

25 YEARS

BATTLETECH

Strap yourself into the ultimate suit of armor: the BattleMech. Thirty feet tall and weighing up to a hundred tons, this humanoid engine of destruction is a walking arsenal with enough firepower to level a city block.

The *BattleTech/MechWarrior* universe takes you into the world of the 31st Century, where war has become a way of life. You are a MechWarrior, in command of the most powerful machines on the battlefield, and hold the fate of empires in your hand!

Now leap into the visual feast of *BattleTech: 25 Years of Art & Fiction*, its pages brimming with a huge breadth of artists and styles that have brought this universe to life. Accompanying the bevy of art are 18 all-new short stories from perennial *BattleTech* authors Michael Stackpole, Robert Charrette, William H. Keith, Jr., Loren Coleman and others. A timeline of the universe and an extensive bibliography cataloging every published rulebook, sourcebook, box set and so on—along with an in-depth treatise on the development of one of the largest computer game properties in history—creates the ultimate guidebook.



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BATTLETECH
25 YEARS OF ART & FICTION



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Matt's Thanks

Alicia, thanks for putting up with my obsession with 'that hex game' and with all those 3 a.m. work nights. And yes, I did lose to you that one time...

Dedication

Thanks to all of the *BattleTech* fans, past, present and future. You've made this twenty-five-year ride possible and we hope you'll join us for another exciting and fun filled fifteen years!

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FOREWARD

For a story that spans centuries, a quarter of one shouldn't feel so long, but it sure does.

So much has happened in the past 25 years, in the *BattleTech* universe and our own. And it is interesting how some things have overlapped between the two universes, such as the fall of the Soviet Empire, or the invention of myomer technology for limb replacement. I only hope more similarities don't develop, because while the *BattleTech* universe is a fun place to visit, I wouldn't want my kids to live there.

It has been an amazing ride that I never anticipated. Well, that's not completely true. I think any time you write a story, you hope it will be appreciated for many years to come, but you never really expect that to happen, and so I remain blown away by how dynamic the *BattleTech* universe continues to be.

The reason for that relevance and freshness is simple. While I had the honor to start this ball rolling, the creative powers of the thousands who came after me keep it rolling and gaining speed. When I reflect back on the who's who of artists and writers that have contributed to the *BattleTech* universe, it takes my breath away. Some of the best times of my creative life were the brainstorming sessions and story development meetings, working with the ever-changing but always talented collection of writers that continue to bring this universe to life, and the sketching sessions with fantastic concept artists and illustrators visualizing how this universe looks and feels, or figuring out the implied logic of how a new 'Mech or vehicle would work.

But the real strength of the *BattleTech* universe comes from you: the readers, fans and players. The fan fiction and art plays a huge part in keeping us all involved in a universe we share and love. I remember being at a convention soon after the publication of the first version (then called *BattleDroids*) and having players tell me the stories of their units and battles. Thankfully, 25 years later, they are still telling them.

Jordan Weisman • May 2009



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