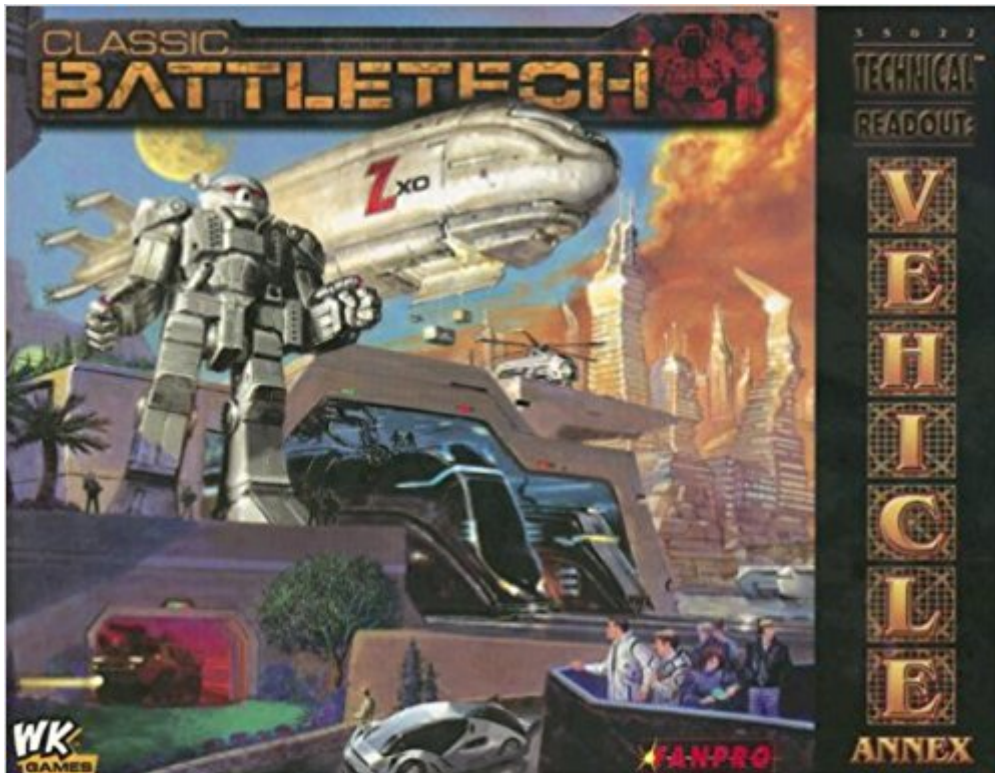




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Classic Battletech: Technical Readout: Vehicle Annex (FPR35022)



Synopsis

UNSUNG WORKHORSES MechWarriors receive all the glory; aerospace fighter pilots a close second; vehicles are considered the workhorses of any military; infantry are even given their day in the sun in the minds of the common citizen. But no battle could be waged, nor won, without the mammoth apparatus of support vehicles that feed the war machines of the Great Houses. From cargo trucks to tank airships, airborne MASH to communication satellites, armored transport rails to coastal patrol boats, hauler exoskeletons to LoaderMechs, even hover and wheeled police cruisers or civilian vehicles conscripted into the military: the support vehicle is the true backbone of any military machine. Built using the construction rules found in *Combat Equipment*, *Classic BattleTech Technical Readout: Vehicle Annex* provides a never-before-seen look at the support vehicles behind the militaries of every faction, as well as a slice of every day life in the BattleTech® universe. From tracked land-trains to police cruisers, Luxury VTOLs to Fix-wing passenger planes, satellites, super-heavy naval surface ships, IndustrialMechs and more: the gamut of the BattleTech universe, fully illustrated for the first time.

Book Information

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Customer Reviews

While most people would question the inclusion of stats for what are essentially drag racers in a game primarily about giant combat robots, this product does help add to the sense of scale in the BattleTech universe, both in terms of the game and in terms of story and depth. It seems as though they've gone back to their roots a bit when it comes to flufftexting; much like how Buckaroo Banzai

was quietly made part and parcel of the 3025 era back when it was a cheaply produced not-quite-garage game, this product makes note of such things as a "Yutland-Weytani Corporation," how the Eiffel Tower was sold to Japan by a cash-strapped France and transported on a submarine named, of all things, /Verne/, and a little flufftext fight between "Ghengis" Khan and "Paladin" Blake which sounds like someone taking their IP back. It's these little touches, combined with artwork that intentionally harkens back to 1950s pulp science-fiction covers (undersea diving suits with bubble helmets and the like) that help flesh out the universe not to be more /realistic/--it's a game about giant robots, as said previously; if you want realism, go somewhere else--but more real in its own milieu of pulp sci-fi where the Star League built armed maglev trains on corrosive worlds, where a minor noble of House Davion gave flying aircraft carrier zeppelins a shot (I shan't ruin that one for you), and how no one still has any idea where the term "jeep" comes from. My only gripe is that it lacked any stats for technicals (pickup trucks with machine guns attached, a la most of Africa), but those would be quite easy to adapt nowadays.

This book fills the vehicle gap that has long existed in the Battletech universe. I am not sure of the actual utility of the vehicles yet since I have not play-tested them, but most of them appear reasonably balanced. Some of the vehicle illustrations are "sketchy," but on the whole the art retains the classic Battletech feel (techy, blocky and not too realistic). If you are a Battletech/Mechwarrior fan and feel like that your game has been just a little too mech heavy, this book may be the fix you need.

Vehicle Annex is a nice addition to the TROs that already exist. It adds civilian and military vehicles to help you "flesh out" your campaigns. I found it to be an interesting read with some great stories about each entry thrown in to give the vehicles some color. I rate it 4 stars simply because it doesn't add anything essential or groundbreaking. What it offers is a look at something that up until now has been missing in the Battletech universe. Vehicle Annex is a well put together book that will add flavor and zest to any Battletech campaign.

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