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BattleTech: 25 Years Of Art & Fiction



Synopsis

Twenty-five years after FASA published BattleDroids, a stand-alone box game recreating the giant robo/mecha science fiction action of the best anime, Catalyst Game Labs is set to celebrate the silver anniversary of this unique science fiction game that became BattleTech in its second year of existence. Kicking it off will be this deluxe oversize 160-page art book filled with a retrospective sample of 25 years of art, plus over a hundred thousand words of new original fiction from top BattleTech authors such as Thurston, Charrette, Milan, Gressman, Coleman, Keith, Long, Pardoe and Stackpole. The deluxe volume also will contain a universal timeline of the BattleTech universe as well as a definitive bibliography of all the published material relating to BattleTech from FASA to Fan Pro to WizKids to Catalyst.

Book Information

Series: Battletech

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Customer Reviews

This book is intended for the die hard BattleTech tabletop fans. It is a very large beautifully-made hardbound coffee table book that shows a sampling of the best BattleTech art from the 80s all the way to the present day. The book's core consists of numerous pieces of short story fiction written by notable authors who penned and helped shape the course of the BattleTech universe fiction for the past 25 years. Fans will immediately recognize the works of Victor Milan, William H. Keith, Jim Long, and Michael Stackpole, as well of those of other authors. The stories span the entirety of the BattleTech universe timeline from the Star League period all the way to the Dark Age. There are also essays on the development of the various BattleTech video games and a bibliography of all the print products to date. While a great work, the book is far from perfect. The book has unfortunately

become the victim of the copyright wars involving the so-called Unseen 'Mechs. Not all the original core BattleMechs like the Warhammer, Marauder, Archer, Crusader and others taken from various 80s Japanese anime like Macross, make any visual appearance at all. Most of the original art from the 80s to the early 90s had these 'Mechs appear in some fashion, and this artwork is absent from this book. The book was originally meant to include some of this artwork, and there is evidence in the formatting that they were hastily deleted at the last minute and replaced with more copyright-friendly, but inferior substitutes. There are also some textual errors that were missed by the editor, par for the course for a BattleTech product. Overall, if you can get this book for a discount, it is well worth it if you're a die-hard BattleTech fan. This book will tug on those strings of nostalgia for anyone who got sucked in to the BattleTech universe playing the original tabletop game, reading the novels, or playing the MechWarrior video games.

I like this art book a lot. Being a fan of Battletech since many years and having read most of the printed novels, I enjoyed very much flipping through the pages and seeing those very nice illustrations. In addition, the book holds additional information, both technical and historical, that I enjoyed to read.

Excellent, full of Battletech "history" and "Lore" binding is great, coffee book sized, an excellent product!

great attempt, glad it exists but leaves a lot to be desired!

A good book for those who have lived and breathed the Battletech universe for these odd 30 years. Contains artwork from the span as well as short stories from the writers who have given the universe life. Nice features such as the historical timeline as well as a full bibliography for the novels and gave form to the universe.

This is a must for the BT fan. IT is full of great photos and stories. This is a center piece to my family room. I love just flipping thorough it. If you want to show off your fanship this is a great way to do it.

Very fine overview of the battletech universe, its history and its many incarnations. Beautiful collection of artwork and fiction. Must have for both the veteran and the beginning battletech fan.

Disappointed with the quality of the paper for what is supposed to be a hallmark compilation of Battletech art. Cheap lightweight sheets. The collected set isn't to my taste either, featuring much of this artist who did the Total War, Combat Operations, etc covers. Can't remember his name, but he overuses flare visuals, lasers, and garish colors. His mechs look cartoony too, and are often in bombastic 'action' poses. Waste of money.

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