

BATTLETECH™

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A TIME OF WAR

THE BATTLETECH ROLE-PLAYING GAME

A Time of War: The BattleTech Role-Playing Game™ is the one-source reference for rules governing the role-playing aspect of the *BattleTech* universe. It includes a new system, designed from the ground-up for both maximum flexibility and compatibility with the *Total Warfare* series and its companion volumes, *Tactical Operations* and *Strategic Operations*.

Series/Type: BattleTech/Core Supplement

Compatibility: Compatible with *BattleTech Total Warfare*, *Tactical Operations* and *Strategic Operations*.

Selling Points:

- Long awaited edition restores playable compatibility between the role-playing system used in the *MechWarrior, Third Edition/Classic BattleTech RPG* and the tactical game represented by *Total Warfare*.
- Modular and point-based character creation rules allow players to choose between "organic" character designs or fast "build and play" type characters.
- An expansive listing of weapons and equipment for virtually any RPG adventure, compiling equipment published across the entire history of the *BattleTech* universe, updated to new rules.
- Role-playing expansions on tactical combat, including special pilot abilities and more detailed tactical combat effects on personnel.
- All new presentation, including hard cover, full-color.

Target Market:

- Current *BattleTech* players
- Lapsed *BattleTech* players looking to return
- Cross-over players from other tabletop miniatures games.

Up-Sells & Cross-Sells:

- *Total Warfare* [CAT35001]
- *Tactical Operations* [CAT35003]
- *Strategic Operations* [CAT35004]
- *Jihad Conspiracies: Interstellar Players* [CAT35303]
- *Jihad Secrets: The Blake Documents* [CAT35303X]
- *Masters & Minions: The StarCorps Dossiers* [CAT35240]



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Catalyst Game Labs

PMB 202
303 91st Ave NE, G-701
Lake Stevens, WA 98258
contact@CatalystGameLabs.com
(425) 296-6625 [voice]
(425) 948-1301 [fax]

