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Battletech Technical Readout Prototypes



Synopsis

The Jihad is over. A new Republic has been born. In the wake of one of humanity's greatest conflicts, the Inner Sphere, Periphery and Clans must adapt to new political and industrial realities - a new balance of power. But changes on the map are only the beginning. The Word of Blake's war has scattered a new wave of technological progress across nearly every realm, giving rise to a new generation of combat units. Only the sheer devastation of the relentless fighting has slowed the arms race that is sure to come but for how long? *Technical Readout: Prototypes* introduces the wave of new battle armor, vehicle, Mech, and aerospace units that debuted in the years after the birth of the Republic of the Sphere. Featuring technologies rarely seen outside the testing fields or Solaris arenas, these new war machines provide a peek at the new age to come as mankind faces a new century. For use with *BattleTech*, *Total Warfare*, *Tactical Operations*, and *Strategic Operations*.

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Customer Reviews

The Jihad is over. A new Republic has been born. In the wake of one of humanity's greatest conflicts, the Inner Sphere, Periphery and Clans must adapt to new political and industrial realities - a new balance of power. But changes on the map are only the beginning. The Word of Blake's war has scattered a new wave of technological progress across nearly every realm, giving rise to a new generation of combat units. Only the sheer devastation of the relentless fighting has slowed the arms race that is sure to come but for how long? *Technical Readout: Prototypes* introduces the wave of new battle armor, vehicle, Mech, and aerospace units that debuted in the years after the birth of the Republic of the Sphere. Featuring technologies rarely seen outside the testing fields or Solaris arenas, these new war machines provide a peek at the new age to come as mankind faces

a new century. For use with BattleTech, Total Warfare, Tactical Operations, and Strategic Operations.

really loved it.

great

Another good book in a long line of good tech readout books, but of limited use on the table top battlefield. Too many flaws in the mechs here. Over powered and heat build up will be a bugger.

Really liked this book, as usual the artwork was hit and miss but I enjoyed reading the history on the development of each prototype. I think that this is a must have for any Battletech fan.

This seemed to try and update previous mechs and add some new changes that couldn't be added during the original design of the game.

I have been playing this game for quite a long time. I do like the book but I do not feel it is quite as good as the older Readouts.

When it arrived, the package was slightly torn open at a corner, and the book was slightly worn from its trip. However, it arrived ahead of time, and for the price I paid, it was a bargain.

The Battletech "Tech Readouts" have always been my favorite add-ons in the Battletech Universe. I had diligently collected every tech readout up to 3060. It was around that time that Battletech hit a rough patch and the quality of the content in the tech readouts, including the art and mech designs, really started to lose appeal to me. I've checked back regularly to see if any of the new books caught my eye, but none did. Until now. After thumbing through this book, I knew that I immediately found what I've been missing for over a decade. This book has a lot of great designs in it that look absolutely beautiful. The Mad Cat MK II-Enhanced alone is worth getting the book for, it's such a beauty! This is definitely the best Tech Readout published in the last decade. I suggest any avid Battletech fan pick this up ASAP.

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