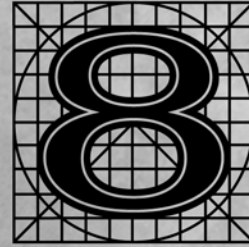
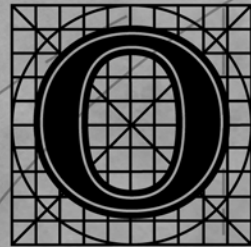


# TECHNICAL READOUT:™



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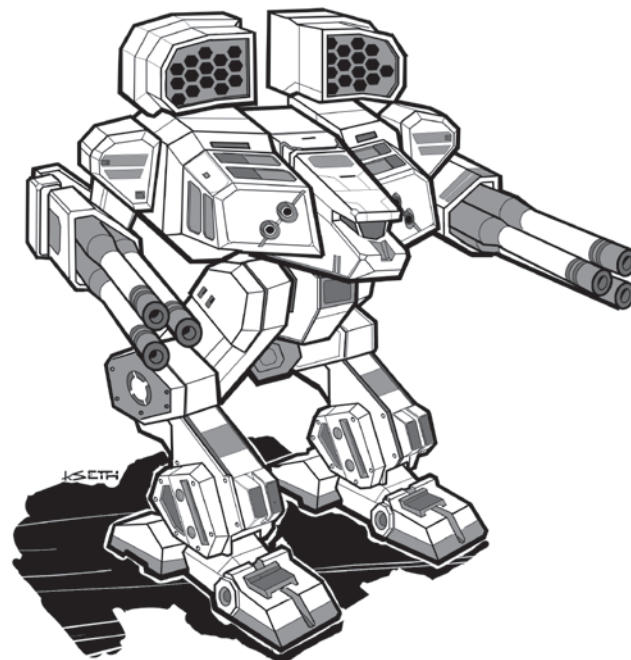
### Special Thanks

This book is for the fans, without whom we would not only not have a reason to make these awesome products, but we would also not have such an incredible group of people to pull the next generation of BattleTech contributors from.

Thanks to Brent Evans and his incredible artists. Never have I had such pleasure in interacting with such brilliance to bring to life the designs that have blessed the pages of this supplemental and the original TRO:3085.

Special thanks to Matt Heerdt and Ray Arrastia. We writers can write all we want and artists can make pretty pictures, but without Matt and Ray, masters of layout, we don't get books.

And to Herb and my Wife, Jesai. Both put up with me and have made me better in their own ways. I wouldn't be writing this if not for them both. Thank you.





# INTRODUCTION

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It has ever been the truth that intelligence is stale the moment it is communicated and it is never complete. The RAF Department of Military Intelligence is by no means immune from this axiom. Given the pace of rebuilding and innovation surging through the Inner Sphere, it would be impossible for any technology review to be accurate even at the time of publishing, much less a year later. The following intelligence assessment supplements the RAF 3085 Inner Sphere Technology Report (commonly referred to as TRO:3085, after the old ComStar technical readouts). This document focuses on key new technologies in both the RAF and surrounding nations as well as updates on existing technologies that have come into use or have had new data presented.

Twelve months can completely reshape history, one has only to look at the Fourth Succession War or the first waves of the Clan Invasion to see examples of such radical changes in so short a time. While this last year has not experienced such border-changing upset, it has not been without fundamental changes. The signing of the Tikonov Accords has allowed The Republic to finally move forward with finalizing its borders and government. Infusions of new technologies, rebuilt infrastructure, and post-Jihad recruits across the Inner Sphere have allowed militaries to finally make inroads towards rebuilding to their former levels. Coupled with this, the relative peace of the post-Jihad era has continued to grow. Outside the near-open warfare between the Confederation and The Republic (which has all but ceased since the Tikonov Accords) no major military actions have taken place in over two years.

With the exception of the still-traumatizing Free Worlds League, the nations and Clans of the Inner Sphere have seen a continued stabilization. Even the Clan Confederation – which remains overtly hostile to The Republic – has moved into a quiescent state, with only minor probing of its neighbors giving proof of its continued existence. Against their cultural norms, the Clans are seeing a heightened sense of peace, where pirate attacks are nearly as common as inter-Clan trials in the Occupation Zone. The former Free Worlds has taken on the resemblance of the Inner Sphere in the Age of War. An odd microcosm of forming states, crumbling nations, and fierce independents has made the region a Petri dish for historians to compare their pet theories on how the Inner Sphere came to the first Star League.

Within the RAF, Commanding General Lee has taken Victor Steiner-Davion's blueprint and finalized the RAF's organization. With the structure set, all that remains is to fill out the formations with the equipment and personnel needed to bring The Republic's military from a loose collection of disparate units to a unified army worthy to be the successors of the original Star League Defense Force.

—General Albrecht Hoft  
RAF Department of Military Intelligence  
1 December, 3086



# INTRODUCTION

## GAME NOTES

*Technical Readout: 3085* covers the widest breadth of units and equipment of any previously published Technical Readout. As such, to understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

### Standard Rules

The *Total Warfare (TW)* and *TechManual (TM)* rulebooks present the core game and construction rules for *BattleTech (BT)*, otherwise referred to as the standard rules.

### Advanced Rules

Beyond the standard rules, a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

**Tactical Operations:** *Tactical Operations (TO)* is the first in the "staging" Advanced Rulebooks. Its focus is during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

**Strategic Operations:** *Strategic Operations (SO)* is the second "staging" Advanced Rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

**Interstellar Operations:** *Interstellar Operations (IO)* is the third and final "staging" Advanced Rulebook. Players are staged up to the final level of play, where they can assume the roles of a House Lord or Clan Khan and dominate the galaxy.

### How To Use This Technical Readout

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some of the equipment found on some units is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3085* and are presented in the Standard and Advanced Rulebooks.

- **Standard:** Any equipment mass produced "in universe"; can be used with *Total Warfare* rules alone.
- **Advanced:** Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.
- **Experimental Rules:** Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Land-Air BattleMech Quick-Start Rules are found in *Record Sheets: 3085*; the complete rules are found in *Interstellar Operations*.

All Battle Values listed in this book for unit types appearing in *Total Warfare* were generated using the Battle Value system as it appears in *TechManual*; if it mounts Advanced equipment, Battle Values were generated using the addendum rules from *Tactical Operations*. Battle Values for those units appearing in *Strategic Operations* were generated using the addendum rules found in that rulebook.

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## THE INNER SPHERE

In the civilian press, the Military Materiel Redemption Program is being touted as the “End to Warfare.” While it will help to limit private armies and the unrestrained production of the 3060s, the reality is that it is far from ending war. With armies of every single Inner Sphere power greatly depleted, just rebuilding to pre-Jihad levels will take decades. As evidenced by the primary 3085 intelligence report, new technologies have matched pace with Sphere-wide rebuilding efforts. Barely a year from the original report and we can see that this technical innovation has yet to slow in pace.

Most of the most recently fielded designs were founded in long development programs, Word of Blake technologies, or even the original Star League Defense Force, leading to a glimpse into the past that then leads us into the future. Joining these are several new designs which drive the Inner Sphere armies into new strategic and tactical directions. From the increasing strategic transport of battle armor to new levels of battlefield command and control strategies, the face of combat is changing.

Leading this change is the continued rise of conventional battlefield assets. As Colonel Overstreet indicated in the 3085 report, the BattleMech may still be the king of the battlefield, but it is no longer the undisputed ruler. The most recent combat forces to be fielded by our own military and the forces of the Inner Sphere carry on in the tradition of the Jihad and post-Jihad era. New technologies are to be expected from prestigious armies such as the AFFS or the battle-hardened DCMS, but innovation also comes from the most unlikely of corners, as evidenced by the Marian Hegemony's establishment as a supplier of battle armor.

Across the board we have also seen a shift in the commonality of technologies. As production yields improve, reliability stabilizes, and acceptance is achieved, technology once rare on the battlefield is becoming as common as the once lostech Gauss Rifle. For example, until recently finding a fuel cell in a combat vehicle was a relatively rare occurrence. While widely available in the civilian markets, they had not achieved the battlefield durability most commanders expected. Changes in construction techniques have led to the wide adoption of combat-grade fuel cell engines in the last five years. Even bleeding-edge technologies, once as dangerous to the pilot as to the enemy, are becoming reliable enough to see limited deployment in front-line formations. An example of this is the increased deployment of the partial wing *Spider* in our RAF special operations recon lances. A separate prototype technology report is being compiled to examine this trend in more detail, but the signs of this shift are evident in this report.

The end of warfare has certainly not been heralded by the Exarch's reforms. What can be hoped is a return to the more civilized era of combat.

—General Albrecht Hoft  
RAF Department of Military Intelligence  
1 December, 3086



