

## Chapter 1 : A Time of War - BattleTechWiki

*A Time of War: The BattleTech Role-Playing Game* is the onsource reference for rules governing the role-playing aspect of the BattleTech universe.

What are you talking about? Who cares about the pilot? Besides, there are no rules for what happens outside of the cockpit. A Time of War provides extensive rules to allow players to enjoy the Battletech universe away from their Mechs. A Time of War follows the grand tradition of the MechWarrior sourcebooks from previous editions of the game. This sourcebook contains information on the concept, world, rules, character creation, equipment lists, charts, character sheet, unit tracking sheets, and much, much more. It is rich with back-story and canon. People have been playing in it for decades and I have always wondered what happens between the tactical battles. MechWarrior, and now A Time of War, answer those questions. This wonderful concept is thoroughly covered by this extensive rule book. The people who are the focus of this game are front and center with a Mech behind them and drop ships in the sky. The color scheme is great and the Battletech logo still looks great. The pages are in color and high gloss. I was a bit surprised by the use of orange hues on some of the pages and the charts, but this book feels all Battletech. Catalyst knows how to produce a sexy product whose art will cause gamergasms. The page borders are great, and the faux tabs that adorn the right edges to show the reader what section they are in are a good touch. It would have been better if the tabs were even more visible from the outside, but that is a small matter. There is fiction at the beginning of each section and as you can imagine, some of it is better than others. The faction cards were a nice touch though. They give a quick overview of the world of the factions in an efficient, visually pleasing way. I am normally not a big fan of some of the colors that Catalyst used but for whatever reason, they worked. There were several old school black and white pictures included, and the mixture worked well enough; however, the color is where the real power of this book came from. There were two major things that bothered me: The pictures of the minis ended up looking low rent and cheesy. I know the use of those pictures was a nod to the old school products, but they were not that great then and time has only diminished their appeal. There was a lot of art in this book, but that is no excuse for using pictures of minis combined with color as well as black and white. It was just too much. A few of the sections of the book should have been rearranged, but this was by no means a show stopper. Up front, the system seems simple: Where things start to get dodgy is that each target number is modified by the skill you are using, and then the skills are tiered and change as you get better at them, and the list goes on and on. This aspect of the game alone enforces my belief that this role-playing concept was fleshed out by people who know tactical games and do not feel fettered by reams of charts and complex calculations to make one or two moves. The character creation mechanics have some merit until you get to the numbers crunching. I like the idea of the life paths and some of the backgrounds are interesting but in the end, A Time of War takes a cool concept and turns it back into a numbers game. I fully understand the need for crunchy numbers to add to realism but this system is burdened by them. In the text, the creators explain this system is mostly compatible with the regular Battletech game. They decide to incorporate the A Time of War sourcebook into their game to fill that time between hard core Mech combat. Yeah, I was thinking the same thing. The Battletech universe is too rich to not have a product like this. If you are looking to double your opportunities to play Battletech, this is the product for you. If you are looking for a great industrial strength setting, this book is for you. If you are looking for a game that encourages role-playing and has the mechanics to support that, stay away! far away. Over pages of information is always valuable and for the Battletech junkie or even the curious gamer, this book is worth its cost. I really believe that Catalyst should take a second look at the mechanics of this game and revamp them in a way that does not try to to be compatible with the tactics part of the game. This sourcebook names quite a few pieces of equipment that no stats are given for. In fact, it has an entire section devoted to showing past Battletech products and where they fit in on the Battletech timeline. At its core, Battletech is about mechs. I wonder if A Time of War would be better if it was separated into two books. The first book could be compatible with the traditional Battletech system. The second book would be set in the Battletech universe and would not give the characters Mechs to drive at all. The characters could operate other

ancillary vehicles, but the game mechanics would focus on people operating behind the scenes rather than the Mechs and the MechWarriors.

**Chapter 2 : Review: Catalyst Games' A Time of War (BattleTech) | Roleplayers Chronicle**

*A Time of War is the fourth iteration of the Role Playing Game for BattleTech, previously known as the "MechWarrior" series. It is therefore informally also known as MechWarrior, Fourth Edition.*

Now that the first mech battle is complete, and the subsequent reduction of all the associated work that goes along with that sort of undertaking, I have a little breathing room to discuss what is going on behind the scenes. Combat ran for 14 five-second turns using the Tactical Addendum Rules from the RPG to serve the dual purpose of testing the feel and flow of those rules, and preparing the players for how out-of-mech violence will work. One of the reasons for having the first combat mission be a run in a simulator was to allow any alterations, inclusions, or deletions of rules to occur seamlessly and with a certain degree of dreaded realism. This was of value to me because it had been so long since any of us had played BattleTech that there were bound to be things which we needed to explore or see in action before forming a clear opinion. The first review I like to get a feel for how things are going in a game, but as my players are scattered across the globe, I could not just evaluate post-game chit-chat according to my usual methods. I had to just come out and ask. Reactions were split among the experienced players in terms of desire to continue to use the rules at this scale. I cast the deciding vote and opted to use the normal Total Warfare scale for mech battles simply to reduce my own workload. I prefer the feel and timing of the Tactical Addendum, but spent far too much time in this combat sequence on record keeping because of the PBeM format. To free up that time, it makes sense to use the default rules. I reserved the right to implement the Addendum should a battle of great import, or one between just two mechs occur. Evolution in Play We began with the combat being purely narrative, represented in an entirely abstract way with visuals being described, and ranges to targets and specific terrain features being key points of each post. While this could have been a good approach to maintain "and certainly faster than what followed, it was also very work intensive, particularly as each scene was being described from three varying points of view. It also limited player action to either what I could predict for them, or tied them to a series of what-if question cycles in their responses. As I was already using maps and overly-detailed charts of my own to keep all the details straight from turn to turn, it was a logical extension to use maps as a resource. Home of the Devil The Problem of Maps Of course, the problem with maps is that I am not an artist and my maps tend to look like the image below. I forgot to put Cartography on my character sheet Fortunately my old friend Douglas, who plays the part of MadDog in this campaign, is able to elevate his artistic pursuits beyond the level of napkin sketching and so he was kind enough to produce, expand, detail, revise, re-revise, further expand, and then sequence a set of maps for us. Terra Obscura With highly detailed maps at our disposal, we could now quickly deal with movement issues, and players could ponder tactics from a wider frame of reference. Needless to say, subsequent turns took on new life, and greatly expanded the immersion of the players based on the style and depth of the responses. Addenda and Expansions This review process then pushed on to Tactical Operations and the advanced rules therein. I like the vast majority of them, and suggested incorporating them whole-cloth. After some discussion, good points were raised about not using the expanded Critical Hits rules. While technically, there were enough votes in the group to sustain using these rules, the arguments were persuasive enough for me that I felt that there was a good possibility one or more of us would come to change our minds about the expanded rules and regret opting to use them. I have it in the back of my mind to create a variant of the expanded rules which allows them to come in to play, but addresses the specific counter-arguments raised against their inclusion, but am unsure if it is worth the time we would spend play-testing. The Complaint about Expanding Critical Hits At issue with regard to critical hits, was the drastic alteration of the probability curve for specific weapons to generate critical effects. Inclusion of the new rules would involve altering the play style and revising the tactics of both experienced players, and the GM, and completely reversing the normal flow of play we had enjoyed and experienced in the BattleTech Universe to this point. The argument as presented, posited that adopting this set of rules would further augment weapons systems which already have significant advantages, and in so doing, would actually serve to penalize weapons systems which used to be balanced in comparison

because of how the original critical hits rules were constructed. While we can all see how the rule would have evolved in play tests, the resulting shift in effectiveness for weapons systems, and the attendant changes to preferred ranges and the tactical considerations required to capitalize on those ranges seems to make it a poor fit for our group at this time. The only part of the expanded method which we will be adopting is the expanded critical effects charts for each type of weapons system, but it will be applied for purely descriptive and roleplaying value for the characters involved in refit and repair. There is no use crying over severed myomer.

## Chapter 3 : MWO: The Future Is War

*It is the 31st Century and mankind is once again at war The battlefields of the future are dominated by huge robotic war machines known as battlemechs.*

Simi Valley California Having finally skimmed through the entire Time of War book, I attempted creating a character over the weekend. Of course if you need more xps you can take negative traits more on this later. Stats cost xps per point, skills variable, and traits multiples of positive or negative. I choose English and Russian as my characters languages. I only had one choice of skills to make, so I choose Tactics. Everything else was fixed by the Faction. Each House also includes subfactions with their own unique features. House factions are xps, The others range from 50 xp to xp Terrans. Only choice for this stage is the Language English and the Streetwise Federated Suns so off to stage 2. Again, not many choices. The Strategy and Tactics were to get the skills needed for a good leader, negotiation to help build a unit and get good mercenary contracts, and the perception to bolster that skill. Now on to Stage 3 and the major choices. Stage 3 - Higher Education Stage 3 is the heart of character creation, since it decides what career your going to follow and what life paths are open to you. These I put into Vehicle xps, so that I will have a Mech to pilot. However, you are forced to take the entire package, which usually includes one or more skills that wont get used very often. For the basic training field the skills are: The only choice I have is the type of Technician and I choose weapons. I choose Land for the Tactics. Stage 3e are we done yet? For the Officer field he skills are: Left over points are set aside for the next step optimization. So after all I did so far, my character looked like this: At this point, I need to up my stats and round out a few skills. Since I only have about xps left, I need to get some negative traits to get the necessary points. Due to the military background, mechwarrrior training, and military scientist fields, Dex and Rfl had to be 4, Int 5, and will 3. I take a handicap, a dependent, a compulsion, and a dependent to get the necessary points. I also spend xps to raise negotiation, admin, and gunnery both to 3 So after optimization: There are many traits and some skills that are annotated during character creation that your character may not end up with due to not hitting the required level. The second observation is that this is much simpler than third edition, since there are fewer life paths and no dice rolling required. In third edition, you could very easily wash out early or get extra benefits based on a un lucky die roll or rolls. All in all, I think character creation is improved over Third Edition. I still have to compare the combat sections to see what the major changes to combat are between the versions. However I believe that Time of War has consolidated of many of the rules that were in the expansions to Third Edition, making it a much more useful product.

## Chapter 4 : MechWarrior - Wikipedia

*A Time of War provides extensive rules to allow players to enjoy the Battletech universe away from their Mechs. A Time of War follows the grand tradition of the MechWarrior sourcebooks from previous editions of the game.*

## Chapter 5 : BattleTech: 25 Years of Heavy Metal Mayhem. | Even Better than You Remember It.

*Converting from MechWarrior, Second Edition to A Time of War Converting from MechWarrior, Third Edition (CBT:RPG) to A Time of War Sons of Janus: Don't Feed the Animals (short story, part 3).*

## Chapter 6 : MechWarrior War Games for sale | eBay

*MechWarrior: Third Edition (third edition: ) Classic BattleTech RPG (second printing of MechWarrior's third edition: ) A Time of War (released in Dec ) Translations French. The first edition of MechWarrior was translated into French by Michel Serrat for the French publishing house Hexagonal.*

## Chapter 7 : MechWarrior 5 | ALPHA Rogue Gaming Network

*Time of War is the RPG formally known as Mechwarrior. This for role playing mechpilot or other soldier types. If you want the mech stats then the Battletech books (tech specs, Battletech tabletop game) are still needed.*

### Chapter 8 : A Time of War Companion - BattleTechWiki

*With my Mechwarrior: A Time of War (Battletech 4 th Edition RPG) campaign in full swing in addition to my ongoing Palladium Fantasy Campaign, and various plots and preparations for Hollow Earth Expedition, Daring Tales of Adventure, and All for One, I have not been posting much.*

### Chapter 9 : BattleTech: The Board Game of Armored Combat

*BattleTech is a science-fiction "space opera": a factional, militarized universe set in the thirty-first century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond.*