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Mechwarrior: The Battletech Role Playing Game



Synopsis

MechWarrior includes the rules and other game information necessary to role play the men and women who pilot these monsters of destruction. Lists of skills and equipment, as well as extensive rules for personal combat are provided. Also included is substantial background information on MechWarriors and their 'Mechs and on the Successor States and their endless wars. Descriptions of each major house, its leaders, major planets, and its best regular and mercenary 'Mech units provide the beginnings of endless adventures and campaigns. There are also enough facts and figures to run a mercenary unit, including extensive mission tables and: random encounter events. The information on titles and nobility - the goal of every MechWarrior - describes land holdings and, more importantly, annual revenues collected by typical holdings. The most spectacular section of MechWarrior is the 16-page full-color section illustrating some of the uniforms and equipment used by major houses and mercenary units.

Book Information

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Customer Reviews

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more importantly, annual revenues collected by typical holdings. The most spectacular section of MechWarrior is the 16-page full-color section illustrating some of the uniforms and equipment used by major houses and mercenary units.

OK, truth time. This game does not have the most elegant system. Some mechanics are definitely 80s clunky. But it's worth owning, and it's worth playing. Why? Two reasons. The first and most basic reason is the game historian in me. The MechWarrior 1e system is heavily influenced by Traveller in game mechanics and a bit of the background. This is where the first commercially successful game married roleplaying with wargaming in this fashion, AD&D's Battlesystem notwithstanding. The MechWarrior legacy in tabletop games, card games, video games, etc. all started from a roleplaying standpoint with this book. Here you can see the starting point of what became a vast universe that we used to sum up as "Dune with Giant Robots." In today's parlance, it would be more "Game of Thrones with Giant Robots". It's part of gaming history. The second reason is - it's a wonderful setting. The Great Houses of the Inner Sphere represent a vast playground in which to set an adventure. Each has its own flavor, it's own history. The base rules are here to create a mercenary unit and tool around the Inner Sphere and Periphery having all sorts of adventures that may or may not involve BattleMechs. There's intrigue, espionage, court politics, etc. to deal with as well. There are some GREAT random event tables that help keep things fresh. One thing I highly recommend is to start a campaign in 3025 and use the random event tables to shake things up. Then even the Game Master has no idea what's going to happen next! This is the purest form of the original vision of what Battletech was envisioned to be- save perhaps for the original Battledroids boxed set. This is what I go back and read before running a game in this world. Also, the artwork is very evocative of the old school feel of Battletech, from the Jim Holloway cover to the Dave Deitrick color plates to all the line art. It's just 80s awesome. Buy a copy. Even if you don't play the game, the background and history is worth the read.

Just what I was looking for

Book was in fantastic condition at the time of arrival. Now if only the cats hadn't knocked it into water. Oh well, such is life.~

Mechwarrior is not an ordinary book, it is a role-playing adventure. You must create a character and then you have a whole futuristic world to explore on your own freedom. You can massacre, fight in a

heroic war, be a field medic, an interplanetary trader or whatever you ever wanted to be but never could. I recommend this for above the average intelligence person, and this book is worth the money for sure!

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