# FORCES IN SOLAR SYSTEM!

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.

# FOR USE WITH BATTLETECH TOTAL WARFARE



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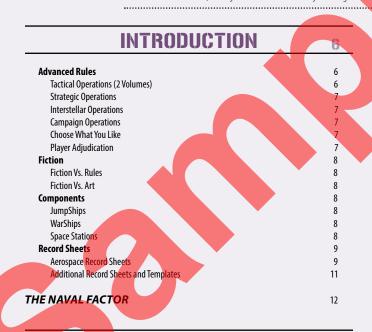


# BATTEREH<sup>TM</sup> STRATEGIC OPERATIONS

CATALYST GAME LABS



A Word of Blake fleet, lead by the Black Lion-class Rays of Enlightenment, moves to protect one of its Hidden Worlds: the Ruins of Gabriel.



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**General Rules** 

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Called Shots Mode

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(Capital and Sub-Capital Weapons Only)

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A pair of Word of Blake Vengeance DropShips patrol the Ruins of Gabriel.

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ALEOSPICE CONSTRUCTION

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#### **Dedication**

As this book is really volume two of *Tactical Operations*, I must again dedicate this book to my fantastic, all-too-forgiving wife. Again, please give Tara a giant round of thanks if you like these core rulebooks, as they wouldn't exist without her support.

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