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The BattleTech Master Rules (BMR) is the single-source rulebook for people who play BattleTech. It is not intended to teach new players the game, but rather to serve as a reference work for people who know the game. The introductory game in the BattleTech line is the BattleTech, Fourth Edition boxed set. New players should pick up that product before diving into this one. In addition to presenting the game in a reference-work format, the BMR introduces many special case rules to the game that inexperienced players might find difficult to absorb all at once.

The BattleTech Master Rules is not simply a rehash of the old rules. The book has been carefully reworked from previous editions to clarify confusing or contradictory information, and certain key sections, such as damage resolution, have been broken down into step-by-step procedures to make every rule as clear and concise as possible. The BMR also includes additional material to expand and enhance game play. In addition to the rules of BattleTech, this book contains an easy-to-use scenario creation system, the Battle Value system for rating units and balancing forces, and rules for translating the hex-based game of BattleTech into a tabletop miniatures game.

These rules supersede all previously published rules, including the BattleTech Manual, the BattleTech Compendium, the BattleTech Compendium: The Rules of Warfare (BTC:RoW), and BattleTech, Fourth Edition. This book does contain a number of rules changes from previous editions. Most of the changes included in these rules are the direct result of player letters and calls asking FASA to clarify and tidy up the rules of BattleTech. In general, most changes made to the rules consist of rephrasing to clear up any confusion or ambiguities. We at FASA feel confident that these are the most complete, clear and concise rules for BattleTech ever presented. For experienced players who do not wish to reread all the rules in order to find what has changed, t

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