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# Battletech Tactical Operations (Classic Battletech)



## Synopsis

Take your warfare to a whole new level of excitement! Deploy under cover of exotic weather and severe planetary conditions. Surprise your enemy with your mastery of new battlefield tactics-from artillery to command-level comms to minefields- as well as cutting-edge, prototype technologies! A daring commander can take advantage of any or all of these....if he's brave enough to seize the moment! *Tactical Operations* is the one-source reference for advanced rules that apply to on-world operations. It includes new movement and combat options, an extensive Advanced Weapons and Equipment section, and the rules for playing and constructing advanced Support Vehicles and Mobile Structures.

## Book Information

Series: Classic Battletech

Hardcover: 424 pages

Publisher: Catalyst Game Labs (September 24, 2008)

Language: English

ISBN-10: 1934857157

ISBN-13: 978-1934857151

Product Dimensions: 8.8 x 1 x 11.5 inches

Shipping Weight: 3.4 pounds

Average Customer Review: 4.5 out of 5 stars 14 customer reviews

Best Sellers Rank: #1,073,072 in Books (See Top 100 in Books) #28 in Books > Science Fiction & Fantasy > Gaming > Battletech #76540 in Books > Teens

## Customer Reviews

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This product is much like the older maximum tech or tactical handbook. basically a slew of optional rules and equipment, much of it from those books but revised. The revisions are key because the rules in those older books were often unbalanced and just absurd. The rules in this book however are apparently actually play tested. Wow, what a concept! There are also fewer errors compared with older books. The book is thick with tons and tons of interesting stuff to bring new life to this game. People that love making custom mechs to fight against each other will love this book. There is one problem however and that is how it is organized. It is right at the point of being so poor that it becomes frustrating. All the new books, Total Warfare, Tech Manual and this one are the same in this regard. I have never used the index in books so often in my life. Rules for a single weapon are spread out not only across different pages in the same book but also between books. One book will tell you the construction rules while the other the game play rules. Absurd! Overall it is worth the money.

This is the 3rd book in Catalyst Game Labs core rule books for Battletech. This book is best described as Maximum Tech, 2nd Edition. It includes numerous advanced rules, artillery rules, and gathers all of those house rules previously published in Fasa products. In short, it is a fantastic resource, and almost makes me forgive Catalyst for tricking me into buying the Tech Manual. If you play Battletech, I would consider this a must have tome. Well worth the money and will provide you with special case rules for just about anything...except LAM's.

Lots of info for gaming.

Tactical Operations expands the players experience on the battlefield by offering optional rules. The book includes rules for environmental impacts such as weather, low light, even high/low gravity. It also includes advanced rules for things like line of sight, etc (that in my opinion make a TON more sense than the standard rule). If you want to mix things up in your Battletech battles, this is a great place to start. The rules and options offered in this book really make the Battletech experience come to life.

A lot of cool rules to enhance the core game. They are broken down nicely so you can choose which rules you want to use. With this book and the core book (total warfare) you will have rules to do just about anything you can think of as far as ground combat is concerned.

Tactical Operations gives an additional layer of complexity to Battletech games. All of these rules may be present in older supplements, but the existence of this book is a great recruitment tool for the next generation of Battletech players. Its great to have it in one well done volume

All of the products from Catalyst Game Labs are top notch! There is a lot of work that went into this book and the other books in the series. This publisher has really taken the Battletech franchise to a level of quality it deserves. Well Done!

Arrived on time and is as expected.

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