



Battletech HexPack Lakes and Rivers

Directed by Gavin Gordon, Widescreen TV Director Adeeb Barsoum

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Battletech HexPack Lakes and Rivers Directed by Gavin Gordon, Widescreen TV Director Adeeb Barsoum

HexPack: Lakes and Rivers is a flexible map system aid for the BattleTech game system. Designed for use in conjunction with other pre-printed mapsheets (such as those from the Introductory Box Set), the system's flexibility allows for easy modifications to existing mapsheets, increasing the enjoyment of a given scenario as players quickly change the terrain to bring new excitement to each game they play! A booklet contains two ready-to-play scenarios, which include expanded play options such as clearing woods, buildings and additional weather conditions. Selling Points: • Completely compatible with other BattleTech mapsheets. • Allows players to modify maps they already own for new and interesting game play. • Booklet includes additional rules to enhance game play, as well as two ready-to-play scenarios. Contents: • One 18" x 22" full-color gameboard-quality mapsheet, with a different map printed on either side. • Four punch-out-and-ready-to-play gameboard-quality HexTile sheets. • Sixteen page booklet.

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Bibliography

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- Binding: DVD

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