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The *Total Warfare* (TW) and *TechManual* (TM) rulebooks present the core game and construction rules for *BattleTech* (BT), otherwise referred to as the standard rules. These two volumes encompass eight core unit types—several of which contain numerous sub-unit types—and a host of weapons and rules, as well as covering many different game situations. However, despite the breadth of play covered, many game situations still fall outside those rules, not to mention a plethora of more advanced equipment, as well as a few advanced units.

**ADVANCED RULES**

Beyond the standard rules, a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three core rulebooks, each one staging up and building off of the previous rules set. Additionally, each one focuses on a particular “in-universe time frame” that will allow players to easily grasp where a given rulebook will “plug into” their existing game play.

**TACTICAL OPERATIONS**

*SitRep:*
*Forces on-world.*
*Conflict expected to last mere hours to achieve object.*

*Tactical Operations* (TO) is the rulebook you are holding in your hands, and is the first in the “staging” Advanced Rulebooks. Its focus is during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe; its rules represent hours in-universe, the time frame it takes for a single, moderate-sized battle to play out on a gaming table.

Building on *Total Warfare* and *TechManual*, *Tactical Operations* conveys numerous advanced rules for movement and combat across various units, while expanding core rules such as those for buildings, and implementing a host of advanced terrain and weather rules. Rules for the construction and use of advanced Support Vehicles are presented, as well as advanced and prototype construction options and weapons for use by almost every unit.

This book contains a number of rules changes from previous editions. We feel confident that these are the most complete, clear and concise advanced rules for *BattleTech* ever presented.


To use the construction rules, designers will need paper and pencils, as well as copies of the Blank Record Sheets found at the back of this book. Due to the complexities involved with the construction of the Advanced Support Vehicles, a calculator will be handy as well.

**STRATEGIC OPERATIONS**

*SitRep:*
*Forces in solar system.*
*Beginning burn to planet.*
*Conflict expected to last weeks to achieve object.*

*Strategic Operations* (SO) is the second “staging” Advanced Rulebook. It stages a player up to the next logical area of play, focusing on “in a solar system” and multi-game play; its rules represent weeks within the *BattleTech* universe, the time frame needed for several battles to conquer an entire solar system.
Strategic Operations contains advanced movement and combat operations emphasizing the importance of aerospace units, while extensive rules cover combat drops of numerous troop types into any situation. Linked scenarios and comprehensive maintenance, salvage, repair and customization rules provide an easy format for players to turn multiple games into an interconnected campaign to capture a target system, where the support crew of technicians and doctors and their skills can be just as important as any warrior. Complete game play and construction rules for advanced aerospace units are also included. Finally, a complete game system—BattleForce—allows players to use their existing miniatures and map sheets to play quick, fast-paced BattleTech games, from small-scale skirmishes to large-scale planetary invasions.

INTERSTELLAR OPERATIONS
SitRep:
Forces marshaled.
Flotillas assigned to target solar systems.
Conflict expected to last months to achieve objects.

Interstellar Operations (IO) is the third and final “staging” Advanced Rulebook. Players are staged up to the final level of play, where they can assume the roles of a House Lord or Clan Khan and dominate the galaxy; IO rules represent months in the BattleTech universe, the time frame for conquering numerous star systems.

Interstellar Operations contains complete rules for generating and running any type or size of force. Additionally, a comprehensive rules set governs the running of an entire faction’s military as a player tries to conquer (or defend) numerous solar systems. More importantly, the system contains rules that allow players to stage any portion of a given conflict back through the various rule sets, as they desire—from the simple, easy-to-use rules of conflict at the largest scale, down to BattleForce, or all the way back down to a standard BattleTech game as presented in Total Warfare and Tactical Operations. Players have complete flexibility for any type of conflict in which they wish to engage.

PLAYER ADJUDICATION
An advanced-rules book for any game is, almost by definition, more complex. In a game system with such a long and rich heritage as BattleTech—this rulebook alone draws from dozens of different sources across a large number of years—that complexity is even greater. Developers and writers have gone to great effort to make these rules as comprehensive as possible—not only from one section to the next in this book, but in how such advanced weapons and rules interact with the core game and construction rules as presented in Total Warfare and TechManual. However, the sheer scope of Tactical Operations and the plethora of options provided (both in advanced rules and in the more than 100 pages of advanced weapons and equipment) means that it is not possible to cover all potential situations. Once this product reaches the players’ hands, they’ll envision scenarios and create situations on a game board that never crossed the minds of the developers or the legion of authors and playtesters that thoroughly worked over this product.

With that in mind, when players encounter situations not covered in the rules as they integrate the contents of Tactical Operations into their playing group, they are encouraged to adjudicate each situation appropriately; make up the rules that work for you. If in the process a playing group runs into an argument, feel free to let a die roll resolve any disputes so you can return to playing the game and having fun.

Finally, the forums on www.classicbattletech.com are an excellent resource. Players can join a strong and vibrant online community, tapping a wide selection of players for different ideas on how best to adjudicate a particular situation.

FICTION
As described in Total Warfare and TechManual, fiction plays a pivotal role in bringing the BattleTech universe to life. Whether “story fiction” that places readers inside the heads of the characters in that universe, or “sourcebook fiction” that places the reader in the universe as though living among those characters, both work hand-in-hand to immerse players in this vibrant milieu.

Total Warfare concentrated on story fiction, while TechManual concentrated on sourcebook fiction. Tactical Operations covers something of a middle ground, with various story and sourcebook fiction sections found throughout the book.

FICTION VS. RULES
It is important to remember that regardless of the critical role fiction plays in immersing players in the BattleTech universe, such fiction should never be construed as rules. As with Total Warfare and TechManual, to eliminate confusion about which sections are fiction and which are rules, the fiction sections have a unique look, compared to the uniform presentation of the various rules sections. All fiction sections are italicized in the table of contents.

As with TechManual, the exception is the Equipment section, which includes sourcebook fiction as well as rules. In this case, the sourcebook fiction entries for each piece of equipment are set apart in a distinctive graphic presentation, allowing readers to tell at a glance what is fiction and what are rules.

CHOOSE YOUR RULES
Tactical Operations encapsulates a myriad of advanced rules. In effect, all the rules and weapons/equipment in this volume are optional. This means you can use as many or as few of the rules in this book as you want. (In fact, this book contains so many new rules that we recommend you try them out a few at a time, rather than attempting to use them all at once.) Furthermore, most of the new rules and equipment here can be added individually to a standard game. You can add rules and pieces of equipment to your game one at a time—most of the rules do not rely on other rules in this book to work in existing BattleTech games. This allows you to tailor your BattleTech game to your taste by including only those rules that you find make the game more interesting or fun. Use whatever new rules and equipment you want and disregard the rest. Given the scope of the rules and the fact that they are optional, all players in a group should read through and agree to the use of any of these rules and weapons/equipment.
environments, where the costs of construction and maintenance are outweighed by the needs of survival, or the desire to plumb harsh environmental locations for rare minerals and so on.

**RECORD SHEETS**

Players use the following record sheets to track various types of information while playing *BattleTech*. Each type of unit (JumpShips, WarShips, Space Stations, Satellites, Mobile Structures and Large Naval Support Vessels) uses a unique record sheet, while Rail and Large Airship Support Vehicles use Combat Vehicle Record Sheets appropriate to the unit type. Blank Record Sheets are provided at the back of this rulebook for all unit types. How they work, and which record sheets should be used for each unit type featured in this book are outlined below.

**Construction**

As noted in *TechManual*, at the end of the design process for any construction rules presented in this volume, each designer must translate his or her unit from its raw statistics to an appropriate record sheet in order to use it properly in a game of *BattleTech*.

**LARGE NAVAL VEHICLE RECORD SHEET**

The Large Naval Vehicle Record Sheet has much in common with the Naval Vehicle Record Sheet. Therefore, only those sections unique to the Large Naval Vehicle Record Sheet are discussed below.

**Critical Damage**

In addition to the standard critical damage tracked by Small- and Medium size-class Naval Vessels, the Large Naval Vessel includes the various turrets that can be mounted on such a unit.

**Armor Diagram**

While a standard Naval Vehicle divides its Armor Diagram into five sections (Front, Right, Left, Rear and Turret), a Large Naval Vehicle has six locations (Front, Left Front, Right Front, Left Rear, Right Rear and Rear) as well as the potential for eight turrets (see *Tables*, below).

**Tables**

In place of the standard tables displayed on all vehicle record sheets, the bottom left of the record sheet includes the armor and internal structure for the eight turrets that a Large Naval Vessel can mount.

---

**FICTION VS. ART**

*Tactical Operations* follows the graphic design format established by *Total Warfare* and *TechManual*, wedding art to the book’s visual presentation in order to enhance the players’ experience. In this case, the graphic presentation represents a computer from House Davion’s New Avalon Institute of Science, one of the Inner Sphere’s largest and most advanced universities for the study and development of new technologies (see *A Time of War*, p. 17, *TW*).

As with fiction, while art plays an important role in bringing the *BattleTech* universe to life, it should never be construed as rules.

**components**

Page 26 of *Total Warfare* (as well as p. 13 of *TM*) discusses several Support Vehicles that exist in the *BattleTech* universe, but fall outside the purview of the standard-rules game and construction rulebooks. Those units are discussed here.

**Support Vehicles**

In addition to the Support Vehicles described on page 25 of *Total Warfare*, the *BattleTech* universe also includes Satellites and Rail systems.

**Satellites**

Used for communications, surveying and information-gathering—and often for spying during battles—Satellites rely on station-keeping drives and lack the powerful propulsion systems that would make them true spacecraft.

**Rail Systems**

Rail systems transport cargo and passengers over land. Standard Rail requires little technology to produce or maintain, but advanced maglev systems (which require a much higher level of technology) achieve far greater speed by suspending the train above the track and propelling it with powerful magnetic fields.

**Mobile Structures**

An exceptionally rare sight in the *BattleTech* universe, Mobile Structures represent super-large units and mobile buildings. Such unique constructs are usually reserved for wealthy planets that can afford such extravagance (such as super-large wet-navy container ships, or DropShip transports), or specialized planetary
**CREW DATA**

Min +5

Lng 14

Turret 5 +2

MRV +1 (21–25)

Left

D

D

Med

Loc +3 +5

LRV (13–20)

Ht +2 +1 +4

Turret 2 10

Dmg +1 8

Right +1 +3 9 6 17 (hexes)

Turret 4 Locked

5 16

Type

Driving Skill:

(6–12) +1 +2

Turret 6 Locked

Front Armor

Aerodyne DropShip Record Sheet. Therefore, only those sections unique to the Satellite Record Sheet are discussed below.

**Unit Data**

A satellite does not have a Safe or Maximum Thrust, but only a Station-Keeping Thrust, which is why no Velocity Track appears on the record sheet.

**Critical Damage**

Only critical damage that applies to a Satellite is included here.

**STRUCTURE RECORD SHEET**

The Satellite Record Sheet has much in common with the Aerodyne DropShip Record Sheet. Therefore, only those sections unique to the Satellite Record Sheet are discussed below.

**Unit Data**

A satellite does not have a Safe or Maximum Thrust, but only a Station-Keeping Thrust, which is why no Velocity Track appears on the record sheet.

**Critical Damage**

Only critical damage that applies to a Satellite is included here.

**Structure Data**

The Structure Data block is located in the upper left corner of the record sheet and includes the total levels of the structure, what technology base was used when constructing the building, and the Weapons Inventory for tracking what weapons a building may mount; weapons of identical types and location may be combined on a single line to conserve space (ammunition is noted on a separate line). The Cost and Battle Value of the building can also be noted in this location.

For Mobile Structures, this section also tracks the MP, Movement Type and Powerplant Type.

**CF and Armor**

The CF & Armor block is located in the bottom left of the record sheet and includes a double column for tracking the Construction Factor and Armor of various hexes. Note that this section is not designed to track all hexes (the Structure Map accomplishes that task), but to track those specific hexes that have been damaged during play.

**Crew Data**

This block lists the number of crew and their Gunnery Skill.

**ADVANCED RULES RECORD SHEETS**

The following record sheets are modifications of standard-rules record sheets found in *TechManual*. The changes allow a player to more easily track the many new weapons/equipment options and rules during game play. This section only covers changes made to the record sheets.

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**SATELLITE RECORD SHEET**

The Satellite Record Sheet has much in common with the Aerodyne DropShip Record Sheet. Therefore, only those sections unique to the Satellite Record Sheet are discussed below.

**Unit Data**

A satellite does not have a Safe or Maximum Thrust, but only a Station-Keeping Thrust, which is why no Velocity Track appears on the record sheet.

**Critical Damage**

Only critical damage that applies to a Satellite is included here.

**STRUCTURE RECORD SHEET**

The Structure Record Sheet is for use when constructing a building (see *Building Construction*, p. 128), or when using the expanded Construction Factor rules (see p. 121) with standard buildings. This record sheet is also used when dealing with Mobile Structures (see p. 165).

**Structure Map**

In advanced-rules play, several rules options require tracing specific building hexes vertically and horizontally. Additionally, the Structure Map is designed to help players create truly large structures using multiple record sheets. For example, Record Sheet A could track Levels 1 to 6, while Record Sheet B could track the same horizontal area from Levels 7 to 12. On Record Sheet C, the players may add a “right side” to the sheet to show that the horizontal locations of these building hexes are conjoined exactly to the right of Record Sheet A, and so on.
Note: Despite the best efforts to provide as much information as possible for the advanced-rules record sheets, the sheer scale of options found in Tactical Operations makes it virtually impossible to provide a sheet that can cover every possibility. Players can use a Notes section of a given record sheet, or simply use the back, to track any options in use not covered on the record sheet.

Advanced 'Mech and Four-Legged 'Mech Record Sheets
The following describes the changes made to the standard 'Mech and Four-Legged 'Mech Record Sheets.

'Mech Data: Includes notes for tracking a 'Mech's Sprinting MP and whether it utilizes a Mixed technology base, and allows for tracking of whether or not an LRM is hot-loaded.

Warrior Data: Includes data for two warriors, as well as boxes for tracking the status of the auto ejection system.

Critical Hit Table: Additional critical slot items are gray-scaled to show that a 'Mech may be constructed without those items. Additionally, boxes to note the mounting of turrets or a full head ejection system are also noted, as are circles next to every critical slot, for use when using the armored component rule.

Heat Data and Heat Scale: These items have been expanded to increase the Heat Scale from 30 to 50.

Notes: In place of the cockpit illustration (or blank Notes section), a host of equipment options are noted for ease of tracking during construction and gameplay.

Advanced Ground Vehicle and VTOL Record Sheets
The following describes the changes made to the standard Ground Vehicle and VTOL record sheets.

Crew Data: Includes data for tracking crew size.

Armor Diagram: The Armor Diagrams have been expanded, as appropriate. Areas for tracking armor and internal structure for additional turrets have also been added.

Hit Location and Critical Hits Table (VTOL Only): Appropriate information has been added for tracking damage and critical hits against a turret.

Advanced Conventional Infantry Record Sheet
The following describes the changes made to the standard Conventional Infantry Record Sheet.

Range Modifier: This section has been expanded significantly to track many of the different weapon options available to advanced-rules infantry.

Skills: This area also now tracks Experience, and includes a notes section.

Armor: Armor Type (including a unit's Damage Divisor, if greater than 1) can now be tracked on the sheet.

Tables: The Morale and Recovering Nerve Tables are found on the sheet for ease of use during a game.
### Super-Heavy Vehicle Record Sheet

The Super-Heavy Vehicle Record Sheet allows players to construct and play with Combat Vehicles in excess of the standard-rules weight restrictions. Details on the game play and construction of such units are found on p. 378. The Super-Heavy Vehicle Record Sheet has much in common with the standard-rules Ground Vehicle Record Sheet. Therefore, only those sections unique to the Super-Heavy Vehicle Record Sheet are discussed below.

**Armor Diagram:** While a standard Ground Vehicle divides its Armor Diagram into five sections (Front, Right, Left, Rear and Turret), a Super-Heavy Vehicle has six locations (Front, Left Front, right Front, Left Rear, Right Rear and Rear) as well as the potential for two turrets.

**Tables:** The Super-Heavy Vehicle Hit Location Table takes into account the additional hit locations for such a vehicle.

### ADDITIONAL RECORD SHEETS AND TEMPLATES

The following additional record sheets are also found at the end of this rulebook, but are described elsewhere in this volume.

- **Double Blind Turn Record Sheet**
  This record sheet is for use with the *Double-Blind Rules* (see p. 220).

- **Large Naval Template**
  This is not a record sheet in the normal sense of the word, as it is not used to track unit information during game play. Instead, it is a template used in conjunction with Large Naval Vessel Support Vehicles (see p. 154) and grounded Large Airship Support Vehicles (see p. 164) during game play.

- **Line of Sight Chart**
  This record sheet is for use with the advanced *Line of Sight and Dead Zones* rules (see p. 79).

- **Mobile Structure Template**
  This is not a record sheet in the standard use of that word in the *BattleTech* game system. Instead, this record sheet is provided as a way to easily photocopy and cut out whatever sized Mobile Structure template a player desires for use on the playing area (see *Mobile Structures*, p. 165).

- **Simultaneous Movement Record Sheet**
  This record sheet is for use with the *Simultaneous Movement* rules (see p. 215).