Battletech: Technical Readout : 2750

By L. Ross, III Babcock, Donna Ippolito

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Description Technical Readout: 2750 concerns itself with the models of 'Mechs, ASFs, tanks, hovercraft, personal equipment and WarShips in use during the first Star League. It provides Level 2 variants (before the Clans were introduced) of common 3025-era assets. In-universe, the TRO is a compilation of technology retrieved from the Gray Death Memory Core, twenty years after its discovery. From the back cover In the year 2750, humanity was in the midst of a golden age. United under the interstellar government of the Star League, all mankind prospered and enjoyed an improved quality of life made possible by advances in technology, commerce, human rights, and the arts. Humanity had truly inherited the stars. But those same advances also carried a curse, for the engines of war from the Star League era possessed power unequaled in the Successor States today. BattleTech Technical Readout: 2750 provides illustrations, statistics, and other vital information about the BattleMechs, AeroSpace Fighters, Tanks and Hovercraft, Personal Equipment, and combat JumpShips of the Star League.

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