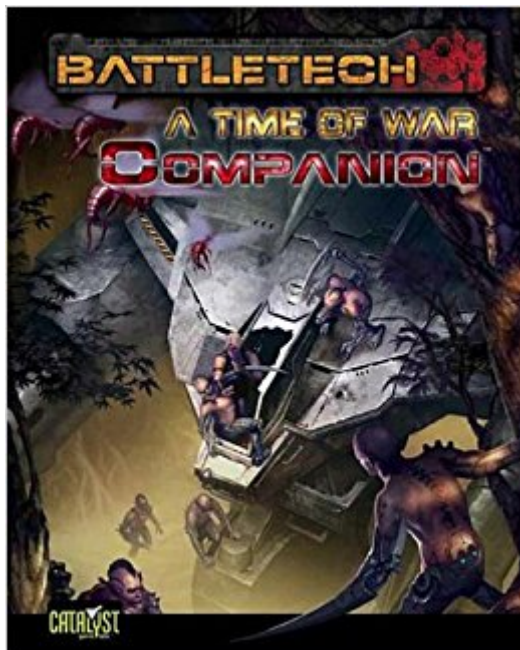


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# Battletech Time Of War Companion



## Synopsis

The A Time of War Companion is an advanced rules expansion for A Time of War: The BattleTech RPG. It offers several rules expansions designed specifically to enhance the basic game play experience of A Time of War campaigns, while retaining compatibility with the rest of the core rules line.

## Book Information

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Average Customer Review: 4.0 out of 5 stars 3 customer reviews

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## Customer Reviews

except for the help make character creation quicker and easier. The character design templates did not really speed up character creation that much (1 hr 30 mins as opposed to the 1 hr 45 mins from just using core book). However, it adds lots of details, and options. Which is why it doesn't make character creation any faster. Battletech has always been a super crunchy game. Quick playing, mostly, but slow to make characters/squads/'Mechs/etc. That said, it fills in the holes that A Time of War missed, and so it's still a good buy if you want to play a RP-game in the BattleTech universe. Hopefully the next book for A Time of War will include some kind of narrative way to handle 'Mechs/Vehicles/etc. THAT would speed up play even more.

Good additions to an already fun but complex game

Arrived on time and is as expected.

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