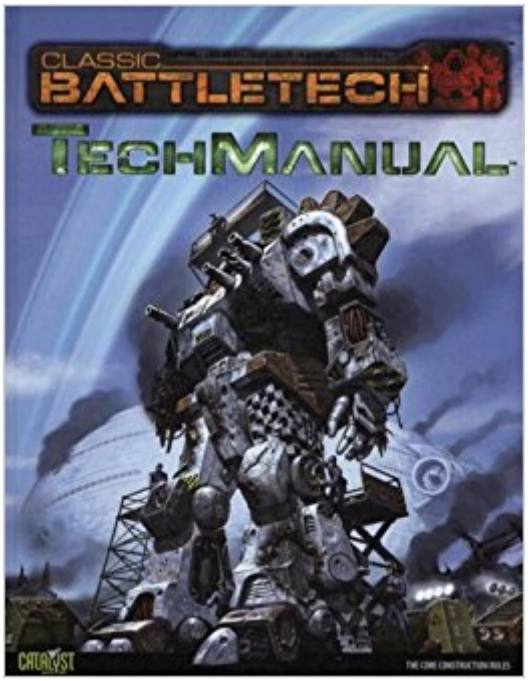
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Battletech Techmanual *OP* (Classic Battletech)



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Synopsis

Built your own Ã¢â ¬â„¢Mechs from the construction rules found in the Introductory Box Set and now you want to build all the options found in Total Warfare? The Classic BattleTech TechManual is a companion volume to TotalÃ Â Warfare and combines all the construction rules for the various units presented in that core rules set. Streamlined and updated, it contains all the core weaponry and equipment from previous rules set, as well as the newest, bleeding edge technologies. More than just a rulebook, however, the TechManual presents numerous sourcebook-style treatises, providing the in-universe context for these units and the technologies of their development.

Book Information

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Customer Reviews

Here you will find the construction rules for most every unit in Battletech! You can find everything Tournament Legal here, including many options that don’t see much table time. You can find Battlemechs, Combat Vehicles, Battle Armor, and Aerospace Fighters with all their weapons and special equipment as you might expect. But you may be pleasantly surprised to find conventional Infantry, Protomechs, Conventional Fighters, Dropships, and Jumpships as well. Also included are several short stories centered around the various unit types between sections, and a large section devoted to descriptions and rules for the various equipment.While this book contains everything you need to design Tournament Legal designs, you will need another book to find Advanced and Experimental equipment. You’ll also need to familiarize yourself with the layout of the book before attempting C-Bill cost or Battle Value calculations as the information is spread across several tables. This isn’t impossible to do, but it can be frustrating the first few times if you aren’t expecting

it.Overall an excellent product for players who enjoy designing their own units, but not a good investment for those who prefer to focus on giant robot combat.

This book offers a thorough explanation of building all sorts of Battletech units, but as other commenters have already mentioned, it intermixes fluff and rules so thoroughly as to make the book itself difficult to use. While this book is an essential for any collecting completist, I think anyone trying to build a mech, aerospace fighter, or infantry platoon from scratch would become frustrated rather quickly.With that being said, this book is still invaluable as a reference. While there are no shortage of really great "mech maker" applications out there, this book is the definitive source for verifying builds and understanding the equipment at your disposal. While it would be cumbersome and difficult to use this book for its intended purpose, any aspiring Battletech engineer should read through it at least once, and keep it close at hand.

I have purchased a number of Catalyst published CBT products in the past few months and with one minor exception I have been surprisingly impressed with the overall quality of their products.For an old Battletech hound like myself TechManual is an odd duck; simply put, in the past these rules were consolidated into other products.1) If you wanted to know how to build mechs, tanks, or infantry go to the compendium.2) If you want Aerospace or Dropships, well at one point you could do the compendium, but then they forked that product line and moved those to Aerospace 2 iirc.3) I left the game before Protomechs were created and the only BattleArmor around were Toads; I don’t see construction rules for them in my copies of the compendium or the BMR so I’m assuming they were in a separate product.Additionally, as we all well know, FASA really liked to put individual products into non-consolidated sourcebooks. This as some may remember, lead to those wonderful times where building a unit would often require flipping through 2-3 books.With all that in mind it is obviously very nice to see a compendium of unit construction rules like this one. You can find construction rules for every major type of unit used in Battltech as well as detailed descriptions of equipment, armor types, engines, etc.I particularly enjoyed some of the fiction sections as they are informative and entertaining. The fiction section on Battle Armor, I found to be very entertaining for some reason. It also filled me in on a few details about those units that I had either forgotten or just did not know.The presentation was great and the actual rules included were substantial. In both cases Catalyst has gone above and beyond what we used to get from the old crew at FASA. Their hardcover supplements simply look great, and the rules included have evolved over the past 25 years. The team at Catalyst has done a great job in shepherding this process, they genuinely care

about this game, and it clearly shows.I do have a few minor gripes; one of which is the length to which it seems they've gone to remove rules included in Total Warfare from this volume. I had a similar gripe about the rules in TechManual that were obviously omitted from Total Warfare. Specifically the equipment section in this book has zero information on actual gameplay rules about the equipment, outside of weight and crit slot requirements. I can easily see myself having to flip between the equipment sections of both this and Total Warfare to build a unit properly. That seems a bit silly. I would not have minded paying $5 more if some of that game data was included here. Regardless of it's possible redundancy.All in all I think this is another incredible product from the Catalyst team. If you enjoyed FASA produced Battletech supplements, and haven't checked out the the Catalyst product line yet, you are simply missing out.

Another great rule book for the Battletech addicted. Excellent layout and indexing, in fact it's got the best indexing of any gaming rule book I've ever seen. This book is not suited for beginners, but well worth it once you get into the game and want to know how to build your one Mech's.

This might be $40 (retail), but it is worth it. A selection of level-3 rules from Maximum Tech has been streamlined into the tournament-approved rules, like XL gyros, Light/Heavy ferro-fibrous armor, and heavy jump jets. It is the ultimate new edition of the BattleTech Compendium! The stuff is so bountiful, they they had to split it into two books! 'Total Warfare' for play rules and 'TechManual' for design rules. There are so many options its so cool. And it isn't all that convoluted. All the legacy rule-concepts are left intact, but newer areas such as support vehicles and protomechs follow more realistic rules.

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