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Battletech Strategic Operations



Synopsis

Liftoff planet and conquer an entire solar system! Deploy kilometer-long WarShips as escorts, first for JumpShips bridging the gulf between stars, then for detaching DropShips that burn in system to drop troops onto any battlefield. New aerospace tactics will allow you to gain air supremacy to match your grasp of ground tactics. Yet the war for a star system is more than a single battle and a commander that utilizes his supplies and personnel with skill will survive the numerous battles to come. Strategic Operations is the one-source rulebook for advanced rules aerospace assets that open the entire conquest of a solar system. It includes new aerospace movement, combat and advanced aerospace unit construction rules, as well as comprehensive maintenance, salvage, repair and customization rules. Finally, a complete game system-BattleForce-allows players to use their existing miniatures and mapsheets to play quick, fast-paced BattleTech games, from companies to battalions and even regiments.

Book Information

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Customer Reviews

I just wanted to briefly review the Strategic Operations product. Just for full disclosure- I helped playtest material for this product. Overall, I think this is an excellent product for the Classic Battletech game line although it has a limited audience. Basically, this product contains Aerotech and Battleforce rules. I haven't put previous editions of these game lines (Aerotech and Battleforce) through a fine tooth comb but I'm sure there are a number of additions and modifications for their use in Strategic Operations. For those who don't know, Aerotech handles all the flying stuff like Fighters, Warships, etc while Battleforce handles using units on such a large scale that using

Battletech scale is impractical. Battleforce sacrifices a fair amount of detail to be able to handle such a large number of units. If you have Aerotech and Battleforce, it is worth picking up this product if you use those game systems on a fairly regular basis. This product is definitely suited for the more advanced Battletech player. Sincerely, Andrew Norris

In addition to the charts and rules, there is background stories for examples. You will need to access the other related books to complete the experience. After buying Strategic Operations I bought the Tech Manuel. The TM gave me information on weapon systems. Next, I purchased Total Warfare and Tactical Operations. Hopefully, when Interstellar Operations is completed, I will purchase it. A lot of care went into these books and I thank the product beta testers.

Arrived on time and is as expected.

This is one of the best books for those interested in the Battletech universe. It describes everything in beautifull detail, and well, Randall Bills is the MAN!!!! Long Live House Davion

In its original 1997 incarnation, Battleforce 2 was the holy grail: a fun and playable Battletech game. I was excited to hear that Strategic Operations would include a new rule set built off the BF2 foundation. Unfortunately they built too much, adding mounds of rules (even in the basic rule set) that slow the game from a sprint to a crawl by requiring extra dice rolls everywhere. Example 1: In BF2, one rolled dice *once* to determine whether a critical hit is scored and which critical hit it will be. In Strat Ops, you roll twice, like in Battletech. Example 2: in BF2, when battle armor infantry is mounted on a mech, the first point of damage dealt to the pair is done to the infantry, the second point to the mech -- easy. In the new game you have to roll a die every time the pair is hit to determine who's damaged. Cases like these abound (eg, physical attacks now require separate rolls from short-range weapon attacks). The game is now as unplayably slow as basic Battletech. If a slow game doesn't suit your fancy, you'll either have to extensively house-rule this beast or find a rare used copy of Battleforce 2.

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