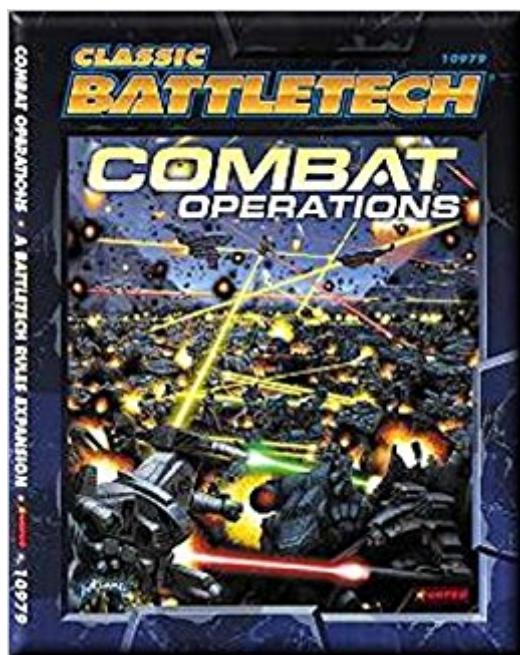


The book was found

Classic Battletech: Combat Operations (FPR10979)



Synopsis

The FedCom Civil War: 89 Federated Suns regiments/RCT/Militia units 75 Lyran Alliance regiments/RCT/Militia units 41 mercenary regiments 8 ComStar Divisions 11 Draconis Combine regiments 2 Capellan Confederation regiments All fought across a thousand lights on well over a hundred planetary systems for five long years. Now you can recreate it! The Classic BattleTech Combat Operations rules expansion is the most comprehensive rules system for campaign play ever published for BattleTech. Modern Warfare: Provides players with a primer on how war is waged by each major faction in the BattleTech universe. BattleTech Operations Rules: Provides expanded rules for the creation, running and play of any type of military force. AeroTech 2 Operations Rules: Expanded rules provide additional depth of play for any AeroTech 2 game, as well as integrated BattleTech and AeroTech 2 play. Infantry Platoon Construction: Extensive rules for constructing almost any type of standard infantry platoon found in the BattleTech universe are provided. Strategic Game: A rules framework that allows players to run grand-scale campaigns utilizing every aspect of warfare-combat, technology, subterfuge and assassination, politics and more-is provided.

Book Information

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Customer Reviews

Excellent

This book has little to offer the casual player or those who only play in tournaments or pickup games, but to those who hold long-term campaigns or want to hold games on a multi-planetary

scale (from a small district to Inner Sphere level conflicts), this book has a lot going for it. From rules for a game along the lines of Risk or FASA's long out of print Succession Wars, military unit formation and maintenance, producing infantry teams, to preparation for battles from any time (data including military equipment from the original Star League to post-Federated Commonwealth Civil War) this has a lot of useful info for those who want to go beyond single battlefields. However, for the more casual player, owning or having a friend who owns it is quite useful, especially for the complete factional unit list, including when certain units were developed, convenient for setting campaigns in times other than the current fiction and story arc.

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