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Classic Battletech: Guide To Covert Ops (FPR35008)



Synopsis

A space armada slowly takes shape a hundred million kilometers above the elliptical plane of a star; the target planet does not have the military to stop the massive BattleMech invasion about to be unleashed on their world. Instead, a handful of men slowly maneuver in disguised, pressurized, polymer bags towards their targets. After attaching to the ships, they cut a hole in the bulkhead and sneak towards the fragile Kearny-Fuchida core that makes interstellar travel possible. Knowing death is the only outcome, they disable the fleet, aborting the invasion before it has begun, changing the course of history. They have no name, no history, no life beyond their service to the State. They are covert operatives. A Guide to Covert Ops provides detailed information on every intelligence agency in the BattleTech universe. Additionally, extensive Life Paths covering everything from DEST to Lohengrin and Valkyrie to guerilla insurgents are included. Finally, new specialized espionage gear, campaigning rules and a complete adventure provide all the information and tools players and gamemasters alike will need to enter the covert world of special ops.

Book Information

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Customer Reviews

Good background on most of the IS intelligence agencies, however, the life path section leaves much to be desired. Some lifepaths are missing and it's painful to try to put the pieces together when large gaps are left in the lifepath system. This of course is the problem with lifepaths. It's BASIC (the programming language), for character creation but when 10 can't go to 20, or Free Skye Affiliations can't go to Rebel Operative (the required next path), the whole system comes to a screeching halt. Since I purchased this product for it's integration with the Classic Battletech RPG,

the flaws seriously disappoint. If you are looking for a generic source book on intel agencies, this might work for you. If you are looking for specific lifepaths and MW3/CBT:RPG info, wait for the errata to come out. PS: I've heard that a new life paths system is in the works, which may correct these errors. Hopefully that will be released soon. At that point, I'll update my review.

This book mostly deals with the intelligence and paramilitary organizations (both government-sanctioned and anti-government) of the many Battletech houses, but does not deal with special forces units. Furthermore, the equipment section is scant, with only a half-dozen items--though these are mostly electronic infiltration and information-extracting aids instead of weapons, specialty uniforms, and the like (let alone specialty 'Mechs/battlearmor). That said, the information they do give is quite exhaustive and thorough, but I was more interested in the things that they ended up leaving out when I bought this book.

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