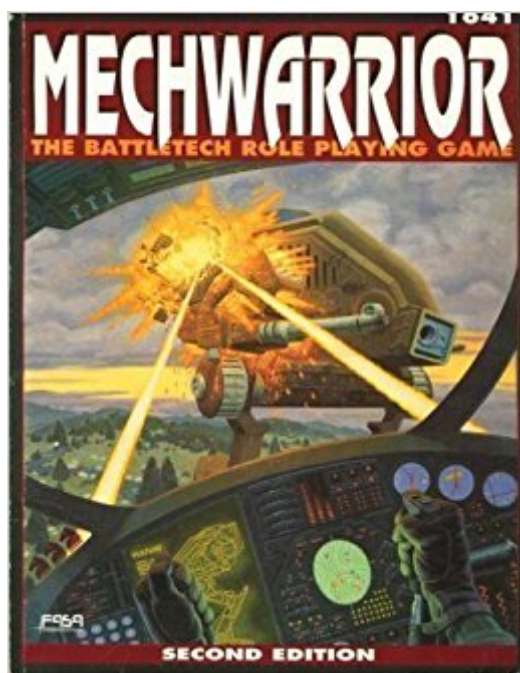


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Mechwarrior: The Battletech Role-Playing Game (2nd Edition)



Synopsis

Very Good in Wraps; 4to; Paperback; 165 pages + advertisements; B/W & Color Illustrations; Fasa Corporation; 1991; First Thus; Minor shelf wear to spine and wraps; Text unmarked; text smells of smoke.

Book Information

Paperback: 168 pages

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Customer Reviews

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This is the best version! Not too complicated but just right to actually make you care about your Mechwarrior in and out of the Mech!

I love the layout of this game. I researched a few editions before finding this, and I have to say this looks like the best.

Very good 2-D6 system. I've been playing awhile, so I'm prejudiced. Book was as described as is

The book was covered with some sort of protective plastic covering that will not come off without ruining it, which wouldn't be a problem if whoever put it on had done a good job of it. Which was

only moderately true, the front is fine, but the back has a large bubble in it that will not come out without doing some damage to the book. Ignoring that, the full color pages were all stuck together at the bottom from water damage, I chose to just gently pry them apart instead of sending the book back, mostly because it is really hard to complain about a twenty three year old Pen and paper book that's likely seen some use. Anyways, it is acceptable, not amazing, but acceptable. Silly, but fun. Fun, but fun. Fun fun, fun fun.

I love Battletech but I am not fond of this RPG version. But since I love everything with BT I gave it 5 stars. The next version on BT RPG is better than this. However I use Blood of Heroes rules for my campaigns.

In my humble opinion, this book contains the best rule set for running a Mechwarrior game. Of course, if you do not have the Battletech rules also, it will be difficult to run this in conjunction with Battletech game play.

Have you ever wished that you could randomly missuse a deadly force on innocent victims all for a few minutes of entertainment?!! NOW YOU CAN!!! This book is a must. It allows you to role-play your battletech games. All you have to do is make your character, and think of a way he can get into a fight, so he take out all of that stress in one manic burst of psychotic, homicidal mania!! There is also a new form of combat called "personal combat" but its more like a death match on DOOM. My favorite part is the fact that you can do absolutely anything you please. I REALLY like to walk into big crowds and pull out my submachine gun so I can "control the population." There is only one problem. The book leaves a few things out, so you'll wind up paying for the Mechwarrior Companion as well, but its worth the money. Just think of all the nifty things you can do!! The hell with normal book and TV!!!

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