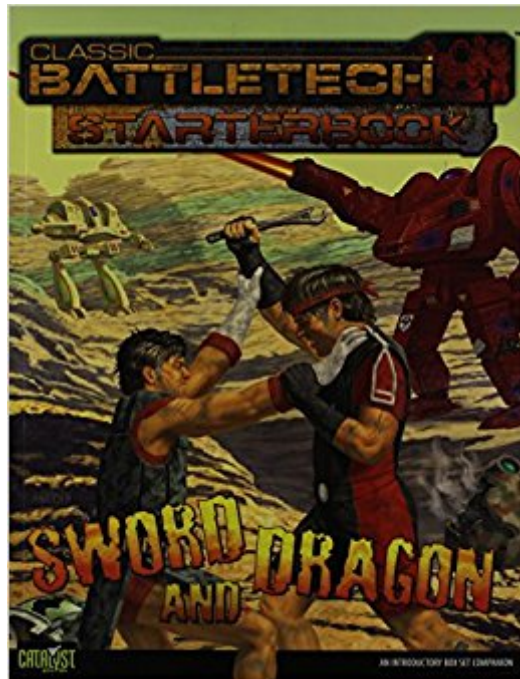


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# Battletech Starterbook Sword And Dragon (Classic Battletech)



## Synopsis

The Fox's Teeth McKinnon's Company of House Davion's Seventh Crucis Lancers, the detached "Fox's Teeth" have been an independent raiding force for centuries, their lightning hit-and-run tactics making them respected and feared. Sorenson's Sabres A detached command originally from the legendary Fifth Sword of Light, Sorenson's Sabres are a deadly unit among the elite of House Kurita's samurai, dedicated to cutting a swath through new and ancient enemies alike. A new series, the Starterbooks are a perfect way to jump into the further excitement of the Classic BattleTech universe once players have tried their hands at BattleTech. Starterbook: Sword and Dragon provides a short synopsis of the conflicts between the ancient enemies of House Davion and House Kurita, as well as a brief history and personal dossiers on the members of these two legendary combat commands. Including record sheets for everyone in the command - which includes eight, never-before-seen Mech variants - as well as a unique track system that allows players to develop their own scenarios, players will be firing autocannons and tossing PPC lightning at one another in no time! The Classic BattleTech Introductory Box Set is required to use Starterbook: Sword and Dragon.

## Book Information

Series: Classic Battletech

Paperback: 79 pages

Publisher: Catalyst Game Labs (February 1, 2008)

Language: English

ISBN-10: 0979204747

ISBN-13: 978-0979204746

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 12 ounces (View shipping rates and policies)

Average Customer Review: 3.2 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,651,848 in Books (See Top 100 in Books) #65 in Books > Science Fiction & Fantasy > Gaming > Battletech #19538 in Books > Humor & Entertainment > Puzzles & Games #111265 in Books > Teens

## Customer Reviews

A very good transition from a basic Battletech into a mini campaign. It uses a format of attacking and opposing forces. Attacking force performance counts towards the campaign goals - these are mech and pilots that you want to preserve - and opposing force which consist of mech and pilots

that regenerate and are typically at slight disadvantage as compared to the attacker. This allows players to build up their force, experience and credits that are then used toward the final battle. The campaign requires at least two players, but it will scale up well to 3 or more. Players can choose opposing clans and take turns at attacker/opposing sides (both clans build up over time) or gamemaster (if there is one) can play opposing force if all players belong to the same clan. The book provides fair amount of fluff to spice up your game - custom pilot and mech personalities, advanced weapons, etc. It's a great "next thing" to buy if you own Starter Set and want to play beyond stand-up fights that can get boring. (hint: try scouting missions). As the other reviewer mention, the book binding is terrible and it will fall apart. Consider buying a PDF instead.

The second or third time I opened the book up the spine cracked and a number of poorly secured pages fell right out. I was being gentle, I was letting the pages just lay open, but that was too much apparently. I downloaded a pdf of this a while ago and wanted to purchase the book to support the company, but with such shoddy production value I'm not sure I will do that in the future. Other products I have purchased have been good quality (Total warfare, Total Chaos), so I'm not sure why this was so poorly made.

This was a great tool to help my friends and me get deeper into Battletech's lore and gameplay. Battletech always intimidated our group for having been around just so long that we felt it was way to big to enter. This sourcebook eased the transition and provides quick rules to playing a fast and entertaining campaign game for 2+ players. The presentation value is high on this book as all pages are in color and help to flavor the universe with two opposing Houses and a detailing of the power plays they engage in. The book provides unique characters that populate two elite forces working for the Houses each bringing a unique perks (such as off map movement) to the battlefield which provides plenty of inspiration for home-brew perks. Sword and Dragon acted just as Catalyst wanted it to, a bridge between the introduction box set to the intimidating Total Warfare rulebook which initiates a full transition into Level 2 (official) play of battletech.

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