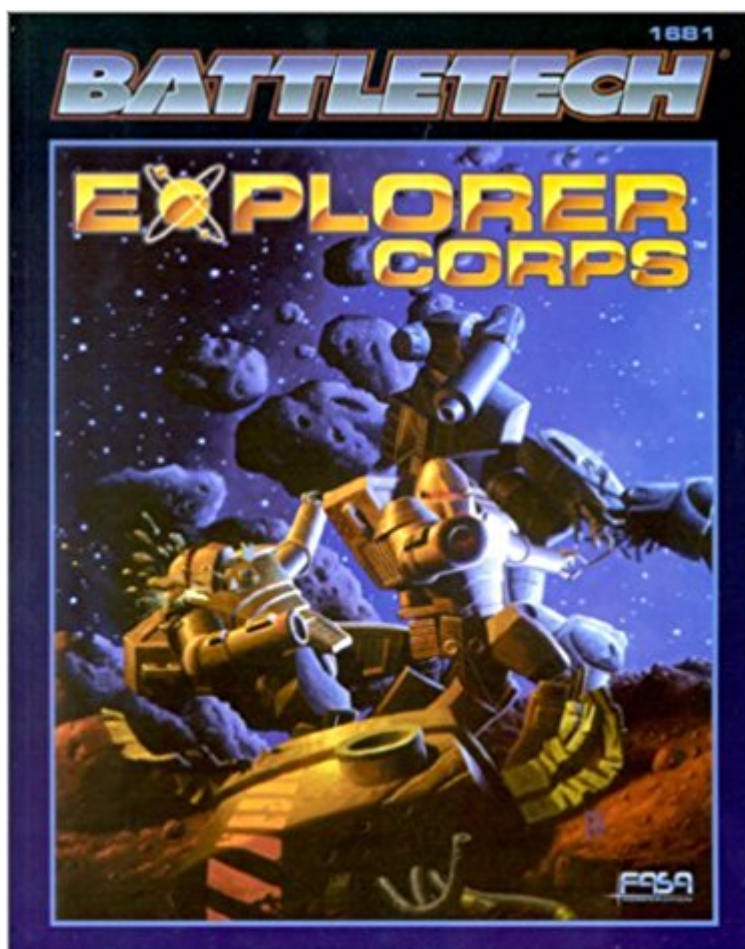


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# Battletech: Explorer Corps



## Synopsis

The Explorer Corps sourcebook describes the Explorer Corps' history and structure, including key personalities, operational procedures, and the Corps' efforts to locate the Clan homeworlds before the Truce of Tukayyid expires. Also included is background material on life aboard a 31st-century spacecraft and descriptions of various colonies and Clan bases in the Deep Periphery and other inhabitants of that little-known region of space. Special game rules for BattleTech, MechWarrior and BattleSpace are designed to enhance campaigns involving space travel or planetary exploration; new material includes rules for creating new solar systems and planets to explore, as well as new types of vehicles and 'Mechs.

## Book Information

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## Customer Reviews

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Just what I was looking for

This book's biggest problem is its title. Judge it as a roleplaying supplement, and it's surprisingly good! This is designed for games that take place in the Deep Periphery during the 3060 era. Tukkayid is over, but the Clan homeworlds still haven't been found. The book gives a broad outline of several useful mini-civilizations out in the middle of nowhere. It's a great plot excuse to dial back the technology to Star League or 3025 levels, or even having encounters between different tech bases, or even experiment with different political conflicts. The gaming background of the Explorer Corps is mixed with some great work on how life in space works, and some simple but compelling mechanics to handle common situations. The worldbuilding mechanics are simple and straightforward, and help GMs create some fascinating new worlds for their players to discover. Despite being a BattleTech supplement, the actual BattleTech content is minimal, but those advanced rules (for low tech mechs and exotic environments) are pretty good and work well with the existing game. There's BattleSpace content, too, and it's not bad. Really, this should have been a MechWarrior supplement. As a roleplaying sourcebook, it's excellent. Pure combat minis gamers can give it a pass with a clear conscience.

If you're not a die-hard Battletech fan, or if you just like to combat with the figures, you really don't want this book. It does have a few new ground vehicles and Jumpships. It also has rules for advanced terrain and weather. Ultra-Heavy Jungle, High winds, heavy rain are just some of the things you could throw at the players. However, if you don't go into detailed rules for that sort of thing it has little use for a combat battletech player. Where it does come in value is if you wish to take your Mechwarrior Roleplaying group on the road. Like out into the deep periphery, or to create your own planets for your unlucky party. Also if you had always wondered about the inner workings of a jumpship, and what space life is like aboard a jumpship for months, it is interesting reading. To those people who are big fans of Comstar, the saviors of the innersphere (yay right), this is an important book for your library.

Have you ever wanted to create your own world to put your unlucky bunch of mechwarriors. Well luckily this book has the instructions. I realize that most of these rules were reprinted in other, more recent books, but it is always nice to have. For the Comstar fanatic it's a must. It explains more about the mystic techno cult, but more importantly, the process that the Explorer Corps is going through to find the Clan homeworlds. For the mechwarrior players, it puts the experience of space travel in the

battletech universe a little more into perspective. It also give the interior lay out of a dropship and a jumpship, and some contracts for jobs. Something I found usefull in various campains.Overall, a good book to own if your a mechwarrior player (role playing) or you want to own them all.

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