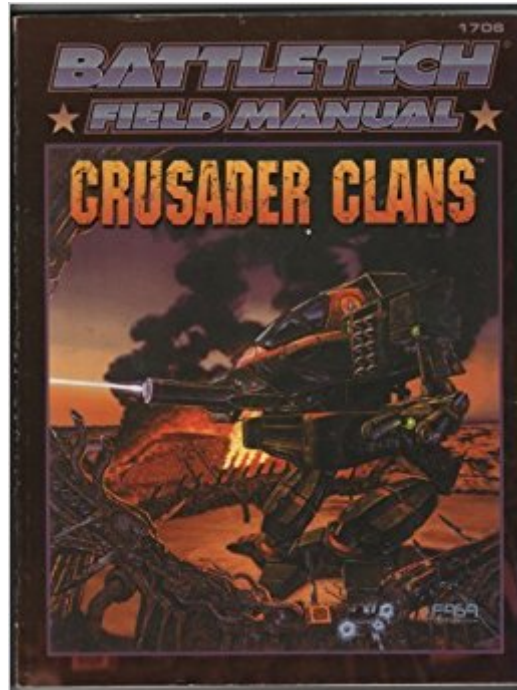


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# Battletech Field Manual: Crusader Clans



# Synopsis

Book by Fasa

## Book Information

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## Customer Reviews

An excellent Field Manual, loaded with sourcebook-class information on the following Clans: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Adder, WolfPlus, a relatively full section showing the statistics of the units of every Clan. The Clan's new Gnome and Salamander suits are shown here, along with the new Heavy Lasers, the Blood Kite 'Mech, the Hellfire 'Mech and the Hellion OmniMech. The only beef I have with it is it has that useless section in the back on making scenarios.

Like the DCMS field manual, This book sets standards. In the future, when FASA releases updated info, this will be the critics frame of reference. As a GM and Player of both the RPG and the tabletop game, I think the book is excellent. While updating the info on existing clans and filling in information about the "home" clans, this book delivers a excellent view of the crusader clans right before the "Twilight". Though everyone knows what happens to them, I think that having a little information about the Smoke Jaguars would have been nice. Overall this book is a must for almost every kind of Battletech player.

This book is a role-playing supplement at its best; it contains great information for game masters (ie personalities, factions, and excellent unit overviews). It does have the traditional roleplaying fault of

being top-heavy; not enough time is spent describing the 'typical' unit or tactics. The main problem with this supplement is that it is purely first-person. As much as college literature classes are saying that 3rd person is dead, at least for a game it is important that some perspective is given from a 'neutral' point of view- ie a twentieth century viewpoint- to stress subtleties that they wouldn't notice about themselves or their societies. Minor quibble; otherwise an excellent supplement.

I loved the detail FASA put into this one, one practically comes away jumping to play one of the 4 new Clans, or revise one's J-F or Wolf forces to work within the new guidelines. Though it did not have enough new tech for my liking, the Heavy lasers and special elementals were a welcome addition to my Clanner arsenals. The only problems I really had were FASA's usual toying with it's history(continuity, people, continuity). But, this is over lookable when one takes into account the wonderful new feature this book had: a complete index! That, if anything makes this book worth 3 stars, and the complete breakdown of the clan galaxies and special modifiers based on their tactics(in some cases on a cluster by cluster basis) makes this a superb addition to the Battletech line...and I look forward to introducing standard elementals to the Gnome and Salamander suits.

What can I say but wow. The Boys at FASA really when all out on this one. The history is quite intense. Not much good for the traditional Fire and Slag players who focus on the battles, but it is an excellent reference for any GM's who run the Mechwarrior Role playing game. The color artwork of the new clan's painting schemes and uniforms are excellent. A must have for any die hard Battletech collector.

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