



MechWarrior: Destiny

(Version 2.0)

The following is a compiled rules errata for the first printing of *MechWarrior: Destiny* as of 27 April, 2021.

NEW ADDITIONS

Prior to this release there was no compiled errata for this product. All errata here is for the first printing (2020) of *MechWarrior: Destiny*. Please note that, in the interests of brevity, typo and minor formatting corrections have not been listed unless they affect an understanding of the rules.

"Illustrations" Credits (p. 5)

Add Harri Kallio and Alan Blackwell.

Appendix: Clan Invasion, Light OmniMechs (p. 223)

ERROR: The Fire Moth Prime's 2 ER Medium Laser group is listed as 6 damage.

CORRECTION: The weapon group should be 5 damage, per the Damage section on page 81.

Appendix: Clan Invasion, Light OmniMechs (p. 223)

ERROR: The Mist Lynx Prime's Head is listed as 2/1 pips.

CORRECTION: The head should be 3/1 pips, per the Determine Armor and Structure section on page 79.

Appendix: Clan Invasion, Light OmniMechs (p. 224)

ERROR: The Adder Prime is missing its Flamer.

CORRECTION: Add weapon group. [Flamer, 1 (or H), E, H, T, +1, +1, -, -]

Appendix: Clan Invasion, Light OmniMechs (p. 224)

ERROR: The Adder Prime is tagged as a Brawler.

CORRECTION: Presumably it should be tagged as a Sniper, being equipped with two ER PPCs and a Targeting Computer.

Appendix: Clan Invasion, Light OmniMechs (p. 224)

ERROR: The Adder Prime is listed as 1/2 for Punch/Kick damage.

CORRECTION: Punch/Kick damage should be 2/3, per the Physical Attacks Table on page 43.

Appendix: Clan Invasion, Medium OmniMechs (p. 225)

ERROR: The Viper Prime is listed as 1/2 for Punch/Kick damage.

CORRECTION: Punch/Kick damage should be 2/3, per the Physical Attacks Table on page 43.

Appendix: Clan Invasion, Medium OmniMechs (p. 226)

ERROR: The Nova Prime is listed as 2/3 for Punch/Kick damage.

CORRECTION: Punch/Kick damage should be 2/4, per the Physical Attacks Table on page 43.

Appendix: Clan Invasion, Heavy OmniMechs (p. 227)

ERROR: The Hellbringer Prime is listed as 2/4 for Punch/Kick damage.

CORRECTION: Punch/Kick damage should be 3/5, per the Physical Attacks Table on page 43.

Appendix: Clan Invasion, Heavy OmniMechs (p. 228)

ERROR: The Summoner Prime is listed as 2/5 for Punch/Kick damage.

CORRECTION: Punch/Kick damage should be 3/5, per the Physical Attacks Table on page 43.

Appendix: Clan Invasion, Assault OmniMechs (p. 229)

ERROR: The Gargoyle Prime is listed as 3/5 for Punch/Kick damage.

CORRECTION: Punch/Kick damage should be 3/6, per the Physical Attacks Table on page 43.



Appendix: Clan Invasion, Assault OmniMechs (p. 230)

ERROR: The heat for the Dire Wolf's top two weapon groups (2 ER Large Lasers, Ultra AC/5) is listed as 6 (HHHHHH).

CORRECTION: The heat should be 5 (HHHHH) per the Determine Multiple-Weapons Heat section on page 81.

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