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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 haven't picked up the revision of this book, but I like the 3050 origional. The clan mech pictures are disapointing, and the picture of the AS-7 K Atlas is bad compared to the one in the 3025 revised edition. The commentary on the mechs are a little disapointing, but anyone new to battletech, or any fan what-so-ever should pick this book up. For any MW2 fans, this is a must get.

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.

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

This is an excellent book for those into the BattleTech universe. However, the clan 'Mechs are one-dimensional and provide no insight on what they really look like. A little more Clan info (such as how the weapons are lighter, etc.) would help.

The 'mechs were great, but I missed the ones they dropped. The artwork was good, except for the Clan 'mechs, they were one dimensional and terrible. Overall, quite good

This is a must have guide book for All Mechwarrior andBattletech Fans alike.

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