

The book was found

Classic Battletech: Interstellar Players (FPR35003)



Synopsis

In a universe spanning more than a thousand light years, the mighty House leaders and Clan Khans rule their star empires with absolute power...or at least they'd like to believe so. Illuminati. Genecaste. Order of Cincinnatus. Irian Corporate Cabal. Behind the House thrones and Clan Halls, a hundred or more such secret organizations wield immense power. Insinuating their influence into every level of society and government, from the Magistracy of Canopus to the Clan homeworlds, these hidden power brokers can make life difficult for the average Joe, or shake the very foundations of the Inner Sphere. *Interstellar Players* describes the most powerful and influential people, organizations and entities behind the scenes of the Classic BattleTech universe. Some are firmly established, but shown here in a way you've never seen them before; others have only recently come to light. Gamemasters and players can decide which of these power brokers are real and which are paranoid fantasies. Any of these shadowy groups, from this sourcebook or the gamemaster's imagination, can become the ultimate villain in any type of BattleTech campaign. Let your imaginations run wild!

Book Information

Series: Classic Battletech

Paperback: 128 pages

Publisher: FanPro (August 30, 2005)

Language: English

ISBN-10: 1932564306

ISBN-13: 978-1932564303

Product Dimensions: 10.8 x 8.5 x 0.3 inches

Shipping Weight: 12 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars See all reviews (3 customer reviews)

Best Sellers Rank: #790,346 in Books (See Top 100 in Books) #29 in Books > Science Fiction & Fantasy > Gaming > Battletech

Customer Reviews

This is book one in the interstellar players series. Of the three books in the series, this one is by far the most entertaining. It gives details on the previously, but vaguely described units such as the Bounty Hunter, illuminati, and the yarn folk. Additionally, it is suitable for any era of BattleTech play. If you enjoy reading BattleTech fluff, or looking for new ideas from campaign, this is an excellent buy.

I would really rate this 3 1/2 stars, but it's closer to 4 than to 3. Interesting book. More useful to those who play the Mechwarrior RPG rather than tabletop Battletech. Still, I enjoyed it/

The book was filled with interesting information about the fictional universe of Battletech. Anyone who likes Battletech game/history sourcebooks should find it of interest. Interstellar Players presents a different take on how the fictional history of the Inner Sphere unfolded from that presented in the various House Sourcebooks.

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

Classic Battletech: Interstellar Players (FPR35003) Interstellar Expeditions Report IP3 (Battletech) Battletech Total Warfare (Classic Battletech) Battletech Wars of Reaving (Battletech Sourcebooks) Battletech Master Rules (Battletech Series) Battletech Warfare Kit (Battletech (Unnumbered)) Battletech Tactical Kit (Battletech (Unnumbered)) Battletech Technical Readout 3055 Upgrad (Battletech (Unnumbered)) Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players Advanced Dungeons & Dragons Players: Players Handbook Interstellar: The Complete Screenplay with Selected Storyboards (Opus Screenplay Series) Gurps Traveller Interstellar Wars (Gurps Traveller Sci-fi Roleplaying) The Reluctant Adventures of Fletcher Connolly on the Interstellar Railroad Vol. 1: Skint Idjit The Reluctant Adventures of Fletcher Connolly on the Interstellar Railroad Vol. 3: Banjaxed Ceili The Reluctant Adventures of Fletcher Connolly on the Interstellar Railroad Vol. 2: Intergalactic Bogtrotter Mastered by Her Mates (Interstellar Bride Series Book 6) Classic Battletech: Map Set Compilation 2 (FPR35012) Classic Battletech: Technical Readout 3025 (FPR10985) Classic Battletech: Field Manual: Mercenaries (FPR10977) Classic Battletech: Mappack Solaris VII (FPR35002)

[Dmca](#)