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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 live 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

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 live 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.

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.

In my humble opinion, this rule book is the best you are going to find for running a battletech game.

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. Its worth every last penny.

The simple fact is that the book could have been done much better. There are only a handful of new weapons and the rule clarifications are nice but common sense. Most players had already interpreted the rules any way (e.g. torso twisting). The art in the book is mostly rehashed from earlier works. Finally, Fasa releases the book and THEN releases Tech Readout 3060 with the ProtoMech rules. Why not release the ProtoMech with the Master Rulebook? Now you players get

to buy both!

i am ashamed that i didnt buy it here :(i bought it at fasa....which is totlay OVER PRICED! well any way i think its extermly helpful to newer players like myself :) its a really good book for ya'll dont listen to those bad reviews GET THIS THING! but the only down side is i didnt understand the battle armor rules but hey i'm new to it i might get it ithin a few mins for all i know :) well thats my 2 cents

Yet another book from FASA. The overall content was good - minature rules expanded, some clarification on criticals (crits transfer locations!) and some other misc stuff. Some questions still remain about the context, though. Some decent new equipment, but the Clans should have gotten more. A good buy if you want to compete in tournaments.

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