

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 Withdrawn behind the Fortress walls, the once-great power has become a silent, opaque remnant of its former glory.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*.



FEDERATED SUNS

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INTRODUCTION

A cursory glance at the history of the Federated Suns over the last century shows a nation in flux. The brilliant, if imperialistic, leadership of Hanse Davion during the thirty-first century set the stage for the founding of the short-lived Federated Commonwealth, but that amalgamation lasted barely a generation before collapsing into civil war just before the Jihad.

During the Jihad the Suns suffered alongside every other Inner Sphere nation, its capital under siege and its economy crushed. Its people suffered, but they overcame. Federated Suns forces fought in the Coalition with the rest of the Inner Sphere, and the worlds of that realm that joined the Republic were among the most prosperous. Between the Jihad and the Blackout, only the short Victoria War disrupted the Suns' peace.

And then came the Blackout.

Then came the death of Harrison Davion.

And, as with so much else of the Sphere, then came the war.

Two of the three most recent first princes of the Federated Suns focused on defense, rather than offense. Both Harrison Davion and his mother, Yvonne, stewarded their realm into a guarded peace. The AFFS embraced the light combat team, a mobile defensive combat unit, over the crushing hammer of the regimental combat team. Davion military industry built newer and stronger machines of war, as all realms did, to strengthen their defenses, not project aggression.

But as the above glimpse of history shows, the history of House Davion does not make for quiet borders. After the Blackout, as the Republic and its wishes for peace disappeared behind the Fortress, the Suns' enemies gathered their strength and attacked.

The Draconis Combine fulfilled a longtime goal and claimed the Draconis Reach in 3140. Not content, and riding high on victory after having crushed a Nova Cat rebellion, the Dragon leapt across the border and slew First Prince Caleb Davion on Palmyra along with the flower of the AFFS. Other regiments decapitated the Draconis March by capturing Robinson and killing Duke Corwin Sandoval.

On the Suns' other border the Capellan Confederation, not content to swallow large chunks of the former Republic prefectures on its border, attacked into the Federated Suns. Long sought-after worlds such as Tikonov and Chesterton fell to the Capellan advance. Victoria, the former heart of an entire commonality, was recovered. CCAF regiments assaulted and captured the march capital New Syrtis and executed Duchess Amanda Hasek.

Julian Davion, newly appointed first prince, is separated from his embattled nation. Davion citizens are struggling to recover their poise. Military industries are rushing equipment to the front. Quartermasters are stockpiling equipment for counteroffensives. The soldiery are girding themselves with the lessons of history; the Suns has been threatened before.

But the Davions' enemies are strong, and concentrated, and see advantage everywhere. It remains to be seen who will emerge victorious. All parties are fighting wars of national obligation, driven by centuries of enmity no longer balanced by the Republic's diplomacy.

—Paladin Janella Lakewood

12 October 3145

GAME NOTES

Technical Readout: 3145 (Federated Suns) 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 (Federated Suns)* 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 (Federated Suns)* 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.

PAB-28 SNIPER SUIT

As has been proven repeatedly on Robinson and New Syrtis, Federated Industries' PAB-28 sniper suit is a powerful and stealthy light powered armor that gives the AFFS a decided advantage on the battlefield. It excels in combat environments where a conventional, unarmored sniper might have to retreat, and while it lacks the cachet of a high-power suit like the Cavalier or Hauberk, the PAB-28 brings its own unique brand of fear to the AFFS' enemies.

CAPABILITIES

Sniper suits are not meant for frontline combat, and Federated designed the PAB-28 to remind its users of that. It is a defensive weapon, lacking the armor to compete in open combat and the speed to escape. PAB-28 pilots often move into position hours or even days before firing, waiting until just the right time to strike.

DEPLOYMENT

Scout/sniper squads in most Davion march militias operate the PAB-28, though many light combat teams maintain specialist squads in their infantry contingents. A number of mercenary units have purchased the sniper suits as well, though they often find it difficult to maintain them away from AFFS supply lines.

On Palmyra in 3144, as the Combine's surprise attack destroyed the AFFS regiments gathered there, several PAB-28 squads were among the last troops killed or captured. In the city of Sawle, for example, a squad of snipers previously attached to the Fifth Ceti Hussars LCT remained behind while their regiment fought for its life. Led by Sergeant Major Eduardo Reyes, the squad went to ground in a destroyed

industrial district. By early July the capitulation of Palmyra was complete, but the squad remained at large and hidden.

In the second week of July, a Combine *sho-sa* and his retinue visited the battle site, hoping to find mementos to send back to the Combine. Shortly after leaving their vehicle, the *sho-sa* was decapitated. As his body fell, surprising his comrades, the crack of the light Gauss rifle's firing was heard—the round had arrived far ahead of the sound of its passage. A response platoon of DCMS infantry failed to turn up the sniper.

Over the next three months, long after Palmyra was officially declared pacified, Sergeant Major Reyes and his squad repeated this tactic. A twenty-five-year veteran and former instructor at the AFFS's regional sniper school, Reyes led his men and women into a classic harassment campaign, claiming nineteen field-grade DCMS officers, including a *tai-sa*, before their battlesuits finally succumbed to lack of maintenance. Reyes and the two surviving snipers disappeared into Sawle's population and evaded capture.

During the Battle of Robinson, two squads of the Robinson DMM discovered the PAB-28's uselessness as an infiltration suit. Attempting to sneak into a DCMS cantonment outside Bueller and assassinate key officers, the sniper suits were caught by a roving patrol and quickly pinned down. Though individually effective against single targets, the PAB-28s were unable to resist being overrun by Kuritan Kishi battlesuits. Six of the eight snipers were killed immediately, their light powered armor unable to resist the Kishis' vibro claws. The remaining two were knocked unconscious and captured.

NOTABLE UNITS

Sergeant Vela Horgan: One of Reyes' snipers on Palmyra, Sergeant Horgan is credited with the death of *Tai-sa* Hideo Washiba in Sawle in August 3144. Though the gun camera footage from her PAB-28 has yet to be recovered, experts believe her to be one of only six AFFS snipers to have made combat kills at over a kilometer since 3135. Having killed the *tai-sa* with a single shot, Horgan and her teammate endured three hours of artillery barrage that leveled the parking structure they'd fired from. The sniper suit's armor protected them from shrapnel and prevented nearby Kuritan armored vehicles from detecting them as they made their escape. Davion intelligence believes she is still at large on Palmyra, though her suit—or what was left of it—was recovered by the DCMS.

Leftenant Charles Delacourt: Leftenant Delacourt commanded a specialty squad of PAB-28s attached to the Davion Light Guards. When the Combine struck the Light Guards at Brookeland, Delacourt saw a perfect opportunity to put his new tactics into practice. As they'd practiced, the squad let themselves be "abandoned" by a fast lance of Light Guards 'Mechs. As the Combine's frontline units raced past them, the squad waited until the rear-echelon DCMS units came forward to clean up the battlefield. Striking from cover, they killed several squads of DCMS technicians before fleeing into Brookeland's hinterlands to begin a guerrilla campaign.

PAB-28 SNIPER SUIT

Type: PAB-28

Manufacturer: Federated Industries

Primary Factory: Novaya Zemlya

Equipment Rating: E/X-X-E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: PA(L)

Maximum Weight: 400 kg

Battle Value:

23

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: Features the following Design Quirks: Difficult to Maintain.

Equipment

Chassis:

Slots

Mass

80 kg

Motive System:

Ground MP:

1

0 kg

Jump MP:

0

0 kg

Manipulators:

Right Arm:

Armored Glove

0 kg

Left Arm:

Armored Glove

0 kg

Armor:

Standard Stealth 4

120 kg

Armor Value:

2 + 1 (Trooper)

Weapons and Equipment

David Light Gauss Rifle (20)

David Light Gauss Rifle (20)

Location

Slots

(Capacity)

Tonnage

RA

1

100 kg

LA

1

100 kg

