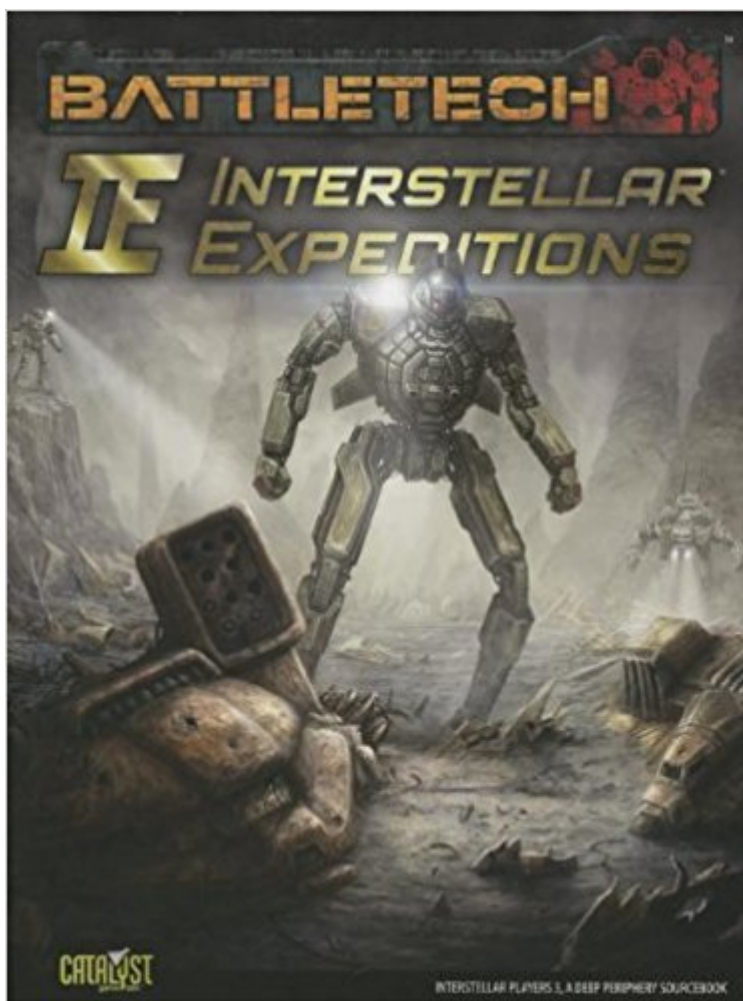


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Battletech Interstellar Expeditions Rep



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!

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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.

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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 their 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
rpgpro slots of new periphery factions great new settingslots of info some new primitive tech clan
mech slots of post jihad info conslots of planets that don't get mentioned bit thin but for the price kinda
expected it good 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.

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