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Battletech Technical Readout 3058 Upgrade



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Synopsis

CAT35125 Technical Readout 3058 Upgrade Classic BattleTech by Catalyst Game Labs BattleTech Technical Readout: 3058 Upgrade returns to print.A huge list of Clan and Inner Sphere units still in active use in the present BattleTech timeline are covered, including a large selection of vehicles upgraded in technology from their first appearance in Technical Readout: 3039. Also covered is the first Technical Readout appearance of battle armor: all of the original designs that appeared following the Clan invasion receive a full TRO-style write-up. This reprint includes a new cover, and errata worked in througout.

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Customer Reviews

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So, this is a review of the Battletech Technical Readout 3058 Upgrade. If you don’t know what Battletech is, or what Technical Readouts are, well, stop reading. You don’t want this.Now for all of you folks still reading, here’s the skinny. Tech Readout 3058 Upgrade is, obviously, a revised edition of the 3058 Tech Readout published by FASA in the late 1990s. This book covers Inner

Sphere and Clan mechs from the post ~3050 era that were not previously covered in the 3050 or 3055 Technical Readouts. Also included are specs for Inner Sphere and Clan battle armor, and Inner Sphere and Star League vehicles.Reviewing a book like this is somewhat difficult as this sort of supplement is very much a YMMV (your mileage may vary) type of product. When 3058 was originally released it was a "have to have" supplement simply due to the lack of Technical Readouts and decent IS mechs available (imo anyway) that took responsible advantage of the technology updates presented in the Clan Invasion and latter eras. This supplement came after 3055 which was, even in its original incarnation, somewhat lackluster. Many of the Inner Sphere mechs presented in 3055, while interesting, were fairly bad in actual practice when used in game. As a result TRO: 3058 was a great supplement just because it had mechs that were intelligently designed. In cases many had decent personality, which honestly a lot of the 3055 stuff lacked.However, as time has passed, and the number of available eras in which to play Battletech have increased exponentially, then the usefulness of this supplement becomes debatable. Specifically, if you are playing the 3050-3062 Clan Invasion Era, then this book is exceptionally useful. A number of the designs presented were actually in service well prior to 3058 (e.g. the Cauldron Born, among others.) Additionally, as I mentioned before, a number of the mech designs are actually quite good in play, so if you are playing that era, and do not have this book, you’re honestly doing it wrong.If you’re playing a 3039 or earlier game, or post 3080, then this book is probably useless to you. Nothing in here existed in the IS prior to 3049 or so, and most of the designs would not have survived to the 3100+ eras.In terms of the Upgrade portion of this book, I personally enjoyed the changes made, for the most part. I own an original version of this book, and the lack of differentiation in the original book between SL and IS designs was a bit odd.That being said, the way they’ve decided to categorize some designs seems odd, and was not explained well in the text. For example, there are 3 mech designs in this book that are supposed to be evolutions of the Marauder design. 1 is listed in the IS section, 2 are listed in the SL section. Based on the text of all of them, all three should really be in one place or the other as they were all essentially resurrected designs, designed in the SL era, produced in 3058. That being said its a pretty minor issue, and one of the few in the book.All in all, if you do not own a copy of this, and plan to play anytime between 3050 and 3062 or so, buy a copy. It’s a well written book, the art is good, production values are high, and the designs are, for the most part, quite good in practice. If you’re just a Battletech fan and want something to read, its a good option as well.Anyone else...well....you’re not still reading now, are you? ;-)

Awesome

The shipping was fast as always, and the product it self is pretty awsome. It has battle armor, vehicles Inner sphere Omnimechs and of course Clan Mechs and Omnimechs. The drawing were different from my other Technical readouts, but then again my other two are from when Fasa still published them. But its really cool. I will probably by 3060 later.

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