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Classic Battletech: Technical Readout: 3050 (FAS8614)



Synopsis

More than 250 years ago, Aleksandr Kerensky, Protector-General of The Star League, left known space. With him he took nearly half the MechWarriors, BattleMechs and support personnel in the Inner Sphere. In the years that followed, the Inner Sphere's Successor States battled for supremacy, waging terrible wars that claimed millions of lives and crippled their technological knowledge and manufacturing capabilities. Now the descendants of Kerensky are returning, armed with superior 'Mechs and driven by one goal -- total domination of the Inner Sphere. *BattleTech Technical Readout: 3050* provides illustrations, descriptions and game statistics for all state-of-the-art Inner Sphere BattleMechs and the OmniMechs used by the Invading Clans. *Technical Readout: 3050* also includes entries on rare Star League-era Combat Vehicles that have recently begun resurfacing in active duty.

Book Information

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Customer Reviews

Those of you ordering this product in 2012 should be aware that this is the FASA Battletech Technical Readout 3050, Revised Edition. This product is the result of the aftermath of certain lawsuits against FASA which resulted in the removal of the "Unseen" BattleMech designs that were taken from certain Japanese Anime series such as Super Dimension Fortress Macross (Robotech in the USA) and Fang of the Sun Dougram. The following BattleMechs do not appear in this product: Wasp, Locust, Stinger, Valkyrie, Ostscout, Phoenix Hawk, Griffin, Scorpion, Shadow Hawk, Wolverine, Ostroc, Ostsol, Rifleman, Crusader, Thunderbolt, Archer, Warhammer, Marauder, Battlemaster, and Marauder II. If you have any fondness for these 'Mechs, your best bet would be

the very original Technical Readout 3050 (you might want to check eBay). Some 'Mechs from the out-of-print Technical Readout 2750 appear in their place. At the time I'm writing this, the image of the product shows the Catalyst Game Labs' Battletech Technical Readout 3050 Upgrade, but in reality I actually got the older FASA product. This product is inferior to both the original release of the FASA Technical Readout 3050, and the current Catalyst Game Labs' Technical Readout 3050 Upgrade. Buyer beware.

I love the battle tech game, and mech warrior computer games, and this is very helpfull. It shows the new clan mechs, I.S. mechs, and vehicles. It's fairly good, but hasn't any color photos like TRO:3058. Thats why I gave it an eight. If you're a battle tech maniak like me, and you play games right when the clan invasion started, this is the book for you.

This is a great book in all aspects and especiaaly the clan 'mech pictures. the pictures are 1D because, standing from a role play look at things, no body could get a picture out of thease 'mechs because the 'mechs are total mysterys. i wish they would, however publish a book on clan weaponry and technologys standing from a clan warriors point of veiw.

If you're into MechWarrior 2, this is the supplement that covers those mechs in there. I really found the pictures in it disappointing, and especially the one dimensional clanmechs. Also lacking is the loss of the clan weaponry and rules, which were present in the earlier edition of it

The 3050 readout covers all the mechs and vehicles of the year Kerensky comes back with the clans. If you want to play out BattleTech through Mechwarrior 2, this is your era. Only complaint is terrible pictures compared to the rest of the tech readouts

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