

TECHNICAL READOUT 3145

The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war.

Technical Readout: 3145 introduces the wave of new battle armor, vehicle, 'Mech, and aerospace units appearing across the Inner Sphere in the Dark Age era. Featuring new and matured technology, and presented in this series of faction-specific PDFs, these combat units will add excitement and variety to any game table.

For use with *BattleTech*, *Total Warfare*, *Tactical Operations*, and *Strategic Operations*.



CAPELLAN CONFEDERATION

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INTRODUCTION

Every report from outside the Fortress shows one thing: the Capellan Confederation is not content to exist—it wishes only to expand.

The history of the Confederation is a history of defeat and derision. The realm of Aleisha Liao, whose foresight led to the Ares Conventions, has always lacked the sheer physical presence of the other Inner Sphere realms and, even in the wake of the Jihad, never was anything but an enemy to the Republic. Daoshen Liao, current chancellor of the Confederation, has driven his armies to conquests his father Sun-Tzu only dreamed of. Since the Blackout and, especially, since the Fortress rose, his Capellan Confederation Armed Forces have reclaimed ancestral worlds lost to the Confederation for centuries.

Chesterton had been a Federated Suns world for so long the Capellans' long-standing claim to the system was almost comical, but in the wake of the Republic's withdrawal into Prefecture X the Confederation flag now flies over that world. Tikonov, a bone of contention between the Confederation and the Federated Suns, and more recently the Republic, is a Capellan world once more. Most of the worlds in that area of space, longtime Suns worlds and founding members of the Republic, are once again shackled beneath the socialist green flag of House Liao.

Farther from the Republic borders, the CCAF succeeded in avenging itself on House Hasek's Capellan March for the slights it endured during the Victoria War early in this century. Victoria itself is reclaimed, and a salient has been driven deeply enough into the march to capture New Syrtis itself.

The Capellan Confederation Armed Forces have proven themselves more adept, more deviant, and more powerful than any pre-Blackout analysts suspected. Much of this success has come from carefully-hidden production facilities that never quite shut down, but the Liaos have also succeeded from the factories and stockpiles they've captured on Republic and Federated Suns worlds. The largesse of Victoria, New Syrtis, Tikonov and other worlds now feeds the Capellan war machine.

Republic tacticians should pay careful attention to the adaptation and employment of the Capellans' stealth equipment. Driven by limited resources, the Capellans have always been at the forefront of tactical stealth technology, and with their resources no longer lacking, it can be expected to see these technologies proliferating. In addition, their close ties with the Magistracy of Canopus and the Duchy of Andurien mean Republic soldiers can expect to see influences from those realms' militaries appearing on Republic battlefields, as well.

The Confederation is no longer the plucky underdog it has often appeared. With its traditional enemies weakened, the realm of the Liaos stands at the Republic's gate. After the Clans, the Confederation is likely the Republic's most dangerous adversary.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

Technical Readout: 3145 (Capellan Confederation) covers a wide breadth of units and equipment. 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. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

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 (TO) is the first in the "staging" advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

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 (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 equipment 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: 3145 (Capellan Confederation)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

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.

Design Quirks

Every unit described in *Technical Readout: 3145 (Capellan Confederation)* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

AMAZON BATTLE ARMOR

The Amazon is a logical development of the Inner Sphere Standard family of battle armor. Tougher and better armed than even the Longinus, the Amazon is a top contender for the middleweight battle armor crown in the Inner Sphere.

CAPABILITIES

Evolutionary rather than revolutionary, the Amazon does not introduce anything original, but it does push the performance envelope to the maximum possible without using Clan technology. Despite the suit's refinement, its simple, traditional layout makes it easy to learn to operate. Combined with its limited number of official configurations, this allows troopers to more easily concentrate on fighting.

DEPLOYMENT

The first operational deployment of the Amazon emphasized its ability to absorb damage, when a bandit raid in the Bass system was countered by elements of the Magistrus Cavaliers. Two squads of Amazons commanded by Lance Corporal Jon Harvey located an isolated AWS-8Q *Awesome* and began stalking it through the streets of Nortown. Unafraid, the MechWarrior stood his ground within a park, expecting to smash the battlesuits with his trio of particle projection cannon. Even when a suit was struck it kept coming, and the *Awesome* was quickly kneecapped and unable to escape. Deploying their own particle weapons, the battle armor pressed home their attack on the crippled 'Mech, continuously jumping to reduce the effectiveness of the return fire. By the end of the battle, three Amazons were destroyed, but the bandit lay dead in his shattered cockpit.

During a raid on Sirdar in 3110, Capellan Amazons were able to prove their superiority over the Cavalier, the standard trooper battle armor of the AFFS. A light 'Mech lance of Sung's Rangers was ambushed and cut off by a mixed company from the Sirdar CMM. Help swiftly arrived in the form of a triple of *Yün* aerospace fighters, which dropped their payload of battle armor straight into the fray. Led by *Sao-wei* Zachary Golden, the Amazons overpowered the Cavaliers that were swarming their comrades, fighting them claw-to-claw on the hulls of the Liao 'Mechs. Overwhelmed, the surviving Suns battle armor fell back, followed by the CMM infantry, whose ranks were decimated by blasts from the Amazon's recoilless rifles. Despite their losses, *Sao-wei* Golden's troops joined the Capellan 'Mechs as they counterattacked the armored forces. A pair of Amazons swarmed the Davion commander's *Blackjack*, detonating its Streak ammunition in a fireball that destroyed all three combatants. In the resulting confusion, the remaining Rangers' 'Mechs were able to fight their way free. Only a squad of Amazons managed to follow them, the rest having sacrificed themselves to rescue their fellow soldiers. Once the two sides were clear, the circling *Yüns* threatened to strafe, stopping all thoughts of pursuit by the Militia troops and allowing the Capellan ground forces to escape.

NOTABLE UNITS

Sao-shao Zachary Golden: Large and imposing, *Sao-shao* Golden was almost too big to fit in his battlesuit, but the speed and ferocity of his attacks belied his size. Promoted as a result of the action on Sirdar, Golden rose to command an infantry battalion before his eventual retirement. To the end of his career he still enjoyed suiting up in his Amazon to fight on the front lines. Heavily scarred and decorated with kill markers, Golden's battle armor was a good luck charm for his troops, who redoubled their efforts to ensure it survived another battle.

Ensign Jessica Grey: An ex-member of the Willows, a gladiatorial battle armor team with an illustrious history in the arenas on Hardcore, Grey rejoined the MAF after a stellar rookie season. Having already served her volunteer term in the armored infantry, she used her winnings to buy her commission. As ambitious as she is skilled, Grey pushes her troops hard to meet her demanding standards. Only her unit's combat record has kept dissent in the ranks to a minimum.

AMAZON BATTLE ARMOR

Type: Amazon
Manufacturer: Foxx Infantry Systems
Primary Factory: Royal Foxx
Equipment Rating: E/X-X-F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg

Battle Value:
 63 [MRR]
 52 [PPC]

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: Features the following Design Quirks: Easy to Pilot.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Battle Claw	15 kg
Armor:	Advanced 5	400 kg
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Medium Recoilless Rifle (20)	—	2	250 kg
Support PPC (15)	—	2	250 kg

