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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.

Dawn of the Jihad Herbert A.

Beas II 2005-08-01

The Wars of Reaving Ben H.

Rome 2011-06

ComStar Sourcebook FASA Corporation 1992-09-01

Classic Battletech

Miniatures Rules Fanpro 2003-06-01

Operation Audacity Blaine Lee Pardoe 2002 His forces

bloodied from recent defeats,

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deposed Prince Victor Steiner-Davion forms a daring plan to cut the offensive off at its core...

BattleTech 25 Years of Art & Fiction Randall Bills

2009-10-01

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.

BattleTech Legends

2020-12-20

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!

Classic Battletech Companion

Fanpro 2003-06-01

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 Legends:

Mercenary's Star William H.

Keith, Jr. 1987-06-01 BACKS

AGAINST THE WALL...

Galatea. The Mercenary's Star.

Even the most down on their

luck units can find work here.

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Leading the newly-formed Gray Death Legion has been challenging for Grayson Death Carlyle, so when a job comes their way, he's only too happy to take it. The mission: train the local resistance on the planet Verthandi to resist their Draconis Combine masters. But things do not go well almost from the moment the Legion arrives. Trapped on Verthandi and facing a superior force and a fractured populace, the men and women of the Legion find themselves in a situation that makes the campaign on Trellwan look like a walk in the park. And Grayson quickly learns that repeating his past successes may not be so easy this time...

Guide to Covert Ops Fanpro
2004-05-01

Battletech Tactical Handbook FASA Corporation
1993-09

Falcon Rising Fanpro
2003-06-01

I Am Jade Falcon Robert Thurston 1995 Star
Commander Joanna fights to recapture the glory of her victory at Tukayid, but her

age could work against her and she wonders if the status of Jade Falcon will prove enough for her to overcome the legendary Black Widow in a repeat battle. Original.

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

Schaum's Outline of Signals and Systems Hwei Hsu 1995
Confusing Textbooks? Missed Lectures? Tough Test Questions? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help

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them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines- Problem Solved.

Warrior Michael A. Stackpole 1998 In the third volume of the Warrior Trilogy miniseries, stripped of his rank, an exiled Justin Allard is given one last chance to reclaim his honor by fighting his own half brother in a high-tech duel for control

over the ultimate power of the Inner Sphere. Original.

Prince of Havoc Michael A. Stackpole 1998 A man of war, Prince Victor-Steiner Davion, returns home to find the Inner Sphere in tatters and a new government in charge that spurns him

Grave Covenant Michael A. Stackpole 1997 The Inner Sphere Successor States face off against their nemesis, the Clans, as they attempt a foray into Clan territory, under the command of Victor Steiner-Davion.

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.

The Classic Era Robert Thurston 2003-10-01 As Aidan Pryde, determined to become a BattleMech warrior in the Jade Falcon Clan, endures the harsh trials that will soon earn him a coveted Bloodname, he discovers that the greatest challenge of all is to maintain a

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semblance of humanity during the brutality of war, in an omnibus edition containing Way of the Clans, Bloodname, and Falcon Guard. Original.

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.

Cannon crewman United States. Department of the Army 1979

Test of Vengeance Bryan Nystul 2001 When a renegade faction of the Draconis Combine military invades the Ghost Bear capital of Alshain, the long-time bitter enemies are once again plunged into bitter conflict, a brutal war in which Jake Kabrinski, an Elemental, a race of genetically engineered warriors equipped with advanced power armor, is destined to play a key role. Original.

Train Your Brain Ryuta

Kawashima 2008 Dr Kawashima's brain training will change your life... Like the body, the brain needs exercise. And Dr Ryuta Kawashima, world-renowned professor of neuroscience at Tohoku University and the expert behind the bestselling computer game Dr Kawashima's Brain Training, has dedicated his life to researching exactly how we can make our brains work better. Here are the results - in a highly rewarding programme of carefully chosen, yet deceptively simple activities. Each day you fill in a worksheet of exercises and with weekly self-tests and a personal logbook you can track your progress. Taking just a few minutes a day over two months, you really can boost your brain power and creativity. Join the Dr Kawashima revolution today.

BattleTech: Shell Games Jason Schmetzer 2020-05-06

STRENGTH VS. HONOR For more than a decade, the Republic of the Sphere's army hid in silence behind the

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mysterious, impregnable Wall of Fortress Republic. But now the Wall has come down, and Paladin Max Ergen, commander of Operation Eruptio, has his sights set on an invaluable prize. His target: Dieron, a Draconis Combine military district capital, a former Republic world harboring secrets from past wars. His troops have spent years training in isolation behind the Wall, and they are hungry for battle, ready to remind the Inner Sphere that the wounded Republic is still a force to be reckoned with. But Dieron is also the fortress of Warlord Kambei Okamoto, one of the Combine's top military officials, and he and his Dieron Regulars are committed to holding the line and defending their home against Republic aggression, no matter the cost. Although the Republic may have surprise and numbers on their side, the Combine troops boast the strength of an impregnable redoubt—and the keen edge of their own unimpeachable honor. And when these two forces clash,

the battle for Dieron will be a titanic one indeed...

BattleTech Legends Robert Thurston 2020-12-20 RISE OF A WARRIOR...In the 31st century, the BattleMech is the ultimate war machine. Thirty meters tall, and vaguely, menacingly man-shaped, it is an unstoppable engine of destruction. In the 31st century, the Clans are the ultimate warriors. The result of generations of controlled breeding, Clan Warriors pilot their BattleMechs like no others. In the 31st century, Aidan aspires to be a Warrior of Clan Jade Falcon. To win the right to join his Clan in battle, he must succeed in trials that will forge him into one of the best warriors in the galaxy, or break him completely. In the 31st century, Aidan discovers that the toughest battle is not in the field, but in his head—where failure will cost him the ultimate price: his humanity.

BattleTech Legends
2020-03-15

A Bonfire of Worlds Catalyst Game Labs 2011-01-01

Wolves on the Border Robert

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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.

Battletech Technical Readout 1992 Describes and illustrates combat robots and fighter planes used in the BattleTech series of games.

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, She 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.

Jonah Hex (2010-) #1 Justin Gray 2010-06-23 Saddle up and

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ride shotgun with the original bad man of the Wild West during an age of plunder, greed and lawlessness. When a millionaire's only son is kidnapped, Hex is called on to track down and recover the boy. But a simple missing-person case turns into a hunt for vengeance as Hex unleashes his special brand of justice on the unsuspecting culprits.

Measure of a Hero Blaine Lee Pardoe 2000 Sent to crush a rebellion on Thorin, Colonel

Felix Blucher faces off against Archer Christifori, a MechWarrior from the Clan Wars who is now a rebel leader. Original.

Freebirth Robert Thurston 1998 Ordered to investigate the secrets experiment being carried out by the Falcons on the Smoke Jaguar homeworld, the freeborn warrior Horse is dispatched, but when he is captured, Horse finds himself duty-bound to the enemy. Original.

Technical Readout 3058 FASA Corporation 1995