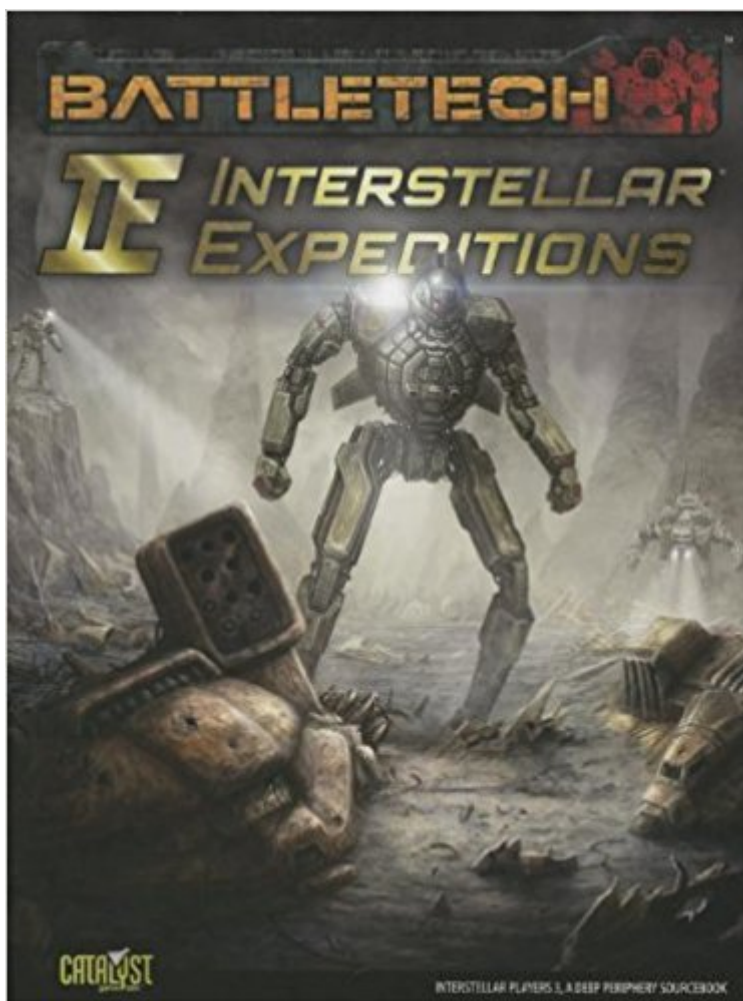


The book was found

Battletech Interstellar Expeditions Rep



Synopsis

By Catalyst Game Lab Nearly fifteen years have passed since the end of the Word of Blake Jihad and the rise of the Republic of the Sphere. Yet even as the Inner Sphere adjusts to a new sense of normalcy, questions remain about whether the Blakist threat is gone for good or merely hibernating. Once a disorganized collective of hobbyists and academics backed by the idle wealthy, Interstellar Expeditions has emerged from the fires of war to take up the mission once claimed by ComStars Explorer Corps: to search for the elusive hiding places where humanity's enemies might have gone. From the dead worlds within the borders of the Inner Sphere itself, to the distant, uncharted reaches of the Deep Periphery, IE relentlessly searches for the answers to mysteries dating back to mankind's first ventures into deep space, while simultaneously watching for any sign of the zealots who so recently waged the most horrendous interstellar war in modern history. Interstellar Expeditions: Interstellar Players 3 describes the organization and efforts of Interstellar Expeditions as it continues to search within (and beyond) human-occupied space in the BattleTech universe. First introduced in Interstellar Players, IE's operations have now gone truly universal, seeking answers and treasures not only from the lost and forgotten worlds of humanity's distant past, but also the distant colonies and civilizations that have risen—and even fallen beyond the boundaries of the Inner Sphere. Gamemasters and players can decide which of these groups and discoveries may actually bear fruit, and which are the misdirections left behind by the surviving leaders of the Blakist war machine. Whether from this sourcebook or the gamemasters' own imagination, these discoveries can become the ultimate villain, ally, or unique new setting for any type of BattleTech campaign!

Book Information

Series: Battletech

Paperback

Publisher: Catalyst Game Labs (January 23, 2013)

Language: English

ISBN-10: 193687640X

ISBN-13: 978-1936876402

Product Dimensions: 8.5 x 1 x 11 inches

Shipping Weight: 9.6 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 7 customer reviews

Best Sellers Rank: #1,356,280 in Books (See Top 100 in Books) #47 in Science & Technology > Science

Customer Reviews

By Catalyst Game Lab

Nearly fifteen years have passed since the end of the Word of Blake Jihad and the rise of the Republic of the Sphere. Yet even as the Inner Sphere adjusts to a new sense of normalcy, questions remain about whether the Blakist threat is gone for good or merely hibernating. Once a disorganized collective of hobbyists and academics backed by the idle wealthy, Interstellar Expeditions has emerged from the fires of war to take up the mission once claimed by ComStars Explorer Corps: to search for the elusive hiding places where humanity's enemies might have gone. From the dead worlds within the borders of the Inner Sphere itself, to the distant, uncharted reaches of the Deep Periphery, IE relentlessly searches for the answers to mysteries dating back to mankind's first ventures into deep space, while simultaneously watching for any sign of the zealots who so recently waged the most horrendous interstellar war in modern history.

Interstellar Expeditions: Interstellar Players 3 describes the organization and efforts of Interstellar Expeditions as it continues to search within (and beyond) human-occupied space in the BattleTech universe. First introduced in Interstellar Players, IE's operations have now gone truly universal, seeking answers and treasures not only from the lost and forgotten worlds of humanity's distant past, but also the distant colonies and civilizations that have risen—and even fallen beyond the boundaries of the Inner Sphere. Gamemasters and players can decide which of these groups and discoveries may actually bear fruit, and which are the misdirections left behind by the surviving leaders of the Blakist war machine. Whether from this sourcebook or the gamemasters' own imagination, these discoveries can become the ultimate villain, ally, or unique new setting for any type of BattleTech campaign!

This is the 3rd installment of the Interstellar Players series, and a very good conclusion to it. The writing is superb and the amount of spelling/grammar errors is very limited. A vast improvement over say the Reunification War sourcebook, which abounded with spelling errors. Also, the artwork and new Battlemech's are a nice addition, along with very nice maps. The only shortcoming that I can see is the lack of color artwork, but that is a very minor issue.

It's good to see IE is branching out from Comstar's prying eye, still I thought there would be much greater mysteries to be found in the deep periphery. Sure the Blakist Documents finally reveal the Minnesota Tribe's fate (again, Comstar and its ever present hand in everything) it would have been

more satisfying to find more of there legacy in the periphery. Nevertheless, it's a good start in discovering forgotten cultures, like the Auximites and Delphians, and failed Star League colonies beyond the 750 ly mark from Terra. Hopefully future expansions will reveal if there is still any secrets the Star League left behind and if the Word of Blake is quietly rebuilding and waiting for the next opportunity to unleash hell. Just don't hold your breathe for first contact with aliens.

this is a great item really like the theme and is good for both campaigns or the time of war
rpgproslots of new periphery factionsgreat new settingslots of info some new primitive tech clan
mechslots of post jihad infoconslots of planets that don't get mentionedbit thin but for the price kinda
expected itgood for the cash and good read for game master and campaign runner alike

Nice sourcebook for some of the post-Jihad planets and systems. The Minnesota Tribe settlement teaser was particularly intriguing. I hope that Catalyst finishes that long running storyline soon.

A great reference for running missions and campaigns set in the deep periphery with plenty of adventure hooks and ideas for scenarios

This product was given a lot of hype on the appropriate forum. It lived up to the opinions expressed there. Obviously the writers have a good feel for what they need to do.

It's a nice primer leading into the dark age era.

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

Battletech Interstellar Expeditions Rep Danish Arctic Expeditions, 1605 to 1620: Volume 1, The Danish Expeditions to Greenland in 1605, 1606, and 1607: In Two Books (Cambridge Library Collection - Hakluyt First Series) Battletech Tactical Operations (Classic Battletech) Battletech Technical Readout 3050 Upgrad (Classic Battletech) Battletech Techmanual *OP* (Classic Battletech) Battletech Starterbook Sword and Dragon (Classic Battletech) Battletech Total Chaos (Battletech (Unnumbered)) Battletech Wars of Reaving *OP* (Battletech Sourcebooks) Battletech Warfare Kit (Battletech (Unnumbered)) Battletech Record Sheets: 3060 (Battletech (Unnumbered)) Battletech Master Rules (Battletech Series) Battletech Handbook: House Liao: A Faction Sourcebook (Battletech (Unnumbered)) Che-Moment: Life Lessons, Facing Death, and Surviving Cancer (AML M2) Leukemia and Beyond. A Medical Rep's Story of How Faith, Positive Attitude, and Exercise can Beat the Odds. Che-Moment: Life Lessons, Facing Death, and Surviving Cancer

(AML M2) Leukemia and Beyond. a Medical Rep's Story of How Faith, Pos Rep Weave and Beyond
(The Weaver's Studio series) Nick & Norah's Infinite Playlist (Mti Rep) Voyager's Greatest Hits: The
Epic Trek to Interstellar Space The Interstellar Age: The Story of the NASA Men and Women Who
Flew the Forty-Year Voyager Mission The Interstellar Age: Inside the Forty-Year Voyager Mission
Her Viken Mates (Interstellar Brides Book 11)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)