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Battletech Technical Readout 3075 *OP*



Synopsis

Classic BattleTech Technical Readout: 3075 provides a comprehensive look at the latest machines of war debuting during the Jihad: from 'Mechs to battle armor, Support Vehicles to DropShips and more. In addition, a complete "Age of War" section covers the Terran Hegemony and each of the five Great Houses during the Age of War, including the very first BattleMechs produced by each faction and how such machines are starting to appear once more. Each military vehicle is illustrated in detail, accompanied by a description of its history, capabilities, game stats, and some of the unit's most famous pilots.

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Customer Reviews

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TRO 3075, well at the new price of \$40 I was a bit taken aback initially. While not as alluring as TR 3067 in its style of Mecha, it was a satisfying purchase, and the most useful of the MWDA

TROÃfÂçÃ â ¬Ã â„çs. So long time players should not feel bad about this purchase. Half of the book is dedicated to the pre-2750 Era so has a clever selection of Units for each house
ÃfÂçÃ â ¬Ã â œ which nowadays would come in the form of a \$5 PDF download from their website
ÃfÂçÃ â ¬Ã â œ for each House. Iron Wind Metals has been kind enough to produce the majority of these Units. This section includes the Terran Hemogeny Royal Units ÃfÂçÃ â ¬Ã â œ though sadly they cheaped out with a list of what to remove & replace, rather than writing in the specifications. Of course the rest of 3075 is the introduction of the Click-Tech aka Mech Warrior Dark Age (MWDA) into the ÃfÂçÃ â ¬Ã Å“classicÃfÂçÃ â ¬Ã Å• Battletech universe. For the most part I do not mind this, as it is more what the Succession Wars unit should have looked like. It focuses on combine arms, so is more real world, and has an intended distribution of 2 vehicles and 4 infantry for every mech. Unfortunately many of these Units are already winding up in the Archive of Iron Wind Metals, as the gun was jumped and they were produced prematurely. It is also valuable as it finally collates a good chunk of the various factions Battlearmor wearing Infantry.

this edition is relevant to all those who are fans of the BT tabletop games, as well as those who enjoy reading BT novels. it holds technical as well as general background information of many types of mechs. personally, I am a fan of the novels and have never played the tabletop games. however, I found it very nice two have some additional illustration that would allow me to look at a mech a little closer. Reading was more entertaining after knowing what these things actually look like, and what they were capable of doing.

A solid buy and must have for Battletech enthusiasts. Much like the Technical Readouts that came before, 3075 is a solid information source that details each machine from that time period wonderfully. What this one delivers differently is a whole lot more than you'd expect. Not only does this book cover Battlemechs, but Battle Armor, Tanks, Support Vehicles, Fighters, Dropships, Warships, and even goes back to visit the combat technology from the time of the first mechs. By far the largest of the Technical Readouts I have, it is thorough, extensive, and beautifully illustrated in true Battletech fashion. I highly recommend it.

this book was really to close to the other tech readouts. It seemed the game company was starting to dig. However, there is some information that is new

Good selection of mechs. I specifically liked the addition of pre-Jihad/dark age era hardware such

as the Hammerhands and Galahad.

Perfect

TRO 3075 is organized a bit differently from the classic TROs, in part because it divides the units into a larger number of subcategories. New IS units are in the front, followed by Clan units, followed by old Terran Hegemony designs, followed by a short section of historical models from major factions contemporary with the Hegemony. It's easy to miss something in this book. Probably the biggest highlight of the TRO are the battle armor units. This is the first TRO to move forward in the BattleTech timeline since the most recent edition of the rules (Total Warfare) was published and introduce entirely new designs; the new battle armor units built using the official design rules are a treat.

The authors of this readout have attempted to have something for everyone. Fans will be pleased to find new mechs and other equipment, including Protomechs, Battle Armour, and vehicles for all Inner Sphere major houses and Clan Factions. Unfortunately, while the incorporation of the WOB Celestial Series mechs is interesting, as are the specs for MW:Dark Age mechs, there is very little else to cheer about. Most of the other mechs mentioned pre-date the Star League, or are modern rehashes of it. No doubt to be true to the storyline, where war is in progress, would see very little advancement in technology, but the almost lack of any modern mech, which would demonstrate advancements since the IS adopted Omni-Tech is disappointing. It is overall a decent read, and a must have for all hard core BTech fans, but it does not rank with the classic 3050 and 3058 readouts.

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