

JUNJUNG WORKHORSES

MechWarriors receive all the glory; aerospace fighter pilots a close second; vehicles are considered the workhorses of any military; infantry are even given their day in the sun in the minds of the common citizen. But no battle could be waged, nor won, without the mammoth apparatus of support vehicles that feed the war machines of the Great Houses.

From cargo trucks to tanker airships, airborne MASH to communication satellites, armored transport rails to coastal patrol boats, hauler exoskeletons to LoaderMechs, even hover and wheeled police cruisers or civilian vehicles unscripted into the military: the support vehicle is the true backbone of any military machine.

Built using the construction rules in **TechManual™** and **Combat Equipment™**, **Classic BattleTech Technical Readout: Vehicle Annex™** provides a never-before-seen look at the support vehicles behind the militaries of every faction, as well as a slice of every day life in the **BattleTech®** universe. From tracked land-trains to police cruisers, luxury VTOLs to fix-wing passenger planes, satellites, super-heavy naval surface ships, **IndustrialMechs** and more: the gamut of the **BattleTech** universe, fully illustrated for the first time.

Sample file



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CLASSIC
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TECHNICAL READOUT:™

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TABLE OF CONTENTS

INTRODUCTION	4	Cal-Boeing RTC-215M Swiftran	78	NAVAL (SURFACE)	
WHEELED SUPPORT VEHICLES	6	Lexan Oceanic Series Luxury VTOL	80	SUPPORT VEHICLES	152
Prairie Schooner Land Train	8	Pion-Laurier Cascatelle / Lama-Deux	82	Ahab Whaler	154
Lesseps / Brunel Dump Trucks	10	WIGE SUPPORT VEHICLES	84	Whitestreak Speedboat / JetSki	156
Saturnus V / Durandel-British	12	Coanda / Quicksilver		Atlantia-Series Luxury Yacht	158
Mao-Heng Charioteer	14	Personal Sports Craft	86	Silverfin / Silverback Coastal Cutters	160
Konx / Bailey Armored Cars	16	Cormorant Cargo Craft /		Kaleen Bay Tanker /	
Saurer-Bucher Fire Engine /		Fulmar Patrol Craft	88	Anastaka Maro Freighter	162
Simca Ambulance	18	Koi / Ryu Transport WIGEs	90	Meabh Heavy Cruiser	164
Aston-Martin Fiver Series	20	AIRSHIP SUPPORT VEHICLES	92	Luftenburg Supercarrier	166
Mótuö Chê No. 2 / Flashbang ZZ10000	22	Dawn Treader Cargo Airship	94	NAVAL (SUBMARINE)	
Škoda / Iveco Burro Trucks	24	Corvair Luxury Passenger Airliner	96	SUPPORT VEHICLES	168
Bulldog / Pit Bull Medium Trucks	26	Schatten Surveillance Airship	98	JN-002 Jonah Submarine	170
TRACKED SUPPORT VEHICLES	28	Cloud Nine Carrier Airship	100	Baleena Passenger Submarine	172
Galaport Ground Tug	30	EC-1 Eckener Tanker Airship	102	Seahorse / Verne Cargo Subs	174
Gienah-Durapaq Elite Series 3	32	Dixon Law Enforcement /		Triton Missile Submarine	176
Luciano White Wolverine	34	Firetender Airships	104	Lysander Carrier Submarine	178
Hesiod Utility Vehicle / Saturn Harvester	36	Meteos 9 / Namud Dirigible	106	EXOSKELETONS	180
UL-Series Construction Vehicles	38	FIXED WIG SUPPORT VEHICLES	108	CEX-205 "Groundhog" Exoskeleton	182
Corx Mobile Tunnel Miner	40	Avanti Newspace ACL-800 Airliner	110	Gladiator Exoskeleton	184
Cellco Ranger UPU-3000	42	Generated-Boeing FB-335 Longhaul	112	Ailette Zero-G Engineering Exoskeleton	186
Croyle Cortez /		Data Coruna 4X / S 2772	114	GM Tunnel Rat Mining Exoskeleton	188
Donovan-Miter Magellan	44	Mosquito IX Radar Plane	116	PEX-2B Gorilla / PEX-2F Salrilla	190
Sherpa Armored Truck	46	C-790 Protector High-Speed Medevac	118	HeavyHauler / P-5000 PowerLoader	192
RRV "Rock Rover" Half-Track	48	Torrent Heavy Bomber	120	Resgate / Krise PA(L) Exoskeletons	194
HOVER SUPPORT VEHICLES	50	Zanadu Air Bus	122	Smoothdavid II / Smoothgoliath II	196
BFFL "Buffalo"	52	Lockheed/CBM KC-9 "King Karnov"	124	INDUSTRIALMECHS	198
Routemaster Shuttle /		SATELLITE SUPPORT VEHICLES	126	HVR-99 "Harvester" AgroMech	200
Lewis Skimmer Bus	54	Galax SEU-193D Starcomm	128	SC-V-1 "Vampyr" ScavengerMech	202
Crimson Streak / CS535 Hover Cars	56	D40 / SneakSat		KIC-3 Harvester Ant	204
Kressly Dillinger Police Vehicle	58	Communications Satellites	130	SC Powerman LoaderMech /	
Deusenberg VIP Luxury Hovercar	60	Skyward Model XII Warning Satellite	132	SC Buster HaulerMech	206
Ina-du Swamp Skimmer	62	Figyel II Science Satellite	134	ED-X Crosscut LoggerMech	208
Slipper LX-Series	64	PowerSat	136	ATAE-70 "Uni" CargoMech	210
Bayamo Hoverbike /		Blankenburg Cassion Payload Satellite	138	RA-4 CattleMaster (Hunter/Herder)	212
Freedom 900 Hover Jeep	66	RAIL SUPPORT VEHICLES	140	RCL-4 Dig Lord	214
VTOL SUPPORT VEHICLES	68	Adelante Passenger/Cargo Train	142	CON-7 "Carbine" ConstructionMech	216
St. Christopher Cargo Transport C1/C2	70	St. Bernard Express	144	MR-8C Marco	218
SOAR / Peacekeeper SWAT Carrier	72	Moray Transfer Monorail	146	GM-3A Pompier FireMech	220
Sky Eye News Helicopter	74	Pressurized Train	148	CPK-6 "Copper" SecurityMech	222
Pegasus / Baronet Passenger VTOLs	76	RML-447C Nolan/RMC-3050 LevCar	150		

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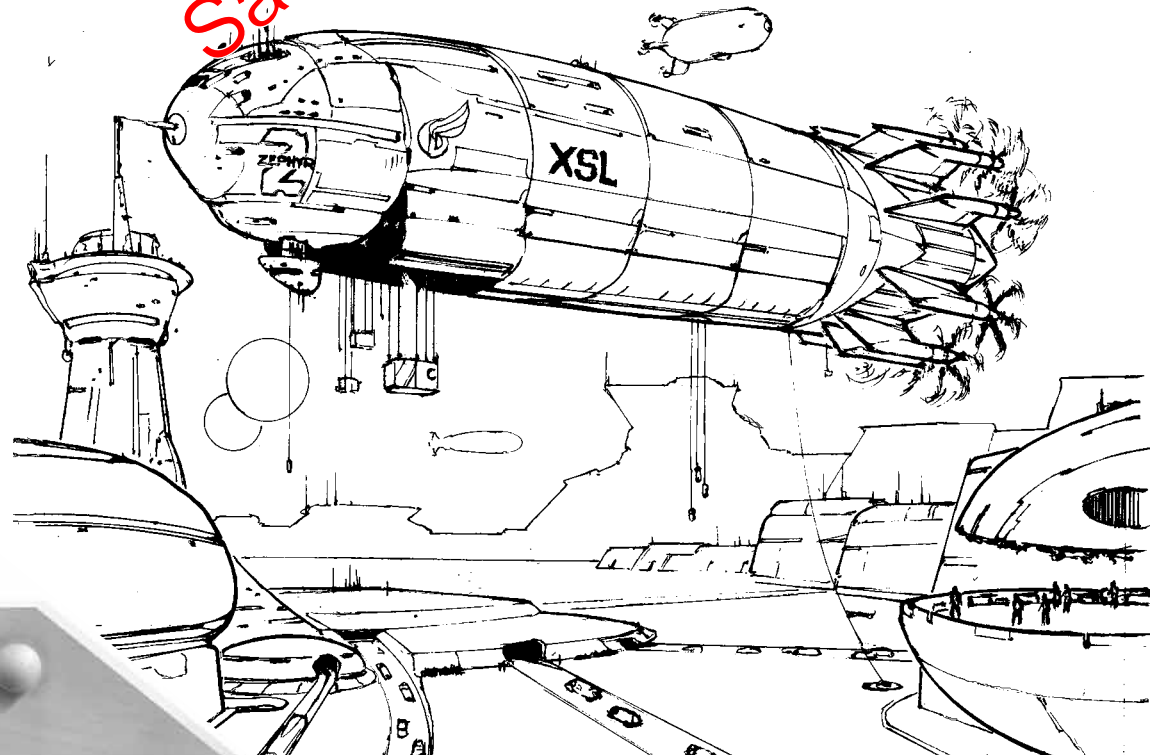
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INTRODUCTION

INCOMING
MESSAGE

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IRTECH INTERNAL DOCUMENT
ATTENTION: CHRIS BLOCHER
DATE: 1 December 3070

The follow document has been prepared in accordance with the divisional reorganization and operations directive memorandum of 14 February 3070. Though the project originated under CEO Sigmund Hughes (I have left each section relatively in tact from those origins, providing you with some insight into your divisional heads), this painstakingly researched and compiled document will prove invaluable. As such, I felt it beneficial to use my prerogative to have the compiled electronic document printed for internal IrTech use only.

Per the directives, each section was originally compiled by the specific individuals named within the aforementioned memorandum. Additionally, instead of a synthesis of information regurgitated by a single hand (or committee of hands), each section has been drawn from a wide variety of sources. While slightly filtered, the information has generally been left in the original form in which it first appeared.

Each section attempts to cover as large a swath of exemplar, potentially profitable, merchandise/markets as possible. While IrTech is already operating within the sphere of influence of several of the types of craft noted within the document, many are completely outside the purview of IrTech or any of its subsidiaries, per the directives.

By its nature, this document covers a mere fraction of a fraction of the myriad craft operating throughout the Inner Sphere, Periphery and beyond. It does, however, present a holistic slice of various craft, providing our analysts with enough key information to initiate the critical plans as outlined in the directive memorandum.

If I can be of any further assistance during this continued transitional period, you have only to ask.

—Lucy Tsagarides
Chief Operating Officer
Irian Media Interstellar (Charybdis Publishing)

GAME RULES

The units within this *Technical Readout* were constructed using the Support Vehicle construction rules found either in *Classic BattleTech TechManual* and/or *Combat Equipment*.

INTRODUCTION

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Mass

The Mass of various Support Vehicle is presented in kilograms (kg) or in metric tons. If the numerical values in a Mass column of an entry do not include a “kg” indicator, then the numbers represent weights measured in tons.

Equipment Rating

The Equipment Rating of a Support Vehicle is comprised of three different values: Tech Level, Availability, and Legality, as detailed below.

Tech Level: The Tech Level of a unit represents the basic level of technology and industry required to produce a vehicle. For Support Vehicles, this represents an extreme range, from pre-industrial bicycles to advanced technologies, such as satellites.

Availability: Availability represents supply and demand—how easy or difficult it is to acquire a particular Support Vehicle. To make this as useful as possible, regardless of which time period is used, Availability Ratings for three eras are provided: the first ranges from the Age of War to the fall of the first Star League (up to 2800), the second encompasses the Succession War period through the start of the Clan Invasion (2800 to 3050), and the final era covers the Clan Invasion through the present (3051 onwards).

The Clans always use the first (Star League era) Availability Rating unless this is X (Not Available), in which case they use the third Availability Rating.

Legality: Operating a vehicle can require more than just climbing behind the wheel. Operator and/or vehicle certification is often necessary. Safety regulations for the transport of passengers or sensitive materials can require special licenses. Private ownership of armed vehicles may be tightly controlled.

SUPPORT VEHICLE EQUIPMENT RATINGS TABLE

Letter Code	Tech Level	Availability	Legality
A	Primitive Technology	Very Common	Unrestricted
B	Low: Industrial Revolution	Common	Monitored: i.e. driving test required
C	Medium: Twenty-first to Twenty-second Century	Uncommon	Licensed: operating heavy goods vehicle or passenger transport
D	High: Age of War, Succession Wars	Rare	Controlled: fission powered
E	Advanced: Star League	Very Rare	Restricted: military equipment
F	Hyper-advanced: Clan	Unique	Highly Restricted
X	N/A	Not available	N/A