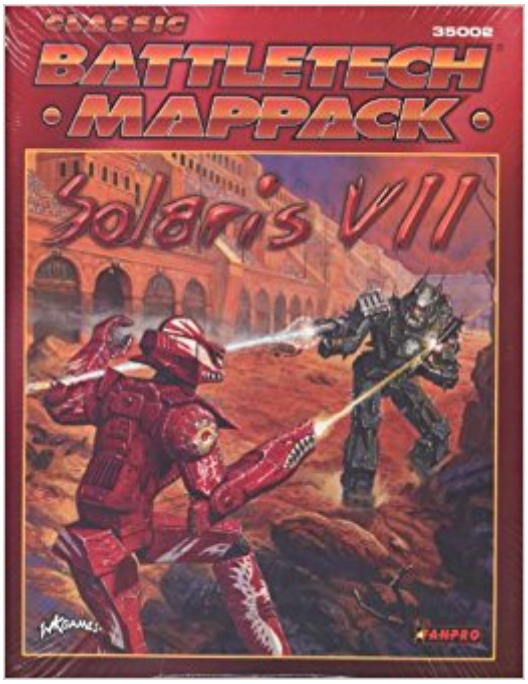
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Classic Battletech: Mappack Solaris VII (FPR35002)



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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

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Average Customer Review: 3.6 out of 5 stars 2 customer reviews

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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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