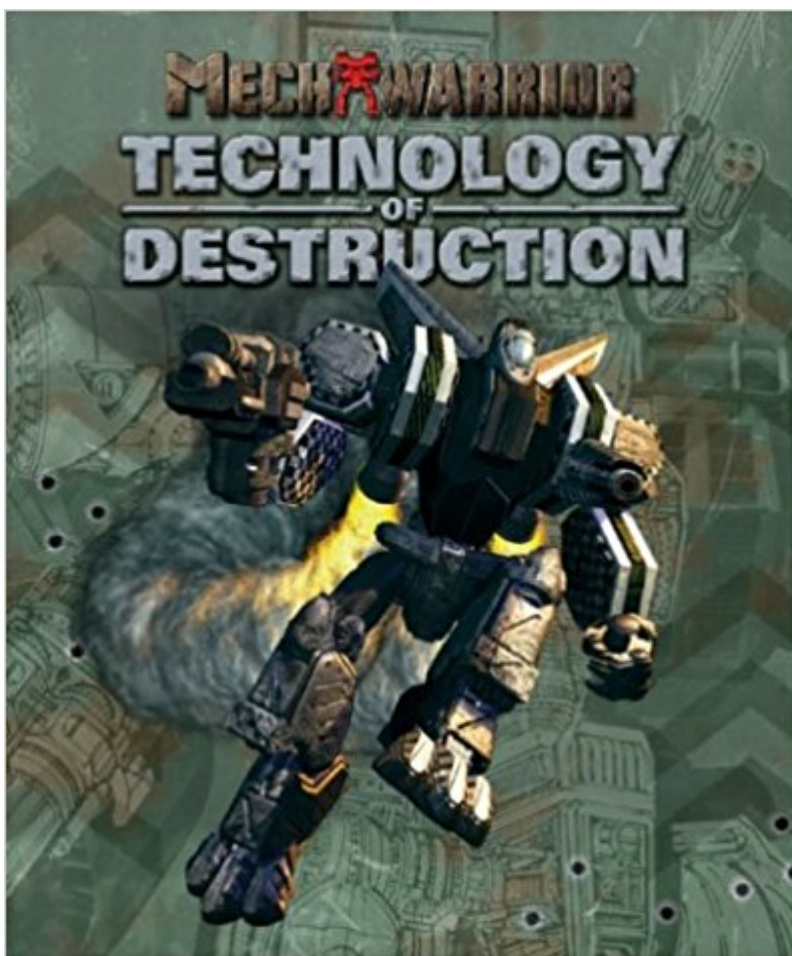


The book was found

MechWarrior: Technology Of Destruction



Synopsis

In the battles of the 32nd century, MechWarriors and infantry alike fear the air cavalry: high-tech poly-metal helicopters that rain death and destruction as their rotors shriek in fury. Thundering across battlefields of a hundred future worlds, BattleMechs are the kings of combat in The Republic of the Sphere. Now players of MechWarrior: Dark Age can explore The Republic and its colossal war machines as never before. Richly illustrated with beautifully rendered, computer-generated images of BattleMechs, weapons, and vehicles, Technology of Destruction takes players inside the hardware, warfare, and politics driving the conflicts spanning entire star empires. 68 pages with multiple fold-outs. Based on the MechWarrior: Dark Age collectable miniature game, this volume includes photos of game play and game figures. Also included are detailed maps, faction summaries, a new MechWarrior short story by author Randall Bills, a 'Mech size-comparison chart, technical and cutaway images, and beautiful battle-scene dioramas.

Book Information

Series: Mechwarrior

Hardcover: 68 pages

Publisher: WizKids LLC (February 2004)

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Customer Reviews

The book is a nice addition to other books I have purchased. There is no dedicated section of page by page mech readouts, there is a foldout of most of the dark age mechs in a height comparison side by side, oddly though many of them are about the same height... The Spider looks almost as big as the Jupiter. The 3D animation almost looks like the original battletech show when they are using enhanced imaging. (quick youtube search will find the show) It is nowhere near the quality of the Technical Readout or Era Digest of 3145, but still a good addition of fiction.

I was told about this book by a friend, a fellow BattleTech fan. I saw it here online and decided to purchase it. While it wasn't wholly a waste of money, I was disappointed that I didn't look into the details of the book carefully enough. While having some information about the Classic BattleTech universe that FASA created, the book is mostly about the WizKids version. I don't care for Dark Ages; I've always been perfectly happy with the classic BattleTech, and Dark Ages to me feels like a shift from gritty sci-fi to anime. Many of the faction logos look like low-budget designs that someone pounded out in a weekend, not the elegant ones from the Classic BattleTech series. Many of the 'Mechs are just cheap, lazy redesigns of Classic BattleTech 'Mechs with creative names like "Mad Cat III" or "Mongoose II," and I was surprised to learn that the Atlas now has horns growing out of its mouth, and a glass-topped head. The Summoner (aka Thor) is even worse, as apparently now the cockpit is a soup can, and the shoulder-mounted missile pack is larger than the torso. The images in this book are a mixed blessing. There are some awesome 3D images in it (namely the cockpit view and cutaway images near the center), but fans of Classic BattleTech will likely feel left out. The whole Dark Ages concept feels to me like a colossal raping of everything FASA did. In short: If you're a fan of 3D anime-ish walking robots, or if you like MW: Dark Ages, buy this book. If you're a Classic BattleTech fan and don't fall into the two above categories, don't.

The book was what I had hoped it would be, with mech cross-section artwork and technical readouts of different machines from the Mechwarrior Dark Age timeline.

This book truly lives up to its name. You basically have a collection of data on most every category of mech, infantry unit and vehicles in the Mechwarrior: DA universe. The book is primarily an eye-candy book for those Mechwarrior fans who can't get enough. The short story (involving Tamara Duke of the Stormhammer faction and Thos Cardella) is an excellent read which serves to tantalize those who have been reading the DA novels. Astute MW clixers will note that Duke and Cardella were the prizes for the DFA marquee. A must have for avid Mechwarrior collectors. Others should be able to live without it.

Just for the pictures, if you are a battletech fan you'll love this book, battle armor to vtols to trike squads in computer drawings- really cool. It also shows pictures of the board game which I don't play but they still look cool. The sizing chart is kind of funny and it seems like they thought it together in 5 minutes, like mech cougars are as big as assault mech atlases and medium legionnaires are bigger

than both. I wondered why they barely mentioned aero space fighters and had no pictures of them?? awesome graphics and a good 3 or 4 page short dark age story about stormhammers thrown in but dont use it as a real reference for anything

This is, by far, the best BattleTech universe book I've ever read. It has great background on the Classic BattleTech universe and the MechWarrior: Dark Age universe. It also has some great computer-generated images of the new (and old) 'Mechs, vehicles, power armor, and infantry. A must for any BattleTech or MechWarrior fan.

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