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[Battletech Field Manual Sldf](#)

Catalyst Game Labs

2012-09-12

[Battletech Technical Readout](#)

[3085](#) Catalyst Game Labs

2010-10-13 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 Stones 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.

Aerotech 2 Record Sheets

Fanpro 2003-06-01

Battletech Combat Manual

Mercenaries Catalyst Game Labs 2016-05-25 For over forty centuries, mercenaries have plied their trade and been instrumental in toppling empires or holding the tides of war at bay. And as mankind expanded to the stars, soldiers of fortune rose to new heights of power. Business is booming, yet along with those riches comes a dangerous life and the scorn of many who see only filthy lucre-warriors. Its a dangerous life, but as long as you keep your Mech intact and your bottom line balanced, the universe is yours!

Battletech Compendium FASA Corp 1995-09 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.

BattleTech Technical Readout: 3055 Upgrade Herbert A Beas, II 2012-01-18

BattleTech: Hour of the Wolf
Blaine Lee Pardoe 2021-01-01
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 ilClan, 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...

Classic BattleTech Miniatures Rules Fanpro 2003-06-01

Decision at Thunder Rift
William H. Keith, Jr. 1992 With his friends and family dead and his father's regiment destroyed, Grayson Death Carlyle, a MechWarrior, must learn to fight for justice in a world turned hostile. Original.

Mechwarrior Mike Nystul 1991-09-01

Technical Readout Catalyst Game Labs 2007-11-01

Explorer Corps Chris Hartford 1996-09-01 This BattleTech takes players and gamemasters on a thrilling journey into the uncharted regions of deep space.

Military - Tanks & Ground Vehicles 2007

BattleTech Campaign

Operations Catalyst Game Labs 2016-09-28 Campaign Operations completes the line of best-selling, award-winning BattleTech core rulebooks. This eagerly anticipated volume offers players fully updated and flexible rules for creating and running their own forces. New sections detailing campaign play provide a wealth of easy-to-use methods for players to link multiple games into exciting, ongoing adventures.

Initiation to War Robert N. Charrette 2001 Tybalt Kelly and his fellow, inexperienced recruits wwith the local County Shu Militia confront their ultimate challenge when they take on a fierce army of Mech raiders that have been destroying and plundering the cities and supply depots of their world. Original.

BattleTech Technical

Readout 1992 Describes and illustrates combat robots and fighter planes used in the BattleTech series of games. *Technical Readout* Fanpro 2006-01-01

Lethal Heritage Michael A.

Stackpole 1995 In the first volume of the Blood of Kerensky trilogy, the five warring Successor States of the Inner Sphere confront a new, mutual threat, the invasion of the Clans, technologically superior, bioengineered warriors. Original.

BattleTech Kevin Stein 1987 Describes and illustrates combat vehicles and other military equipment used in the BattleTech series of games.

Wolves on the Border Robert N. Charrette 1996 Minobu Tetsuhara, a warrior-servant of the devious Warlord Grieg Samsonov, is forced to betray his former colleague, Jaime Wolf, and Wolf's mercenary Dragoons, after the mercenaries refuse to renew their contract with Samsonov and the warlord orders their deaths. Original.

Mercenary's Handbook

Contemporary Books 1988-12-12 A BattleTech and MechWarrior supplement describing the mercenary way of life.

ComStar Sourcebook FASA

Corporation 1992-09-01

Battletech Combat Manual Kurita (Field Manual-Esk for Alpha Strike) Catalyst

Game Labs 2016-08-31

Battletech Combat Manual:

House Kurita Is The Second In The New Battletech Alpha Strike Expansions, Begun With Battletech: Combat Manual: Mercenaries. Providing A Wealth Of Data Covering House Kurita'S Draconis Combine, The Volume Includes Faction-Specific Rules For Combat Command Abilities And Force Building. 120 Pages, Paperback

Battletech Field Manual FASA Corporation 1998-12-01 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.

Lost Destiny Michael A.

Stackpole 1995 Succeeding in their invasion campaign with the secret aid of ComStar, the BattleTech warriors are unaware of ComStar's ulterior motive to reunite the Inner Sphere worlds under its single rule. Original.

BattleTech 25 Years of Art & Fiction Randall Bills

2009-10-01

Battletech Interstellar Operations Catalyst Game

Labs 2016-04-27 Martial Your Forces And Prepare To Conquer The Inner Sphere! Interstellar Operations Is The Long-Awaited Final Rules Installment To The Series Begun With Total Warfare And Carried Through The Award-Winning Tactical Operations And Strategic Operations. The Former Focuses On A Whole New Level Of Excitement Directly On Your Gaming Table While The Later Focuses On

Moving From A Single Scenario To A Multi-Part Campaigns And How To Take An Entire Solar System. *Interstellar Operations* Zooms Up To The Final Level, Allowing Players To Assume The Roles Of House Lord Or Clan Khans And Dominate The Galaxy. *Interstellar Operations* Contains Complete Rules For Generation And Running Any Type Or Size Of Force. Additionally, A Comprehensive Rules Set Governs Running An Entire Faction'S Military As A Player Tries To Conquer Numerous Solar Systems, Including Rules For How To Stage Through Any Of The Various Scales Represented Through The Core Line Of Rulebooks. Finally, Perhaps One Of The Most Anticipated Portions Of The Book, *Alternate Eras* Section Introduces A Huge Swath Of Rules For Playing Across The Thousand Years Of *Battletech* History, Including Weapons And Equipment Mostly Unique To A Given Era, Such As Complete Rules For Building And Playing With Lams.

Classic Battletech Total Warfare Catalyst Game Labs 2007-11-01
[Battletech Field Manual](#) FASA Corporation 1997-05-01 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.

BattleTech Legends

2020-12-20

Battletech Field Manual

3085 Joel Bancroft-Connors

2012-02-01

[The Sword and the Dagger](#) F A S A Corporation 1986-09-01 *Swordplay* and sorcery leads to unexpected adventures in a

strange and exotic land.
1st Somerset Strikers FASA
Corporation 1995 Every
character, BattleMech, vehicle
from the show is described and
illustrated. Also includes plot
synopsis and special
background information.
Historical Operation Klondike
Chris Hartford 2010-05-01
The Wars of Reaving Ben H.
Rome 2011-06

Fortress Republic Loren L.
Coleman 2005 After finally
restoring order on Terra, Julian
Davion and his team faces an
all new threat as the Republic
is attacked from within by
former knight-turned-senator
Conner Rhys-Monroe, who is in
turn opposed by Countess Tara
Campbell, leader of the
Highlanders. Original.