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Battletech Technical Readout Vehicle Annex

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BattleTech: Technical Readout Vehicle Annex Revised

Built using the construction rules found in Combat Equipment™, Classic BattleTech Technical Readout: Vehicle Annex™ provides

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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.

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Technical Readout: Vehicle Annex - BattleTechWiki

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Technical Readout: Vehicle Annex, Revised - Catalyst

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Game ...

The Technical Readout Vehicle Annex (original) states on pg. 206, "Formed by disgruntled Richard Sitwell after he was released in a series of massive cutbacks in 2795, Sitwell Corporation's internal mission statement was solely focused on burying their former employers in Bluth Corporation."

Technical Readout: Vehicle Annex Revised - BattleTech
TECHNICAL READOUTS. The ultimate guidebooks to the weaponry and war machines of the 31st century, BattleTech Technical Readouts describe the BattleMechs, Combat Vehicles, Support Vehicles, aerospace fighters, DropShips, WarShips, infantry and more of the BattleTech universe. Each fully illustrated entry in these reference books contains complete BattleTech game statistics.

Technical Readouts | BattleTech: The Board Game of
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Armored ...

Technical Readouts (also known and abbreviated as "TROs") are game publications which are printed (or electronically published) as in-universe references and technical guide. They are written in perspective and describe a wide range of Vehicles, BattleMechs, and other assorted canon weapons and equipment found in use in Battletech universe.

Category:Technical Readouts - BattleTechWiki

BattleTech is a science-fiction "space opera": a factional, militarized universe set in the thirty-first century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond.

BattleTech: The Board Game of Armored Combat

BattleTech Record Sheets: Vehicle Annex, IndustrialMechs &
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Exoskeletons offers players the record sheets for all the IndustrialMechs and Exoskeletons detailed in BattleTech Technical Readout: Vehicle Annex, over 90 in total, many variants making their debut here. Share. Share on Facebook Tweet on Twitter Pin on Pinterest. Navigation.

Record Sheet: Vehicle Annex, IndustrialMechs & Exosk ...

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Built using the construction rules in TechManual and Tactical Operations, BattleTech Technical Readout: Vehicle Annex

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provides a never-before-seen look at the support vehicles behind the militaries of every faction, as well as a slice of daily life in theBattleTechuniverse.

BattleTech: Technical Readout: Vehicle Annex, Revised ...

But I think there are some basic questions about how to be in the BattleTech universe that would be helpful? Logged Master Unit List - List of all canon units, faction availabilities, Alpha ... (Check out Technical Readout Vehicle Annex). Air or Suborbital for world travel. (See above) Chartered Dropship for interstellar.

MechWarrior: Destiny - BattleTech

Technical Readout: Vehicle Annex. Infantry 36; IndustrialMech 71; Support Vehicle 151; Naval Vessel 4; Advanced Aerospace 10; Advanced Support 44; Name Tons BV PV TRO/RS Rules Era ... Kallon UL-series Construction Vehicle UL-11 "Rock Cutter" 10: TRVA None--3054: Kallon UL-series Construction Vehicle UL-12

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"Chainsaw" 10:

Technical Readout: Vehicle Annex - Master Unit List

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BattleTech: Technical Readout Vehicle Annex Revised ...

Technical Readout: Vehicle Annex lists the top speed of the Buster at 44 km/h. This is incorrect according to the TechManual speed calculations, which lists top speed as 1.5 times base speed. The Buster's top speed should therefore be 54 km/h.

Buster - Sarna.net BattleTech Wiki

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BattleTech lore spans over 1,100 years of wars, events, people, and space exploration, from an alternate version of the Cold War era to the far-flung future. Harebrained Schemes' BattleTech is set ...

The best BattleTech books | PC Gamer

The Inner sphere mechs aren't especially impressive however. I wasn't a big fan of the Maelstrom, Dragongfire, or any of the other new IS mechs. Too much time was put into vehicles, and

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not the mech section. Still this is a great readout, because the Clan mechs rock!! I'd stick with the 3050 Technical readout, I think it's much better.

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