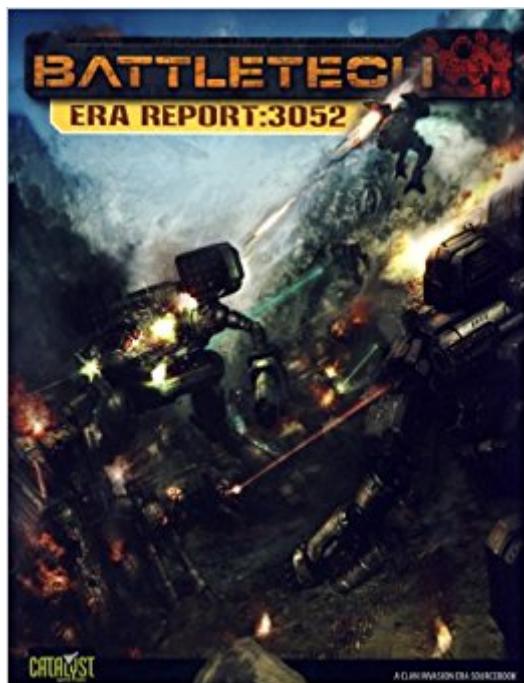


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Battletech Era Report 3052



Synopsis

CAT35220 Era Report 3052 CBT Supplement By Catalyst Game LabsFor three hundred years, the nations of the Inner Sphere waged war in the name of the fallen Star League, sending armies of MechWarriors into battle for glory and power. Yet even as BattleMechs clashed over the forgotten ruins of humanitys Golden Age, the descendants of the long-lost Star League Defense Force gathered their might among distant stars. Then, in 3048, amid reports of a technological renaissance in the Sphere, the leaders of Kerenskys children decided the time for invasion had come. The Clan Invasion would transform the face of warfare and the fate of nations across the Inner Sphere, marking an all new era for all of humankind. Era Report: 3052 describes the state of the Inner Sphere and the Clans at a pivotal period in BattleTech history: the early years of the Clan Invasion. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of every major Inner Sphere and Clan faction. Notable personalities, military forces, and an overview of the technological capabilities of the Inner Sphere and Clan powers of this critical era in history are also provided, along with special advanced-level rules for campaigns set in this era, whether played using the Total Warfare core rules or those found in A Time of War: The BattleTech RPG.

Book Information

Series: Battletech

Paperback

Publisher: Catalyst Game Labs (January 19, 2011)

Language: English

ISBN-10: 193485767X

ISBN-13: 978-1934857670

Product Dimensions: 8.5 x 0.5 x 11 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,463,481 in Books (See Top 100 in Books) #52 in Books > Science Fiction & Fantasy > Gaming > Battletech #100342 in Books > Teens

Customer Reviews

CAT35220 Era Report 3052 CBT Supplement By Catalyst Game LabsFor three hundred years, the nations of the Inner Sphere waged war in the name of the fallen Star League, sending armies of MechWarriors into battle for glory and power. Yet even as BattleMechs clashed over the forgotten

ruins of humanity's Golden Age, the descendants of the long-lost Star League Defense Force gathered their might among distant stars. Then, in 3048, amid reports of a technological renaissance in the Sphere, the leaders of Kerensky's children decided the time for invasion had come. The Clan Invasion would transform the face of warfare and the fate of nations across the Inner Sphere, marking an all-new era for all of humankind. *Era Report: 3052* describes the state of the Inner Sphere and the Clans at a pivotal period in BattleTech history: the early years of the Clan Invasion. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of every major Inner Sphere and Clan faction. Notable personalities, military forces, and an overview of the technological capabilities of the Inner Sphere and Clan powers of this critical era in history are also provided, along with special advanced-level rules for campaigns set in this era, whether played using the Total Warfare core rules or those found in *A Time of War: The BattleTech RPG*.

Catalyst knocks it out of the park again, with their *3052 Era* report. This book, as the description states, is a great guide for running a Clan Invasion era campaign in the Battletech universe. An overview of the invasion, the major players, and the armies involved is provided, along with rules for running a campaign during the conflict. As far as I know it is the only book that has an accurate, complete set of mechs in its era specific random generation tables. As some Battletech fans might know, FASA released a number of new mechs in supplements after the initial Clan Invasion books that were supposed to have been involved in the invasion. Quite a few of them were introduced in Tech Readouts after the Unseen mechs were pulled. As all of those mechs are canon again, this supplement's unit generation tables are actually accurate and complete. All in all it's a great supplement, that honestly has been long missing in the product line. If you're a Battletech fan and are interested in playing this era, it's well worth the money.

An excellent book. Gives you the down and dirty history of the beginnings of the Clan Era with all the major happenings across all the different territories. It also covers major personalities and technologies introduced in the era. I was also greatly pleased to have Chaos Campaign and *A Time of War* rules included that allow you to easily adapt to the Era. An excellent Game Master resource.

Exactly what I needed to put together a clan invasion campaign for my friends: has mech tables, general background and major personas.

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