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Battletech Master Rules (Battletech Series)



Synopsis

The future of warfare is here! Welcome to the 31st century, a time of endless wars that rage across the known universe. These epic conflicts are won and lost by BattleMechs, 30-foot-tall, humanoid titans of metal bristling with high-intensity lasers, rapid-fire autocannon and dozens of other lethal weapons; enough firepower to level entire city blocks. Your elite force of MechWarriors drives these juggernauts into battle, blasting at your opponent's 'Mechs in a deadly game of ill or be killed. Will they become instant legends, or forgotten casualties? Only your skill and luck will determine their fate. Drawing on years of experience, this book combines the best of the BattleTech board game into a unified whole. BattleTech Master Rules is entirely restructured and streamlined: it is the same game, but like you've never seen it before.

Book Information

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Customer Reviews

This book is an excellent purchase for somebody who has spent some time with the boxed set and wants to take Battletech to the next level. This adds level 2 rules and clarifies other rules. An excellent companion to the 3050 tech readout.

Let's get right down to it. This book is sensibly organized and many rules have been clarified (as a matter of fact the most significant changes are noted near the back for ease of reference). Some new level 2 equipment has been added (Inner Sphere) as well as several suits of battle armor. The extensive salvage and repair rules from Maximum Tech are also present. As for missing the Protomech rules from TRO 3060: this is actually a good thing. Protomechs are a foolish idea that

unbalance the game, while TRO 3060 is a piece of garbage. One final note... this write-up is for the unrevised rulebook. The revised rulebook is another piece of trash.

BEFORE I START MY REVIEW: MECH WARRIOR IS BASED OFF THIS GAME NOW THE REVIEW: Nowadays there are two paths for miniature gaming. 1: Warhammer, which is overpriced and has confusing rules. 2: Wizkids. Even worse. Until intelligent play, "collectibility", and worse yet they made a "Improvement" to Battletech that took Mage Knight, added a rule or two, made battle-y units and sold the [stuff] to your local store. But this gem of a rulebook is Battletech. Intelligent and strategic play. Unit customization, or you can even create your own. (Unit as in a piece on the board, not a group of pieces). Lots of cool weapons that make sense and are very balanced. ...Battletech is a lot of fun to PLAY. It's worth every last penny.

I am ashamed that I didn't buy it here :(I bought it at FASA... which is totally OVER PRICED! Well anyway I think it's extremely helpful to newer players like myself :) It's a really good book for ya'll don't listen to those bad reviews GET THIS THING! but the only downside is I didn't understand the battle armor rules but hey I'm new to it I might get it within a few mins for all I know :) Well that's my 2 cents

This book helped me a lot with my game. I was able to expand my game to include Tech 2 rules. The book also had a great section on how to make a 3D board. The rules were all clear and easy to understand. It was a great rule expansion! Now instead of using Inner Sphere Mechs, I can use all the Clan Mechs. This was a great rule book!!

Simply put, this is the most up-to-date rulebook around, containing a bunch of rule changes for the better. Some kick booty new lvl 2 techs for IS and Clan; sadly, you still need the Warden Field manual for ATM (lvl 2) rules. NO ONE can play Battletech without this! NO ONE!

I had always wanted to play the game and never got to it when FASA went away. After the new game came out it wasn't really the same and I preferred the older rule set. Also I wanted to use it as a base in some of my Rp games.

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