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Battletech Technical Readout 3050 Upgrad (Classic Battletech)



Synopsis

General Aleksandr Kerensky and three-quarters of the Star League Defense Force departed human-occupied space more than two hundred and fifty years ago, only to return in 3050 as the Clans: a society dedicated to the highest warrior ideals and bent on conquering the Inner Sphere. With their superior technology and OmniMechs, they almost proved unstoppable, before their defeat at Tukayyid and its fifteen year truce. The year is 3070, and while the Truce of Tukayyid has expired, the Jihad rages. The Inner Sphere 'Mechs hastily upgraded with field modifications to counter the Clans are proving their worth, as notable pilots rise to become heroes and new, more time tested variantsâ •sporting weapons right out of R&D labsâ •make their presence felt, while the Clan OmniMechs continue to prove they are still the cutting edge of military technology. Classic BattleTech Technical Readout: 3050 Upgrades fully updates this venerable product, fleshing out the history of each design, including notable MechWarriors/pilots, as well as providing fresh illustrations. Additionally, all the 'Mechs, vehicles and aerospace fighters originally found in the now out-of-print Technical Readout: 2750 are included.

Book Information

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Customer Reviews

I've purchased a number of the Catalyst published CBT books in the past few months and, with one minor exception, I am consistently amazed at the quality of their products. I still have my original 1991 copy of 3050 and this version is an amazing upgrade of that old volume. The consolidation of units from 2750 into the readout not only makes sense (since ComStar circa 3050 was mostly

comprised of SL units) but obviously saves us the buyer some money in the process. The expanded descriptions of the mechs, especially the Inner Sphere ones, is a welcome addition, it gives more life into the product, as the original 3050 was wholly lacking in that respect. Another welcome addition are the additional variants described for all units; this book can be used up to the Jihad era with those included variants. I can't fault the original printings for lacking that, as obviously this was not possible since that source material was ~16 years away from being created. That being said it is a welcome addition to the new volume. I was a bit surprised that there was not a Project Phoenix section, similar to the 3039 readout. I'm assuming the mechs in the separate Project Phoenix readout were supposed to be used at this time. This is a bit weird since, as an owner of the original 3050 I know the variants used for Project Phoenix mechs in og 3050 were not the same as the ones in Project Phoenix. Are these mechs considered lost now, non-cannon, or are players just supposed to not think about it unless they own the original products? It's a bit of a head scratcher to me tbh. (UPDATE 3/2013, at this point we still haven't seen a clear answer from Catalyst that makes sense. As a result this volume cannot wholly replace an original 3050 readout.) Another minor gripe concerns some of the variants of the mechs from 2750 that were in this sourcebook. After reviewing 3039 and the new 3050 I'm honestly wondering where the King Crab from the original 2750 went. That version of the mech seems to not exist in the current product line, which like the Project Phoenix issue mentioned above, just seems weird. (UPDATE 3/13, Must have missed this in my earlier reads but there is text in the book that explains these omissions in game universe terms. Basically the in-game explanation is that the original 2750 volume detailed the initial variants of those mechs, while the 3050 Upgrade details either the variants currently produced in 3050, or the variants that were in use immediately prior to the fall of the Star League. This again creates an odd situation where the 3050 Upgrade cannot entirely replace an original 2750 Tech Readout.) Minor gripes aside; however, this is a welcome upgrade to a classic product. I'm once again pleasantly surprised by the Catalyst folks. (Update 3/13, One final note, based on the updates above, while I still love this product my feelings about it are sort of mixed due to the changes and omissions noted above. Additionally complicating this is the fact that some of the changes and additional information included are very welcome. Overall I have to stick with my initial rating, but I would really love it if Catalyst were to rectify the omissions. Especially the missing 3050 Unseen/Project Phoenix stuff.)

It wasn't bad I have the original readout I was just looking to upgrade am disappointed they left the weapons chart out of the back of the book like they have in the original readout that's my only real complaint

So i thought i was buying a new copy, it arrived but it was slightly used. I'm not crushed or anything but i am still a little sad that it's not what i thought.

I have just recently gotten back into the game, and getting the updated books has been slightly difficult, as my local game store has not had them. Finding these online is a godsend.

Awesome

I love the game and all of the books, and this one is no exception. Great art, background stories, technical data. Fun reading for folks that love the game or just giant mecha!

This book has a very unique but fantastic set of drawings. I was worried it would be too similar to the old book but rather it is completely redone with a great style..

A fantastic resource for the Battletech enthusiast. This tome encompasses the main assortment of armored war machines. The art is also interesting and it should provide a great guide for budding artists of the MANGA genre. The book is also readable as each mech is accompanied by a statistical readout and a short vignette featuring its history and famous pilots. Whether you are a wargamer or RPGer, this resource will add depth and dimension to your gaming experience.

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