



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 gamebaord-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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- Binding: DVD



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