

Battletech Strategic Operations

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 Battletech Field Manual

Battletech Strategic Operations

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CHANCE REYNOLDS

Battletech Field Manual 3085 Catalyst Game Labs

BEHIND THE LINES! The Civil War rages on, with deposed Prince Victor Steiner-Davion's forces bloodied from the recent defeats inflicted by his sister, Katrina. Worse still, Clan Jade Falcon has seized the opportunity to launch a determined offensive into the Lyran Alliance, destroying forces on both sides of the conflict. But Prince Victor has formed a daring plan of his own—hold the Falcons in check on the worlds they have already conquered and unleash a massive force under Major General Archer Christifori deep inside Clan space with the mission to cut the Falcon offensive off at its core. To succeed, Victor and Archer must convince one of Katrina's most loyal warriors—Lieutenant General Adam Steiner—to join the fight. But how can either side trust the enemy they have sworn to kill?

BattleTech: Shrapnel, Issue #10 Catalyst Game Labs

MORE THAN A CENTURY IN THE MAKING... Since the Clan Invasion of 3050 ended in failure, there are those who have not forgotten Nicholas Kerensky's ultimate goal: The conquering of Terra, and the rise of one Clan above all others...to become the iClan, and rule over both the rest of the Clans and the Inner Sphere...regardless of what the Great Houses may say about it... THE BATTLE THAT WILL RESHAPE THE INNER SPHERE BEGINS...

Now, in 3151, two Clans make the final jump into the shattered remains of the Republic of the Sphere. Their target: the cradle of humankind, and the ultimate symbol of the Inner Sphere...Terra. But Clans Jade Falcon and Wolf will face a powerful, tenacious enemy in the remaining forces of the Republic, led by their resurrected leader, Devlin Stone. The impending battle will engulf the entire planet, and when it is over, only one shall stand supreme...

ComStar Sourcebook Catalyst Game Labs

Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.

Battletech Campaign Operations Catalyst Game Labs

VICTORY AT ANY COST... Jump into your BattleMech cockpit, fire up your fusion engine, and charge into the fray with two all-new BattleTech novellas from Philip A. Lee and bestselling writer Blaine Lee Pardoe. A Splinter of Hope: Violent expansion of the Capellan Confederation and the Draconis Combine has cost recently crowned First Prince Julian Davion both his mentor and countless Federated Suns worlds. To rally his people, he funnels the

fires of justice into an ambitious yet risky campaign to retake a vital system: New Syrtis, the occupied capital of the Capellan March. However, the Capellan people have fought dearly for their prize and will do anything in their power to hold onto it. Will Julian's gamble preserve the future of the Federated Suns, or is the invasion doomed before it even begins? The Anvil: Khan Malvina Hazen of Clan Jade Falcon is known throughout the Inner Sphere as a merciless, bloodthirsty tyrant. The next target for her scorched-earth, take-no-prisoners tactics is the Lyran Commonwealth world of Coventry: a persistent stain on the Jade Falcons' history. But not all Falcons follow Malvina's lead. Ordered to take Coventry at any cost, Galaxy Commander Stephanie Chistu wishes to see her Clan victorious, but no victory is worth the Jade Falcons losing their very soul. To stand up to tyranny and find an honorable path forward for her Clan, she must balance the razor's edge between duty and honor—or die trying.

BattleTech Technical Readout 3085 Open Design LLC

FAR FROM HOME... Exarch Devlin Stone, hero of the Word of Blake Jihad and architect of the Republic of the Sphere, has returned to Terra only to find his beloved nation under siege and in danger of breaking apart. As threats bear down on the Republic from all sides, Stone and his inner circle must move fast to bolster Terra's defenses from all who seek to conquer the birthplace of humanity. However, not all of his allies have heeded Stone's call to arms. Former Exarch Damien Redburn, who left Terra to defend the Republic's borders from the rapacious Clan Wolf, was cut off when the walls of Fortress Republic rose. Without support or reinforcements, Redburn, the Fidelis, and Countess Tara Campbell's Highlanders have held the line against the Wolves for years, but the never-ending campaign has pushed all of them to their breaking points. Is Stone's return genuine, or a carefully crafted hoax? Can Redburn be brought back into the fold, or has he gone rogue for good? In the end, Stone, Redburn, and their allies must each decide their path before tensions can erupt in a clash that could shake the very foundation of the Republic.

BattleTech Technical Readout Succession Catalyst Game Labs

The Free Worlds League (FWL) field manual provides an extensive survey of House Marik's Free Worlds League, one of the major Inner Sphere military powers. The manual includes a full military history of the rebellion-riddled confederation, from the Succession Wars to the Andurien Civil War and beyond, and profiles of every League regiment, including the elite Marik Guard and the chivalrous Knights of the Inner Sphere. Also included are color renderings of FWL uniforms and insignia and special rules for new, exclusive League weapons and BattleMechs.

Kurita McGraw-Hill/Contemporary

Delta Force operator Kolt Raynor must thwart a deadly terrorist plot in this globe-hopping special operations thriller in the New York Times bestselling series When SEAL Team Six killed Osama bin Laden, they pulled a treasure trove of intelligence on planned attacks on U.S. soil. Ayman al-Zawahiri, al Qaeda's new leader, is activating his most trusted (and deadliest) terrorists to carry out his newest plot: to detonate a bomb inside one of the sixty-four commercial nuclear power plants in the U.S. in an attack ten times worse than 9/11, causing radiological fallout that would kill hundreds of thousands of innocent Americans. The President wants answers quickly, and after Kolt Raynor saved his life a few months earlier, he knows Delta Force is fully capable. But Kolt is on the verge of getting forced out of JSOC for disobeying orders in Pakistan—and when he's offered a slot in Tungsten, an ultra-secret deep-cover organization, he jumps at the chance. Now his task is to infiltrate al Qaeda and prevent this deep-cover terror cell from making their plot a reality before it's too late. In Full Assault Mode, former Delta Force commander Dalton Fury takes readers inside the world of undercover special operations—where every wrong step costs lives, and one minute might just be one minute too late . . .

Anticipating Surprise Catalyst Game Labs

SPECIAL DOUBLE-SIZED ISSUE! MORE BANG FOR YOUR C-BILL! Shrapnel: The Official BattleTech Magazine hits harder than ever before, launching a double-size issue filled with more BattleMechs and star-spanning conflicts from the 31st century and beyond! Venture into the Reunification War as the Taurian Concordat fights for freedom against the relentless Star League. Wander through libraries filled with forbidden knowledge lost through centuries of constant warfare. Witness the aftermath of House Arano's bitter civil war, and face down the infamous, unbeatable, all-black Marauder—if you dare... In this issue, you'll hunt for a missing DropShip in the distant Periphery, and fight for survival during the most pivotal battle in the Clan Invasion. You'll brave the chaotic nuclear fires of the Word of Blake's Jihad and claw your way through Draconis Combine troops threatening your family, determined to survive at any cost. Fill your double-capacity magazine with a complete novella, technical readouts, a planet and unit digest, playable scenarios, a Clan Invasion campaign, a treatise on troublesome native wildlife, some tips for downtrodden Taurian citizens, and more—all by BattleTech veterans and the next squad of new recruits: Tom Leveen Jason Hansa Lance Scarinci Jennifer Bixby Giles Gammage Geoff Swift Julian Michael Carver Matthew Cross Donovan Dufault Daniel Isberner James Lee Harvey Roberts Steve P. Vincent Alayna M. Weathers James Bixby Étienne Charron-Willard Alex Fauth Joshua Franklin Ken' Horner Wunji Lau Eric Salzman Jason Schmetzer Tom Stanley Joel Steverson Stephen Toropov

BattleTech: The Anvil St. Martin's Press

Every character, BattleMech, vehicle from the show is described and illustrated. Also includes plot synopsis and special background information.

The BattleTech Manual Catalyst Game Labs

I am a true Jade Falcon... The leader of Clan Jade Falcon, Khan Malvina Hazen, is known throughout human-occupied space as a merciless tyrant hell bent on shattering and reforging the entire Inner Sphere in her own bloodthirsty image. The next target for her scorched-earth, take-no-prisoners Mongol Doctrine is the Lyran Commonwealth world of Coventry: a persistent stain on the Jade Falcons' history, and a system defended by legendary Lyran heroes. But not all Falcons subscribe to Malvina's twisted cult of personality. Ordered to take Coventry at any cost, Galaxy Commander Stephanie Chistu has no choice but to follow her orders and conquer the planet in Malvina's name. Stephanie wishes to see her Clan victorious, but no victory is worth the Jade Falcons losing their very soul. To stand up to Malvina's tyranny and find an honorable path for her Clan's future, Stephanie must balance the razor's edge between duty and honor—or she will die trying.

Full Assault Mode Catalyst Game Labs

In the year 3050 the mysterious invaders known as the Clans struck without warning from beyond known space. Their advanced 'Mechs destroyed all opposition and captured planet after planet. Now the Clans' secrets are revealed in Field Manual: Warden Clans. The second of two volumes on the Clans, this BattleTech sourcebook describes the seven most noble Clans: Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow

Raven, and Steel Viper. Each Clans tactics, uniforms and battle histories are described in detail, along with new Clan 'Mechs and equipment.

Toward Combined Arms Warfare McGraw-Hill/Contemporary

THE DAWN OF A NEW AGE... In the 25th century, humankind is locked in a seemingly endless cycle of warfare as each of the Great Houses seeks to expand their holdings at the cost of the others. But in 2438, the Terran Hegemony perfects a battle system unlike anything seen in combat before—the Mackie, the very first BattleMech. With it, the Hegemony quickly reigns supreme on the battlefield. The Mackie's arrival sets off a desperate arms race among the Great Houses, each desperate to possess the BattleMech's secrets. Some houses will use military force to steal them, others resort to stealthy espionage teams to infiltrate highly secured BattleMech facilities. Still other Houses will use diplomacy, or even corporate espionage to get their hands on the coveted plans or the men and women who can build a BattleMech. Now, collected for the first time, stories by celebrated BattleTech authors Ilsa J. Bick, Herbert A. Beas II, Christoffer Trossen, Randall N. Bills, Chris Hartford and Jason M. Hardy, Jason Schmetzer, and Blaine Lee Pardoe—who wrote a brand-new novella about the creation of the Coyotl, the first OmniMech—tell how BattleMechs were invented in one complete volume. Welcome to The Proliferation Cycle.

BattleTech Technical Readout 3145 Fasa

War has spread across the Inner Sphere, shattering and shifting alliances both old and new. As the Clans once more close in on humanity's homeworld of Terra, the walls of Fortress Republic have come down, revealing the return of Devlin Stone. Desperate for any edge, the Great Houses, Clans, and Periphery states of the Inner Sphere have unleashed a flood of new war machines, rushing them into battle on every front.

Technical Readout 3055 Catalyst Game Labs

BETRAYED BY THEIR OWN KIND... The mercenary code was broken by the Gray Death Legion during their desperate fighting on the planet Caledonia.

At least, that is the ruling of the courts. And the judges decide to hit below the belt—Grayson Carlyle, revered leader of the now outlawed mercenary band, is stripped of his title and holdings, and the legion is banished from Glengarry, the planet they've called home for years. AND ON A HUNT FOR JUSTICE... All seems lost, but Carlyle and his legendary troop of hardened warriors know they've been set up—and they have a trump card yet to play. Their dangerous scheme just might work, with the help of House Steiner—and enough guts and firepower to restore the name and the might Gray Death Legion to its rightful place of honor. But should they fail, they could lose a great deal more than their reputation...

Mercenary's Handbook New Amer Library

Captain Paul Master, a knight of the House of Marik, is in over his head, when he journeys to a backwater planet to study a counterinsurgency operation and finds himself in the middle of a guerrilla war. Original.

1st Somerset Strikers Catalyst Game Labs

Describes and illustrates combat robots and fighter planes used in the BattleTech series of games.

BattleTech Field Manual Sldf Catalyst Game Labs

The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war. Technical Readout: 3145 introduces the latest wave of new battle armor, vehicle, 'Mech, and aerospace units appearing in the Republic Armed Forces and across the Inner Sphere in the Dark Age era. Featuring new equipment described in Era Report: 3145 and Field Manual: 3145, this book brings players an update on the advancing technologies used in the battlefields of the thirty-second century.

BattleTech: A Splinter of Hope/The Anvil Catalyst Game Labs

In December 3076, Devlin Stone marshaled the nations of the Inner Sphere and began Operation SCOUR. The two-year final push to Terra was the bloodiest fighting seen in centuries. In the end, Terra had been freed with the Word of Blake scattered to the darkest corners of the universe. Stepping into that vacuum, Stone forged a new Terran Hegemony in The Republic of the Sphere. With the end of the Jihad, the survivors are rebuilding their shattered armies, introducing new machines to replace those whose factories ceased to exist in the fires of the Jihad. BattleTech Technical Readout: 3085 gives a detailed look at the machines introduced during the waning days of the Jihad and into the founding days of Devlin Stone's Republic of the Sphere. This book includes the latest Mechs, battle armor, aerospace and vehicles as well as new late-Jihad support vehicles. In addition, this sourcebook heralds the long-awaited update of Technical Readout: Project Phoenix, featuring brand-new art and additional variants. Conventional infantry make their Technical Readout debut with fifty-six individual infantry formations from classic foot infantry to xeno-planetary soldiers. And finally, after more than twenty years of silence, Land-Air BattleMechs explode back into a Technical Readout with a look at the original four LAMs and their Star League history.

Classic BattleTech Techmanual Catalyst Game Labs

BattleTech celebrates its tenth anniversary with the BattleTech Compendium: the Rules of Warfare, the ultimate guide to combat in the 31st century.

All the rules needed to simulate exciting conflicts between BattleMechs, vehicles, and infantry are included, revising and streamlining material from BattleTech, 3rd Edition, CityTech, 2nd Edition, and the original BattleTech Compendium. The Rules of Warfare also contains a concise history of the BattleTech universe and its movers and shakers, several new BattleMech and OmniTech designs, rules for miniatures play, and full-color illustrations.

Kobold Guide to Board Game Design Catalyst Game Labs

On February 5, 2439, the Mackie obliterated all opposition during its first combat trial, ushering in a new era of warfare. The BattleMech-King of the Battlefield was born. BattleMechs reached their pinnacle during the golden age of the Star League. The fall of the Star League and the Succession Wars that raged for centuries afterward took their toll and by the Fourth Succession War, the technology employed on the battlefields was a mere shadow of what it once was. However, the discovery of the Helm Memory Core unlocked the technological potential to develop new BattleMechs and experimental technologies for the first time in centuries.

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