



THE CHANGING FACE OF BATTLETECH

IN 3055, a new breed of Inner Sphere BattleMech started rolling off assembly lines—'Mechs specifically designed to counter the Clan invasion—at the same time that second-line Clan 'Mechs began to appear. Now, twelve years later, those designs have become a staple of the modern battlefield, giving rise to notable MechWarriors and new variants, while the demands of the ever-popular Solaris VII Games have resulted in a plethora of new dueling 'Mechs designed using prototype technology.

Classic BattleTech Technical Readout: 3055 Upgrade™ presents, for the first time, 'Mechs built using technology from *Maximum Tech, Revised™* and *MapPack: Solaris VII™*. Upgraded in appearance and technology, the designs first presented in the *Solaris VII* box set and *Solaris: The Reaches* are now back in print, along with several new Solaris VII designs. In addition to the upgraded appearance of selected Clan designs, all the art work for *Technical Readout: 3055 Upgrade* is new, providing fresh illustrations of now-classic Inner Sphere BattleMechs and Clan OmniFighters.

The 'Mechs in the Solaris VII BattleMechs section of this book are constructed using select equipment found in *Maximum Tech, Revised™* and *MapPack: Solaris VII™*. To use those designs, players will need the appropriate book.

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T E C H N I C A L

R E A D O U T



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In the wake of the Clan invasion of the Inner Sphere, both sides struggle to strengthen their positions and prepare for what many now refer to as Truce End. New BattleMechs have surfaced in Inner Sphere and Clan units. Technological advances in their infancy in 3050 have come of age and are appearing in bold new designs. Our Blessed Order has assigned me to prepare this manual to keep our members up-to-date on the sweeping changes in war machinery being developed for the day when the Inner Sphere and the Clans clash once more. As everyone knows, the peace of Tukayyid is only a respite. The Clans will not give up their dream of capturing Terra, nor will we slacken in our zeal to defend the birthworld of humankind.

This document contains our best intelligence regarding these new technologies. The first section of this book describes thirty-eight BattleMechs produced by the Great Houses of the Inner Sphere in response to the seemingly unstoppable Clan military machine. The second section describes new Clan BattleMechs that we have identified, including four Clan Wolf OmniMechs and ten second-line BattleMechs. Finally, this document offers information on the twelve OmniFighters most commonly used by the Clans during the invasion.

My staff and I gratefully acknowledge the assistance of Precentor Martial Anastasius Focht, whose first-hand knowledge of the Clans made this book possible. It has been my great honor to work with him for nearly a decade, and I salute his rise from commander of the Com Guards to savior of the Inner Sphere. He is an inspiration to us all.

—Merle Jimmus
Adept XXII-sigma
ComStar Archives, Terra
15 July 3055

When I turned over the revised *Technical Readout: 3057*, I never thought to be saddled so *Sample file* with another such work. Luckily, I received this document in close to its final form, requiring only organization and sign-off based on my extensive experience in modifying these ComStar documents.

However, this work is unlike previous documents my team assembled and revised. In these other documents, we kept most of the information as is, merely corrected and reorganized for better presentation. This product is a complete update, exceptionally executed (as far as my skills can ascertain), adding new information into the existing text and excising information no longer considered essential. Additional materials include such *Sample file* divergent topics as recent battles where a particular BattleMech played a pivotal role, new variants in common use and MechWarriors piloting a given design who have gained recognition across entire sectors of the Inner Sphere. Also covered are additional “Project Phoenix” designs [for more information, see the *Project Phoenix* document obtained from ComStar (File WN007-Sep67)].

The most unusual addition to this upgrade is the inclusion of the latest BattleMechs designed by a host of small-scale firms on Solaris VII, such as Innovative Design Concepts, Omnitech Industries, O’Neal’s BattleMechs, Solaris Arms and Vining Engineering and Salvage Team. Unlike larger facilities, these firms develop BattleMechs (and rigorously test them through the Games), then sell them to larger plants to begin limited or occasionally full-scale production. The original ComStar document published in 3055 contained the first significant mention of these design firms (VEST in particular); just twelve years later, they have become a force to reckon with.

Other changes: At one point I planned to remove the OmniFighters originally presented in the ComStar document, but at the last minute I reversed my decision, updating the data appropriately and appending that information to this document.

Finally, this document really belongs to Ryn Nikoli, who spearheaded the lion’s share of the work and made my job infinitely easier. All praise for this document should go to Ryn and her dedicated team.

—Major-General Margaret Tulliver
Deputy Director, Wolfnet
20 October 3067

GAME NOTES

All the ‘Mechs in the *Solaris VII BattleMechs* section are constructed using rules and equipment found in *MaximumTech, Revised* and *MapPack: Solaris VII*. The ‘Mechs in that section are considered Level 3 units.

