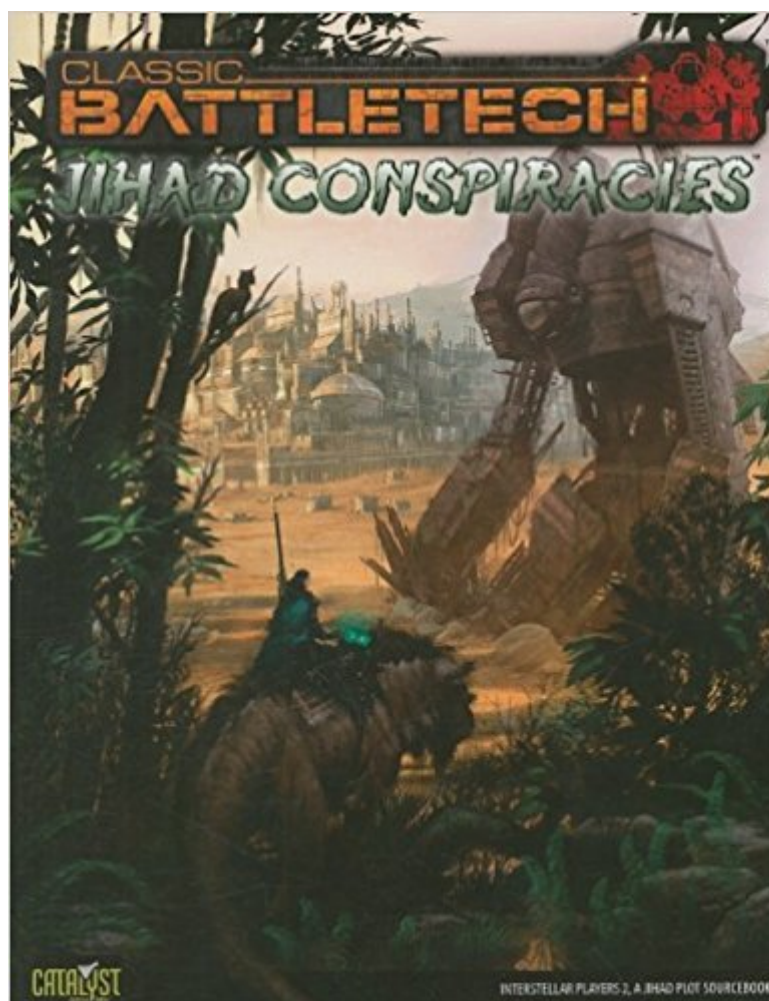


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Classic Battletech: Jihad Conspiracies



Synopsis

CAT35303 Jihad Conspiracies Interstellar Players 2 Classic Battletech Game By Catalyst Game Labs On October 25, 3068, the Word of Blake flooded the Inner Sphere HPG networks with White Noise, a stream of gibberish and propaganda that made communications virtually impossible. Amid the noise, stunning secrets were revealed: Anastasius Focht was once Frederick Steiner; ComStar Primus Sharilar Mori was a Kurita spy. Yet along with the secrets revealed and the spreading fires of the Jihad, the Blakists unveiled terrible new weapons and an army the size of which the intelligence agencies of the Inner Sphere had scarcely dreamed, spawning a darker, new wave of mysteries, and whispers of shadowy cabals. Hidden worlds, cults of assassins, ancient societies and even the mysteries of hyperspace - all emerged as possible sources for the Word of Blakes newfound power. Once more spanning all of human space from ancient Terra to the far-flung Clan homeworlds, the conspiracies behind the Jihad could be the key to unraveling the greatest war since the days of Amaris. Jihad Conspiracies: Interstellar Players 2 describes several of the most powerful and influential people, organizations, and entities at work behind the scenes of the Word of Blake Jihad. Some of these conspiracies are firmly grounded in Classic BattleTech lore, but shown here in ways never before seen; others have only recently emerged from their own shadows. Gamemasters and players can decide which of these power brokers are real and which are paranoid fantasies spawned by the chaos and fear of the Blakist Holy War! Can be used by any Classic BattleTech player. Classic BattleTech Plot Supplement 136 Page book.

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Customer Reviews

CAT35303 Jihad Conspiracies Interstellar Players 2 Classic Battletech Game By Catalyst Game

Labs On October 25, 3068, the Word of Blake flooded the Inner Sphere HPG networks with White Noise, a stream of gibberish and propaganda that made communications virtually impossible. Amid the noise, stunning secrets were revealed: Anastasius Focht was once Frederick Steiner; ComStar Primus Sharilar Mori was a Kurita spy. Yet along with the secrets revealed and the spreading fires of the Jihad, the Blakists unveiled terrible new weapons and an army the size of which the intelligence agencies of the Inner Sphere had scarcely dreamed, spawning a darker, new wave of mysteries, and whispers of shadowy cabals. Hidden worlds, cults of assassins, ancient societies and even the mysteries of hyperspace - all emerged as possible sources for the Word of Blake's newfound power. Once more spanning all of human space from ancient Terra to the far-flung Clan homeworlds, the conspiracies behind the Jihad could be the key to unraveling the greatest war since the days of Amaris. Jihad Conspiracies: Interstellar Players 2 describes several of the most powerful and influential people, organizations, and entities at work behind the scenes of the Word of Blake Jihad. Some of these conspiracies are firmly grounded in Classic BattleTech lore, but shown here in ways never before seen; others have only recently emerged from their own shadows. Gamemasters and players can decide which of these power brokers are real and which are paranoid fantasies spawned by the chaos and fear of the Blakist Holy War! Can be used by any Classic BattleTech player. Classic BattleTech Plot Supplement 136 Page book.

This is the second book in the interstellar player series. This series is best described as X-Files, for Battletech. All three of these books are excellent reads, and will provide a wealth of possibilities for a BattleTech campaign. Although this book suggests that it is only for use in the Jihad era of the BattleTech universe, the information inside can easily be applied to any era or campaign. This is grade A fluff. If you love BattleTech, think about it throughout your day, why you're at work, and look forward to playing with your buddies on the weekend, get this book.

This is one of the better gaming surprises I've had in long time. I had originally bought this book just to keep my Jihad collection complete, but this is the best Battletech RPG supplement to date. This isn't the book for those looking for a lot of mech stats (there's one) or crunch for the miniature game (not a lot here either), but it is for those interested in some great ideas for the role-playing game or just to read about the Battletech universe. Fans of the novels may be happy to see information on Uncle Chandy or the Clan scientist conspiracy. They also may be happy to see other parts of the universe explored, like those living in the Terran system's asteroid belt. As the title suggests, this is a follow up to the original Interstellar Players and focuses on different organizations (for the most part).

within the Battletech universe. The original book isn't needed to use this book, though (I only remember one explicit reference to the first book). The "Jihad" part of the title is a bit misleading as the Jihad isn't central to a lot of the book. This isn't a knock, however, as it allows the book to be of use to those wishing to set a game during the Jihad timeline and to those interested in a different timeline. Actually, a lot of the book could be used in any science fiction game. The chapter on FTL travel, *Mysteries of the Void*, has enough mystery for three campaigns (e.g. What happens to jumpships when they go missing?). If you are loving the Jihad storyline, you can still get your Jihad on with entries on Devlin Stone, Thuggees, etc. and even the before mentioned *Mysteries of the Void* has ideas on how it can be incorporated into a Jihad campaign. Everybody wins. Since giant mechs play such a large role in the universe, it's understandable that people, particularly those that haven't read any of the fiction, might have a little trouble imagining a game outside of the cockpit. It's this book's ability to open up the Battletech universe (corporations, assassins, scientists, ancients, etc.) that make it essential for any gamemaster or Battletech enthusiast.

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