

COMMAND YOUR OWN DESTINY!

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

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

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



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MECHWARRIOR: DESTINY

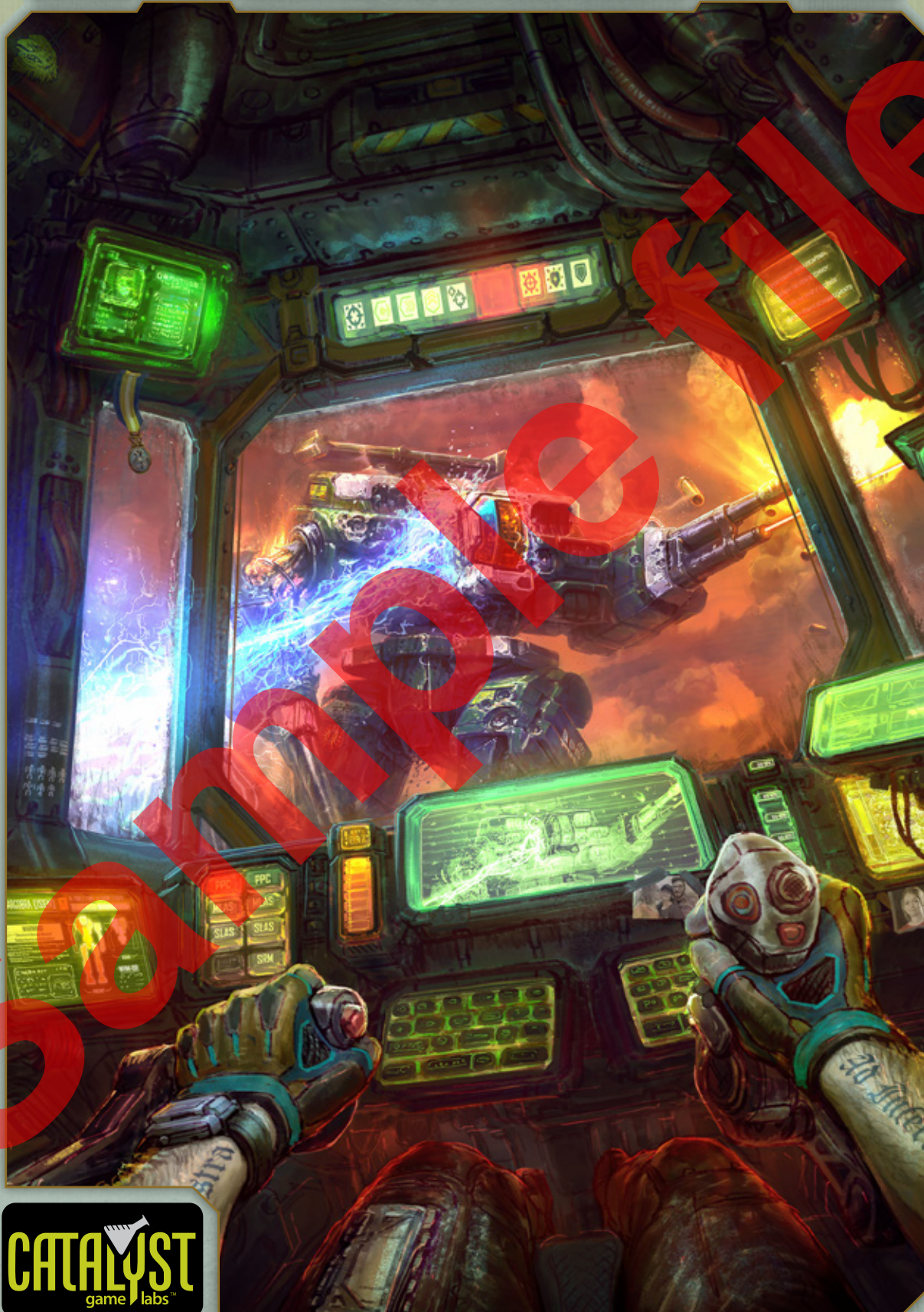


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