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BattleTech: The Future Of Warfare: Technical Readout 3058



Synopsis

Tanks! Mechs! & more ! Incredible discoveries of ancient, long-buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's life-or-death struggle against the invatind Clans. BattheTech Technical Readout: 3058 provides illustrations, descriptions and game statistics for these classic units and for th enew Inner Sphere and clan BattleMechs, including modular BattleMech designs featured in full color. Technical Readout:3058 also offers a host of tanks, hovercraft and other armored vehicles upgraded with the latest weapons and equipment.

Book Information

Paperback: 206 pages

Publisher: FASA Corp. (November 1995)

Language: English

ISBN-10: 1555602703

ISBN-13: 978-1555602703

Product Dimensions: 8.5 x 11 x 0.5 inches

Shipping Weight: 1.1 pounds

Average Customer Review: 4.2 out of 5 stars 6 customer reviews

Best Sellers Rank: #490,339 in Books (See Top 100 in Books) #8 in [Books > Science Fiction & Fantasy > Gaming > Battletech](#) #10 in [Books > Science Fiction & Fantasy > Gaming > Strategy](#) #115498 in [Books > Textbooks](#)

Customer Reviews

Tanks! Mechs! & more ! Incredible discoveries of ancient, long-buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's life-or-death struggle against the invatind Clans. BattheTech Technical Readout: 3058 provides illustrations, descriptions and game statistics for these classic units and for th enew Inner Sphere and clan BattleMechs, including modular BattleMech designs featured in full color. Technical Readout:3058 also offers a host of tanks, hovercraft and other armored vehicles upgraded with the latest weapons and equipment.

It gives the stats and backstory to the mechs.Much information is missing (it has more than 10

heatsinks? Good luck knowing where the others are located!)But still worth having if you have much interest in the lore of the series.

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Truth be told, TRO 3058 seems to be a culmination of FASA's previous experience with earlier tech readouts. That being said, it's quite apparent the effort was well worth it.No artist captures the feel of Battletech like Duane Loose. Rest assured he does not pull any punches with this one.The revamped vehicles are impressive, as are the rediscovered Battlemechs. Most of the goodies in this book are fairly well designed. Ballistic weapons are typically given workable quantities of ammunition (and supplemental energy weapons) and the majority of Battlemechs have sufficient heat sinks. Just the right amount of background information too.Well worth the cash, gang. Technical Readout 3058 is the best of the bunch. Do yourself a favor... avoid TRO 3060 (and TRO 3067 for that matter); it's not worth the paper it's printed on.

This Tech readout is more of the same churned out of the FASA factory. More mechs than you can shake a stick at, and hopefully they get you to buy the overpriced minitatures. However, that being said, there are a lot of mechs here, enough for even the most ruthless player. Thankfully though they left out the "Typhoon", and "Gauzzilla" mechs. Mechforce North America rubber stamped pieces of junk that get away totally from the spirit of the game. Good background information on the mechs however, and good illustrations. How does Duane Loose do it?

There are some of the best available 'mechs in this book, clan and IS, and although some of the pictures stink, they are mostly of handsome 'mechs.The vehicles are good, some even appealing enough to use. There are some excellent 'mechs and vehicles in this book, their write-ups are good and there are pictures that, if not excellent, do portray the look of the 'mech well enough. This is a good TR to buy, but perhaps shouldn't be your first.

I really like the Turkina, and the Kodiak(but the pic for the Kodiak stinks). However the rest are a little bland for my taste. If you get only one tech readout, get 3060, but if you get two, get 3060 and 3058.

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