

The book was found

# 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 kill 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

Series: Battletech Series

Paperback: 161 pages

Publisher: Fasa (July 1998)

Language: English

ISBN-10: 1555603521

ISBN-13: 978-1555603526

Product Dimensions: 0.5 x 8.8 x 11.2 inches

Shipping Weight: 10.4 ounces

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (14 customer reviews)

Best Sellers Rank: #1,872,435 in Books (See Top 100 in Books) #107 in [Books > Science Fiction & Fantasy > Gaming > Battletech](#) #350677 in [Books > Textbooks](#)

## 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. Its worth every last penny.

i am ashamed that i didnt buy it here :( i bought it at FASA....which is totally OVER PRICED! well any way i think its extremely 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 within a few mins for all i know :) well thats 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.

[Download to continue reading...](#)

Battletech Master Rules (Battletech Series) California Rules of Court - State, 2015 ed. (Vol. I, California Court Rules) (California Rules of Court. State and Federal) Battletech Total Warfare (Classic Battletech) Battletech Wars of Reaving (Battletech Sourcebooks) Battletech Warfare Kit

(Battletech (Unnumbered)) Battletech Tactical Kit (Battletech (Unnumbered)) Battletech Technical Readout 3055 Upgrad (Battletech (Unnumbered)) Saint Germain: Master Alchemist: Spiritual Teachings From An Ascended Master (Meet the Master) Battletech Compendium: The Rules of Warfare CAT TRAINING FOR HUMANS: OBEY THE CAT RULES OR THERE WILL BE TROUBLE: CAT CARE CAT FOOD CAT BEHAVIOUR CAT RULES CAT TRAINING EXPLAINED FOR HUMANS (IT IS ... FOOD CAT LOVER CAT TRAINING SERIES Book 1) Colorado Rules of Civil Procedure ("Just the Rules" Series) Ron Klinger's Master Class (Master Bridge Series) 42 Rules for Applying Google Analytics: 42 Rules for Applying Google Analytics \* Social Rules for Kids-The Top 100 Social Rules Kids Need to Succeed Interior Designer's Portable Handbook: First-Step Rules of Thumb for the Design of Interiors: First-Step Rules of Thumb for the Design of Interiors (McGraw-Hill Portable Handbook) The Law Governing Lawyers: Model Rules, Standards, Statutes, and State Lawyer Rules of Professional Conduct FCC Rules and Regulations (Fcc Rules and Regulations for the Amateur Radio Service) Federal Rules of Civil Procedure with Selected Rules and Statutes West's Illinois Family Laws and Court Rules, 2009 ed. (West's Illinois Family Law and Court Rules) Concise Rules of APA Style (Concise Rules of the American Psychological Association (APA) Style)

[Dmca](#)