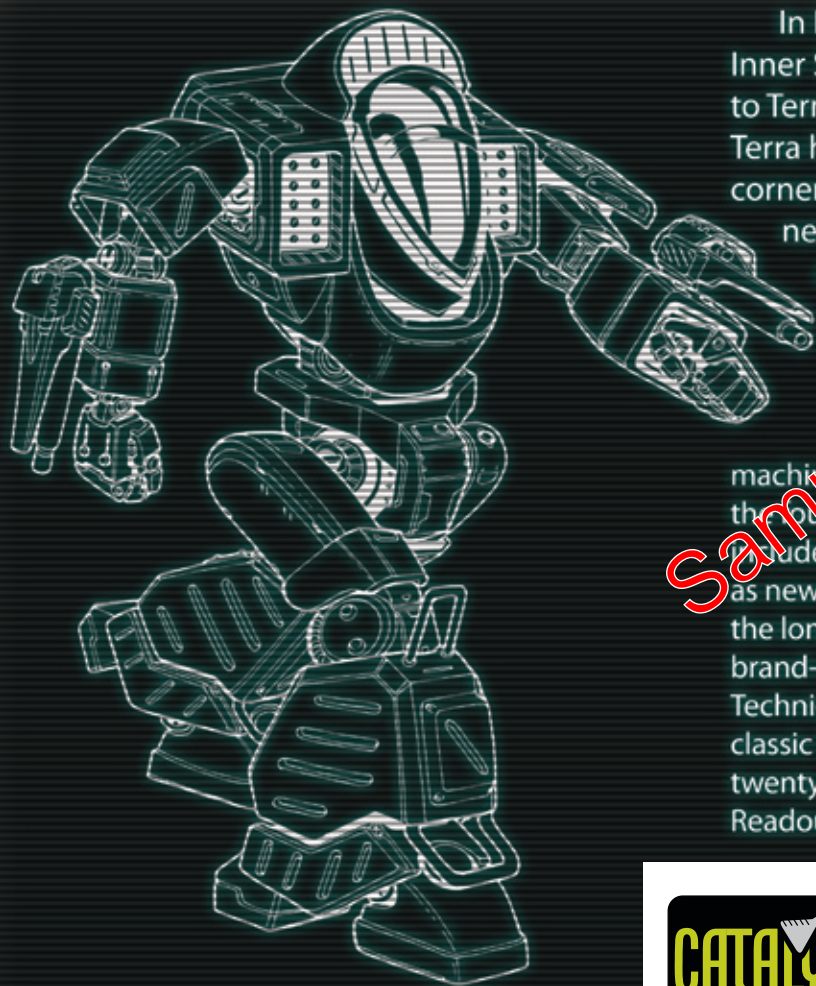


# DAWN OF THE REPUBLIC



In December 3076, Devlin Stone marshaled the nations of the Inner Sphere and began Operation SCOUR. The two-year final push to Terra was the bloodiest fighting seen in centuries. In the end, Terra had been freed with the Word of Blake scattered to the darkest corners of the universe. Stepping into that vacuum, Stone forged a new "Terran Hegemony" in The Republic of the Sphere. With the end of the Jihad, the survivors are rebuilding their shattered armies, introducing new machines to replace those whose factories ceased to exist in the fires of the Jihad.

*BattleTech Technical Readout: 3085* gives a detailed look at the machines introduced during the waning days of the Jihad and into the opening days of Devlin Stone's Republic of the Sphere. This book includes the latest 'Mechs, battle armor, aerospace and vehicles as well as new late-Jihad support vehicles. In addition, this sourcebook heralds the long-awaited update of *Technical Readout: Project Phoenix*, featuring brand-new art and additional variants. Conventional infantry make their Technical Readout debut with fifty-six individual infantry formations from classic foot infantry to xeno-planetary soldiers. And finally, after more than twenty years of silence, Land-Air BattleMechs explode back into a Technical Readout with a look at the original four LAMs and their Star League history.

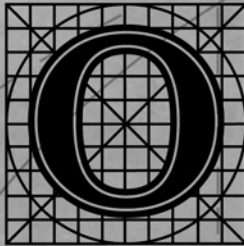
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**TECHNICAL READOUT:™**



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Formatting is one of the hidden nightmares of any BT book and TROs doubly so. Chris Wheeler and Mike Miller literally wrote the book on TRO formatting and reviewed every single TRO entry.

Most fans know him as Kit or Ken', but to me he's "Yes I can". Thank you, Ken', for being there ready to pick up anything that needed doing.

I can't in good conscience close this thanks without an extreme bow to Pat Wynne, AKA "Roosterboy". One of the quiet ones, there isn't a product that publishes that Pat's not been indispensable on. Having him working with the MUL and looking over my virtual shoulder was a boon I can't describe.

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Ray Arrastia would like to thank his wife Ibis, Herb Beas, Jose Piniella, Ben H. Rome, Jason Schmetzer, and *all* the guys at CamoSpecs.com for their moral support when work on this project seemed bleak.

## Dedication

To my incredible wife, Jesai, thank you for being you. Without you, I would not be half the man I am today. You give me focus, belief and love. You are the world.

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# INTRODUCTION

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With every ending, one almost always finds a new beginning. So it was with the ending of what history would come to know as the Jihad. The year 3085 marks an ending and a beginning for humankind. While Terra was liberated in 3078, it has taken the last seven years for the Inner Sphere to return to some semblance of normalcy. For the Republic of the Sphere, the signing of the Tikonov Treaty represented the final pieces of our new nation. 3085 also marks two years since the formal creation of The Republic Armed Forces. Formed not only from Devlin Stone's personal warriors, but also including warriors from all over the Inner Sphere and beyond, the RAF finds more in common with the old Star League than with any of her modern counterparts.

3075 was a watershed year, the year the Inner Sphere began to strike back against the madness of the Word. Devlin Stone's coalition grew from a loose handful of the like-minded, to a Sphere-wide alliance capable of mounting a concentrated offensive against the "Master" and his cybernetic monsters. Supported by nearly every major nation and many of the most famous mercenary units of history, Stone tightened the noose on Blakist-held Terra and, in August of 3078, the second liberation of Terra began. Hauntingly similar to Kerensky's long ago liberation of humanity's birthworld, the five-month battle saw the fall of major Word opposition, but not without a crippling cost in men and materiel felt by every nation involved.

There, however, Kerensky's liberation and Stone's diverge. Whereas Kerensky's victory signaled the beginning of the end, the start of three hundred years of world-destroying Succession Wars, Stone's victory heralded the beginning of a new era. His formation of the Republic of the Sphere has signaled a new age of peace and prosperity, an age when war is not the first and only solution. The elite Knights of The Republic and the larger Republic Armed Forces are not an army of conquest, but of protection and stability.

The last ten years have seen more than the fall of the Word and the rise of The Republic. They have seen an explosion of innovation forged by the fires of war and destruction. From cutting-edge designs like the RAF Winston Combat Vehicle, to necessity-bred upgrades like aquatic armor conversions, to the new BattleMech "Phoenixization" that swept through front-line units of every nation in the final drive to Terra, the last decade has seen greater advances in military technology than were achieved in an entire century of the Star League.

While by no means comprehensive, this tactical briefing document summarizes the major innovations and equipment changes for The Republic Armed Forces and those of the major Houses and powers that surround us. The current Archon of the Lyran state may have made famous the phrase "information is ammunition," but that does not make it any less valid. The Republic is built on the best of all nations, and we shall use all the "ammunition" we have available to us.

—General Albrecht Hoft  
RAF Department of Military Intelligence  
1 December 3085

# 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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