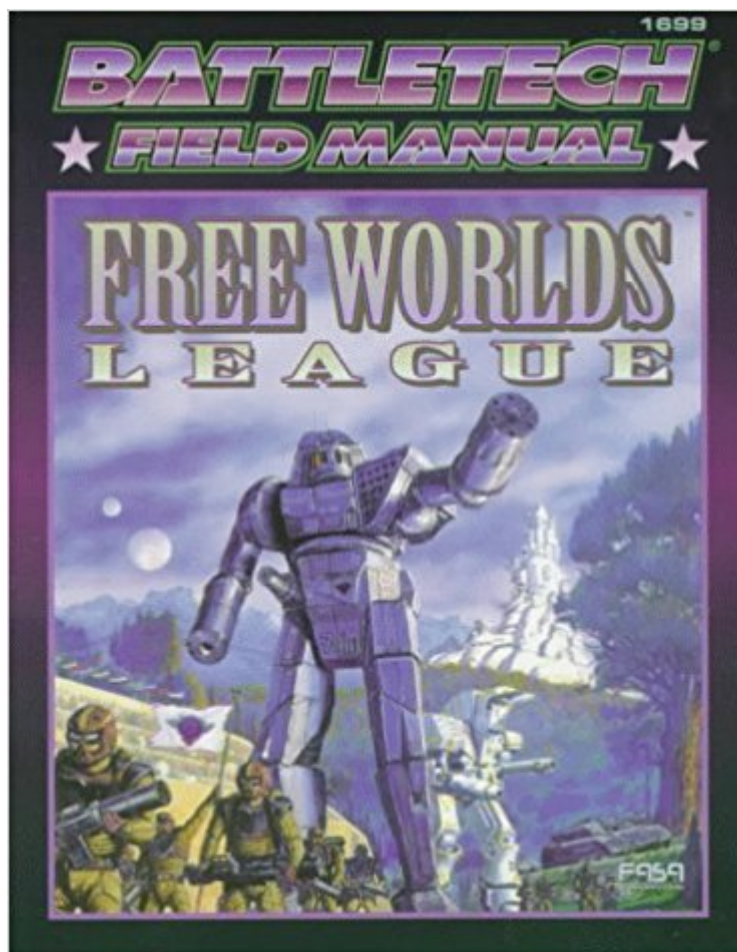


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# Classic Battletech: Field Manual: Free Worlds League (FAS1699)



## Synopsis

Spared from the ravages of the Clan invasion, the Free Worlds League flourished as an arms supplier to the embattled legions of the Inner Sphere. Captain-General Thomas Marik patiently guided the Free Worlds League Military through a long-overdue reformation as the troops of his Great House rivals battled the invaders. Bolstered by the League's powerful military-industrial complex, the FWLM now stands as one of the largest and best-equipped forces in the Inner Sphere. This classified field manual, seized from the League's intelligence organization, reveals the inner workings of the FWLM, from the humble Marik Militia to the elite Knights of the Inner Sphere. An invaluable resource for both allies and enemies of the League, the BattleTech Field Manual: Free Worlds League provides a complete survey of House Marik's military. The manual includes dossiers that describe the history, officers and tactics of all FWLM BattleMech® regiments; special rules that reflect the unique capabilities of each regiment; new weapons, equipment, exclusive FWLM BattleMechs and more.

## Book Information

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## Customer Reviews

It was an okay effort. It does compliment the Federated Suns FM, but definitely takes the term "munch" equipment to new heights. Like its predecessor, the layout was nicely done and the image of the new BattleArmor was excellent, I was only lukewarm on the color pages...again much like its predecessor, you need to take it with a grain of salt. The much anticipated review of current IS events in the former Federated Commonwealth was scarce, leaving fans to their imaginations. SPOILER INFORMATION FOLLOWS The Light Engine definitely has its advantages, despite being heavier than an XL model, the two crits in each torso was a great bonus. The Heavy Gauss Rifle

was a boondoggle of the highest magnitude. In equipping an assault mech to carry one, it left it only questionably capable. Teh Fenrir BattleArmor is the Sloth on steroids and definitely falls short on upgrading in comparison to the Infiltrator. Take note that the Mjolnir's captain is listed as questionable. :-)

Just what I was looking for

The Lyrans Alliance is, IMNAAHO, a carnival of traitors. Well, no, that's not true, Katherine Steiner-Davion is. But reading the Lyrans Alliance book, I don't get the impression of honor, courage, and proficiency that I get from the FedSuns, Combine, or even Capellan militaries. This is the last of the Field Manuals. As such, it follows all the various conventions, with military information, unit histories, so on, and so forth. It also includes new equipment and tech. My impressions were fairly negative. Don't get me wrong, it was well-presented, hence the four stars. But, near as I can tell, the Lyrans, as presented by FASA, are a bunch of idiots. Their military is woefully inexperienced, comparatively, which does go with their tradition; you'd've thought they'd've learned \*something\* from fighting the Clans, and working with the most competent military in the Inner Sphere. The Heavy Gauss Rifle, while also in keeping with the Lyrans character, is rather... cheesy, really. The Light Engine is okay, but the background proves Katherine's sheer idiocy. The Fenrir armor just looks incredibly stupid; I wonder where on earth the trooper would fit into the armor, if at all. If you see the Federated Suns review I wrote, you'll know I really like them. I used to like the Lyrans Commonwealth, too, but, now, with the plot going the way it is, not any more. I might have to start reading the novels now.

I'll never forget the first time I was sitting at home and the "BattleTech" cartoon showed up on my living room Television. From that moment on I was hooked on pretty much anything that had a mech in it. But, enough about that you want to know what's in the book. Don't you? Well, This book focuses on the military forces of the Free Worlds League. It describes units, tactics, as well as awards and merits. Also, it states academies run within the League and offers historical insight into the League. I have not read the book cover to cover, But don't let that throw you on my opinion of the book. It has so much that I could not possibly wait to go through that book and absorb all that book could offer and to this day I am still not done. Will I recommend buying this book? yes as well as any other Field Manual for any other aspect of the Inner Sphere or the Clans.

This could be the second incarnation of the House Marik book published in the late 80s, updated from the 3020s to 3059. It details everything you ever wanted to know about the Free Worlds League, right down to who is commanding what regiment. The book gives very detailed histories of practically every Marik unit, including unit size, proficiency and loyalty to the government. There are also some colored sections that show off the paint schemes of some prestigious units, some medals and a look at the Free Worlds League's battle armor units. This book is very thorough with all things concerning the FWL. There are, however, some typos in the book as well as some wrong entries in the index, but they aren't too bad and do not lessen the reading experience one bit. If you are looking for a good Battletech sourcebook to buy, this one is worth every penny.

I definitely think the Lyrans Field Manual is meant to complement the Federated Suns manual. Although I had wished the book elaborated on events unfolding within the Federated Commonwealth (is there Civil War or not?) The Field Manual seems to stay clear of the ensuing turmoil, perhaps it was the intent to focus on the "technical details" of the LAAF than its role in recent events. It would also have been better if there were some information included on the ARDC in this Manual. However, overall the book was a resourceful look into the Lyrans Alliance and its future as an Inner Sphere power. Innovations in weaponry and Mech designs, as well as new ships and units show the Lyrans as a force to be reckoned with. Whether they can survive the conflict against Victor and his friends, well...it's anybody's guess.

This is a great book full of everything you need to know about the Free Worlds League. It contains things like new 'Mechs designs, weapons, and new battle armor. The unit summaries are very detailed and show the insignia of every main unit. The color pictures show the new battle armor and regimental paint schemes, which are very cool. This is one of the best Battletech books I own and I recommend it to everyone.

A useful source of information for anyone interested in the Battletech world in general and the AFFC and LAAF in particular. Definitely designed as a companion to the FedSuns manual. Information on current events in Alliance and Fedcom space is minimal, unfortunately. People who watched the Battletech cartoon show should check out the section on the 14th Donegal Guards for an interesting surprise.

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