

MILITARY HARDWARE UPDATE!



In the savage FedCom Civil War that rocked the Lyran Alliance and the Federated Commonwealth for the past five years, new machines of war have been rapidly tested and put in the field to help turn the tide of battle in each faction's favor. The Clans and other Houses have also been busy, as the internal and external conflicts drive the rapid employment of new military hardware.

Sample file

BattleTech Technical Readout: 3067 provides descriptions, game statistics and illustrations for new BattleMech and vehicle designs. It finally unveils the next generation of Inner Sphere aerospace fighters and OmniFighters, as well as the Clan's second-line fighters. A handful of new DropShips are also premiered. This technical readout includes those designs previously published in the Field Manual series.

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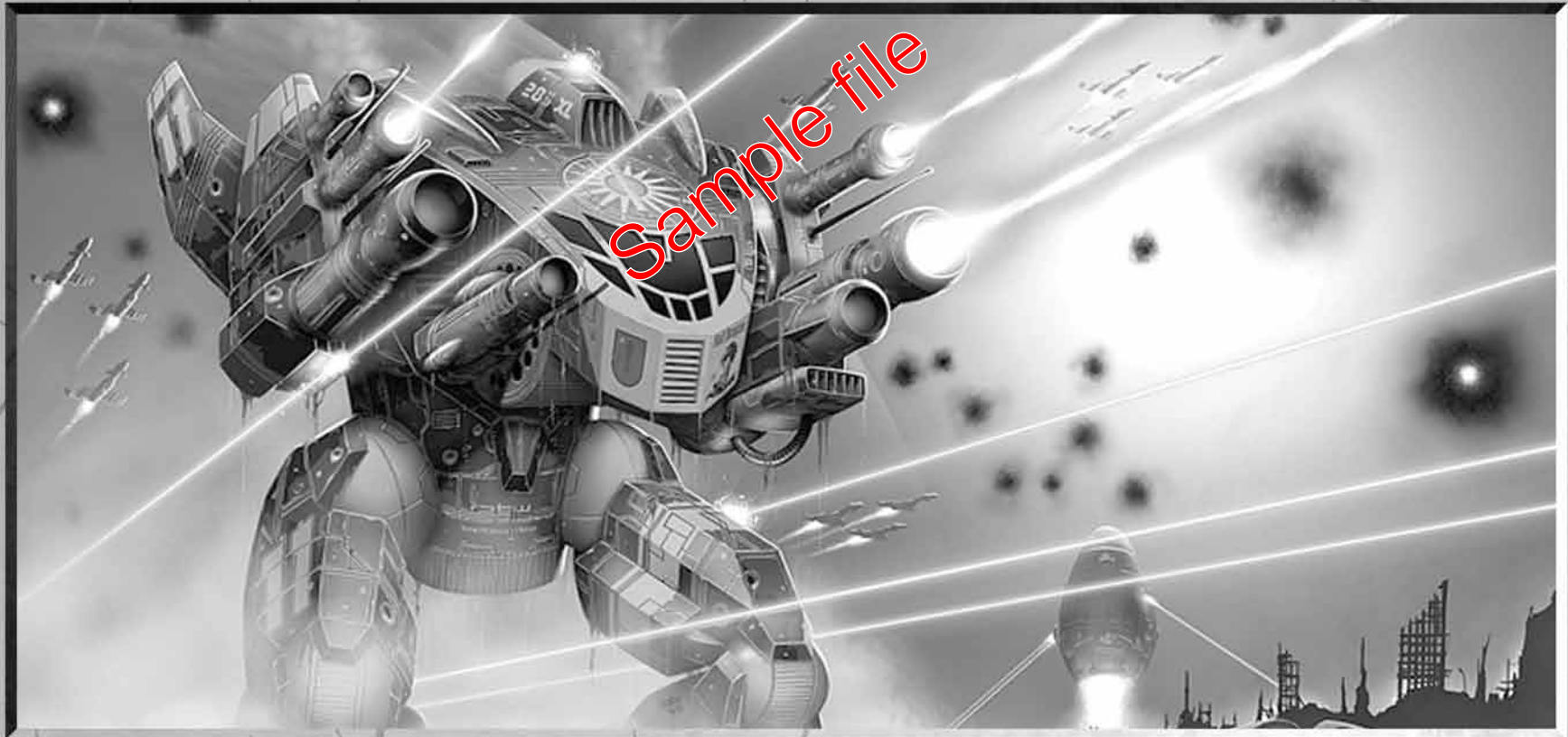


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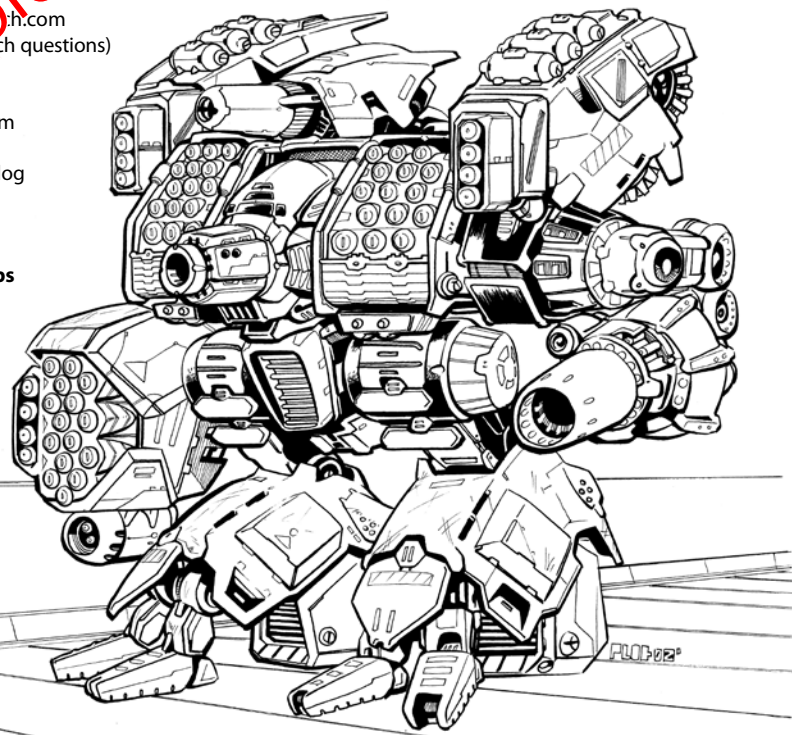
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INTRODUCTION

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MESSAGE

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As an historian versed in the annals of mankind's exploits, I still find myself amazed at how often humanity appears to repeat itself. Though we have accomplished many amazing and wonderful things, we still carry with us the baggage of hatred and war.

In my last report, I noted that with the resurrection of the Star League and the diminishing of the Clan threat through the destruction of the Smoke Jaguars, many were already celebrating the peace that would surely break out. I voiced my doubts, however; perhaps in doing so I cast a curse upon the Inner Sphere. Shortly after that fateful report, war broke across the Inner Sphere in a way not seen since the Succession Wars.

From 3060 through 3063, the Capellan Confederation waged a war against its erstwhile cousin, the St. Ives Compact, and finally subjugated that errant Commonality. Meanwhile, in late 3062, a rogue element of the DMCS launched an unsanctioned attack against the Ghost Bear Dominion capital of Alshain, stirring the Bear from its cave in a yearlong campaign that saw the loss of many units. The Jade Falcons also flexed their wings, launching attacks into the Alliance in 3064. Of course, the FedCom Civil War that racked almost a thousand worlds for five years has finally ended, but at what horrible cost?

The homeworld Clans were also not idle, with Wars of Possession lasting for years over the assets vacated by both the Ghost Bears' move to the Inner Sphere and the Moya Cats Abjuration. Even the Periphery could not save themselves from conflict, though most of their actions were the results of raiding and the increase in pirate activity; the obvious exception to this is the Marian Hegemony and their failed attempt to conquer the Circinus Federation.

Of course—as has been the case from time immemorial—when conflict is abroad, the pace of technological innovation and the production of new weapons machines increases. The past seven years have been no exception. Not only have new vehicle and 'Mech designs appeared, but new aerospace fighters and DropShips have also been fielded. Likewise, the rate at which the various Houses have been able to build and field new WarShips is both astonishing and worrisome on many levels.

As always, I wish to thank all of the various personnel whose dedication made this report possible. Additionally, I would especially like to thank Precentor Jared Pascal, whose continuing work in the Clan homeworlds has allowed us to keep abreast of developments among this continually worrisome foe—his reports are attached.

First Precentor Gavin Dow, I pray that this document will provide us with the knowledge to withstand the dark days I feel are still ahead of us.

—Merle Jimmus
Demi-Precentor XIV-Sigma
ComStar Archives, Tukayyid
1 December 3067

INTRODUCTION

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Per the order I received from First Precentor Gavin Dow, transmitted through Precentor Jimmus, once again I have endeavored to compile a report on the current status of the Clans, which in conjunction with Merle's report will allow our Order to stay the true course.

Perhaps in an effort to keep up with the frenzy of new design production that has marked the Inner Sphere militaries, the Clans have also fielded several new 'Mech designs. Even more surprising—perhaps because of how successful combined-arms tactics have worked against them—several new vehicle designs have surfaced; the first such new designs in centuries. Also included is a report on the Clan's second-line aerospace fighters; the first such look that the Inner Sphere has received. Luckily, though three new DropShips have appeared in Clan navies, there is no indication that any new Clan WarShip designs are under construction, or even planned.

As always, I must thank the men and women who risked their lives to obtain this information. Though our ROM operatives originally worked with almost complete impunity—even considering the difficulties of working inside an 'alien' society—the Clan Watch has shown itself to be an apt pupil and has quickly making our efforts much more difficult.

Finally, with humble prayer, I would ask the First Circuit for a reassignment. After five years in the Clan homeworlds, I feel that I have accomplished all that I can. More importantly, I believe that I have lost the objectivity required in dealing with the Clans. Though I know them to be an enemy that can—and likely will—still savage the Inner Sphere and our own Order if not watched, after living among them I have found much to admire. I've watched Freeborn and Trueborn alike duel in the Warrior Quarter; joined scientist Castemen in technology conferences; hauled crates in the Laborer Quarter; strung myomer with technician Castemen; haggled in the Merchant Quarter; rubbed elbows and traded stories with everyone from Khans to the meanest laborer—they are generally a truthful and open people, industrious and dedicated to making a better place for themselves and their children. I know it is an oppressive society, and I have seen their dark side first hand—but don't all of the Great Houses have their dark side as well?

With humility,

—Jared Pascal
Precentor VI-Omega
Inner Sphere Embassy, Strana Mechty
30 September 3067