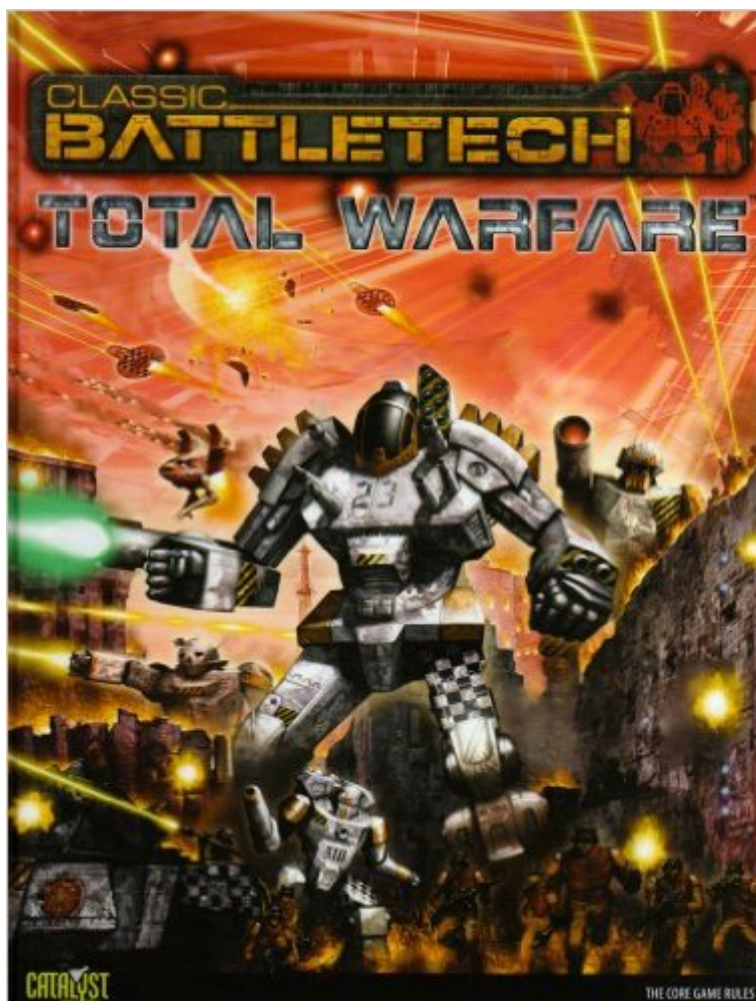


The book was found

Battletech Total Warfare (Classic Battletech)



Synopsis

The product of more than twenty years of gaming experience this corrected second printing of total warfare presents the rules of the classic battle tech game system as never before. For the first time all the rules for various units that have a direct impact on the deadly battlefields of the thirty-first century appear in a unified rules set. Interwoven and meticulously updated total warfare provides the most detailed and comprehensive rules set published to date for battle tech - the perfect companion for standard game play whether in a canon in-store event at a major convention or just for a argument-free evening of gaming fun.. Item Weight - 2.78 lbs.

Book Information

Age Range: 8 and up

Series: Classic Battletech

Hardcover: 312 pages

Publisher: Catalyst Game Labs (February 1, 2008)

Language: English

ISBN-10: 0979204712

ISBN-13: 978-0979204715

Product Dimensions: 8.8 x 0.8 x 11.2 inches

Shipping Weight: 2.8 pounds (View shipping rates and policies)

Average Customer Review: 4.9 out of 5 stars [See all reviews](#) (19 customer reviews)

Best Sellers Rank: #327,709 in Books (See Top 100 in Books) #11 in [Books > Science Fiction & Fantasy > Gaming > Battletech](#) #62651 in [Books > Children's Books](#)

Customer Reviews

Short point: If you're out to crash giant robots into each other and no more, this book isn't for you.

Stick to the basic CBT starter set and be happy. Long point: If, on the other hand, you realize that the average war isn't solely dependent on giant robots for the win, this is the right book for you.

Having been a BT4 player since just after 2000 (I've had pages fall out of my copies of BT Master Rules and Maximum Tech, they are so heavily used), it is good to see a nice chunk of L1, L2 and L3 Battletech codified and compiled into one easy reference. It is a big book, and for some things you will have to hunt and read until you memorize it, but for the one-stop slaughterhouse in the Inner Sphere and Clan territories, this is well worth the sticker price. The authors even went so far as to chop up Aerotech and throw in the ground support system for good measure. The downsides: Artillery is not covered in this volume. The space battle section of the Aerotech coverage only goes

as far as Dropships, leaving Jumpships and Warships out entirely. The largest downside is simple: this is only the play rules. If you want to build your own units (one of the great hallmarks of Battletech), you will need the sister volume CBT Techmanual (Classic Battletech). Rating Justification: Four out of five stars is well worth it, simply because they compacted and simplified a very large amount of BT4 into one play-oriented volume.

I have purchased a number of Catalyst published CBT supplements in the past few months and, with one minor exception, I am consistently amazed with the quality of the products they are currently producing. My history with Battletech goes back to about 1990 or 1991; my personal collection of older sourcebooks is fairly extensive, including the second and fourth edition boxed sets, every version of the Battletech Compendium, and a few copies of the BMR. This is without a doubt the best supplement of its kind ever released for Battletech. It simply destroys the previous products in terms of presentation, cohesiveness and overall clarity. Due to my long term history with the game, I found it incredibly interesting to see how various rules had evolved. In almost every case it seemed that any vagaries or holes had been worked out. Items that created imbalances have been corrected in minor ways (i.e. pulse lasers + aimed shots on targeting computers) items that were woefully underpowered have been made more useful or sturdier (AMS and infantry units I'm looking at you.) Additionally this book consolidates a number of rule sets into a single volume; no more referencing separate volumes for City and non-City combat, or Aerospace stuff, etc. This means you can, in almost every case, have a single point of reference while running a BattleTech game. This is pretty invaluable when compared to the old way of swapping through rulebooks for case by case items within a scenario. There are a few points of critique I can level at the product. Unit creation rules have been moved to a separate volume; this is acceptable due to the complexity of the rules in their consolidated state. That being said, the little things they did to "force" one to buy TechManual (i.e.

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