

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.



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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
Half a year ago, Lovisa's parents escaped the Draconis Combine and fled into the Lyran Commonwealth half a year ago. Her mechanical test results, the best 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, 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 (21)

HARDWARE
Type-I CTIV 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	PUNCTBLANK	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 Pilot Point to hit

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

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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).

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

TRAITS
Positive Trait: <i>Sixth Sense</i> : +1 bonus for Perception Tests to avoid being surprised or ambushed.
Negative Trait: <i>Compulsion</i> : -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 twist 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 outright anyone, just outrun them.

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

PHYSICAL CONDITION MONITOR	
Concealed Ablative Armor: -1 damage from Energy (E) weapons	1 (CON CHECK: 3) 2 (CON CHECK: 5) 3 (CON CHECK: 7) 4 (CON CHECK: 10) KIA (CON CHECK: DEAD) STAGGERED (CON CHECK: 11)

FATIGUE CONDITION MONITOR
-1 -2 -3 -4 KO 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

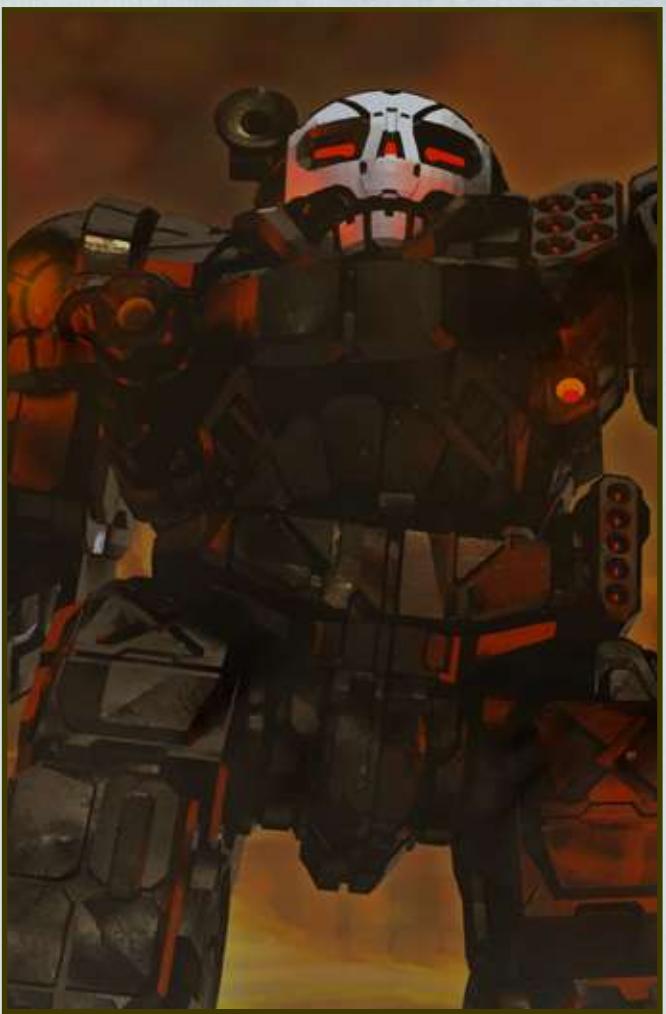
In the center of the sheet are the character's Cues. Cues are statements or quotes that help define the character's attitude, capabilities, personality, and more. Each Cue can help form the basis of a Narration (see *Building the Story: Narration and Flow*, p. 30).

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.

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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

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.

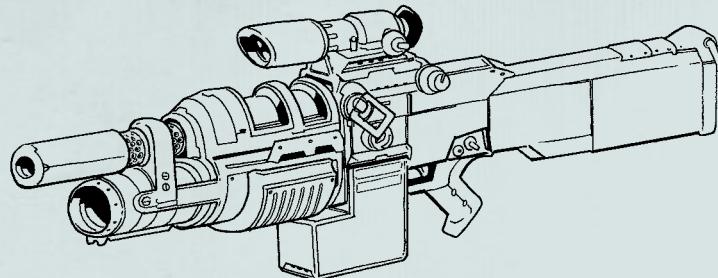
WEAPON EFFECTS

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.

PLAYING MECHWARRIOR DESTINY

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 withstand 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.

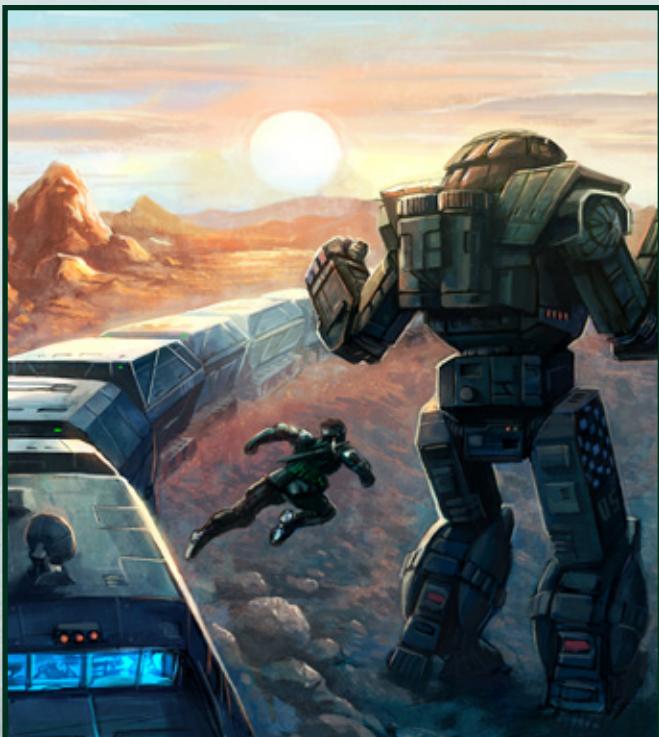
- **Less Lethal:** If a player group decides they want more dice rolling and heavier combat-oriented play, simply lower all Damage by 1, or even cut Damage in half.
- **More Lethal:** If another group wants quicker combat and more cinematic style where the good guys can take out the bad guys in a single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



PLAYING MECHWARRIOR DESTINY

OPTIONAL

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 by only spending one movement action. If you don't make that move in the next round, the opportunity is lost.

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.

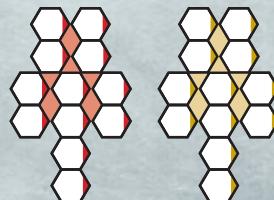
Condition Monitor Flowchart: The Physical and Fatigue columns on the Condition Monitor take the form of flowcharts. Players start at the top, left-hand box of the damage column for the damage type and move to the right until the first row is marked off, then move to the left-hand box of the second row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



PLAYING MECHWARRIOR DESTINY

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

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.

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.

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

'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.

'MECH-SCALE COMBAT

- 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 changes 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.

'MECH-SCALE COMBAT

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 Woodst	+1 Movement
Heavy Woodst	+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.

'MECH-SCALE COMBAT

- **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).

EXAMPLE

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

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...



'MECH-SCALE COMBAT

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).

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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.

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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

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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

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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

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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.

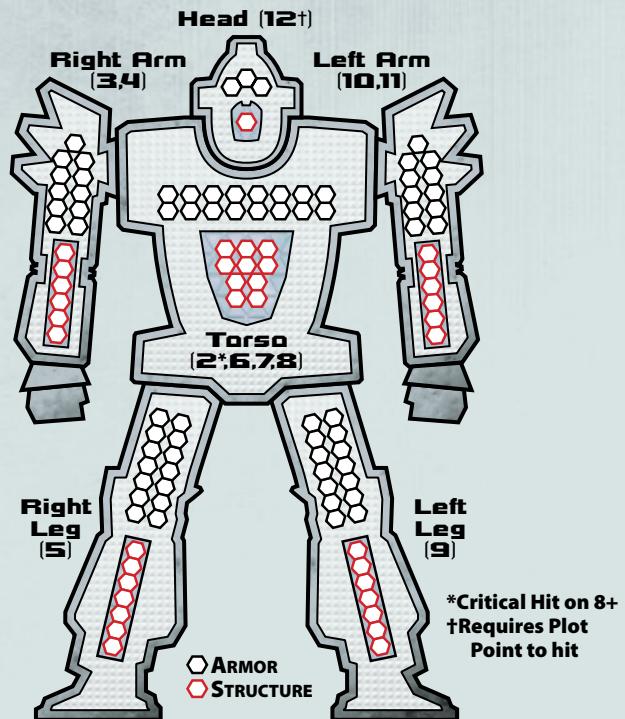
10: Ammo explosion: unit is destroyed.

11: Bomb: Carried bomb is rendered useless; bomb does not explode.

12: Cockpit: Pilot takes 3 Physical damage.

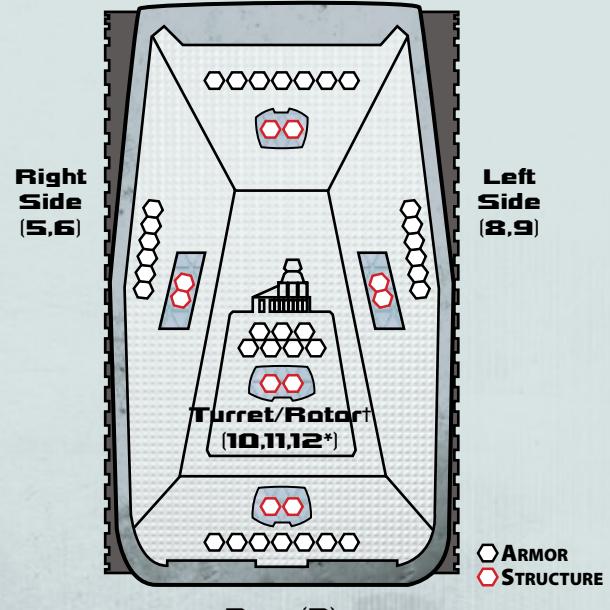
Armor Diagram:

BattleMech



Armor Diagram: Combat Vehicle

Front (2*,4,7)



Rear (3)

*Critical Hit on 8+
†VTOLs only

When damaged (Hover, Tracked, and Wheeled Only):
-2 Movement on 8+

Armor Diagram Examples

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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.

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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 shutdown 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

'MECH-SCALE COMBAT

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.



'MECH-SCALE COMBAT

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.

'MECH-SCALE COMBAT

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.

BUILDING YOUR DESTINY

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

BUILDING YOUR DESTINY

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.

BUILDING YOUR DESTINY

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

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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 LRM.

"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.

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