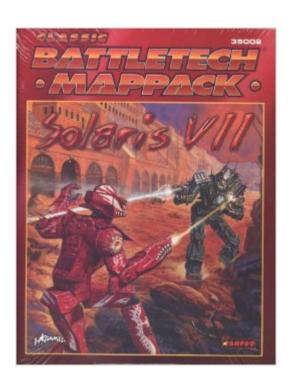
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Classic Battletech: Mappack Solaris VII (FPR35002)





Synopsis

Check your myomers; calibrate your actuators; fine-tune your gyro; load-out the newest prototype weapons?and never forget to check with your image consultant, all while keeping your stable manager happy. On Solaris VII war is a sport and your career can die quicker than your 'Mech. Whether your stable manager is out to get you, the mafia is on your tail, or your next opponent has a piece of new technology you've never heard of before, on Solaris VII the stakes are always high and the rewards of success higher... provided you can seize them.

Book Information

Paperback: 48 pages

Publisher: FanPro (August 1, 2004)

Language: English

ISBN-10: 1932564292

ISBN-13: 978-1932564297

Product Dimensions: 10.9 x 8.6 x 0.6 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars Â See all reviews (2 customer reviews)

Best Sellers Rank: #1,559,476 in Books (See Top 100 in Books) #95 in Books > Science Fiction

& Fantasy > Gaming > Battletech

Customer Reviews

This is a great product if you like Battletech. It adds a fairly large number of maps that can be used either for it's intended purpose (arena-deathmatch) or as regular terrain in your normal Battletech games (altough not perfectly, they still look arena-ish). It features a fairly comprehensive book about Solaris IV and the arenas, as well as some new weapons. The main feature for me is that I now can play custom-mech deathmatches without thinking that it's inappropriate "in-universe" as that is exactly what the arenas are for in the battletech universe! Great product, 5/5

The Solaris VII Map Pack contains some neat maps and gear but not the 'Mech dueling rules found in the old Solaris VII boxed set. It is just a shameless attempt to cash in on the old boxed set while using standard Battletech rules.

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