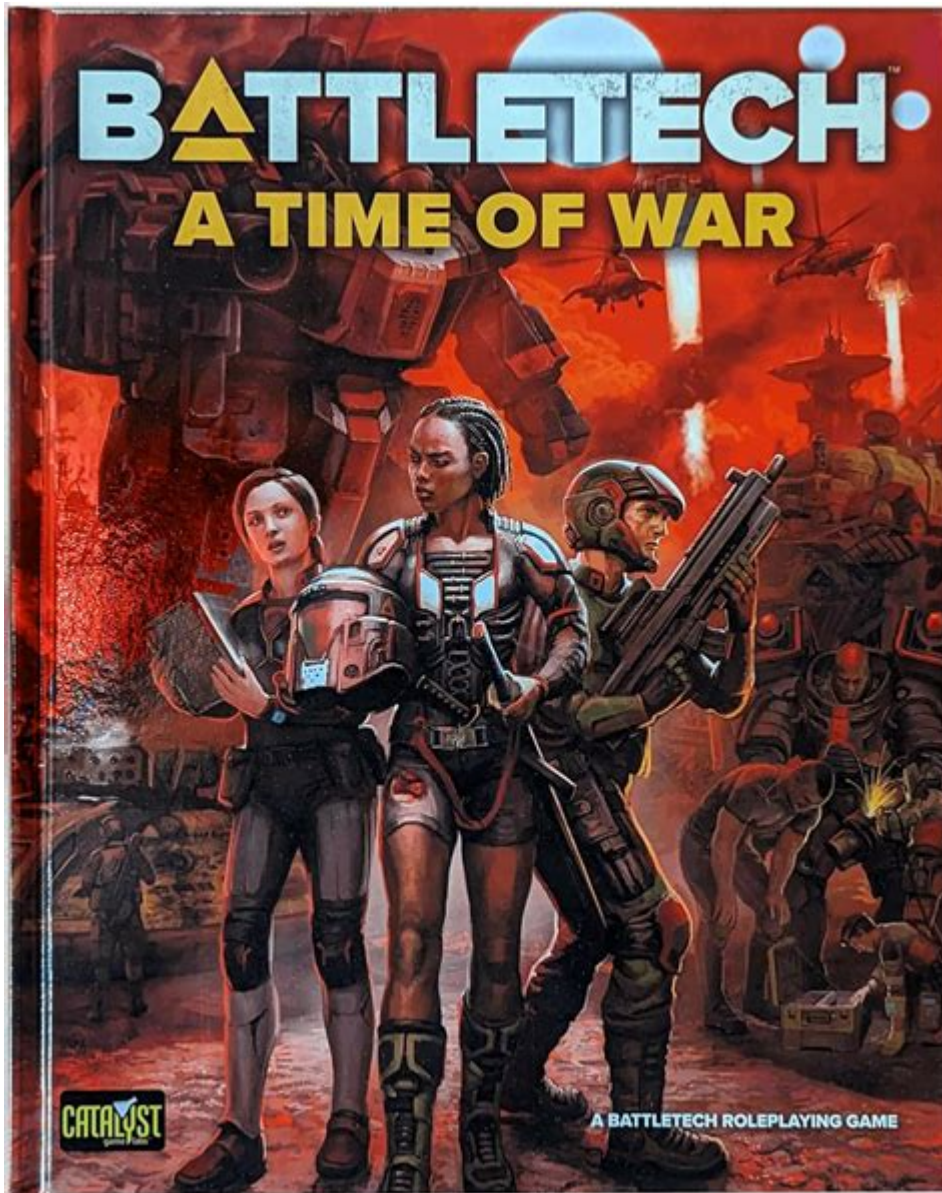


BattleTech A Time Of War



BattleTech: A Time of War - A Deep Dive into the Classic MechWarrior Universe

Are you ready to plunge into a universe of giant robots, interstellar warfare, and political intrigue? Then buckle up, because we're diving headfirst into BattleTech: A Time of War. This comprehensive guide explores the rich history, compelling factions, and intense strategic gameplay that make this franchise a beloved classic for strategy game enthusiasts. We'll cover everything from the core conflict to the intricacies of unit composition and tactical decision-making, making this your ultimate resource for understanding this sprawling universe.

The Inner Sphere: A Crucible of Conflict

BattleTech: A Time of War isn't just about smashing mechs together; it's about a galaxy-spanning struggle for power and survival. The setting, the Inner Sphere, is a fractured region encompassing a multitude of planets and warring factions. Centuries after the fall of the Star League, numerous Great Houses vie for dominance, engaging in brutal proxy wars and devastating campaigns for territorial control. This constant state of conflict shapes every aspect of the game, from the technological advancements of each faction to the political machinations that underpin the larger narrative.

The Great Houses: A tapestry of rivalries

Understanding the Great Houses is crucial to grasping the intricacies of BattleTech. Each House boasts unique histories, technological specializations, and political agendas. The dominant powers like the Davion, Kurita, Liao, and Cameron houses frequently clash, their conflicts determining the fate of countless worlds. Smaller houses, often caught in the crossfire, are forced to navigate perilous alliances and ruthless power plays to survive. The complexity of these inter-house relationships forms the backbone of many BattleTech storylines, influencing the strategic landscape and adding depth to the conflicts.

Gameplay: Beyond the Mech

While the mechs are undeniably iconic, the gameplay of BattleTech: A Time of War extends far beyond simply piloting a giant robot. Strategic planning and resource management are equally crucial for success.

Command and Control: Mastering the Art of Warfare

Effective leadership is paramount. Players must manage their resources carefully, deploying units strategically, and adapting to the ever-changing battlefield conditions. Understanding unit strengths and weaknesses, terrain advantages, and the capabilities of different weapon systems is vital to achieving victory. A well-timed flanking maneuver or a concentrated artillery barrage can often turn the tide of battle.

MechWarrior Piloting: More than just shooting

While aiming and shooting is a significant part of the combat, successful MechWarrior piloting requires a deeper understanding of your mech's capabilities. Heat management, armor prioritization, and knowing when to retreat and regroup are all crucial elements of effective combat.

Knowing when to push aggressively and when to employ a more defensive strategy is key to overcoming superior numbers or more technologically advanced opponents.

Technological Advancement and Research: Fueling the Arms Race

The ongoing conflict drives continuous technological advancements. Each faction strives to develop superior weaponry, armor, and technologies to gain an edge over its rivals. Research and development play a crucial role in maintaining a competitive edge, allowing players to field increasingly powerful units and bolster their strategic capabilities. This continuous arms race adds a layer of dynamic evolution to the game, preventing stagnation and ensuring that every campaign feels fresh and challenging.

Expanding the Universe: Beyond the Games

The BattleTech universe is far richer than just its video games. The tabletop wargame, novels, and other media have built a vast and compelling world filled with detailed lore, compelling characters, and captivating narratives. This expansive universe allows for endless exploration and discovery, constantly adding new layers of depth and intrigue.

Conclusion

BattleTech: A Time of War is more than just a game; it's a gateway to a rich and engaging universe filled with strategic depth, compelling characters, and epic conflicts. Whether you're a seasoned veteran or a newcomer to the franchise, the universe offers something for everyone, offering a blend of tactical combat, political intrigue, and compelling storytelling that continues to captivate players decades after its initial release. The constant state of war, the diverse factions, and the ever-evolving technological landscape ensure that the struggle for dominance in the Inner Sphere remains a thrilling and endlessly captivating experience.

Frequently Asked Questions (FAQs)

1. What is the best starting faction in BattleTech? There's no single "best" starting faction; the optimal choice depends on your playstyle and strategic preferences. Each House offers unique strengths and weaknesses, requiring different approaches to gameplay.
2. How important is mech customization in BattleTech? Mech customization is incredibly important. Optimizing your mechs' loadouts for specific roles and combat scenarios is crucial for success,

maximizing their effectiveness on the battlefield.

3. Are there single-player campaigns available? Yes, BattleTech: A Time of War offers a robust single-player campaign alongside multiplayer options.

4. What makes BattleTech stand out from other strategy games? The unique blend of giant mech combat, deep strategic planning, and a rich, lore-filled universe sets BattleTech apart. The complexity of unit management and the ever-evolving political landscape create a compelling and immersive experience unlike any other.

5. Where can I learn more about BattleTech lore? The official BattleTech website, fan wikis, and numerous novels and sourcebooks offer a wealth of information on the game's rich history and extensive lore.

battletech a time of war: Battletech a Time of War Catalyst Game Labs, 2010-12

battletech a time of war: *BattleTech: The Nellus Academy Incident* Jennifer Brozek, 2014-01-14 THE WARRIORS OF TOMORROW... The battlefields of the 31st century are ruled by the BattleMech; twelve-meter-tall, 100-ton bipedal engines of pure destruction. Piloted by MechWarriors, commanded by neo-feudal officers, owned by national governments and band of mercenaries, these 'Mechs make every other ground combat vehicle obsolete. This is the warfare of fusion-powered giants. This is BattleTech. THRUST INTO BATTLE TODAY... Allegra Greene is no stranger to the military; her father is a general, after all. But when she enters the Nellus Military Academy, she finds far more than she expected. She finds a group of friends that will keep her going, challenging training, and instructors that push her to the edge and beyond. Unfortunately, that's not all she finds, and soon the endemic politics and warfare of the Inner Sphere reach the Nellus Academy. And when their spaceship is hijacked and crash-lands on a remote moon, Allegra and her friends find themselves in a life-or-death struggle just to survive!

battletech a time of war: *Ghost War* Michael A. Stackpole, 2002 More information to be announced soon on this forthcoming title from Penguin USA

battletech a time of war: Battletech a Time of War Companion Catalyst Game Labs, 2011-11

battletech a time of war: Ideal War Chris Kubasik, 1993 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.

battletech a time of war: *Battletech Field Manual* FASA Corporation, FASA Corporation Staff, 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.

battletech a time of war: *Initiation to War: BattleTech Legends, #21* Robert N. Charrette, 2001 NASTY, BRUTAL, AND SHORT...On the planet Epsilon Eridani, young Tybalt Kelly dreams of one day becoming a MechWarrior--no matter how much his father hates the idea. When the local County Shu Militia starts recruiting for warrior training, Tybalt finally gets his wish. But he might not live to regret it. Because the raw, untested forces of the Shu are about to meet their baptism by fire. Unidentified 'Mech raiders have been hitting cities and supply depots, destroying and plundering at will. And the newly fitted MechWarriors are going after them. Now Tybalt is about to discover the hard truth that some battles have no winner--and in war, glory may be fleeting, but

death is forever...

battletech a time of war: *BattleTech: Embers of War* Jason Schmetzer, 2016-03-01 ONE WAR ENDS...AND ANOTHER BEGINS... For Ezra Payne and the Stealthy Tiger mercenaries, professionalism is everything. Hired to assist in the bitter, bloody fighting on the planet Hall, they quickly earn a decisive victory for their employer. They settle afterward in for a needed period of rebuilding, and a few months' peace before moving on to the next contract. But their respite does not last. More mercenaries, hired by the Allied Mercenary Command itself, land on Hall. They believe the Tigers' employer to be league with the Word of Blake, a shadowy interstellar organization that worships technology, and which has been building its own empire among the worlds around Terra. The Tigers want nothing of this battle, but war rages across the Inner Sphere. The hard-fought cease-fire cannot last, even on Hall, and when every faction is embittered and fueled by fervor, peace has no chance at all. As a new conflict erupts, will the Stealthy Tigers' BattleMechs be enough to save them? Or will the looming threat of renewed war engulf them in its fiery embrace?

battletech a time of war: *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, The 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.

battletech a time of war: *Classic Battletech Total Warfare* Catalyst Game Labs, 2007-11 Classic BattleTech game system as never before! Interwoven and meticulously updated, Total Warfare provides the most detailed and comprehensive rules set published to date for BattleTech, the perfect companion for standard tournament play.

battletech a time of war: *Battletech Technical Readout Succession* Catalyst Game Labs, 2017-10-04 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.

battletech a time of war: *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...

battletech a time of war: 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.

battletech a time of war: BattleTech Legends: Warrior: Riposte Michael A. Stackpole, 2018-12-13 THE GAUNTLET IS THROWN... Hanse Davion and Melissa Steiner have united two Great Houses of the Inner Sphere in a marriage that upsets the balance of power among the stars. Though some hope this may bring an end to centuries of war, Maximilian Liao of the Capellan Confederation has enlisted the aid of two highly placed Davion traitors to destroy Hanse Davion and the Federated Suns from both within and without. But in the distant star chambers of the Capellan March and Draconis Combine, the warlords of Maximilian Liao are honoring a different and more deadly vow: to wage an unholy war that threatens to rip apart the vulnerable worlds of the Federated Suns. As Davion 'Mech commander Andrew Redburn and his mercenaries streak into battle, an explosive clash of metal and men signals the return of a formidable foe. Interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all. For both men, it is do-or-die combat that could ensure the triumph of a glorious new alliance—or result in total annihilation...

battletech a time of war: Shadows of War Thomas S. Gressman, 1998 Twilight of the Clans VI. The Task Force braves a Clan-made hell.

battletech a time of war: Hell's Foundations Quiver David Weber, 2015-10-13 Hell's Foundations Quiver: David Weber's New York Times-bestselling Safehold series begun with Off Armageddon Reef, By Schism Rent Asunder, By Heresies Distressed, A Mighty Fortress and Like a Mighty Army. TURNING OF THE TIDE Centuries ago, the human race fought its first great war against an alien race-and lost. A tiny population of human beings fled to distant Safehold. Centuries later, their descendants have forgotten their history; for them, life has been an eternal Middle Ages, ruled by the Church of God Awaiting, whose secret purpose is to prevent the re-emergence of industrial civilization. But not all of Safehold's founders were on board with this plan. Those dissidents left behind their own secret legacies. One of those is Merlyn Athrawes, cybernetic avatar of one of Earth's long-dead defenders, now reawakened after a thousand years to restart human progress and reclaim our place in the universe. Merlyn has intervened in the small Safeholdian realm of Charis, seeding it with ideas and innovations and helping it to rise to challenge the hegemony of the Church. It's been a long and bloody fight, but aided by a stream of inventions--breach-loading rifles, signal rockets, claymore mines, new approaches to manufacturing and supply-Charis and its few allies seem to have finally gained the upper hand. Now major realms have begun to consider switching sides. To all these ends, Merlyn Athrawes has been everywhere, under multiple disguises and wielding hidden powers. The secret of who and what he is has been closely held. But a new player has arrived, one who knows many secrets-including Merlyn's own. Safehold Series 1. Off Armageddon Reef 2. By Schism Rent Asunder 3. By Heresies Distressed 4. A Mighty Fortress 5. How Firm A Foundation 6. Midst Toil and Tribulation 7. Like A Mighty Army 8. Hell's Foundations Quiver 9. At the Sign of Triumph At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

battletech a time of war: Battletech Handbook Jason Schmetzer, 2010-07-01

battletech a time of war: 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 a time of war: Battletech 14 James D. Long, 1994 In a new adventure based on the popular science fiction role-playing game, rebel forces battle government armies as they compete in an intergalactic war to capture a inestimable prize. Original.

battletech a time of war: Battletech Historical Catalyst Game Labs, 2017-08-23 The Second Succession War began in 2830 and lasted until 2864. It saw a significant reduction in technological advancement as the Successor Lords sought to cripple their enemies' ability to wage war. Instead, only a handful of planets changed hands and the Inner Sphere had for the most part slipped to a level comparable to early 21st century Terra at its conclusion.

battletech a time of war: The Dying Time Thomas S. Gressman, 2002 Days after the death of legendary warrior Grayson Carlyle, the Gray Death Legion is called on a mission to protect Hesperus II from rebels. But soon they realize they are pawns in the continuing war between Victor Davion-Steiner and his sister Katrina, and that they are about to enter a battle that they are meant to lose.

battletech a time of war: Battletech Time of War GM Screen Catalyst Game Labs, 2011-09-28

battletech a time of war: The Forever War Joe Haldeman, 2009-02-17 Private William Mandella hadn't wanted to go to war against the Taurans-p. [4] of cover.

battletech a time of war: Battletech Technical Readout: 3055 Upgrade Herbert A Beas, II, Randall N Bills, Loren Coleman, Warner Doles, Chris Hartford, David L McCullough, 2012-01-18

battletech a time of war: The Wars of Reaving Ben H. Rome, Catalyst Game Labs, Herbert A. Beas, II, Paul Sjardijn, 2011-06

battletech a time of war: Bred for War Michael A. Stackpole, 1995-01-01 After ascending the throne of the Federated Commonwealth, Prince Victor Steiner-Davion struggles to cope with the continuing threat of the Clans to the peace of the inner sphere and with the machinations of his own ambitious and treacherous sister. Original.

battletech a time of war: Decision at Thunder Rift William H. Keith, Jr., Andrew Keith, 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.

battletech a time of war: Battletech Era Report: 3062 Herbert A. Beas, II, CATALYST GAME LABS, Jason Schmetzer, 2011-05-25

battletech a time of war: Battletech Era Report 2750 Catalyst Game Labs, 2012-06-01

battletech a time of war: The Price of Glory William H. Keith, Jr., 1993-01-01 Their home base destroyed, the Grey Death Legion, now branded as outlaws, search for a lost Star League treasure in hopes of clearing their names

battletech a time of war: Mercenary's Handbook Contemporary Books, Jill Lucas, 1988-12-12 A BattleTech and MechWarrior supplement describing the mercenary way of life.

battletech a time of war: BattleTech Legends: Initiation to War Robert N. Charrette, 2018-09-21 DREAMS OF GLORY... On the planet Epsilon Eridani, young Tybalt Kelly dreams of one day becoming a MechWarrior—no matter how much his father hates the idea. When the local County Shu Militia starts recruiting for warrior training, Tybalt finally gets his wish. But he might not live to regret it. SHATTERED BY REALITY. Because the raw, untested forces of the Shu are about to meet their baptism by fire. Unidentified 'Mech raiders have been hitting cities and supply depots, destroying and plundering at will. And the newly fitted MechWarriors are going after them. Now Tybalt is about to discover the hard truth that some battles have no winner—and in war, glory may be fleeting, but death is forever...

battletech a time of war: BattleTech Legends: Impetus of War Blaine Lee Pardoe, 2018-09-21 WHEN HUNTING THE DEADLIEST PREY... Major Loren Jaffray is a soldier's soldier, a hardened professional who made his reputation with the Capellan Confederation's legendary Death Commandos. Now serving as an officer in the Northwind Highlanders, Loren longs to prove his loyalty to his new comrades. And he's getting that chance—the Draconis Combine is hiring his regiment to take on a mission unlike any before it. MAKE SURE YOU DO NOT BECOME THE

HUNTED. The ruthless Clan Smoke Jaguar emulate the savagery of their feline namesake with lethal accuracy. Nobody knows this better than the samurai of the Draconis Combine, who fought to the death to save their very homeworld. Now Loren's crack Highlanders will be the instrument of the Combine's vengeance, striking into the Deep Periphery to crush one of the Jaguars' supply centers on a distant world called Wayside V. But the young, confident major is in for a very nasty surprise—and unless he makes a brilliant change in plans, Wayside V will soon be soaked with Scots blood...

battletech a time of war: *BattleTech Legends: By Temptations and By War* Loren L. Coleman, 2021-06-26 A SPARK OF REBELLION... When the Republic of the Sphere was established, it absorbed a quarter of Capellan Confederation space. Now that the crippled Republic is embattled everywhere, the Confederation Chancellor sends an operative into former Capellan territory to nurture the seeds of rebellion. Freedom fighter Evan Kurst has resisted the Republic's "benevolent occupation" of the world of Liao for as long as he can remember. He has fought side by side with agents from the Confederation, and rallied other fighters to the cause. Until now, his efforts have been in vain. But amid the chaos of the interstellar communications blackout, Kurst sees a new chance to liberate his homeworld and return it to its rightful rulers. The Chancellor's support is assured, and embodied in the person of Mai Wa, the operative sent to ensure Kurst's success. But Mai has betrayed Kurst before, and his biggest problem remains knowing whom to trust in a world where today's ally is tomorrow's enemy...

battletech a time of war: *BattleTech Legends: Ideal War* Christopher Kubasik, 2019-01-20 DOWN IN THE MUD AND BLOOD... Captain Paul Masters, a knight of the House of Marik, is well versed in the art of BattleMech combat. A veteran of countless battles, he personifies the virtues of the Inner Sphere MechWarrior. But when he is sent to evaluate a counterinsurgency operation on a backwater planet, he doesn't find the ideal war he expects. Instead of valiant patriots fighting villainous rebels, he discovers a guerrilla war—both sides have abandoned decency for expediency, ideals for body counts, and honor for victory. It's a dirty, dirty war...and Masters will have to draw on every scrap of combat knowledge he possesses if he's going to find a way out of this mess...

battletech a time of war: *BattleTech Legends: Bred for War* Michael A. Stackpole, 2018-11-04 HEAVY IS THE HEAD THAT WEARS THE CROWN.... Along with the throne of the Federated Commonwealth, Prince Victor Steiner-Davion inherited a number of problems. Foremost among them is the Clans' threat to the peace of the Inner Sphere—and a treacherous sister who wants to supplant him. The expected demise of Joshua Marik—heir to the Free Worlds League, whose very presence maintained peace—also endangers harmony. Victor's idea is to use a double for Joshua, a deception that will prevent war. But secret duplicity is hard to maintain, and war erupts anyway, splitting the Inner Sphere and leaving the Federated Commonwealth defenseless. And when Victor thinks things can get no worse, word comes that the Clans, once again, have brought war to the Inner Sphere...

battletech a time of war: *BattleTech Legends: Masters of War* Michael A. Stackpole, 2022-05-19 A CLASH OF WARRIORS... As Clan Wolf launches a daring campaign of reprisal against the splintering Republic, three warriors will find their destinies intertwined on the field of battle and in the fight for their futures... Alaric is a living legend among the Wolves: fearless, merciless, ruthless. But his own lust for victory may mean his undoing, unless he learns to see beyond himself—and recognize what a true warrior fights for. Anastasia is a former Wolf Clan warrior, now leading a band of mercs against her one-time comrades. She knows that to lead, she must prove not only her command ability, but her complete separation from the Wolves. And there is only one way to do that—in combat. Verena is the new commander of a ragtag merc force. Her desire for greatness will uncover her own superior abilities and draw her ever closer to a final confrontation in which mercy is unheard of—and only death awaits the unworthy...

battletech a time of war: *BattleTech: Let Slip the Dogs of War* Bryan Young, 2024-08-30 OUTNUMBERED AND ON THE RUN! As the Marian Hegemony works to expand its holdings and seize planets from the Free Worlds League, the Ghost Dogs—led by the redoubtable veteran Colonel

Hank Mallory—have been hired to defend the world of Hammer. Outnumbered three to one against the superior forces of Legatus Quintus Liberalis, the Ghost Dogs will have to pull not one but four aces out of their sleeves to defend the capital and fulfill their contract without losing their lives...

battletech a time of war: BattleTech Legends: Shadows of War Thomas S. Gressman, 2018-11-23 SEEK AND DESTROY... The massive invasion force of Operation Serpent has descended behind enemy lines. Their mission is to obliterate the military power of Clan Smoke Jaguar and seize the homeworld of Huntress. Commanding this historic assault is General Ariana Winston of the elite Eridani Light Horse mercenary brigade. After a year's voyage through deep space, they have arrived. OR BE DESTROYED... But the battle has just begun. The dangers are more far-reaching than Winston ever feared. And the Jaguar garrison is far more cunning than the troops of the Inner Sphere ever believed. For now, emerging from the shadows, a new threat is bearing down on the Serpent armies. The greatest danger to humanity's future is right in their midst. And it is about to ignite the fires of a war to end all wars.

battletech a time of war: BattleTech: Slack Tide Jason Schmetzer, Philip A. Lee, 2020-02-21 PEACE MAY SELL...BUT WHAT IF NO ONE'S BUYING? On 21 May 3052, the seemingly unstoppable military juggernaut of the invading Clans was defeated in a pitched campaign on the quiet world of Tukayyid. This astonishing victory bought the weary armies of the Inner Sphere a fifteen-year stay before the invasion can resume. But despite the truce, the fire driving the Clans' centuries-long quest to conquer Terra, the birthplace of humankind, and rebuild Inner Sphere civilization in their warmongering image has not been extinguished. Conflict still rages above the truce line, and the Clans are biding their time until the tide of war can surge up and flood the Inner Sphere once more. Slack Tide collects nine stories that chronicle the life-and-death struggles still being waged in the wake of Tukayyid's so-called peace. Fan-favorite authors such as Jason Hansa, Philip A. Lee, and Craig A. Reed, Jr. spin tales of undercover operatives seeking to gain the secrets of Clan BattleMech technology, Inner Sphere MechWarriors attempting dangerous escapes from Clan-controlled planets, and mercenaries fighting to protect the only things that truly matter to them—theirself and their loved ones. The Clans' invasion may have been temporarily halted, but the true battles for the future of the Inner Sphere have only just begun...

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Apr 24, 2018 · So I'm REALLY bad at these kinds of games but I'm really enjoying playing it and the story. Are there any kind of console commands, cheats or mods(I imagine no to mods right ...

How to apply mods to the game? :: BATTLETECH Modding

Apr 26, 2018 · So I know the game can be modded, and I've seen some right here in the forum but my googlefu is apparently weak because I can't seem to find a good guide on how to install ...

Coil weapons, any good? :: BATTLETECH General Discussions

Apr 21, 2020 · I put TWO Coil M's on a firestarter, I thought this was going to be sweet. First time I opened fire, 200 damage! OH YEAH. NOW it was on a hot planet but I spent the next two ...

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