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Battletech Technical Readout 3145



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Synopsis

CAT35133 BattleTech: Technical Readout 3145 Catalyst Game Labs The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war. Technical Readout: 3145 introduces the wave of new battle armor, vehicle, Mech, and aerospace units appearing across the Inner Sphere in the Dark Age era. Featuring new equipment described in Era Report:3145 and Field Manual 3145, this book brings players an update on the advancing technologies used in the battlefields of the thirty-second century.

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Customer Reviews

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technologies used in the battlefields of the thirty-second century.

Catalyst knows how to make quality Battletech Sci-Fi material and this Tech Readout is no exception. I like that the new mechs, vehicles, and battle armor are nicely spread out to almost every faction in the Inner Sphere. So if you really like a specific House, Clan, Periphery state, or the Republic you should not be disappointed. I also like how Catalyst made previously experimental weapons mainline weapons. For example: improved heavy gauss rifle, improved heavy lasers, X-pulse lasers, VSP (Variable Speed Pulse) lasers, streak lrms, ER flamer, TSEMP (Tight-Stream-Electro-Magnetic-Pulse), etc. I noticed that there is a large amount of Inner Sphere and Clan tech mixture in this book which at first I did not agree with, but now I think it's a good thing. My only complaint is that some of the artwork is MEH.If you haven't already check out the website Sarna. Each faction has there own technical readout for 3145 and there are a ton of awesome new units that were not included in this readout.Included in this Tech Readout:14 Battle Armor24 Vehicles52 Mechs (14 Omni Mechs)4 Aerospace Fighters6 Dropships and other Craft

Book is a great source of knowledge of the BT universe and I like the return to old layout with all the background info, variants and personalities. Artwork is generally good with only a few high school sketches. Need to put the new weapon & electronics info in the back like 3050. I like the colossal Mechs!!! just strange that they all have to be 3 legged, you would think a 4 legged mech could even go higher in tonnage. Looking for more info on the systems and background, truthfully just getting back into Battletech after a few years so the amount of data I am sorting through is mountain.

As a huge fan of Battletech, I enjoy reading the Tech readouts,, and this was no exception. The artwork is varied, but generally pretty high quality. While the book is not as large as 3085, it still contains a good number of vehicles. Another interesting fact is that many Inner sphere mechs now possess clan weapons as a default. While some do not like this mixing, it further helps to show how during the Inner Sphere and Clans are slowly merging back together into a new galactic-political soup.While this book provides some very good new vehicles, and helps to further explore the dark age, there are a few issues that I had with the book. First, while there are many mechs and tanks, there are limited power armor, infantry and other vehicles. So while the selection is pretty good, it again is not as impressive a selection as the 3085 Readout. Now my biggest issue comes from the text that accompanies each vehicle. First, just as in previous Tech Readouts it can be difficult to see which powers make use of a vehicle, as often only a single power, or in some cases only the

company who manufactured it are mention. This can force a person who wants to play a pure force, to go to the master lists site to see if a vehicle was commonly used by that power. Second, and this was the biggest negative point, comes from a disparity between the writers and the actual stats of the vehicle. Now in the Dark Age Clan Wolf, House Liao, and House Kurita are in ascendance as major powers, while the Republic, House Davion and others are either stagnating or have been in decline. I expected this to be reflected in the text, however this was not the case. Most descriptions of the more powerful nations sing praise and laud over how great many of these nations new mechs are, when in fact a good portion are mediocre or average in their stats(with the exception of Wolf). In contrast most house Davion or Republic mechs are described in negative tones, or even go so far as to use that vehicles text to describe a victory of one that nations rivals over that vehicle. Most of these vehicles are described as disappointing or faulty to the point of being a mistake, but when one looks at the stats they find that they are very highly rated mechs and powerful by comparison(A great example is the new Black Knight variant). The effect is that it leaves the impression that either the writers or the person in charge of the book was playing favorites or holding a grudge, rather than trying to appeal to the entire battletech audience which is a very long lived audience, with a great deal of diversity.So all in all, it is a pretty good book, but the negative tone is what prevented me from giving it a complete 5 star rating.

TRO 3145 was again another $40 release, so I gulped and picked it up anyhow as I have been a player since Battledroids. This is not as good as 3075, however, the Units are certainly more enjoyable than those provided in 3085.HoweverÃƒÂ¢Ã â ¬Ã Â| BE WARNEDÃƒÂ¢Ã â ¬Ã Â| this book is not as thick as 3075 and 3085Ã‚Ã â ¬Ã Â| as it has fallen prey to the $5 PDF faction based TRO SupplementsÃƒÂ¢Ã â ¬Ã Â| though those PDFÃƒÂ¢Ã â ¬Ã â„¢s are not as good as the previous ones from 3085 as much of the items from this TRO are repeated in them. With space being taken up by the Superheavy and Quad-Vee rules it served as Ã‚Ã â ¬Ã Å“salt in the woundÃƒÂ¢Ã â ¬Ã Â•, which we have not seen since 2750 and 3050 spent time on Inner Sphere Lost Tech and the arrival of Clan New Tech.I was also a little annoyed at their attempts to continue to conceal the sequestering of the Fortress Republic in the text though, as these TROÃƒÂ¢Ã â ¬Ã â„¢s are supposed to be written in the future looking back at that time. I mean really guysÃƒÂ¢Ã â ¬Ã Â| we are lucky to get most of our fellow players to read the supplementsÃƒÂ¢Ã â ¬Ã Â| much less read the novels to discover the answers. Otherwise, as you can imagine, this TRO is all Click-Tech aka Mech Warrior Dark Age (MWDA) into the Ã‚Ã â ¬Ã Å“classicÃƒÂ¢Ã â ¬Ã Â• Battletech universe.Regardless of that, I was thrilled with

the introduction of the 3145 Superheavies from the Republic of the Sphere ÃƒÂ¢Ã â ¬Ã â œ as well as the rules to create your own!!! However, I was irritated that yet again the Word of Blake (WOB) 150ton Omega was excluded from the TRO. This would have been a perfect place for it to be duplicated, and cheapens the value of Jihad Final Reckoning to just be for that information.I was also intrigued by the Quad-Vee concept, which felt a lot like Dana SterlingÃƒÂ¢Ã â ¬Ã â„¢s Robotech Hovertank, or perhaps more like Dream Pod 9ÃƒÂ¢Ã â ¬Ã â„¢s Gearkreig hybrids. They did take the time to provide the rules to make your own - however ÃƒÂ¢Ã â ¬Ã â œ they provided only a single example of this new Mecha / Vehicle hybrid.AnyhowÃƒÂ¢Ã â ¬Ã Â| Tripods and Quad-VeeÃƒÂ¢Ã â ¬Ã â„¢s oh my!

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