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Battletech Technical Readout 3085



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Synopsis

In December 3076, Devlin Stone marshaled the nations of the Inner Sphere and began Operation SCOUR. The two-year final push to Terra was the bloodiest fighting seen in centuries. In the end, Terra had been freed with the Word of Blake scattered to the darkest corners of the universe. Stepping into that vacuum, Stone forged a new Ã¢â ¬Å“Terran HegemonyÃ¢â ¬Â• in The Republic of the Sphere. With the end of the Jihad, the survivors are rebuilding their shattered armies, introducing new machines to replace those whose factories ceased to exist in the fires of the Jihad. BattleTech Technical Readout: 3085 gives a detailed look at the machines introduced during the waning days of the Jihad and into the founding days of Devlin StoneÃ¢â ¬â„¢s Republic of the Sphere. This book includes the latest Ã¢â ¬â„¢Mechs, battle armor, aerospace and vehicles as well as new late-Jihad support vehicles. In addition, this sourcebook heralds the long-awaited update of Technical Readout: Project Phoenix, featuring brand-new art and additional variants. Conventional infantry make their Technical Readout debut with fifty-six individual infantry formations from classic foot infantry to xeno-planetary soldiers. And finally, after more than twenty years of silence, Land-Air BattleMechs explode back into a Technical Readout with a look at the original four LAMs and their Star League history.

Book Information

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Customer Reviews

TRO 3085 is again $40, but at least thick like its predecessor 3075, though the Units presented in 3145 are overall more enjoyable ÃƒÂ¢Ã â ¬Ã â œ which is why I feel it is not as good as 3075 and 3085. Also as it wraps up the Jihad Era, and finally disposes of the Word of Blake (WOB) faction, several of the designs are very short lived. One good thing though is that the $5 faction based ÃƒÂ¢Ã â ¬Ã Å“Cutting EdgeÃƒÂ¢Ã â ¬Ã Â• PDFÃƒÂ¢Ã â ¬Ã â„¢s are not a great loss if you do

not get them.This TRO is doomed from the start a slave to the Battletech Jihad Era, so many of the older players will just write it off and not give it a chance. Naturally much of the book is units from the old Click-Tech aka Mech Warrior Dark Age (MWDA) into the ÃƒÂ¢Ã â ¬Ã Å“classicÃƒÂ¢Ã â ¬Ã Â• Battletech universe. However as a House Liao player there are plenty of new units to embrace after decades of being ÃƒÂ¢Ã â ¬Ã Å“overlookedÃƒÂ¢Ã â ¬Ã Â• by the development team(s) of the product line. I was disappointed that the 150ton WOB Omega design did not make the book, as it will make sales of the miniature hard pressed, and difficult to reference the Mechs info.Again half the book is dedicated to unique units, which now would end up as $5 PDF downloads by faction on their website. So this does add a certain amount of qualityÃƒÂ¢Ã â ¬Ã Â¦ and it is the first time that Infantry Units are really detailed to any great degree beyond Battlearmor. Unfortunately the 3025 infantry assets visual connection do not make that cut. It also featured a physical update to Project Phoenix giving the graphics and stats for the Re-Seen Mechs now upgraded for MWDA. My disappointment was the exclusion of the Jihad Hotspot Terra ÃƒÂ¢Ã â ¬Ã Å“OGREÃƒÂ¢Ã â ¬Ã Â• aka ÃƒÂ¢Ã â ¬Ã Å“BOLOÃƒÂ¢Ã â ¬Ã Â• type mega-vehicle, and the Drone Mechs were not included in this book.Naturally as one of the original players of this game, I was pleased to see the reappearance of the Land Air Mechs (LAMs). While cool looking, I did not feel that they really took on the Project Phoenix (Re-seen) look enough ÃƒÂ¢Ã â ¬Ã â œ and looked more like WOB designs. While the Shadow Hawk LAM was very novel, I was not sure it fit the theme as good as a Valkyrie & Vixen LAM (s) might have.

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.

Revised artwork brings back the unseen at last. Get your marauder and Phoenix hawk fix again after so many years.

Awesome

Great art, interesting details, and large. A great addition to any collection.

I love the Battletech universe but I was kind of let down from this technical readout. I honestly enjoyed Catalyst's Jihad centered technical readout 3075 more. Catalyst is all about quality so this readout is definitely worth checking out for any Battletech or Sci-Fi fan.Pros- Most of the art is excellent.- I like many of the new units in this book especially the Hellstar mech.- Jade Falcons and Free Worlds League receive assault battle armor.- Free Worlds League and Capellan Confederation receive an assault mech.- There is a conventional infantry section which shows off a variety of infantry from multiple Houses, Clans, and Periphery.Cons- I'm Looking forward to the next era in the Battletech universe after Dark Age. The pre Dark Age era (after the jihad) that this technical readout centers around is pretty dull.- Catalyst went plasma cannon crazy on too many mechs and vehicles. Plasma cannons require ammo and are deadly against infantry and battle armor. But only inflict heat on other mechs. I would rather have an ER PPC!- Republic fans will love the new mechs and vehicles for their faction. But for the rest of us who don't care for the Republic it is disappointing.- Only ONE Word of Blake mech in the entire book. Catalyst should have included at least a few Word of Blake mechs to show what they came up with on there last legs.- The Jade Falcons are my favorite clan so here's my take on the Flamberge mech. It is a 75 ton omni mech with 2 fixed srm 6 racks on the upper wings. The draw back being that the srm 6 racks cannot be removed and are on every other variant. Most of the variants of the Flamberge carry jump jets. Why is it that every Jade Falcon mech be equipped with a large amount of jump jets? Another major draw back is the lack of heavy weapons this mech carry's. The only upside to this mech is that 3 of the 4 variants use targeting computers for better accuracy. I would rate this omni mech a 6 out of 10 because of lack of real weaponry for its weight class.- The Jade Falcons are my favorite clan so here's my take on the Onager mech. It is a 90 ton mech with a ridiculous amount of tonnage dedicated towards jump jets. It only has 1 main weapon a HAG 30 (Hyper Assault Gauss). The major draw back is that it has weak sauce secondary weapons. So once the HAG ammo runs dry the pilot is screwed.

great expansion to work with the novels and flush out the game for the time line. Recommended for the avid game player

I was excited too purchase this TRO as I have not purchased anything since TRO:3060. I like the way this TRO has everything from Mecha to foot soilders to combat dropships. This has spawned a re-intrest in this game as the all the content has tech tha tI have never seen, so I will be purchasing

more to catch up on the different technologies. The one drawback is the artwork, most is very well done illustrations andthen there are some that look like theywas taken from a high school notbook, I mean really? They have some great artist's and then the next page has art that looks like it was drawn with a #2 pencil. All that aside, I cannot wait until the TRO:3145 and hope it is not a letdown. They need to get back to putting weapon stats in the back of each TRO, especially when it's a new weapon

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