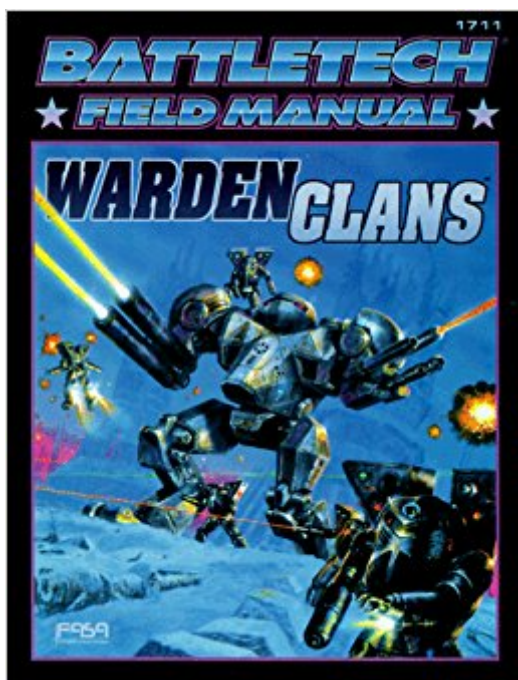


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Battletech Field Manual: Warden Clans



Synopsis

Field Manual: Warden Clans describes the Defenders of Kerensky's Vision: Clans Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven and Steel Viper. This book describes the tactics, military doctrines and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, exclusive Warden BattleMechs and more.

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Customer Reviews

Field Manual: Warden Clans describes the Defenders of Kerensky's Vision: Clans Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven and Steel Viper. This book describes the tactics, military doctrines and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, exclusive Warden BattleMechs and more.

Just what I was looking for

Now THIS is something to talk about! The Warden Clans Field Manual is an excellent book, containing Sourcebook class information on the following Clans: Cloud Cobra, Coyote, Ghost Bear, Goliath Scorpion, Snow Raven, Steel Viper, Wolf (in-Exile) Plus, it includes detailed information on every one of these Clan's units! Along with this are the new and valuable weapons: ATMs! The Undine and Sylph armor are also displayed, along with the new Savage Coyote OmniMech! Stats

for the Leviathan troop transport and the Conqueror-class cruiser, too!

As I read this latest addition, I am impressed with the effort in creating the histories and theologies of each individual Clan. Much work has been put into creating the overall mentality of each individual Clan, which I enjoy very much as I love to roleplay and like to roleplay as accurately as I can. However, I do believe that more effort can be put into the illustrations and logos. To me, it seems more like reading a comic book rather than getting a feel of what Clan mechs and society should be. Other than that, continue the great work.

This book is, first off, a wonderful counterpart to Crusader Clans. Its new technology is innovative and interesting (ATM's rule!), and it's refreshing and fun to compare the idiosyncracies of each clan. I'd say this book is darn near perfect -- and its Random 'Mech Tables are great -- well-balanced and powerful (as opposed to the Crusader Clans' uneven, unimpressive tables). Good job FASA! Long live Clan Coyote!

Another one of FASA's Field Manuals lives up to the reputation of its predecessors. The information on the Clans covered is very thorough, detailing culture, military, and history. Also included are new Level 2 technology (Mechs, battle armor, weapons, and warships). The only thing I found lacking from this book was info on the Nova Cats, which although are a traitorous Clan, could still be considered Wardens.

This is one of my favorite Battletech books, almost no one can read this and not become Warden. It's almost perfect in explaining the Warden mindset and the Crusader folly. The IS need leaders like this to show them to forsake their primitive ways. All the new tech, although limited, kicks much large butt and can really put an edge on your non-warden opponents. Long Live the True Faith!!

This book is one of the best books put out by FASA. While there are the usual errors (likely caused by rushing), it is still a very good source of info. It is the perfect complement to the previous Field Manual, that of the Crusader Clans. If you have that book, this is a must-have. The illustrations are great, and the depth of info is engrossing.

This book finally fills us in on the rest of the clans and provides official insignia for them. The only reason I don't give it five stars is I would have liked to see more on the Warden Wolves and some

stuff on Nova Cat.

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