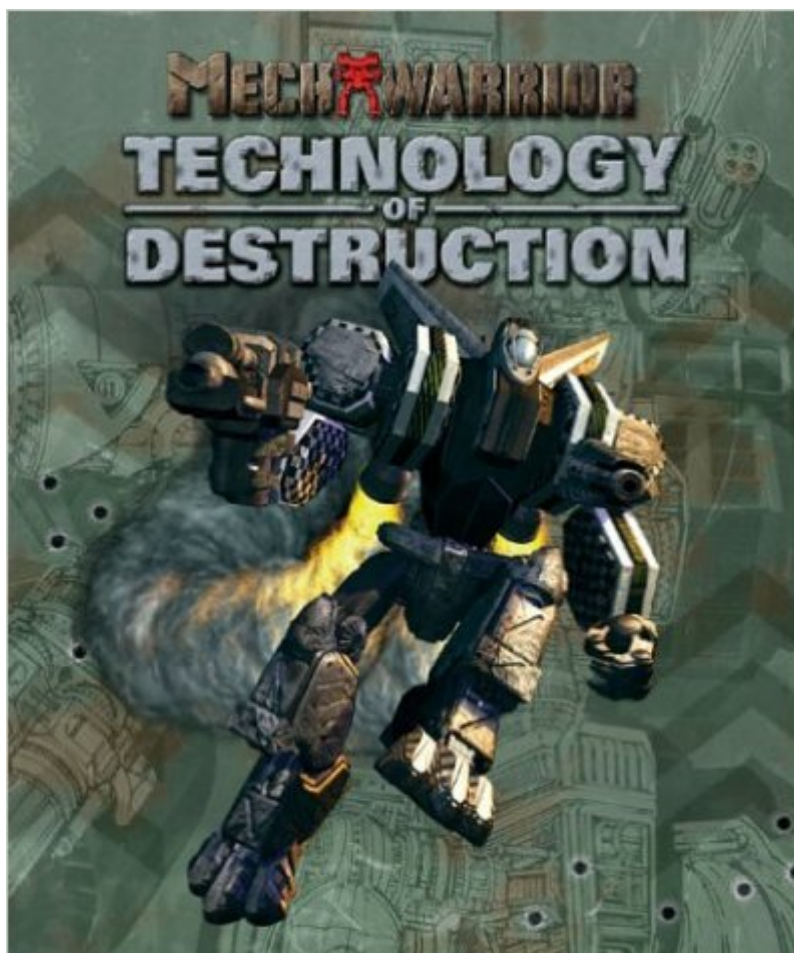


The book was found

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)

Language: English

ISBN-10: 1590411277

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Product Dimensions: 12.1 x 10.1 x 0.5 inches

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (6 customer reviews)

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Customer Reviews

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 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.

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.

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