

Battletech Technical Readout Vehicle Annex Revised

Describes and illustrates combat vehicles and other military equipment used in the BattleTech series of games.

Battletech Combat Manual: House Kurita Is The Second In The New Battletech Alpha Strike Expansions, Begun With Battletech: Combat Manual: Mercenaries. Providing A Wealth Of Data Covering House Kurita'S Draconis Combine, The Volume Includes Faction-Specific Rules For Combat Command Abilities And Force Building. 120 Pages, Paperback

The Free Worlds League (FWL) field manual provides an extensive survey of House Marik's Free Worlds League, one of the major Inner Sphere military powers. The manual includes a full military history of the rebellion-riddled confederation, from the Succession Wars to the Andurien Civil War and beyond, and profiles of every League regiment, including the elite Marik Guard and the chivalrous Knights of the Inner Sphere. Also included are color renderings of FWL uniforms and insignia and special rules for new, exclusive League weapons and BattleMechs.

Dark Ages

Battletech Field Manual

Fortress of Lies

Battletech Technical Readout

Battletech Technical Readout Succession

War has spread across the Inner Sphere, shattering and shifting alliances both old and new. As the Clans once more close in on humanity's homeworld of Terra, the walls of Fortress have come down, revealing the return of Devlin Stone. Desperate for any edge, the Great Houses, Clans, and Periphery states of the Inner Sphere have unleashed a flood of new war machines, rushing them into battle on every front.

On February 5, 2439, the Mackie obliterated all opposition during its first combat trial, ushering in a new era of warfare. The BattleMech-King of the Battlefield was born. BattleMechs reached their pinnacle during the golden age of the Star League. The fall of the Star League and the Succession Wars that raged for centuries afterward took their toll and by the Fourth Succession War, the technology employed on the battlefields was a mere shadow of what it once was.

However, the discovery of the Helm Memory Core unlocked the technological potential to develop new BattleMechs and experimental technologies for the first time in centuries.

A COST IS ALWAYS PAID... Nikolai Reed is a trader on a Lyran JumpShip plying the space lanes... Chloe Mason is a hot-shot tech with the Hsien Hotheads mercenaries... Leaving the Northwind Highlanders, MechWarrior Ryana Nikol fills a billet with the Eridani Light Horse... Disparate lives, but a unified dream that will bring them all together on a fateful course that will span decades, cover hundreds of light years, and involve love, friendship, and loss across a dozen worlds. Each will pay a price along the way, as a cost always comes due. The Mercenary Life anthology is a compilation of stories written by Randall N. Bills. Including tales from several different characters as they cross paths, and the dream to found a new mercenary command is born. Their unique lives showcase the struggles and trials of the men and women who take up the mercenary mantle from a variety of angles, all bound around that central vision. The first eight stories of this anthology were originally posted for free alongside the release of MechWarrior 5: Mercenaries, acting as the origin stories for the mercenary command within that computer game. This is the first time they have been compiled into a single volume to allow for a Print on Demand physical copy. Additionally, an all-new ninth story has been added—The Sun Will Rise—along with postscripts for every story that gives the reader insight into how stories are

crafted within a shared universe between tabletop, computer games, and fiction that spans more than thirty years and tens of millions of words.

3060

BattleTech Legends

Battletech Technical Readout 3150

Twelve Years A Slave (Illustrated)

Record Sheets

"Technology is rapidly moving into our bodies," writes cyber expert Keenan, "and this book gives a chilling look ahead into where that road may lead us – on a one way trip to the total surrender of privacy and the commoditization of intimacy." Here is the definitive dissection of privacy-eroding and life-invading technologies, coming at you from governments, corporations, and the person next door. Take, for example, "Girls Around Me": a Russian-made iPhone App that allowed anyone to scan the immediate vicinity for girls and women who checked in on Foursquare and had poorly secured Facebook profiles. It combined this information in a way never intended by the original poster. Going to a Disney theme park? Your creepy new "MagicBand" will alert Minnie Mouse that you're on the way and she'll know your kid's name when you approach her. Thinking about sending your DNA off to Ancestry.com for some "genetic genealogy"? Perhaps you should think again: your genetic information could be used against you. With security scares like the Heartbleed bug (which compromised even supposedly safe internet behemoths like Google and Yahoo!) becoming more commonplace, this book is a must-read for anybody who values their privacy in a wired world.

A man of war, Prince Victor-Steiner Davion, returns home to find the Inner Sphere in tatters and a new government in charge that spurns him

-- Hundreds of different science fiction devices...weapons, computers, armor, exotic medicine, and much more. -- By one of the GURPS system's most popular authors.

The Top 10 Book of Players, Pawns, and Power-Ups

A Battletech Novel

Free Worlds League

Technocreep

BattleTech

The Warrior House Hiritsu and the Mustang Warriors join forces when the Capellan Confederation, led by Sun-Tzu Liao, the power-hungry First Lord of the Star League, sets out to reclaim its lost territory, by any means necessary. Original.

Twelve Years a Slave (1853) is a memoir and slave narrative by Solomon Northup, as told to and edited by David Wilson. Northup, a black man who was born free in New York, details his kidnapping in Washington, D.C. and subsequent sale into slavery. After having been kept in bondage for 12 years in Louisiana by various masters, Northup was able to write to friends and family in New York, who were in turn able to secure his release. Northup's account provides extensive details on the slave markets in Washington, D.C. and New Orleans and describes at length cotton and sugar cultivation on major plantations in Louisiana.

After his uncle, Duke Aaron Sandoval, survives an assassination attempt, Erik is deployed to Shensi to persuade the governors of the Republic to forge an alliance against the House Liao and soon discovers that the Duke will sacrifice anything, including him, to come into power.

Original.

Threads of Ambition

Battletech Record Sheets: 3075

Prince of Havoc

Technical Readout 3026 (vehicles and Personal Equipment)

Battletech Combat Manual Kurita (Field Manual-Esk for Alpha Strike)

Technical Readout Vehicle Annex Fanpro Llc BattleTech Technical Readout 3026 (vehicles and Personal Equipment) Contemporary Books

RISE OF A WARRIOR...In the 31st century, the BattleMech is the ultimate war machine. Thirty meters tall, and vaguely, menacingly man-shaped, it is an unstoppable engine of destruction. In the 31st century, the Clans are the ultimate warriors. The result of generations of controlled breeding, Clan Warriors pilot their BattleMechs like no others. In the 31st century, Aidan aspires to be a Warrior of Clan Jade Falcon. To win the right to join his Clan in battle, he must succeed in trials that will forge him into one of the best warriors in the galaxy, or break him completely. In the 31st century, Aidan discovers that the toughest battle is not in the field, but in his head-where failure will cost him the ultimate price: his humanity.

Mithras of London fancies the Isles as his domain, but the land is far older than even he. Ancient vampires lurk in the fens and wolf men stalk the moors. The Church has taken hold here, but worshippers of far older gods call upon power that no follower of Christ has ever known. And somewhere beyond the mist the fae laugh, for they were here before any other. Dark Ages: British Isles is the first regional sourcebook for the Dark Ages line. It includes the history of the land, information on the major cities of England, Ireland, Scotland and Wales, and details on how the supernatural denizens of Europe deal with each other and the oldest inhabitants of the Isles.

3050 Upgrade

Battletech Record Sheets: 3060

Gurps Ultra-Tech

Battletech Compendium

Way of the Clans (Legend of the Jade Phoenix, Book One)

-- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.

Succeeding in their invasion campaign with the secret aid of ComStar, the BattleTech warriors are unaware of ComStar's ulterior motive to reunite the Inner Sphere worlds under its single rule. Original.

BattleTech celebrates its tenth anniversary with the BattleTech Compendium: the Rules of Warfare, the ultimate guide to combat in the 31st century. All the rules needed to simulate exciting conflicts between BattleMechs, vehicles, and infantry are included, revising and streamlining material from BattleTech, 3rd Edition, CityTech, 2nd Edition, and the original BattleTech Compendium. The Rules of Warfare

also contains a concise history of the BattleTech universe and its movers and shakers, several new BattleMech and OmniTech designs, rules for miniatures play, and full-color illustrations.

A BattleTech Anthology

The Surrender of Privacy and the Capitalization of Intimacy

Aerotech 2 Record Sheets

Lethal Heritage (Blood of Kerensky Trilogy, Book One)

BattleTech Legends: Ghost of Winter

Martial Your Forces And Prepare To Conquer The Inner Sphere! Interstellar Operations Is The Long-Awaited Final Rules Installment To The Series Begun With Total Warfare And Carried Through The Award-Winning Tactical Operations And Strategic Operations. The Former Focuses On A Whole New Level Of Excitement Directly On Your Gaming Table While The Later Focuses On Moving From A Single Scenario To A Multi-Part Campaigns And How To Take An Entire Solar System. Interstellar Operations Zooms Up To The Final Level, Allowing Players To Assume The Roles Of House Lord Or Clan Khans And Dominate The Galaxy. Interstellar Operations Contains Complete Rules For Generation And Running Any Type Or Size Of Force. Additionally, A Comprehensive Rules Set Governs Running An Entire Faction'S Military As A Player Tries To Conquer Numerous Solar Systems, Including Rules For How To Stage Through Any Of The Various Scales Represented Through The Core Line Of Rulebooks. Finally, Perhaps One Of The Most Anticipated Portions Of The Book, The Alternate Eras Section Introduces A Huge Swath Of Rules For Playing Across The Thousand Years Of Battletech History, Including Weapons And Equipment Mostly Unique To A Given Era, Such As Complete Rules For Building And Playing With Lams. Ever thought about capturing a queen, amassing real estate gold, or striking down a zombie or two? For centuries, games have stimulated the imagination. They have divided, and they have united. They have driven our competitive spirit and indulged our fancy. Live an entire lifetime in a few rolls of the dice. Push a few buttons and sustain perfect health. Essentially, games have and will continue to provide people worldwide a break from the everyday grind. With more than forty chapters, GamesÆ Most WantedÖ whisks readers away into the fantasyland of games. Learn more about board games that have.

Describes and illustrates combat robots and fighter planes used in the BattleTech series of games.

High-Tech Low-Life Roleplaying

BattleTech: The Mercenary Life

Vehicle Annex

3058 Upgrade

Hard-Core, Hard-Wired Hardware

WHEN ALL SEEMS LOST... All his life, Sturm Kintaro wanted to be a MechWarrior. Now he is one—untested in combat, but eager to show his prowess and be transferred away from the backwater planet Kore. But he is about to get a bigger opportunity than he ever wanted when a band of interstellar pirates launches a surprise attack and takes control of the planet. After the rout, Sturm finds himself stranded in the frozen wastes of Kore with no 'Mech, no help, and no hope... ONE MAN RISES TO THE CHALLENGE. Until he stumbles upon a long-hidden secret, one that will help him prove himself a worthy MechWarrior. Now Sturm must wage a one-man war against the invading force—and resurrect a ghostly legend of Kore—if he is going to save his people from annihilation.

Technical Readout

Battletech

Battletech Field Manual 3085

Gurps Cyberpunk

Games' Most Wanted