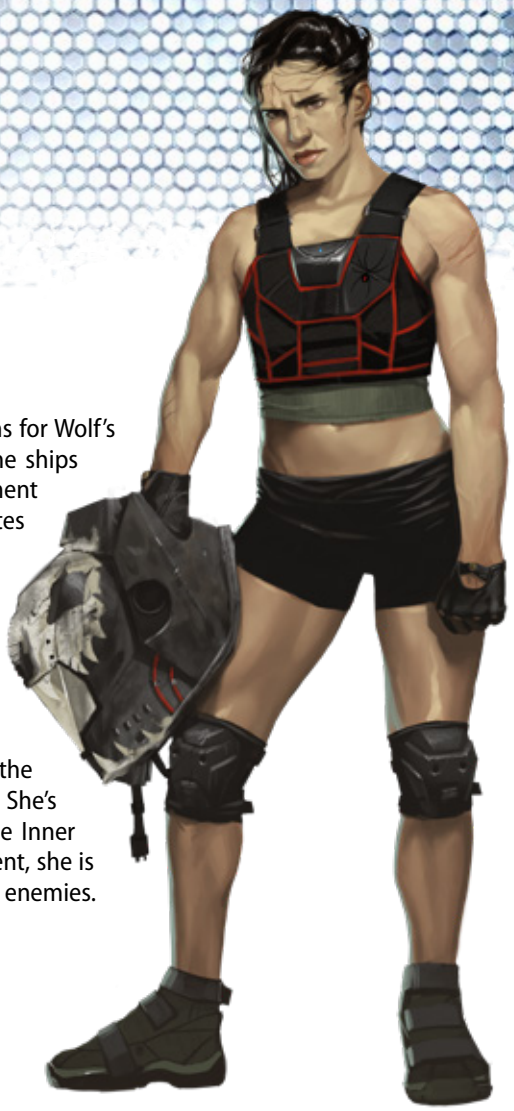
Danika McDonnell

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Mercenary (Wolf's Dragoons)
Age: 27
Rank: Lieutenant
Experience Level: Veteran
Height/Weight: 1.9m/92kg
XP: _____

Tags: • MechWarrior • Maverick • Calm • Confident Exterior • Black Widow Company



HISTORY

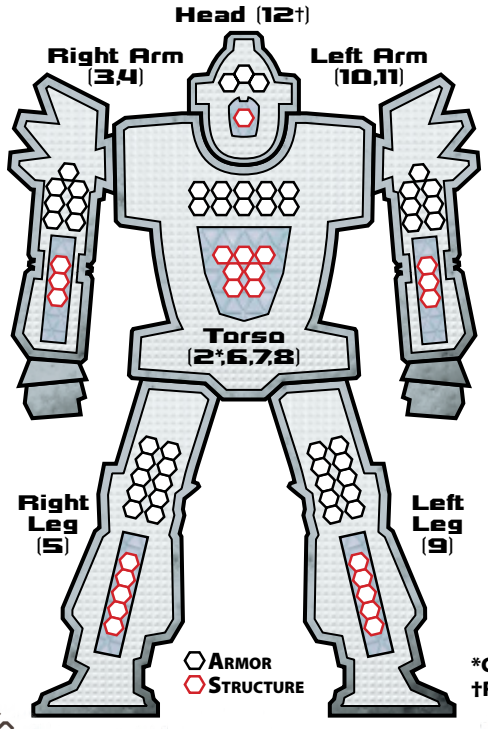
Danika grew up around BattleMechs. Her parents both serve as DropShip technicians for Wolf's Dragoons, but she was more enamored with the BattleMechs they transported than the ships that carried them. Ever since she learned to walk and talk, she spent every waking moment around the giant machines and the Dragoons' simulator pods. Every MechWarrior appreciates the crew who maintain the ships that get them out of danger, so it was an easy matter to arrange an apprenticeship. Danika's unorthodox education and unflinching dedication to excellence made her fit right in with the other MechWarriors. She earned her place among the elite Black Widow Company by being one of the best and most unpredictable warriors among the ranks of Wolf's Dragoons.

PERSONALITY

Serving under Natasha Kerensky of the famed and feared Black Widow Company of the Wolf's Dragoons carries a lot of baggage, but McDonnell is determined to carry it well. She's fought hard side-by-side with some of the best and most iconoclastic MechWarriors the Inner Sphere has ever seen, and she knows she numbers among them. Stoic, stern, and confident, she is a reassuring presence to her allies and an implacable, inevitable force of destruction to her enemies.

DISPOSITION

Cold, calm, and solid in the face of danger and surprise.
She's worked hard to earn her spot, and she's not afraid to fight to keep it.
This might seem like the worst to you, but it's just another day to her.
Just because she isn't panicking doesn't mean she knows what to do next.



HARDWARE

Type: TDR-5S THUNDERBOLT
Weight: Heavy
Tonnage: 65 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 3

EQUIPMENT

Ammo: LRM (Torso)
Ammo: SRM (Torso)
Ammo: Machine Gun (Left Arm)

Tags: • Planetary Assault • Common • Well-Armed • Well-Armored • Off-Center Cockpit

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: Large Laser	3	E	HH	RA	OK	OK	–2	–4
LRM 15	2+M (Max 5)	M	H	T	–2	OK	OK	–2
3 Medium Lasers, SRM 2	6+M (Max 7)	E, B	HH	T	OK	OK	–2	—
2 Machine Guns	2	B	—	LA	OK	OK	—	—

*Critical Hit on 8+
†Requires Plot Point to hit

Danika McDonnell

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	3	2	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	3+RFL (+6)
Piloting (BattleMech)	3+RFL (+6)
Athletics	2+STR (+4)
Melee Combat	2+RFL (+4)
Small Arms	2+RFL (+5)
Support Weapons	1+STR (+3)
Perception	2+INT (+4)
Tactics	1+INT (+3)
Leadership	1+CHA (+3)
Protocol	1+CHA (+3)
Knowledge: Mercenary Companies	1+INT (+3)

LIFE MODULES

FACTION: Mercenary (Wolf's Dragoons)
CHILDHOOD: Mercenary Brat
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Tour of Duty

INVENTORY

Personal Comm
Formal Dress Uniform
Pet Robot Kitten
Tattooing Kit

TRAITS

Positive Trait: ***Good Vision:*** *+1 to Visual Perception Tests.*
Negative Trait: ***Unattractive:*** *–1 Penalty to CHA tests where physical appearance matters.*

CUES

It's as good as scrap.
Time to earn our C-Bills.
This is what they pay us the big bucks for.
It's not just our lives that are at stake, but also our reputation.
Respect is earned on the battlefield.
Fear is the first foe we defeat today.
They don't think we can break through, do they?
We'll just have to see about that.
Now *that's* what I call an alpha strike!
Form up and draw them to my position.
On my mark, execute maneuver Hourglass Delta!
They'll barely have time to eject.
Who wants matching tattoos?
I think we just made them angry.
Which plan are we on now?
And that's why I love *Thunderbolt*s.
Didn't think I could fit my *T-Bolt* there, did you?
All that's left now is to collect our pay.

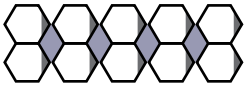
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Stunstick	4F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK
Grenade Launcher	*	–2	OK	OK

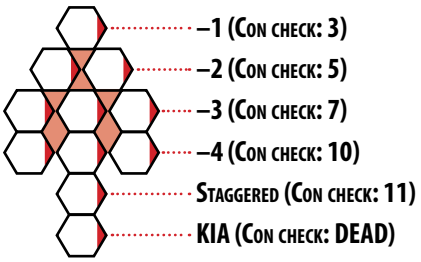
**High-Explosive Grenade: 8. Anti-Personnel Grenade: 10. May attack up to three different targets per Narration.*

ARMOR

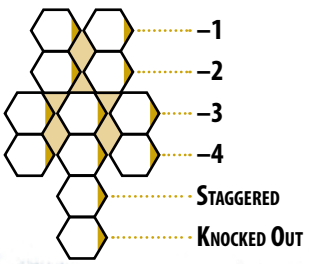
Ablative Armor: –2 damage from Energy (E) weapons



PHYSICAL CONDITION MONITOR



FATIGUE CONDITION MONITOR



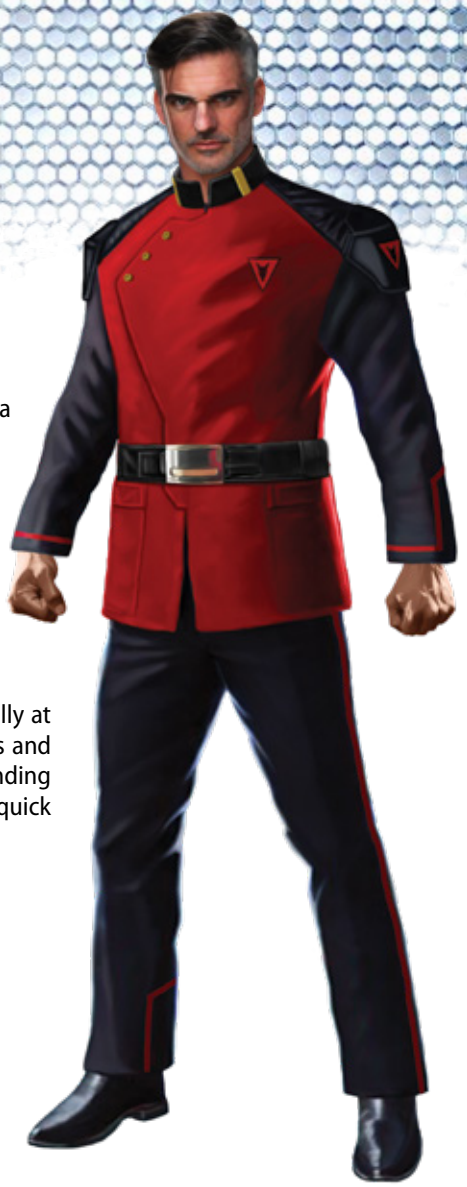
Carson Stosser

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Mercenary (Kell Hounds)
Age: 35
Rank: Lieutenant
Experience Level: Regular
Height/Weight: 1.7m/85kg
XP: _____

Tags: • Uncertain • Stiff • Quick • Wide-Eyed • Social



HISTORY

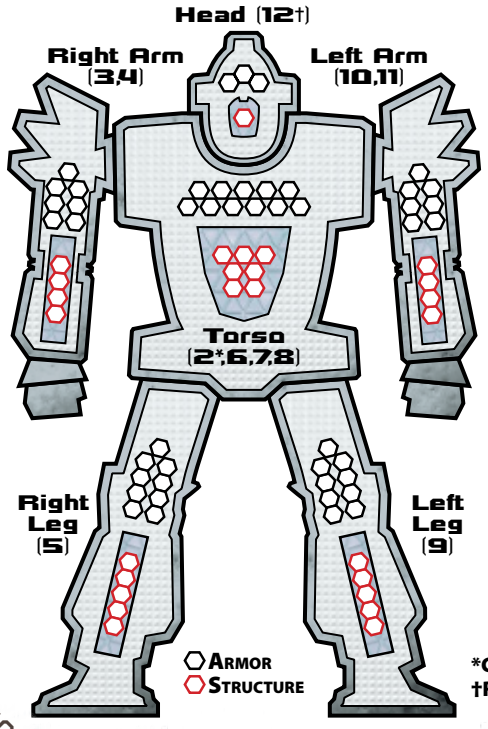
Carson never expected to be part of the Kell Hounds' command company. The third son of a duke, all he wanted to do was serve the Commonwealth. After graduating from the Nagelring, he served two tours of duty in the Second Royal Guards but found that his superiors were too much "social" and not enough "general." A chance encounter with Patrick Kell led to Carson retiring from the LCAF and joining the Kell Hounds. As a member of Kell's command company, Carson acts as a liaison between the Hounds and the LCAF.

PERSONALITY

Carson still doesn't know how he managed to get accepted into the Kell Hounds, especially at such a position of importance as the command company. As such, he walks as if on eggshells and acts uneasy at staff meetings. He's more comfortable leading his lance on the battlefield or handing relations between the unit and the LCAF. His nervousness has led to occasional gaffes, but he is quick to recover. He does, however, like the way he looks in the Kell Hounds' dress uniform.

DISPOSITION

Comfortable on the battlefield and in the Commonwealth's bureaucracy
Tends to stay silent in staff meetings unless asked a direct question.
Proud to be a Kell Hound, but still uncertain how he was that lucky.
Point man when there's a problem between the Hounds and the LCAF.



HARDWARE

Type: ARC-2R ARCHER
Weight: Heavy
Tonnage: 70 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 2

EQUIPMENT

Ammo: LRM (Torso)

Tags: • Fire Support • Venerable • Long-Range Brawler • Iconic • Enlarged Hand Actuators

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: 2 LRM 20	8+MM (Max 14)	M	HH	T	–2	OK	OK	–2
2 Medium Lasers	4	E	H	RA, LA	OK	OK	–2	—
2 Medium Lasers	4	E	H	OK	T(Rear)	OK	–2	—

***Critical Hit on 8+**
†Requires Plot Point to hit

Carson Stosser

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	2	2	2	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Piloting (BattleMech)	**2+RFL (+4)**
Gunnery (BattleMech)	**3+RFL (+5)**
Protocol	**4+CHA (+6)**
Tactics	**3+INT (+5)**
Knowledge: Bureaucracy	**3+INT (+5)**

LIFE MODULES

FACTION: Mercenary (Kell Hounds)
CHILDHOOD: Nobility
HIGHER EDUCATION: Military Academy
REAL LIFE: Tour of Duty

INVENTORY

Kell Hounds Uniforms
Advanced Field Kit
Notebook of Contacts
Star League-Era Neurohelmet

TRAITS

Positive Trait: ***Wealthy:*** *+1 Hardware Points.*
Negative Trait: ***Unlucky:*** *Whenever you spend a point of EDG to reroll, add a Crit Die to your roll; if the Crit Die rolls a 6, something bad happened, even if the roll otherwise succeeds.*

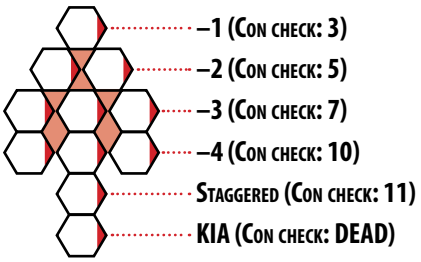
CUES

I have nothing more to add, sir.
Now, what is the problem with those supply forms?
What did I do to deserve this?
I'll talk to the colonel.
Tighten up the formation!
My father used to say…
I'm proud to be a Kell Hound.
If you can't resolve it, I'll talk to your supervisor.
I will make sure we get every single gram of supplies we requested.
Is there a problem?
Why did that have to happen *now*?
The colonel wanted it done yesterday!
Don't feed me that bureaucratic bull. I know all the excuses.
Do you know who my father is?
Oh, *hell*.
I know someone I can call…
I don't gamble unless I have to.
See that 'Mech? Make it go away.

PERSONAL WEAPONRY

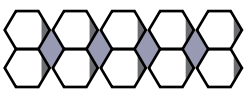
	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK
Knife	1	–2	—	—

PHYSICAL CONDITION MONITOR

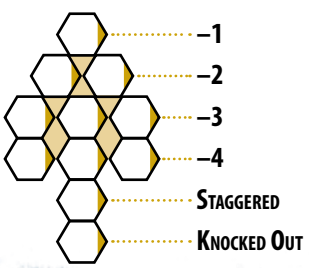


ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons



FATIGUE CONDITION MONITOR



Lovisa Bjornstrom

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Mercenary (Gray Death Legion)
Age: 24
Rank: Lieutenant
Experience Level: Regular
Height/Weight: 1.6m/46kg
XP: _____

Tags: • Quick • Observant • Alert • Scout • Runner



HISTORY

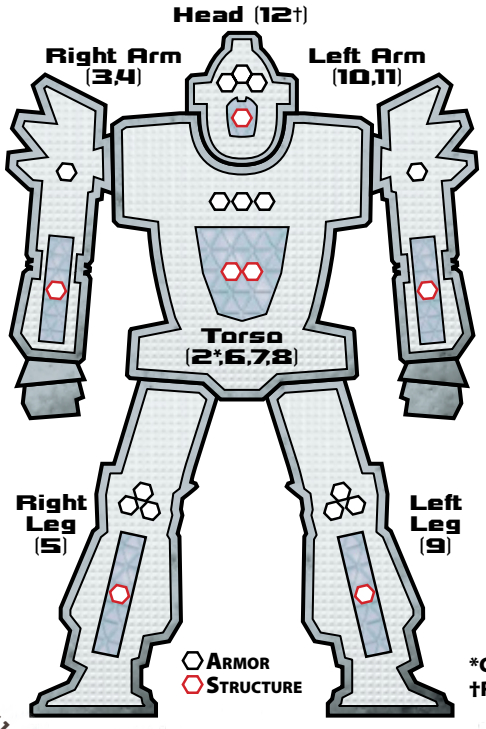
Lovisa's parents escaped the Draconis Combine and fled into the Lyran Commonwealth half a step ahead of the ISF. Lovisa developed a love of speed from a young age. Seeing her neurohelmet test results, the LCAF offered her an officer candidate school slot, with a transfer to the Nagelring for advanced training after OCS graduation. Despite her excellent grades, the Lyran Intelligence Corps blocked her transfer to the Nagelring, citing irregularities in her family's background. Crushed, she fell into a deep despair and was dishonorably discharged from the LCAF for acting out. A fellow OCS cadet who sympathized with her plight put her in contact with Davis McCall of the Gray Death Legion. McCall, impressed by her grades and abilities, hired her.

PERSONALITY

Lovisa is always moving. She takes no performance-enhancing drugs and rarely drinks coffee, but she is wired from the time she gets up until she goes to sleep. Speed is her obsession—the faster, the better—to the point that she goes everywhere at top speed. She disdains both the LCAF and the LIC.

DISPOSITION

Can't sit still.
Dislikes heavy and assault 'Mechs.
Aware of everything going on around her.
Always tinkering with her machines to make them go faster.



HARDWARE

Type: LCT-1V LOCUST
Weight: Light
Tonnage: 20 tons (1 Hardware Point)
Movement: 4
Heat Dissipation: 2

Tags: • Scout • "Bug 'Mech" • Lightning Fast • No/Minimal Arms • Ubiquitous

EQUIPMENT

Ammo: Machine Gun (Torso)

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	T	OK	OK	–2	—
2 Machine Guns	2	B	—	RA, LA	OK	OK	—	—

*Critical Hit on 8+
†Requires Plot Point to hit

Lovisa Bjornstrom

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	2	2	2

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	2+RFL (+5)
Piloting (BattleMech)	4+RFL (+7)
Technician	2+INT (+4)
Tactics	3+INT (+5)
Perception	3+INT (+5)
Knowledge: Star League History	1+INT (+3)

LIFE MODULES

FACTION: Mercenary (Gray Death Legion)
CHILDHOOD: Blue Collar
HIGHER EDUCATION: Officer Candidate School
REAL LIFE: Tour of Duty

INVENTORY

Motorcycle Keys
Family Heirloom from Draconis Combine
Military Communicator
Deluxe Toolkit

TRAITS

Positive Trait: ***Sixth Sense:*** *+1 bonus for Perception Tests to avoid being surprised or ambushed.*
Negative Trait: ***Compulsion:*** *–1 penalty on Tests to resist your compulsion (speed).*

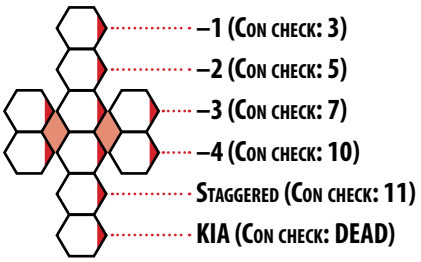
CUES

I always know what's going on around me.
Did I mention I hate the Combine?
There's something wrong up ahead.
About time you guys showed up.
Moving targets are harder to hit, and I'm *always* moving.
I don't like relying on someone else's intelligence for anything.
We have to do *something*…
What's the use of having all that firepower if it takes you forever to get anywhere?
Give me twenty minutes, and I'll have it all back together! I promise!
LIC, ISF—I don't trust any intel organizations as far as I can throw them.
Without the Legion, I don't know what I'd be.
The LIC? You mean the "Lost, Incompetent Cretins"? Not a big fan of them.
I think I can get another couple of kph if I tweak this…
Well, well, well, if it isn't the LCAF: slow of mind and movement.
Wanna race?
I'm paid to *find* things, not shoot things!
Give me enough time, and I'll tell you what they had for breakfast!
I don't have to outfight anyone, just outrun them.

PERSONAL WEAPONRY

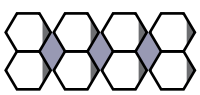
	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Kukri Knife	2	OK	—	—

PHYSICAL CONDITION MONITOR

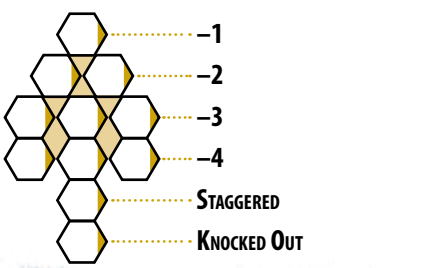


ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons



FATIGUE CONDITION MONITOR



Joshua Maron

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Mercenary (Eridani Light Horse)
Age: 36
Rank: Captain
Experience Level: Veteran
Height/Weight: 1.8m/59kg
XP: _____

Tags: • MechWarrior • Adventurous • Survivor • Force Recon • Unexpected



HISTORY

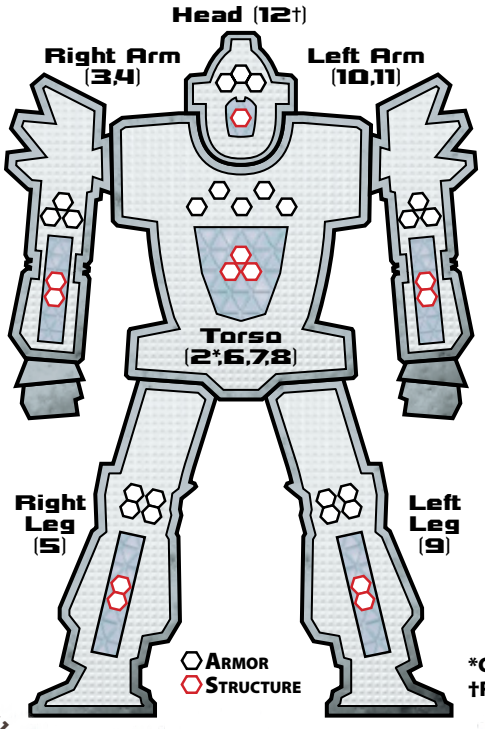
Joshua Maron grew up on a sparsely populated planet with exceptionally dangerous flora and fauna and a known pirate presence operating outside the reach of civilization. While most of his fellow citizens stayed within the high walls and protective fields that deterred the many predators, human and otherwise, Joshua often went exploring. When the Eridani Light Horse was hired to find and rescue people captured for enslavement by one of the pirate warlords, they found Maron to be an indispensable guide and offered him ongoing employment. He agreed only after they offered to train him as a MechWarrior. Over the years he has proved himself a capable and wily scout who knows exactly when to strike with speed and surprise and when to evade action.

PERSONALITY

Maron always seems to be enjoying a joke that only he gets. The galaxy is a strange place, full of interesting things to observe and try not to get killed by, and he takes every day as a new adventure. He rarely does what people expect and relishes every opportunity to surprise his friends as well as his foes. The scarier and more chaotic things get, the more his sense of humor comes to the surface.

DISPOSITION

Always seems to be cooking up a scheme.
Comes off as an adrenaline junkie, seeming to relish extreme danger.
Rarely passes up an opportunity to make a pun.
Doesn't like to sit still.



*Critical Hit on 8+
†Requires Plot Point to hit

HARDWARE

Type: VLK-QA VALKYRIE
Weight: Light
Tonnage: 30 tons (1 Hardware Point)
Movement: 3(J)
Heat Dissipation: 2

EQUIPMENT

Ammo: LRM (Torso)

Tags: • Scout • Federated Suns • Well-Armored • Slow • Quickly Repaired

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	RA	OK	OK	–2	—
LRM 10	1+M (Max 4)	M	H	T	–2	OK	OK	–2

Joshua Maron

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	3	3	2	2	3

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	3+RFL (+6)
Piloting (BattleMech)	3+RFL (+6)
Small Arms	1+RFL (+4)
Stealth	1+RFL (+4)
Artillery	2+INT (+5)
Communications	1+INT (+4)
Navigation	1+INT (+4)
Perception	1+INT (+4)
Tactics	2+INT (+5)
Tracking	2+INT (+5)
Leadership	1+CHA (+3)
Knowledge: Carnivorous Wildlife	1+INT (+4)

LIFE MODULES

FACTION: Mercenary (Eridani Light Horse)
CHILDHOOD: Backwoods
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Tour of Duty

INVENTORY

Personal Comm
Formal Dress Uniform
Tooth from a Massive Predator
Portable Jamming Device

TRAITS

Positive Trait: ***Rank:*** *Captain.*
Negative Trait: ***Poor Hearing:*** *–1 to Hearing-based Perception Tests.*

CUES

Now we ride.
Let's see if they can keep up.
I don't think they know we're here.
Tonnage isn't everything.
I love a good flank attack!
Here, have a ten-rack in the back!
Hit 'em hard and run for your lives!
They're going to feel that in the morning.
Don't worry, I brought enough missiles for you too!
Time to make some noise!
What?
Let's go find the path to victory.
I don't think they want us up there. Let's see what my jump jets have to say about that.
Marking targets for artillery strike now…
On my mark, unload everything into their rear and engage jump jets.
I've got visual confirmation of the entire enemy formation.
So that's how the ejection system works…
Look out below!

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Laser Rifle (E)	4	OK	OK	OK
Vibrodagger	2	–2	—	—

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
Staggered
Knocked Out

Jamie Grear

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Mercenary (Northwind Highlanders)
Age: 23
Rank: Lieutenant
Experience Level: Regular
Height/Weight: 1.7m/72kg
XP: _____

Tags: • MechWarrior • Former Slave • Passionate • Parent • Gamer



HISTORY

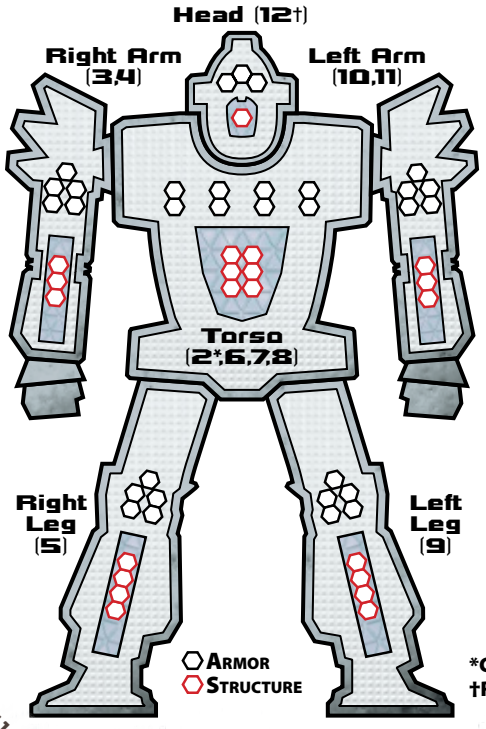
Jamie Grear was born into slavery, and her life would have been brief and unpleasant if not for the Northwind Highlanders being hired to disrupt the slavers' operation. At a crucial moment, she attacked one of the slavers as he was getting dressed combat, and then she fired one of the slavers' support guns into an ammunition storage bay to throw the enemy into disarray. When the Highlanders liberated her along with the other slaves, the officer who led the operation arranged for her to receive a scholarship to a private military academy. She took this chance and worked hard to become a capable MechWarrior, eventually signing with the Northwind Highlanders upon graduation. She is currently raising two orphan children who travel with her, and she donates most of her pay to organizations that help victims of slavers.

PERSONALITY

Grear is confident and passionate and readily shares her thoughts and feelings with those around her. Many mistake this for naiveté, but she is careful and intelligent. She takes both life and leisure very seriously, and never forgets her childhood spent as a slave. She feels incredibly lucky to have escaped that fate and takes every chance she gets to pay that good fortune forward. Grear looks younger than her years due to malnutrition in her childhood, and she is used to having people underestimate her.

DISPOSITION

Tries to make everyone in her command feel important and valued.
Secretly enjoys having people underestimate her, and seeing their surprise at learning their mistake.
Values human life over hardware.
Has no mercy for slavers or pirates.



HARDWARE

Type: SHD-2H SHADOW HAWK
Weight: Medium
Tonnage: 55 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

EQUIPMENT

Jump Jets
Ammo: Autocannon (Torso)
Ammo: LRM (Torso)
Ammo: SRM (Torso)

Tags: • Multi-Role • Star League Era • Advanced Life-Support System • Impressive Battle Record • Versatile

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
Primary: AC/5	2	B	—	T	–2	OK	–2	–4
LRM 5	1+M (Max 2)	M	—	T	–2	OK	OK	–2
Medium Laser, SRM 2	3+M (Max 4)	E, M	H	RA, H	OK	OK	–2	—

***Critical Hit on 8+**
†Requires Plot Point to hit

Jamie Grear

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	3	1	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	2+RFL (+5)
Piloting (BattleMech)	3+RFL (+6)
Athletics	1+STR (+2)
Small Arms	2+RFL (+5)
Zero-Gravity Operations	1+RFL (+4)
Science	1+INT (+3)
Tactics	1+INT (+3)
Perception	2+INT (+4)
Knowledge: Human Trafficking	1+INT (+3)
Knowledge: Photography	1+INT (+3)

LIFE MODULES

FACTION: Mercenary (Northwind Highlanders)
CHILDHOOD: Slave
HIGHER EDUCATION: Military Academy
REAL LIFE: Tour of Duty

INVENTORY

Personal Comm
Portable VR Game Console
Chemistry Field Kit
High Quality Holovid Camera

TRAITS

Positive Trait: ***Combat Sense:*** *Choose when to take your Narration in the turn order without needing to spend a Plot Point.*

Negative Trait: ***Dependents:*** *The GM may use this negative Trait in the story at any time.*

CUES

Stay sharp everyone. We'll be on them soon.
When I want your opinion, I'll ask for it via HPG.
Nice one!
Watch your ranges and stay in formation.
Let's do this by the numbers.
Everyone focus fire on my target.
Don't let them get behind you.
Let's pull back and cool off a bit.
Don't you dare!
I've got kids to feed.
I can't wait to get a sample of that!
No mercy for slavers.
Come look at this!
I only look young because I *am* young.
There's no way we're leaving those people behind.
That's a problem we can solve with the direct application of high-velocity depleted uranium.
Can we do that again? I forgot to hit the record button.
Nobody messes with my family.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Laser Pistol (Hold-Out) (E)	2	OK	OK	—
Vibrodagger	2	–2	—	—

PHYSICAL CONDITION MONITOR

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
Staggered
Knocked Out

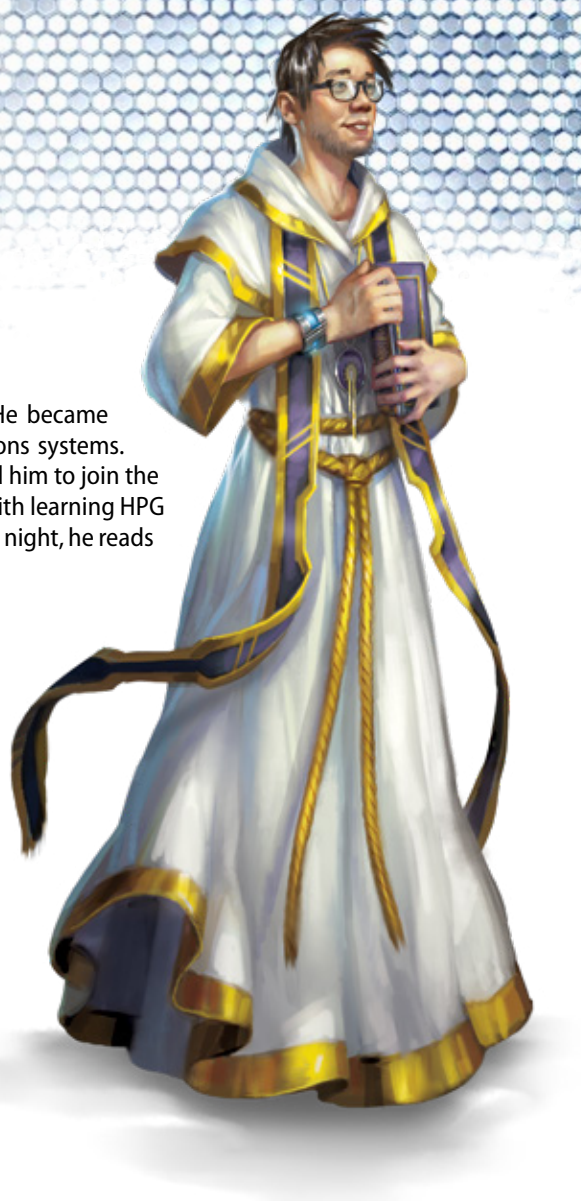
Sandor Kalman

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: ComStar
Age: 21
Rank: Acolyte II-Alpha
Experience Level: Green
Height/Weight: 1.75m/79kg
XP: _____

Tags: • Quiet • Believer • Devout • Student • Gentle



HISTORY

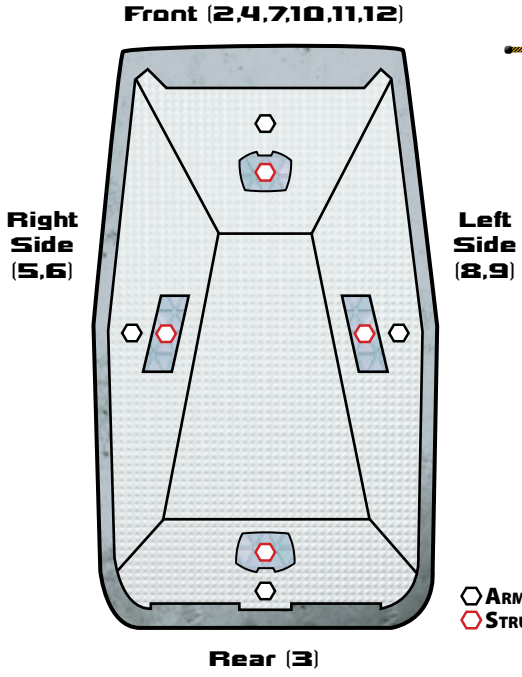
Sandor grew up in an upper-middle-class family in the Free Worlds League. He became interested in technology early in life and graduated with a degree in communications systems. Dissatisfied with the local job market, he met with a ComStar recruiter who convinced him to join the Order. Now stationed in the Draconis Combine's Periphery border, his days are filled with learning HPG maintenance basics and the correct litanies and hymns from the operation manuals. At night, he reads The Word of Blake and related material, absorbing everything he can about ComStar.

PERSONALITY

Sandor is a quiet man, always polite and respectful. He found a home in the Order and expects to make it his life's work. He is comfortable with technology, even if he's not quite sure why the litanies and hymns from the operation manuals are treated like holy scriptures. He now believes that Blake's ideas are the ones to carry the Inner Sphere forward into a new era of peace and prosperity.

DISPOSITION

A committed pacifist.
Dedicated to his work, even when he doesn't quite understand the technicalities.
Keeps to himself.
Neat and orderly.



HARDWARE

Type: BAYAMO HOVERBIKE
Weight: Light
Tonnage: 0.6 tons (1 Hardware Point)
Movement: 5

EQUIPMENT

Cargo Space
2 Seats

Tags: • Personal Transport • Hover • Fuel Cell • Luxury Leisure Vehicle • Military-Based Design

DURABILITY

(Personal-Scale Combat)

Sandor Kalman

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	1	3	2	1	1

SKILLS

Name	Rating+Attribute (Bonus)
Communications	**3+INT (+6)**
Computers	**3+INT (+6)**
Protocol	**3+INT (+6)**
Science	**1+INT (+4)**
Knowledge: HPG Systems	**1+INT (+4)**

LIFE MODULES

FACTION: ComStar
CHILDHOOD: White Collar
HIGHER EDUCATION: Technical College
REAL LIFE: ComStar Service

INVENTORY

Leatherbound copy of The Word of Blake
ComStar Acolyte Robes
Civilian Communicator
Deluxe Toolkit

TRAITS

Positive Trait: ***Tech Empathy:*** *+1 bonus for any Tests directly involving technology.*
Negative Trait: ***In for Life:*** *The GM may use this negative Trait in the story at any time.*

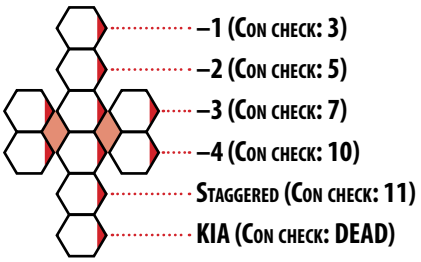
CUES

Blessed be Blake.
I am not a violent man.
This place is a mess!
I study to improve myself.
I am not sure why we treat the operations manual as a holy book, but I can live with it.
I understand the underlying theory of the hyper pulse generator, but not the technology—yet.
Violence never solves anything.
I see the problem. Give me a few minutes, and I'll have it running.
I have found my place in the universe.
Guns are not the way to solve a problem.
I know where the file is on the system.
Ready to transmit.
The peace of Blake be upon you.
I'll check the subsystem. That's where the fault was last time.
I spend most nights reading and thinking about Jerome Blake's words.
As the Blessed Blake says…
I see…Your solution is to hit it? We call that "percussive maintenance."
Greetings. How may I help you?

PERSONAL WEAPONRY

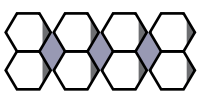
	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Collapsible Baton	1	OK	—	—

PHYSICAL CONDITION MONITOR

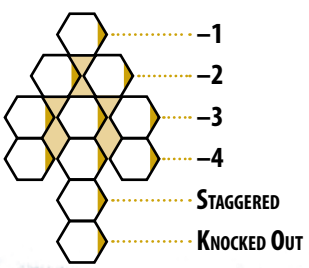


ARMOR

Concealed Flak Armor: –1 damage from Ballistic (B) weapons



FATIGUE CONDITION MONITOR

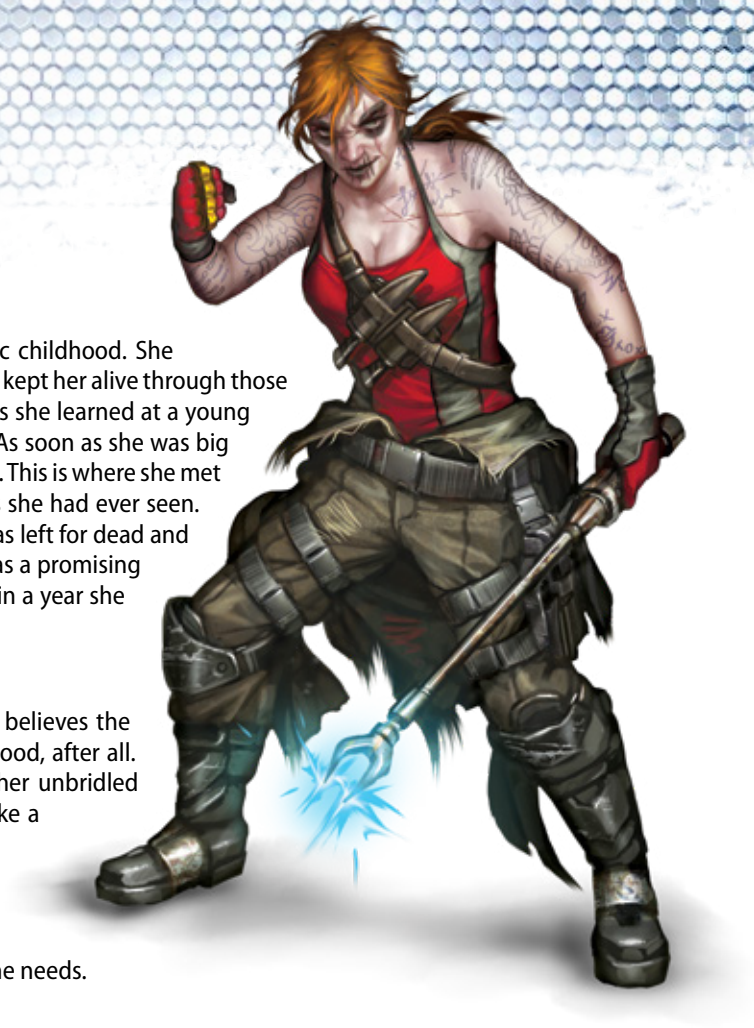


Cass Krandall

VITAL FACTORS

Faction: Pirate (Independent)
Age: 28
Rank: Queen Bee
Experience Level: Regular
Height/Weight: 1.8m/105kg
XP: _____

Tags: • Survivor • Scalawag • Intimidating • Resourceful • Tank • Big Guns



HISTORY

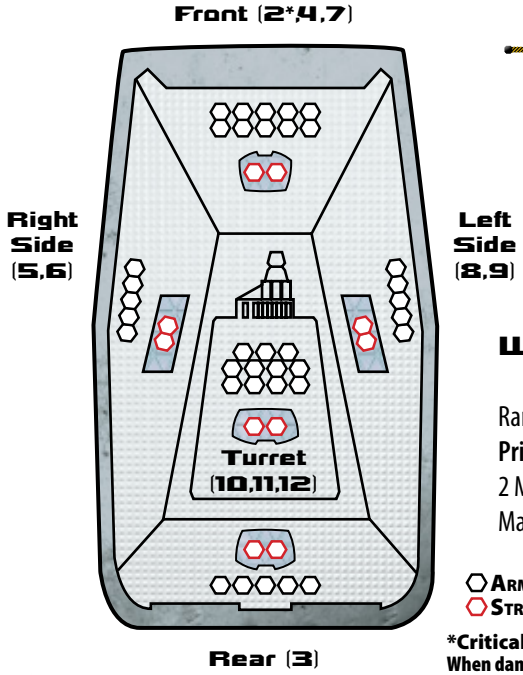
Cass Krandall doesn't remember her parents or much of her traumatic childhood. She grew up on the streets of Nasul in the Taurian Concordat. Her wit and tenacity kept her alive through those hard years, and she learned how to survive. One of the most important skills she learned at a young age is to know which fights she could win and which she needed to avoid. As soon as she was big enough to lie about her age, she signed on with the planetary militia garrison. This is where she met her first love: a Demolisher heavy tank that carried two of the biggest guns she had ever seen. When it was destroyed in combat along with most of her fellow crew, she was left for dead and captured by pirates. They never knew what hit them. Within a month she was a promising rookie. Within six months she was planning assaults and leading raids. Within a year she became the most feared and respected pirate in the system.

PERSONALITY

"Crass" Krandall is a pirate queen, and she lets everyone know it. She believes the galaxy is her oyster—it's what the universe owes her for a torturous childhood, after all. Arrogant to the nines, she'll fight anyone who tries to question her, and her unbridled fierceness often makes her opponents back down before they can even take a swing or a shot at her.

DISPOSITION

Takes flak from no one.
Constantly establishing dominance, often taking up more space than she needs.
Refuses to show any sign of weakness or vulnerability to anyone.
Parties hard and fights harder.



HARDWARE

Type: CONDOR HEAVY HOVER TANK
Weight: Medium
Tonnage: 50 tons (2 Hardware Points)
Movement: 4

EQUIPMENT

Cargo Space
Ammo: Autocannon/Machine Gun

Tags: • Heavy Cavalry • Hover • Fastest in Weight Class • Vulnerable to Flanking • Expensive

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	8	—	—	OK	—	—	—
Primary: AC/5	2	B	Turret	–2	OK	–2	–4
2 Medium Lasers	4	E	Turret	OK	OK	–2	—
Machine Gun	1	B	Front	OK	OK	—	—

⬡ Armor
⬡ Structure

*Critical Hit on 8+
When damaged: –2 Movement on 8+

Cass Krandall

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	3	1	1	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Escape Artist	**1+RFL (+4)**
Gunnery (Combat Vehicles)	**1+RFL (+4)**
Piloting (Combat Vehicles)	**1+RFL (+4)**
Melee Weapons	**2+RFL (+5)**
Support Weapons	**2+STR (+5)**
Stealth	**1+RFL (+4)**
Perception	**1+INT (+2)**
Acting	**1+CHA (+3)**
Intimidation	**2+CHA (+4)**
Streetwise	**2+CHA (+4)**
Knowledge: Black Markets	**1+INT (+2)**

LIFE MODULES

FACTION: Pirate (Independent)
CHILDHOOD: Street
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Organized Crime

INVENTORY

Personal Communicator
Jolly Roger Holo-Banner
Authentic Bleached Human Skull
Erhu (Spike Fiddle) and Bow

TRAITS

Positive Trait: ***Toughness:*** *Subtract 1 to all Physical and Fatigue Damage you receive. (Damage to Armor pips is not reduced.)*
Negative Trait: ***Bad Reputation:*** *–1 penalty to CHA-based tests involving someone who knows her pirate reputation.*

CUES

Who you lookin' at?
If you've got the C-Bills, I lack the scruples.
We either make a deal, or I deal out the pain.
Either way is a win for me.
You don't always have to pull a trigger to win.
Just let me get in position, and I'll take 'em out at the knees.
That's the ticket!
Don't say "over my dead body" unless you're ready to fulfill that condition.
This little ol' thing? It's practically a sidearm!
Aw, does the poor wittle boy need a 'Mech to carry his guns for him? How cute.
Turn on the lead, fellas! Let's pour it on!
Get some!
You sure you want to try that against me?
Why don't things ever go smoothly?!
I'm just a businesswoman.
Pain is my business.
They'll be stacking their scrap... We'll be stacking C-Bills.
You better make it rain C-Bills, or I'm gonna make it rain lead.
I can't believe that worked!

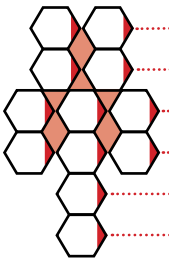
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Machine Gun (B)	4*	OK	OK	OK
** May attack up to two different targets per Narration*				
Stunstick	4F	OK	—	—

ARMOR

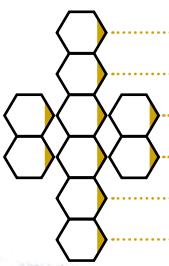
Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

Darice Garzi

VITAL FACTORS

Faction: Magistracy of Canopus
Age: 22
Rank: Classified
Experience Level: Elite
Height/Weight: 1.6m/55kg
XP: _____

Tags: • Sultry • Flexible • Professional • Careful • Committed



HISTORY

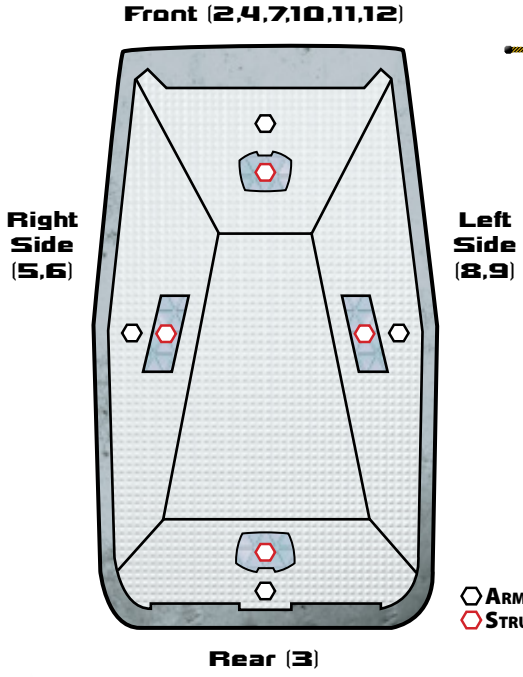
Publicly, Darice is one of the most popular pleasure-circus courtesans, with a long list of important clients across a dozen worlds. In fact, she is actually a member of the Magistracy Intelligence Ministry, tasked with discovering and passing on classified information. As a child, she was separated from her parents and placed into slavery, until a raid by the Magistracy freed her and several hundred slaves. The MIM took her in and trained her as an agent. Assigned the codename "Marigold," she quickly established herself as one of the MIM's top operatives.

PERSONALITY

Darice—not her real name—is three different people. Darice the courtesan is warm, sultry, intelligent and skillful; Darice the spy is cold, calculating, and ruthless. She can slip from one to the other in a blink of an eye when needed. She doesn't let anyone other than her adoptive family see the true Darice: the woman who was once a slave. Her loyalty to the Magistracy is complete, but she harbors a deep hatred for slavers.

DISPOSITION

Deliberate in everything she does.
A careful and meticulous planner.
Her courtesan persona has friends. Her spy persona has none.
Never uses her real face when she's on a mission outside the pleasure circus.



HARDWARE

Type: BAYAMO HOVERBIKE
Weight: Light
Tonnage: 0.6 tons (1 Hardware Point)
Movement: 5

EQUIPMENT

Cargo Space
2 Seats

Tags: • Personal Transport • Hover • Fuel Cell • Luxury Leisure Vehicle • Military-Based Design

DURABILITY

(Personal-Scale Combat)

Darice Garzi

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	4	2	2	4	4

SKILLS

Name	Rating+Attribute (Bonus)
Small Arms	**4+RFL (+8)**
Athletics	**5+STR (+6)**
Stealth	**5+RFL (+9)**
Disguise	**2+CHA (+6)**
Intimidation	**5+CHA (+9)**
Knowledge: Courtesan	**2+INT (+6)**

LIFE MODULES

FACTION: Magistracy of Canopus
CHILDHOOD: Slave
HIGHER EDUCATION: Intel Ops Training
REAL LIFE: Covert Operations

INVENTORY

Revealing Clothes
Advanced Security Bypass Kit
Encrypted Long-Range Communicator
Disguise Kit

TRAITS

Positive Trait: ***Attractive:*** *+1 bonus for CHA-based Tests where physical appearance matters.*
Negative Trait: ***Dark Secret:*** *–1 modifier to Tests for trying to keep your secret hidden.*

CUES

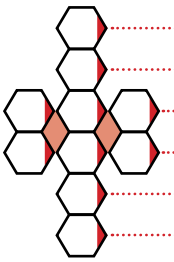
Good evening. I'm Darice, and tonight, I am *yours*.
I need those plans, and I need them *tonight*.
The Magistracy took me in and gave me a way to fight back.
It's easy to get my clients to talk. The hard part is getting them to shut up.
Here's your drink, just how you like it.
Enough talking for now.
I'm a woman of many faces—most friendly, a few not.
All missions are important, in degrees.
And you think *that* will happen? *When*?
I have no pity for slavers.
My body is a weapon, in more ways than one.
Which costume for tonight. . . the innocent schoolgirl, the strict librarian, or the sexy cop?
I can get more with a smile and a few sweet words than a dozen agents can through illegal means.
I can get in, no problem. Security isn't that good.
I do what I must to complete the mission.
Could you please put your arm around me? These clothes are not designed for warmth.
Please, explain that to me. It sounds so exciting.
Deep inside me is that scared little girl.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Dagger	1	–2	—	—
Sniper Rifle (B)	4	–2	OK	OK
Laser Pistol (Hold-Out) (E)	2	OK	OK	—
Needler Pistol	5*	OK	–2	—

**Every 2 damage reduces target's Armor by 1 pip.Condition Monitor pips are damaged as normal.*

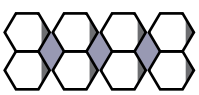
PHYSICAL CONDITION MONITOR



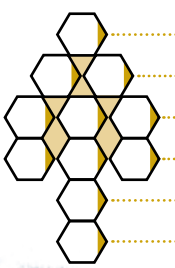
–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

ARMOR

Infiltration Suit: –1 damage from Ballistic (B) and Energy (E) weapons



FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

Turi Walsh

VITAL FACTORS

Faction: Taurian Concordat
Age: 36
Rank: N/A
Experience Level: Veteran
Height/Weight: 1.8m/96kg
XP: _____

Tags: • Loner • Hunter • Haunted • Outdoorsman • Survivalist



HISTORY

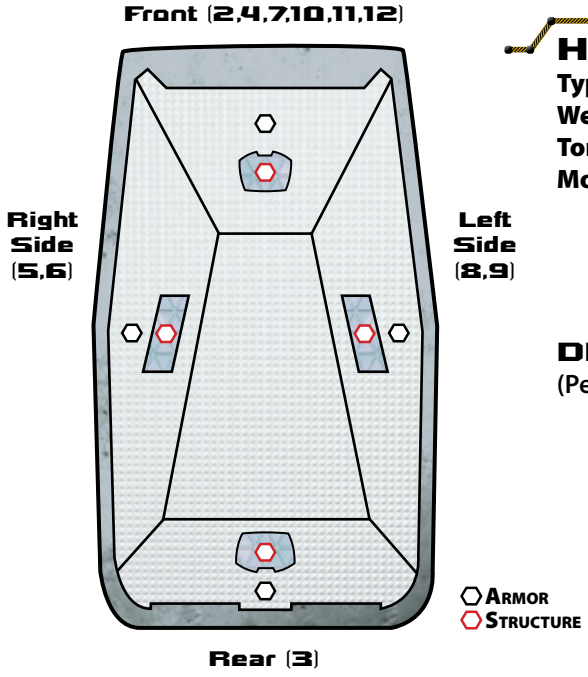
Turi grew up in the backwoods of his home planet, learning to hunt and be self-sufficient. He was drafted into the Taurian Defense Force and became an infantryman, rising to the rank of lance sergeant and serving as senior NCO of a company. However, during a Federated Suns raid, conflicting orders resulted in the entire company being slaughtered except for Turi. Overwhelmed with guilt and emotion, he resigned and disappeared before the TDF could fully investigate. Now he's back on his homeworld, up in the mountains, living off the grid and avoiding all human contact. The TDF have twice sent teams in to find him, but he's avoided them both times.

PERSONALITY

Turi wants to be left alone. He brings pelts to a small settlement for food and supplies, but otherwise avoids human contact. He relives the tragic events that ended his military service every time he closes his eyes, and blames himself for the company's destruction. He is a skilled hunter and tracker and is used to being alone. A morose man, he avoids people as much as possible, but will fight if he's cornered.

DISPOSITION

Holds himself responsible for his company's annihilation.
Rarely speaks and doesn't say much when he does.
Lives with survivor's guilt every day.
Always alert.



HARDWARE

Type: BULLDOG MEDIUM TRUCK
Weight: Medium
Tonnage: 3 tons (2 Hardware Points)
Movement: 2

EQUIPMENT

Cargo Bed
4 Seats
Searchlights

Tags: • Civilian Logistics Vehicle • Wheeled • 1,000 km Range • Common • Low Maintenance

DURABILITY

(Personal-Scale Combat)

Turi Walsh

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	2	2	3	1	2

SKILLS

Name	Rating+Attribute (Bonus)
Small Arms	**5+RFL (+7)**
Tracking	**4+INT (+6)**
Survival	**4+WIL (+7)**
Perception	**3+INT (+5)**
Support Weapons	**2+RFL (+4)**
Knowledge: Bushcraft	**1+INT (+3)**

LIFE MODULES

FACTION: Taurian Concordat
CHILDHOOD: Backwoods
HIGHER EDUCATION: Military Enlistment
REAL LIFE: Tour of Duty

INVENTORY

Medical Kit
Binoculars
Winter Clothing
Jerked Meat

TRAITS

Positive Trait: ***Thick-Skinned:*** *Ignore any modifiers related to performing actions in extreme heat or extreme cold.*
Negative Trait: ***Introvert:*** *–1 penalty for CHA-related Tests.*

CUES

Leave me alone.
I don't miss civilization.
I know these lands better than anyone.
I'm not alone.
My ghosts keep me company.
I'm not staying long. Neither are you.
It's my fault.
War isn't glory. Its horror.
I don't care about causes anymore.
Don't pretend you understand me.
I will be seen only if I want to.
Quiet.
Why are you here?
We've talked enough.
Better get to shelter.
Weather's getting bad.
Regrets are all I've got left.
Do you hear that?
I've seen too much death and destruction to be normal again.
I kill only to eat or protect myself.

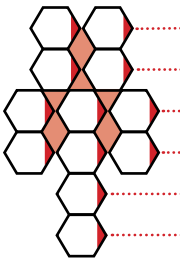
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—
Hunting Rifle (B)	4	OK	OK	–2
Auto-Pistol (B)	4	OK	OK	—
Hunting Knife	1(+1)	–2	—	—

ARMOR

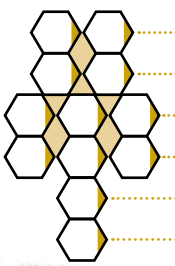
Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
Staggered
Knocked Out

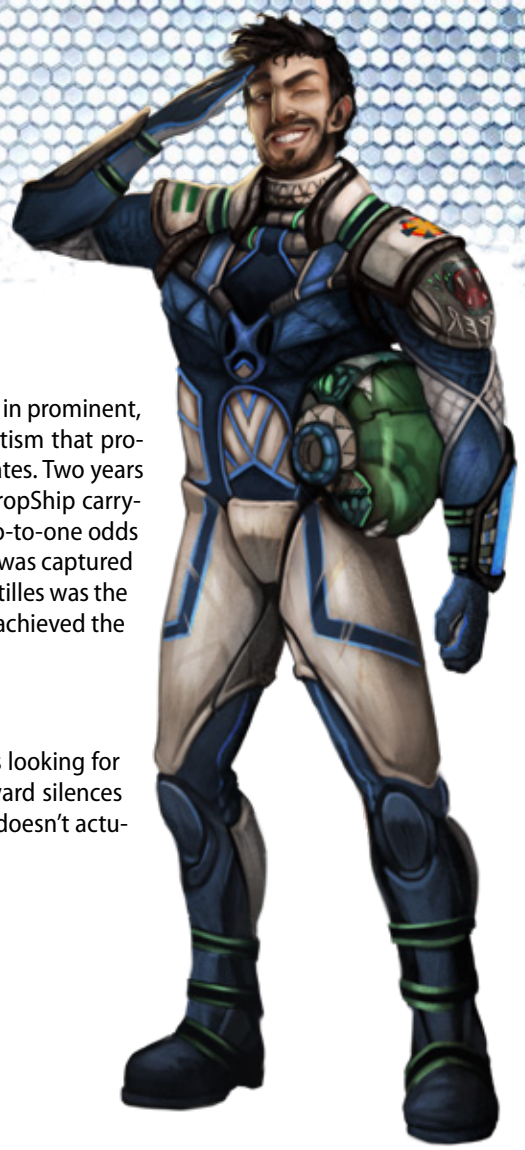
Michael "Outrider" Antilles

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Outworlds Alliance
Age: 25
Rank: Captain
Experience Level: Regular
Height/Weight: 1.8m/63.5kg
XP: _____

Tags: • Ace Pilot • Fidgety • Unorthodox • Lucky • Spotter



HISTORY

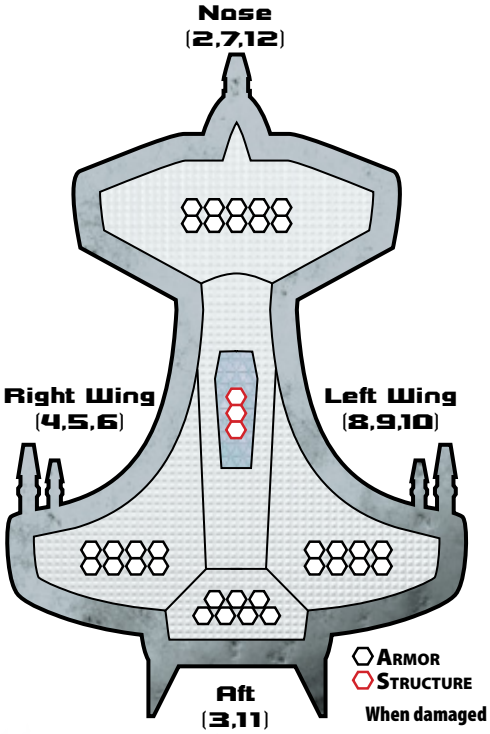
Captain Antilles's family boasts a long tradition of service in the Alliance Military Corps in prominent, prestigious roles. It just so happens that Michael possesses the skill to back up the nepotism that propelled him directly into officer territory. Most of the action he's seen has come against pirates. Two years ago he became a local hero when he led a patrol that intercepted a pirate assault on a DropShip carrying wealthy passengers and their accompanying paparazzi. Antilles and his wing faced two-to-one odds against enemy aerofighters supported by an assault DropShip. Every moment of the battle was captured on camera and broadcast live. The pirates were driven away and captured days later, but Antilles was the only survivor. His Sholagar came through the combat without any significant damage. He achieved the distinction he craved, and now he must live up to it.

PERSONALITY

Captain Antilles is confident and optimistic and doesn't sit still very well. He is always looking for problems to solve, and his methods are often creative and unconventional. He fills awkward silences and breaks up tension easily with his wit and good humor. He's lost friends in combat but doesn't actually believe that it will ever happen to him.

DISPOSITION

Believes he's one of the best and won't ever get shot down.
Looks for every chance to swoop in and save the day.
Doesn't like to get too close to anyone but hides it well.
Always has a catchy name for his fancy maneuvers.



When damaged (2+ damage): Critical Hit on 8+

HARDWARE

Type: SL-21 SHOLAGAR
Weight: Light
Tonnage: 35 tons (2 Hardware Points)
Movement: 4
Heat Dissipation: 2

EQUIPMENT

Ammo: SRM

Tags: • Air Superiority • Draconis Combine • Durable • Unstable in Atmosphere • Circular Wing Design

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: SRM 4	1+M (Max 3)	M	H	N	OK	OK	–2	—
2 Medium Lasers	4	E	H	RW, LW	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

Michael "Outrider" Antilles

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	1	1	2

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (Aerospace)	2+RFL (+5)
Piloting (Aerospace)	3+RFL (+6)
Small Arms	1+RFL (+4)
Zero-G Operations	1+RFL (+4)
Artillery	2+INT (+4)
Knowledge (Politics)	1+INT (+3)
Navigation	2+INT (+4)
Perception	2+INT (+4)
Tactics	1+INT (+3)

LIFE MODULES

FACTION: Outworlds Alliance
CHILDHOOD: Spacer Family
HIGHER EDUCATION: Officer Candidate School
REAL LIFE: Tour of Duty

INVENTORY

Lucky Dice
Formal Dress Uniform
Hardcover RPG Book Collection
Personal Communicator

TRAITS

Positive Trait: *Rank:* *Captain.*
Negative Trait: ***Glass Jaw:*** *Add 1 to all Physical and Fatigue Damage you receive.*

CUES

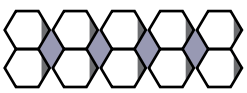
Keep it tight. We're going in hot.
Did somebody call in a miracle?
Woohooo!
Time to try out the "Ballistic Armadillo"!
Targets painted for artillery strike. Send them my regards.
Let's go show 'em how it's done.
I have eyes on the target location now.
Stay on target. . .
I think this calls for a "Sonic Wormhole."
Look at 'em all lined up for me like tin cans on a bench!
I'll draw their fire!
Where'd you learn how to shoot?
Strafing run? No problem! I'll just work it into my dogfight here.
They don't give these fancy officer insignias out to just anybody.
That was close, even for me.
Take evasive action. I'll get there as fast as I can!
Did you see that? I pulled off a perfect "Fractal Deathflower"!
Yee-hah!

PERSONAL WEAPONRY

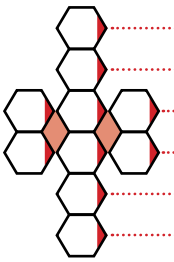
	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK
Laser Rifle (E)	4	OK	OK	OK

ARMOR

Ablative Armor: –2 damage from Energy (E) weapons

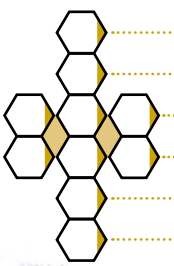


PHYSICAL CONDITION MONITOR



–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
STAGGERED
KNOCKED OUT

Regan Galdo

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Unaffiliated
Age: 27
Rank: None
Experience Level: Regular
Height/Weight: 1.7m/68kg
XP: _____

Tags: • MechWarrior • Gladiator • Champion • Solaris VII • Aggressive • Determined



HISTORY

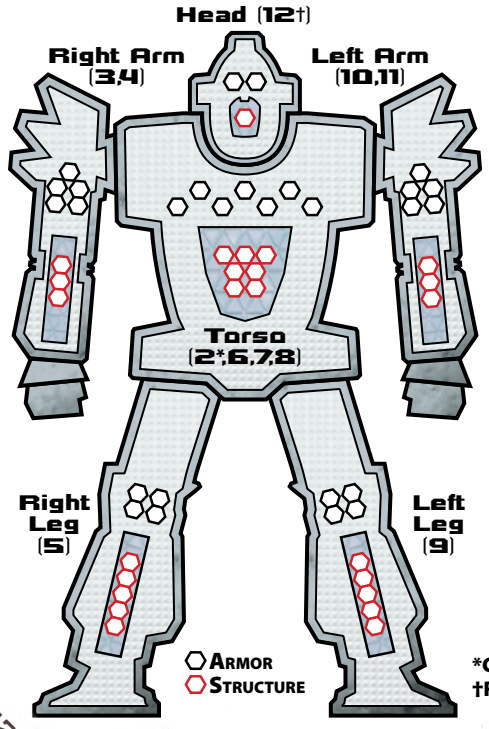
Regan Galdo grew up on the game world of Solaris VII. All the kids aspired to pilot the great BattleMechs of the arena from a young age, but none of them showed the determination she did. Her parents were wealthy but often absent, and were more than happy to provide her with private tutoring and access to a simulator pod. She spent her youth learning about 'Mechs and their capabilities, and her teenage years led to an internship with a prominent Solaris VII sponsor. There she learned much more about the business side of entertainment, as well as the gambling activities that transform arena matches into piles of C-Bills. She took the underbelly in stride as just part of the game and learned to play it with the same determination with which she mastered BattleMech piloting. A few savvy deals and close calls was all it took to turn her family wealth and connections into a recently restored BattleMech. Now all she needs is a chance to prove herself against the top contenders in her division.

PERSONALITY

Regan is bold, clever, and determined. She is a winner and won't stand for anything short of getting her way. She's used to the privilege her wealth provides but works very hard to get what she wants. She expects excellence from everyone she works with and won't back down when things get rough.

DISPOSITION

Knows she is the best of the best.
Never passes up a chance to prove herself.
No retreat, no surrender.
Expects others to keep up and won't wait to see if they can.



HARDWARE

Type: RFL-3N RIFLEMAN
Weight: Heavy
Tonnage: 60 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 2

EQUIPMENT

Ammo: Autocannon (Torso)
Garret D2j Anti-Aircraft Targeting System

Tags: • Fire Support • Star League Era • Anti-Aircraft • Heat Monster • Under-Armored

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
Primary: 2 Large Lasers	6	E	HHH	RA, LA	OK	OK	–2	–4
2 AC/5	4	B	—	RA, LA	–2	OK	–2	–4
2 Medium Lasers	4	E	HH	T	OK	OK	–2	—

***Critical Hit on 8+**
†Requires Plot Point to hit

Regan Galdo

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
1	3	2	1	3	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	3+RFL (+6)
Piloting (BattleMech)	2+RFL (+5)
Small Arms	1+RFL (+4)
Perception	1+INT (+3)
Tactics	1+INT (+3)
Acting	2+CHA (+5)
Intimidation	2+CHA (+5)
Protocol	1+CHA (+4)
Streetwise	1+CHA (+4)
Knowledge: Solaris VII Games	1+INT (+3)

LIFE MODULES

FACTION: Unaffiliated
CHILDHOOD: White Collar
HIGHER EDUCATION: Solaris Internship
REAL LIFE: Solaris VII Games

INVENTORY

Personal Communicator
HypeBot! Social Media Drone
Autographed Photo Prints
Personal Stash of Illicit Drugs

TRAITS

Positive Trait: ***Wealthy:*** *+1 Hardware Points.*
Negative Trait: ***Compulsion:*** *Can't stand the thought of losing.*

CUES

Let's do this!
The only things standing between me and the championship are time and scrap metal.
Stay out of my way.
I'm not here to hold your hand.
Keep up or stay home.
No guts, no galaxy!
Oh, it's *on*!
What do you mean, "no"?
Good thing you brought me along.
One way or another, we aren't leaving until we get what we're here for.
Eject buttons are for cowards.
The "odds" don't apply to me.
There's more than one way to win a match.
Watch and learn.
This is going to be the best match you've ever seen...until my next bout.
What were you thinking?!
I thought you were supposed to be professionals.
Time to level the playing field.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK
Submachine Gun (B)	3*	OK	OK	–2

**May attack up to two different targets per Narration.*

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
Staggered
Knocked Out

Grunt

Tags: • Boots-on-the-Ground Soldier • Weapon Enthusiast • Follows Orders • Grim • Disciplined

STR	RFL	INT	WIL	CHA
3	3	1	2	1

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Rifle (B)	4	OK	OK	–2

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**3+RFL (+6)**
Support Weapons	**2+STR (+5)**
Melee Combat	**3+RFL (+6)**
Intimidation	**3 +CHA (+4)**
Knowledge: Weapon Trivia	**1+INT (+3)**

Inventory

Infantry Field Kit, Rations, Cigar

Armor

Flak Armor: –2 damage from Ballistic (B) weapons

Physical Condition Monitor

- –1 (Con check: 3)
- –2 (Con check: 5)
- –3 (Con check: 7)
- –4 (Con check: 10)
- Staggered (Con check: 11)
- KIA (Con check: DEAD)

Fatigue Condition Monitor

- –1
- –2
- –3
- –4
- Staggered
- Knocked Out

Officer

Tags: • Career Soldier • Commander • Humorless • Respected • Veteran

STR	RFL	INT	WIL	CHA
2	3	2	2	3

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK
Combat Knife	1	–2	—	—

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**4+RFL (+7)**
Leadership	**4+CHA (+7)**
Protocol	**2+CHA (+5)**
Tactics	**4+INT (+6)**
Knowledge: Military History	**2+INT (+4)**

Inventory

Orders from Superior, Military Ribbons, Military History Book

Armor

Ablative Armor: –2 damage from Energy (E) weapons

Physical Condition Monitor

- –1 (Con check: 3)
- –2 (Con check: 5)
- –3 (Con check: 7)
- –4 (Con check: 10)
- Staggered (Con check: 11)
- KIA (Con check: DEAD)

Fatigue Condition Monitor

- –1
- –2
- –3
- –4
- Staggered
- Knocked Out

MechWarrior

Tags: • Thirty-First-Century Knight • Sergeant • 'Mech Jock • Code of Conduct • Respected

STR	RFL	INT	WIL	CHA
2	3	2	2	1

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—

Skills

Name	Rating+Attribute (Bonus)
Gunnery	**2+RFL (+5)**
Piloting	**2+RFL (+5)**
Small Arms	**3+RFL (+6)**
Tactics	**3+INT (+5)**
Knowledge: 'Mech Identification	**2+INT (+4)**

Inventory

MechWarrior Field Kit, Cockpit Mementos, Coolant Vest, Neurohelmet

Armor

Flak Armor: –2 damage from Ballistic (B) weapons

Physical Condition Monitor

- –1 (Con check: 3)
- –2 (Con check: 5)
- –3 (Con check: 7)
- –4 (Con check: 10)
- Staggered (Con check: 11)
- KIA (Con check: DEAD)

Fatigue Condition Monitor

- –1
- –2
- –3
- –4
- Staggered
- Knocked Out

Aerojock

Tags: • Hair on Fire • Cocky • Risk Taker • Glory Seeker • Adventurous

STR	RFL	INT	WIL	CHA
1	3	2	2	5

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK

Skills

Name	Rating+Attribute (Bonus)
Gunnery	**3+RFL (+6)**
Piloting	**3+RFL (+6)**
Navigation	**2+INT (+4)**
Small Arms	**2+RFL (+5)**
Knowledge: Military Aviation History	**2+INT (+4)**

Inventory

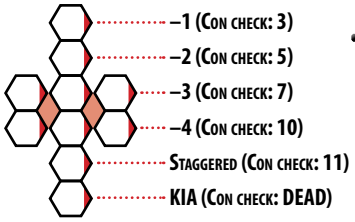
Flight Suit, Neurohelmet, Bomber Jacket

Armor

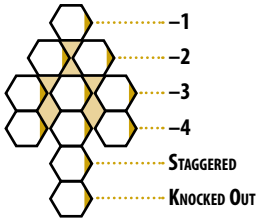
Ablative Armor: –2 damage from Energy (E) weapons



Physical Condition Monitor



Fatigue Condition Monitor



Technician

Tags: • Blue Collar • Repair Expert • Reliable • Skilled • Out-of-the-Box Solutions

STR	RFL	INT	WIL	CHA
2	2	3	2	1

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Welder	4	–2	—	—

Skills

Name	Rating+Attribute (Bonus)
Technician	**4+INT (+7)**
Computers	**3+INT (+6)**
Small Arms	**2+RFL (+4)**
Knowledge: Obscure 'Mech Trivia	**3+INT (+6)**

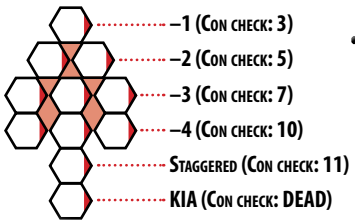
Inventory

Wrench, Diagnostic Tools, Coveralls

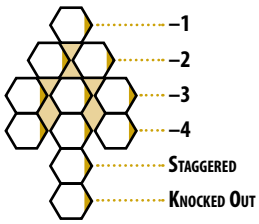
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Law Enforcement Officer

Tags: • Patrol • First Responder • Beat Cop • No-Nonsense • Friendly Persuader (House Kurita)

STR	RFL	INT	WIL	CHA
2	2	2	2	2

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—

Skills

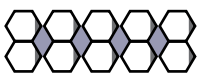
Name	Rating+Attribute (Bonus)
Small Arms	**2+RFL (+4)**
Melee Combat	**2+RFL (+4)**
Investigation	**3+INT (+5)**
Intimidation	**3+CHA (+5)**
Knowledge: Local Crime Activity	**2+INT (+4)**

Inventory

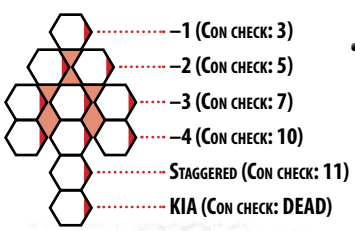
Manacles, Utility Belt, Flashlight

Armor

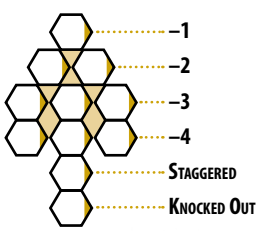
Flak Armor: –2 damage from Ballistic (B) weapons



Physical Condition Monitor



Fatigue Condition Monitor



Military Police

Tags: • Checkpoints • Stockade/Brig • Vigilant • Tough • Zero Tolerance

STR	RFL	INT	WIL	CHA
3	2	1	1	3

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Club	1(+1)	OK	—	—
Laser Pistol (E)	3	OK	OK	OK

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**2+RFL (+4)**
Melee Combat	**3+RFL (+5)**
Protocol	**2+CHA (+5)**
Intimidation	**3+CHA (+6)**
Knowledge: Military Law	**2+INT (+3)**

Inventory

MP Armband, Approved Guests Checklist, Passkeys

Armor

Flak Armor: –2 damage from Ballistic (B) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Security Guard

Tags: • Vigilant • Disciplined • Intimidating • Persistent • Not Quite Military

STR	RFL	INT	WIL	CHA
3	2	2	2	1

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—
Stunstick	4F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**3+RFL (+5)**
Small Arms	**2+RFL (+4)**
Tracking	**2+INT (+4)**
Perception	**3+INT (+5)**
Knowledge: Criminal Psychology	**2+INT (+4)**

Inventory

Uniform, Personal Communicator, Manacles

Armor

Flak Armor: –2 damage from Ballistic (B) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Gang Member

Tags: • Belligerent • Turf • Cocky • More Bark than Bite • Yakuza (House Kurita)

STR	RFL	INT	WIL	CHA
3	1	1	2	3

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—
Blackjack	3(+1)F	–2	—	—
Hold-Out Pistol (B)	3	OK	–2	—

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**3+RFL (+4)**
Small Arms	**2+RFL (+3)**
Streetwise	**2+CHA (+5)**
Intimidation	**3+CHA (+6)**
Knowledge: Police Patrol Schedules	**2+INT (+3)**

Inventory

Narcotics, Gang Tattoos, Gang Colors

Armor

None

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Smuggler

Tags: • Smooth Talker • Unscrupulous • Bribes • Pragmatic • Hidden Compartments

STR	RFL	INT	WIL	CHA
1	2	2	1	4

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Vibrodagger	2	–2	—	—
Laser Pistol (Hold-Out) (E)	2	OK	OK	—

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**2+RFL (+4)**
Acting	**2+CHA (+6)**
Negotiation	**2+CHA (+6)**
Streetwise	**2+CHA (+6)**
Knowledge: Legendary Heist Stories	**2+INT (+4)**

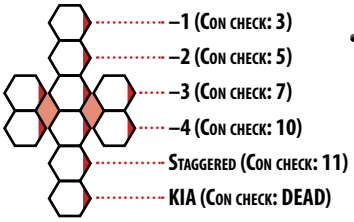
Inventory

Coat w/ Hidden Pockets, Noteputer, Doctored Shipping Manifest

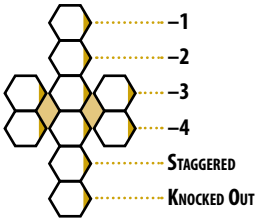
Armor

Concealed Flak Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor



Fatigue Condition Monitor



Pirate

Tags: • Scum • Devil May Care • Fearsome • Lawless • Might Makes Right

STR	RFL	INT	WIL	CHA
3	2	1	2	2

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—
Vibrosword	4	OK	—	—
Needler Pistol	5*	OK	–2	—

**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**2+RFL (+4)**
Melee Combat	**3+RFL (+5)**
Survival	**2+WIL (+4)**
Intimidation	**3+CHA (+5)**
Knowledge: Human Pain Thresholds	**2+INT (+3)**

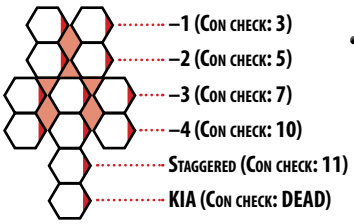
Inventory

Stolen Jewelry, Good Luck Charm, Human Trophies

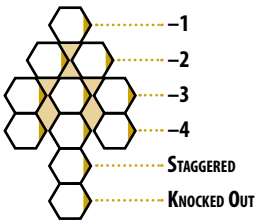
Armor

Concealed Flak Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor



Fatigue Condition Monitor



Bounty Hunter

Tags: • Ruthless • Persistent • Mercenary • Predator • Flexible Morals

STR	RFL	INT	WIL	CHA
2	2	3	1	2

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Dart Gun	3F	OK	–2	—
Revolver (B)	4	OK	–2	—

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**1+RFL (+3)**
Perception	**3+INT (+6)**
Investigation	**3+INT (+6)**
Tracking	**+INT (+5)**
Knowledge: Criminal Hideouts	**1+INT (+4)**

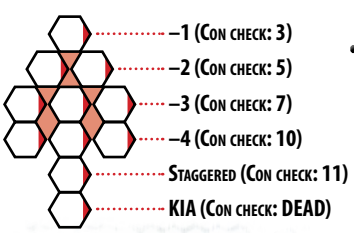
Inventory

Notebook, Bribe Money, List of Informants

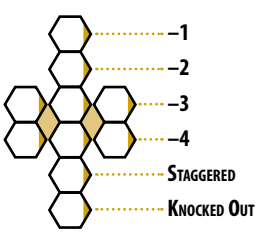
Armor

Concealed Ablative Armor: –1 damage from Energy (E) weapons

Physical Condition Monitor



Fatigue Condition Monitor



Courtesan

Tags: • Attractive • Perceptive • Trained • Professional • Companionship

STR	RFL	INT	WIL	CHA
1	2	2	1	4

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Fingernails (Carbon-Fiber Reinforced)	1	–2	—	—
Monowire	5	–2	—	—

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**1+RFL (+3)**
Perception	**3+INT (+5)**
Acting	**2+CHA (+6)**
Protocol	**2+CHA (+6)**
Knowledge: Acupressure Points	**2+INT (+4)**

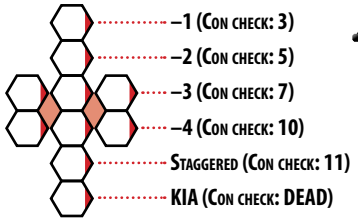
Inventory

Silk Robe, Bag of Cosmetics, List of Clients

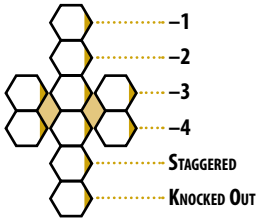
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Bookie

Tags: • Opportunistic • Greedy • Predatory Lender • Risk Taker • Dishonest

STR	RFL	INT	WIL	CHA
1	1	3	2	3

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Hold-Out Pistol (B)	3	OK	–2	—

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**2+RFL (+3)**
Computers	**2+INT (+5)**
Negotiation	**3+CHA (+6)**
Streetwise	**1+CHA (+4)**
Knowledge: Card Tricks	**2+INT (+5)**

Inventory

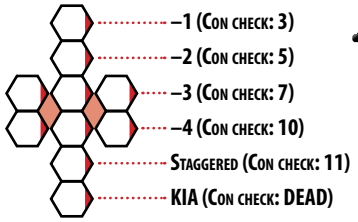
List of Clients, White Noise Generator, Verigraph Reader

Armor

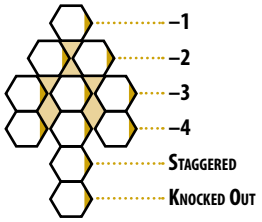
Concealed Ablative Armor: –1 damage from Energy (E) weapons



Physical Condition Monitor



Fatigue Condition Monitor



Media Celebrity

Tags: • Fame • Media Events • Holovids • Big City • Crowds

STR	RFL	INT	WIL	CHA
1	2	1	2	4

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Needler Pistol (Hold-Out)	5*	OK	—	—

**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*

Skills

Name	Rating+Attribute (Bonus)
Athletics	**1+STR (+2)**
Perception	**2+INT (+3)**
Acting	**3+CHA (+7)**
Disguise	**2+CHA (+6)**
Knowledge: Celebrity Gossip	**2+INT (+3)**

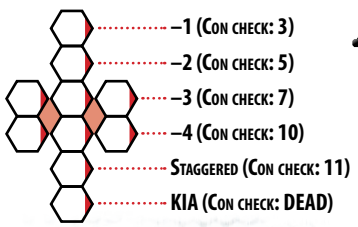
Inventory

Autograph Pen, Headshots, Personal Communicator

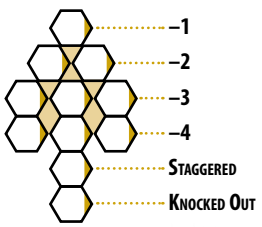
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Rioter

Tags: • Belligerent • Substandard Wages • Unfair Treatment • Blue Collar • Angry

STR	RFL	INT	WIL	CHA
3	2	1	2	2

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—
Molotov Cocktail (2x)	5	OK	—	—
Pitchfork	2(+1)	OK	–2	—

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**1+RFL (+3)**
Projectile Weapons	**1+RFL (+3)**
Negotiation	**2+CHA (+4)**
Intimidation	**2+CHA (+4)**
Trade Skill	**3+INT (+4)**

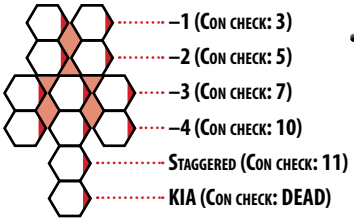
Inventory

Picket Sign, List of Demands, Photos of Victims

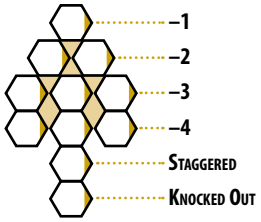
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Reporter

Tags: • Intrepid • Intrusive • Inquisitive • Exposing Corruption • War Correspondent

STR	RFL	INT	WIL	CHA
1	2	3	2	2

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Revolver (B)	4	OK	–2	—

Skills

Name	Rating+Attribute (Bonus)
Escape Artist	**2+RFL (+4)**
Small Arms	**1+RFL (+3)**
Investigation	**3+INT (+6)**
Tracking	**3+INT (+6)**
Knowledge: Local Government	**2+INT (+3)**

Inventory

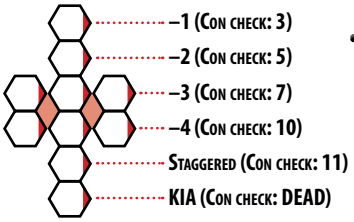
Video Camera, Noteputer, Press Badge

Armor

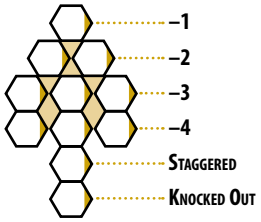
Concealed Flak Armor: –1 damage from Ballistic (B) weapons



Physical Condition Monitor



Fatigue Condition Monitor



Spacer

Tags: • Blue Collar • Zero G • Space Lifestyle • Teamwork • Humorless

STR	RFL	INT	WIL	CHA
3	3	1	2	1

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—
Stunstick	4F	OK	—	—

Skills

Name	Rating+Attribute (Bonus)
Zero-G Operations	**3+RFL (+6)**
Communications	**3+INT (+4)**
Melee Combat	**1+RFL (+4)**
Navigation	**3+INT (+4)**
Knowledge: Trade Routes	**2+INT (+3)**

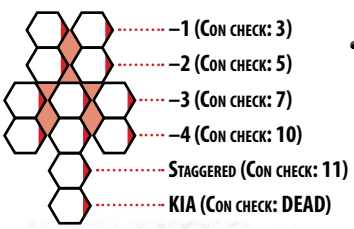
Inventory

Noteputer, Pressure Suit, Emergency Oxygen Mask

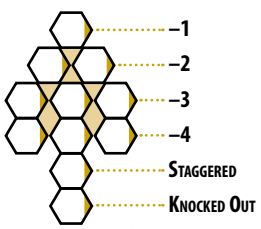
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



House Liaison

Tags: • Bureaucrat • Self-Interest • Middleman • Stickler • No Nonsense

STR	RFL	INT	WIL	CHA
1	1	3	2	3

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Swagger Stick	1	OK	—	—
Auto-Pistol (B)	4	OK	OK	—

Skills

Name	Rating+Attribute (Bonus)
Perception	**2+INT (+5)**
Negotiation	**3+CHA (+6)**
Intimidation	**2+CHA (+5)**
Protocol	**2+CHA (+5)**
Knowledge: Mercenary Regulations	**3+INT (+6)**

Inventory

Military Uniform, Noteputer, Micro-Recorder

Armor

Concealed Flak Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Noble

Tags: • Renowned • Statecraft • Decorum • Magnanimous • Grandiloquent

STR	RFL	INT	WIL	CHA
1	2	3	2	4

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Ornamental Dagger	1	–2	—	—
Needler Pistol	5*	OK	–2	—

**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*

Skills

Name	Rating+Attribute (Bonus)
Art	**2+INT (+5)**
Perception	**3+INT (+6)**
Leadership	**4+CHA (+8)**
Protocol	**4+CHA (+8)**
Knowledge: Heraldry	**3+INT (+6)**

Inventory

Formal Attire, Extravagant Jewelry, Noteputer

Armor

Concealed Ablative Armor: –1 damage from Energy (E) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Informant

Tags: • Snitch • Back Alley • Trustworthy • Haunted • Self-Preservation

STR	RFL	INT	WIL	CHA
1	2	3	1	3

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Shiv	1	–2	—	—
Hold-Out Pistol (B)	3	OK	–2	—

Skills

Name	Rating+Attribute (Bonus)
Communications	**2+INT (+5)**
Perception	**2+INT (+5)**
Negotiation	**3+CHA (+6)**
Intimidation	**3 +CHA (+4)**
Knowledge: Local Rumors	**1+INT (+4)**

Inventory

Sunglasses, Compact Comm, Medical Kit

Armor

None

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

ComStar Acolyte

Tags: • Low Rank • Secret Society • Teachable • Apprentice • Litanies and Rituals

STR	RFL	INT	WIL	CHA
2	1	2	2	1

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Wrench	1	OK	—	—

Skills

Name	Rating+Attribute (Bonus)
Communications	**2+INT (+4)**
Computers	**2+INT (+4)**
Perception	**1+INT (+3)**
Technician	**2+INT (+4)**
Knowledge: ComStar Rituals	**1+INT (+3)**

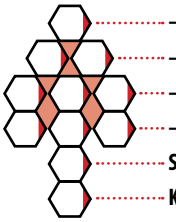
Inventory

Acolyte Robe, Diagnostic Toolkit, Book of Litanies, Copy of *The Word of Blake*

Armor

None

Physical Condition Monitor



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor



–1
–2
–3
–4
Staggered
Knocked Out

ComStar Adept

Tags: • Middle Rank • Technical • Secretive • Pseudo-Religious • Journeyman

STR	RFL	INT	WIL	CHA
2	1	3	2	2

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Needler Pistol (Hold-Out)	5*	OK	—	—

**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*

Skills

Name	Rating+Attribute (Bonus)
Communications	**3+INT (+6)**
Computers	**3+INT (+6)**
Science	**2+INT (+5)**
Technician	**2+INT (+5)**
Knowledge: HPG Operation	**2+INT (+5)**

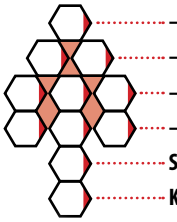
Inventory

Adept Robe, Noteputer, Personal Comm, Pocket-Sized Copy of *The Word of Blake*

Armor

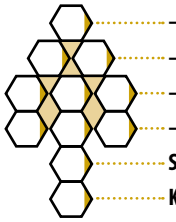
None

Physical Condition Monitor



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor



–1
–2
–3
–4
Staggered
Knocked Out

ComStar Precentor

Tags: • High Rank • Manipulative • Secretive • Hidden Agenda • Administrator

STR	RFL	INT	WIL	CHA
2	1	4	3	4

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Monowire	5	–2	—	—
Needler Pistol	5*	OK	–2	—

**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*

Skills

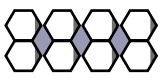
Name	Rating+Attribute (Bonus)
Communications	**4+INT (+8)**
Computers	**4+INT (+8)**
Acting	**4+INT (+8)**
Leadership	**4+INT (+8)**
Knowledge: Great House Secrets	**4+INT (+8)**

Inventory

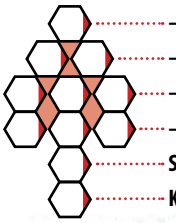
Precentor Robe, Noteputer, Blackmail Files, Microfiche Copy of *The Word of Blake*

Armor

Concealed Ablative Armor:
–1 damage from Energy (E) weapons

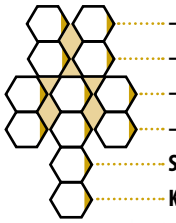


Physical Condition Monitor



–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor



–1
–2
–3
–4
Staggered
Knocked Out

Intelligence Agent

Tags: • Spy • Information Gatherer • Deep Cover • Concealed Weapons • False Identity

STR	RFL	INT	WIL	CHA
2	3	3	2	2

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Compound Bow	2	OK	OK	OK
Laser Pistol (E)	3	OK	OK	OK

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**2+RFL (+5)**
Tracking	**4+INT (+7)**
Acting	**4+CHA (+6)**
Disguise	**4+CHA (+6)**
Knowledge: Local Culture	**2+INT (+5)**

Inventory

Civilian Clothing, Encrypted Comm, Micro Recorder, Laser Microphone

Armor

Concealed Flak Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor

- –1 (Con check: 3)
- –2 (Con check: 5)
- –3 (Con check: 7)
- –4 (Con check: 10)
- Staggered (Con check: 11)
- KIA (Con check: DEAD)

Fatigue Condition Monitor

- –1
- –2
- –3
- –4
- Staggered
- Knocked Out

Elite Intelligence Operative

Tags: • Covert • Counterintelligence • Assassination • Unseen • Remorseless

STR	RFL	INT	WIL	CHA
3	3	3	3	2

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Monowire	5	–2	—	—
Sniper Rifle (B)	4	–2	OK	OK

Skills

Name	Rating+Attribute (Bonus)
Small Arms	**4+RFL (+5)**
Stealth	**4+RFL (+X)**
Tracking	**4+INT (+7)**
Disguise	**4+CHA (+6)**
Knowledge: Planetary Culture	**4+INT (+5)**

Inventory

Tracking Bug, Night Vision Goggles, Disguise Kit, Target Dossier

Armor

Infiltration Suit: –1 damage from Ballistic (B) and Energy (E) weapons

Physical Condition Monitor

- –1 (Con check: 3)
- –2 (Con check: 5)
- –3 (Con check: 7)
- –4 (Con check: 10)
- Staggered (Con check: 11)
- KIA (Con check: DEAD)

Fatigue Condition Monitor

- –1
- –2
- –3
- –4
- Staggered
- Knocked Out



Branth (Draco animalis lopecis)

Tags: • Predator • Trainable & Rideable • Lopez (Free Worlds League) • Weak Immune System • Dragon-like, with Wings

STR	RFL	INT	WIL
10	4	6	2

Personal Weaponry

	Damage	Close	Near	Far
Claws	7	OK	—	—
Venomous Spit	2*	OK	–2	—

**On successful attack, deals damage for two rounds*

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**2+RFL (+6)**
Perception	**5+INT (+11)**
Tracking	**1+6 (+7)**

Inventory

Venom Gland, Scaly Hide, Sharp Teeth

Armor

Natural Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Nolan (Horror verus engadineii)

Tags: • Intelligent Pack Predator • Engadine (Lyran Commonwealth) • The Rooting: Annual Nolan-Hunt Expedition • Large, Four-Armed Physique • Demon-like

STR	RFL	INT	WIL
8	5	7	7

Personal Weaponry

	Damage	Close	Near	Far
Claws	4	OK	—	—
Bite*	1*	–2	—	—

**On successful attack, deals 3 damage for the next two rounds*

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**4+RFL (+9)**
Perception	**2+INT (+9)**
Tracking	**5+INT (+12)**

Inventory

Nolan-Hunting Trophy

Armor

Natural Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Godan (Lacertosaurus caninus kitterieii)

Tags: • Reptilian Pack Predator • Dog-Sized • Kittery (Federated Suns) • Jungle Dweller • Ambush Tactics

STR	RFL	INT	WIL
4	4	2	3

Personal Weaponry

	Damage	Close	Near	Far
Bite	1	OK	—	—

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**3+RFL (+7)**
Perception	**4+INT (+6)**
Tracking	**1+INT (+3)**

Inventory

None

Armor

None

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

MISSION BRIEFINGS

THE HONORED DEAD

Military cemeteries are being vandalized, and the disgrace has escalated beyond spray-painting. Guards posted to prevent further vandalism have been attacked, and a tomb was broken open. The bodies of three Star League generals and some dozen heroes of the Succession Wars were smashed on the ground next to their fallen guardians. Ensuring the eternal rest of military heroes is of paramount importance on this world. Protests demanding justice threaten to become full-scale riots—the criminals must be brought to justice.

COMMANDER'S CALL

"We've got a new job. What started out as spray-painting gravestones has escalated to murder and desecration. Some suspected us until I proved we were on maneuvers. Thank goodness for battleROMs, eh? Anyway, we have one week to figure out who's doing it and take 'em down. And if we don't bring them in alive to stand trial, all the battleROMs in the Inner Sphere won't convince the court of public opinion that we're innocent. We'll start with investigating the local criminal gangs. Let's move out."

Players will earn 4 XP for completing this mission.

OBJECTIVES

- Identify the perpetrators
- Capture at least one perpetrator
- Determine the vandals' motive

CUES

● Round up the usual suspects ● If not thugs, then who? ● Find a witness ● Them? Or *them*?

TAGS

● Military Cemeteries ● Burial Honors ● Vandalism ● Political Statement ● Forgotten Heroes

SETTING

This world worships its military dead, and the local population's primary aspiration is eternal veneration in a military cemetery. The worst attack yet took place in the capital against the world's most prestigious military cemetery, reserved for generals and awardees of the highest decorations for valor.

SCENES

Scene 1: *Suggested NPCs: Gang Member*

The team heads for what local law enforcement believes is the gang's headquarters (Medium building, 12 Integrity). It's surrounded by civilians, so an assault is not recommended—better to try talking first. It soon becomes apparent the gang is just as devoted to their military heroes as anyone. They would never violate the sanctity of a military cemetery and are offended at the accusation. Some gang members burst in on the meeting, but do they bring news or an attack?

Scene 2: *Suggested NPCs: Militia soldier (Grunt), Reporter, local punk (Gang Member), Rioter*

The local militia has rounded up some teen troublemakers, and the team must intervene before a lynch mob has the chance to murder the kids. A huge crowd surrounds the militia headquarters; one wrong step could set off this powder keg. The team shoulders through the crowd as reporters shout incendiary questions. The militia is reluctant to give up custody. One of the punks claims to have seen the cemetery attack. But can he be trusted? And can the crowd be dispersed without touching off a riot? The gang might help, depending on the outcome of Scene 1.



Scene 3: *Suggested NPCs: Academy commandant (Officer), military cadet (Grunt), custodian (Technician)*

The witness claims the attackers were dressed as cadets, which points to the local academy. The commandant reveals that the training battalion was near the vandalized locations, and that they returned to the capital the day before the latest attack. He summons the cadets, as the janitorial staff is spotted slipping away. Are they rushing to warn the cadets, or have the real culprits been flushed? The team must prevent the escape of the cadets and the custodians and determine which—if any—are the true offenders. And they need to take at least some alive to ensure their own good names remain clear.

MILK RUN

A famine has left tens of thousands starving. A relief shipment of critical supplies has been hijacked by pirates en route to those most in need, and there is no one else nearby to render aid. It's up to the team to find the food and deliver it to those counting on it.

COMMANDER'S CALL

"I know I say it a lot, but failure is not an option here. Pirates made off with food and medical supplies headed for starving children. It takes a pretty sick person to do something like that. We're gonna find the food, punish whoever stole it, and complete the delivery before any more innocent people starve."

Players will earn 4 XP for completing this mission.

OBJECTIVES

- Recover the supplies
- Deal with the pirates

CUES

● The tracks lead this way ● That looks like a base ● Everybody's gotta eat ● Horns of a dilemma

TAGS

● Stolen Supplies ● Starving Children ● Dirty Pirate Scum ● Heroes or Villains?

SETTING

The team is on a backwater world where several years of drought have left the populace starving. The players are one of many groups here to escort humanitarian supplies to their destination. Soon another convoy is attacked, and the supplies stolen. If those supplies aren't recovered immediately, bodies will start to stack up, so there is no time to waste.

SCENES

Scene 1: *Suggested NPCs: Convoy guard (Security Guard), sniper (Grunt)*

The team arrives at the site of the attack, which some of the guards survived. While medical aid is being rendered, the team seeks clues to the pirates' whereabouts. The guards might have seen something, or tracks might be spotted leading into the desert. Before the team can figure out which way is up, sniper fire breaks up their investigation. The team must escape the trap, and if they can catch a sniper, they might learn crucial information. All roads seem to lead into the desert.

Scene 2: *Suggested NPCs: Pirate guard (Pirate)*

Whether the team found tracks, got directions from a surviving guard, or interrogated a captured sniper, they discover a small oasis in the desert after several hours of travel. The trouble is, it appears the pirates found it first and have been using it as a base of operations (Light buildings, 5 Integrity). With the team's own water supplies running low, they must scout the base, get some water for themselves, and locate the stolen humanitarian aid. Unfortunately, the pirates know their business, and they have guards patrolling the perimeter. The team can fight their way in or try to strike a bargain. Either way, they intend to speak with the pirate leader.

Scene 3: *Suggested NPCs: Pirate leader (Pirate, or Cass Krandall, p. 118)*

The team meets with the pirate leader. She's a charismatic figure, striking a romantic pose as she declaims the needs of her own people. She is not simply posturing: she and her people are starving just as much as the rest of the population. Without the food they stole, they will die too. The team must decide what to do after the pirates offer to split the aid. They demand to be set free in exchange for half the supplies, but that would mean letting the pirates get away with murdering the convoy guards. Can the team allow that injustice to stand?

USE THE DIVERSION

Covert operations are an essential component of all military operations. If you think otherwise, it's because you're out of the loop. Those in the know, though, know that while all the excitement might be centered on the BattleMech battle royale over *there*, the *real* mission is being carried out over *here*.

COMMANDER'S CALL

"We have a tough one this time. Normally I'd feel confident in our ability to achieve any objective they assign us. This time, though, we aren't operating solo; we have to coordinate our operation with some of the House boys. See, the big boss wants schematics from the enemy factory. While our partners attack the site from the east, we'll infiltrate from the west. We may not have much time, because the place is very well-guarded. So well-guarded that our partners might get wiped out before they can radio that the game is up. So we have to move fast. Any slip-ups, and we'll all end up in unmarked graves."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Infiltrate the factory complex
- Locate the engineering manager's office
- Copy design schematics from the manager's computer
- Escape the complex

CUES

- Take out the guards
- Find a floorplan
- Locate office
- Hack computer
- Steal plans
- Escape

TAGS

- Factory Raid
- Covert Operation
- Computer Hacking
- Stealth
- Limited Time

SETTING

A neighboring power has made strides toward developing new weapons technology. The boss won't tell you if it's a new 'Mech, tank, laser, or what. All you know is where the data is supposed to be stored, and it's not going to be easy to get to—the factory is a city unto itself. After you're dropped by night into the wilderness, you have to wait for the precise moment your pals launch their diversionary raid. Then you need to get past the remaining guards, find the plans, and get out, all before the enemy drives off your friends. And you have no idea how long that might be.

SCENES

Scene 1: *Suggested NPCs: Security Guard*

The appointed time has come, and explosions in the distance indicate the diversion is happening. Not all the guards responded to the attack, though. The team needs to get past a 'Mech, a tank, and a squad of soldiers who continue patrolling your side of the factory (Heavy building, 30 Integrity).

Scene 2: *Suggested NPCs: Security Guard*

After getting past the outer layer of security, there remains corporate security within the complex itself. These guards are very dangerous, but they also know the layout of the factory. If the players cannot "convince" one to direct them to the Engineering Manager's office, they will have to find a floorplan somewhere else.

Scene 3: *Suggested NPCs: Engineer (Technician)*

No one expected the manager to be in his office at this late hour, but so much for expectations. The team can try to coerce his access password from him in order to get the plans, or they will need to hack the system, which will not be quick. The diversionary force radios that time is running out. They are pulling out, and the team has to move.

Scene 4: *Suggested NPCs: Security Guard, engineer (Technician)*

Whether the team got the plans or not, they must escape the factory before the noose closes around their necks. They can take the manager with them, perhaps for directions or as a hostage to ensure safe passage. Whether they take him all the way home is up to them, but if they didn't get the plans, he might make up for the failure…



COLD REVENGE

Never a dull moment in a soldier's life, it seems. Just when the team finally gets some down time, an old and long-forgotten nemesis from the past turns up. So much for R&R.

COMMANDER'S CALL

"Boys and girls, you're on your own. I don't wanna hear any complaints or demands or reports for forty-eight hours. This is as much my liberty pass as it is yours. And God Almighty help you if mine gets cut short."

Players will earn 4 XP for surviving to the end of this adventure.

OBJECTIVES

- Find the old enemy
- End the resurrected conflict, for good this time

CUES

● Just a relaxing night at the bar ● Who is this, and why are they yelling? ● Great, here come the cops ● We're on our own ● Let's settle this once and for all

TAGS

● Familiar Face ● Sucker Punch ● Bar Brawl ● Evade Arrest ● Lone Wolves ● Grave Digging

SETTING

The team finally has a weekend liberty: no duty, no early wakeup, no orders. The group decides to go for a night on the town. After a few hours barhopping, the team ends up at a seedy gambling establishment run by the local crime syndicate. Things seem to be going well, until a patron at the bar drops a drink. The breaking glass distracts everyone while another patron attacks one of the team members, screaming about payback. The team can't call the commander for help, because interrupting his weekend would be worse than dealing with this solo. It's just the team against an old enemy (and that foe's friends), in the night-shrouded city. Oh, and the local police, who look unkindly on fighting in their jurisdiction.

SCENES

Scene 1: *Suggested NPCs: Old enemy (Officer), enemy team (Grunt)*

The team is in a seedy bar in the rough part of town. While drinking and gambling, a person who looks vaguely familiar to one of the team stiffens and suddenly departs. That person reappears with a group of their own. One of that group makes a scene, and while everyone is distracted, the rest attack the team. The familiar face demands revenge for a betrayal or slight—either real, imaginary, or even a matter of mistaken identity—that either the gamemaster or the accused player can define.

Scene 2: *Suggested NPCs: Gang Member, Law Enforcement Officer, enemy team (Grunt)*

The fight draws the cops to the bar. They work in this part of town, and they are just as tough as the gang members whose turf you are in. It may be possible to forge a temporary alliance with the gang against the cops, but the old enemy is getting away. After getting past the cops one way or another, the team member explains the old grudge.

Scene 3: *Suggested NPCs: Law Enforcement Officer, old enemy (Officer), enemy team (Grunt)*

Before the team can get three blocks from the bar, the enemy group springs an ambush. The odds are even, but the enemies are all carrying weapons (melee and firearms). Fists won't be enough to win. Can the old grudge be worked out any other way? Perhaps a one-on-one fistfight? A duel at dawn? The enemy refuses to accept any apology, if offered, and demands blood to make up for the woes they blame on the team member.

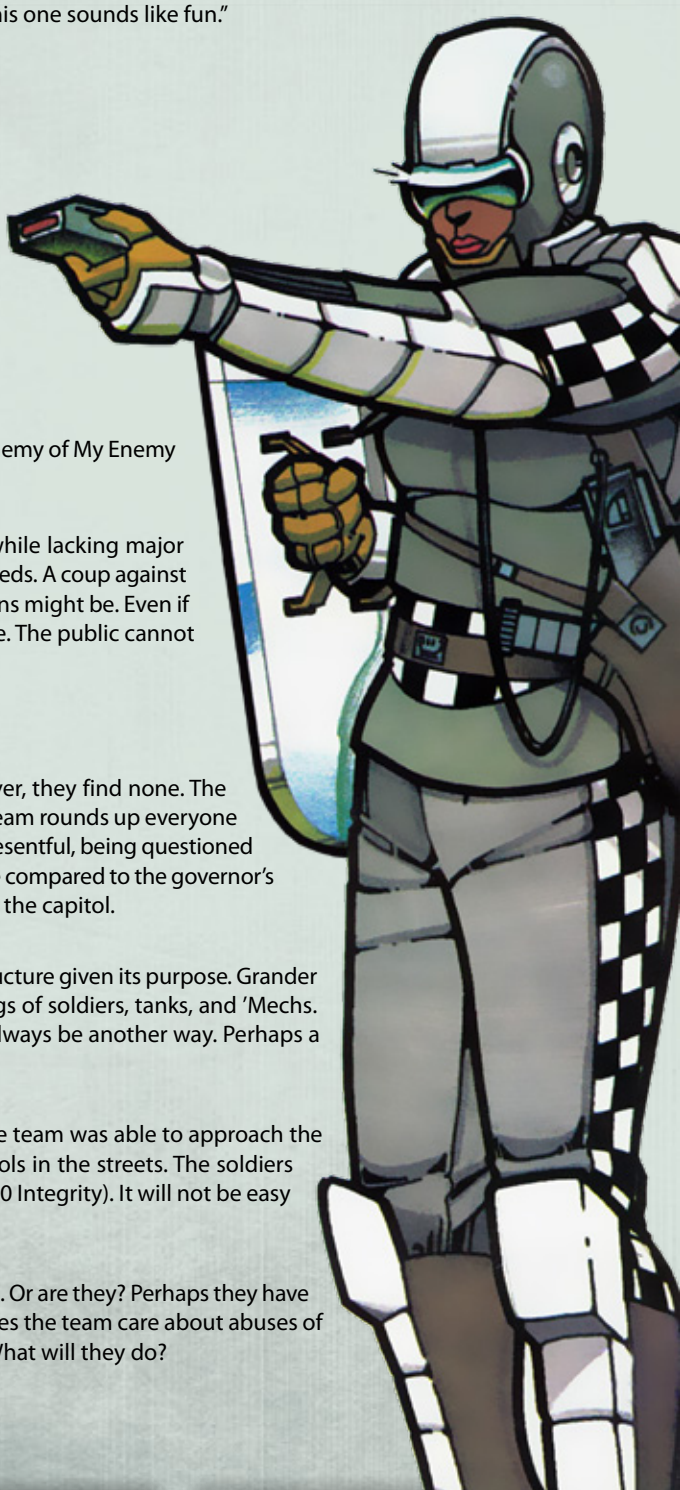
UPRISING

The governor of a nearby system just arrived on-world after being driven from his own planet in a coup. There were no reports of unrest, so this development catches regional leaders completely unprepared. The world in question is not the most militarily important, so there is no standing garrison besides the local militia. Those troops were either defeated easily by the usurpers or turned on the governor—it's unclear which. What is clear is that this sort of thing cannot stand in a civilized society.

COMMANDER'S CALL

"Fresh off the DropShip and we already have a new mission. Turns out our friendly neighbors might not be that friendly. Seems some rabble-rousers put together an insurrection and overthrew the planetary government! The governor is here all a'panic, demanding fresh troops to put down the rebels. We're the closest outfit, so we're up. Pack your bags, kiddies, this one sounds like fun."

Players will earn 5 XP for helping the governor take back his planet.



OBJECTIVES

- Secure the spaceport
- Secure the capitol building
- Destroy the rebellion
- Capture the rebel leadership

CUES

- Pacify the spaceport
- Where are the rebels?
- Why are there no protests?
- Who is in the capitol?
- Where is the rebel base?
- Who leads the rebels?

TAGS

- Rebellion
- Insurrection
- Tyrant?
- Hostile Work Environment
- City Fight
- Enemy of My Enemy

SETTING

The world in question is like hundreds of others throughout the Inner Sphere; while lacking major military industries, the planet produces food, minerals, ores, or other items the nation needs. A coup against the lawful planetary governor cannot be tolerated, regardless of what the rebels' reasons might be. Even if the governor is a brutal tyrant, it is up to the House Lord to choose to replace someone. The public cannot be allowed to dictate such things. That way lies anarchy.

SCENES

Scene 1: *Suggested NPCs: Spaceport personnel (Technician, Spacer)*

The team carries out a combat drop on the spaceport, expecting trouble. However, they find none. The spaceport appears to be running efficiently and properly. No hostiles are evident. The team rounds up everyone working at the spaceport and tries to find out why the rebels did not attack. The staff is resentful, being questioned at the end of a gun, but they make it clear that the insurrection is not entirely undesirable compared to the governor's administration. The staff was left to carry out their duties, while the rebels settled in at the capitol.

Scene 2: *Suggested NPCs: Rebel trooper (Grunt)*

The capitol building (Hardened building, 50 Integrity) is a typically extravagant structure given its purpose. Grander and larger than any other in the entire city, the capitol is patrolled by overlapping rings of soldiers, tanks, and 'Mechs. It might be a hard fight to get past them, but not impossible. Of course, there could always be another way. Perhaps a diversionary strike on one side, and a covert infiltration on another?

Scene 3: *Suggested NPCs: Rebel trooper (Grunt)*

After the blowup at the capitol, the rebel leaders scattered into the city. While the team was able to approach the city center without challenge, now there are snipers on rooftops and aggressive patrols in the streets. The soldiers seem most intent on keeping the team from one particular building (Heavy building, 30 Integrity). It will not be easy to get in, and there appears to be only one way in or out.

Scene 4: *Suggested NPCs: Rebel trooper (Grunt), rebel leader (Officer)*

It was not easy getting past the rebel forces, but now the rebel leaders are cornered. Or are they? Perhaps they have merely led the team into a trap? Or perhaps they wish to discuss *why* they rebelled. Does the team care about abuses of power or other excuses? Their job is to serve up the rebel leadership, not help them. What will they do?

ASSASSINATE THE ASSASSINS (HOUSE DAVION)

Governor's Hall
Orestes, Electra
Capellan March, Federated Suns
12 April 3025

Governor Amber Giorgios was departing Electra's capital for her official residence when the first shot rang out. Security officers piled atop her, shielding her with their own bodies. Six would die from their wounds, but the governor was saved. A bloody scrum bustled her into her armored hoverlimo and evacuated her safely. None of the assassins were caught, though their sniper nests were discovered. Evidence points to Taurian agents being behind the attack.

COMMANDER'S CALL

"It's been over a month and the public's still irate. The assassins got away, but the only JumpShip leaving that week was spotted in the New Vandenberg system. Coincidentally, the Concordat Jaegers and Gordon's Armored Cavalry each have a battalion stationed there. The AFFS is reluctant to send a reprisal force, but a small outfit like us might be able to teach them a lesson. Some friends should meet us there, but we have to do the job. They can't be compromised."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Identify the assassins
- Kill or capture the assassins
- Send a message

CUES

● Arrange transport ● Avoid suspicion ● Investigate the Hussars ● Find the culprits ● Lure them out ● Pay them back ● Get away clean

TAGS

● House Davion ● Taurian Concordat ● Assassins ● Covert Investigation ● Reprisal Attack ● Parting Gift?

SETTING

New Vandenberg is vastly different than Electra. The planet is much more developed and urbanized than one might expect from a Periphery world; New Vandenberg hosts a famed university and naval institute, along with impressive factory facilities. One could mistake the world for a cosmopolitan destination in the Inner Sphere. The capital, also called New Vandenberg, is the largest conurbation on the continent of Hoyt. The team arrives here in a nondescript DropShip. The smuggler captain disappears into the crowd of stevedores unloading the cargo.

SCENES

Scene 1: *Suggested NPCs: Smuggler captain (Spacer), militia captain (Officer), spaceport security (Security Guard), Davion MIIO agent (Intelligence Agent)*

The smuggler captain took the team's money, but looked shifty as he slipped into the crowd outside the DropShip. The team follows him and finds him holding a whispered conversation with a uniformed militia officer. A glance around reveals a cordon of security officers slowly closing around the team. A number of bystanders appear to be taking an interest. A civilian winks at the team and shows a gun. Is that the friendly contact? Has the captain betrayed the team? Can a battle be avoided?

Scene 2: *Suggested NPCs: Davion MIIO agent (Intelligence Agent), Taurian turncoat (Technician)*

If the Davion agent has not yet been revealed, the civilian from the spaceport (or one of their comrades) can reveal that they are the Davion agent. The covert agents cover the team's escape, but they're in deep cover and worry their cover is blown. They were supposed to avoid detection, which is why the team was sent in the first place. They can introduce the team to a disaffected Concordat Jaegers technician who might be "convinced" to help the team, since the assassins are part of the Second.

Scene 3: *Suggested NPCs: Concordat Jaegers personnel (MechWarrior)*

The turncoat gave up the names of the assassins, who should be in an infantry barracks (Medium building, 12 Integrity). The team must plan their operation, either to capture or kill the assassins, and escape the base, which has heavy security. The turncoat might be able to get the team onto the base but will need to come with them in person.

Scene 4: *Suggested NPCs: Spaceport security (Security Guard), DropShip crew (Spacer)*

The team must arrange for transport back to the Federated Suns. This can be a challenge if they have prisoners. Also, the Federated Suns might appreciate the team leaving a parting gift—and those factories (Heavy buildings, 30 Integrity) are tempting targets. A daring operation might work, while a stealthy departure might be more certain. Either way, to try getting back to Federated Suns space, they might have to hijack the DropShip or attempt to sneak their way aboard.

UN-MASKED (HOUSE LIAO)

Maskirovka Monitoring House
Cunningham, Old Kentucky
Sarna Commonality, Capellan Confederation
14 November 3025

After promptly sending their October report, a squad attached to the Department of Officer Observation and Cultural Monitoring in the Special Services Branch of the Maskirovka failed to send a report on 1 November. A detachment from the secret Maskirovka training center on the southern continent investigated and reported the agents as missing. The Chancellor will not tolerate this situation. The agents' fate must be determined, and if they fell afoul of hostile operators, revenge must be swift.

COMMANDER'S CALL

"You heard right. We've been attached to a Maskirovka investigation on Old Kentucky. They lost some agents, and it's not like we can refuse this mission, right? The missing agents aren't counterterrorists or anything, so settle down. They were monitoring the local art scene and culture for subversive elements. Maybe they found something they shouldn't have, or maybe they got tired of their posting and took a vacation to Tikonov. All we know for sure is that agents from the jungle training center found nothing, but they aren't exactly skilled investigators. So it's up to us to find out what happened, and if someone did the agents wrong, we are authorized to act as the Celestial Wisdom's hand of justice and pay back the responsible parties."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Investigate the disappearance
- Locate the missing agents
- Avenge the dead OR punish the traitors

CUES

⬢ Missing agents ⬢ What were they investigating? ⬢ Where are their bodies? ⬢ Are they still alive? ⬢ Could they be traitors?

TAGS

⬢ House Liao ⬢ Maskirovka ⬢ Covert Operations ⬢ Counterintelligence ⬢ Enemy Infiltrators ⬢ Revenge

SETTING

Old Kentucky is a wilderness resort world where Capellan nobility are commonly seen enjoying the luxuries. This means that there is a significant presence of foreign agents and the cultural scene is far more sophisticated than similarly untamed worlds. The nobles sponsor artists and offer patronage to theaters, museums, and art galleries. All of these potentially subversive elements must be closely monitored. Thus, there is a heavier Maskirovka presence on Old Kentucky than the population might otherwise demand. Counterespionage is common, as is cultural oversight. One must be cautious on Old Kentucky, as eyes both curious and hostile are always watching.

SCENES

Scene 1: *Suggested NPCs: Maskirovka agent (Elite Intelligence Operative)*

The team meets a Maskirovka agent from the same department as the missing agents at the empty monitoring house. He offers suggestions related to the last submitted report, including the artists and thespians the agents observed over the last month. The team can check out those leads or try to develop their own by canvassing the neighborhood. Clues may lead to the warehouse district or similar out-of-the-way location on the edge of town.

Scene 2: *Suggested NPCs: Potential traitor (Rioter), enemy spy (Intelligence Agent)*

The missing agents are held in a seedy location on the edge of town. The team finds the missing agents in an abandoned warehouse (Medium building, 12 Integrity). The players (or the GM, if necessary) can decide whether the agents are loyal or traitorous.

If the agents are loyal: One of them is still alive, barely. The team can try to get information from them or rush them to a hospital, but it's not likely they can do both. Gunshots ring out, reducing the time left to decide.

If the agents are traitors: The team must decide what to do with them. Gunshots ring out from the traitors' allies, reducing the time left to decide.

Scene 3: *Suggested NPCs: MechWarrior, Intelligence Agent, wild beast (Godan)*

After escaping the warehouse attack, the team uses clues to track the enemy force to the southern rainforests. They are stunned to find an enemy base (various Heavy buildings, 30 Integrity). The enemies might be seeking the Maskirovka training center, or perhaps they intend to take a VIP hostage; it's up to the team to determine their origins. As the team scouts the base, they might be spotted, which leads to the entire enemy force mounting a tough defense.

VIKING STRIKE (HOUSE KURITA)

Base Twelve-Alpha
Vinland, Susquehanna
Rasalhague Military District, Draconis Combine
24 June 3025

Everything seemed comfortable and easy. That should have been the first clue that something was terribly, terribly wrong. If soldiers aren't miserable, by God, they *should* be—and sure enough, the good times didn't last. Everyone was up for morning reveille, hoping for a nice relaxing day in the sun. It was Friday, too, just one day before weekend liberty. Then the front gate exploded, and all hell broke loose.

COMMANDER'S CALL

"Well, we drew the short straw this time. It all started two years ago when the Combine broke up the Leif Erikson Day celebration. The Sons of Knute didn't take too kindly to the harsh treatment, and they've been marinating in hate ever since. Seeing us living fat on the lamb on this garrison contract must have worked them into a good lather. Whatever the reason, they came after us, and now it's payback time. The ISF has labeled the Sons a terrorist group after the attack, and we get to hunt them down."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Find the Sons of Knute base of operations
- Kill or capture the terrorist group

CUES

- Leverage local ISF agents for information
- Locate Sons of Knute base
- Trail terrorists to main HQ
- Destroy HQ
- Take some prisoners?
- End the threat

TAGS

- House Kurita
- Sons of Knute
- Rasalhague Military District
- Internal Security Force (ISF)
- Anti-Terrorist Operations

SETTING

Susquehanna is one of the centers of Scandinavian culture in the former Principality of Rasalhague. As such, it's long been one of the hotbeds of subversive activity in the Rasalhague Military District. Tempers flared two years ago when House Kurita troops used heavy-handed tactics to break up an apparently peaceful festival. The fighting was vicious but inconclusive. The ISF is active on Susquehanna, but the rebellious Rasalhague elements are skilled and cautious. They have largely evaded capture and are believed to operate from multiple bases within the major cities. Their headquarters is believed to be located in the Haukadal Forest, but good luck finding it in that trackless wilderness.

SCENES

Scene 1: *Suggested NPCs: ISF agent (Intelligence Agent), innocent bystander (Rioter), Sons of Knute soldier (Grunt)*

The ISF agent in charge of operations in the city of Vinland arrives at Base Twelve-Alpha as the team is securing the scene following the brief attack. There are conspicuously no terrorist bodies in the wreckage, indicating a detailed plan worked out well in advance. These are not amateurs. The ISF agent has no concrete data, only potential locations for the terrorist operations which the team must check out one at a time. The civilians in this city really hate Combine troops and anyone supporting them. After a few wasted efforts, bystanders suddenly disappear when the team knocks on a particular blue door. That's when the thugs step into view…

Scene 2: *Suggested NPCs: Sons of Knute soldier (Grunt), innocent bystander (Rioter), forest ranger (Law Enforcement Officer)*

The street fight was quick, painful, and ultimately inconclusive. A few terrorists are dead on the ground, but too many escaped. The team can try to corral any witnesses, search the bodies for clues, or try to track the fleeing Sons of Knute to their hidden base. Trying to navigate the forest might be a death sentence for those ignorant of its pathways. If the team loses sight of the escaping Sons, they'll need a guide.

Scene 3: *Suggested NPCs: Sons of Knute soldier (Grunt, Officer)*

The forest base (various Medium buildings, 12 Integrity) is incredibly sophisticated. Completely concealed by the thick forest canopy, the base sprawls over nearly a hectare. The team can either try to infiltrate and take out the group's leadership or call in the big guns. But even if they opt for the latter, help might be too late, because a patrol can easily spot them lurking outside the perimeter…

LAST GASP (HOUSE MARIK)

Rebel Hideout
Hinckley, Ibstock
Ohren Province, Free Worlds League
9 February 3025

It's been a decade since Anton Marik's revolt ended with his death. While Captain-General Janos Marik maintained his position, not all of Anton's rebels were accounted for during the New Delos War Crimes Trials. Many rebels fled the League for the mercenary life, while most of those who remained in League territory were hunted down. Some, though, escaped detection and continued to operate in League space. These holdouts would mount raids on military bases, hospitals, food distribution centers, and anything else that would enable them to maintain their freedom. SAFE believes it has located one such holdout group, the largest thought to remain in existence. It might be a decade late, but they want the rebellion to finally hear its death song.

COMMANDER'S CALL

"Nice to have a straightforward mission for a change. SAFE Agent Jackson has given us the location of an enemy base right here in League space. The people there still want to overthrow Janos Marik, believe it or not, even though their boy Anton got roasted ten years ago. If they've held out this long, they might be ready to cash it in. Or they might be so hardened against capture that they'll fight to the death. Either way works for me, as long as we finally excise the last of this cancer. Get prepped, we move out in ten."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Locate the rebel base
- Destroy the base
- Allow none of the rebels to escape

CUES

- Are the SAFE coordinates correct?
- Why build a base here?
- That sure does look like a bomb
- Follow the rebels
- Destroy the real base
- Let none escape the long arm of justice

TAGS

- House Marik
- Anton's Revolt
- Holdout Fighters
- Rebellion
- Crush Resistance

SETTING

Ibstock is a world of large cities isolated among vast wilderness regions. The cities are linked by a well-maintained road system. However, the single roads leading in and out of some cities make it easy to hijack supply convoys. For years, cities have been hit hard as crucial food and medicine deliveries disappeared en route to their destinations. A SAFE agent finally caught a hijacking on video, and discovered that the markings on the enemy troops trace back to some of Anton Marik's supporters. The agent trailed the hijackers to a small base in the uninhabited region between the Seven Cities of the Gost Plateau. This base has no access to the road system linking the cities, but there are game and fire trails.

SCENES

Scene 1: *Suggested NPCs: SAFE agent (Intelligence Agent), rebel (Grunt)*

First, the SAFE agent insists on coming along, then considers backing out. If the team cannot convince the agent to come, they have to seek a path through enemy-infested territory without a guide. After making the long slog through the woodlands, a small base (Light buildings, 5 Integrity; Medium building, 12 Integrity) is located. The base appears too small for number of troops required to hijack entire convoys. Still, there are some people moving around. What is that they're doing in the middle of the buildings? Are those explosives or something else? Players (or the GM, if necessary) can choose whether this base is just a waypoint for the rebels or it is a deliberate trap for the players.

Scene 2: *Suggested NPCs: Rebel (Grunt or Officer)*

After the players have dealt with the base, they discover a blood trail, which leads to a dying rebel. The team might be able to convince the rebel to reveal the location of the real base. Otherwise, it's going to require serious wilderness tracking skill to backtrack the rebels from the destroyed base.

Scene 3: *Suggested NPCs: Rebel (Grunt, Officer, MechWarrior)*

Now *that* is a base (Medium buildings, 12 Integrity; Heavy building, 30 Integrity) big enough to support the numbers required to hijack the convoys that have gone missing. This might be dicey; there are way more rebels than expected. First, the team must cut off any escape routes. Then, perhaps, a direct assault will end Anton's Revolt for good. But will the rebels fight to the end, or are some of them willing to surrender?

PIRATE HUNT (HOUSE STEINER)

Pirate Base
Lackhove
Morgraine's Valkyrate
3 August 3025

Morgraine's Valkyrate might claim Lackhove, but not all the pirates there (or on the other five worlds to which Maria Morgraine lays claim) have pledged allegiance to the Valkyrate. Numerous pirate bands operate out of Lackhove because the sparse population gives them plenty of places to hide. One pirate band in particular has been making serious trouble in the Lyran Commonwealth. Their last raid was on Anywhere, and they took more than loot this time. They took *people*. The governor of Anywhere might not command much authority in the grand scheme of the Inner Sphere, but he'll move stars and moons to get his young heir back.

COMMANDER'S CALL

"I hate these sorts of missions. Too often they end in tragedy for all involved. Here's what we know. The pirates in the base over yonder? They're the ones that hit Anywhere two weeks ago. In addition to stealing everything that wasn't bolted to the bedrock, they kidnapped nearly fifty people. One of those taken is the planetary governor's daughter. I hate to say it, but she's probably the only reason we were sent after them. I'm not saying he considers the rest expendable, but he's lost people this way before and didn't make such a fuss. Anyway, we're here to get the people back, especially the governor's pride and joy, and to make sure the pirates can't mount such an attack ever again."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Free the hostages
- Eliminate the pirate threat

CUES

⬢ Locate the hostages ⬢ Destroy the base ⬢ Wreck the 'Mechs ⬢ Destroy the DropShip ⬢ Who ordered Combine troops?

TAGS

⬢ House Steiner ⬢ Pirates ⬢ Periphery ⬢ House Kurita ⬢ Missing Heir

SETTING

Lackhove is a veritable ball of ice. There are no settlements of appreciable size. Wherever people managed to scrape a hollow in a glacier or mountainside, they put down roots and stayed put. Then the pirates came along, either driving out the locals or enslaving them. Instead of any sort of organization, the pirates on Lackhove operate as they wish. Some pay a tithe to Morgraine to keep her off their backs, but others are simply strong enough not to bother.

SCENES

Scene 1: *Suggested NPCs: Pirate, hostage (Noble)*

There are two potential locations for the hostages in the pirate base. Both buildings (Medium building, 12 Integrity; Heavy building, 30 Integrity) are large enough to house them, but both are well-guarded. A direct assault will likely get the hostages killed. The team must figure out how to locate the hostages and either evacuate them or protect them while the players continue with their mission to disrupt the pirates' operation. Just before the players' attack is set to start, several pirates head for the communications shack (Light building, 5 Integrity). Who might they be calling?

Scene 2: *Suggested NPCs: Pirate, hostage (Noble)*

The surviving hostages are on the way to the team's DropShips. Not all the pirates are ready to lay down and die, though: some are still fighting a withdrawal action, and if the pirates get away with their 'Mechs, they'll still be operational. As the pirates retreat, the team detects additional unknown forces approaching from the direction in which they're fleeing.

Scene 3: *Suggested NPCs: Pirate, hostage (Noble), Draconis Combine soldier (Grunt, Officer, MechWarrior)*

Pursuing the pirates might have been a mistake. Suddenly, a Draconis Combine force shows up and begins a dedicated counterattack. The team can take the Kuritans head-on, try to sneak away, create a diversion, or enact some other plan. One thing's certain: regardless of the player's approach, the hostages—specifically the governor's heir—cannot be allowed to fall into the hands of House Kurita.

SHADOW WAR, PART 1

ComStar HPG
Avalon City, New Avalon
Crucis March, Federated Suns
2 January 3025

Mountain Wolf BattleMechs, a notable weapons manufacturer in the Outworlds Alliance, suffered an attack by unknown raiders against their Alpheratz plant. The attack had two objectives: steal the plans for the *Merlin* heavy BattleMech and damage the factory. The assault shocked the Outworlds Alliance; factories are precious due to the ravages of the Succession Wars, and it's disturbing that these raiders were so reckless. The raiders overwhelmed the defenders and escaped easily; however, their JumpShip was identified, and Brandon O'Leary, owner and CEO of Mountain Wolf, offered a reward for information on the attackers. Four months later, the JumpShip is spotted in the New Avalon system.

COMMANDER'S CALL

"Brandon O'Leary of Mountain Wolf BattleMechs wants us to keep watch on anyone connected to the JumpShip that delivered and extracted the raiders who attacked his factory on Alpheratz. I doubt we're the only people he hired, since he had no idea where the raiders might go. Anyway, the JumpShip arrived here a few days ago, and one of its three DropShips is about to land. He wants us to figure out who they are, why they attacked his factory, and if possible, bring them back to Alpheratz to face the music."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Observe the DropShip and follow any who disembark
- Avoid attracting attention from local officials
- Capture someone from the DropShip

CUES

- Keep an eye on the DropShip
- Who disembarks?
- Why are they so furtive?
- They sure are interested in NAIS
- Who are these other guys?
- Don't let them get away

TAGS

- Outworlds Alliance
- House Davion
- Unknown Raiders
- Covert Surveillance
- Mountain Wolf BattleMechs

SETTING

New Avalon is the capital world of the Federated Suns. The AFFS always maintains a heavy military presence here, and the world serves as the headquarters of the Federated Suns espionage apparatus. It's also home to the vaunted New Avalon Institute of Science, the most advanced center of learning in the nation (if not the Inner Sphere). NAIS is at the bleeding edge of technological recovery and advancement. Eyes are everywhere, and in general the world is incredibly safe. But covert operatives are always carrying out clandestine activities; any such persons are highly sought after.

SCENES

Scene 1: *Suggested NPCs: Spaceport personnel (Spacer), local constabulary (Law Enforcement Officer), HPG security (Security Guard), other pursuer (Bounty Hunter)*

The team witnesses the *Leopard*-class DropShip land. Other groups—other hires?—are watching as the *Leopard* taxis to its berth on the ferrocrete and sits there unmoving for some time before four individuals disembark, exit the spaceport cordon, and split up. The team must decide how to pursue, especially when other groups also follow the four. Each of the four takes circuitous paths to reveal any pursuers. If the team is spotted, the quarry will make a scene to attract police, then flee in the chaos. All four head for the ComStar HPG compound. The team, however, is strangely stopped at the gate by security.

Scene 2: *Suggested NPCs: NAIS campus guard (Security Guard), local constabulary (Law Enforcement Officer), other pursuer (Bounty Hunter)*

After being stopped outside the HPG compound, the team must set up surveillance, but they're not the only group doing so. Finally, one of the four targets is spotted leaving in a crowd. The team can wait for the others or follow the suspect, who eventually cases a secure NAIS laboratory. The team can intervene directly or inform a campus patrol. Then an explosive goes off and the group must follow their target while avoiding police and military responders. Maybe the team can frame their competitors?

Scene 3: *Suggested NPCs: Spaceport personnel (Spacer), customs agents (Security Guard), Military Police*

Regardless of how the previous scene ended, the team must leave New Avalon, and quickly. Two of the raiders are a few places ahead in the customs line. Perhaps their conversation will reveal their destination? The team must decide to flee outright or pursue the raiders to their next destination.

SHADOW WAR, PART 2

Tengo Aerospace
Backtal, Sarna
Sarna Commonality, Capellan Confederation
15 March 3025

Sarna might not have a university like NAIS, but that doesn't make it an unimportant world. The capital of the Sarna Commonality boasts not just the governmental apparatus to administer the province, but also a military academy and an aerospace factory. These are tempting targets at the best of times, so there is also a heavy security presence on Sarna. This includes not simply the overt deployment of militia troops and a complement of McCarron's Armored Cavalry, but also the covert presence of Maskirovka agents. On Sarna, someone is always watching.

COMMANDER'S CALL

"It's the strangest thing. We had to light out from New Avalon with the dogs on our heels, and even though we repainted our kit during that stopover on Monongahela, I just had a visit from the most polite Maskirovka agent who ever lived. Turns out, we were easily recognized. I guess we got the blame—credit?—for that attack on the NAIS. Anyway, when I told him we're after saboteurs, he offered to help. In any way we need. Can you believe that? Turns out they spotted our quarry too. Looks like they're after another military factory."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Determine the enemy's target
- Stop the enemy operation

CUES

⬢ Follow the enemy ⬢ Scout their target ⬢ Sound the alarm? ⬢ Mission interruptus ⬢ ComStar again?

TAGS

⬢ House Liao ⬢ Covert Operation ⬢ Tengo Aerospace ⬢ DropShips ⬢ Maskirovka

SETTING

Sarna is a heavily industrialized world. The city of Backtal grew up around the Tengo Aerospace factory on the continent of Canoshal. Because of its importance, a battalion of militia is based in the city, and one company of McCarron's Armored Cavalry commands the local defense, with two more companies ready to render assistance on short notice. The capital, Sarna, hosts the planetary and commonality governmental apparatus.

SCENES

Scene 1: *Suggested NPCs: Maskirovka agent (Elite Intelligence Operative), enemy operative (Intelligence Agent), militia trooper (Grunt), corporate security (Security Guard)*

The enemy was spotted surveilling the Tengo Aerospace DropShip yard. The team did not observe this personally, but the Maskirovka agent guarantees it. The team must determine the potential target, such as the *Mule* DropShips that just completed construction, or the computer systems storing production plans and controlling the machines, or the factory equipment itself. They can go it alone or try to coordinate with the locals. Either way, it's likely the enemy will move quickly, as they did on New Avalon, so time is crucial. Then a call comes in that the team's DropShip is under attack by the very enemy they're scouting.

Scene 2: *Suggested NPCs: Spaceport security (Security Guard), Maskirovka agent (Elite Intelligence Operative), enemy operative (Intelligence Agent)*

The DropShip is under attack by a considerably larger force than the team realized the enemy possessed. When spaceport security arrives, the enemy retreats to a *Union*-class DropShip instead of the *Leopard* they arrived on. As the team and spaceport security close in, the enemy's DropShip blasts its way free. Then word of activity at Tengo Aerospace comes in. Did the team leave anyone to keep watch?

Scene 3: *Suggested NPCs: Maskirovka agent (Elite Intelligence Operative), enemy operative (Intelligence Agent), ComStar security (Security Guard)*

When the dust settles, the team learns one of the *Mule*s was stolen. As expensive as that is, it's acceptable, especially since the Maskirovka agent had a tracker placed on board. He gives the team the tracker's frequency with the Chancellor's appreciation, and arranges for any needed DropShip repairs. As he leaves, he notes that the enemy's *Union* relocated briefly to Sarna before the alert went out. Some of those onboard entered the ComStar HPG and had not exited by the time the DropShip lifted off for space. Even the Maskirovka won't violate the neutrality of ComStar's HPG compound, but the enemy has to come out sometime, right? Investigation reveals clues pointing to the world of Amity in the Free Worlds League.

SHADOW WAR, PART 3

Norgfan Orchard
Amity
Silver Hawks Coalition, Free Worlds League
28 May 3025

Clues uncovered on Sarna pointed to Amity as the enemy's next destination. Given that this system is home to Imstar Aerospace, it sure seems like a pattern is developing. The raiders are targeting technological installations, though not necessarily for destruction. However, none of that correlates with the captured *Mule* setting down outside one of the Inner Sphere's largest apple-growing operations, especially since it's on the opposite side of Amity from Imstar.

COMMANDER'S CALL

"You're guess is as good as mine what these guys are up to. Factory, university, factory, apple orchard? One of these things is definitely not like the others. Maybe it's another diversion? We need to split up. Someone needs to cover the Imstar site, just in case. Turns out our benefactor, O'Leary, owns stock in Imstar and wants his investment protected. Meanwhile, the rest of us go for the *Mule*. Our friendly Maskirovka agent said if we recapture it, we can keep it as a gift."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Protect Imstar Aerospace
- Capture the *Mule*

CUES

● Why would they split their forces? ● Boarders away! ● Who paints their 'Mechs white? ● Where did the Free Worlds troops come from?

TAGS

● House Marik ● Silver Hawks Coalition ● Imstar Aerospace ● DropShip Assault ● Imposters

SETTING

Amity is a world ravaged by the Succession Wars; nearly two dozen invasions, and two Lyran occupations, devastated the world's industry. While serious investment went into rebuilding the infrastructure, it's still far from its peak. The world is restive, considered a threat for rebellion against the Captain-General. Should a heavy-handed military action by Atreus take place, Amity might revolt openly.

SCENES

Scene 1: *Suggested NPCs: Amity militia (Grunt), corporate security (Security Guard)*

Imstar Aerospace is poorly guarded; the world is raided so often that the company expects enemy forces. Rather than risk damage by putting up an active defense, they simply pretend all's well and ignore everything. Even the Lyrans won't risk damaging the precious factory (Hardened building, 50 Integrity). When the team tries to warn of a covert attack, they are laughed at. Then the enemy operatives attack.

Scene 2: *Suggested NPCs: Unknown soldier (MechWarrior), enemy operative (Intelligence Agent)*

At the *Mule*'s landing site, a lance of BattleMechs in white disembarks. It takes a long time, since the *Mule* is intended to be a cargo DropShip, not a 'Mech carrier. Crew begin erecting scaffolding and painting the pristine 'Mechs in Free Worlds League Military colors. Later, two lances in FWLM colors approach via the orchard. The repainted 'Mechs join them and move off toward Stryker, the capital city. The team must decide between following the 'Mechs, warning the capital, or infiltrating the DropShip while the crew is busy dismantling the scaffolds.

Scene 3: *Suggested NPCs: Enemy operative (Intelligence Agent), Amity militia (Grunt, MechWarrior)*

All hell has broken loose. Militia forces are inbound on the team's DropShip *and* the *Mule*, broadcasting rewards for the "Capellan strike team" to be captured or killed along with "the Captain-General's killers." Has the team been framed again? If the team attempts to capture the *Mule*, they must contend with the bridge crew; the rest of the crew were either killed or committed suicide to avoid capture. To worsen matters, communications out of Stryker tell of an attack on the capital, which has caused mass panic: the people believe the Captain-General sent federal troops to overthrow First Minister Raymond Richards over his peace treaty with Solaris, and riots are breaking out. Amid all this, a space traffic report from the city of Freewheel details the arrival of a *Union* DropShip which departed immediately after embarking a company of FWLM 'Mechs.

SHADOW WAR, PART 4

Monte Lupus
O'Leary, Vendrell
Alarion Province, Lyran Commonwealth
17 August 3025

The Mountain Wolf BattleMechs factory on Vendrell was destroyed eighty years ago. Brandon O'Leary succeeded in rebuilding the Alpheratz location, and he's now trying again on Vendrell. Work is proceeding apace, but for the most part the effort has gone unheralded. However, given the attack on the Alpheratz location almost nine months ago, what other reason would the same group of operatives have for visiting Vendrell?

COMMANDER'S CALL

"Don't ask me how O'Leary knew, but he was right. Yeah it took forever to get here, and no, you can't go on liberty. *As I was saying*… O'Leary sounded paranoid to me, but the money he stuffed into our operating account more than made up for the long trip here. And sure enough, look who arrived two weeks later. Who knows what route they took, and where they might have stopped off? What I do know is that I'm getting tired of dealing with these guys. No more playing around. We know their DropShips. They land near here, and we go after them hard. I want teams watching the HPG in Rosewood and all the approaches to the factory construction site."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Defend Mountain Wolf BattleMechs factory site
- Destroy or capture *Union* DropShip
- Destroy or capture *Leopard* DropShip
- Kill or capture enemy operatives

CUES

● Keep your eyes peeled ● Why does it seem like ComStar is helping them? ● Watch that highway ● Are those drop pods?

TAGS

● House Steiner ● BattleMech Factory Ruins ● DropShip Assault ● ComStar

SETTING

Monte Lupus was all but abandoned after House Marik destroyed the Mountain Wolf factory in 2945. However, Brandon O'Leary's considerable diversion of profits from sales at the Alpheratz plant are making things happen. Enormous construction crews are busy clearing the ruins. Some have even begun pouring new foundations and building new walls. It's estimated that the new factory could come online in five years…unless something terrible should happen.

SCENES

Scene 1: *Suggested NPCs: HPG personnel (ComStar Acolyte), enemy operative (Intelligence Agent)*

Sure enough, waiting at the HPG pays off. Several individuals known to be part of the enemy force enter the compound and remain inside for hours. When they finally emerge, it'll be time to strike. No more following them and allowing them to carry out their attacks. If the players are to be framed for things they didn't do, better to do something to the framers, and first. And a warning should be sent to the team members at Monte Lupus, because whatever the enemy's up to, it will happen soon. This team may elect to follow the agents from the HPG compound to a remote landing strip, where the familiar *Leopard* is waiting. Time to put up or shut up.

Scene 2: *Suggested NPCs: Construction worker (Technician), enemy operative (Intelligence Agent)*

Keeping watch over the construction site is boring work. Too bad no one kept their eyes on the sky. BattleMech drop pods begin to land within the construction site. The 'Mechs begin attacking both the site (Light buildings, 5 Integrity), and the construction equipment. Strangely, they are not attacking the workers directly. The team must try to save the workers and stop the attack.

Scene 3: *Suggested NPCs: Enemy DropShip crew (Spacer), enemy operatives (Intelligence Agent)*

After dropping its 'Mechs, the enemy *Union* DropShip lands just a klick out. But the enemy 'Mechs are retreating in the opposite direction. Is that the fog of war, or did they screw up? Either way, that *Union* is a juicy target. Just be careful: it's probably a trap. Clues to the enemy's next destination might be found aboard.

SHADOW WAR, PART 5

ComStar Remote Office
Aldinga, Dieron
Dieron Military District, Draconis Combine
11 December 3025

The DropShip traffic around Dieron is incredibly busy. A logbook found during the fight on Vendrell indicated the enemy might be found here. It took a while to sort through the arrival data, but it appears the enemy JumpShip showed up two weeks ago. The *Monarch*-class civilian DropShip it has carried for the past year disappeared somewhere in the mess of interplanetary traffic and took two days to locate. There is no HPG compound in Aldinga, but there is a ComStar office where messages can be registered or received…

COMMANDER'S CALL

"We all want this to be over. Hey, it could be worse. We've been getting paid handsomely for very little combat. Yes, Vendrell was rough, but look how well we came out of it! Anyway, we need to take the rest of these folks down. I agree, it's strange and horrible how they keep killing themselves whenever we're about to capture them. That's not our worry though. Our job is to finish this. Take one alive for questioning if you can. Captured DropShips are proof enough. But O'Leary wants us to keep trying—they need their show trial."

Players will earn 5 XP for completing this mission.

OBJECTIVES

- Capture enemy operatives
- Prevent the *Monarch* from departing Dieron
- Escape Dieron

CUES

● Fun time is over ● Who cares where they went? ● Destroy that DropShip ● Who are these tattooed guys? ● The ISF?! ● Get us outta here!

TAGS

● House Kurita ● ComStar ● Yakuza ● ISF

SETTING

Dieron is among the most important worlds in the Draconis Combine. It houses the district government and boasts significant factory assets. Home to several billion people, it is a heavily defended and rightly coveted world. The ISF makes sure the world stays peaceful. Any elements deemed subversive or even disruptive are dealt with quickly. Only those who grew up here and understand how to move through the gaps in the system can hope to survive.

SCENES

Scene 1: *Suggested NPCs: City security (Law Enforcement Officer), ComStar personnel (ComStar Acolyte), yakuza gangers (Gang Member), ISF agent (Intelligence Agent)*

The team members watching the ComStar office spot several of the known enemy operatives and follow them to the *Monarch* DropShip (treat as Medium building, 16 Integrity). However, the team is not the only group watching. When the team members attack the DropShip, a group of cold-faced ISF agents intervenes. There is another group, one of tattooed gangers, which keeps clear of the trouble, but signals a willingness to help—for a price.

Scene 2: *Suggested NPCs: yakuza gangers (Gang Member), ISF agent (Intelligence Agent)*

The ComStar office operation was a disaster, and now the ISF is after the team members who were there. They need to get out of Aldinga and rendezvous with the rest in San Martin as soon as possible. But they need to do so without being followed. If the ISF links them to the rest of the team, this could be the end. The yakuza offer of help appears genuine—but expensive. Can the team afford to turn down the help? And if they pay, why does the ISF show up on their trail outside the city? Organized criminals wouldn't work both sides, would they?

Scene 3: *Suggested NPCs: Spaceport personnel (Spacer), ISF agent (Intelligence Agent), enemy operative (Elite Intelligence Operative)*

It's all come to a head. The ISF is hot on the players' trail, and now the team members who stayed in San Martin have been spotted by more of the enemy operatives. The DropShip must leave before it gets destroyed for refusal to comply. The team needs to reassemble, make one last attempt to capture an enemy agent on the way out, and then leave Dieron immediately.

SHADOW WAR, PART 6

Spaceport
Famindas, Alpheratz
Outworlds Alliance
19 May 3026

It's been a terribly long road to get back to Alpheratz. Brandon O'Leary met the team at the spaceport. He was much impressed with the captured enemy DropShips. The frozen bodies of the dead operatives, though, was less exciting. However, security footage from Mountain Wolf BattleMechs confirms several of the dead operatives did indeed participate in the original factory attack. Just as he is about to complete the final payment for services rendered, the doors burst open and assassins charge in.

COMMANDER'S CALL

"No fussing! Get O'Leary to cover, because it's all our asses if anything happens to him! And keep an eye on those bodies! We need that proof about who attacked the factory!"

Players will earn 5 XP for completing this mission, and an additional 5 XP bonus if they completed this entire campaign.

OBJECTIVES

- Protect O'Leary
- Protect the evidence
- Kill the assassins

CUES

● Back where we started ● Protect the CEO ● Where did the assassins come from? ● Check the HPG compound ● Secure the evidence ● Get paid and get lost

TAGS

- Outworlds Alliance ● *Merlin*
- Assassins ● Mountain Wolf BattleMechs

SETTING

For those unaccustomed to the planetary capital, Famindas is a twisting maze. The roads meander with nary a straight line in sight, while public squares, roundabouts, and parks inhibit firing lines. Thus, there is lots of cover, but it's all in civilian areas.

SCENES

Scene 1: *Suggested NPCs: O'Leary (Officer), corporate security (Security Guard), enemy assassin (Grunt, Elite Intelligence Operative)*

The team must get O'Leary out of the Mountain Wolf facility alive. The enemy operatives are numerous and relentless. Everywhere the team goes, the enemy is already waiting or about to arrive. Could O'Leary's bodyguards be traitors? Or was O'Leary bugged? The team must find out quickly to save O'Leary's life. He's offering all the money already owed, plus ten times that in bonuses to keep him safe.

Scene 2: *Suggested NPCs: enemy assassin (Grunt, Elite Intelligence Operative), ComStar security (Security Guard)*

After getting O'Leary to safety, the team members can follow the assassins. Or they can guess where the assassins will go by waiting at the HPG compound. Since the team plans to leave Alpheratz anyway, what's to stop them from attacking the compound itself and ending this once and for all? Sure, they could be branded terrorists for the rest of their lives, but with the money O'Leary paid for the job and for saving his life, who cares?

If the team decides to infiltrate or attack the HPG: Proceed on to Scene 3.

If the team decides to leave the HPG alone and walk away: Skip Scenes 3 and 4; the mission is over, and players will earn only 2 XP for this Mission instead of 5 (but they will still earn the bonus 5 XP for completing the campaign).

Scene 3: *Suggested NPCs: ComStar security (Security Guard), ComStar Acolyte, ComStar Adept, ComStar Precentor*

The team can attempt to either infiltrate the HPG compound (Hardened building, 50 Integrity) or go in guns blazing. What do they find there beyond an interstellar communications station populated by ComStar personnel? The station's precentor will certainly not be happy about this intrusion. ComStar personnel will do everything it its power to kill, capture, or evict the team from the HPG complex. The team should gather whatever intel O'Leary might be able to use, and get out while they still can.

Scene 4: *Suggested NPCs: Spaceport personnel (Spacer), city police (Law Enforcement Officer), militia soldier (Grunt, Officer, MechWarrior)*

Maybe it was a bad idea even to *consider* messing around with the HPG compound? The entire planet seems to want the team dead. Good thing the money was secure before all hell broke loose. The team has to cross the city, get through the cordon at the spaceport, overcome the guards surrounding their DropShip, and escape Alpheratz.

EPILOGUE

If the team infiltrated or attacked the HPG: The team members who survive Alpheratz will have considerable funds to their names. However, they will also have prices on their heads; ComStar will make sure of that. They can try to reenter their lives in the Inner Sphere, or make a go of it in the Periphery where many wanted criminals tend to flee. They will need to steer clear of ComStar for the rest of their lives, as their faces will be plastered in HPGs and remote offices for years. There is the possibility of cosmetic surgery and forging new identities. They certainly have the funds to do that, and perhaps found a new mercenary command to continue their fighting careers. **All characters gain the Bloodmark Negative Trait** (p. 72).

If the team decided to leave the HPG alone and walk away: The truth of all the attacks shall remain forever buried, and the team members will likely be constantly on the lookout for someone trying to kill them for the rest of their lives. These assassins don't seem to leave loose ends, and the team represents one big unresolved loose end. **All characters gain the Enemy Negative Trait** (p. 73).



WARRIOR'S CATALOG

WEAPONS

MELEE WEAPONS

	Damage	Close	Near	Far
Martial Arts*	2(+STR bonus)F	OK	—	—
**Does not count against weapon total.*				
Unarmed*	2(+STR bonus)F	OK	—	—
**Does not count against weapon total.*				
Axe	2(+STR bonus)	OK	—	—
Blackjack/Sap	3(+STR bonus)F	–2	—	—
Club	1(+STR bonus)	OK	—	—
Dao	2(+STR bonus)	OK	—	—
Fingernails (Carbon-Fiber Reinforced)	1(+STR bonus)	–2	—	—
Hatchet/Tomahawk	1(+STR bonus)	OK	—	—
Knife/Dagger/Bayonet	1(+STR bonus)	–2	—	—
Medusa Whip	1F	OK	–2	—
Monowire	5	–2	—	—
Neural Whip	5F	OK	—	—
No-Dachi	3(+STR bonus)	OK	—	—
Nunchaku	1(+STR bonus)	OK	—	—
Polearm	2(+STR bonus)	OK	—	—
Scimitar	2(+STR bonus)	OK	—	—
Staff	2(+STR bonus)	OK	—	—
Stunstick	4F	OK	—	—
Sword/Katana	2(+STR bonus)	OK	—	—
Vibroaxe	4(+STR bonus)	OK	—	—
Vibrodagger	2(+STR bonus)	–2	—	—
Vibromace	5(+STR bonus)	–2	—	—
Vibrosword	3(+STR bonus)	OK	—	—
Wakizashi	1(+STR bonus)	OK	—	—

PROJECTILE/ THROWN WEAPONS

	Damage	Close	Near	Far
Compound Bow	2(+STR bonus)	OK	OK	OK
Dart/Shuriken	1	OK	–2	—
Heavy Crossbow	3	OK	OK	–2
Light Crossbow	2	OK	OK	—
Long Bow/Daikyu	2(+STR bonus)	OK	OK	OK
Short Bow/Hankyu	1(+STR bonus)	OK	OK	–2
Spear	2(+STR bonus)	OK	–2	—

SMALL ARMS

BALLISTIC WEAPONS (B)

	Damage	Close	Near	Far
Auto-Pistol (B)	4	OK	OK	—
Hold-Out Pistol (B)	3	OK	–2	—
Revolver (B)	4	OK	–2	—
Submachine Gun (B)	3*	OK	OK	—
**May attack up to two different targets per Narration.*				
Elephant Gun (B)	6	–2	OK	OK
Rifle (B)	4	OK	OK	–2
Assault Rifle (B)	3*	OK	OK	–2
**May attack up to two different targets per Narration.*				
Sniper Rifle (B)	4	–2	OK	OK

ENERGY WEAPONS (E)

	Damage	Close	Near	Far
Laser Pistol (E)	3	OK	OK	OK
Laser Pistol (Hold-Out) (E)	2	OK	OK	—
Laser Rifle (E)	4	OK	OK	OK

FLECHETTE WEAPONS

	Damage	Close	Near	Far
Needler Pistol	5*	OK	–2	—
**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*				
Needler Rifle	5*	OK	OK	—
**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*				
Needler Pistol (Hold-Out)	5*	OK	—	—
**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*				
Combat Shotgun (B)	5*	OK	–2	—
**May split damage across two eligible targets within range*				
Pump Shotgun (B)	6*	OK	–2	—
**May split damage across two eligible targets within range*				

GYROJET WEAPONS

	Damage	Close	Near	Far
Gyrojet Pistol	4	OK	OK	–2
Gyrojet Rifle	5	OK	OK	OK

SPECIAL WEAPONS

	Damage	Close	Near	Far
Dart Gun	3F	OK	–2	—
Flare Gun	3*	OK	–2	—
**The fire from the flare damages the target for two rounds unless extinguished.*				

	Damage	Close	Near	Far
Harpoon Gun (B)	3	OK	–2	—
**Fires grappling cable*				
Paint Gun	0*	–2	—	—
**Sprays liquid payload (paint or water)*				
Sonic Stunner	4F	OK	–2	—
Wakizashi ShotStun* (B)	5**	OK	–2	—
**Includes extendable Stunstick (4F, OK/—/—)*				
***May split damage across two eligible targets within range*				

SUPPORT WEAPONS

	Damage	Close	Near	Far
Autocannon (Semi-Portable)(B)	5†	OK	OK	OK
Machine Gun (B)	4†	OK	OK	OK
Grenade Launcher	*‡	–2	OK	OK
**High-Explosive Grenade: 8. Anti-Personnel Grenade: 10*				
Mortar	*‡	—	–2	OK
**Use Artillery Skill for the Attack Test. High-Explosive Mortar: 11. Anti-Personnel Mortar: 13*				
LAW (Rocket Launcher)*	10‡	—	OK	OK
**Single use*				
SRM Launcher	*‡	—	OK	OK
**Standard Warheads: 12 (Personal Combat), 1+M (Max 2) ('Mech-Scale Combat). Inferno Warheads: H on D6 roll of 1–3.*				

† *May attack up to two different targets per Narration.*

‡ *May attack up to three different targets per Narration.*

EXPLOSIVES

	Damage	Close	Near	Far
Thrown Grenade	*‡	OK	–2	—
**High-Explosive Grenade: 8. Anti-Personnel Grenade: 10*				
‡May attack up to three different targets.				
C8 Satchel Charge	*	OK	—	—
**12 (Personal Combat, may attack up to three targets), 1 ('Mech-Scale Combat)*				

ARMOR

Ablative Armor: 10 pips, –2 damage from energy (E) weapons

Ablative/Flak Armor: 10 pips, –1 damage from ballistic (B) and energy (E) weapons

Ballistic Plate Armor: 12 pips, –1 RFL, –3 damage from ballistic (B) weapons

Concealed Ablative Armor: 8 pips, –1 damage from energy (E) weapons

Concealed Flak Armor: 8 pips, –1 damage from ballistic (B) weapons

Flak Armor: 10 pips, –2 damage from ballistic (B) weapons

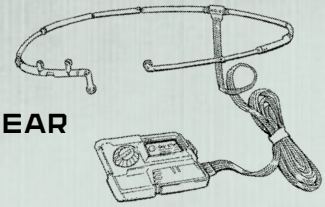
Infiltration Suit: 8 pips, –1 damage from ballistic (B) and energy (E) weapons

INVENTORY

The following items are not an exhaustive list of all possible Inventory selections, but can provide inspiration for choosing or creating Inventory items for your character.

AUDIOVISUAL GEAR

- Holomap
- Micro-Recorder
- Video Camera

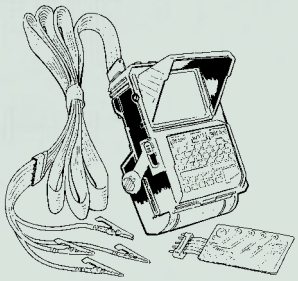


COMMUNICATIONS GEAR

- Communications Kit
- Personal Communicator

COMPUTING GEAR

- Audio/Video Storage Chip
- Computer Diagnostic Equipment
- Engineering Console
- Noteputer
- Verigraph Scanner



ESPIONAGE GEAR

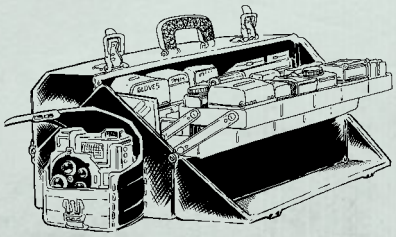
- Demolition Kit
- Disguise Kit
- Forensics Kit
- Forgery Kit
- Lock Pick Set
- Neurohelmet Codebreaker
- Polygraph
- Wiretap Kit

HOSTILE ENVIRONMENT GEAR

- Environment Suit
- Respirator
- SCUBA Gear
- Snow Suit
- Wetsuit

MEDICAL GEAR

- Field Surgical Kit
- Laser Scalpel
- Medical Kit
- Medipack
- Medpatch
- Plastiflesh Bandage
- Sedative Patch
- Stimpatch



OPTICAL GEAR

- Binoculars
- Night Vision Goggles

POWER GEAR

- Fusion Recharger
- Power Pack
- Solar Recharger

REPAIR & SALVAGE GEAR

- Aerospace Repair Kit
- Basic Toolkit
- BattleMech Repair Kit
- Electronics Repair Kit
- Laser Torch
- Vehicle Repair Kit

SURVIVAL GEAR

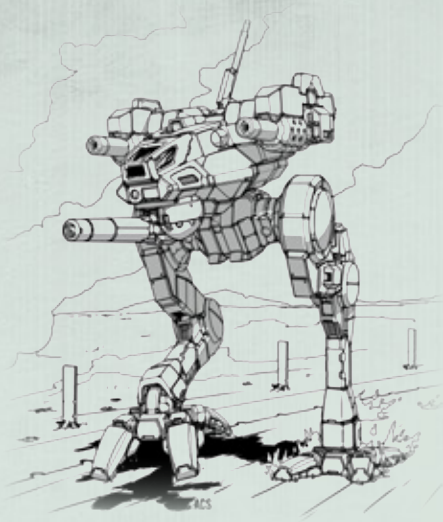
- Compass
- Emergency Flares
- Emergency Rations
- Field Kit
- Jump Pack
- Parachute
- Tent

SURVEILLANCE GEAR

- Bug Scanner
- Laser Microphone
- Microphone Bug
- Sensor (Heat, Motion, Radar, or Seismic)
- Tracking Bug
- White Noise Generator

LIGHT 'MECHS

LCT-1V LOCUST



Weight: Light
Tonnage: 20 tons (1 Hardware Point)
Movement: 4
Heat Dissipation: 2

Tags: ● Scout ● "Bug 'Mech" ● Lightning Fast ● No/Minimal Arms ● Ubiquitous

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 3/2 pips
Right/Left Arm: 1/1 pips
Right/Left Leg: 3/1 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
(No Punch) / Kick	0 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	T	OK	OK	–2	—
2 Machine Guns	2	B	—	RA, LA	OK	OK	—	—

EQUIPMENT

Ammo: Machine Gun (Torso)

STG-3R STINGER



Weight: Light
Tonnage: 20 tons (1 Hardware Point)
Movement: 3(J)
Heat Dissipation: 2

Tags: ● Scout ● "Bug 'Mech" ● Anti-personnel ● Mainstay ● Trainer 'Mech

ARMOR/STRUCTURE CONFIGURATION

Head: 1/1 pips
Torso: 2/2 pips
Right/Left Arm: 1/1 pips
Right/Left Leg: 2/1 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	RA	OK	OK	–2	—
2 Machine Guns	2	B	—	RA, LA	OK	OK	—	—

EQUIPMENT

Jump Jets
Ammo: Machine Gun (Torso)

WSP-1A WASP



Weight: Light
Tonnage: 20 tons (1 Hardware Point)
Movement: 3(J)
Heat Dissipation: 2

Tags: ● Scout ● "Bug 'Mech" ● Anti-Vehicular ● Team Player ● Most Common BattleMech

ARMOR/STRUCTURE CONFIGURATION

Head: 1/1 pips
Torso: 2/2 pips
Right/Left Arm: 1/1 pips
Right/Left Leg: 2/1 pips

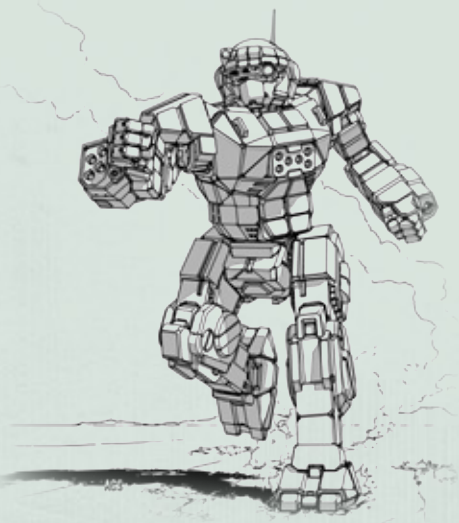
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	RA	OK	OK	–2	—
SRM 2	1+M (Max 2)	M	—	LL	OK	OK	–2	—

EQUIPMENT

Jump Jets
Ammo: SRM (Torso)

COM-2D COMMANDO



Weight: Light
Tonnage: 25 tons (1 Hardware Point)
Movement: 3
Heat Dissipation: 2

Tags: ● Short-Range Brawler ● Lyran Commonwealth ● Heavy Hitter ● Ammo-Dependent ● Under-Armored

ARMOR/STRUCTURE CONFIGURATION

Head: 2/1 pips
Torso: 3/3 pips
Right/Left Arm: 2/1 pips
Right/Left Leg: 3/2 pips

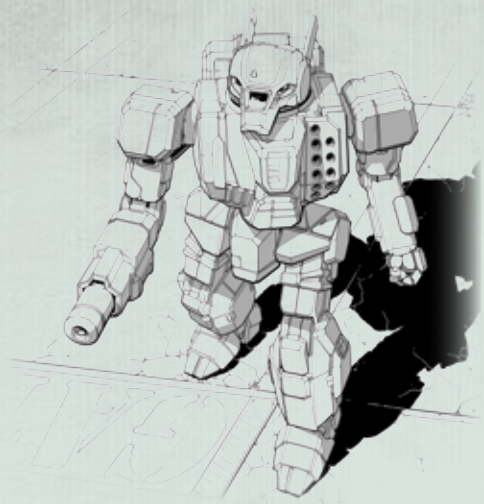
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	LA	OK	OK	–2	—
SRM 6	2+M (Max 4)	M	H	T	OK	OK	–2	—
SRM 4	1+M (Max 3)	M	H	RA	OK	OK	–2	—

EQUIPMENT

Ammo: SRM (Torso)

VLK-QA VALKYRIE



Weight: Light
Tonnage: 30 tons (1 Hardware Point)
Movement: 3(J)
Heat Dissipation: 2

Tags: ● Scout ● Federated Suns ● Well-Armored ● Slow ● Quickly Repaired

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 5/3 pips
Right/Left Arm: 3/2 pips
Right/Left Leg: 4/2 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: Medium Laser	2	E	H	RA	OK	OK	–2	—
LRM 10	1+M (Max 4)	M	H	T	–2	OK	OK	–2

EQUIPMENT

Ammo: LRM (Torso)

MEDIUM 'MECHS

PXH-1 PHOENIX HAWK



Weight: Medium
Tonnage: 45 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

Tags: ● Heavy Scout ● Star League Era ● Reliable ● Under-Armored ● Recon Leader

ARMOR/STRUCTURE CONFIGURATION

Head: 2/1 pips
Torso: 7/4 pips
Right/Left Arm: 3/2 pips
Right/Left Leg: 5/4 pips

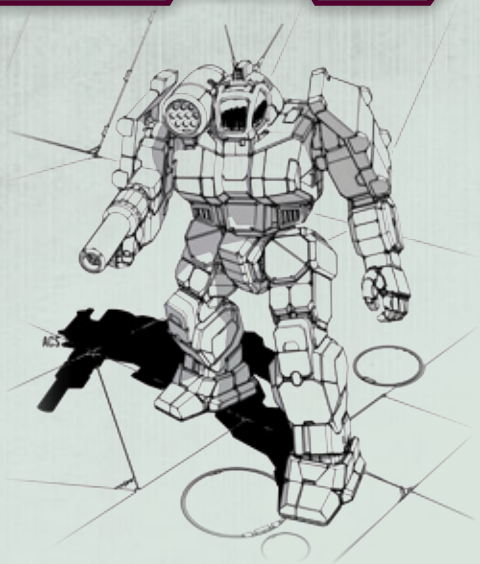
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 3	—	—	—	OK	—	—	—
Primary: Large Laser	3	E	HH	RA	OK	OK	–2	–4
2 Medium Lasers	4	E	H	RA, LA	OK	OK	–2	—
2 Machine Guns	2	B	—	RA, LA	OK	OK	—	—

EQUIPMENT

Jump Jets
Ammo: Machine Gun (Torso)

GRF-1N GRIFFIN



Weight: Medium
Tonnage: 55 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

Tags: ● Mobile Fire Support ● Venerable ● Workhorse ● No Short-Range Armament ● All Weapons on Right Side

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 7/6 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 6/4 pips

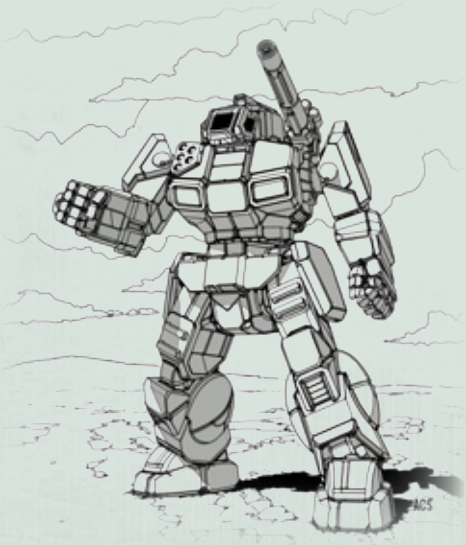
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
Primary: PPC	4	E	HH	RA	–2	OK	–2	–4
LRM 10	1+M (Max 3)	E	H	T	–2	OK	OK	–2

EQUIPMENT

Jump Jets
Ammo: LRM (Torso)

SHD-2H SHADOW HAWK



Weight: Medium
Tonnage: 55 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

Tags: ● Multi-Role ● Star League Era ● Advanced Life Support System ● Impressive Battle Record ● Versatile

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 8/6 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 5/4 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
Primary: AC/5	2	B	—	T	–2	OK	–2	–4
LRM 5	1+M (Max 2)	M	—	T	–2	OK	OK	–2
Medium Laser, SRM 2	3+M (Max 4)	E, M	H	RA, H	OK	OK	–2	—

EQUIPMENT

Jump Jets
Ammo: Autocannon (Torso)
Ammo: LRM (Torso)
Ammo: SRM (Torso)

WVR-6R WOLVERINE



Weight: Medium
Tonnage: 55 tons (2 Hardware Points)
Movement: 3(J)
Heat Dissipation: 2

Tags: Heavy Scout • Star League Era • Endurance and Survivability • Common Mechanical Failures • Good Heat Management

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 7/6 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 5/4 pips

WEAPONS

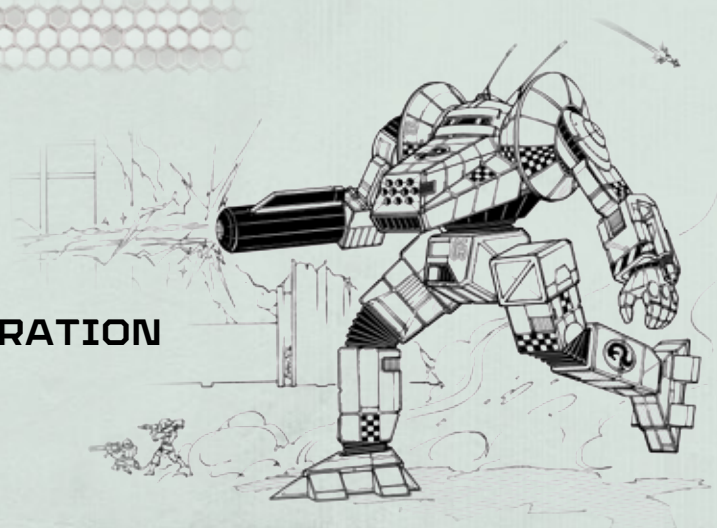
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—		—	OK	—	—	—
Primary: AC/5	2	B	—	RA	–2	OK	–2	–4
Medium Laser, SRM 6	4+M (Max 6)	E, M	H	H, T	OK	OK	–2	—

EQUIPMENT

Jump Jets
Ammo: Autocannon (Torso)
Ammo: SRM (Torso)

HEAVY 'MECHS

DRG-1N DRAGON



Weight: Heavy
Tonnage: 60 tons (3 Hardware Points)
Movement: 3
Heat Dissipation: 2

Tags: Brawler • Draconis Combine • Mobile • Under-Armed • Physical-Combat Focused

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 9/7 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 5/4 pips

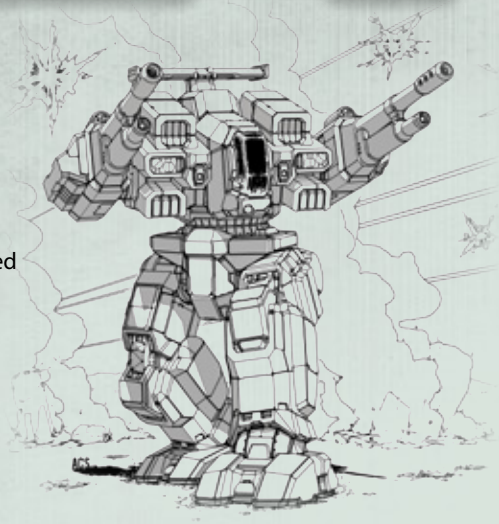
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
Primary: AC/5	2	B	—	RA	–2	OK	–2	–4
LRM 10	1+M (Max 4)	M	H	T	–2	OK	OK	–2
Medium Laser	2	E	H	LA	OK	OK	–2	—
Medium Laser	2	E	H	T (Rear)	OK	OK	–2	—

EQUIPMENT

Ammo: Autocannon (Torso)
Ammo: LRM (Torso)

RFL-3N RIFLEMAN



Weight: Heavy
Tonnage: 60 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 2

Tags: ● Fire Support ● Star League Era ● Anti-Aircraft ● Heat Monster ● Under-Armored

ARMOR/STRUCTURE CONFIGURATION

Head: 2/1 pips
Torso: 7/7 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 4/5 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
2 Large Lasers	6	E	HHH	RA, LA	OK	OK	–2	–4
2 AC/5s	4	B	—	RA, LA	–2	OK	–2	–4
2 Medium Lasers	4	E	H	T	OK	OK	–2	—

EQUIPMENT

Ammo: Autocannon (Torso)
Garret D2j Anti-Aircraft Targeting System

TDR-5S THUNDERBOLT



Weight: Heavy
Tonnage: 65 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 3

Tags: ● Planetary Assault ● Common ● Well-Armed ● Well-Armored ● Off-Center Cockpit

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 10/7 pips
Right/Left Arm: 7/3 pips
Right/Left Leg: 10/5 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: Large Laser	3	E	HH	RA	OK	OK	–2	–4
LRM 15	2+M (Max 5)	M	H	T	–2	OK	OK	–2
3 Medium Lasers, SRM 2	6+M (Max 7)	E, B	HH	T	OK	OK	–2	—
2 Machine Guns	2	B	—	LA	OK	OK	—	—

EQUIPMENT

Ammo: LRM (Torso)
Ammo: SRM (Torso)
Ammo: Machine Gun (Left Arm)

CPLT-C1 CATAPULT



Weight: Heavy
Tonnage: 65 tons (3 Hardware Points)
Movement: 2(J)
Heat Dissipation: 3

Tags: ⬢ Missile Boat ⬢ Star League Era ⬢ Rare ⬢ No/Minimal Arms ⬢ Sideways Ejection System

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 8/7 pips
Right/Left Arm: 4/3 pips
Right/Left Leg: 6/5 pips

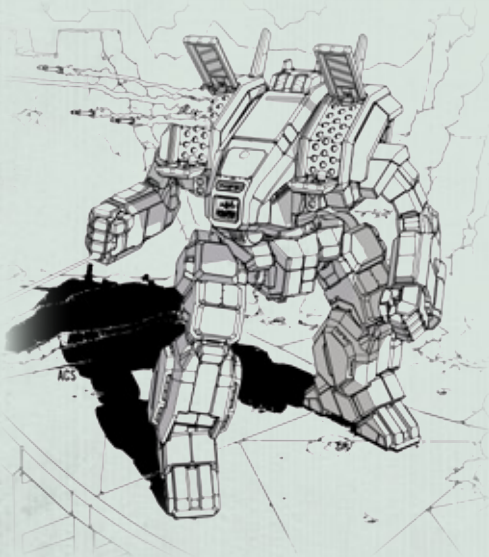
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
(No Punch) / Kick	0 / 5	—	—	—	OK	—	—	—
2 LRM 15	4+MM (Max 10)	M	HH	RA, LA	–2	OK	OK	–2
2 Medium Lasers	4	E	H	T	OK	OK	–2	—
2 Medium Lasers	4	E	H	T	OK	OK	–2	—

EQUIPMENT

Jump Jets
Ammo: LRM (Torso)

ARC-2R ARCHER



Weight: Heavy
Tonnage: 70 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 2

Tags: ⬢ Fire Support ⬢ Venerable ⬢ Long-Range Brawler ⬢ Iconic ⬢ Enlarged Hand Actuators

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 11/7 pips
Right/Left Arm: 7/4 pips
Right/Left Leg: 9/5 pips

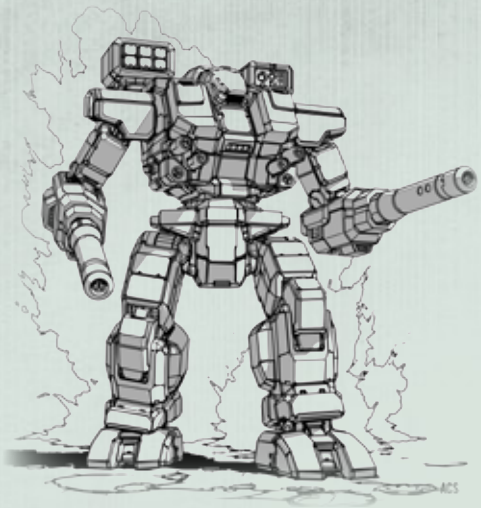
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: 2 LRM 20	8+MM (Max 14)	M	HH	T	–2	OK	OK	–2
2 Medium Lasers	4	E	H	RA, LA	OK	OK	–2	—
2 Medium Lasers	4	E	H	T(Rear)	OK	OK	–2	—

EQUIPMENT

Ammo: LRM (Torso)

WHM-6R WARHAMMER



Weight: Heavy
Tonnage: 70 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 4

Tags: ⬢ Brawler ⬢ Iconic ⬢ Simple but Effective ⬢ Dated Electronics ⬢ Gunslinger 'Mech

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 7/7 pips
Right/Left Arm: 7/4 pips
Right/Left Leg: 5/5 pips

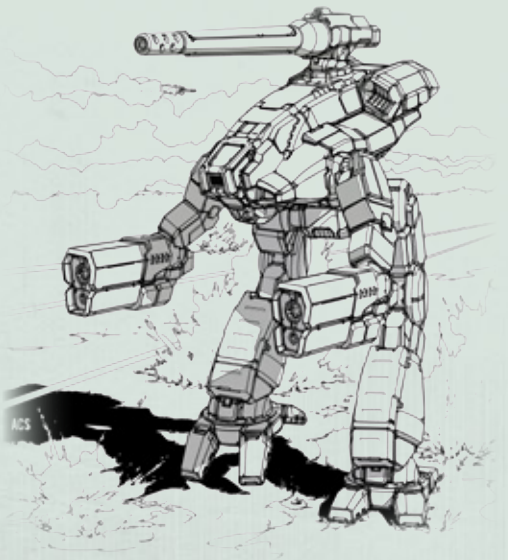
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: 2 PPC	7	E	HHHH	RA, LA	–2	OK	–2	–4
2 Medium Lasers, SRM 6	6+M (Max 8)	E, B	HH	T	OK	OK	–2	—
2 Small Lasers, 2 Machine Guns	4	E, B	—	T	OK	OK	—	—

EQUIPMENT

Ammo: Machine Gun (Torso)
Ammo: SRM (Torso)
Searchlight

MAD-3R MARAUDER



Weight: Heavy
Tonnage: 75 tons (3 Hardware Points)
Movement: 2
Heat Dissipation: 3

Tags: ⬢ Frontal Assault ⬢ Iconic ⬢ Command 'Mech ⬢ Rare ⬢ Menacing Silhouette

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 12/8 pips
Right/Left Arm: 7/4 pips
Right/Left Leg: 6/5 pips

WEAPONS

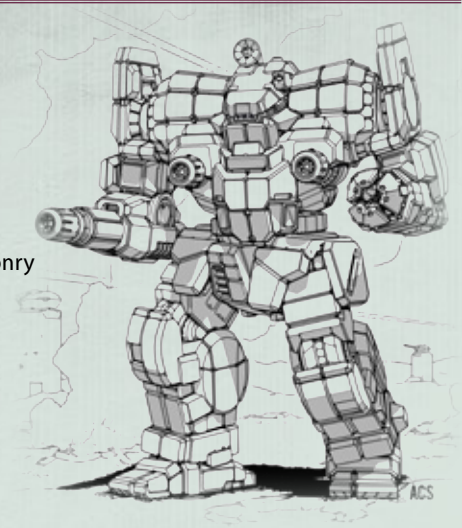
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Primary: 2 PPC	7	E	HHHH	RA, LA	–2	OK	–2	–4
AC/5	2	B	—	T	–2	OK	–2	–4
2 Medium Lasers	4	E	H	RA, LA	OK	OK	–2	—

EQUIPMENT

Ammo: Autocannon (Torso)

ASSAULT 'MECHS

AWS-8Q AWESOME



Weight: Assault
Tonnage: 80 tons (4 Hardware Points)
Movement: 1
Heat Dissipation: 5

Tags: ● Frontal Assault ● Popular ● Fearsome ● Brick House ● Poor Short-Range Weaponry

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 10/8 pips
Right/Left Arm: 8/4 pips
Right/Left Leg: 11/6 pips

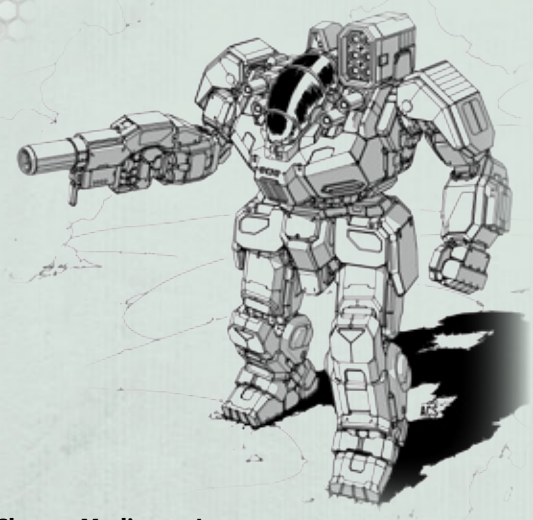
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 6	—	—	—	OK	—	—	—
Primary: PPC	4	E	HH	RA	–2	OK	–2	–4
2 PPC	7	E	HHHH	T	–2	OK	–2	–4
Small Laser	1	E	—	H	OK	OK	—	—

EQUIPMENT

None

BLR-1G BATTLEMASTER



Weight: Assault
Tonnage: 85 tons (4 Hardware Points)
Movement: 1
Heat Dissipation: 4

Tags: ● Frontal Assault ● Star League Era ● Command 'Mech ● High-Profile Target ● Highly Valued

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 13/9 pips
Right/Left Arm: 8/5 pips
Right/Left Leg: 9/6 pips

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 6	—	—	—	OK	—	—	—
Primary: PPC	4	E	HH	RA	–2	OK	–2	–4
4 Medium Lasers, SRM 6	9+M (Max 11)	E, M	HHH	T	OK	OK	–2	—
2 Machine Guns	2	B	—	LA	OK	OK	—	—
2 Medium Lasers	4	E	H	T (Rear)	OK	OK	–2	—

EQUIPMENT

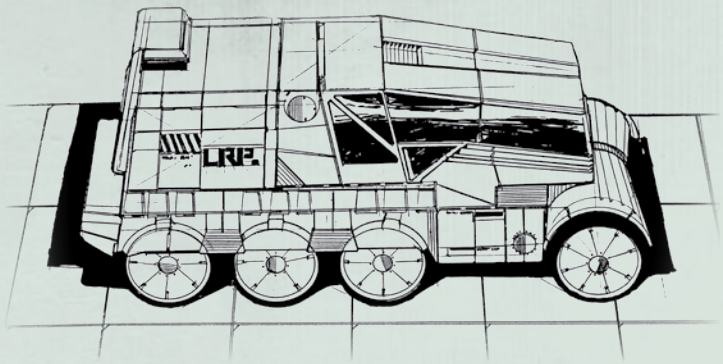
Ammo: Machine Gun/SRM (Torso)
Rumble Seat

LIGHT COMBAT VEHICLES

PACKRAT LONG RANGE PATROL VEHICLE

Weight: Light
Tonnage: 20 tons (1 Hardware Point)
Movement: 4

Tags: ● Recon ● Wheeled ● Independent ● Powerful Comms System ● No Fuel Needed



ARMOR/STRUCTURE CONFIGURATION

Front: 5/1 pips
Right/Left Side: 5/1 pips
Rear: 5/1 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	4	—	—	OK	—	—	—
Primary: SRM 6	2+M (Max 4)	M	Front	OK	OK	–2	—
Flamer	1 (or H)	E	Rear	OK	OK	—	—

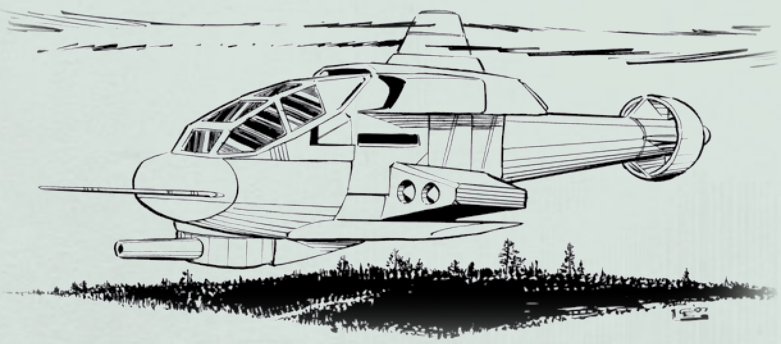
EQUIPMENT

Infantry Bay
Ammo: SRM

WARRIOR H-7 ATTACK HELICOPTER

Weight: Light
Tonnage: 21 tons (1 Hardware Point)
Movement: 4

Tags: ● Air Cavalry ● VTOL ● Fast ● Fragile ● High-Tech Targeting Helmet



ARMOR/STRUCTURE CONFIGURATION

Front: 2/1 pips
Rotor: 1/1 pips
Right/Left Side: 2/1 pips
Rear: 2/1 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	4	—	—	OK	—	—	—
Primary: AC/2	1	B	Front	–2	OK	OK	–2
SRM 4	1+M (Max 3)	M	Front	OK	OK	–2	—

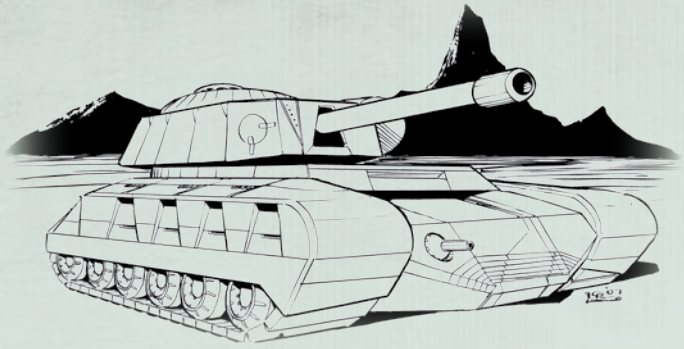
EQUIPMENT

Ammo: Autocannon/SRM

SCORPION LIGHT TANK

Weight: Light
Tonnage: 25 tons (1 Hardware Point)
Movement: 2

Tags: ● Deployed in Groups ● Tracked ● Ubiquitous ● Cheap ● Mechanical Problems



ARMOR/STRUCTURE CONFIGURATION

Front: 5/1 pips
Turret: 5/1 pips
Right/Left Side: 4/1 pips
Rear: 3/1 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	4	—	—	OK	—	—	—
Primary: AC/5	2	B	Turret	–2	OK	–2	–4
Machine Gun	1	B	Front	OK	OK	—	—

EQUIPMENT

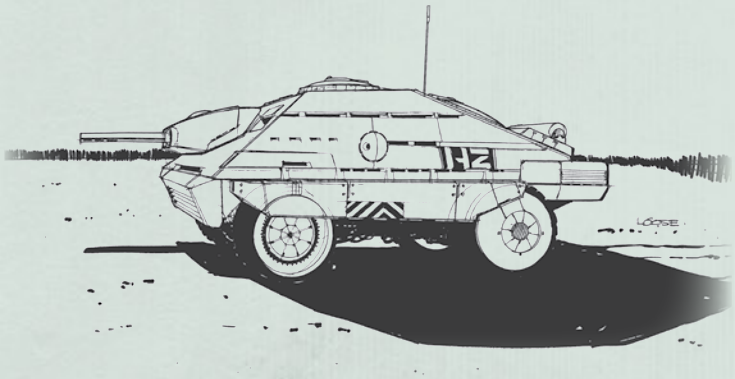
Ammo: Autocannon/Machine Gun

MEDIUM COMBAT VEHICLES

HETZER WHEELED ASSAULT GUN

Weight: Medium
Tonnage: 40 tons (2 Hardware Points)
Movement: 2

Tags: ● Giant Gun on Wheels ● Wheeled ● Under-Armored ● No Secondary Weapons ● No Turret



ARMOR/STRUCTURE CONFIGURATION

Front: 10/1 pips
Right/Left Side: 7/1 pips
Rear: 7/1 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	4	—	—	OK	—	—	—
Primary: AC/20	7	B	Front	OK	OK	–2	—

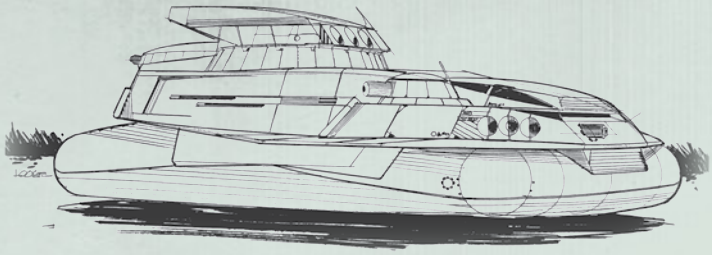
EQUIPMENT

Ammo: Autocannon

CONDOR HEAVY HOVER TANK

Weight: Medium
Tonnage: 50 tons (2 Hardware Points)
Movement: 4

Tags: ⬢ Heavy Cavalry ⬢ Hover ⬢ Fastest in Weight Class ⬢ Vulnerable to Flanking ⬢ Expensive



ARMOR/STRUCTURE CONFIGURATION

Front: 10/2 pips
Turret: 11/2 pips
Right/Left Side: 5/2 pips
Rear: 5/2 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	8	—	—	OK	—	—	—
Primary: AC/5	2	B	Turret	–2	OK	–2	–4
2 Medium Lasers	4	E	Turret	OK	OK	–2	—
Machine Gun	1	B	Front	OK	OK	—	—

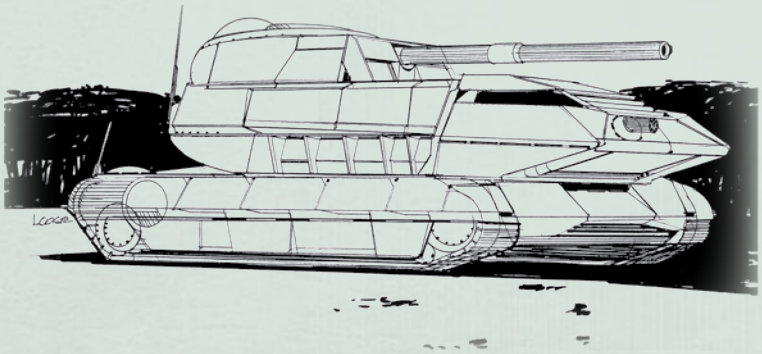
EQUIPMENT

Cargo Space
Ammo: Autocannon/Machine Gun

VEDETTE MEDIUM TANK

Weight: Medium
Tonnage: 50 tons (2 Hardware Points)
Movement: 3

Tags: ⬢ Successful ⬢ Tracked ⬢ Popular ⬢ Fast ⬢ ComStar-Designed Electronics



ARMOR/STRUCTURE CONFIGURATION

Front: 7/2 pips
Turret: 7/2 pips
Right/Left Side: 6/2 pips
Rear: 7/2 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	6	—	—	OK	—	—	—
Primary: AC/5	2	B	Turret	–2	OK	–2	–4
Machine Gun	1	B	Front	OK	OK	—	—

EQUIPMENT

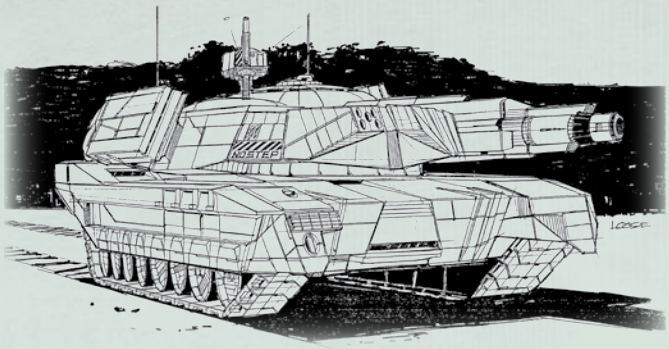
Ammo: Autocannon/Machine Gun

HEAVY COMBAT VEHICLES

PATTON TANK

Weight: Heavy
Tonnage: 65 tons (3 Hardware Points)
Movement: 2

Tags: ● Defensive Role ● Tracked ● Fusion Engine ● Hard to Manufacture ● Low Silhouette



ARMOR/STRUCTURE CONFIGURATION

Front: 17/2 pips
Turret: 17/2 pips
Right/Left Side: 15/2 pips
Rear: 13/2 pips

WEAPONS

	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	6	—	—	OK	—	—	—
Primary: AC/10	4	B	Turret	OK	OK	–2	–4
LRM 5	1+M (Max 2)	M	Turret	–2	OK	OK	–2
Small Laser	1	E	Front	OK	OK	—	—
Flamer	1 (or H)	E	Rear	OK	OK	—	—

EQUIPMENT

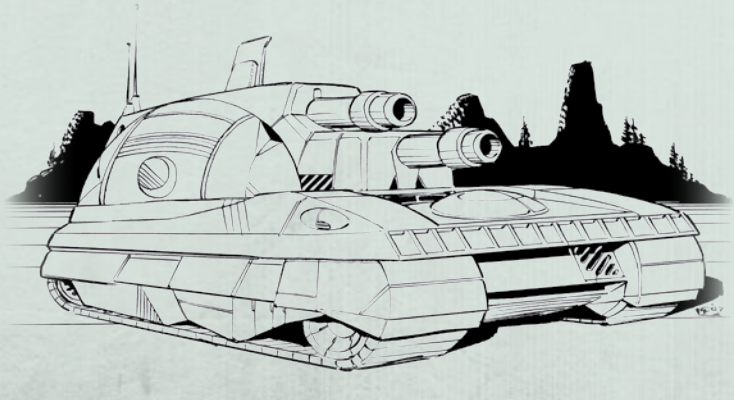
Infantry Bay
Ammo: Autocannon/LRM

ASSAULT COMBAT VEHICLES

DEMOLISHER HEAVY TANK

Weight: Assault
Tonnage: 80 tons (4 Hardware Points)
Movement: 1

Tags: ● Defensive Role ● Tracked ● Affordable ● No Secondary Weapons ● Intimidating



ARMOR/STRUCTURE CONFIGURATION

Front: 13/3 pips
Turret: 13/3 pips
Right/Left Side: 10/3 pips
Rear: 7/3 pips

WEAPONS

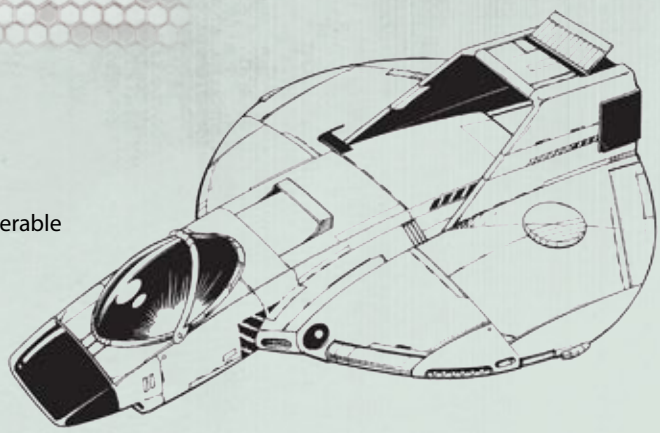
	Damage	Type	Loc	Pointblank	Short	Medium	Long
Ram	3	—	—	OK	—	—	—
AC/20	7	B	Turret	OK	OK	–2	—
AC/20	7	B	Turret	OK	OK	–2	—

EQUIPMENT

Ammo: Autocannon

LIGHT AEROSPACE FIGHTERS

TR-7 THRUSH



Weight: Light
Tonnage: 25 tons (2 Hardware Points)
Movement: 5
Heat Dissipation: 2

Tags: ● Escort/Interceptor ● Capellan Confederation ● Maneuverable ● Difficult Atmospheric Transition ● Circular Wing Design

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 2 pips
Right/Left Wing Armor: 2 pips
Aft Armor: 2 pips
Structure: 4 pips

WEAPONS

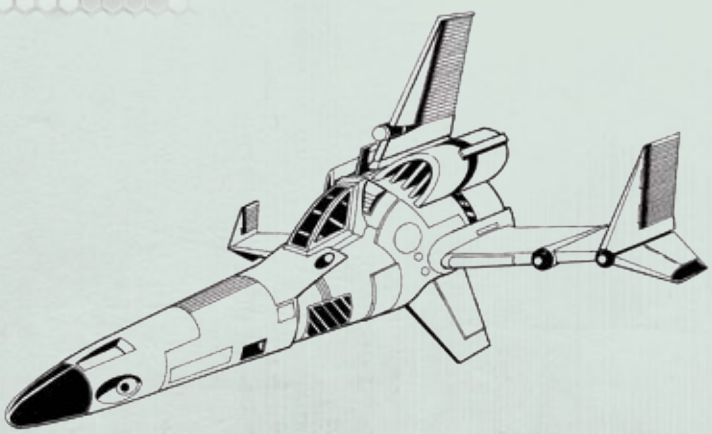
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: Medium Laser	2	E	H	N	OK	OK	–2	—
2 Medium Lasers	4	E	H	RW, LW	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

None

MEDIUM AEROSPACE FIGHTERS

CORSAIR



Weight: Medium
Tonnage: 50 tons (3 Hardware Points)
Movement: 3
Heat Dissipation: 3

Tags: ● Ground Attack ● Federated Suns ● Easy to Refit ● Mechanical Issues ● Sleek Shape

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 24 pips
Right/Left Wing Armor: 17 pips
Aft Armor: 14 pips
Structure: 2 pips

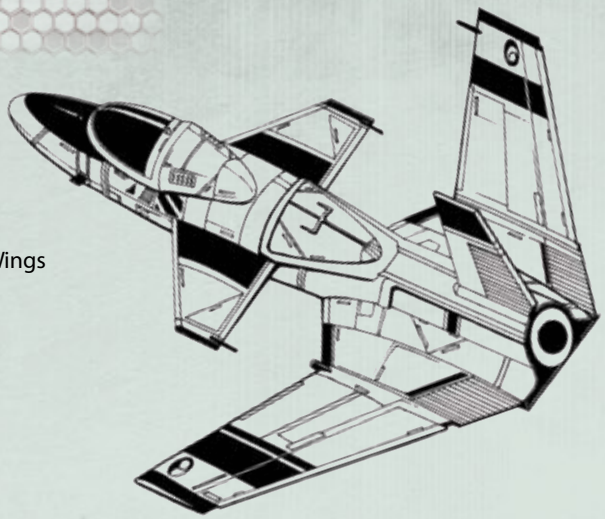
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: 2 Large Lasers	6	E	HHH	N	OK	OK	–2	–4
2 Medium Lasers	4	E	H	RW, LW	OK	OK	–2	—
2 Small Lasers	2	E	—	N	OK	OK	—	—
2 Small Lasers	2	E	—	A	OK	OK	—	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

None

F-90 STINGRAY



Weight: Medium
Tonnage: 60 tons (3 Hardware Points)
Movement: 3
Heat Dissipation: 4

Tags: ● Atmospheric Operations ● Free Worlds League ● No Ammo Dependency ● Difficult to Pilot ● Forward-Swept Wings

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 20 pips
Right/Left Wing Armor: 15 pips
Aft Armor: 11 pips
Structure: 2 pips

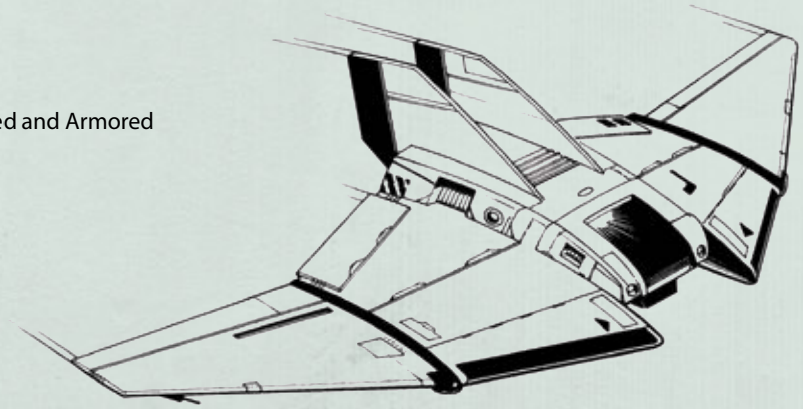
WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: PPC	4	E	HH	N	–2	OK	–2	–4
2 Large Lasers	6	E	HHH	RW, LW	OK	OK	–2	–4
2 Medium Lasers	4	E	H	RW, LW	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

None

SL-17 SHILONE



Weight: Medium
Tonnage: 65 tons (3 Hardware Points)
Movement: 3
Heat Dissipation: 4

Tags: ● Multi-Role ● Draconis Combine ● Well-Armed and Armored ● Proud Pilots ● "The Boomerang"

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 30 pips
Right/Left Wing Armor: 15 pips
Aft Armor: 12 pips
Structure: 2 pips

WEAPONS

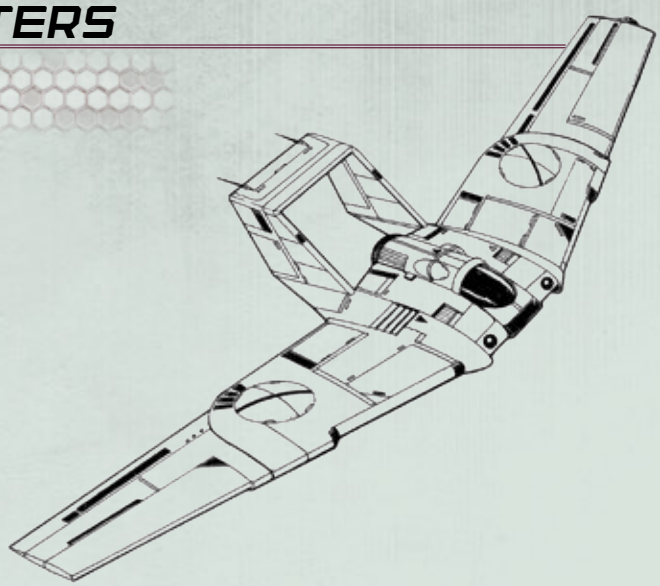
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: Large Laser	3	E	HH	N	OK	OK	–2	–4
LRM 20	4+M (Max 7)	M	H	N	–2	OK	OK	–2
2 Medium Lasers	4	E	H	RW, LW	OK	OK	–2	—
SRM 4	1+M (Max 3)	M	H	A	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: LRM/SRM

HEAVY AEROSPACE FIGHTERS

CHP-W5 CHIPPEWA



Weight: Heavy
Tonnage: 90 tons (4 Hardware Points)
Movement: 2
Heat Dissipation: 5

Tags: ● Offensive Role ● Lyran Commonwealth ● Heavily Armed ● Under-Armored ● Good Heat Management

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 14 pips
Right/Left Wing Armor: 8 pips
Aft Armor: 10 pips
Structure: 3 pips

WEAPONS

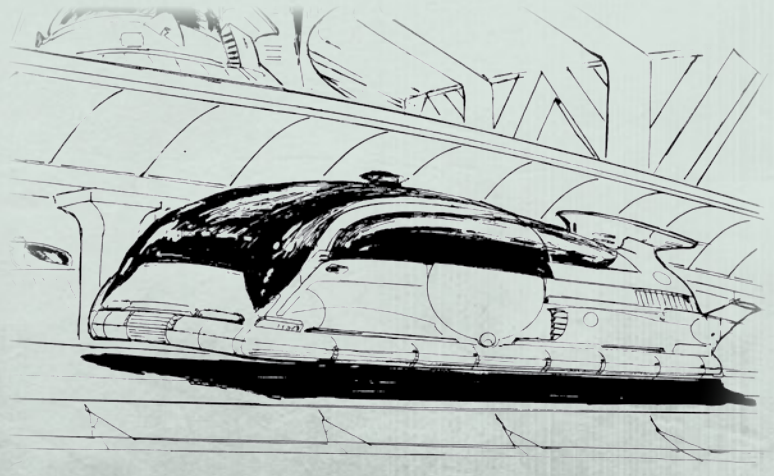
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
2 LRM 15	4+MM (Max 7)	M	HH	N	–2	OK	OK	–2
2 Medium Lasers, SRM 6	6+M (Max 8)	E, M	HH	N	OK	OK	–2	—
2 Large Lasers	6	E	HHH	RW	OK	OK	–2	–4
2 Large Lasers	6	E	HHH	LW	OK	OK	–2	–4
2 Small Lasers	2	E	—	A	OK	OK	—	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: LRM/SRM

SMALL PERSONAL VEHICLES

SLIPPER LX-SERIES HOVERCAR



Weight: Light
Tonnage: 1.5 tons (1 Hardware Point)
Movement: 5

Tags: ● Personal Transport ● Hover ● Roomy ● Fuel Cell ● Economical

DURABILITY: 10 pips

ARMOR/STRUCTURE CONFIGURATION

Front: 1/1 pips
Right/Left Side: 1/1 pips
Rear: 1/1 pips

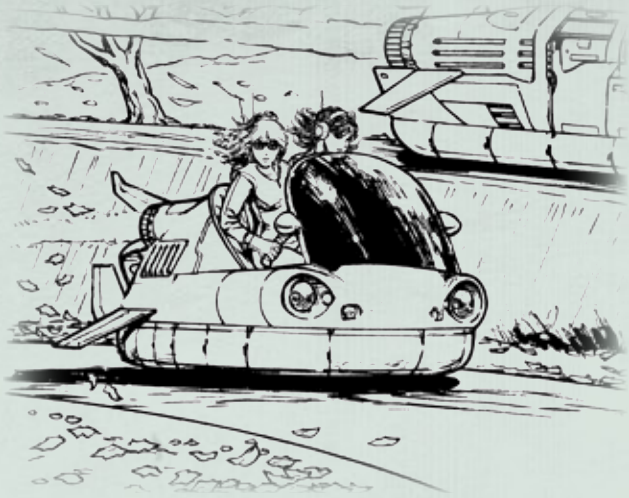
EQUIPMENT

Cargo Space
4 Seats

BAYAMO HOVERBIKE

Weight: Light
Tonnage: 0.6 tons (1 Hardware Point)
Movement: 5

Tags: ● Personal Transport ● Hover ● Fuel Cell ● Luxury Leisure Vehicle ● Military-Based Design



DURABILITY: 8 pips

ARMOR/STRUCTURE CONFIGURATION

Front: 1/1 pips
Right/Left Side: 1/1 pips
Rear: 1/1 pips

EQUIPMENT

Cargo Space
2 Seats

LARGE PERSONAL VEHICLES

BULLDOG MEDIUM TRUCK

Weight: Medium
Tonnage: 3 tons (2 Hardware Points)
Movement: 2

Tags: ● Civilian Logistics Vehicle ● Wheeled ● 1,000 km Range ● Common ● Low Maintenance



DURABILITY: 8 pips

ARMOR/STRUCTURE CONFIGURATION

Front: 1/1 pips
Right/Left Side: 1/1 pips
Rear: 1/1 pips

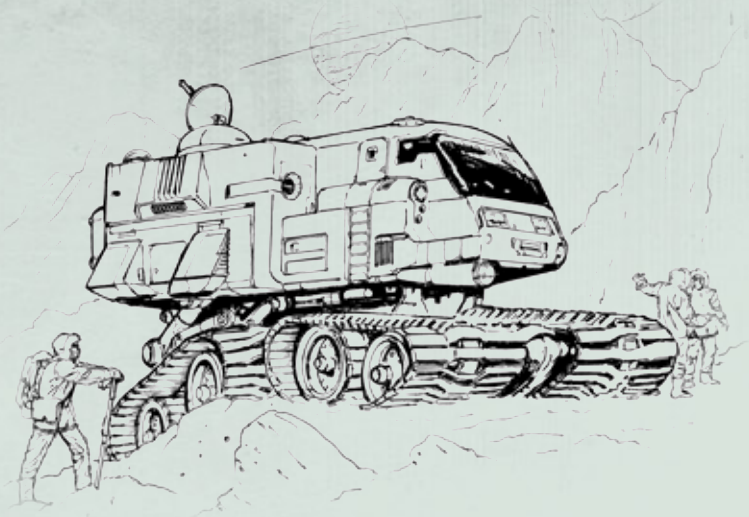
EQUIPMENT

Cargo Bed
4 Seats
Searchlights

LUCIANO WHITE WOLVERINE

Weight: Medium
Tonnage: 8 tons (2 Hardware Points)
Movement: 2

Tags: ⬢ Snowmobile ⬢ Tracked ⬢ Arctic Conditions ⬢ Stable ⬢ Lightweight Construction



DURABILITY: 30 pips

ARMOR/STRUCTURE CONFIGURATION

Front: 2/1 pips
Right/Left Side: 1/1 pips
Rear: 1/1 pips

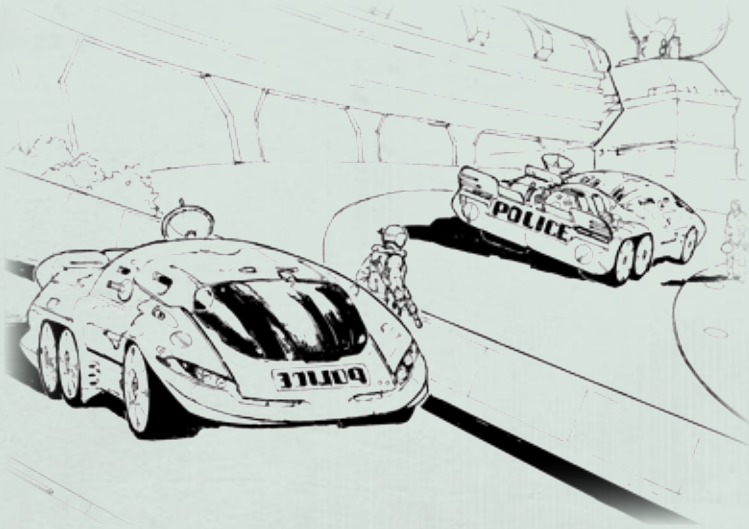
EQUIPMENT

Cargo Space
2 Seats
Searchlight

MAO-HENG CHARIOTEER

Weight: Medium
Tonnage: 10 tons (2 Hardware Points)
Movement: 3

Tags: ⬢ Police Cruiser ⬢ Wheeled ⬢ Prisoner Restraints ⬢ Sleek ⬢ Poor Performance



DURABILITY: 22 pips

ARMOR/STRUCTURE CONFIGURATION

Front: 2/1 pips
Right/Left Side: 2/1 pips
Rear: 1/1 pips

EQUIPMENT

Cargo Space
10 Seats

TABLETOP INTEGRATION

Much as BattleMechs are the kings of the battlefield in the thirty-first century, in *MechWarrior: Destiny*, the story and characters are king. But sometimes you might want to either engage in 'Mech-Scale Combat using more in-depth rules or immerse yourself in a more strategic tabletop experience while retaining many of the character-centric aspects of *MechWarrior: Destiny*. This section provides you the means to do both.

Whether you are using the *Total Warfare* (*TW*) ruleset found in the *BattleTech Beginner Box* and *BattleTech: A Game of Armored Combat* box sets, or the *Total Warfare* or *BattleMech Manual* core rulebooks, or the fast-play *Alpha Strike* (*AS*) system found in *Alpha Strike: Commander's Edition*, the following rules offer options for playing a strategic game that integrates some *MechWarrior: Destiny*–style roleplaying elements.

The rules in this section are optional, so feel free to incorporate the ones that work best for your player group and ignore the ones that don't.

Note: Unlike standard *MechWarrior: Destiny* play, it is not necessary to designate a gamemaster for games played with *TW*/*AS* rules. However, it may be helpful to have a gamemaster to control the opposing forces, steer the story when needed, and/or adjudicate rules issues.

JUMPING INTO THE COCKPIT

When setting up a *TW*/*AS* game, you can either import your *MechWarrior: Destiny* character, or you can create one from scratch. Regardless of the method, the *Total Warfare / Alpha Strike Character Sheet* at the back of this book can be used to keep track of everything you need to know about your *MechWarrior: Destiny* character when playing *TW*/*AS* games.



IMPORTING A MECHWARRIOR: DESTINY CHARACTER

Whether you are using *TW*/*AS* rules to resolve combat in a *MechWarrior: Destiny* game or to play a *TW*/*AS* game with your *MechWarrior: Destiny* character, use the following rules to import your character.

1. DETERMINE PRIMARY SKILLS

The two primary Skills used In *TW* games are Gunnery and Piloting/Driving; for *AS* games, each unit has a single Skill rating. To determine your Skill ratings for *TW* games, add your RFL to the relevant Skill's rating, and consult the following chart.

GUNNERY SKILL (TOTAL WARFARE)

GUNNERY + RFL	*TW* GUNNERY SKILL
2	6
3	5
4	4
5	4
6	3
7	3
8	2
9	1
10+	0

PILOTING/DRIVING SKILL (TOTAL WARFARE)

Piloting + RFL	*TW* Piloting/Driving Skill
2	6
3	6
4	5
5	5
6	4
7	3
8	2
9	1
10+	0

SKILL (ALPHA STRIKE)

Gunnery + RFL	*AS* Skill
2	6
3	5
4	4
5	4
6	3
7	3
8	2
9	1
10+	0

2. DETERMINE SECONDARY SKILLS

Although of less importance in *TW/AS* games, the following *MechWarrior: Destiny* Skills may be used during games employing those systems, if the players agree.

- Artillery
- Communications
- Knowledge Skills
- Navigation
- Perception
- Tactics
- Tracking
- Acting
- Leadership
- Intimidation

Record these Skills, if any, under the Secondary Skills section of the *Total Warfare / Alpha Strike Character Sheet* by noting the Skill's rating and the value of the linked Attribute. For more detail on how these are used with *TW/AS* rules, see *Secondary Skills*, page 190.

RETURNING TO *MECHWARRIOR: DESTINY*

If you import your *MechWarrior: Destiny* character into a *TW/AS* game, moving back to full *MechWarrior: Destiny* roleplaying rules after the battle is simple. Do the following:

1. Gain Battle XP: Note any Battle XP earned during the *TW/AS* battle (see *Earning Battle XP*, p. 191).

2. Spend Battle XP: Spend Battle XP on *Post-Battle Actions* (see p. 192).

3. Convert and record leftover Battle XP: Divide any unspent Battle XP by 2 (rounded down), and add this to your current XP on your *MechWarrior: Destiny* character sheet.

4. Pilot damage: Apply remaining pilot damage (if any) to your character sheet: see *Character Damage*, p. 189.

5. Hardware damage: If the hardware your character piloted during the *TW/AS* battle was not repaired afterward, apply double the 'Mech-Scale Combat damage listed in the *Graceful Withdrawal* rules, p. 54.

3. DETERMINE PLOT POINTS

A character begins the game with a number of Plot Points equal to their character's EDG Attribute. Plot points in *TW/AS* play are employed slightly differently than in standard *MechWarrior: Destiny* games. See *Plot Points in Total Warfare and Alpha Strike*, p. 188.

4. CHOOSE SPECIAL PILOT ABILITIES

Your character's experience level (see *Determine Experience Level*, p. 69) determines the number of Character Points (CP) you receive to spend on one or more Special Pilot Abilities (SPAs). The table below details the number of CPs you can spend and the maximum number of SPAs available for your experience level.

Choosing SPAs that fit with your character concept, Traits, Life Modules, etc. is recommended, but this is not a requirement. For example, if your MechWarrior character is a scrapper who prefers physical attacks, then the Melee Specialist ability fits right in with that character concept.

The list of available Special Pilot Abilities can be found on pp. 178–188.

EXPERIENCE	CP	MAX SPAS
Green	0	0
Regular	2	1
Veteran	4	2
Elite	4	2

CREATING A TOTAL WARFARE OR ALPHA STRIKE CHARACTER

Creating characters for *TW/AS* play involves spending a predetermined number of Character Points (CP) on your character's abilities. To create a character for *TW/AS* play, follow the following steps.

1. NAME AND BACKGROUND

The first step is to give your character a name. Although this step is optional, a character with a name is going to be easier to connect with and to roleplay than a record sheet on which the pilot name is left blank.

Also, feel free to give your character a bio, even if it's something short. Give them a history, a goal beyond what they do in their cockpit, or just jot down any notes that you feel would make playing this character under *TW/AS* rules fun.

2. CHOOSE EXPERIENCE LEVEL

As a group, determine what experience level your characters will have. All characters in the same group will possess the same Experience Level unless the players agree otherwise; after all, there's a lot of story potential in a veteran saddled with commanding a bunch of recruits, or a rookie assigned to a seasoned unit.

Green: 4 CP
Regular: 6 CP
Veteran: 10 CP
Elite: 14 CP

Alternatively, players can roll on the following table to randomly determine the experience level for either their whole group or for individual characters.

RANDOM EXPERIENCE

2D6 RESULT	EXPERIENCE LEVEL
2–5	Green
6–9	Regular
10–11	Veteran
12	Elite

3. CHOOSE SKILL LEVELS

Most *TW* characters have two primary Skills: Gunnery and Piloting/Driving. *AS* units have a Skill rating, which represents their overall ability. (Playing as an individual infantry character, who possesses only a Gunnery Skill, is not recommended for *TW/AS* games.) Review the chart below and spend the CP necessary for the desired Skill level.

TRANSITIONING FROM *TW/AS* TO *MECHWARRIOR: DESTINY*

Although it is simple to move your character from the *MechWarrior: Destiny* system to *TW/AS* and back with the *Importing a MechWarrior: Destiny Character* rules on p. 175, you cannot take a character created specifically for *TW/AS* games and import them directly into *MechWarrior: Destiny* games. If you wish to use a character created for *TW/AS* games in *MechWarrior: Destiny* play, it is recommended that you instead follow the full process for creating a *MechWarrior: Destiny* character on p. 68 and create a character with Skills that fit your *TW/AS* character. Once you have created a *MechWarrior: Destiny* character, you can employ the *Importing a MW:D Character* rules to transition between both systems. Starting with a fully fleshed-out *MechWarrior: Destiny* character makes it easy to move back and forth between the two rules systems.

Keep in mind that under *MechWarrior: Destiny* rules, higher Skill numbers are better, but for *TW/AS* games, the opposite is true: the lower the Skill number, the more effective the Skill is.

GUNNERY SKILL COST

SKILL LEVEL	CP COST
7	–1
6	0
5	1
4	2
3	3
2	4
1	5
0	6

PILOTING/ DRIVING SKILL COST

SKILL LEVEL	CP COST
7	0
6	1
5	2
4	3
3	4
2	5
1	6
0	7

ALPHA STRIKE SKILL COST

SKILL LEVEL	CP COST
7	–2
6	0
5	2
4	4
3	6
2	8
1	10
0	12

4. CHOOSE SPECIAL PILOT ABILITIES

Depending on their experience level, characters may choose one or more Special Pilot Abilities (SPAs) and pay the listed CP cost; see the table below for restrictions.

The list of available Special Pilot Abilities can be found on pp. 178–188.

STARTING SPA LIMITS

EXPERIENCE	MAX SPAS	MAX TOTAL CP
Green	0	N/A
Regular	1	2
Veteran	2	4
Elite	2	4

5. ASSIGN EDGE

A character's Edge determines how many Plot Points they start each game with. Each character begins with a default EDG rating of 0. For a higher Edge rating, consult the following table and pay the appropriate CP cost. No character may start with an EDG rating higher than 4.

EDGE COST

EDGE	CP COST
1	2
2	4
3	6
4	8

SPECIAL PILOT ABILITIES

All Special Pilot Abilities presented below are designed to modify existing features of the *TW/AS* units that the pilot or crew is operating but will not fundamentally alter the unit's normal capabilities unless specifically noted otherwise.

This means that SPAs that modify damage for a specific type of attack—such as the Swordsman SPA's focus on units which possess a physical weapon—require that the unit actually possess that type of attack in order to make use of the pilot's talent. If the unit cannot ordinarily meet that requirement—such as a Swordsman who finds themself operating a 'Mech that lacks any physical weapon—the SPA will simply not apply, as there is nothing for it to modify.

This same principle also applies to SPAs that modify movement, or which do not list the unit in question among the unit types for which the ability applies. Thus, a Special Pilot Ability designated for 'Mech units only cannot be used with a vehicle unit type.

Furthermore, movement modifications that do not apply to the unit, such as abilities that might modify wheeled ground movement on a vehicle unit that has a tracked motive type, cannot be granted, even if the Special Pilot Ability is otherwise compatible with the unit. All terrain restrictions that affect the unit type itself will remain in effect unless the SPA notes otherwise.

SPECIAL PILOT ABILITIES

ABILITY	CP COST	DESCRIPTION
Animal Mimicry	2	Unit gains mobility bonus and ability to demoralize opponents
Antagonizer	3	Unit can enrage an opponent for a brief period
Blood Stalker	2	Unit may better focus its attacks on a preferred target
Cluster Hitter	2	Unit can deliver extra damage in an attack using missiles or flak weapons
Combat Intuition	3	Unit may move and resolve fire before any other unit acts
Cross-Country	2	Ground vehicle unit may enter some illegal terrain types, but at high Move cost
Demoralizer	3	Unit can intimidate an opponent for a brief period
Dodge	2	Unit can attempt to evade physical attacks
Eagle's Eyes	2	Unit gains (or augments) its ability to spot hidden units and avoid mines
Environmental Specialist	2	Reduces movement and combat modifiers in a preferred environment
Fist Fire	2	Unit delivers extra damage in physical attacks
Forward Observer	1	Unit improves accuracy of indirect fire when used as a spotter
Heavy Lifter	1	Enables increased carrying capacity
Hopper	1	Unit may attempt Piloting Skill Roll when leg blown off; may not be reduced below 2 MP
Hot Dog	2	Helps avoid overheating effects
Human TRO	1	Increases likelihood of critical hits
Iron Will	2	Unit can resist psychological attacks and receives a bonus during Morale Checks
Jumping Jack	2	Improves accuracy of any attack made when the unit jumps
Lucky	1–4	Unit may reroll a limited number of failed attacks and Piloting Skill/Control Rolls per scenario
Maneuvering Ace	2	Enables or improves lateral shift movement
Marksman	2	Unit may make an Aimed Shot
Melee Master	2	Unit can deliver an additional physical attack
Melee Specialist	1	Unit delivers physical attacks with greater accuracy
Multi-Tasker	2	Reduces penalty modifiers for attacks against multiple targets
Natural Grace	3	Reduces MP costs through certain terrain, enables improved movement abilities
Oblique Artilleryman	1	Improves accuracy and reduces scatter for all artillery weapon attacks
Oblique Attacker	1	Improves accuracy for indirect fire, and enables indirect attacks without a spotter
Range Master	2	Unit gains bonus to attacks at preferred range
Sandblaster	2	Unit improves accuracy and damage when only using AC and missile weapons
Sharpshooter	4	Unit may make an Aimed Shot with additional chance for critical hit
Slugger	1	Unit may fire weapon while using an improvised club
Sniper	3	Unit reduces Medium, Long, and Extreme range modifiers by half
Speed Demon	2	Unit can move faster than normal
Stand-Aside	1	Unit can pass directly through enemy units with successful roll
Street Fighter	2	Unit may preempt an attack against it by enemies in base contact
Swordsman	2	Unit can deliver an Aimed Shot or improved damage in physical weapon attack
Tactical Genius	3	Enables command unit to reroll Initiatives
Terrain Master		
Drag Racer	3	Ground vehicle unit gains extra speed on ice or pavement; avoids skidding better
Forest Ranger	3	Unit moves more easily through (and gains extra cover from) woods and jungle
Frogman	3	Unit moves more easily than others while fully submerged
Mountaineer	3	Unit moves more easily through Level changes and rough terrain types
Nightwalker	3	Unit ignores modifiers for darkness
Swamp Beast	3	Unit moves more easily through mud and swamp terrain; ignores bog down in same
Weapon Specialist	3	Unit can deliver a more accurate attack with preferred weapon
Zweihander	2	'Mech unit delivers more damage in physical attacks

AIRBORNE ONLY ABILITIES	CP COST	DESCRIPTION
Dust-Off	2	Enables airborne unit types to land or liftoff in non-clear terrain
Golden Goose	3	Improves accuracy for air-to-ground strafing, strike, and bombing attacks
Ground-Hugger	2	Airborne unit may execute a double-strafe or double-strike air-to-ground attack
Ride the Wash	4	Unit reduces atmospheric combat modifiers; may execute special air-to-air attack
Shaky Stick	2	Airborne unit is harder to hit from the ground during air-to-ground attacks
Wind Walker	2	Unit ignores atmospheric combat modifiers and gains a bonus to landing and liftoff

INFANTRY ONLY ABILITIES	CP COST	DESCRIPTION
Light Horseman	2	Beast-mounted infantry unit moves faster, even through difficult terrain
Foot Cavalry	1	Foot-based infantry unit moves faster, even through difficult terrain
Heavy Horse	2	Beast-mounted infantry unit can inflict extra damage at point-blank range
Urban Guerrilla	1	Infantry unit is harder to attack in urban terrain, and may "spawn" support



ANIMAL MIMICRY

"If you think the bark's bad, wait till you feel my bite..."

Unit Type: See below

CP Cost: 2 points

A pilot with the Animal Mimicry Ability has combined an exceptional understanding of animal behavior with their natural aptitude for 'Mech piloting to give their machine the uncanny—some would even say frighteningly—resemblance to a wild animal. Animal Mimicry is available only to pilots of Quad BattleMechs and ProtoMechs, and of 'Mech and ProtoMech designs that, by agreement of all players, feature an animal look to them—such as beastly Clan totem 'Mechs like the *Kodiak* and the *Mandrill*.

Like Natural Grace (see p. 184), Animal Mimicry is open to interpretation during gameplay, but can grant the following additional capabilities:

- The superior, naturally inspired gait provides a –1 target modifier to all Piloting Skill Rolls required for Quad designs.
- The animal-like flexibility, communicated into the 'Mech's movements, enables it to navigate wooded terrain at a cost of –1 MP per hex of light, heavy, or ultraheavy woods and jungle terrain.
- The disturbingly realistic "animalisms" of the 'Mech's movement adds a +1 modifier to any Morale Checks (see p. 211–213, *TO*)— or a –1 target modifier to the Demoralizer Piloting Skill Roll if using the Demoralizer SPA (see p. 180).

ANTAGONIZER

"Come on, you greasy tinspawn! I thought you puppies could fight!"

Unit Type: Any

CP Cost: 3 points

The Antagonizer is a MechWarrior, pilot, or vehicle commander who has the uncanny ability to get under an enemy's skin so much that the enemy forgets all other considerations and concentrates solely on defeating the Antagonizer. To use this ability, the Antagonizer must select a single opponent within 10 hexes of their own unit and have line of sight to that opponent. The Antagonizer must then make a special "psychological" attack on the target in place of a normal weapon attack, in the form of a Piloting Skill Roll with a +4 target modifier. If the Antagonizer-controlled unit succeeds in this roll, the target unit becomes enraged at them for a number of turns equal to the margin by which the roll succeeded. The enraged opponent unit must move toward the Antagonizer at its best possible speed, using the most direct, passable route available. The enraged unit may not target any other unit during this period; all weapons and physical attacks executed must be directed at the Antagonizer alone. If the raging unit suffers damage from a weapon or physical attack delivered by another unit, or the Antagonizer moves more than 10 hexes away from the raging unit, the rage will "break," and the raging unit may resume normal activity.

The Antagonizer can attempt to taunt only one unit per turn, but may enrage multiple units in this fashion. Attempting to once again antagonize a unit that has already been enraged in the current scenario results in a +4 target modifier to the Antagonizer's Piloting Skill Roll, reflecting the opposing warrior's realization that they are being toyed with.

BLOOD STALKER

"Oh, no! Oh, no! You are not getting away from me, you son of a branth!"

Unit Type: Any

CP Cost: 2 points

A questionable, but strangely effective ability in many situations, the Blood Stalker SPA reflects a character's ability to single-mindedly focus on one—and only one—enemy target, whether for reasons of personal honor, rage or simply an intense focus on a single tactical objective. This ability need not be tapped in every scenario in which the character takes part, but if used, it can only be focused on one enemy unit per combat scenario.

When used, the Blood Stalker Ability applies a –1 To-Hit Modifier for all ranged attacks made by the warrior against their designated target. In exchange, however, any attacks directed against targets other than the one the Blood Stalker has designated suffer a +2 To-Hit Modifier. These modifiers last until the End Phase of the first turn after the designated target retreats or is otherwise defeated or destroyed. Afterwards, the ability deactivates and the Blood Stalker modifiers no longer apply.

CLUSTER HITTER

"Nothing but torso!"

Unit Type: Any

CP Cost: 2 points

The warrior who has the Cluster Hitter Ability has spent hours mastering the focus of clustering weapons such as missile and rocket launchers, ultra and rotary autocannons, and LB-X style weapons. Able to more tightly group their shots, the Cluster Hitter can make an Aimed Attack with any one of their unit's cluster-type weapons using all of the rules for the Marksman SPA (see p. 183). On a successful hit, this focused attack will deliver all of the shot's clustered rounds to the targeted location. When not attempting this focused attack, the Cluster Hitter receives a +1 roll modifier on the Cluster Hits Table for all applicable weapons.

The Cluster Hitter SPA cannot be used in conjunction with the Oblique Attacker SPA (see p. 184), or the Sandblaster SPA (see p. 184).

COMBAT INTUITION

"I hate it when I'm right..."

Unit Type: Any

CP Cost: 3 points

A MechWarrior, pilot, or vehicle crew commander with the Combat Intuition SPA can accurately predict an opponent's actions by focusing intently on them. To use this SPA, a player must declare that a pilot with this SPA is focusing on their environment during the End Phase. This action is extremely taxing and inflicts 1 point of pilot damage to the pilot; no Consciousness Roll is required when this damage is taken. Though Combat Intuition may be used as often as every turn, this damage effect can pose a danger to the warrior if the ability is overused.

In the following turn, the unit whose pilot has Combat Intuition may take all of its actions after all other units have acted (as if the unit with Combat Intuition won Initiative over all other units in the field). Alternatively, the combat intuitive unit may "preempt" the actions of any other single unit that turn, and perform all of its movement and combat actions before its chosen target can do so. The effects of damage inflicted by an attack made by Combat Intuition take place immediately.

CROSS-COUNTRY

"Stop crying! It's only a little water..."

Unit Type: Combat Vehicles (but only those that use ground movement types)

CP Cost: 2 points

A vehicle crew commander with the Cross-Country ability has a knack for reading the terrain right in front of them and finding the nooks, paths, and hidden folds that will enable them to pass through area where most drivers wouldn't dare. A Cross-Country driver can pass through water terrain as though it were 1 depth shallower, and can even move ground vehicles through woods, rubble or rough terrain—even if their vehicle normally could not do so. Passing through any terrain restricted by the vehicle's movement type, such as passing through woods terrain with a hovercraft, costs the Cross-Country driver twice the normal MP a BattleMech would pay under the same conditions.)

DEMORALIZER

"Come and face me, little Spheroid—if you dare!"

Unit Type: Any

CP Cost: 3 points

A MechWarrior, pilot or vehicle crew commander with the Demoralizer Ability can make their unit a holy terror on the battlefield, projecting an intimidating presence that seems to manifest in the way they operate their machine and taunt their enemy (with or without the use of communications equipment).

The Demoralizer Ability can be used against any single opposing battlefield unit to which the Demoralizer's unit has a clear line of sight, at a range no greater than 10 hexes. The Demoralizer must then make a special "psychological" attack on the target in place of a normal weapon attack, in the form of a Piloting Skill Roll with a +4 target modifier. If the Demoralizer- controlled unit succeeds in this roll, the target unit becomes demoralized. During the following turn, the demoralized unit cannot use any movement rate faster than Walking/Cruising/Safe Thrust and cannot deliberately move closer to the Demoralizer (though factors such as momentum or the Demoralizer's own movement may still narrow the gap between the two units). In addition, the demoralized unit suffers a +1 To-Hit Modifier to all attack rolls made against the Demoralizer's unit, reflecting the fear the demoralizer has managed to instill in their opponent. These effects last for only one turn, during which time the Demoralizer may maneuver and execute attacks of their own as normal. If the demoralizer's psychological attack fails, both units act normally in the following turn, though the Demoralizer may attempt to use their ability again in the following turn.

DODGE

"Missed me again, you idiot!"

Unit Type: 'Mechs, ProtoMechs

CP Cost: 2 points

The Dodge SPA allows a pilot to execute a special evasive maneuver when engaged in physical combat. This dodge—effective against physical attacks only—requires the dodging warrior to make a special Piloting Skill Roll when their opponent makes their physical attack roll. All of the usual Piloting modifiers relevant to the unit's condition apply to this roll. If the dodging unit's margin of success on this Piloting Skill Roll is higher than that of the attacking unit's physical attack roll, the physical attack misses.

The dodging unit does not make additional rolls for further physical attacks in the same turn. Instead, margin of success of the Dodge roll for the first attack is compared to that of all physical attacks made against the dodging unit to determine whether each attack hits or misses.

DUST-OFF

"It would probably be best for your ground-pounders not to look where we're going right now..."

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft, DropShips

CP Cost: 2 points

An aircraft pilot with the Dust-Off Ability has developed skills ideal for use in emergency medical and rescue evacuations and can "read" wooded areas to find hidden landing zones just barely large enough for a vertical landing. Using this ability requires an air vehicle capable of vertical landings (including Airships, VTOLs, LAMs in AirMech mode, or fighters with VSTOL equipment). This enables the Dust-Off pilot to take off from, land within, or hover 1 Level above the ground within wooded or jungle terrain—terrain that such vehicles could not otherwise enter.

Accomplishing this action requires a successful Piloting Skill Roll, with a +1 target modifier for Light Woods/Jungle, +2 for Heavy Woods/Jungle, or a +3 for Ultra-Heavy Woods/Jungle. If successful, the craft accomplishes this maneuver without damage. A failure in this roll means that the craft will suffer the effects of a crash—1 Level for every 3 points by which the roll failed.

EAGLE'S EYES

"I didn't need no fancy lostech to spot you, mate!"

Unit Type: Any

CP Cost: 2 points

The Eagle's Eyes ability reflects the capability of a particularly alert and sensor-savvy warrior who can practically detect threats even before their battle computers identify them.

This ability grants the unit the effective benefits of a Beagle Active Probe with a range of 1 hex. If the unit already possesses advanced sensors or other technology that provides active probe

capabilities, the Eagle's Eyes ability stacks with this technology, adding 1 hex of range to the probe's radius. In addition to this, a warrior with Eagle's Eyes can quickly discern the presence of any static defense traps in the immediate vicinity—including pit traps and minefields of any kind. This capability adds a +2 target modifier to target numbers for minefields, booby traps or similar attacks from traps. If the unit has the ability to clear minefields or traps, the unit receives a –2 target modifier to do so.

ENVIRONMENTAL SPECIALIST

"What are you complaining about? When you've been on one snowstorm, you've been in them all."

Unit Type: Any

CP Cost: 2 points

The Environmental Specialist not only has learned to survive in a harsh environment, but can actually thrive in it. Unlike the Terrain Master ability, the Environmental Specialist ability only applies to those weather and atmospheric conditions that would incur modifiers to movement and targeting, such as constantly strong winds, heavy rains, snow and ice conditions, and the like.

An Environmental Specialist reduces by half (rounding down) all movement and Piloting Skill penalties related to the environment they are specialized in, when operating under such conditions.

Furthermore, if the environment affects weapon attacks in any way, the Environmental Specialist receives a –1 target modifier for all attacks they make under these conditions.

FIST FIRE

"Take that! And that!"

Unit Type: 'Mechs, ProtoMechs

CP Cost: 2 points

To use this ability, the 'Mech must have an arm that contains full actuation (a functional shoulder, upper arm, lower arm and hand), as well as at least one direct-fire energy or ballistic weapon located in that arm. (Physical attack weapons may be present as well, but are not required.) A Fist Fire attack may be delivered against any non-infantry unit.

To execute the Fist Fire attack, the aforementioned arm must be used to deliver a punch or physical weapon attack, per standard physical combat rules. If this attack is successful and inflicts damage to the target, the Fist Fire warrior then fires one of the arm-mounted weapons, resolving the attack per the normal rules for the weapon, but with an additional –1 To-Hit Modifier. If the weapon attack succeeds, the target sustains the weapon's damage to the same location as the physical attack.

For example, if an HCT-5S *Hatchetman* makes a successful hatchet attack using its right arm—where it also mounts a medium pulse laser—to a target 'Mech's left torso, it would deliver 9 points of damage from the hatchet, plus an additional 6 points of damage to the same area if its medium pulse laser also hits during a Fist Fire attack.

FORWARD OBSERVER

"Who needs TAG when you have me?"

Unit Type: Any

CP Cost: 1 point

The Forward Observer is a warrior whose finely honed direction sense, keen eyesight, and intelligence have made them an invaluable asset for artillery direction. When this character spots for an artillery unit, the artillery unit receives a –1 target modifier on their artillery attack roll. Furthermore, when helping the artillery gunner adjust their fire, the Forward Observer's ability applies an additional –2 target modifier until the artillery gunner strikes their designated target area. The Forward Observer can spot without giving a To-Hit Modifier to the artillery attack for the spotter firing.

FOOT CAVALRY

"Move it, soldiers, or the enemy'll be the least of your worries!"

Unit Type: Infantry (conventional, must be of the foot motive type)

CP Cost: 1 point

The Foot Cavalry Ability is only effective with infantry squads who are not equipped with vehicles or mounts to ride upon. The Foot Cavalry squad leader has trained for endurance running, even in full combat gear, and pushes their men hard to keep them up to their level. Squads led by a Foot Cavalry character gain an additional 15 meters (1 MP) of movement per turn and reduce by 1 MP the movement penalties for moving through rough terrain, woods, jungle, and even buildings. Additionally, a foot infantry squad with this ability that has a Move-or-Fire rule can move and fire in the same turn.

GOLDEN GOOSE

"Mad Cat, corner pocket!"

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft

CP Cost: 3 points

A pilot with the Golden Goose SPA is an intensely dedicated air-to-ground precision attacker. Pilots with this ability receive an additional –1 To-Hit Modifier when executing air-to-ground Strike attacks, and a –2 To-Hit Modifier when Bombing. In addition, if a Bombing attack misses, the Golden Goose ability reduces the bomb's scatter distance by 2 hexes (to a minimum of 0).

GROUND-HUGGER

"One Line of Death coming up!"

Unit Type: VTOLs (combat and support), Fighters (aerospace and conventional), Small Craft

CP Cost: 2 points

A pilot with the Ground Hugger Ability is an air-to-ground attacker every bit as brave as they are good. In addition to receiving a –1 To-Hit Modifier for all air-to-ground Strafing and Striking attacks (but not Bombing attacks), the Ground Hugger gains the following additional capabilities:

Strafing: When executing an air-to-ground Strafing attack, instead of the normal, single attack run of 1 to 5 continuous hexes per pass over the battlefield, the Ground Hugger can make up to two 1 to 3 continuous-hex Strafing runs in one turn. Both strafing runs must lie along the craft's flight line and can even be taken contiguously to produce a solid attack line of 6 hexes in length. This added capability does not affect the heat generated by the Strafe.

Striking: When executing an air-to-ground Strike attack, the Ground Hugger can deliver two such attacks in one turn. As with Strafing, the targets for both Strike attacks must be along the aircraft's flight path over the battlefield. If any non-energy weapons are used while performing this action, each Strike must use a different weapon (energy weapons may be fired twice—one for each Strike—but generate heat as if delivering a single Strafe).

HEAVY HORSE

"Holy crap! Is that branth wearing a PPC!?"

Unit Type: Infantry (conventional, must be beast-mounted)

CP Cost: 2 points

Like the Light Horseman, the Heavy Horse SPA is only effective when using Beast-Mounted Infantry (see p. 294–295, *TO*). The Heavy Horseman has studied the use of riding animals in combat for years and has developed a few ways to maximize their abilities. Heavy Horse warriors leading a beast-mounted squad enable the unit to carry additional support weaponry; the unit deals 50 percent more damage (rounded down) but loses 1 MP.

HEAVY LIFTER

"Why, lookie here! I done caught me a Locust*! Hey, Marcus! Go long!"*

Unit Type: 'Mechs

CP Cost: 1 point

The Heavy Lifter SPA reflects a mastery of fine balance unique among MechWarriors of any stripe. Where the lifting capabilities of most BattleMechs and IndustrialMechs are derived from a combination of the machine's own mass and special equipment, the Heavy Lifter has learned how to enhance these "rated maximums" through creative balancing techniques and sheer determination.

The Heavy Lifter SPA allows a 'Mech pilot to lift, carry, drag and even throw objects (including basic cargo and even hostile units) weighing up to 50 percent more than the machine's normal limit. This affects not only a 'Mech's maximum lifting weights defined in *'Mech Lifting Capacity* (see p. 261, *TW*), but also the maximum weight allowance and throwing distances defined in *Picking Up and Throwing Objects* (see p. 92–99, *TO*).

HOPPER

"That's right, you Clanner scum! Still standing! That all ya got!?"

Unit Type: 'Mechs

CP Cost: 1 point

When a 'Mech loses a leg, it normally surrenders instantly to gravity and crashes to the ground—often injuring its pilot in the process. A MechWarrior with the Hopper Ability possesses an extremely fine sense of innate balance and is so skilled in handling their machine that they can actually try and prevent this fall.

To accomplish this, the warrior must make all necessary Piloting Skill Rolls required for their unit in the turn that the leg is severed, including the +5 target modifier for a missing leg. If these rolls are successful, the 'Mech remains standing—but even if the roll to remain standing fails, the warrior receives a –2 target modifier to the subsequent Piloting Skill Roll required to avoid pilot damage in the resulting fall.

A Hopper that remains standing can also use 2 MP of movement per turn with a 'Mech that has been reduced to one leg. This "hopping" movement is treated as Running MP, however, and cannot be performed in reverse (nor may the Hopper's 'Mech use Sprinting movement once reduced to a single leg).

HOT DOG

"If you can't stand the heat, get out of the BattleMech!"

Unit Type: 'Mechs, Aerospace Fighters

CP Cost: 2 points

Heat, a unique danger to 'Mechs and aerospace fighters, has long been a personal bane to the pilots of such units. Some pilots, however, have developed a knack for riding their machines' unique "heat envelopes," and pushing their fighters and 'Mechs to the limits of shutdown and even explosion just to squeeze out every last gram of performance. A character with the Hot Dog SPA is one such individual and can apply a –1 target modifier to any roll made to avoid overheating effects (including Shutdown and Ammo Explosion checks, as well as Pilot Damage and Random Movement checks from overheating).

HUMAN TRO

"Sir, the warbook says there's twenty different Marauders *out there, and I know of thirty; who do you want to believe?"*

Unit Type: Any

CP Cost: 1 point

The Human TRO has studied the makes, models, and capabilities of so many units of a given type ('Mech, combat vehicle, aerospace fighter, battle armor, and so forth) that they can immediately recognize the specific variant and rattle off the stats for that design on sight. To perform this feat, the Human TRO must be versed in the specific type of unit they are looking at, declared at the beginning of a scenario. A warrior focused on BattleMechs cannot use this ability to identify the configuration of an aerospace fighter, for example.

The Human TRO receives a +1 modifier to rolls on the Determining Critical Hits Table (see p. 124, *TW*).

IRON WILL

"No, you *move."*

Unit Type: Any

CP Cost: 2 points

This warrior knows no fear. A unit with this ability is resistant to "psychological attacks" by opposing units, and can even overcome the natural impulse to flee when all hope seems lost. When an opponent uses the Animal Mimicry, Antagonizer, or Demoralizer SPAs against a unit will Iron Will, apply a +2 target modifier to the Piloting Skill Roll required to activate the ability.

Furthermore, if *Morale* rules are in play (see p. 212, *TO*), a unit controlled by a pilot or crew with this ability adds a –2 modifier to avoid being routed or when recovering its nerve.

JUMPING JACK

"These legs exist purely as a suspension system..."

Unit Type: 'Mechs, ProtoMechs

CP Cost: 2 points

Jump jet-equipped 'Mechs and ProtoMechs are among the most agile battlefield combatants, but to call them graceful is an utter fabrication. However, while most 'Mech jumps demonstrate the brute-force-over-physics approach with every earth-shuddering leap, some pilots have become astonishingly adept at such maneuvers. The Jumping Jack SPA reduces the normal +3 to-hit attacker movement modifier for using Jumping movement with a +1 modifier.

LIGHT HORSEMAN

"Giddyap!"

Unit Type: Infantry (conventional, must be beast-mounted)

CP Cost: 2 points

The Light Horseman SPA is only effective when using Beast-Mounted Infantry (see p. 294–295, *TO*). An infantry squad leader with the Light Horseman ability has combined their natural talent



for working with animals with their infantry-leader skills to create an infantry team capable of pushing its mounts to their limit. Characters leading a Beast-Mounted unit can coax an additional 1 MP of movement per turn from their beasts and can reduce by 1 MP the movement penalties for moving through wooded and rough terrain.

LUCKY

"Tell me somebody got a vid of that shot?"

Unit Type: Any

CP Cost: 1–4 points

It's not really skill that's placing this pilot's shots, but nobody cares as long as they get the job done. For every point spent on this SPA, the unit may reroll 1 failed Attack Roll or 1 failed Piloting Skill Roll per scenario. The second roll result stands, even if it fails or is worse than the first; the Lucky SPA may not be used again for that particular roll. This ability may not be used to change the outcome of other roll types, such as critical hit checks, hull breach checks, Initiative, or Morale rolls.

MANEUVERING ACE

"My call sign isn't Drifter because I wander from place to place..."

Unit Type: Any non-infantry

CP Cost: 2 points

MechWarriors and crews with the Maneuvering Ace SPA are especially good at executing quick turns and maneuvering in tight confines. Bipedal 'Mech units and VTOL units at Cruising speed whose pilots possess this ability can perform the lateral shift maneuver normally available only to four-legged 'Mechs (see p. 50, *TW*), while four-legged 'Mechs can perform the same action for 1 less MP than usual. Vehicle crews receive a +1 target modifier on any Piloting Skill Rolls required if the vehicle fails to fulfill the requirements for a turn mode (see p. 25, *TO*), while aerospace units reduce the Thrust Point costs for any special maneuvers by 1.

In addition to the above, all units piloted by a Maneuvering Ace receive a –1 target modifier for any Piloting Skill Rolls needed to avoid skidding, sideslipping or, in the case of aerospace units, out-of-control effects.

MARKSMAN

"Bam! Bullseye!"

Unit Type: Any

CP Cost: 2 points

The Marksman Ability enables a MechWarrior, ProtoMech pilot, fighter pilot, or vehicular crew gunner to potentially hit any desired location on a target. A pilot or gunner with the Marksman SPA can make a special Aimed Shot attack as if using a targeting computer (see p. 143, *TW*). The pilot's unit must remain stationary and make no physical attacks during the round in which they use this ability. In addition, only one of the unit's weapons may be used; no other weapon may be fired in the same turn.

The Marksman Ability may be combined with a targeting computer or enhanced- imaging technology; if the warrior's unit is equipped with such items and they are active when this ability is used, the Aimed Shot attack receives a –2 To-Hit Modifier.

MELEE MASTER

"I'll bet you didn't see that one coming, did ya?"

Unit Type: 'Mechs, ProtoMechs

CP Cost: 2 points

A MechWarrior with the Melee Master Ability has elevated physical combat to blinding new levels, achieving physical combat speeds other warriors can only dream of. When executing a physical attack, a MechWarrior with this ability can deliver one extra punch, kick, club, or hatchet attack during the physical attack phase (so long as all other restrictions are met, such as not firing weapons in the attacking limb). This attack may even be combined with a Charge or Death from Above attack.

For ProtoMechs, use of this Ability doubles the ProtoMech's total damage in a Frenzy attack.

MELEE SPECIALIST

"Awww, did you catch my fist with your face?"

Unit Type: 'Mechs, ProtoMechs

CP Cost: 1 point

A MechWarrior with the Melee Specialist Ability has perfected the difficult art of melee combat using the arms, legs, fists and feet of their BattleMech or ProtoMech, and is a master of physical attacks of all kinds. Given the Clans' preferred fighting style, this ability is less common among Clan MechWarriors than among their Inner Sphere counterparts, but some ProtoMech warriors—who are trained to make the most of their machines' smaller stature—have been known to embrace these "barbarian tactics."

When executing a physical attack, the warrior with this ability receives a –1 To-Hit Modifier to the attack roll and increases by 1 point any damage dealt by a successful physical attack.

MULTI-TASKER

"Everyone deserves some love."

Unit Type: Any

CP Cost: 2 points

While well-trained pilots and crews can perform multiple tasks simultaneously, accurately targeting multiple foes isn't something many gunners can do with ease, resulting in the application of a modifier for any secondary targets within the unit's firing arcs. The Multi-Tasker Ability reduces the penalty modifiers for attacks against multiple targets (see p. 109–110, *TW*) by 1. Attacks against secondary targets in the unit's forward arc receive a +0 roll modifier,

while attacks against secondary targets in the unit's rear and side arcs receive a +1 To-Hit Modifier.

In addition, crewed vehicles with multiple weapons can reduce their recommended number of gunners by 1 for every 2 Ratings (or fraction thereof) that the Multi-Tasker gunner has in their Gunnery Skill. A vehicle cannot be reduced to less than 1 gunner in this fashion, however.

NATURAL GRACE

"Cut that out, Derek! This is a battle arena, not a disco!"

Unit Type: 'Mechs, ProtoMechs

CP Cost: 3 points

A MechWarrior or ProtoMech pilot with natural grace has combined hundreds (if not thousands) of man-hours of programming with their own knack for piloting their machine. As a result, they have developed and perfected dozens of special maneuvers and combinations that give an incredibly lifelike quality to the way their BattleMech or ProtoMech moves.

The special maneuvers a warrior with the Natural Grace Ability can perform are limited primarily by the player's imagination and the gamemaster or opponent's agreement, but may include the ability to execute complex gestures, handle delicate objects, perform a dance maneuver or execute an unusual acrobatic maneuver. While these maneuvers have the effect of possibly amusing or annoying one's fellow players, the talent and grace involved do grant the following bonus capabilities:

- An additional –1 target modifier to any roll that involves avoiding falls, damage from moving through buildings, pilot damage from falls or setting off minefields.
- An additional hexside of torso twisting range beyond the 'Mech's current abilities (regardless of chassis configuration). This will allow most bipedal/humanoid 'Mechs to rotate their torsos through 300 degrees (covering all facings except directly to the rear), while four-legged 'Mechs can "twist" to the left or right like humanoids.
- The ability to perform an "arm flip" with only one arm, or with an arm that also has lower arm and/or hand actuators.
- Reducing the movement cost to pass through ultra-heavy woods, ultra-heavy jungle, and buildings by 1 MP per hex traveled.
- Reducing by 1 point the damage inflicted by a hostile physical attack if the character also possesses the Dodge or Melee Specialist SPAs.
- The ability to use Running MP to move backward, if the character has the Maneuvering Ace or Speed Demon SPAs.

OBLIQUE ARTILLERYMAN

"They're pulling back! How cute!"

Unit Type: Any

CP Cost: 1 point

The Oblique Artilleryman Ability grants the operator of any artillery piece the ability to direct strikes against targets farther away than the weapon is normally rated to reach. Able to quickly sense the optimum trajectory and take weather conditions into account, a gunner with this ability increases the range of their artillery weapon by 10 percent (rounded up) in meters. (For reference: the artillery weapon ranges given in *Tactical Operations* represent the weapon's range in *BattleTech* mapsheets, each of which represents an area roughly 500 meters across. To find an artillery weapon's range in meters, simply multiply its *Tactical Operations* range by 500. Thus, the Inner Sphere Arrow IV Missile, with a range of 8, can reach targets up to 4,000 meters away. This is extended to 4,400 meters by the Oblique Artilleryman Ability.)

In addition to extending the weapon's range, if an artillery attack misses, the Oblique Artilleryman ability reduces the shot's scatter distance by 2 hexes (to a minimum of 0).

OBLIQUE ATTACKER

"I don't have to see 'em to hurt 'em!"

Unit Type: Any

CP Cost: 1 point

A MechWarrior or gunner with the Oblique Attacker Ability is well versed at executing indirect-fire attacks using LRMs and artillery (see p. 111, *TW*, and p. 179–186, *TO*). In addition to receiving a –1 To-Hit Modifier to their attack when firing indirectly, this warrior can identify the target's location without the benefit of a spotter.

RANGE MASTER

"Too close... Too far... Ah! Just right! Eat nickel, Clanner!"

Unit Type: Any

CP Cost: 2 points

The Range Master Ability grants the warrior mastery over any range band except Short (Medium, Long and so forth). Any weapon attacks made in the selected range band may swap range modifiers between that range band and the Short range band.

For example, a Range Master may select the Long range band as their area of mastery (normally a +4 To-Hit Modifier), and would receive a +0 modifier at that range, but would now suffer a +4 To- Hit Modifier for attack rolls made at Short Range.

RIDE THE WASH

"Ladies and gentlemen, we're expecting some turbulence!"

Unit Type: Any airborne unit except airships

CP Cost: 4 points

A pilot with the Ride the Wash Ability has logged hundreds of flight hours with their aerospace fighter, aircraft, VTOL, or WiGE vehicle, and has learned to use the craft's "wash" (wake turbulence) to enhance their maneuverability, or even throw off opposing aircraft that pass too close. Aside from airships (which cannot make use of this ability) all aerospace, aircraft or air vehicle types may only attempt to "Ride the Wash" at Altitude 20 or less. Furthermore, to generate sufficient turbulence, these craft must use Flanking movement (or Maximum Thrust) when doing so. The exact benefits of "Riding the Wash" vary with the unit type, as described below.

VTOLs and WiGE units: For VTOLs and WiGE vehicle units, Riding the Wash allows the pilot to perform a 30-degree (1-hexside) facing change per turn at no cost in MP. The pilot may also use this ability to increase the aircraft's flight elevation by 1 at no MP cost, even if the craft is in the midst of an accidental sideslip.

Aerospace Fighters, Aircraft: For aerospace fighters and aircraft, Riding the Wash reduces the Thrust Point cost for any special maneuvers by 1. In addition, the warrior can use their aerospace unit's turbulence to try and send other airborne units out of control—as long as the targeted units are located along their path and operating within 0 to 10 elevations below it. Any airborne units—friend or foe—that meet these conditions are subjected to the Riding the Wash user's turbulence and must make an immediate Piloting Skill Roll with a +3 target modifier to maintain control. A failed roll results

in an immediate loss of 1 elevation of altitude times the roll's margin of failure. If this would drop the unit to or below Elevation 1, treat the outcome as a crash.

Because this latter use of the "wash" requires the fighter or aircraft to execute precision flying at top speeds, any unit that uses the Ride the Wash ability in this manner may not execute weapon attacks while doing so, and must also make a Piloting Skill Roll at the end of the movement phase in which this action is taken. If the roll fails, the pilot's unit will lose 1 elevation times half the roll's margin of failure (rounding up). If this would drop the unit to or below Elevation 1, treat the outcome as a crash.

SANDBLASTER

"Let's rock!"

Unit Type: Any

CP Cost: 2 points

Similar to the Cluster Hitter, the gunner with the Sandblaster Ability has spent hours mastering the unique properties of one type of clustering weapon, be it a missile or rocket launcher, an ultra or rotary autocannon, or an LB-X style weapon, selected at the beginning of a scenario. While the Cluster Hitter focuses their shots for tighter grouping, the Sandblaster favors quantity over quality. When using this ability with their favored weapon, the Sandblaster receives a +2 roll modifier on the Cluster Hits Table for any attack that hits at long or extreme range; a +3 modifier if the hit occurs at medium range; and a +4 modifier if hitting a target at short range.

SHAKY STICK

"Don't mind me; I'm just a really big bird, is all!"

Unit Type: Any airborne unit

CP Cost: 2 points

A pilot with the Shaky Stick Ability is an expert at performing evasive maneuvers while conducting air-to-ground attacks. This ability bestows a +1 To-Hit Modifier on any attacks made against the pilot's craft by units firing from the ground but does not affect the targeting ability of any airborne opponents.

This ability may be used in conjunction with Golden Goose or Ground Hugger Abilities.

SHARPSHOOTER

"See? That armor plate isn't 110mm proof anymore!"

Unit Type: Any

CP Cost: 4 points

The Sharpshooter is a master marksman who can strike the weakest spot on a 'Mech or vehicle by aiming for known weak points or exploiting previous damage. The Sharpshooter Ability enables a MechWarrior, ProtoMech pilot, fighter pilot or vehicular crew gunner to potentially hit any desired location on a target. A pilot or gunner with the Sharpshooter SPA can make a special Aimed Shot attack as if using a targeting computer (see p. 143, *TW*). The pilot's unit must remain stationary and make no physical attacks during the round in which they use this ability. In addition, only one of the unit's weapons may be used; no other weapon may be fired in the same turn.

The Sharpshooter Ability may be combined with a targeting computer or enhanced-imaging technology. If the warrior's unit is equipped with such items and they are active when this ability is used, the Aimed Shot attack receives a –2 To-Hit Modifier.

A pilot or gunner with the Sharpshooter Special Ability is granted an additional chance for a critical hit on any successful Aimed Shot attack performed with this attack, even if the targeted unit still has armor in the struck area. This additional roll is made using the standard rules for determining critical hits (see p. 123–124, *TW*), and occurs in addition to any other Critical Hit checks the target unit would normally suffer from armor loss, location of the hit, or the penetrating critical hit rule (see p. 206, *TW*).

For example, a Sharpshooter's Aimed Shot attack is delivered by their BattleMech's PPC against a Support Vehicle with a BAR of 7, and the attack destroys the last of that armor to hit the internal structure below. The attacker makes three rolls on the target's Determining Critical Hits Table—once for the penetrating critical attack damage that exceeds the Support Vehicle's BAR, a second roll for the damage that breached the armor to hit the internal structure, and the third for the Sharpshooter SPA.

SLUGGER

"Walk softly, but carry a big tree!"

Unit Type: 'Mechs

CP Cost: 1 point

A pilot with the Slugger Ability has further refined their mastery over their machine's heavy lifting potential to the point where they can find, lift, and wield improvised clubs one-handed. Aside from reducing the required number of working hand actuators to one when using an improvised club, this enables the Slugger to use any weapons mounted in their 'Mech's torso and free arm when wielding an improvised club.

This ability may not be used in conjunction with the Zweihander Ability.

SNIPER

"I can ruin a trachazoi's sex life at a quarter-klick."

Unit Type: Any

CP Cost: 3 points

The Sniper SPA reduces all range attack modifiers by half, so an attack delivered at Medium, Long or Extreme ranges applies a +1 To-Hit Modifier at Medium Range (rather than +2), a +2 To-Hit Modifier at Long Range (rather than +4) and a +3 modifier at Extreme Range (rather than +6).

SPEED DEMON

"Speed is life... and fun!"

Unit Type: Any

CP Cost: 2 points

A pilot with the Speed Demon SPA can really pour it on! As long as their unit makes no weapon or physical attacks during a turn, a vehicle piloted/driven by a character with the Speed Demon ability adds 1 MP to the unit's Running/Flanking movement and 2 MPs to its Sprinting movement.

STAND-ASIDE

"It's going to take more than a hundred tons of ugly to stop me, FedRat!"

Unit Type: Any

CP Cost: 1 point

A character with the Stand-Aside SPA uses skill and determination to force their way through occupied terrain. Instead of finding a hex impassable due to the presence of an opposing unit, the Stand-Aside pilot may make a Piloting Skill Roll with a +2 target modifier.

For every weight class by which the opposing pilot's machine outweighs their own, the Stand-Aside pilot applies a +1 modifier to this roll. If the Stand-Aside pilot's machine is heavier, they receive a –2 modifier to the roll for every weight class of difference instead.

If the check succeeds, the pilot using the Stand-Aside ability passes through the enemy-occupied space at a cost of 1 additional MP. Otherwise, the Stand-Aside pilot's unit loses half of its remaining MP (rounding down) and must move around the contested area.

Regardless of the outcome, no damage is applied to either unit for the use of this ability.

STREET FIGHTER

"Hyaaah!!"

Unit Type: 'Mechs, ProtoMechs

CP Cost: 2 points

A pilot with the Street Fighter ability can conduct physical attacks in the same space of time they fire ranged weapons, combining all of these actions together to execute any punches, kicks, and other melee combat actions before the end of the Weapon Attack Phase. These physical attack maneuvers retain the same restrictions as normal attacks of that type; weapons mounted in the limbs used for physical attacks may not be fired, and weapon attacks may not be attempted during movement-based physical attacks, such as Death from Above and Charging.

A Street Fighter who uses this ability may not execute a physical attack in the same turn's Physical Attack Phase after having already used Street Fighter to deliver one in the Weapon Attack Phase.

SWORDSMAN

"The sword is still a sword, no matter the size—or how it is used."

Unit Type: 'Mechs, ProtoMechs

CP Cost: 2 points

The pilot with the Swordsman SPA has taken their own advanced understanding of melee weapons of outside the cockpit and fused it with their mastery of the physical combat capabilities of their BattleMech or ProtoMech. Swordsman is capable of delivering ultra-precise attacks using any melee weapons mounted on their machines—be they hatchets, swords, retractable blades, or even the variety of ProtoMech-scale melee weapons. If the 'Mech or ProtoMech lacks such weaponry, the Swordsman cannot use this ability in combat.

The Swordsman can use their machine's melee weapons to deliver either an Aimed Shot attack or an armor-piercing strike. These two special attacks may not be combined in the same action.

Aimed Shot: When using melee weapons to deliver an Aimed Shot attack, the Swordsman uses the rules for a targeting computer (see p. 143, *TW*) as if the melee weapon were a standard, direct-fire energy weapon. Any modifiers associated with the melee weapon (such as the –1 To-Hit Modifier for BattleMech swords, or the +1 To-Hit Modifier for BattleMech maces) also apply to this attack. Any special Piloting Skill Rolls for missed strikes and other requirements also apply.

Piercing Strike: When using melee weapons to deliver a piercing strike, the Swordsman applies a +2 To-Hit Modifier to their attack roll. If the attack hits, the Swordsman makes an additional Critical Hit check for the area struck after assessing the weapon's normal damage. Apply a –1 roll modifier to this bonus Critical Hit check if the location is still protected by any armor.

TACTICAL GENIUS

"Trust me! It'll work! They're not going to see this one coming."

Unit Type: Any

CP Cost: 3 points

A force commander with the Tactical Genius SPA has a superior grasp of the battlefield situation over and above their own innate combat sense and can tap into this ability to maintain control in even the most chaotic firefights. This ability has no effect, however, if the character is not the field commander for their Force.

A commander with the Tactical Genius ability may re-roll their force's Initiative. However, this second roll stands, even if the result is worse than the first.

TERRAIN MASTER

"'Harsh terrain conditions'? Shoot! Back home, we just called that the evening drive!"

Unit Type: Per Terrain specialty, see below

CP Cost: 3 points

The Terrain Master ability is unique in that it represents a broad range of "sub-abilities" tailored to the specific environments or terrains a pilot might encounter. A character may purchase the Terrain Master ability multiple times but must select a specialty at the time of each purchase. As choosing a specialty is mandatory, Terrain Mastery grants no "universal" capability to the character. Thus, the gameplay rules for each Terrain Master specialty are also found in the sub-ability's description.

Unless otherwise noted in the specific sub-ability, Terrain Mastery does not enable the pilot to enter terrain types their vehicle would ordinary find restricted, such as taking a hovercraft into wooded terrain. However, other abilities and conditions—such as the Cross-Country SPA, or the presence of special vehicle features like amphibious modifications—can work in concert with the Terrain Master ability.

TERRAIN MASTER (DRAG RACER)

Unit Type: Combat Vehicle (only if the unit has the tracked or wheeled motive types)

Can only be used by Tracked and Wheeled Vehicles. Drag Racer Terrain Masters are the terror of urban environments. This ability provides an extra +1 MP to the Drag Racer's Cruise MP, +2 to the unit's Flank MP, and +3 to its Sprint MP as long as the road surface is Paved, Ice, or even Black Ice. These modifiers are cumulative with the effects of the Speed Demon SPA—see p. 80. In addition, the Drag Racer receives a –2 target modifier to all Driving Skill Rolls made while on such smooth surfaces, including rolls made to avoid skidding. As a special maneuver, Drag Racers moving at Flank speed or faster can also execute a forward-only Lateral Shift maneuver, similar to four-legged 'Mechs (see p. 50, *TW*).

TERRAIN MASTER (FOREST RANGER)

Unit Type: Any non-airborne unit

Forest Ranger Terrain Masters are skilled at making good choices when moving their vehicles through light or heavy foliage. This ability subtracts 1 MP from all movement costs the Forest Ranger's unit incurs when crossing through all woods and jungle terrain, and applies a –1 target modifier to any Piloting Skill Rolls required when crossing through jungle terrain. Furthermore, if the Forest Ranger uses Walking or Cruising movement rates, they can use the trees, brush, and uneven ground for better cover than most, imposing an

additional +1 To-Hit Modifier against any attacks directed against the unit while it is within wooded or jungle terrain.

TERRAIN MASTER (FROGMAN)

Unit Type: 'Mechs, ProtoMechs

Can only be used by 'Mechs and ProtoMechs. Frogman Terrain Masters are skilled at moving through water. This ability subtracts 1 MP from all movement costs the 'Mech or ProtoMech incurs when maneuvering through water terrain deeper than Depth 1 and applies a –1 target modifier to any Piloting Skill Rolls required when submerged, including those used for physical attacks.

Furthermore, if using the *Extreme Depth* rules (see p. 42–43, *TO*), the Frogman applies a +2 target modifier for any Crush Depth Checks.

TERRAIN MASTER (MOUNTAINEER)

Unit Type: Any non-airborne unit

The Mountaineer Terrain Master has extensive experience navigating the rocky features and sleep slopes common to mountainous regions. The Mountaineer subtracts 1 MP from all movement costs their unit incurs when crossing through gravel piles, rough/ultra-rough, or rubble/ultra-rubble terrain, and for any level changes, including those that involve sheer cliffs. In addition, the Mountaineer Terrain Master applies a –1 target modifier to any Piloting Skill Rolls required when crossing through such terrain.

TERRAIN MASTER (NIGHTWALKER)

Unit Type: Any non-airborne unit

The Nightwalker Terrain Master can ignore all night- or darkness-based MP modifiers imposed by unusual light conditions, including Dawn, Dusk, Glare, Full Moon, Night, Moonless Night, Pitch Black, or Solar Flare, as long as the unit maintains a Walk or Cruise movement rate. If the unit spends Flank, Jumping, Running, or Sprinting MPs, the Nightwalker may only reduce the MP costs imposed by these conditions by 1 MP (to a minimum of 0). This ability does not affect the Nightwalker's Gunnery Skill.

TERRAIN MASTER (SWAMP BEAST)

Unit Type: Any non-airborne unit

Swamp Beast Terrain Masters are used to the hindering effects of muddy or swampy terrain. This ability subtracts 1 MP from all movement costs the Swamp Beast's unit incurs when crossing through mud or swamp land and applies a –1 target modifier to any Piloting Skill Rolls required when crossing such surfaces—including checks needed to avoid bogging down.

In addition to this, if the Swamp Beast uses Running or Flank movement rates, they can spend one extra MP per hex to throw up a cloud of mud, muck, and loose brush around their unit, the result of which imposes an additional +1 target modifier against any attacks directed against the unit while it remains within muddy or swampy terrain.

URBAN GUERRILLA

"Looks like we got some pigeons in the 'hood!"

Unit Type: Infantry (conventional, battle armor)

CP Cost: 1 point

The Urban Guerrilla ability is effective with infantry squads that use any motive type, as long as they can function within an urban environment and enter buildings. Urban Guerrilla squad leaders have trained their troops to use the ambient cover of any urban or suburban setting, from buildings and statues to parked vehicles and street lamps, to maximum effect, enabling them to claim cover even when out in the open. This ability applies a –1 roll modifier for all weapon attacks made against members of an infantry squad led by an Urban Guerrilla. It also reduces the damage from vehicular weapons targeting infantry by eliminating the double-damage effect for attacking infantry in the open.

Offensively, an Urban Guerrilla can call on "local support" within an urban area once per scenario— typically made up of armed residents ranging from the neighborhood watch to local street thugs. When called up, this "support" will take the form of a new Rifle (Ballistic) Foot Platoon with a Skill Rating of Green.

This "supporting infantry" will attack a target of the Urban Guerrilla's choice from any structure within 3 hexes of the Urban Guerrilla's position but will scatter as soon as their numbers are reduced to half or less.

WEAPON SPECIALIST

"Yeah, I see him. So how many particles do you want me to stitch across him from my PPC?"

Unit Type: Any

CP Cost: 3 points

A MechWarrior, ProtoMech pilot, fighter pilot or gunner with the Weapon Specialist ability is exceptionally proficient with a single type of weapon system. When acquiring this ability, the warrior must identify a specific weapon as their ultimate "weapon of choice" in battle. For example, a MechWarrior can choose the medium laser, while a vehicle gunner might choose the LRM 10. When making attacks using their chosen weapon, the Weapon Specialist applies a –2 To-Hit Modifier.

WIND WALKER

"Soaring like a leaf on the wind..."

Unit Type: Any airborne unit

CP Cost: 2 points

The Wind Walker ability is most often used by aerospace, aircraft, and WiGE vehicle pilots, but can also be employed by Land-Air 'Mechs, and Glider ProtoMechs. Wind Walkers have the knack for riding thermals and wind currents to produce a smoother ride. This ability also translates to an additional –1 target modifier for all Piloting Skill Rolls required to pass through the Space/Atmosphere Interface (aerospace fighters only), or execute landings of any kind—including crash landings.

ZWEIHANDER

"SMASH!"

Unit Type: 'Mechs

CP Cost: 2 points

A MechWarrior with the Zweihander Ability has mastered the ability to use their 'Mech's muscles, melee weapons, and mass to their most devastating effect in close combat.

Rather than focusing on speed like the Melee Master, the Zweihander focuses on power attacks, especially when using melee weapons such as clubs, swords, and hatchets. Though the brute force they employ can potentially damage the attacker's weapon, the sheer force can easily cripple opponents in one blow.

The Zweihander ability grants the MechWarrior the ability to punch or use any one-handed physical attack weapons with both

of their BattleMech's arms, as long as the warrior's 'Mech is equipped with hand actuators on both arms. A two-handed attack can only be delivered to targets in the Zweihander's front arc and applies all To-Hit Modifiers for any damage to actuators in both arms, in addition to the normal modifiers for movement and terrain. If this attack succeeds, it delivers additional damage equal to 1 point per 10 full tons of the attacker's weight (2 if the attacker's 'Mech has Triple-Strength Myomer active). However, the attacker must then make an immediate Critical Hit check against their own unit on the arm where the attacking weapon is mounted (or on both arms, if the Zweihander attack is delivered unarmed).

Any critical hit effects that occur will apply in the End Phase of the current turn and will not affect the damage delivered by the Zweihander attack itself.

If a Zweihander attack fails, the MechWarrior must make an immediate Piloting Skill Roll to avoid falling, as if the attacker failed at a kick attack.

This ability can be used with improvised clubs (see p. 145–146, *TW*), but automatically destroys such clubs on a successful attack, regardless of the club's construction.

TABLETOP GAMEPLAY RULES

In most cases, your *TW/AS* games will largely follow the chosen ruleset; the gameplay rules in this section are meant to supplement the *TW/AS* rules, not replace them. Gameplay will remain the same but with some added *MechWarrior: Destiny*–style roleplaying elements.

PLOT POINTS IN TOTAL WARFARE AND ALPHA STRIKE

In the same way that Plot Points are used in the *MechWarrior: Destiny* rules, in *TW/AS* games Plot Points can be used to cause mischief for your opponents, add some drama, or maybe even cheat death. To easily keep track of each players' Plot Points, use some type of token to represent them, or note the available amount on the character unit's record sheet.

EARNING PLOT POINTS: PLAYERS

Each player begins a *TW/AS* game with a number of Plot Points equal to their character's Edge. The GM—or, in the absence of a GM, a consensus of two or more other players—may award a Plot Point for certain actions, such as pulling off a risky maneuver, attempting a risky maneuver but failing it with a smile, making the entire player group laugh or gasp, and so on. Basically any time a player—or their character—does something that added fun and enjoyment to the game, they should earn a Plot Point.

Characters may only have a maximum of five Plot Points at any time.

EARNING PLOT POINTS: GAMEMASTER

If the group is playing with a GM, the GM starts the game with zero Plot Points. The GM gains a Plot Point any time a player spends a Plot Point during the game. However, the GM only gains one Plot Point per expenditure, regardless of how many Plot Points the player spent.

SPENDING PLOT POINTS: PLAYERS

During a *TW/AS* game, a player may spend a Plot Point to achieve one of the desired defensive, offensive, and neutral effects from the lists below, with the following restrictions:

One per situation: Players may only spend one Plot Point per situation. For example, if ammo is rolled for a critical hit, you cannot spend a Plot Point to ignore the ammo explosion and then spend another to ignore the critical hit entirely.

Self only: Some effects can only be used on a player character's own unit and are noted as "self only" in the entries below. A player cannot pay a Plot Point to apply a "self only" action to another player's unit, even if they are on the same side.

Defensive Actions:

- **Avoid Ammo Explosion (self only):** Ignore one ammo-explosion critical hit. This forces the attacker to reroll the critical hit. If there are no legal slots left in that location that can suffer a critical hit, the critical hit is lost.
- **Avoid Critical Hit (self only):** Ignore one critical hit. The Plot Point must be spent before the critical hit slot is rolled. This option can be used to downgrade a Limb Blown Off result to two critical hits instead, or to reduce two critical hits (a 2D6 roll of 10–11) to one critical hit.
- **Avoid Fall/Crash (self only):** Ignore the result of any one failed Piloting/Driving Skill Roll. The roll is treated as a successful roll.
- **Avoid Shutdown (self only):** Ignore the result of a failed Shutdown roll. The roll is treated as a successful roll.
- **Alter Terrain:** At any time during the game, spend a Plot Point to alter the terrain type on a single hex on a mapsheet (*TW* rules) or a 4″ portion of the playing area (*AS* rules). This can represent bad intel, combat engineers, cleared woods, etc. For *TW* games, the terrain tiles from *BattleTech Beginner Box*, *BattleTech: A Game of Armored Combat*, and various other sources are perfect for this alteration. Buildings cannot be affected by this option.
- **Take the Hit (self only):** If you are adjacent to (*TW* rules) or within 2″ from (*AS* rules) a friendly unit that is hit, you can spend a Plot Point to take all or some of the damage intended for that unit (GM's discretion).

Offensive Actions:

- **Trigger Ammo Explosion:** If you scored a critical hit on a location with ammo remaining, you can spend a Plot Point before rolling the critical hit location to assign the critical hit to an ammo slot; no location roll is necessary. Or, if an enemy unit is forced to roll to avoid an ammo explosion due to heat, spend a Plot Point to automatically cause that roll to fail.
- **Trigger Critical Hit:** If you damaged a unit's internal structure, spend a Plot Point to cause one critical hit; no roll to determine whether a critical hit occurred is necessary.
- **Trigger Fall/Crash:** If an enemy unit is forced to make a Piloting Skill Roll, spend a Plot Point to automatically cause that roll to fail.
- **Trigger Shutdown:** If an enemy unit is forced to roll for avoiding shutdown due to heat, spend a Plot Point to automatically cause that roll to fail.
- **Trigger Hardware Glitch:** Spend a Plot Point to negate the bonuses of one piece of equipment on a opposing unit for two turns. For example, an Artemis IV system loses its Cluster Hits table bonus, and a targeting computer loses its –1 bonus

(although it can still be used for called shots). Only one system per opposing unit may be affected.

- **Blow Limb Off:** If you rolled two critical hits on a critical-hit-chance roll (i.e., a result of 10–11), then you may spend one Plot Point to upgrade the result to Limb Blown Off. This cannot be used to upgrade two critical hits to three critical hits on a torso location.

Neutral Actions:

- **Boost Roll (self only):** Add +1 to one of your own roll results. Cannot be used to increase a natural 11 to a 12.
- **Reroll:** Force the reroll of any one dice roll, either your own or an opponent's.
- **Push It to the Limit (self only):** On your next Movement Phase, gain 1 MP (*TW* rules) or an extra 2″ of movement (*AS* rules) for the chosen movement mode for that turn.
- **Take the Initiative (2 Plot Points):** If you lose an Initiative roll, you may choose to pay two Plot Points to win Initiative for the turn instead. A player cannot use this option two turns in a row. If a battle has more than two sides, and two or more players who lost the Initiative roll wish to use this option on the same turn, then each player who lost Initiative rolls 2D6; the player with the lowest result then spends two Plot Points and wins the Initiative for the turn.

SPENDING PLOT POINTS: GAMEMASTER

The GM can only spend Plot Points to directly affect units opposing the player characters and may spend only one Plot Point on any one situation. GM Plot Points may not be spent to counteract another player's Plot Point usage. For example, if a player spends a Plot Point for the Trigger Ammo Explosion effect, the GM cannot spend a Plot Point for Avoid Ammo Explosion to negate that player's Plot Point usage.

The GM may spend one Plot Point for one of the following effects:

- **Avoid Ammo Explosion:** Ignore an ammo explosion critical hit. This forces the attacker to reroll the critical hit. If there are no legal slots left in that location that can take a critical hit, the critical hit is lost.
- **Avoid Critical Hit:** Ignore a critical hit. This must be done before the critical hit slot is rolled. This can be used to downgrade a Limb Blown Off critical hit to two critical hits instead, or to reduce two critical hits (i.e., a 2D6 roll of 10–11) to one critical hit.
- **Avoid Fall/Crash:** Ignore the result of any one failed Piloting/Driving Skill roll.
- **Avoid Shutdown:** Ignore the result of a failed Shutdown roll.
- **Boost Roll:** Add +1 to one of your own roll results. Cannot be used to increase an 11 to a 12.
- **Reroll:** Reroll one of your own rolls.

CHARACTER DAMAGE

Most soldiers can take a beating and keep fighting the good fight, but even small injuries can ruin your day. When *TW/AS* characters get damaged, apply the following rules.

SPAS AND CHARACTER DAMAGE

Any time a character takes one point of pilot damage from any source, or the character's vehicle suffers a Crew Stunned critical hit (see p. 194, *TW*), the affected character temporarily loses one of their SPAs (if any); active and inactive SPAs can be noted on your *TW/AS* character sheet. If the affected character has more than one SPA, the affected player may choose which SPA is temporarily lost.

For each subsequent point of damage (or Crew Stunned critical hit, for vehicles), the character loses another SPA. If all of the character's SPAs have been lost due to character damage, then no further penalties are incurred apart from the point(s) of pilot damage.

The lost SPAs will only return after the character has been healed between games. For more on injured characters, see *Rest and Refit: Healing and Repairs*, page 191.

MOVING FROM TW/AS TO MECHWARRIOR: DESTINY

If your *TW/AS* battle is over and the players opt to return to *MechWarrior: Destiny* play, any pilot damage on the record sheet will carry over unless XP is first spent to heal the character (see the *Post-Battle Actions* table, p. 192).

MechWarriors and aerospace pilots: For each point of pilot damage, apply 3 pips of damage to the character's Physical Condition Monitor. This damage bypasses Armor worn by the character (if any).

Combat vehicle crews: For each Crew Stunned critical hit suffered during the battle, apply 3 pips of damage to the character's Physical Condition Monitor. This damage can be first applied to Armor worn by the character (if any).



USING SKILLS

Although *TW/AS* games focus on characters attacking enemies and avoiding falls, crashes, or other unpleasantness, a character imported from *MechWarrior: Destiny* rules will likely have a number of other Skills that, though not as directly effective as an autocannon fusillade, may still be useful during battle—especially if the player group wishes to focus on story and roleplaying flavor in addition to conducting combat using *TW/AS* rules.

PRIMARY SKILLS

The Gunnery Skill and Piloting/Driving Skill are considered Primary Skills for characters in *TW* play, or simply Skill in *AS* play. These are used as normal in *TW/AS* rules, by determining your target number, rolling 2D6, and meeting or exceeding the target number to succeed.

SECONDARY SKILLS

Secondary Skills comprise the Skills listed on a *MechWarrior: Destiny* character sheet that are neither Gunnery nor Piloting/Driving; only a character that was imported from *MechWarrior: Destiny* to *TW/AS* will have them. While one's Gunnery Skill and Piloting/Driving Skill directly factor into *combat*, Secondary Skills are largely meant to affect *story*. As such, they are intended to add flavor to the game rather than to have a dramatic impact on how combat plays out on the tabletop.

Timing: Secondary Skills may used during any phase, but they may only be used when your character's unit activates during the current phase. For example, if you wish to use a Secondary Skill but your unit has already acted during this phase, you must wait until the next phase to use that Skill.

Making the Test: To use a Secondary Skill during a *TW/AS* game, make a standard Test per normal *MechWarrior: Destiny* rules, using the Skill rating listed on your character sheet (see *The Core Mechanic*, p. 32). If your Test is successful, you (or the GM, if applicable) can narrate the effect of the roll and determine the in-game effect, if any.

Modifiers: Common modifiers to a Secondary Skill Test are the same as for standard Tests. In *TW* play, a character incurs a –1 penalty for each box of pilot damage.

Determine Effect: Sometimes the usage of a Secondary Skill can afford a bonus or inflict a penalty on an opponent; other times the effect may simply be dramatic. First, determine whether the Skill would have a positive, negative, or neutral effect on a target (if any), then apply that effect:

- **Positive effect:** The target gains a +1 bonus on all Primary Skill rolls for the next two turns.
- **Negative effect:** The target incurs a –1 penalty on all Primary Skill rolls for the next two turns.
- **Neutral effect:** A Secondary Skill use that has neither a positive or negative effect on a target, or does not have a target, is generally a dramatic or story-based effect, which can be roleplayed by the player or narrated by the GM as desired.

Frequency and Duration: A character may only use one Secondary Skill per turn, and their negative or positive effects cannot stack. For example, if using a Skill would give an opponent a negative modifier for two turns, a subsequent usage of this Skill would have no effect, but the Skill may be used again once the effect's duration runs out.

EXAMPLE

Chase, in his *BattleMaster*, is trying to protect a town of Periphery settlers from pirate raiders, led by the fearsome Grimskull. Chase wants to intimidate his opponent, Grimskull's *Awesome*, by taunting him into making a rash move. Chase has a 3 in Intimidation and a CHA of 4, but his 'Mech took a hit to the head from a stray SRM last turn, and he was wounded by some shrapnel (1 box of pilot damage).

Chase starts with a base bonus of +6 for this Test (Intimidation 3 + CHA 4, –1 for pilot damage), and rolls 2D6, getting 8 total; adding the +6 bonus gives a final total of 14. The GM rolls 4D6—a Hard difficulty task, according to the GM—and gets a total of 13. Success!

The pirate leader has been goaded into a frenzy. The GM determines this Secondary Skill use is a negative effect, which means Grimskull will suffer a –1 penalty to all of their rolls for the next two turns.

During the fight, Grimskull calls in some reinforcements. The battle isn't going as planned, because no plan ever survives contact with the enemy. One of Chase's lancemates is getting hammered by enemy 'Mechs, but Chase is too busy trying to avoid being impaled by Grimskull's three PPCs to be able to offer direct assistance. However, he's got a tactical mind, so between ducking through streams of charged particles, he takes a look at his radar and formulates a quick plan for his lancemates by using his Tactics Skill.

He has Tactics 3 and INT 3, but he's still got that shrapnel wound, so he's working from a base bonus of +5 (Tactics 3 + INT 3, –1 for pilot damage). He rolls 2D6 and gets a 6, for a total of 11. The GM rolls 3D6—an Average difficulty task, since Grimskull's pirates aren't tactically adept—and gets a 9. Success! Chance chooses one of his lancemates and feeds them a plan of action that might help fight off these pirates; this 'Mech will get a +1 bonus for their Primary Skills for the next two turns.

Chase managed to take out Grimskull's *Awesome*, but the pirate ejected and disappeared in a nearby village while Chase fought off his lieutenants. If Chase doesn't take Grimskull out before he completely goes to ground, the pirate will just gather another band and continue to wreak havoc on the populace. On the other hand, Chase can't just shoot up every single building in the whole village. He'll have to suss out where Grimskull skulked off to first and then send in infantry to secure the building while keeping an eye out for Grimskull's other cohorts.

Chase decides to use his Tracking Skill to see if residual heat traces can tell him which of the dozen-plus Light Buildings Grimskull might have entered. He has Tracking 2 and INT 3, but he's still injured, so he starts off with a base bonus of +4 for this Test (Tracking 2 + INT 3, –1 for pilot damage). He rolls 2D6 and gets 8, for a total of 12. The GM rolls 3D6—an Average difficulty task, since Grimskull was running scared during the battle—and gets a total of 9. Grimskull didn't cover his tracks very well, so now Chase knows exactly which building on the mapsheet he needs to move his infantry into to accost the pirate leader.

THE AFTERMATH: BETWEEN GAMES

After a *TW/AS* game is over, to the victor goes the spoils. Whether you plan to play another *TW/AS* game in the future as part of an ongoing campaign, or you wish to transition back to *MechWarrior: Destiny* rules for out-of-the-cockpit action, you are encouraged to follow the guidelines in this section before moving on to your next battlefield.

EARNING BATTLE XP

Each player character's actions throughout a *TW/AS* game will earn them Battle XP at the end—assuming they lived to tell the tale—which can be accumulated across games and spent to improve your character's skills, abilities, and equipment.

Each character gains Battle XP for surviving a battle, destroying targets, accomplishing objectives, or having unused Plot Points at the end of the game, as shown in the table below (Note: leftover Plot Points do not carry over to future games.) The amount of Battle XP each character will earn depends on their individual actions during the battle, meaning that not all characters will receive the same amount.

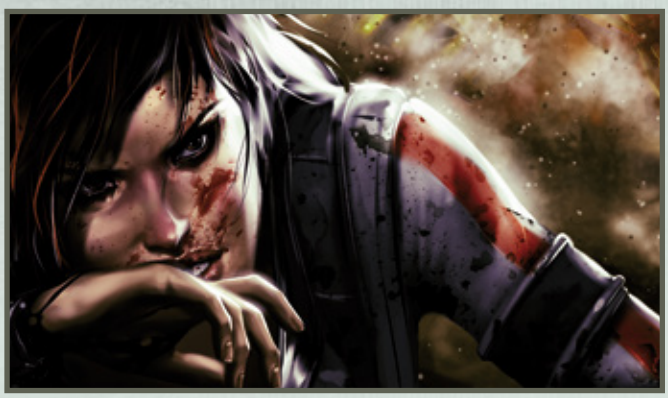
Shared Kills: If more than one character is credited for destroying a target, divide the Battle XP reward by the involved characters and round down (minimum of 1 Battle XP). For example, if two 'Mechs team up to destroy a heavy 'Mech, they'll earn 1 Battle XP each (3 Battle XP divided by 2 is 1.5, rounded down to 1).

Crippled/Retreating Units: A character who cripples an enemy target (see p. 258, *TW*, or p. 127, *AS*) or forces an enemy unit to prematurely leave the battlefield before the game is over is worth 1 Battle XP to the character responsible for the damage, regardless of its weight class. If no player can demonstrate that their character forced an enemy unit to withdraw—e.g., a unit left the playing area but was not crippled—then no XP is awarded for that unit's departure.

ACTION	BATTLE XP EARNED
Survived the mission	1
Unused Plot Points	1 per 2 unused Plot Points
Light 'Mech destroyed	1
Medium 'Mech destroyed	2
Heavy 'Mech destroyed	3
Assault 'Mech destroyed	4
Light Combat Vehicle destroyed	1
Medium Combat Vehicle destroyed	1
Heavy Combat Vehicle destroyed	2
Assault Combat Vehicle destroyed	2
Light Aerospace Fighter destroyed	1
Medium Aerospace Fighter destroyed	2
Heavy Aerospace Fighter destroyed	3
Infantry squad/platoon destroyed	1
Enemy target crippled	1
Enemy target left the battlefield	1
Objective destroyed/secured	1

REST AND REFIT: HEALING AND REPAIRS

The Battle XP your character earns in a game can be spent between games to heal their pilot, repair and rearm their unit, salvage battlefield kills, or obtain new units.



Consult the table below and spend Battle XP for the effects you desire. Any unspent Battle XP carries over to future games.

Heal: MechWarrior and pilot characters can be healed of pilot damage at a cost of 1 Battle XP for every two boxes healed (rounded up). Healing cannot be used on characters that were killed due to pilot damage, a cockpit critical hit, or head destruction.

Improve a Skill (for *TW/AS*-only characters): To improve Gunnery or Piloting/Driving Skill of a *TW/AS* character, pay the listed Battle XP cost and then lower the chosen Skill by 1. Whenever you improve any Skill two times, you move to the next experience level, which may allow you to purchase an additional SPA.

Improve a Skill (for *MW:D* characters): To improve the Gunnery or Piloting/Driving Skill of a *MechWarrior: Destiny* character that is only temporarily being used in *TW/AS* rules, pay a number of Battle XP equal to the standard *MechWarrior: Destiny* XP cost (found in the *Character Advancement* section, p. 77), times 2 and increase the chosen Skill by 1 as normal. The next time you transition this character to *TW/AS* rules, simply recalculate the character's *TW/AS* Skills using the rules found in *Importing a MechWarrior: Destiny Character* on page 175. Whenever your calculated *TW/AS* Skill rating for any Skill has improved two times, you move to the next experience level, which may allow you to purchase an additional SPA for use in *TW/AS* games.

Rearm: A big gun won't do you any good if there aren't any rounds in the magazine. Units that expended ballistic or missile ammunition during a battle will need to spend 1 Battle XP between battles to rearm, or they will retain the same amount of ammunition with which they ended their previous game. Repaired, salvaged, and purchased units that have ballistic or missile weaponry still require rearming, or they will head off to their next battle with empty ammo bins.

Repair: To fully repair a unit that was damaged during the battle, pay the listed Battle XP cost for the unit's type and weight class. A destroyed unit cannot be repaired: it must be rebuilt.

Rebuild: To fully repair a unit that was destroyed during the battle, pay the listed Battle XP cost for repairing a unit of that type and weight class, and add 1 Battle XP to the total.

Salvage: Only enemy units that were destroyed, commandeered, abandoned by the enemy, or otherwise obtained during the battle may be salvaged. To make the unit available for future games, pay the listed Battle XP cost based on the unit's weight class. This cost only needs to be paid once: after you salvage a unit, it is considered yours. However, depending on how damaged the unit was when salvaged, it may still need to be repaired or rebuilt before it can be used in future games. To fully repair a salvaged

unit, simply pay the listed Repair or Rebuild cost, depending on the unit's state when salvaged.

Buy: Newly purchased units may be chosen from any available source but are subject to GM approval (if a GM is used). For example, even though *Awesome*s and *BattleMaster*s exist in 3025, this doesn't necessarily mean you can easily find someone who is willing to sell theirs.

POST-BATTLE ACTIONS

ACTION	BATTLE XP COST
Heal Pilot	1 per 2 boxes (rounded up)
Improve Skill (*TW/AS* rules only)*	5
Improve Skill (*MW:D* rules only)*	*MW:D* XP Cost x 2**
Buy new SPA†	CP Cost x 5
Rearm unit‡	1
Repair Light/Medium 'Mech	2
Repair Heavy/Assault 'Mech	3
Repair Light/Medium Combat Vehicle	1
Repair Heavy/Assault Combat Vehicle	2
Repair Light Aerospace Fighter	1
Repair Medium Aerospace Fighter	2
Repair Heavy Aerospace Fighter	3
Rebuild Destroyed Unit	Repair cost +1
Salvage Unit	Repair cost x 0.5 rounded up
Buy Light 'Mech	4
Buy Medium 'Mech	6
Buy Heavy 'Mech	8
Buy Assault 'Mech	10
Buy Light Combat Vehicle	2
Buy Medium Combat Vehicle	4
Buy Heavy Combat Vehicle	6
Buy Assault Combat Vehicle	8
Buy Light Aerospace Fighter	4
Buy Medium Aerospace Fighter	6
Buy Heavy Aerospace Fighter	8

* *May only improve a Skill one time between games.*
** *See* Character Advancement *(p. 77)*
† *May not exceed maximum SPAs per experience level. See* Choose Special Pilot Abilities*, page 176.*
‡ *Only applies to units equipped with ballistic and missile-based weaponry.*

FAME AND FORTUNE

Be it fame, fortune, or simply surviving another day, every MechWarrior has a different measurement of success. To keep track of how well your *TW/AS* character is doing and inspire them to reach new heights, here are two different methods of recording your progress: Fame and Medals.

FAME

Each noteworthy action your character performs in a *TW/AS* game is worth a certain amount of fame—or notoriety, depending on the action in question. At the end of the game, tally up the Fame points you earned for accomplishing each feat listed in the table below, and then add it to your running Fame total. Each battle your character survives will increase your total Fame.

Character Death: If your character is killed during a game, then all accrued Fame is lost; a replacement character will start at 0 Fame. Regardless of any other circumstances or optional rules in use, Fame *always* resets upon character death.

Cashing in Fame: Fame is a powerful currency in the Inner Sphere. In *TW/AS* play, you can cash in on your celebrity when necessary. When spending Fame, keep a running tally of your total Fame (the Fame you've racked up over the course of your career) and your current Fame points (the amount you currently can spend). Fame can be spent in the following two ways:

- **Convert to XP:** You can convert 10 Fame into 1 Battle XP to spend on Post-Battle Actions (at left).
- **Cheat Death:** If your character has just suffered an injury, critical hit, or other effect that would kill them, and you have exhausted all other possible options—spending Plot Points, using various abilities, etc.—then as a last-ditch method you can deny the reaper his due by spending all of your current Fame. This option requires a minimum of 25 Fame, but it does not subtract from your total lifetime Fame. If you do not have the required amount of current Fame, then the character's death cannot be avoided.

SKILLS: TRANSITIONING FROM *TW/AS* TO *MECHWARRIOR: DESTINY*

MechWarrior: Destiny, *TW*, and *AS* each use different systems for Skills due to differing game mechanics. Most notably, in *TW* and *AS*, an improved Skill's rating decreases (to reflect a lower target number), but in *MechWarrior: Destiny*, an improved Skill's rating *increases* (to reflect a higher roll result).

Because of this difference, it is important to note that when you improve a Skill using these Tabletop Integration rules, then you will need to note it on your *MechWarrior: Destiny* character sheet, especially if you transition back to *MechWarrior: Destiny* play after resolving a *TW/AS* game.

For example, if your *MechWarrior: Destiny* character started out with a Gunnery Skill of 3 and RFL of 3, they will begin a *TW/AS* game with a Skill rating of 3 (see *Gunnery Skill (Total Warfare)* table, p. 175). Then let's say that after the *TW/AS* game is over, you decide to improve your Gunnery Skill by spending the Battle XP you accrued during the fight. If you intend on moving back to *MechWarrior: Destiny* play, then you would pay Battle XP equal to 1.5 times the new Skill rating of 4 (4 x 1.5 = 6), then multiply that times 2 for the final cost of 12 Battle XP. However, when transitioning from *MechWarrior: Destiny* play to *TW/AS* rules again, your *TW* Gunnery Skill will remain 3: Gunnery 4 + RFL 3 = 7, which is still a Gunnery Skill of 3 on the *Gunnery Skill (Total Warfare)* table. However, if you later on improve your *MechWarrior: Destiny* Gunnery Skill to 5 by paying Battle XP (5 x 1.5 = 7.5, rounded up is 8, times 2 is 16 Battle XP), then the next time you play *TW* rules, your Gunnery 5 + RFL 3 will equal 8, which results in a *TW* Gunnery Skill of 2.

FAME AND FORTUNE REWARDS TABLE

ACTION	FAME
Destroy Light 'Mech	1
Destroy Medium 'Mech	2
Destroy Heavy 'Mech	3
Destroy Assault 'Mech	4
Destroy Combat Vehicle	1
Destroy Aerospace Fighter	2
Destroy gun emplacement / mission-specific building	1
David vs. Goliath: Destroy a 'Mech two or more weight classes heavier	'Mech's Fame value +2
Bully: Destroy a 'Mech that is two or more weight classes lighter	–2, no 'Mech-destruction award
Kill pilot (still in cockpit)	Unit's Fame value +1
Kill ejected pilot	–4
Inflict critical hit: limb/head blown off	1
Still standing: pass three Piloting Skill Rolls in a single phase	1
Successful Death from Above maneuver	2
Successful Melee attack w/ improvised weapon	1
Leaving the battlefield (when not using Off-Map Movement rules)	–2

MEDALS

As you fight across the war-torn battlefields of the thirty-first century, your character's accomplishments may one day qualify for a military decoration to recognize your contributions to the fight. These feats are represented by Medals, which are awarded for accomplishing certain requirements—some positive, some negative—throughout a continuing campaign. Each Medal consists of a title and a special ability.

Earning Medals: Medals are awarded at the end of a game in which your character qualifies for them. To qualify for a specific Medal, you must meet the requirement for it, listed in the table below. The requirement for each Medal reflects the lifetime total of your character's accomplishments. So, for example, if you destroy the fifth light 'Mech in your character's career, then you will be awarded the Scout Hunter Medal at the end of the game, regardless of whether this happens to be your first game of the campaign or your fifth.

Award Tier: All Medals are grouped into three tiers for the same requirement: Bronze, Silver, and Gold. When you reach the requirements for the Bronze Medal in a group, you gain that Medal's title and its ability. When you reach the Silver requirements, that title replaces the Bronze-level title, but you gain the Silver ability for that Medal and can use both the Bronze and Silver abilities in future games; likewise for the Gold-level Medal.

Shared Kills: When counting 'Mech kills for Medal requirements, if the GM deems that you contributed more than 50% of the damage to the destroyed 'Mech, then count it as one kill (i.e., you paint one new kill marker on your 'Mech). If you contributed 50% or less of the damage then count it as 0.5 of a kill (i.e., you paint half of a kill marker on your 'Mech).

Character Death: If your character is killed during a game, then under normal circumstances, all of that character's Medals are lost, and all Medal requirements reset for future games. However, if all players agree before their first game, Medal requirements can belong to a specific player instead of their character; this way character death will not reset your progress. Note: When opting for player Medals instead of character Medals, Fame still resets upon character death.



MEDALS TABLE

MEDAL	TYPE	REQUIREMENT	EFFECT
Rising Star	Bronze	25 Fame	Once per game, automatically win the Initiative for one turn.
Household Name	Silver	50 Fame	Once per game, force the reroll of any die roll made against you.
Legend	Gold	100 Fame	Once per game, target unit automatically fails any one roll.
Scout Hunter	Bronze	Destroy 5 Light 'Mechs	When attacking a Light 'Mech, ignore weather modifiers.
Scout Killer	Silver	Destroy 10 Light 'Mechs	When attacking a Light 'Mech, reduce its Terrain modifier by 1.
Scout Destroyer	Gold	Destroy 20 Light 'Mechs	When attacking a Light 'Mech, reduce its Target Movement modifier by 1.
Striker Hunter	Bronze	Destroy 5 Medium 'Mechs	When attacking a Medium 'Mech, ignore weather modifiers.
Striker Killer	Silver	Destroy 10 Medium 'Mechs	When attacking a Medium 'Mech, reduce its Terrain modifier by 1.
Striker Destroyer	Gold	Destroy 20 Medium 'Mechs	When attacking a Medium 'Mech, reduce its Target Movement modifier by 1.
Heavyweight Hunter	Bronze	Destroy 5 Heavy 'Mechs	When attacking a Heavy 'Mech, ignore weather modifiers.
Heavyweight Killer	Silver	Destroy 10 Heavy 'Mechs	When attacking a Heavy 'Mech, reduce its Terrain modifier by 1.
Heavyweight Destroyer	Gold	Destroy 20 Heavy 'Mechs	When attacking a Heavy 'Mech, reduce its Target Movement modifier by 1.
Brute Hunter	Bronze	Destroy 5 Assault 'Mechs	When attacking an Assault 'Mech, ignore weather modifiers.
Brute Killer	Silver	Destroy 10 Assault 'Mechs	When attacking an Assault 'Mech, reduce its Terrain modifier by 1.
Brute Destroyer	Gold	Destroy 20 Assault 'Mechs	When attacking an Assault 'Mech, reduce its Target Movement modifier by 1.
Sharpshooter	Bronze	5 head hits scored	Once per game, reroll one hit location result.
Headhunter	Silver	10 head hits scored	Once per game, roll on the Punch Hit Location Table for any successful weapon attack.
Decapitator	Gold	25 head hits scored	Once per game, upgrade a hit location roll of 11 to a 12.
Crit Seeker	Bronze	25 critical hits scored	Once per game, reroll a failed critical-hit-chance roll.
Crit Master	Silver	50 critical hits scored	Once per game, upgrade 1 critical hit in a location to 2 critical hits in that location.
Crit King	Gold	100 critical hits scored	Once per game, upgrade a critical-hit-chance roll of 11 to a 12.
Jinxed	Bronze	5 snake-eyes rolls	Once per game, reroll one die of a 2 result.
Cursed	Silver	10 snake-eyes rolls	Once per game, reroll both dice of a 2 result.
Haunted	Gold	25 snake-eyes rolls	Once per game, treat a 2 result as a 12.
Easy Target	Bronze	5 pilot damage suffered	Once per game, ignore the first point of pilot damage.
Bullet Magnet	Silver	10 pilot damage suffered	Once per game, ignore 1 head critical hit.
Death Seeker	Gold	25 pilot damage suffered	Once per game, downgrade a head hit to a glancing blow (1 damage to armor/structure).



APPENDIX: CLAN INVASION



In late 3049, a new breed of warrior, equipped with powerful and versatile BattleMechs, swept through the pirate kingdoms of the coreward Periphery and spilled into the Inner Sphere with a singular goal: the conquest of Terra, humanity's birthplace. These would-be conquerors called themselves the Clans: a genetically bred warrior society that saw 'Mech combat as honorable contests between worthy MechWarriors.

The Clans were soon discovered to be the descendants of the Star League Defense Force, which disappeared into exile in the Deep Periphery nearly two centuries before. They had spent the intervening time perfecting the art of combat while pursuing scientific progress that aided the Clans' warriors in battle. Among the Clans' many remarkable achievements were OmniMechs: modular BattleMechs that could be reconfigured in hours instead of days; Elementals: humans genetically bred as giants who wear mechanized battle armor into combat; and advanced weaponry more destructive than any found in the Inner Sphere.

The Great Houses of the Inner Sphere scrambled to repulse the Clan threat, but they could not devote their full attention to the Clans without ignoring their neighbors, which resulted in the formation of splinter states and other minor powers as the Clans slowly devoured more and more worlds on their drive toward Terra.

During the Clan Invasion era, will you belong to one of the Invading Clans and help the Children of Kerensky realize their dream of conquering Terra, resurrecting the fallen Star League, and ushering in a new golden age of humanity? Or will you rise up against the Clan conquerors and throw off their shackles of tyranny and oppression? The choice is yours!

This appendix includes the following items that are specific to this exciting era:

- Clan Invasion Primer
- Rules for creating Clan Invasion–era characters
- Era-specific NPCs
- Rules for using battle armor
- Clan OmniMechs
- Clan OmniFighters
- Clan Battle Armor



CLAN INVASION PRIMER

This section offers a glimpse at some of the factions that are unique to this era of play.

THE CLANS

Tags: Militaristic • Trueborn • Warrior Caste • Bloodnames • Constantly Tested

Born to lead and bred to win: more than anything else, that sums up the Clan warrior caste. Formed in the tumultuous days following General Aleksandr Kerensky's Exodus and the ensuing Exodus Civil War, the Clans instilled in their members a sense of unfailing loyalty to their new extended families and to the ideals

of their founder, Nicholas Kerensky. Shaped as they were by their difficult beginnings on largely resource-poor planets, the Clans learned frugality and conformity above all. From those simple ideals sprang the complex fabric of Clan culture.

First among the five castes that compromise Clan society, the warriors are the rulers. Elitism is rampant among them, and trueborns—those genetically engineered and bred from mechanical gestation pods—are considered the truest inheritors of the Kerensky legacy. Only those born from the so-called "iron wombs" are deemed fit for command. Freeborns—those born naturally—are scorned and derided as "freebirths." Many Clans allow freeborn warriors to serve in their militaries, but usually only in restricted capacities. No matter their skills or accomplishments, few freebirths receive the respect they deserve from their trueborn comrades.

Widespread prejudice against freebirths is one of the many attitudes central to the Clan way of life. Though a necessary resource, Clansmen outside the warrior caste are considered even lower than freeborn warriors. In addition, many Clans maintain centuries-old rivalries with one another that constantly fuel new attacks. Members of the Clans' two major political factions, Wardens and Crusaders, fight for dominance even within the same Clan. Finally, all Clansmen are taught from an early age to look down on the "barbarians" of the Inner Sphere.

Clan warriors begin military training almost from the time they can walk and talk. With few outside influences to disrupt their instruction, they can easily outperform Inner Sphere soldiers years their senior. That fact, coupled with their technological edge, won the Clans hundreds of planets when they invaded the Inner Sphere. Contrary to initial appearances or their own beliefs, however, the Clans were not invincible—a humiliating truth not lost on many Clansmen these days.

THE INVADING CLANS

When the Clans decided to invade the Inner Sphere, a series of combat trials determined which four Clans would spearhead the invasion force. The following four Clans won the right to comprise the vanguard of Operation REVIVAL.



Clan Ghost Bear: The warriors of Clan Ghost Bear place a fierce value on the concept of family, despite the negative connotation that familial terms hold within other Clans. Ghost Bears prefer strong and methodical strikes; however, never confuse "methodical" with "slow." When the Bears choose to strike, they do so with a vengeance and conviction that few other Clans can match.

Tags: ● Close-Knit ● Deliberate ● Hard-Hitting ● Crusader ● The Clawing



Clan Jade Falcon: The Jade Falcons are among the most prideful, conservative, and hidebound of Kerensky's Clans. They follow Clan law to the letter and maintain the strictest of Clan traditions. The warriors of Clan Jade Falcon strike fast and without mercy, favoring mobile and maneuverable units. Their pride remains unshakable, even when facing defeat.

Tags: ● Prideful ● Crusader ● Conservative ● Strict ● Merciless



Clan Smoke Jaguar: The Smoke Jaguars hold one of Nicholas Kerensky's teachings higher than any other: the concept that might makes right. The Jaguars take this belief to the extreme, espousing brutal military traditions that often involve literal bloodshed. Like their namesake, Jaguar warriors pounce on the enemy during combat and tear them apart with frightening efficiency.

Tags: ● Brutal ● Rigid ● Arrogant ● Harsh ● Crusader



Clan Wolf: The chosen Clan of Nicholas Kerensky, Clan Wolf is perhaps one of the most pragmatic: Wolves follow tradition when warranted but eschew it when imprudent. Wolf warriors tend to strike swiftly but firmly, favoring quick yet well-armed units and unorthodox tactics to confuse the enemy. Some Clans might accuse the Wolves of lacking honor, but a Wolf believes that victory speaks for itself.

Tags: ● Pragmatic ● Adaptable ● Unorthodox ● Warden ● Swift Strikes

THE RESERVE CLANS

As a precautionary measure, three Clans fought for and won the right to act as reserves for the invasion. The following three Clans were primarily used as garrison forces in the initial waves of Operation REVIVAL, but as the invasion progressed, they were fully activated and directly participated in the conflict.



Clan Diamond Shark: One of the last Clans to be activated during the Clan Invasion, Clan Diamond Shark—formerly Clan Sea Fox—is better known for the cutthroat success of its merchant caste than for the prowess of its warrior caste. However, underestimate a Diamond Shark warrior at your peril: when Diamond Sharks smell blood in the water, they fight with unparalleled viciousness.

Tags: ● Warrior-Traders ● Opportunistic ● Flexible ● Cooperative ● Profit



Clan Nova Cat: Many other Clans dismiss the Nova Cats as a Clan filled with mystics who put too much stock in visions and dreams, but the Nova Cats are deeply in tune with reality. Unlike other Clans, Nova Cat warriors collect "vineers"—souvenirs of their battles—and they place a great emphasis on pinpoint accuracy during battle. To a Nova Cat, few things are as beautiful and poetic as a perfectly aimed shot that turns the tide of combat at precisely the right moment.

Tags: Mystic • Visions • Sharpshooters • Self-Control • Battle Souvenirs



Clan Steel Viper: The traditions of Clan Steel Viper hold that the successful route to a new, Clan-led Star League will come through cooperation between the Clans and the people of Inner Sphere; however, they believe that conquest of the Inner Sphere must come first. To achieve this end, Steel Vipers place keen emphasis on honing each warrior's combat skills to the fullest, meaning freeborns have no place in the Steel Vipers' all-trueborn warrior caste.

Tags: Trueborns Only • Skilled • Rigid • Insular • Warden (Nominal)

HOUSE STEINER-DAVION (FEDERATED COMMONWEALTH)

Tags: Strong • Integrated • Prosperous • Industry • Superstate

The wedding of First Prince Hanse Davion of the Federated Suns and Archon-Designate Melissa Steiner of the Lyran Commonwealth on 20 August 3028 formally cemented a nearly decade-long pact between Houses Davion and Steiner and heralded the merging of the two realms. The Fourth Succession War, which immediately followed the Steiner-Davion nuptials, saw House Liao's Capellan Confederation lose nearly half its worlds, thus paving the way for the Federated Suns and Lyran Commonwealth to unite as the monolithic Federated Commonwealth, the largest contiguous interstellar realm in human history. This merging also led to the Davion and Steiner militaries combining into a single entity, the Armed Forces of the Federated Commonwealth. The AFFC went on to embrace a ranking system that acknowledged both states' military traditions, and the officers and tactical doctrine shared between the Davion and Steiner militaries let the combined military draw from the best aspects of both cultures.

The rise of the Federated Commonwealth was not without problems, however. Many FedCom citizens still strongly identified as Davion or Steiner and remained wary of their neighbors on the other side of the Inner Sphere. Also, when the Clans arrived in the



Inner Sphere, they steamrolled through the Steiner half of the Federated Commonwealth and snatched up dozens of worlds.

Regardless of whether one hails from the Davion or Steiner half of the nation, a Clan Invasion–era FedCom soldier is committed to holding off the Clan juggernaut, bringing the fight directly to the Clans, or finding some way to support these endeavors.

FREE RASALHAGUE REPUBLIC

Tags: Independent • Distrusts Mercs • Nordic • Motivated • Buffer State

In the mid-twenty-third century, citizens of the Federal Republics of Norway, Sweden and Finland emigrated to Rasalhague, a planet far from Terra, to escape oppression. Though conquered by the expanding Draconis Combine and ruled by that realm for centuries, the fiercely independent Rasalhagians preserved their customs and rebelled against their conquerors at every opportunity. Following the Fourth Succession War, in 3034, Haakon Magnusson declared the formation of the Free Rasalhague Republic with the support of ComStar. The Lyran Commonwealth and Draconis Combine acknowledged the Republic and gave up control of ancestral Rasalhague worlds within their own borders. Some



Combine soldiers opposed their leaders' actions and attacked the newborn Republic in what became known as the Ronin Wars; the Combine declared them traitors and helped the small Republic army defend its nation. Several mercenary units hired during this period took advantage of poorly written contracts or stopped fighting because of them, which fueled strong anti-mercenary sentiment among the Rasalhague populace that persists to this day.

The coming of the Clans in 3050 nearly destroyed Free Rasalhague. Savage Clan assaults claimed world after world; by the time the Clans signed the Truce of Tukayyid in 3052, the Republic had shrunk from eighty-four worlds to just seven.



ST. IVES COMPACT

Tags: ● Capellan Heritage ● Breakaway State ● Davion Ally ● Stable ● Independent

The St. Ives Compact was founded in 3029 amid the fallout of the Fourth Succession War. Candace Liao, Duchess of St. Ives and heir to the Capellan Confederation, sought to escape her father's increasingly unstable rule, so she accepted the protection of House Davion and declared the St. Ives Commonality independent from the Confederation. Due to the destruction of the Capellan war machine during the Fourth Succession War, Chancellor Maximilian Liao could do nothing to stop St. Ives from seceding and becoming a staunch ally of House Davion.

Since that time, a tense peace has remained between St. Ives and the Confederation. Though the Confederation wishes to return the Compact to the Capellan fold, the soldiers of the St. Ives Military Command stand ready to ensure their nation retains its independence, no matter the cost.

CREATING CHARACTERS FOR 3050

To create a Clan Invasion–era character, follow the steps that begin on page 68. However, you will have additional options available at certain steps. Clan Invasion–era characters can choose from a wider variety of factions, Life Modules, and Hardware, as shown below.

Sample Clan Invasion characters begin on page 200.



NEW FACTIONS (STEP 2)

The following additional factions are available for a Clan Invasion–era game:

THE CLANS

Clan Diamond Shark
Clan Ghost Bear
Clan Jade Falcon
Clan Nova Cat
Clan Smoke Jaguar
Clan Steel Viper
Clan Wolf

THE GREAT HOUSES

Federated Commonwealth (House Davion)
Federated Commonwealth (House Steiner)

MINOR POWERS

Free Rasalhague Republic
St. Ives Compact

CLAN EXPERIENCE LEVELS (STEP 3)

By virtue of their sibko training programs, Clan characters are already formidable opponents in combat by the time they are old enough to take and pass their Trial of Position and become a full member of their Clan's warrior caste. To represent this level of training, all Clan characters by default begin at the Veteran experience level with +1 Hardware point.

Clan MechWarriors may not choose the Dispossessed option detailed on page 76.

NEW LIFE MODULES: CLAN ONLY (STEP 7)

The following Life Modules are available exclusively to Clan characters:

1. CHILDHOOD

Clan Apprenticeship: +1 to Art OR Technician
Freeborn Sibko: +1 to Melee Combat OR Small Arms
Trueborn Sibko: +1 to Intimidation OR Leadership

2. HIGHER EDUCATION (OPTIONAL)

Any of the following require one of the two Sibko Life Modules from the Childhood tier.

MechWarrior Training (Clan): +1 to Gunnery (BattleMech) OR Piloting (BattleMech)
Elemental Training (Clan): +1 to Support Weapons
Aerospace Pilot Training (Clan): +1 to Gunnery (aerospace fighter) OR Piloting (aerospace fighter)
Infantry Training (Clan): +1 to Small Arms or Tactics

3. REAL LIFE

Dark Caste: +1 to Streetwise OR Survival
Laborer Caste Service: +1 to Knowledge Skill
Merchant Caste Service: +1 to Acting OR Negotiation
Scientist Caste Service: +1 to MedTech OR Science
Technician Caste Service: +1 to Technician OR Communications
Warrior Caste: Clan Watch Operative: Requires any Training (Clan) Life module. +1 to Investigation OR Tracking
Warrior Caste: Tour of Duty (Clan): Requires any Training (Clan) Life module. +1 to Gunnery (Any) OR Piloting (Any) OR Support Weapons
Warrior Caste Washout: Requires any Training (Clan) Life module. +1 to Perception

NEW HARDWARE: CLAN ONLY (STEP 11)

If you are creating a Clan character, you may choose your starting Hardware from the table below. Non-Clan characters must use the table found on page 76.

Clan BattleMechs: Clan BattleMechs are not reconfigurable like OmniMechs, but they employ Clan weapons and technology. Many models are updated versions of common Inner Sphere BattleMechs.

Clan OmniMechs: Clan OmniMechs are 'Mechs that employ OmniPod technology, which allows for the fast reconfiguration of the OmniMech's weapon and equipment loadout, and simplifies repair times since damaged components can be easily swapped out for replacements. OmniMechs cost Clan characters 1 XP to repair and 2 XP to rebuild; however, an Inner Sphere character must pay 2 XP to repair a captured Clan OmniMech and 4 XP to rebuild it since they cannot easily obtain Clan-tech repair components. OmniMechs can also carry Elementals into battle, using a series of handholds. Due to their technological sophistication and overall effectiveness, OmniMechs have a higher Hardware points cost than standard BattleMechs. This means a Clan MechWarrior who wishes to pilot a heavy or assault OmniMech at the start of the game will need additional Hardware points, which can come from choosing Elite experience and/or using the *Hardware Pool* option on page 76.

HARDWARE SKILL REQUIREMENTS

Battle Armor: Support Weapons

HARDWARE COSTS

1 HARDWARE POINT
Light/Medium Battle Armor (80–1,000 kg)
Small Personal Vehicle (< 3 tons)

2 HARDWARE POINTS
Heavy/Assault Battle Armor (1,001–2,000 kg)
Light Clan BattleMech (20–35 tons)
Large Personal Vehicle (3+ tons)

3 HARDWARE POINTS
Light Clan OmniMech (20–35 tons)
Medium Clan BattleMech (40–55 tons)

4 HARDWARE POINTS
Heavy Clan BattleMech (60–75 tons)
Medium Clan OmniMech (40–55 tons)
Light Clan OmniFighter (20–45 tons)

5 HARDWARE POINTS
Assault Clan BattleMech (80–100 tons)
Heavy Clan OmniMech (60–75 tons)
Medium Clan OmniFighter (50–70 tons)

6 HARDWARE POINTS
Assault Clan OmniMech (80–100 tons)
Heavy Clan OmniFighter (75–100 tons)

Clan OmniFighters: Like OmniMechs, Clan OmniFighters are reconfigurable and easily reparable aerospace fighters, and they form the mainstay of each Invading Clan's air support. OmniFighters cost Clan characters 1 XP to repair and 2 XP to rebuild, but they cost Inner Sphere characters 2 XP to repair and 4 XP to rebuild. Like with OmniMechs, a starting Clan character wishing to fly a medium or heavy OmniFighter may require Elite experience and/or the *Hardware Pool* option on page 76.

Elemental Battle Armor: These massive, environmentally sealed suits of powered battle armor stand as tall as the veritable giants who pilot them. They can self-seal when the armor takes damage, and they administer pain medication to the wearer upon injury. Elementals can ride OmniMechs into battle, employ jump jets for mobility, and use their climbing claws to scale unwary 'Mechs and tear apart armor panels.



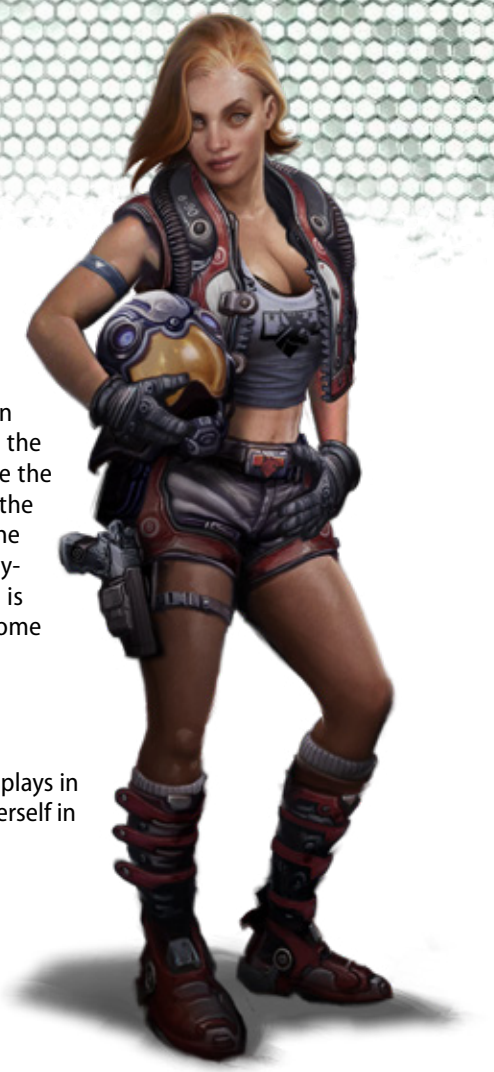
Sasha Kerensky

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Clan Wolf
Age: 28
Rank: Star Captain
Experience Level: Elite
Height/Weight: 1.8m/61kg
XP: _____

Tags: • Political • Warden • Tip of the Spear • Optimistic • Proud



HISTORY

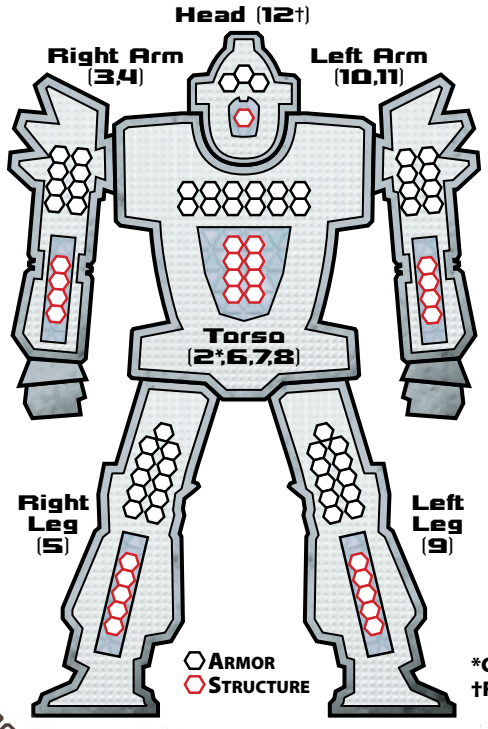
Not all Clan warriors who hunger for a return to the Inner Sphere are Crusaders, and Sasha exemplifies the fervor and deeply held convictions present within the Warden stronghold of Clan Wolf. A proud bearer of the Kerensky Bloodname, she rejects the invasion's goal of conquering the Inner Sphere and reestablishing the Star League. Instead, she views it as a chance to demonstrate the superiority of Clan culture so that the Clans will be accepted as the protectors that she believes the Great Father, Aleksandr Kerensky, always intended to them to be. Though a capable warrior, she understands that political victories will also be necessary to achieve this end. At the age of twenty-eight and now a Star Captain, Sasha is nearing the end of her time as a *ristar* within her Clan. She is transitioning to a place of respect and, one day, possibly leadership among the Wolves—an outcome she has prepared for all her life.

PERSONALITY

Star Captain Kerensky will never back down from a fight but understands the role that politics plays in determining when and how warriors take to the field. A committed Warden, she will not dishonor herself in the coming invasion and will protect civilians and property from needless destruction.

DISPOSITION

Eager to begin the invasion and show the Inner Sphere the wisdom of Kerensky.
Favors one-on-one duels and marksmanship in combat.
A bit too quick to seek the political solution.
Expects to be Khan one day.



HARDWARE

Type: TIMBER WOLF (MAD CAT)
Weight: Heavy
Tonnage: 75 tons (5 Hardware Points)
Movement: 3
Heat Dissipation: 7

EQUIPMENT

Ammo: LRM (Torso, CASE)
Ammo: Machine Gun (Torso, CASE)

Tags: • Balanced • Clan Wolf • Well-Armored • Lethal • Iconic

WEAPONS (Primary Configuration)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
2 ER Large Lasers	7	E	HHHHH	RA, LA	OK	OK	OK	–2
2 LRM 20	8+MM (Max 14)	M	HH	T	OK	OK	OK	–2
2 ER Medium Lasers	5	E	HH	RA, LA	OK	OK	–2	—
Medium Pulse Laser, 2 Machine Guns	4	E, B	H	T	OK	OK	—	—

*Critical Hit on 8+
†Requires Plot Point to hit

Sasha Kerensky

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	5	4	2	3	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery ('Mech)	5+REF (+10)
Piloting ('Mech)	4+REF (+9)
Leadership	3+CHA (+6)
Negotiation	2+CHA (+5)
Protocol	3+CHA (+6)
Tactics	4+INT (+8)
Knowledge: Kerensky Bloodname History	2+INT (+6)

LIFE MODULES

FACTION: Clan Wolf
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: MechWarrior Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Clan Watch Reports
First Aid Kit
Collected Writings of Kerlin Ward
Portable Chess Set

TRAITS

Positive Trait: ***Rank:*** *Star Captain.*
Negative Trait: ***Enemy:*** *Sasha's greatest rival within her Clan is a Wolf who espouses Crusader beliefs.*

CUES

The way of the warrior is not limited to the battlefield.

Our Clan is destined for glory.

I am a true daughter of the Founder.

We are not here to conquer.

Form up on me!

You will help me find a way to win.

Do not break *zellbrigen*.

Launching missiles at the lead 'Mech.

I will challenge their commander to an honor duel.

Are you my enemy, or my ally?

Our Khans' vision is clear.

Strength of purpose is more important than strength of arms.

Wheel right and turn their flank.

Technician! Make my *Timber Wolf* your priority.

These Spheroid warriors are not without honor, misguided though they are.

Do you understand the purpose for which the Founder created the Clans?

There is no better time to be a Wolf.

I will defend my beliefs.

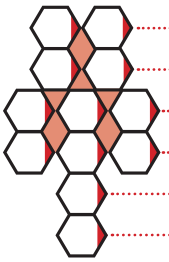
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Stunstick	4F	OK	—	—
Vibrodagger	3(+1)	–2	—	—
Auto-Pistol (B)	4	OK	OK	—

ARMOR

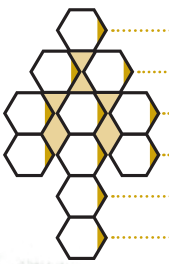
Ablative Armor: –2 damage from Energy (E) weapons

PHYSICAL CONDITION MONITOR



–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
STAGGERED
KNOCKED OUT

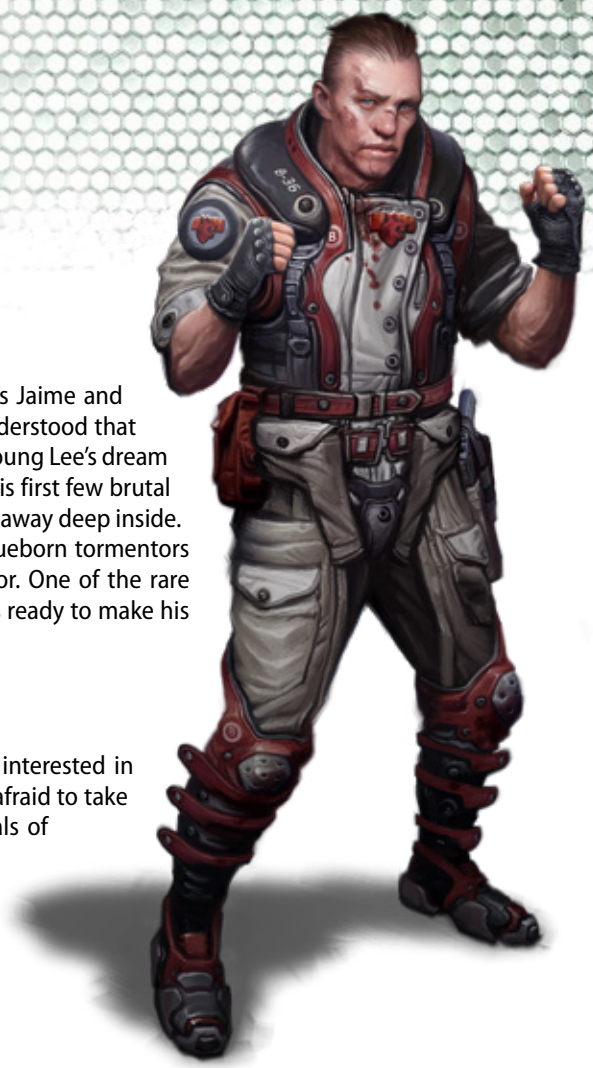
Lee

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Clan Wolf
Age: 26
Rank: MechWarrior
Experience Level: Veteran
Height/Weight: 1.8m/84kg
XP: _____

Tags: • Dreamer • Stubborn • Driven • Freebirth • Quiet



HISTORY

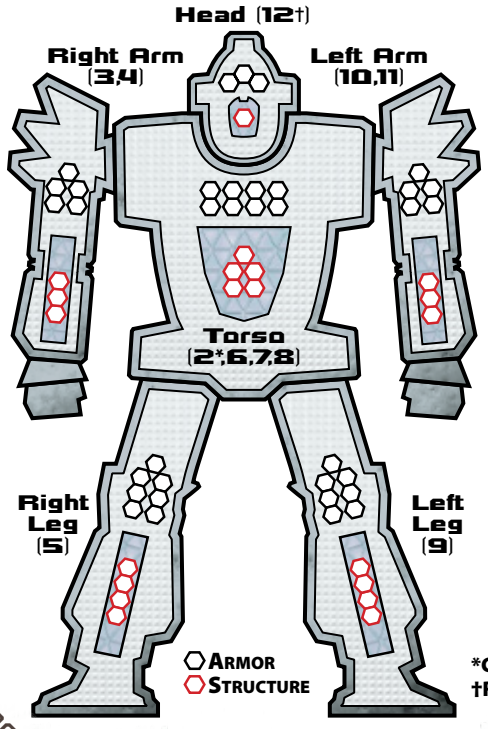
MechWarrior Lee was raised on tales of the heroic exploits of his great-uncles Jaime and Joshua, freebirths like him, in the wilds of the Inner Sphere. As he got older, he understood that his mother probably fabricated most of those stories, but they nonetheless fueled young Lee's dream to one day become a MechWarrior and seek out his kin among the faraway stars. His first few brutal years in a freeborn sibko taught Lee to keep these dreams to himself and hide them away deep inside. But he never allowed the physical and verbal abuse rained down on him by his trueborn tormentors to discourage him, thus developing a reputation as a taciturn but effective warrior. One of the rare freebirths to earn a place in Clan Wolf's frontline forces and in an OmniMech, Lee is ready to make his long-held dream a reality and prove his worth to his Clan.

PERSONALITY

Lee has learned through hard experience that few of his fellow warriors are interested in his opinion, so he keeps to himself outside the cockpit. In battle, however, he is unafraid to take charge and direct his comrades—even trueborns. Lee has managed to avoid Trials of Grievance for these actions only because he is usually right.

DISPOSITION

Keeps his cards close to his vest.
Slow to anger, but a fierce opponent.
Desperate to live up to his legendary family members.
Never satisfied with his own performance.



HARDWARE

Type: NOVA (BLACK HAWK)
Weight: Medium
Tonnage: 50 tons (4 Hardware Points)
Movement: 3(J)
Heat Dissipation: 7

EQUIPMENT

Jump Jets

Tags: • Second Fiddle • Uncommon • Over-Armed • Heat Monster • Jack of All Trades

WEAPONS (Primary Configuration)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 3	—	—	—	OK	—	—	—
3 ER Medium Lasers	7	E	HHH	RA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	RA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	LA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	LA	OK	OK	–2	—

*Critical Hit on 8+
†Requires Plot Point to hit

Lee

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	2	2	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	**3+RFL (+5*)**
Piloting (BattleMech)	**4+RFL (+6)**
Melee Combat	**3+RFL (+5)**
Perception	**2+INT (+4)**
Survival	**2+WIL (+5)**
Athletics	**2+STR (+5)**
Leadership	**2+CHA (+4)**
Knowledge: Star League History	**1+INT(+3)**

LIFE MODULES

FACTION: Clan Wolf
CHILDHOOD: Freeborn Sibko
HIGHER EDUCATION: MechWarrior Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Digital Copy of *The Phantom Tollbooth*
Photo of Parents
Journal
Sketchbook and Pencils

TRAITS

Positive Trait: ***Toughness:*** *Subtract 1 from all Physical and Fatigue Damage you receive. (Damage to Armor pips is not reduced.)*
Negative Trait: ***Introvert:*** *–1 to CHA-related tests.*

CUES

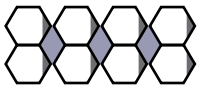
I have a lot to live up to.	Follow me, I know what to do.	I serve the Wolf.
Don't underestimate me.	Is this simulator open?	That wasn't my best effort.
I would rather not talk about it.	Just give me that chance.	Practice makes perfect.
Yeah. Hilarious.	A vat does not make you better.	Watch that flank!
I am ready to go.	Something does not seem right here.	The wonders of the Inner Sphere await.
What makes you think you will win?	The blood of Kerensky runs through me too.	Those who cannot do, talk.

PERSONAL WEAPONRY

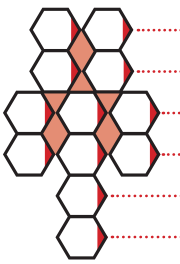
	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Knife	1(+1)	–2	—	—
Needler Pistol (Hold-Out)	5*	OK	—	—
***Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*				
Gyrojet Pistol	4	OK	OK	–2

ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons

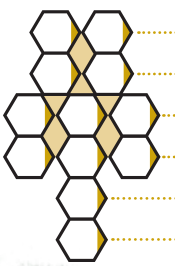


PHYSICAL CONDITION MONITOR



–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



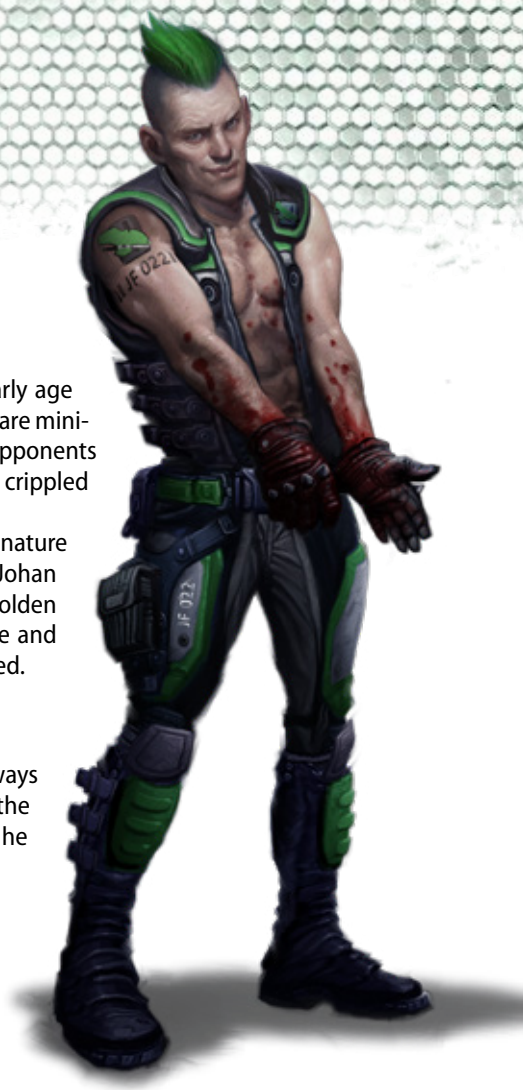
–1
–2
–3
–4
STAGGERED
KNOCKED OUT

Johan Helmer

VITAL FACTORS

Faction: Clan Jade Falcon
Age: 29
Rank: Star Commander
Experience Level: Elite
Height/Weight: 1.9m/125kg
XP: _____

Tags: • Conqueror • Cruel • Focused • Fearless • Haughty



HISTORY

Decanted into a sibko noted for its competitive and fierce nature, Johan learned from an early age that his best bet was on himself. He made no close associations with any of his sibkin, beyond the bare minimum required to function as an effective unit. During his Trial of Position, Johan maneuvered his opponents to surround his partner, and then fired on one of her targets, initiating general melee. His sibkin was crippled in the ensuing onslaught, but Johan succeeded in downing two 'Mechs and achieving command.

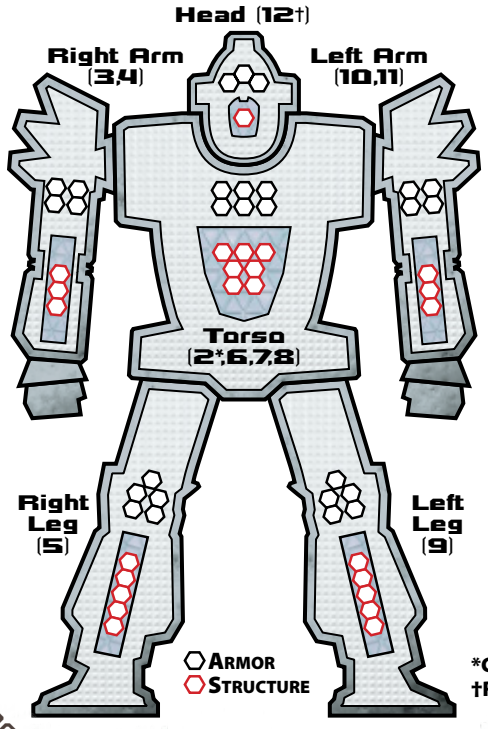
Faced with the opportunity to compete for the Helmer Bloodname, Johan's independent nature again came to the fore. Rather than accept an offered sponsorship slot for the Trial of Bloodright, Johan chose to enter the Grand Melee. He believed that the sponsorship would make him politically beholden to his sponsor and preferred to trust his own abilities instead. The aftermath of the Grand Melee and several brutal rounds of competition that followed proved that Johan Helmer's trust was well placed.

PERSONALITY

Johan believes the Founder's brilliance came from understanding that humanity has always needed a strong hand to guide it, and that warriors must be the rulers of their society. He views the Inner Sphere's warring nations with equal parts contempt and pity—what they view as violence, he sees as claiming his rightful place.

DISPOSITION

Trusts himself and his abilities before all others.
Sees little use for allies, politics, or personal attachments.
Employs violence to make a point.
Truly believes in the Way of the Clans and the supremacy of the Jade Falcons.



HARDWARE

Type: HELLBRINGER (LOKI)
Weight: Heavy
Tonnage: 65 tons (5 Hardware Points)
Movement: 3
Heat Dissipation: 5

EQUIPMENT

Active Probe
A-Pods (Ammo: ⬡⬡⬡⬡)
Ammo: Anti-Missile System (Torso, CASE)
Ammo: Machine Gun (Torso, CASE)
Ammo: SRM (Torso, CASE)
Anti-Missile System
ECM Suite
Targeting Computer

Tags: • Peculiar Loadout • Clan Jade Falcon • Obsolete • Under-Armored • Questionable Success

WEAPONS (Primary Configuration)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
2 ER PPC	10	E	HHHHHH	RA, LA	+1	+1	+1	−1
3 ER Medium Lasers	7	E	HHH	T	+1	+1	−1	—
Streak SRM 6	4	M	H	T	OK	OK	−2	—
2 Machine Guns	2	B	—	T	+1	+1	—	—

*Critical Hit on 8+
†Requires Plot Point to hit

Johan Helmer

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	4	2	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	5+RFL (+9)
Piloting (BattleMech)	5+RFL (+9)
Intimidation	3+CHA (+5)
Tactics	2+INT (+4)
Communications	1+INT (+3)
Melee Combat	2+RFL (+6)
Knowledge: Jade Falcon *Remembrance*	1+INT (+3)

LIFE MODULES

FACTION: Clan Jade Falcon
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: MechWarrior Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Communications Kit
Medical Kit
Emergency Rations
Noteputer

TRAITS

Positive Trait: ***Combat Sense:*** *Choose when you take your Narration in the turn order without needing to spend a plot point.*

Negative Trait: ***Enemy:*** *The GM may make your nemesis appear at any time to complicate your life.*

CUES

- Why would I need your assistance?
- The Way of the Clans guides me.
- I will see to it on my own.
- Your legacy will be forgotten.
- Come forth and die!
- Strength comes from standing on your own.
- You knew this challenge would fail, *quiaff*?
- Honor is an individual privilege.
- The invasion must succeed.
- The opinion of lesser warriors holds no weight.
- You are not worthy of a Trial of Grievance.
- Only the weak detest violence.
- I am Bloodnamed—I hold no fear of death.
- I do not play politics.
- We were born to rule.
- I know who I am.
- You have no hope of defeating me.
- The Jade Falcons will soar over the skies of the Inner Sphere.

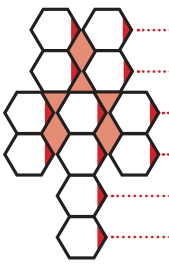
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Needler Pistol	5*	OK	–2	—
***Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*				
Vibrodagger	2(+1)	–2	—	—
Hold-Out Pistol (B)	3	OK	–2	—
Neural Whip	5F	OK	—	—

ARMOR

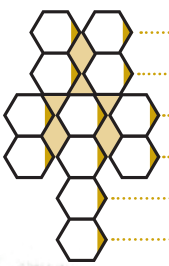
Flak Armor: –2 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR



- –1 (Con check: 3)
- –2 (Con check: 5)
- –3 (Con check: 7)
- –4 (Con check: 10)
- Staggered (Con check: 11)
- KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR



- –1
- –2
- –3
- –4
- Staggered
- Knocked Out

Lachlan

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Clan Jade Falcon
Age: 33
Rank: Senior Technician
Experience Level: Veteran
Height/Weight: 1.4m/49kg
XP: _____

Tags: • Jury-Rigger • Gifted • Washout • Restless • Subservient



HISTORY

Lachlan's Falconers were surprised that such a small and undersized warrior survived her sibko experience at all, let alone made it to her Trial of Position. Lachlan's swift failure in that combat trial came as no surprise to them, however. Long commended for the pristine condition and careful maintenance of her assigned equipment, Lachlan was assigned to the technician caste, where her smaller size and keen problem-solving mind became valuable assets.

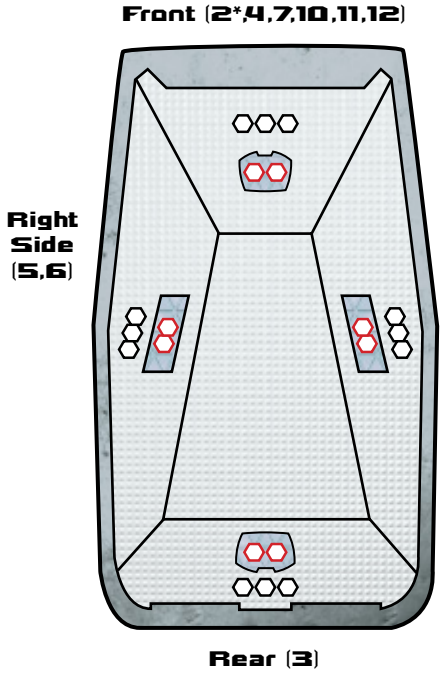
Lachlan's reputation for effective, fast repairs of frontline OmniMechs earned her a promotion to the Third Falcon Talon Cluster, which took a central role in the trials that determined which Clans would participate in Operation REVIVAL. During a routine final check of a Star Captain's *Thor* before one of those trials, she noticed a fault which could have triggered his ejection seat without opening the 'Mech's cockpit hatch. Her sharp eye and speedy repair of the potentially fatal malfunction ensured her a place among the Falcons' invading forces.

PERSONALITY

Though dedicated to her work and ensuring the machines under her care are in the best possible working order, Lachlan quietly chafes at the demeaning treatment she and her fellow technicians suffer at the hands of the Falcon warriors. She feels the warriors do not realize that their lives are often in her hands.

DISPOSITION

Loves having a problem to solve.
Has an eye for detail that others often miss.
Dislikes the warrior caste but sees little opportunity for change or escape.
Asks much of those assigned to work under her.



HARDWARE

Type: SALVAGE VEHICLE (CLAN)
Weight: Heavy
Tonnage: 70 tons (3 Hardware Points)
Movement: 1

EQUIPMENT

3 Lift Hoists
Cargo Space (34 Tons)

Tags: • Field Repair Vehicle • Tracked • Utilitarian • No Armament • Large Cargo Space

WEAPONS (Primary Configuration)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Ram	3	—	—	—	OK	—	—	—

⬡ Armor
⬡ Structure

*Critical Hit on 8+
When damaged: –2 Movement on 8+

Lachlan

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	1	4	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Technician	**6+INT (+10)**
Computers	**3+INT (+7)**
Piloting (BattleMech)	**3+RFL (+4)**
Communications	**3+INT (+8)**
Leadership	**3+CHA (+5)**
Knowledge: 'Mech Trivia	**1+INT (+5)**

LIFE MODULES

FACTION: Clan Jade Falcon
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: MechWarrior Training
REAL LIFE: Technician Caste: Service

INVENTORY

Toolkit with Diagnostic Computer
Noteputer
Lucky Wrench
Box of Spare Bits

TRAITS

Positive Trait: ***Tech Empathy:*** *+1 bonus for any Tests directly involving technology.*
Negative Trait: ***Thin-Skinned:*** *Double any modifiers related to performing actions in extreme heat or extreme cold.*

CUES

I can fix this.
Your 'Mech will be ready before the end of the day.
There may be a workaround for this.
Let me show you how this works.
You have not worked on this type of 'Mech before, *quineg*?
This is not working.
The warriors do not even know which end is up.
I serve the Clan in the best way I can.
I was better at fixing 'Mechs than shooting them.
If you work for me, you must listen to me.
As you wish, Star Captain.
Try it my way.
I think this should hold.
We need to move faster.
Inner Sphere technicians enjoy a place of honor.
Move fast, but think slow.
I cannot wait to see the worlds of the Inner Sphere.
An accident. . . could be arranged.

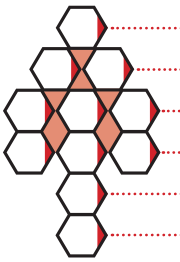
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Shiv	1	–2	—	—
Hold-Out Pistol (B)	3	OK	–2	—
Wrench	2	OK	—	—

ARMOR

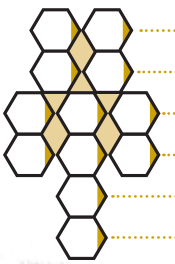
Ablative Armor: –2 damage from Energy (E) weapons

PHYSICAL CONDITION MONITOR



–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
STAGGERED
KNOCKED OUT

Esau

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Clan Smoke Jaguar
Age: 23
Rank: Point Commander
Experience Level: Elite
Height/Weight: 2.3m/139kg
XP: _____

Tags: • Mountainous • Fearsome • Aggressive • Commanding • Infantry



HISTORY

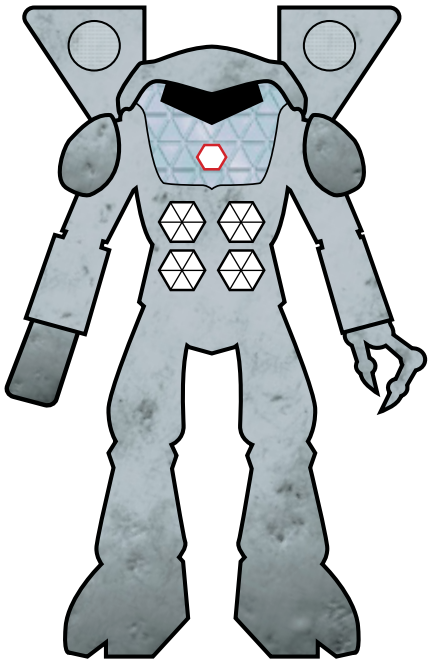
Nearly from the moment he was decanted, Esau was raised with the understanding that his generation of warriors would be the ones to return to the Inner Sphere, cast down the Successor States, and reclaim the lost glory of the Star League. His road to that lofty goal turned out to be far grimmer. Esau's sibko experienced a high number of fatalities, some through accidents but many through duels and combat trials, and he alone among his sibkin succeeded in his Trial of Position to become a warrior. The horrors and loss he grew up with made Esau both highly protective of his Pointmates and extremely intolerant of any perceived weakness among them. He will not allow a weak link to threaten his squad's lives but is fiercely loyal and supportive once a warrior has proven themselves. Esau hopes to show his fellow warriors that the BattleMech is far from the king of the battlefield.

PERSONALITY

Point Commander Esau does not believe there is such a thing as an excess of force, only victory and defeat. He respects strength alone, as is the Way of the Clans. He will acquit himself with honor, offering his opponents no quarter and expecting none in return.

DISPOSITION

Unintimidated by BattleMechs—or MechWarriors.
Dedicated to the troopers under his command.
Abides by his own definition of honor.
Trains relentlessly and hopes to achieve perfection on the battlefields of the Inner Sphere.



⬡ Armor
⬡ Structure

HARDWARE

Type: ELEMENTAL BATTLE ARMOR (TOAD)
Weight: Medium Battle Armor
Tonnage: 1,000 kg (1 Hardware Points)
Movement: 2(J)

EQUIPMENT

Ammo: SRM (⬡⬡)
Jump Jets

Tags: • Genetically Bred Warrior • Common • Anti-'Mech • HarJel Sealant • Detachable SRM Launcher

WEAPONS (Personal Scale)

	Damage	Close	Near	Far
Battle Claw	4	OK	—	—
Machine Gun	4*	OK	OK	OK

**May attack up to two different targets per Narration*

WEAPONS ('Mech Scale)

	Damage	Type	Pointblank	Short	Medium	Long
Leg Attack	1*	—	OK	—	—	—
Swarm Attack	**	—	OK	—	—	—
Small Laser	1	E	OK	OK	—	—
SRM 2	1+M (Max 2)	M	OK	OK	–2	—

**Roll kick location. Check for critical hit.*

***On next Narration, roll punch location for weapon used. Check for critical hit.*

Esau

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
4	4(–1)	2	2	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Athletics	**3+STR (+7)**
Support Weapons	**6+STR (+10)**
Melee Combat	**4+RFL (+8/+7)**
Small Arms	**3+RFL (+7/+6)**
Intimidation	**3+CHA (+5)**
Leadership	**2+CHA (+4)**
Knowledge: Smoke Jaguar *Remembrance*	**2+INT (+4)**

LIFE MODULES

FACTION: Clan Smoke Jaguar
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: Elemental Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Smoke Jaguar *Remembrance* (Hardcopy)
Battle Armor Maintenance Kit
Bondcords
Field Kit

TRAITS

Positive Trait: ***Pain Resistance:*** *Ignore the first wound modifier on both Damage Tracks.*
Negative Trait: ***Unattractive:*** *–1 penalty for CHA-based Tests where physical appearance matters.*

CUES

A weak Jaguar threatens us all.
Prove yourself to me.
MechWarriors are far from the kings of the battlefield.
Nothing will happen to you under my command.
I know what loss is.
For the glory of the Jaguar!
We will swat these barbarians like flies.
I will never yield.
What will you do to claim victory?
Strength is all that matters.
Delta Point, on me!
The size of a warrior's heart cannot be measured.
Hah! Barely even a flesh wound!
Our history is written in the blood of our enemies.
Neg! Fall back!
The Inner Sphere *surats* cannot stand against us.
Work together!
I will earn a place in the *Remembrance*.

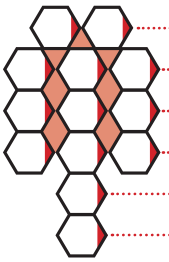
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Sonic Stunner	4F	OK	–2	—
Laser Pistol (E)	3	OK	OK	OK
Combat Shotgun (B)	5*	OK	–2	—
**May split damage across two eligible targets within range*				
Grenade Launcher	*	–2	OK	OK
**High-Explosive Grenade: 8. Anti-Personnel Grenade: 10. May attack up to three different targets per Narration.*				

ARMOR

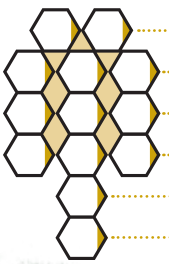
Ballistic Plate Armor: –1 RFL, –3 damage from Ballistic (B) weapons

PHYSICAL CONDITION MONITOR



— (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



—
–2
–3
–4
STAGGERED
KNOCKED OUT

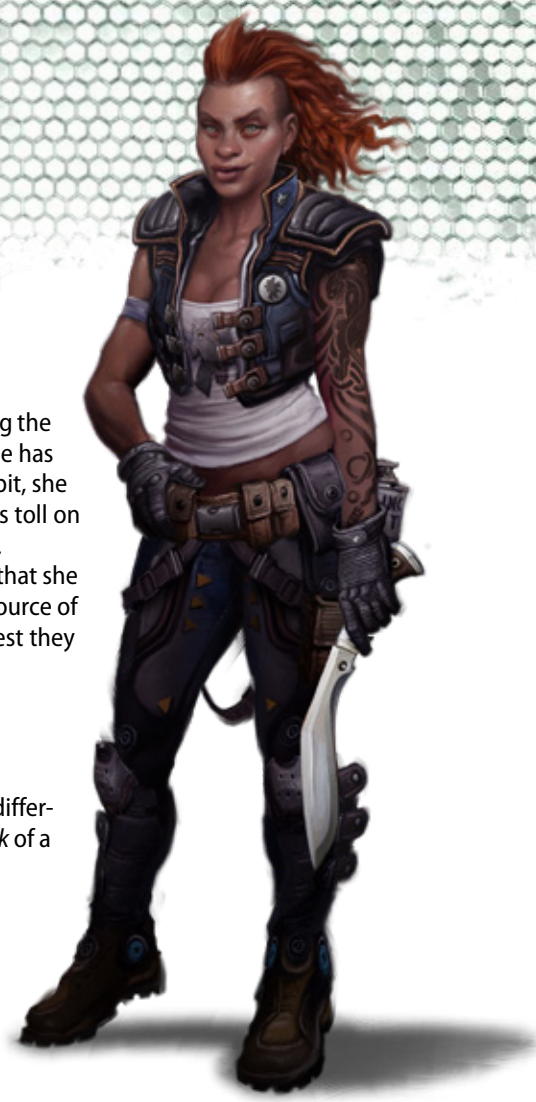
Mila

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: Clan Smoke Jaguar
Age: 30
Rank: Star Commander
Experience Level: Elite
Height/Weight: 1.7m/57kg
XP: _____

Tags: • Brawler • Vicious • Devil-May-Care • Superior • Damaged



HISTORY

Mila killed her first opponent in a Trial of Grievance when she was fourteen years old, snapping the larger youth's neck between her legs after he made a disparaging remark about her body, and she has not relented in the years since. While her commanders appreciate her aggressiveness in the cockpit, she has killed a number of her fellow warriors in Trials of Grievance fought during her downtime. This toll on her unit has forced her superiors to officially bar her from participating in such trials in the future.

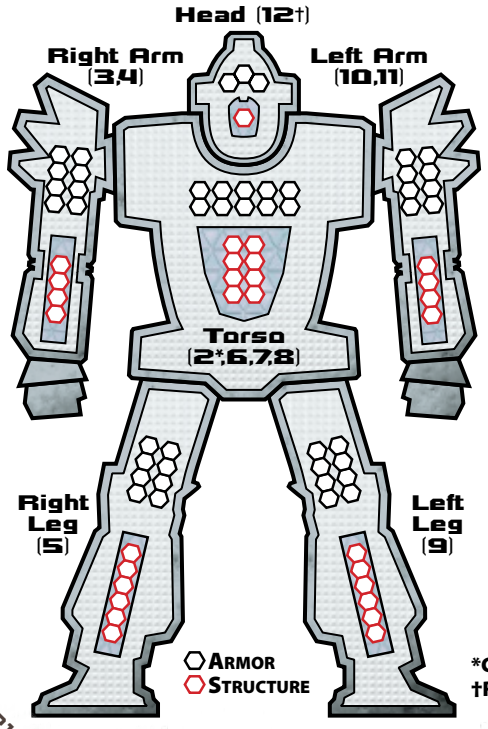
Originally thought to be a borderline psychopath, Mila has shown through repeated testing that she possesses no such mental disorder—though psychological screening also failed to identify the source of her bloodlust. Mila's fellow warriors do not trust her and have learned to give her a wide berth, lest they end up facing her inside a Circle of Equals.

PERSONALITY

It would be easy to mistake Mila for having a short-fused temper, but her eagerness to settle differences in a Circle of Equals is not rooted in hotheadedness. Rather, she genuinely enjoys the *thwack* of a fist into flesh, the wet snap of bones giving way, and the cries of her injured opponents.

DISPOSITION

Does not walk away from a fight—or allow her opponents to do so.
Always goes for the kill.
Constantly injured, cut, and bruised.
Unrelenting with her fists and her 'Mech.



*Critical Hit on 8+
†Requires Plot Point to hit

HARDWARE

Type: GARGOYLE (MAN O' WAR)
Weight: Assault
Tonnage: 80 tons (6 Hardware Points)
Movement: 3
Heat Dissipation: 6

Tags: • Shock Trooper • Clan Wolf • Fastest Assault OmniMech • Light Loadout • Weakness: Arm Amputation

EQUIPMENT

Ammo: Autocannon (Torso, CASE)
A-Pods (Ammo: ⬡⬡⬡)

WEAPONS (Alternate Configuration C)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
Ultra AC/20	7+MMM (Max 14)	B	HHH	LA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	RA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	RA	OK	OK	–2	—

Mila

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
3	4	2	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (BattleMech)	3+RFL (+7)
Piloting (BattleMech)	6+RFL (+10)
Intimidation	2+CHA (+4)
Melee Combat	5+RFL (+9)
MedTech	2+INT (+4)
Stealth	3+RFL (+7)
Projectile Weapons	1+RFL (+5)
Knowledge: Martial Arts Theory	1+INT (+3)

LIFE MODULES

FACTION: Clan Smoke Jaguar
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: MechWarrior Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Medical Kit
Resistance Bands
Sharpening Tools
Escrima Sticks

TRAITS

Positive Trait: ***Toughness:*** *Subtract 1 from all Physical and Fatigue Damage you receive. (Damage to Armor pips is not reduced.)*
Negative Trait: ***Bad Reputation:*** *–1 to CHA-based Tests involving someone who knows your character.*

CUES

I challenge you to a Trial of Grievance!
It is only a scratch.
SNAP!
Now you see the folly of challenging me.
Can you stand? Then our trial continues.
Move in and show them the fury of the Jaguar!
That will heal.
I have killed as many warriors out of the cockpit as in it.
We will decide this by the Way of the Clans.
I take what I want.
Our commanders do not understand.
Patch me up and get me back out there.
First blood is mine.
Get up! Get *up!*
I do not miss.
Only the weak rely on others.
That insult will not stand!
Is this all there is?

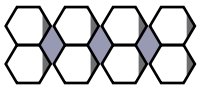
PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2(+1)F	OK	—	—
Vibrodagger	2(+1)	–2	—	—
Neural Whip	5F	OK	—	—
Vibrosword	3(+1)	OK	—	—
Needler Pistol	5*	OK	–2	—

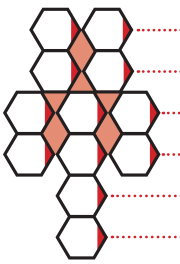
**Every 2 damage reduces target's Armor by 1 pip. Condition Monitor pips are damaged as normal.*

ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons

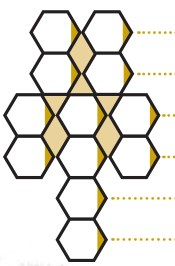


PHYSICAL CONDITION MONITOR



–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



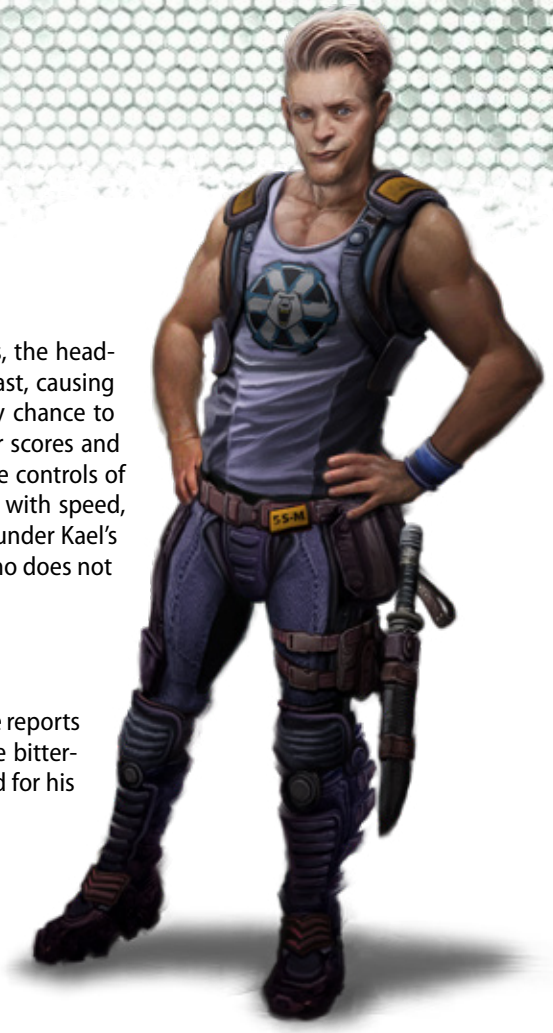
–1
–2
–3
–4
STAGGERED
KNOCKED OUT

Kael

VITAL FACTORS

Faction: Clan Ghost Bear
Age: 26
Rank: Star Captain
Experience Level: Veteran
Height/Weight: 1.67m/77kg
XP: _____

Tags: • Risk-Taker • Fatalist • Speedster • Daredevil • Unreliable



HISTORY

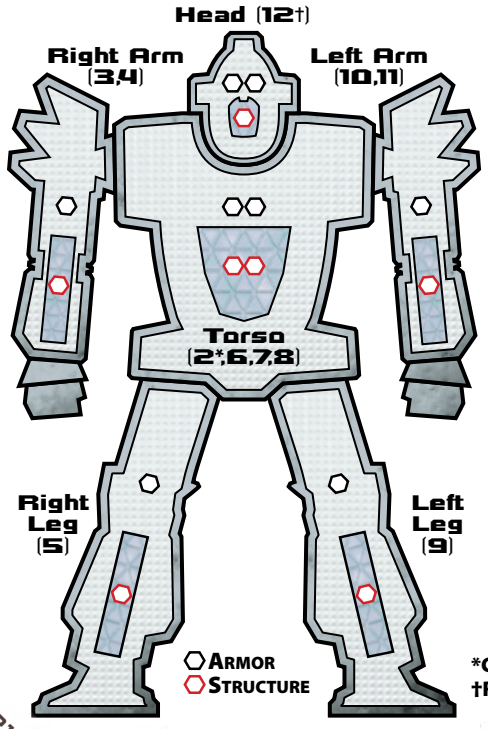
Kael's first solo flight in an OmniFighter proved to be his last. Late into his sibko years, the headstrong young warrior chose a *Sulla* for his flight but pushed the fighter too hard and too fast, causing a mechanical breakdown. The resulting crash nearly killed Kael, costing him a leg and any chance to fly again. Instead, Kael's sibko trainers noted his relatively competent BattleMech simulator scores and paved the way for him to test into MechWarrior training. Kael has found a new home at the controls of his *Fire Moth*, a perfect match for the damaged warrior's fragile physical nature, obsession with speed, and expectation for a short life. Though he has personally excelled in his new role, warriors under Kael's command frequently request transfers to other units, not wishing to serve with someone who does not appear to value his own life.

PERSONALITY

Kael believes his career in the skies was cut short by a random mechanical failure, despite reports showing his own recklessness possibly caused, or at least exacerbated, the breakdown. The bitterness he harbors toward the hand fate dealt him shows through in a dangerous lack of regard for his own safety.

DISPOSITION

Does not expect—or want—to grow old.
Believes he was robbed of his rightful destiny in the skies.
Holds a grudge against most members of the technician caste.
Hopes his death will achieve more meaning than his life.



*Critical Hit on 8+
†Requires Plot Point to hit

HARDWARE

Type: FIRE MOTH (DASHER)
Weight: Light
Tonnage: 20 tons (3 Hardware Points)
Movement: 5 [6]
Heat Dissipation: 4

EQUIPMENT

Ammo: SRM (Right Arm, CASE)
Ammo: SRM (Torso, CASE)
MASC

Tags: • Infantry Support • Clan Ghost Bear • Speed Demon • Under-Armored • Overhead Arms

WEAPONS (Primary Configuration)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
SRM 6, SRM 4	3+MM (Max 7)	M	H	RA, T	OK	OK	–2	—
2 ER Medium Lasers	6	E	HH	LA	OK	OK	–2	—

Kael

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	2	2	3	1	2

SKILLS

Name	Rating+Attribute (Bonus)
Piloting (BattleMech)	6+RFL (+8)
Gunnery (BattleMech)	4+RFL (+6)
Intimidation	3+CHA (+4)
Navigation	3+INT (+5)
Tracking	2+INT (+4)
Knowledge: Aerofighter Piloting	1+INT (+3)

LIFE MODULES

FACTION: Clan Ghost Bear
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: MechWarrior Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Wood carving of a *Sulla* OmniFighter
Storage Chip of Crash Recording and Investigation
Personal Communicator
Basic Toolkit

TRAITS

Positive Trait: ***Prosthetic:*** *When the prosthetic is worn, it cancels the effect of Lost Limb.*
Negative Trait: ***Lost Limb:*** *–4 penalty for tests involving the affected appendage.*

CUES

All warriors must die.
I know what was taken from me.
Advance and seize that checkpoint.
The skies have been denied to me, but not the chance to serve.
I do not care what you think the odds are.
The crash was not my fault.
Waste is not the Way of the Clans.
I will give my life to the Clan—will you?
Speed is my armor.
If I must die, I will choose the manner.
If you will not follow me, get out of my way.
Push forward and turn their flank.
This 'Mech and I are one.
Hah! Another miss!
No one will ever slow me down again.
Fall in behind me and try to keep up.
It seems the Ghost Bear is not done with me yet.
The only thing that matters now is the ending.

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Vibrodagger	2	–2	—	—
Gyrojet Rifle	5	OK	OK	OK
Combat Shotgun (B)	5*	OK	–2	—

**May split damage across two eligible targets within range*

ARMOR

Concealed Ablative Armor: –1 damage from Energy (E) weapons

PHYSICAL CONDITION MONITOR

–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR

–1
–2
–3
–4
STAGGERED
KNOCKED OUT

Arden

VITAL FACTORS

Faction: Clan Ghost Bear
Age: 23
Rank: Point Commander
Experience Level: Veteran
Height/Weight: 1.62m/55kg
XP: _____

Tags: • Somber • Patient • Assured • Serene • Confident



HISTORY

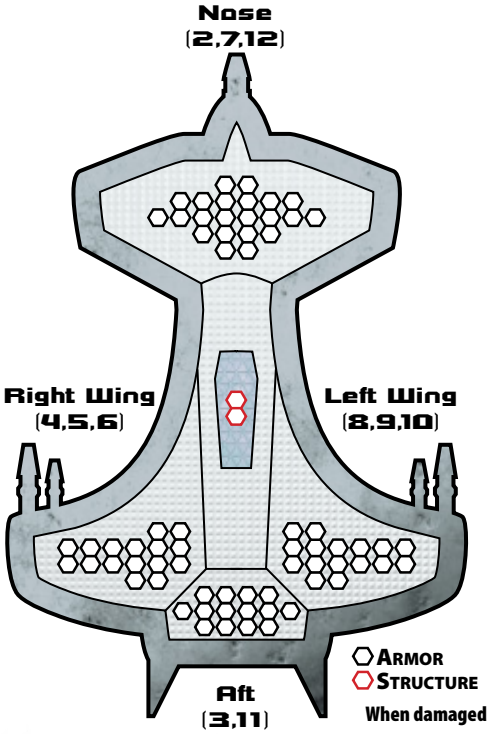
Arden's youth was particularly rough, even by Clan standards. A bit undersized among her aerospace sibkin, she was quickly singled out for bullying and abuse. As the physical and mental stress placed on her grew through her early teen years, Arden took solace in the simulator and in developing her abilities in the cockpit. One by one, her tormentors washed out of their sibko or failed their Trial of Position, and Arden's confidence grew as each washout was assigned to a lower caste. When she shot her greatest antagonizer out of the sky during her own Trial of Position, Arden cemented her belief in her skills as a warrior, and in the value of patience and stoicism. She is eager to share these traits of the Ghost Bear with the Inner Sphere pilots she will face, and greatly anticipates the new challenges they will present.

PERSONALITY

Arden is completely assured of her skills as a pilot and a warrior but is not boastful or prideful of them. She is quick to support other pilots who may be struggling, especially those she perceives as not getting a fair shake, and often acts as a mentor and coach despite her own young age.

DISPOSITION

Does not doubt her own abilities—or allow others to doubt theirs.
Believes in running the slow, consistent race.
Looks out for those in need or who are targeted by others.
Implicitly trusts those who fly with her.



When damaged (2+ damage): Critical Hit on 8+

HARDWARE

Type: VISIGOTH
Weight: Medium
Tonnage: 60 tons (5 Hardware Points)
Movement: 4
Heat Dissipation: 6

EQUIPMENT

Ammo: Autocannon
Ammo: SRM

Tags: • Multi-Role • Common • Popular • Solid Performance • Aging Design

WEAPONS (Primary Configuration)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: LB 10-X AC	4 (C4)	B	—	N	OK	OK	–2	–4
3 ER Medium Lasers	7	E	HHH	N	OK	OK	–2	—
2 Streak SRM 4	6	M	H	RW, LW	OK	OK	–2	—
2 Small Pulse Lasers	2	E	—	RW, LW	+2	+2	—	—
2 ER Medium Lasers	5	E	HH	Aft	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

Arden

MECHWARRIOR DESTINY

ATTRIBUTES

STR	RFL	INT	WIL	CHA	EDG
2	3	2	3	2	1

SKILLS

Name	Rating+Attribute (Bonus)
Gunnery (Aerospace Fighter)	6+RFL (+9)
Piloting (Aerospace Fighter)	5+RFL (+8)
Melee Combat	2+RFL (+5)
Leadership	3+CHA (+5)
Navigation	1+INT (+3)
Tactics	1+INT (+3)
Knowledge: Ghost Bear Rituals	1+INT (+3)

LIFE MODULES

FACTION: Clan Ghost Bear
CHILDHOOD: Trueborn Sibko
HIGHER EDUCATION: Aerospace Pilot Training
REAL LIFE: Warrior Caste: Tour of Duty

INVENTORY

Pilot's Logbook
Navigational instruments
Handwritten Passages from the Ghost Bear *Remembrance*
Emergency Rations

TRAITS

Positive Trait: ***Good Reputation:*** *+1 bonus to CHA-based Tests involving someone who knows your character.*
Negative Trait: ***Glass Jaw:*** *Add 1 to all Physical and Fatigue Damage you receive.*

CUES

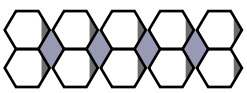
When you are long gone, I will still be here.
I will not give you the satisfaction.
You can fly with me.
Here, let me show you a better way.
No one can take this away from me.
Contacts, closing fast.
True warriors do not need to boast.
I wonder what challenges the Inner Sphere holds.
You think you can anger me?
I have watched my enemies fall by the wayside.
None can stand against us if we stand together.
Weapons lock—firing!
Our Clan is a family.
Close tight on my wing.
Let me show you what I can do.
None have trained as hard as I.
Patience is the key virtue of the hunter.
I believe in you.

PERSONAL WEAPONRY

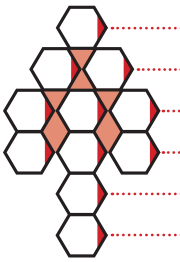
	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Stunstick	4F	OK	—	—
Auto-Pistol (B)	4	OK	OK	—
Laser Pistol (Hold-Out) (E)	2	OK	OK	—

ARMOR

Flak Armor: –2 damage from Ballistic (B) weapons

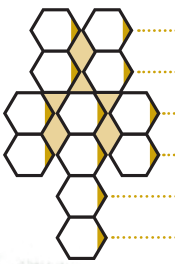


PHYSICAL CONDITION MONITOR



–1 (CON CHECK: 3)
–2 (CON CHECK: 5)
–3 (CON CHECK: 7)
–4 (CON CHECK: 10)
STAGGERED (CON CHECK: 11)
KIA (CON CHECK: DEAD)

FATIGUE CONDITION MONITOR



–1
–2
–3
–4
STAGGERED
KNOCKED OUT



CLAN TECHNOLOGY RULES

When the Clans arrived in the Inner Sphere, the OmniMechs and OmniFighters they brought with them employed both technology not seen since the Star League era and new, never-before-seen tech. Although there are no hard-and-fast rules for Equipment in *MechWarrior: Destiny*, some of the tech introduced by the Clans has specific purposes. Feel free to refer to the following list for some suggestions on how Clan tech can work in the game.

CLAN WEAPONS

Gauss Rifle: A Gauss rifle uses electromagnets to accelerate a high-density slug to high speeds. Because Gauss rifle ammo has no combustible component, an ammo explosion critical hit that would affect Gauss rifle ammo is ignored, but the weapon itself can no longer fire due to damage to the ammo-feed system.

LB-X Autocannon: LB-X autocannons can fire slug rounds or cluster rounds; the player must choose which type is fired before rolling to see if the Weapon Group hits. Slug rounds deal damage as normal. Cluster rounds, however, split their damage value into 1-point damage groups that are each assigned a hit location. The potential cluster-round damage of a Weapon Group containing an LB-X autocannon is noted in the Damage column as "(C[X])". When firing cluster rounds, if the Weapon Group containing the LB-X weapon hits, first subtract the X value from the standard Damage value and roll a hit location for that amount as normal; then make a number of 1-point hit location rolls equal to X. For example, a Weapon Group consisting of an ER Large Laser and an LB 10-X autocannon has "8 (C4)" in the damage column; if you hit with this Weapon Group when firing cluster rounds, then you subtract the cluster damage (4) from the total damage (8), and then roll a hit location for the 4 damage, and for the cluster damage, you would roll four separate hit locations for 1 damage each.

Pulse Lasers: Pulse-laser weapons fire rapid laser pulses, which make it easier to hit their targets. A Weapon Group comprised of only pulse lasers gains a +2 bonus at all applicable ranges, which is reflected in the weapon's range modifiers.

Streak SRMs: These short-range missiles use a targeting system that only fires when a secure target lock is achieved, meaning all of the missiles hit. In other words, there is no "+M" in the damage code, so no Missile dice apply to the damage. Because of this sophisticated targeting system, if you fire a Weapon Group containing Streak SRMs, then if the attack misses, the entire Weapon Group does not fire and thus no Heat tokens are gained from the attack. A Streak SRM weapon must be in a Weapon Group containing only Streak SRM weapons; they cannot be included in a Weapon Group that incorporates any non–Streak SRM weapons.

Ultra Autocannon: Ultra-class autocannons fire twice with each trigger press instead of just once. Because of this, these weapons are treated similarly to Missile weapons; roll the denoted number of Missile dice to determine how much damage the weapon actually inflicts. This is represented in the weapon's Damage value.

CLAN EQUIPMENT

Active Probe: An Active Probe can detect hidden units that are within Medium range of the carrying unit. It cannot detect units hidden underwater.

Anti-Personnel Pod (A-Pod): An explosive charge intended to prevent standard infantry from performing anti-'Mech attacks. If the pilot triggers the A-Pod, roll a D6: on 1–3, deal (result x 5) pips of Personal Combat damage to the affected character; on, 4–6 deal no damage. A-Pods are one-shot weapons and thus do track ammunition; these are represented by an ammo pip on the Equipment portion of the character sheet; simply mark them off when fired, even if the attack misses.

Anti-Missile System (AMS): Anti-missile systems are machine gun–like point-defense systems that fire a flurry of small projectiles in an attempt to shoot down incoming missiles. When a unit equipped with an AMS is hit by a Missile-type weapon, roll a D6: on 1–3, reduce damage by the rolled amount; on 4–6, do not reduce the damage.

CASE (Cellular Ammunition Storage Equipment): All ammo bins in Clan 'Mechs are equipped with CASE, a system of baffles and ejectable panels that shunt the force of an ammo explosion away from sensitive systems and out the rear of the 'Mech. When a CASE-equipped ammo bin suffers an ammo explosion critical hit, apply the following effect instead of the standard effect, depending on the location:

- **Torso:** Engine critical hit: Engine shielding is damaged. Gain 2 Heat tokens at the end of each of this 'Mech's Narrations. A second engine critical hit destroys the 'Mech.
- **Arm:** The affected arm is destroyed.
- **Leg:** Leg is destroyed.

ECM Suite: An Electronic Countermeasures Suite produces a Medium-range bubble of electromagnetic interference that renders certain enemy Equipment, such as Active Probes, unusable while within range. In *MechWarrior: Destiny*, the specific Equipment an ECM Suite can affect is up to the GM, the players, and the needs of the story.

MASC (Myomer Accelerator Signal Circuitry): A MASC system allows a 'Mech's synthetic myomer muscles to work faster. 'Mech equipped with MASC gains +1 Movement during their Narration. The unit's Movement when using MASC is noted in brackets.

Targeting Computer: A Targeting Computer gives a +1 bonus when making ranged attacks with Weapon Groups containing Ballistic and/or Energy weapons. A Weapon Group containing a Missile weapon does not receive this bonus, even if the group also contains a Ballistic or Energy weapon. The bonus for Targeting Computer benefits is already included in the range modifiers in the relevant 'Mechs' Weapons lists.

3050 CLAN WEAPONS FOR 'MECH-SCALE COMBAT

	DAMAGE (*TW*)	TYPE	HEAT (*TW*)	POINTBLANK	SHORT	MEDIUM	LONG
Machine Gun	1 (*2*)	B	— (*0*)	OK	OK	—	—
LB 2-X Autocannon	1 (C1) (*2*)	B	— (*1*)	–2	OK	OK	–2
LB 5-X Autocannon	2 (C2) (*5*)	B	— (*1*)	–2	OK	OK	–2
LB 10-X Autocannon	4 (C4) (*10*)	B	— (*2*)	OK	OK	–2	–4
LB 20-X Autocannon	7 (C7) (*20*)	B	H (*6*)	OK	OK	–2	—
Ultra Autocannon/2	1+M (Max 2) (*4*)	B	— (*2*)	–2	OK	OK	–2
Ultra Autocannon/5	2+M (Max 4) (*10*)	B	— (*2*)	OK	OK	OK	–2
Ultra Autocannon/10	4+MM (Max 8) (*20*)	B	H (*6*)	OK	OK	–2	–4
Ultra Autocannon/20	7+MMM (Max 14) (*40*)	B	HHH (*14*)	OK	OK	–2	—
Gauss Rifle	5 (*15*)	B	— (*1*)	–2	OK	OK	–2
SRM 2	1+M (Max 2) (*4*)	M	— (*2*)	OK	OK	–2	—
SRM 4	1+M (Max 3) (*8*)	M	H (*3*)	OK	OK	–2	—
SRM 6	2+M (Max 4) (*12*)	M	H (*4*)	OK	OK	–2	—
Streak SRM 2	2 (*4*)	M	— (*2*)	OK	OK	–2	—
Streak SRM 4	3 (*8*)	M	H (*3*)	OK	OK	–2	—
Streak SRM 6	4 (*12*)	M	H (*4*)	OK	OK	–2	—
LRM 5	1+M (Max 2) (*5*)	M	—(*2*)	OK	OK	OK	–2
LRM 10	1+M (Max 4) (*10*)	M	H (*4*)	OK	OK	OK	–2
LRM 15	2+M (Max 5) (*15*)	M	H (*5*)	OK	OK	OK	–2
LRM 20	4+M (Max 7) (*20*)	M	H (*6*)	OK	OK	OK	–2
ER Small Laser	2 (*5*)	E	H (*3*)	OK	OK	—	—
ER Medium Laser	3 (*7*)	E	H (*5*)	OK	OK	–2	—
ER Large Laser	4 (*10*)	E	HH (*12*)	OK	OK	OK	–2
Small Pulse Laser	1 (*3*)	E	— (*2*)	+2	+2	—	—
Medium Pulse Laser	3 (*7*)	E	H (*4*)	+2	+2	OK	—
Large Pulse Laser	4 (10)	E	HH (*10*)	+2	+2	+2	OK
ER PPC	5 (*15*)	E	HHH (*15*)	OK	OK	OK	–2
Flamer	1 (or H) (*2*)	E	H(*3*)	OK	OK	—	—
Bomb*	4	—	—	+2	OK	–2	–4

**Aerospace fighters only. Limit one per fighter. Cannot be included in a Weapon Group with other weapons.*

BATTLE ARMOR RULES

When the Clans returned to the Inner Sphere, they brought with them specially bred warriors wearing suits of battle armor in combat. Both the hulking, giantlike warriors and the battlesuits they wear are called Elementals, and they terrorize MechWarriors by climbing onto their 'Mechs and using their powered claws and 'Mech-Scale arm weapons to tear holes in armor and attack sensitive 'Mech components.

Although battle armor in *MechWarrior: Destiny* follows many of the same rules as other units, the following rules highlight the differences.

PERSONAL COMBAT

The following rules additions and exceptions apply to using battle armor in Personal Combat.

WEAPONS

When piloting battle armor in Personal Combat, the Personal Combat weapons of the battle armor replace your character's standard weapons for the duration.

'Mech-Scale Weapons: 'Mech-Scale weapons mounted on battle armor can be used in Personal Combat (see *Damage Conversion: 'Mech Scale to Personal Scale*, p. 65), but be aware of their lethality to Personal Scale targets.

CHARACTER MOVEMENT

A character wearing battle armor may change between range brackets as normal when they are on the ground. If they use jump jets, they may move between Close and Far range, or vice versa. The use of these jump jets, however, confers a –2 modifier to any Tests made during this Narration, including combat Tests.

ATTACKS

When wearing battle armor in Personal Combat, ranged attacks are made using the Support Weapons skill, not Small Arms or Gunnery. However, melee attacks are still made using the Melee Combat skill.

DAMAGE, ARMOR, AND THE CONDITION MONITOR

When wearing battle armor, any damage suffered in Personal Combat is applied to the battle armor's Armor pips by filling in one segment of each pip for each point of Personal Combat damage taken. (Each completely filled-in Armor pip equals one pip of Armor in 'Mech-Scale Combat.) Once all of the battlesuit's Armor pips are completely filled in, the battle armor is destroyed, and remaining damage from that attack, if any, is applied to the character's Physical Condition Monitor as normal. As long as the character still has Condition Monitor pips remaining, the character survives the battlesuit's destruction.

Worn armor: A character cannot wear standard Armor while piloting a suit of battle armor. To pilot battle armor, a character must first remove their worn Armor. Once they exit the battle armor, they may don their Armor once again (assuming they have the Armor on hand).

Injury Modifiers: Elemental battle armor automatically administers pain medication to the user. When piloting a suit of battle armor, ignore all modifiers caused by damage on the Condition Monitor. These modifiers will apply when the user exits the battle armor.

'MECH-SCALE COMBAT

The following rules additions and exceptions apply to using battle armor in 'Mech-Scale Combat.

MOVEMENT

The maximum amount of Movement battle armor may spend during 'Mech-Scale Combat is determined by its type:

BATTLE ARMOR MOVEMENT

TYPE	MAX MOVEMENT
Standard	1
Jump-Capable	2

MOVEMENT COST

RANGE/ACTION	REQUIRED MOVEMENT
Pointblank <–> Short	1
Short <–> Medium	2*
Medium <–> Long	3*
Leg Attack	1
Swarm Attack	1
Mount/Dismount OmniMech	1

**May be split across two opposing units*

MECHANIZED BATTLE ARMOR

Using a system of dedicated handholds and on-the-fly gyro optimization, a Clan OmniMech may transport up to one Point of battle armor (five battlesuits), which cling to the 'Mech's torso. A battle-armored character wishing to mount or dismount an OmniMech must spend 1 Movement. While mounted, treat the battle armor as being at the same range from targets as the carrying OmniMech; in addition, mounted battle armor cannot expend Movement except to dismount.

Attack Restrictions for Carrying OmniMechs: If an OmniMech is carrying battle armor, it cannot fire any Weapon Groups that include a torso-mounted weapon.

Attacks on Carrying OmniMechs: If an OmniMech carrying battle armor is hit by an attack and the hit location is the torso, roll 1D6: on 1–4, the OmniMech takes damage to the torso as normal; on 5–6, apply the damage to the battle-armored character mounted there. If more than one battlesuit is mounted on the OmniMech, determine randomly which one takes the damage. If a battlesuit takes enough damage to be destroyed, apply the remaining damage, if any, to the OmniMech's torso.

ATTACKS

Battle-armored characters may use their 'Mech-Scale weapons, if any, to make ranged attacks using normal rules. As with Personal Combat, battle armor uses the Support Weapons skill to make ranged attacks.

Personal Combat weapons mounted on a character's battlesuit cannot be used in 'Mech-Scale Combat.

Battle armor that is at Pointblank range to an enemy 'Mech can make an anti-'Mech attack (see below) instead of making a standard ranged attack.

Ammo: Unlike 'Mechs, battle armor equipped with SRMs do track ammunition due to the limited number of rounds available. These are represented by ammo pips on the Hardware portion of the character sheet; simply mark them off when fired, even if the attack misses.

DEFENSE

Any 'Mech-Scale unit attacking battle armor suffers a –2 modifier for attempting to attack a single individual.

ANTI-'MECH ATTACKS

Clan Elementals are trained specifically in anti-'Mech tactics, which involve scaling 'Mechs with claws, tearing away armor plates, and firing their weapons into sensitive components. These types of attacks are represented by leg attacks and swarm attacks.

Conducting an anti-'Mech attack counts as your character's ranged attack action for your Narration. To perform an anti-'Mech attack, you must first be at Pointblank range.

Leg Attacks: A leg attack specifically attempts to target the hip, knee, and foot actuators in a 'Mech's legs. To conduct a leg attack, spend 1 Movement and make a Support Weapons Test, with the standard situational modifiers for terrain, the target's Movement, and so on.

Damage: If the attack is successful, roll for the hit location as though making a kick attack against the 'Mech (see the *Physical Attacks* table, p. 43). Apply 1 point of damage to the affected leg and roll to check for a critical hit (see *Critical Hits*, p. 45), even if the leg still has Armor pips remaining. If the attack damaged any Structure pips, instead make two separate rolls to check for a critical hit.

Swarm Attacks: Swarm attacks are similar to leg attacks but affect the upper locations of a 'Mech. They can be far more devastating in the long run, but they also can be countered by the affected MechWarrior.

To conduct a swarm attack, spend 1 Movement and make a Support Weapons Test, with the standard situational modifiers for terrain, the target's Movement, and so on. Success means you have scaled the target. Scaling the target does not inflict any damage, however: on your next Narration, assuming you are still on the target 'Mech, you may then make a ranged attack that automatically hits.

Dislodging Battle Armor: A 'Mech that has been successfully scaled by a swarm attack can attempt to brush off the offending battlesuits. On the MechWarrrior's Narration, they may take a Piloting Test (see p. 48). If successful, all battlesuits are forced off of the 'Mech and fall to the ground (i.e., are returned to Pointblank range). If unsuccessful, apply damage to the 'Mech as though it had punched itself (see the *Physical Attacks* table, p. 43).

Damage: After making a successful swarm attack, if a battlesuit is still on the target 'Mech at the beginning of one of

your Narrations, their ranged attack automatically hits. Roll for the hit location as though making a punch attack against the 'Mech (see the *Physical Attacks* table, p. 43), and apply weapon damage as normal. Also, roll to check for a critical hit (see *Critical Hits*, p. 45), even if the damaged location still has Armor pips remaining. If the attack damaged any Structure pips, instead make two separate rolls to check for a critical hit.

You may continue making one automatic attack each of your Narrations for as long as you remain on the 'Mech, but each such attack counts as your ranged attack for that Narration.

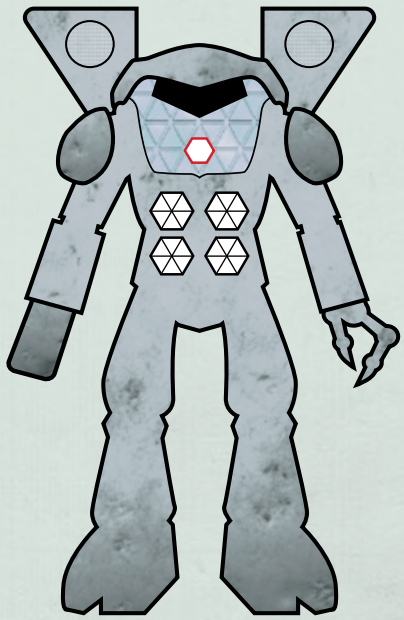
DAMAGE AND CRITICAL HITS

Battle armor has a number of Armor pips and one Structure pip; the Structure pip represents the character inside of the armor. Like other 'Mech-Scale units, a battlesuit's Armor pips are damaged first, then its Structure pip takes damage.

When battle armor is hit with a 'Mech-Scale weapon, no hit location is rolled: simply apply the damage to the unit's Armor by filling in an entire Armor pip—or a total of six segments, if an Armor pip already has some segments filled in from when the battlesuit took 'Personal Combat damage.

A suit of battle armor is considered destroyed if all of its Armor pips are completely filled in. If the Structure pip takes any amount of damage, then completely fill in the character's Physical Condition Monitor: they are considered KIA unless the player opts to use one of the options for *Character Death* on page 37.

Battle armor is not subject to critical hits.



Body: 4 Armor, 1 Structure

HEAT

Like combat vehicles, battle armor does not track Heat tokens.

PILOTING TESTS

Battle armor never needs to make Piloting Tests for any reason.

SWITCHING SCALES MID-NARRATION

Battle armor is a unique unit type, in that they can easily interact with both Personal Combat and 'Mech-Scale combatants. This gives a battle-armored character the ability to seamlessly switch back and forth between the two scales even during the middle of a battle. Don't be afraid to jump back and forth between the two scales when warranted, even during the middle of your Narration, as this can lend interest and depth to the story.

EXAMPLE

On David's last Narration, his battle-armored Elemental scaled the enemy *BattleMaster* and is standing on the 'Mech's shoulders ('Mech-Scale Combat). For his ranged attack, he shoots his battlesuit's small laser—a 'Mech-Scale weapon—at the *BattleMaster*'s cockpit hatch, hoping to pop it open like a can of K-rations; this is a 'Mech-Scale combat action. The attack is successful but it hits the Torso instead, due to the 'Mech's gait threatening to throw him off.

However, David then switches to Personal Combat: he narrates the hatch popping open on its own, and from the rumble seat behind the pilot, the person of interest David's Point has been hunting brandishes a laser rifle at him. He then ends his Narration on that cliffhanger and hands the "microphone" to Alice, one of his Pointmates.

When it comes time for the NPC to take an action, the laser rifle hits and burns a scar on David's Elemental suit, causing 4 Personal Combat damage (which means he fills in four segments of his first Armor pip).

On David's next Narration, he shoots at the high-value target, hoping to either frighten or wing him; he doesn't want to outright kill this deluded freebirth, but his sense of honor won't allow him to let the attack go completely unanswered. Unlike his attack on the 'Mech in his previous Narration, this attack uses his battlesuit's anti-personnel machine gun, which is a Personal Combat weapon firing on a Personal Combat target.

His machine gun sprays the open hatch and misses, thankfully, which forces the target to duck back inside for cover. With no further attack actions and no immediate ideas on how to continue the story at the moment, David ends his Narration there and hands the "microphone" to Alice, who is still on the ground. Hopefully she can climb up this round and give him a (mechanical) hand…

HARDWARE CONVERSION

To convert a battle armor unit from *Total Warfare* to *MechWarrior: Destiny*, follow the rules starting on page 79 and apply the following differences detailed below.

MOVEMENT

Calculate Movement as normal, but add +1 additional Movement if the battle armor is equipped with jump jets.

ARMOR

Start with the *TW* armor value, divide by 3, and round up. Divide each Armor pip into six segments, which represent Armor for Personal Combat.

STRUCTURE

Battle armor has 1 pip of Structure, regardless of any other factors.

ASSIGN WEAPON GROUPS

List Anti-'Mech Attacks: The *Technical Readout* entry for a battle armor unit will note whether the unit can perform leg and/or swarm attacks. If a unit can make one of these attacks, note the attack types in the Weapons list for the Hardware section for easy reference. See the example Elemental Battle Armor on page 208.

Assign Weapon Group Slots: As with other units, you may assign more than one weapon to a Weapon Group. However, a Weapon Group that contains more than one weapon cannot be used to cause damage following a successful swarm attacks: only single weapons may be used.

DETERMINE EQUIPMENT

Ammo: Since ammunition loaded in battle armor is limited, for each Ammo type in the Equipment section, be sure to note a number of pips equal to the number of rounds the battle armor can carry. For example, Elemental Battle Armor can carry only two SRM 2 salvos, so two pips are noted next to the SRM 2 in the Weapons section.



CLAN INVASION–ERA NPCS

Scientist Caste: Members of the Clans' scientist caste oversee the iron-womb breeding program that creates future generations of Clan warriors, and develop new technology for Clan weaponry and medical practices.

Merchant Caste: Members of the merchant caste barter with other Clans—and sometimes with Inner Sphere powers—to obtain goods and raw materials their Clan needs. If a Clan merchant cannot acquire what is needed, then the Clan's warrior caste will declare a Trial of Possession for the needed items.

Technician Caste: Though the Clans consider the technician caste one of the lower castes, Clan warriors acknowledge that without techs, they would have no 'Mechs or other materiel with which to wage their combat trials.

Laborer Caste: Members of the laborer caste, the lowest caste in Clan hierarchy, perform all of the various labor needed in Clan society. This runs the gamut of manual laborer all the way to artisan.

Dark Caste: Although the Clans do not recognize the Bandit Caste, a.k.a. the "Dark Caste," as an official unit of Clan society, its ranks are filled with people who were expelled from the Clans. Dark Caste members live in the shadows and cracks of Clan society and are hunted to extinction whenever Clan warriors find them.

Scientist Caste

Tags: • Technology • Eugenics • Medicine • Calculating • Influential

STR	RFL	INT	WIL	CHA
1	2	4	2	1

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Noteputer stylus	1	–2	—	—

Skills

Name	Rating+Attribute (Bonus)
MedTech	**3+INT (+7)**
Science	**5+INT (+9)**
Knowledge: Clan Genetics	**4+INT (+8)**

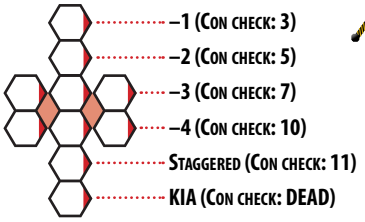
Inventory

Noteputer, Data Crystal, Lab Coat

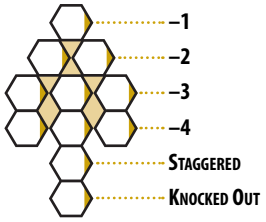
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Merchant Caste

Tags: • Amiable • Cagey • Ruthless • Hard Sell • Barterer

STR	RFL	INT	WIL	CHA
1	1	2	3	3

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—

Skills

Name	Rating+Attribute (Bonus)
Acting	**3+CHA (+6)**
Negotiation	**5+CHA (+8)**
Protocol	**4+CHA (+7)**

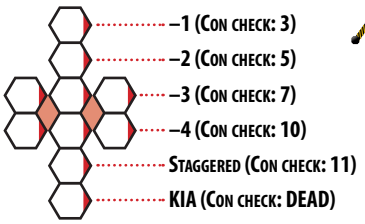
Inventory

Noteputer, Lavish Outfit

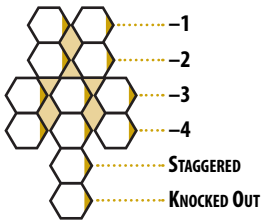
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Technician Caste

Tags: • Technical • Stodgy • Gruff • Deferent • Dedicated

STR	RFL	INT	WIL	CHA
2	2	3	2	1

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2F	OK	—	—
Welder	4	OK	—	—

Skills

Name	Rating+Attribute (Bonus)
Perception	**3+INT (+6)**
Technician	**5+INT (+8)**
Knowledge: Clan 'Mechs	**4+INT (+7)**

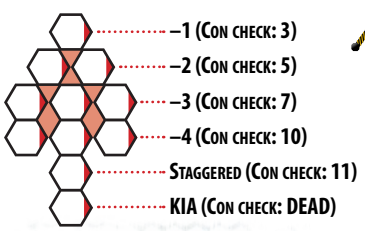
Inventory

Toolkit, Hardhat, Diagnostic Unit

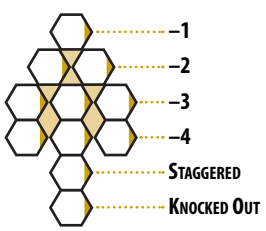
Armor

None

Physical Condition Monitor



Fatigue Condition Monitor



Laborer Caste

Tags: Drone • Rote Tasks • Fearful • Ennui • Subsisting

STR	RFL	INT	WIL	CHA
3	1	1	2	1

Skills

Name	Rating+Attribute (Bonus)
Art	**3+INT (+4)**
Knowledge: Trade Skill	**5+INT (+6)**

Personal Weaponry

	Damage	Close	Near	Far
Unarmed	2(+1)F	OK	—	—

Inventory

Tools, Utilitarian Clothing

Armor

None

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Dark Caste

Tags: Distrustful • Survivor • Iconoclast • Prevaricator • Bitter

STR	RFL	INT	WIL	CHA
2	3	2	3	2

Skills

Name	Rating+Attribute (Bonus)
Escape Artist	**2+RFL (+5)**
Melee Combat	**3+RFL (+6)**
Small Arms	**3+RFL (+6)**
Stealth	**3+RFL (+6)**
Streetwise	**2+CHA (+4)**
Survival	**3+WIL (+6)**

Personal Weaponry

	Damage	Close	Near	Far
Martial Arts	2F	OK	—	—
Laser Pistol (E)	3	OK	OK	OK

Inventory

Wilderness Survival Kit, Clan Mementos, Lock Pick Set

Armor

Concealed Flak Armor: –1 damage from Ballistic (B) weapons

Physical Condition Monitor

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

Ghost Bear (Ursus lamina strana mechtis)

Tags: Hidden Arctic Predator • Interminable Patience • Strana Mechty (Clan Homeworld) • Clawing Ritual Target • Bad Vision

STR	RFL	INT	WIL
12	4	6	6

Skills

Name	Rating+Attribute (Bonus)
Melee Combat	**4+RFL (+8)**
Perception	**5+INT (+11)**
Stealth	**2+RFL (+6)**
Tracking	**1+INT (+7)**

Personal Weaponry

	Damage	Close	Near	Far
Claws, Bite	8	OK	—	—

Inventory

Clawtake (Clawing Trophy), White Fur Pelt, Broken Spearheads from Failed Clawing Rituals

Armor

Natural Armor: (–1 damage from Melee weapons)

Physical Condition Monitor

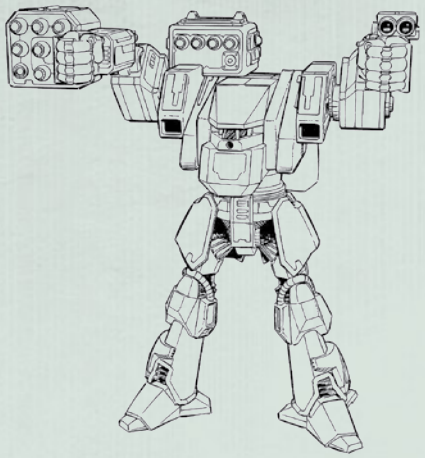
–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

Fatigue Condition Monitor

–1
–2
–3
–4
Staggered
Knocked Out

LIGHT OMNIMECHS

FIRE MOTH



Inner Sphere Designation: Dasher
Weight: Light
Tonnage: 20 tons (3 Hardware Points)
Movement: 5 [6]
Heat Dissipation: 4

Tags: ⬢ Infantry Support ⬢ Clan Ghost Bear ⬢ Speed Demon ⬢ Under-Armored ⬢ Overhead Arms

ARMOR/STRUCTURE CONFIGURATION

Head: 2/1 pips
Torso: 2/2 pips
Right/Left Arm: 1/1 pips
Right/Left Leg: 1/1 pips

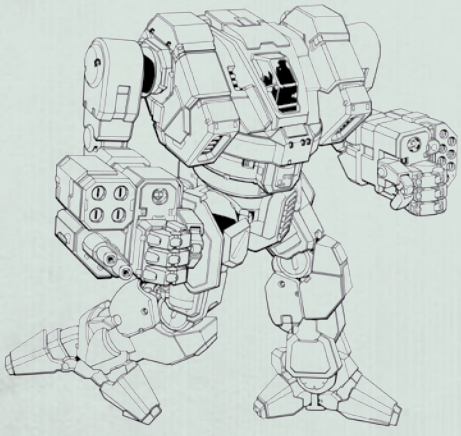
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
SRM 6, SRM 4	3+MM (Max 7)	M	H	RA, T	OK	OK	–2	—
2 ER Medium Lasers	6	E	HH	LA	OK	OK	–2	—

EQUIPMENT

Ammo: SRM (Right Arm, CASE)
Ammo: SRM (Torso, CASE)
MASC

MIST LYNX



Inner Sphere Designation: Koshi
Weight: Light
Tonnage: 25 tons (3 Hardware Points)
Movement: 4(J)
Heat Dissipation: 4

Tags: ⬢ Recon ⬢ Clan Smoke Jaguar ⬢ Common ⬢ Ammo Dependent ⬢ Maneuverable

ARMOR/STRUCTURE CONFIGURATION

Head: 2/1 pips
Torso: 3/3 pips
Right/Left Arm: 1/1 pips
Right/Left Leg: 2/2 pips

WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: LRM 10	1+M (Max 4)	M	H	LA	OK	OK	OK	–2
Streak SRM 4	3	M	H	RA	OK	OK	–2	—
2 Machine Guns	2	B	—	RA	OK	OK	—	—

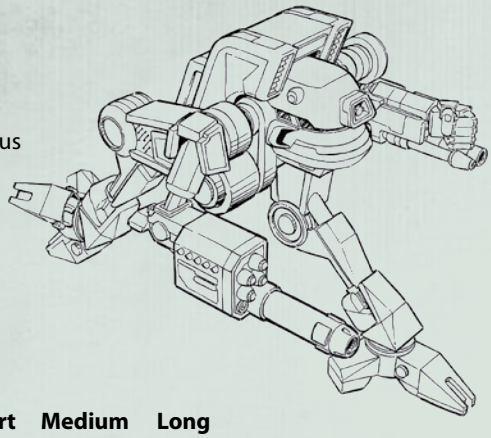
EQUIPMENT

Active Probe
Ammo: SRM (Right Arm, CASE)
Jump Jets
Ammo: LRM (Left Arm, CASE)
Ammo: Machine Gun (Right Arm, CASE)

KIT FOX

Inner Sphere Designation: Uller
Weight: Light
Tonnage: 30 tons (3 Hardware Points)
Movement: 3
Heat Dissipation: 4

Tags: ● Sniper ● Clan Jade Falcon ● Configurable ● Slow for Class ● Long-Range Focus



ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 3/3 pips
Right/Left Arm: 2/2 pips
Right/Left Leg: 3/2 pips

WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
Primary: ER Large Laser	4	E	HH	LA	OK	OK	–2	–4
LB 5-X AC	2 (C2)	B	—	RA	–2	OK	OK	–2
Streak SRM 4	3	M	H	RA	OK	OK	–2	—
Small Pulse Laser	1	E	—	LA	+2	+2	—	—

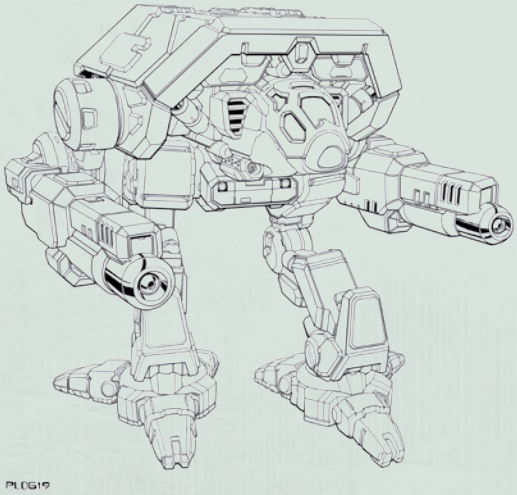
EQUIPMENT

Ammo: LB 5-X AC (Right Arm, CASE)
Ammo: SRM (Right Arm, CASE)

ADDER

Inner Sphere Designation: Puma
Weight: Light
Tonnage: 35 tons (3 Hardware Points)
Movement: 3
Heat Dissipation: 4

Tags: ● Brawler ● Common ● Feared ● Heat Monster ● Distinctive Hood



ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 5/4 pips
Right/Left Arm: 4/2 pips
Right/Left Leg: 5/3 pips

WEAPONS (PRIMARY CONFIGURATION)

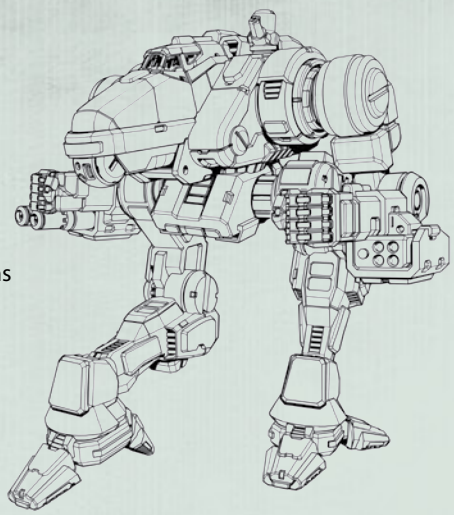
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
ER PPC	5	E	HHH	RA	+1	+1	+1	–1
ER PPC	5	E	HHH	RA	+1	+1	+1	–1

EQUIPMENT

Targeting Computer

MEDIUM OMNIMECHS

VIPER



Inner Sphere Designation: Dragonfly
Weight: Medium
Tonnage: 40 tons (4 Hardware Points)
Movement: 4(J)
Heat Dissipation: 4

Tags: ● Striker ● Clan Ghost Bear ● Fast ● Combined-Arms Tactics ● Short-Ranged Weapons

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 5/4 pips
Right/Left Arm: 4/2 pips
Right/Left Leg: 6/3 pips

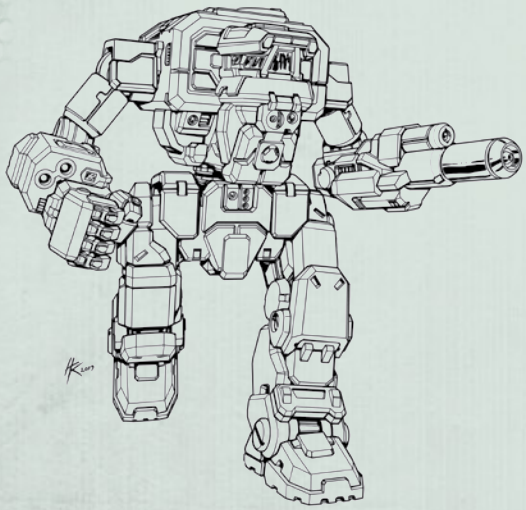
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	1 / 2	—	—	—	OK	—	—	—
2 Medium Pulse Lasers	5	E	HH	RA	+2	+2	OK	—
SRM 4	1+M (Max 3)	M	H	LA	OK	OK	–2	—
2 Machine Guns	2	B	—	T	OK	OK	—	—

EQUIPMENT

Ammo: Anti-Missile System (Torso, CASE)
Ammo: SRM (Left Arm, CASE)
Jump Jets
Ammo: Machine Gun (Torso, CASE)
Anti-Missile System

ICE FERRET



Inner Sphere Designation: Fenris
Weight: Medium
Tonnage: 45 tons (4 Hardware Points)
Movement: 4
Heat Dissipation: 5

Tags: ● Sniper ● Clan Wolf ● Swift ● Stigma ● Mobile

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 8/5 pips
Right/Left Arm: 5/2 pips
Right/Left Leg: 6/4 pips

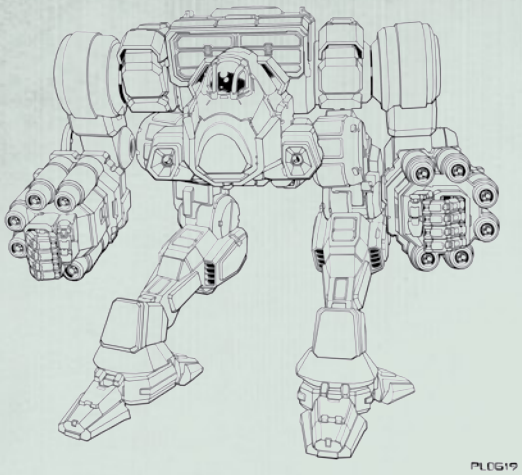
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 3	—	—	—	OK	—	—	—
Primary: ER PPC	5	E	HHH	LA	OK	OK	OK	–2
Streak SRM 2	2	M	—	RA	OK	OK	–2	—
ER Small Laser	2	E	H	LA	OK	OK	—	—

EQUIPMENT

Ammo: SRM (Right Arm, CASE)
Active Probe

NOVA



Inner Sphere Designation: Black Hawk
Weight: Medium
Tonnage: 50 tons (4 Hardware Points)
Movement: 3(J)
Heat Dissipation: 7

Tags: ● Second Fiddle ● Uncommon ● Over-Armed ● Heat Monster ● Jack of All Trades

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 8/5 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 7/4 pips

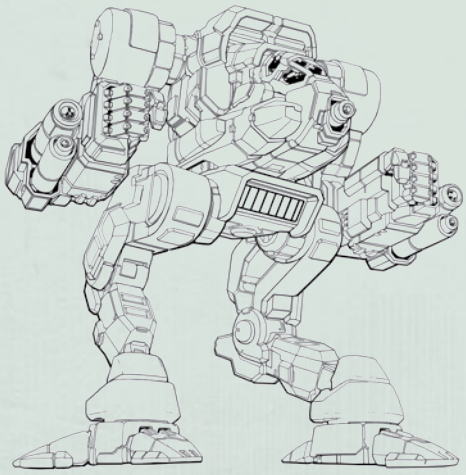
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 3	—	—	—	OK	—	—	—
3 ER Medium Lasers	7	E	HHH	RA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	RA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	LA	OK	OK	–2	—
3 ER Medium Lasers	7	E	HHH	LA	OK	OK	–2	—

EQUIPMENT

Jump Jets

STORMCROW



Inner Sphere Designation: Ryoken
Weight: Medium
Tonnage: 55 tons (4 Hardware Points)
Movement: 3
Heat Dissipation: 9

Tags: ● Hunter/Killer ● Common ● Heavily Armored ● Duelist ● Versatile

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 8/6 pips
Right/Left Arm: 6/3 pips
Right/Left Leg: 8/4 pips

WEAPONS (PRIMARY CONFIGURATION)

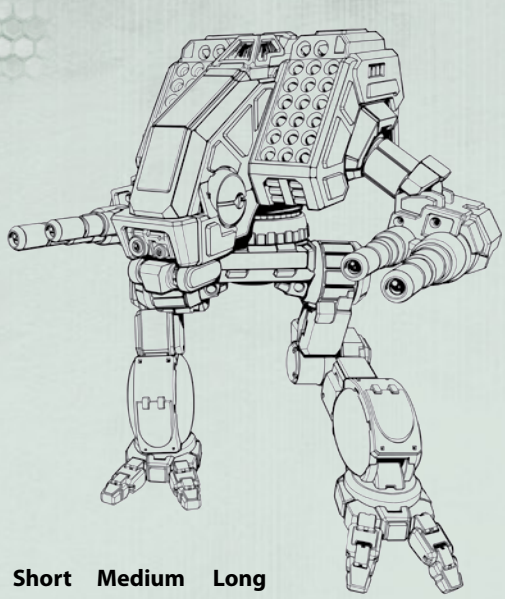
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
2 ER Large Lasers	7	E	HHHHH	RA, LA	OK	OK	OK	–2
2 ER Medium Lasers	5	E	HH	RA, LA	OK	OK	–2	—
ER Medium Laser	3	E	H	H	OK	OK	–2	—

EQUIPMENT

None

HEAVY OMNIMECHS

MAD DOG



Inner Sphere Designation: Vulture
Weight: Heavy
Tonnage: 60 tons (5 Hardware Points)
Movement: 3
Heat Dissipation: 5

Tags: ⬢ Fire Support ⬢ Clan Smoke Jaguar ⬢ Long-Range Loadout ⬢ Common ⬢ Distinctive Silhouette

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 8/7 pips
Right/Left Arm: 5/3 pips
Right/Left Leg: 8/5 pips

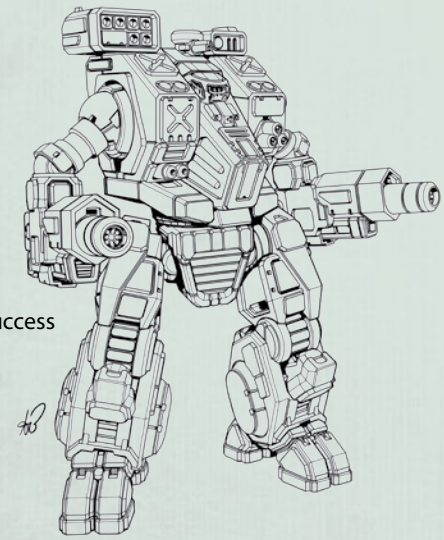
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
2 Large Pulse Lasers	7	E	HHHH	RA, LA	+2	+2	+2	OK
2 LRM 20	8+MM (Max 14)	M	HH	T	OK	OK	OK	–2
2 Medium Pulse Lasers	5	E	HH	RA, LA	+2	+2	OK	—

EQUIPMENT

Ammo: LRM (Torso, CASE)

HELLBRINGER



Inner Sphere Designation: Loki
Weight: Heavy
Tonnage: 65 tons (5 Hardware Points)
Movement: 3
Heat Dissipation: 5

Tags: ⬢ Peculiar Loadout ⬢ Clan Jade Falcon ⬢ Obsolete ⬢ Under-Armored ⬢ Questionable Success

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 6/7 pips
Right/Left Arm: 4/3 pips
Right/Left Leg: 5/5 pips

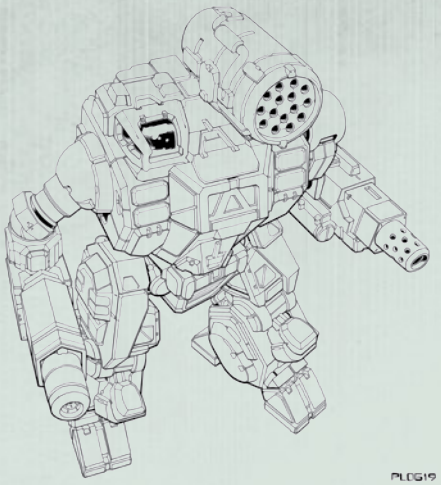
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 4	—	—	—	OK	—	—	—
2 ER PPC	10	E	HHHHHH	RA, LA	+1	+1	+1	–1
3 ER Medium Lasers	7	E	HHH	T	+1	+1	–1	—
Streak SRM 6	4	M	H	T	OK	OK	–2	—
2 Machine Guns	2	B	—	T	+1	+1	—	—

EQUIPMENT

Active Probe
Ammo: Machine Gun (Torso, CASE)
ECM Suite
A-Pods (Ammo: ⬡⬡⬡⬡)
Ammo: SRM (Torso, CASE)
Targeting Computer
Ammo: Anti-Missile System (Torso, CASE)
Anti-Missile System

SUMMONER



Inner Sphere Designation: Thor
Weight: Heavy
Tonnage: 70 tons (5 Hardware Points)
Movement: 3 (J)
Heat Dissipation: 6

Tags: ● Raider ● Clan Jade Falcon ● Mobile ● Lean Loadout ● Off-Center Cockpit

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 9/7 pips
Right/Left Arm: 6/4 pips
Right/Left Leg: 8/5 pips

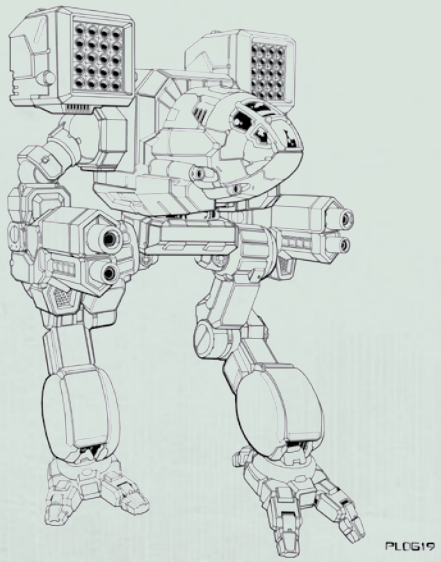
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	2 / 5	—	—	—	OK	—	—	—
Primary: ER PPC	5	E	HHH	RA	OK	OK	OK	–2
LB 10-X AC	4 (C4)	B	—	LA	OK	OK	–2	–4
LRM 15	2+M (Max 5)	M	H	T	OK	OK	OK	–2

EQUIPMENT

Ammo: Autocannon (Left Arm, CASE)
Ammo: LRM (Torso, CASE)
Jump Jets

TIMBER WOLF



Inner Sphere Designation: Mad Cat
Weight: Heavy
Tonnage: 75 tons (5 Hardware Points)
Movement: 3
Heat Dissipation: 7

Tags: ● Balanced ● Clan Wolf ● Well-Armored ● Lethal ● Iconic

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 12/8 pips
Right/Left Arm: 8/4 pips
Right/Left Leg: 11/5 pips

WEAPONS (PRIMARY CONFIGURATION)

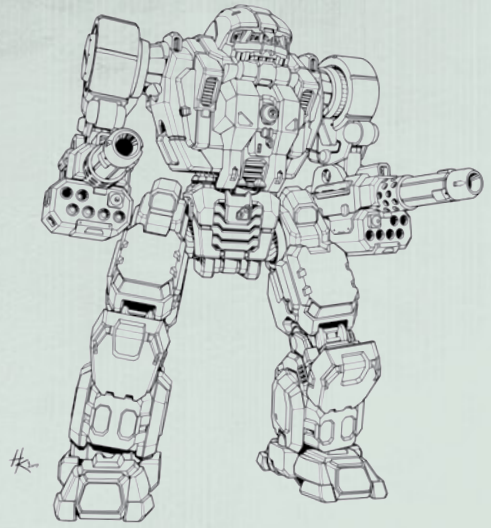
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
2 ER Large Lasers	7	E	HHHHH	RA, LA	OK	OK	OK	–2
2 LRM 20	8+MM (Max 14)	M	HH	T	OK	OK	OK	–2
2 ER Medium Lasers	5	E	HH	RA, LA	OK	OK	–2	—
Medium Pulse Laser, 2 Machine Guns	4	E, B	H	T	OK	OK	—	—

EQUIPMENT

Ammo: LRM (Torso, CASE)
Ammo: Machine Gun (Torso, CASE)

ASSAULT OMNIMECHS

GARGOYLE



Inner Sphere Designation: Man O' War
Weight: Assault
Tonnage: 80 tons (6 Hardware Points)
Movement: 3
Heat Dissipation: 6

Tags: Shock Trooper • Clan Wolf • Fastest Assault OmniMech • Light Loadout • Weakness: Arm Amputation

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 10/8 pips
Right/Left Arm: 8/4 pips
Right/Left Leg: 8/6 pips

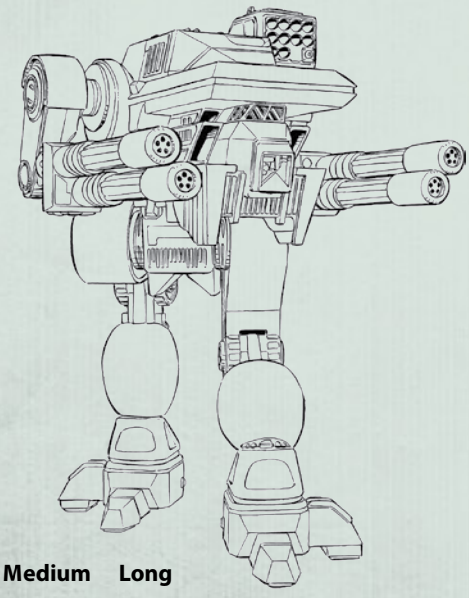
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 5	—	—	—	OK	—	—	—
2 LB 5-X AC	4 (C4, C4)	B	H	RA, LA	–2	OK	OK	–2
2 SRM 6	4+MM (Max 8)	M	HH	RA, LA	OK	OK	–2	—
ER Small Laser	2	E	H	T	OK	OK	—	—

EQUIPMENT

Ammo: Autocannon (Torso, CASE)
Ammo: SRM (Torso, CASE)

WARHAWK



Inner Sphere Designation: Masakari
Weight: Assault
Tonnage: 85 tons (6 Hardware Points)
Movement: 2
Heat Dissipation: 8

Tags: Frontal Assault • Clan Smoke Jaguar • Deadly • Heat Monster • Squat & Boxy

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 14/9 pips
Right/Left Arm: 9/5 pips
Right/Left Leg: 12/6 pips

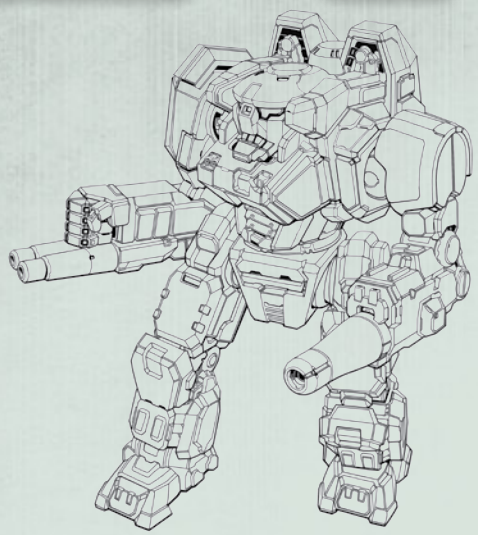
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	3 / 6	—	—	—	OK	—	—	—
2 ER PPC	10	E	HHHHHH	RA	+1	+1	+1	–1
2 ER PPC	10	E	HHHHHH	LA	+1	+1	+1	–1
LRM 10	1+M (Max 4)	M	H	T	OK	OK	OK	–2

EQUIPMENT

Ammo: LRM (Torso, CASE)
Targeting Computer

EXECUTIONER



Inner Sphere Designation: Gladiator
Weight: Assault
Tonnage: 95 tons (6 Hardware Points)
Movement: 2 [3] (J)
Heat Dissipation: 7

Tags: ● Brawler ● Clan Ghost Bear ● Fast Assault 'Mech ● Underpowered ● Balanced

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 12/10 pips
Right/Left Arm: 11/5 pips
Right/Left Leg: 13/7 pips

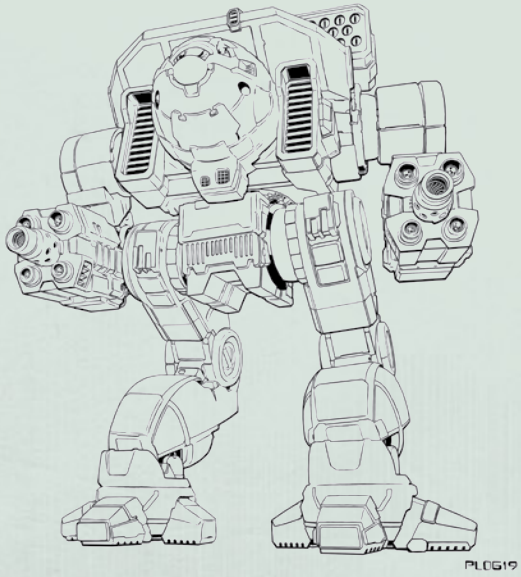
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	4 / 7	—	—	—	OK	—	—	—
Primary: Gauss Rifle	5	B	—	LA	–2	OK	OK	–2
2 ER Large Lasers	7	E	HHHHH	RA	OK	OK	OK	–2
2 Machine Guns	2	B	—	T	OK	OK	—	—

EQUIPMENT

Ammo: Gauss Rifle (Left Arm, CASE)
Jump Jets
Ammo: Machine Gun (Torso, CASE)
MASC

DIRE WOLF



Inner Sphere Designation: Daishi
Weight: Assault
Tonnage: 100 tons (6 Hardware Points)
Movement: 1
Heat Dissipation: 9

Tags: ● Brawler ● Clan Smoke Jaguar ● "The Ultimate Assault OmniMech" ● Heavily Armed ● Command 'Mech

ARMOR/STRUCTURE CONFIGURATION

Head: 3/1 pips
Torso: 16/10 pips
Right/Left Arm: 11/6 pips
Right/Left Leg: 14/7 pips

WEAPONS (PRIMARY CONFIGURATION)

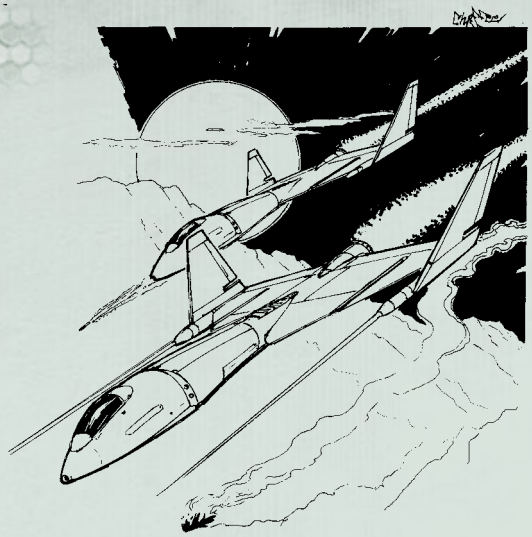
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch / Kick	4 / 7	—	—	—	—	—	—	—
2 ER Large Lasers, Ultra AC/5	9+M (Max 11)	E, B	HHHHHH	RA	OK	OK	OK	–2
2 ER Large Lasers, Ultra AC/5	9+M (Max 11)	E, B	HHHHHH	LA	OK	OK	OK	–2
4 Medium Pulse Lasers	10	E	HHH	RA, LA	+2	+2	OK	—
LRM 10	1+M (Max 4)	M	H	Torso	OK	OK	OK	–2

EQUIPMENT

Ammo: Autocannon (Right Arm, Left Arm, CASE)
Ammo: LRM (Torso, CASE)
Jump Jets

LIGHT OMNIFIGHTERS

BASHKIR



Weight: Light
Tonnage: 20 tons (4 Hardware Points)
Movement: 5
Heat Dissipation: 4

Tags: ⬢ Recon ⬢ Clan Smoke Jaguar ⬢ Fast ⬢ Limited Fuel ⬢ Maneuverable

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 6 pips
Right/Left Wing Armor: 6 pips
Aft Armor: 5 pips
Structure: 4 pips

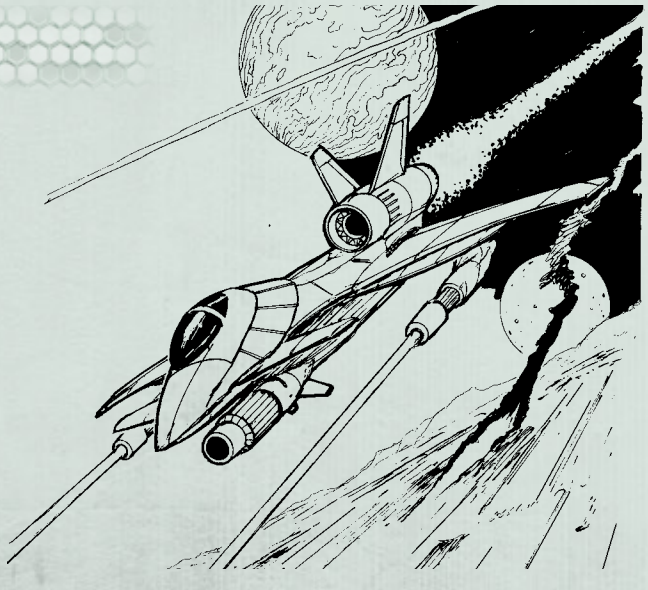
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Streak SRM 2	2	M	—	N	OK	OK	–2	—
ER Small Laser	2	E	H	N	OK	OK	—	—
2 ER Medium Lasers	5	E	HH	RW, LW	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: SRM

SULLA



Weight: Light
Tonnage: 45 tons (4 Hardware Points)
Movement: 4
Heat Dissipation: 5

Tags: ⬢ Multi-Role ⬢ Clan Ghost Bear ⬢ Well-Protected ⬢ Accurate ⬢ Ample Fuel

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 15 pips
Right/Left Wing Armor: 14 pips
Aft Armor: 12 pips
Structure: 3 pips

WEAPONS (PRIMARY CONFIGURATION)

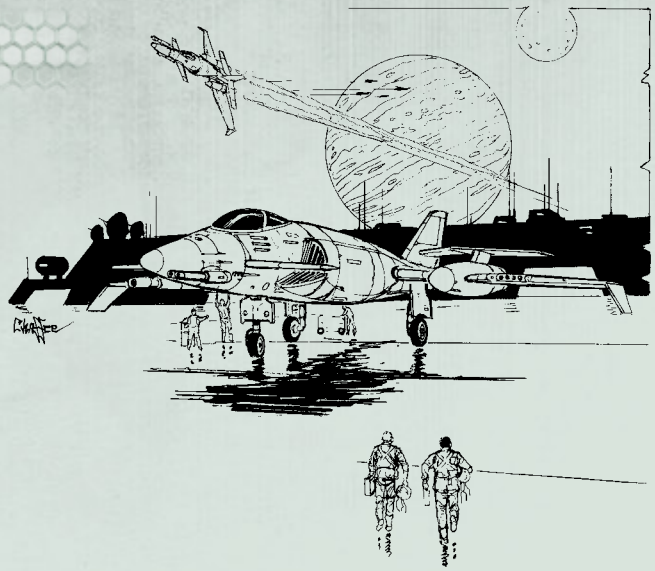
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: ER PPC	5	E	HHH	N	OK	OK	OK	–2
2 ER Large Lasers	7	E	HHHH	RW, LW	OK	OK	OK	–2
ER Small Laser	2	E	H	A	OK	OK	—	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

None

MEDIUM OMNIFIGHTERS

VISIGOTH



Weight: Medium
Tonnage: 60 tons (5 Hardware Points)
Movement: 4
Heat Dissipation: 6

Tags: ● Multi-Role ● Common ● Popular ● Solid Performance ● Aging Design

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 22 pips
Right/Left Wing Armor: 16 pips
Aft Armor: 14 pips
Structure: 2 pips

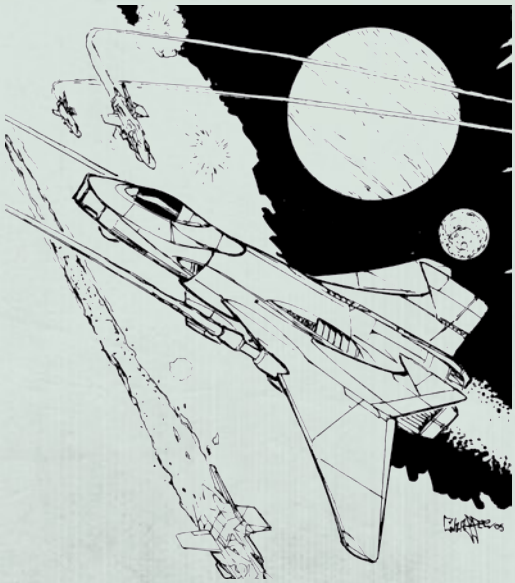
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: LB 10-X AC	4 (C4)	B	—	N	OK	OK	–2	–4
3 ER Medium Lasers	7	E	HHH	N	OK	OK	–2	—
2 Streak SRM 4	6	M	H	RW, LW	OK	OK	–2	—
2 Small Pulse Lasers	2	E	—	RW, LW	+2	+2	—	—
2 ER Medium Lasers	5	E	HH	A	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: Autocannon
Ammo: SRM

JAGATAI



Weight: Medium
Tonnage: 70 tons (5 Hardware Points)
Movement: 3
Heat Dissipation: 6

Tags: ● Air Superiority ● Clan Wolf ● Versatile ● Poor Heat Management ● New Design

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 22 pips
Right/Left Wing Armor: 17 pips
Aft Armor: 15 pips
Structure: 2 pips

WEAPONS (PRIMARY CONFIGURATION)

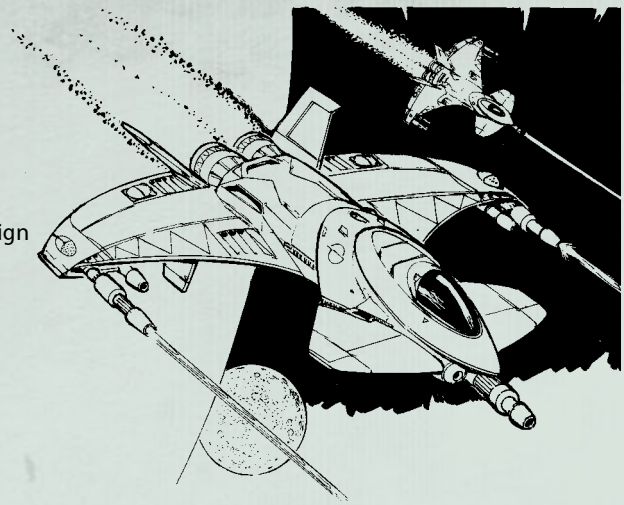
	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
LRM 20	4+M (Max 7)	M	H	N	OK	OK	OK	–2
2 ER PPC	10	E	HHHHHH	RW, LW	OK	OK	OK	–2
2 Large Pulse Lasers	7	E	HHHH	RW, LW	+2	+2	+2	OK
Large Pulse Laser	4	E	HH	A	+2	+2	+2	OK
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: LRM

HEAVY OMNIFIGHTERS

SABUTAI



Weight: Heavy
Tonnage: 75 tons (6 Hardware Points)
Movement: 3
Heat Dissipation: 8

Tags: ⬢ Striker ⬢ Common ⬢ Heavily Armed ⬢ Under-Armored ⬢ New Design

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 21 pips
Right/Left Wing Armor: 15 pips
Aft Armor: 13 pips
Structure: 2 pips

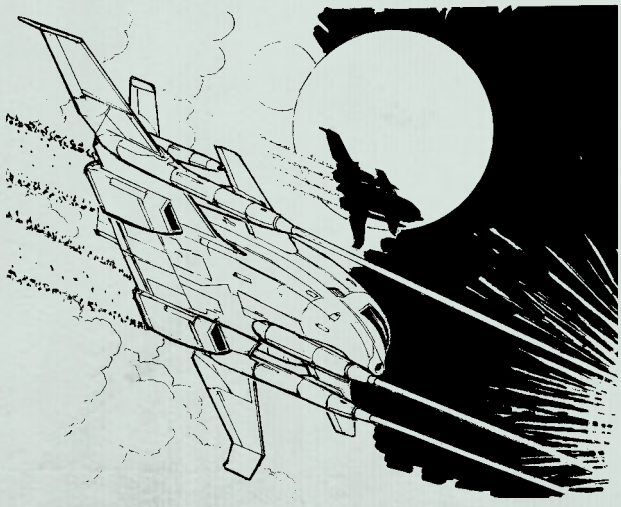
WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Primary: Gauss Rifle	5	B	—	N	–2	OK	OK	–2
ER Small Laser	2	E	H	N	OK	OK	—	—
2 ER PPC	10	E	HHHHHH	RW, LW	OK	OK	OK	–2
2 Large Pulse Lasers	7	E	HHHH	RW, LW	+2	+2	+2	OK
2 ER Small Lasers	4	E	H	A	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: Gauss Rifle

SCYTHA



Weight: Heavy
Tonnage: 90 tons (6 Hardware Points)
Movement: 3
Heat Dissipation: 10

Tags: ⬢ Survivor ⬢ Clan Jade Falcon ⬢ Agile ⬢ Under-Armored ⬢ Ammo-Dependent

ARMOR/STRUCTURE CONFIGURATION

Nose Armor: 30 pips
Right/Left Wing Armor: 33 pips
Aft Armor: 16 pips
Structure: 3 pips

WEAPONS (PRIMARY CONFIGURATION)

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Ultra AC/20, ER Large Laser	11+MMM (Max 18)	B	HHHHH	N	OK	OK	–2	—
ER Small Laser	2	E	H	N	OK	OK	—	—
2 ER Large Lasers	7	E	HHHH	RW	OK	OK	OK	–2
2 ER Large Lasers	7	E	HHHH	LW	OK	OK	OK	–2
2 ER Medium Lasers	5	E	HH	A	OK	OK	–2	—
Bomb	4	—	—	—	+2	OK	–2	–4

EQUIPMENT

Ammo: Autocannon

CLAN BATTLE ARMOR

ELEMENTAL BATTLE ARMOR

Inner Sphere Designation: Toad
Weight: Medium Battle Armor
Tonnage: 1,000 kg (1 Hardware Point)
Movement: 2(J)

Tags: ⬢ Genetically Bred Warrior ⬢ Common ⬢ Anti-'Mech ⬢ HarJel Sealant ⬢ Detachable SRM Launcher

ARMOR/STRUCTURE CONFIGURATION

Armor: 4 large pips (6 segments each)
Structure: 1 pip

WEAPONS (PERSONAL COMBAT)

	Damage	Close	Near	Far
Battle Claw	4	OK	—	—
Machine Gun	4*	OK	OK	OK

**May attack up to two different targets per Narration*

WEAPONS ('MECH SCALE COMBAT)

	Damage	Type	Pointblank	Short	Medium	Long
Leg Attack	1*	—	OK	—	—	—
Swarm Attack	**	—	OK	—	—	—
Small Laser	1	E	OK	OK	—	—
SRM 2 (Ammo: ⬡⬡)	1+M (Max 2)	M	OK	OK	–2	—

**Roll kick location. Check for critical hit.*
***On next Narration, roll punch location for weapon used. Check for critical hit.*

EQUIPMENT

Ammo: SRM
Jump Jets



A

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CORE MECHANIC (p. 32)

2D6 + Skill Bonus (Skill Rating + Linked Attribute) + Modifiers (if any)
vs.
Opposing Roll Result (Easy 2D6; Average 3D6; Hard 4D6)

PERSONAL COMBAT (p. 34)

Attacker: 2D6 + Skill Bonus (Attack Skill used + Linked Attribute) + Modifiers (if any)
vs.
Target: 2D6 + RFL + RFL + Modifiers (if any)

'MECH-SCALE COMBAT: RANGED ATTACK (p. 40)

Attacker: 2D6 + Gunnery Skill Bonus (Skill + RFL) + Modifiers (if any)
vs.
Target: 2D6 + Piloting Skill Bonus (Skill + RFL) + Modifiers (if any)

'MECH-SCALE COMBAT: PHYSICAL ATTACK (p. 42)

Attacker: 2D6 + Piloting Skill Bonus (Skill + RFL) + Modifiers (if any)
vs.
Target: 2D6 + Piloting Skill Bonus (Skill + RFL) + Modifiers (if any)

ATTRIBUTE-ONLY TESTS (p. 33)

Catching Object: RFL + RFL
Judging Intentions: CHA + CHA
Lifting: STR + STR
Memory Recall: INT + INT

HEAT EFFECTS TABLE (p. 48)

Heat Tokens	Effect
0	**Blue:** No effects
1	**Green:** –1 Max Movement
2	**Yellow:** –1 Ranged Attack Modifier
3	**Orange:** Shutdown (avoid on 8+)
4	**Red:** Ammo explosion (avoid on 8+)
5+	**Critical:** Automatic Shutdown

'MECH-SCALE MOVEMENT COST TABLE (p. 39)

RANGE/ACTION	REQUIRED MOVEMENT
Pointblank ⟷ Short	1
Short ⟷ Medium	2*
Medium ⟷ Long	3*
Long⟶ Disengage	All movement for 2 turns**
Dropping Prone	0
Standing Up	1
Jumping	Movement Cost + 1 Heat token

** May be split across two opposing units*
*** Unit cannot attack. The opposing unit at Long Range that this unit has Disengaged from requires an 11+ on 2D6 roll to successfully hit this unit.*

DIFFICULT TERRAIN MOVEMENT COST TABLE (p. 40)

TERRAIN TYPE	MOVEMENT COST PER NARRATION*
Clear	+0 Movement
Rough/Rubble	+1 Movement
Light Woods†	+1 Movement
Heavy Woods†	+2 Movement
Shallow Water	+1 Movement
Deep Water	+2 Movement

†Hover vehicles cannot enter or traverse wooded terrain.

TERRAIN MODIFIERS TABLE (p. 42)

TARGET'S TERRAIN TYPE	ATTACK ROLL MODIFIER
Light Woods	–1
Heavy Woods	–2
Shallow Water	–1
Deep Water	–2
Partial Cover	–1 (ignore leg hits)

MISSILE DAMAGE TABLE (p. 43)

D6 ROLL RESULT	MISSILE DAMAGE
1	1
2	2
3	3
4–6	0

INFERNO MISSILES TABLE (p. 44)

LAUNCHER TYPE	MAXIMUM HEAT TOKENS
SRM 2	H
SRM 4	HH
SRM 6	HHH

PHYSICAL ATTACKS TABLE (p. 43)

TYPE	DAMAGE*	REQUIREMENTS	HIT LOCATION
Punch/Sword	Tonnage/30	No arm Weapon Groups fired	2D6: Treat any leg hit as a hit to the corresponding arm instead
Kick	Tonnage/15	Attacker must be standing	1D6: 1–3, Right Leg; 4–6, Left Leg ('Mech); 2D6 (other ground units)
Hatchet	Tonnage/15	No arm Weapon Groups fired	2D6: Reroll leg hits
Push (vs. 'Mechs only)	**	Attacker and target must be standing	N/A
Charge	(Tonnage/30) x Movement***	Move to Pointblank range	2D6
Ram (Combat Vehicles Only)	(Tonnage/30) x Movement†	Move to Pointblank range	1D6: 1–3, Right Leg; 4–6, Left Leg ('Mech); 2D6 (other ground units)
Death from Above ‡	(Tonnage/30) x Movement‡‡	Move to Pointblank range via jumping	2D6: Treat any leg hit as a hit to the corresponding arm instead

** Round up the end result to nearest whole number.*
*** The attacker narrates an effect for this attack, which may include a non-damaging narrative effect on the target, and forces the target to make a Piloting Test (see p. 48).*
**** Attacker also takes damage equal to the target's tonnage/30. Assign damage to attacker and target in 2-point clusters.*
† Attacker also takes damage equal to the target's tonnage/30. Assign damage to attacker and target in 2-point clusters using Hit Location for Kicks.
‡ Requires the attacker use Jumping Movement this turn.
‡‡ Attacker's legs take damage equal to the attacker's tonnage/30. Assign damage to attacker and target in 2-point clusters.

CRITICAL HITS (p. 45)

'MECHS

If a critical hit in a 'Mech's arm or leg cannot be applied to that location, the critical hit transfers to the torso instead. 'Mechs can suffer critical hits in all of the following locations:

Head: None. Destroying the Structure of the head destroys a 'Mech.

Torso: Roll 1D6:
- **1:** Ammo explosion ('Mech destroyed) OR Primary Weapon / Torso Weapon Group is destroyed.
- **2:** Primary Weapon / Torso Weapon Group is destroyed.
- **3–4:** Gyro is damaged. –2 penalty to Piloting Tests. A second hit renders the 'Mech unable to spend Movement.
- **5–6:** Engine shielding is damaged. Gain 1 Heat token at the end of each of this 'Mech's Narrations. A second engine critical hit destroys the engine, which destroys the 'Mech.

Arm: Roll 1D6:
- **1:** Ammo explosion (Arm destroyed) OR Primary Weapon / Weapon Group is destroyed.
- **2–6:** Primary Weapon / Weapon Group is destroyed.

Leg: Roll 1D6:
- **1:** Ammo explosion (Leg destroyed) OR Leg Weapon Group is destroyed.
- **2–6:** –1 maximum Movement.

COMBAT VEHICLES

Combat vehicles can suffer critical hits in the following locations:

Front: Roll 1D6:
- **1:** Crew Compartment hit. 3 Physical Damage to all crew.
- **2:** Crew stunned. –2 to all Tests during all affected characters' next Narration.
- **3–6:** Front Weapon Group is destroyed.

Side: Motive system damaged. –2 maximum Movement.

Turret: Roll 1D6:
- **1:** Crew Compartment hit. 3 Physical Damage to all crew.
- **2:** Crew stunned. –2 to all Tests during all affected characters' next Narration.
- **3–6:** Turret Weapon Group is destroyed.

Rotor (VTOLs only): None. Destroying the Structure of a VTOL's rotor destroys the unit.

Rear: Roll 1D6:
- **1–2:** Ammo explosion (vehicle destroyed) OR –1 maximum Movement.
- **3–6:** –1 maximum Movement.

AEROSPACE FIGHTERS

When an aerospace fighter suffers a critical hit, roll 2D6 to determine the effect:

2: Nose Weapon Group is destroyed.
3: Avionics are damaged: –2 to Piloting Tests.
4: Fuel tank is hit: Roll 2D6: on 10+, the fuel tank explodes; unit is destroyed.
5–6: Right Wing Weapon Group is destroyed.
7: Engine: Engine shielding is damaged. –1 maximum Movement. Add +2 Heat tokens at the end of the unit's next Narration. A second hit destroys the engine, which destroys the aerospace fighter.
8–9: Left Wing Weapon Group is destroyed.
10: Ammo explosion: unit is destroyed.
11: Bomb: Carried bomb is rendered useless; bomb does not explode.
12: Cockpit: Pilot takes 3 Physical damage.

PILOTING TESTS (p. 48–49)

'MECHS

- Pushed/kicked
- Successfully charged/hit by death from above
- Made a successful charge attack
- Made a death from above attack
- Gyro critical hit
- Leg critical hit
- Gyro destroyed: Automatic fall
- Leg destroyed: Automatic fall

COMBAT VEHICLE

- Using Maximum Movement on pavement
- High-Speed maneuver

AEROSPACE FIGHTER

- Atmospheric reentry
- Avionics critical hit
- Damaged while in atmosphere
- High-G maneuver

BATTLEFIELD SUPPORT (p. 50)

AEROSPACE SUPPORT

TYPE	COST	EFFECT
Bombing Run	3	Assign two 2-point damage groups to up to three ground targets OR destroy one building or fortification (GM's discretion).
Strafing Run	3	Assign three 1-point damage groups to up to three ground targets.
Air Cover	2	Enemy aerospace forces cannot make ranged attacks for the next three rounds.

CONVENTIONAL SUPPORT

TYPE	COST	EFFECT
Armor Platoon	3	Assign 1 point of damage to up to four separate targets.
Anti-Aircraft Battery	2	Assign four 1-point damage groups to up to two aerospace fighters and/or VTOLS.
Infantry Platoon	1	Assign two 1-point damage groups to up to two targets.
Anti-'Mech Infantry Squad	2	Assign two 2-point damage groups to one enemy 'Mech's legs (1–3 Right Leg; 4–6 Left Leg).

ARTILLERY SUPPORT

TYPE	COST	EFFECT
Artillery Barrage	2–5 (1 per round)	At the beginning of each round that Artillery Barrage lasts, assign two 1-point damage groups to up to two ground targets.

BATTLEMECH SUPPORT

TYPE	COST	EFFECT
Recon Lance	3	Assign 1 point of damage to up to four separate targets.
Strike Lance	6	Assign two 1-point damage groupings to up to four separate targets.



BATTLETECH™

TOTAL WARFARE/ALPHA STRIKE CHARACTER RECORD SHEET

NAME

FACTION

AGE | **RANK**

EXPERIENCE LEVEL

☐ Green ☐ Regular
☐ Veteran ☐ Elite

'MECH/VEHICLE/AEROFIGHTER

PRIMARY SKILLS	RATING
Gunnery	
Piloting/Driving	
Skill (*Alpha Strike*)	

SECONDARY SKILLS	RATING + ATTRIBUTE (BONUS)
	+ ( )
	+ ( )
	+ ( )
	+ ( )
	+ ( )

EDGE (PLOT POINTS) | **CURRENT FAME**

BATTLE XP | **TOTAL FAME**

SPECIAL PILOT ABILITY	CP COST	ACTIVE?	SPECIAL PILOT ABILITY EFFECT
		Y / N	
		Y / N	

DAMAGE—MechWarrior/Aerospace Pilot

Hits Taken	1*	2**	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

* Lose the benefits of one Special Pilot Ability until healed.
** Lose the benefits of a second Special Pilot Ability until healed.

DAMAGE—Combat Vehicle Crew

Crew Stunned: ☐☐☐☐☐☐

CAREER MILESTONES

Light 'Mechs Destroyed: _____
Medium 'Mechs Destroyed: _____
Heavy 'Mechs Destroyed: _____
Assault 'Mechs Destroyed: _____
Head hits inflicted: _____
Critical hits inflicted: _____
Snake-eyes rolls: _____
Pilot damage suffered: _____

BIO

MEDALS

TITLE	EFFECT	TITLE	EFFECT

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Name:

MECHWARRIOR DESTINY

VITAL FACTORS

Faction: _____
Age: _____
Rank: _____
Experience Level: _____
Height/Weight: _____m/_____kg
XP: _____

Tags: • _____ • _____ • _____ • _____ • _____

HISTORY

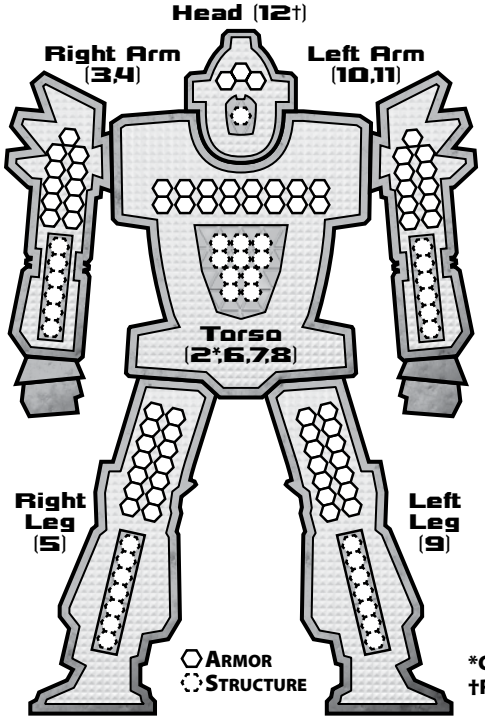
_____
_____
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_____
_____

PERSONALITY

_____
_____
_____

DISPOSITION

_____
_____
_____
_____



HARDWARE

Type: _____
Weight: _____
Tonnage: _____
Movement: _____
Heat Dissipation: _____

Tags: • _____ • _____
• _____ • _____ • _____

EQUIPMENT

_____
_____
_____

WEAPONS

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long

***Critical Hit on 8+**
†Requires Plot Point to hit

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Name:

MECHWARRIOR DESTINY

ATTRIBUTES

STR ⬡ RFL ⬡ INT ⬡ WIL ⬡ CHA ⬡ EDG ⬡

SKILLS

Name	Rating+Attribute (Bonus)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)
_____	_____+_____(_____)

LIFE MODULES

FACTION: _____

CHILDHOOD: _____

HIGHER EDUCATION: _____

REAL LIFE: _____

INVENTORY

_____

_____

_____

_____

TRAITS

Positive Trait: _____

Positive Trait: _____

Negative Trait: _____

Negative Trait: _____

CUES

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

PERSONAL WEAPONRY

	Damage	Close	Near	Far
Unarmed/Martial Arts	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Notes: _____

ARMOR

Type: _____

Effects: _____

_____

⬡⬡⬡⬡⬡⬡

PHYSICAL CONDITION MONITOR

⬡
⬡⬡⬡⬡
⬡⬡⬡⬡
⬡⬡⬡⬡
⬡
⬡

–1 (Con check: 3)
–2 (Con check: 5)
–3 (Con check: 7)
–4 (Con check: 10)
Staggered (Con check: 11)
KIA (Con check: DEAD)

FATIGUE CONDITION MONITOR

⬡
⬡⬡⬡⬡
⬡⬡⬡⬡
⬡⬡⬡⬡
⬡
⬡

–1
–2
–3
–4
Staggered
Knocked Out



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