

Battle Armor Background

By David L. McCulloch

Homepage at...

<http://freespace.virgin.net/david.mcculloch/index.htm>

Additional Battle Armor Design by...

Colin Donnelly

Edward Philips

With input from...

Colin Donnelly

Richard Raisley

Andrew Lannon

Edward Philips

Mike Dowd

Ken Mullaney

Jonathan Scott

Medron Pryde

Duane Bywaters

Ryan Gabriel

Paul Gerwe

Paul Bowman

Gideon Garber

Ben Elliot

Cold Psycho

Maverik

Kreilick

Frank Vickers (aka the pesky Clansman who found the errors)

Christopher Robin Perkins

A program, "Battle Armor Forge" is in development by Gideon Garber and Ben Elliot. A Beta version can be found at [Camp SuperFun](#) . All questions about this program should be directed to them as I have had no involvement in its production.

(The Disclaimer) BattleTech, MechWarrior, Lostech, BattleForce, BattleForce 2, AeroTech, BattleSpace, AeroTech2 , and BattleTroops are ® of FASA corporation. All rights reserved. This is a fan produced supplement to their rules, and are not official, approved, supported, or in any way connected to the FASA Corporation except by theme and content. These texts should not be considered official facts, and not meant to be used in place of the official FASA BattleTech sourcebooks. Any use of FASA's copyrighted material should not be viewed as a challenge to those copyrights or trademarks. Used without permission. Any request to have data altered or removed per FASA will be acknowledged immediately and appropriately.

(The Legal Bit) With the above in mind, this work is the property and copyright of the author. Permission to copy and distribute for personal use only is granted with the understanding that it will not be published commercially without the permission of the author. Individuals are free to use this document as the basis for their own rules, but it is expected that the author will be granted credit in the resulting material and such material cannot be used for commercial use without the author's permission.

Battle Armor Background.....	1
Change History.....	3
References.....	4
Introduction.....	5
Development of Battle Armor	5
Battle Armor Anatomy	7
Chassis	7
Power.....	7
Control.....	7
Musculature.....	7
Propulsion	8
Life Support	8
Electronics.....	8
Armor.....	8
Weapons.....	9
Battle Armor Operations	9
Suiting Up	9
Combat Drops	9
Maintenance and Repair	9
Battle Armor Units.....	11
The Clans	11
Front Line.....	11
Second Line.....	11
Inner Sphere	11
SLDF.....	11
ComStar/Word of Blake	12
Mercenary	12
House Military.....	12
Periphery	12

Change History

Version 0.95 (09/03/2001)

- First Version

Version 0.95.1 (19/03/2001)

- Text edited

Version 0.96 (01/05/2001)

- Added note about Inner Sphere based Clans access to HarJel

Version 0.97 (28/06/2001)

- Minor Revisions

Version 0.98 (22/07/2001)

- Added notes on Periphery Battle Armor.

References

The following publications were used in the creation of this document.

Rules

BattleTech Master Rules
MechWarrior – 3rd Edition
Lostech: The MechWarrior Equipment Guide
MechWarrior Guide to Solaris
MechWarrior Guide to the Clans
BattleSpace
AeroTech 2
ClanForce (MechForce UK)

Sourcebooks

Field Manual: Crusader Clans
Field Manual: Warden Clans
Field Manual: Draconis Combine
Field Manual: Free Worlds League
Field Manual: Capellan Confederation
Field Manual: Federated Suns
Field Manual: Lyran Alliance
Field Manual: ComStar
Field Manual: Mercenaries
Field Manual: Periphery

Scenarios

Fall of Terra
Day of Heroes
Royalty and Rouges

Novels

Tactics of Duty

Computer Programs

HeavyMetal Pro
HeavyMetal Vee
HeavyMetal Lite

Non-BattleTech Sources

Starship Troopers by Robert Heinlein (1959)
The Forever War by Joe Haldeman (1974) ISBN 0 8600 7882 5

Introduction

Although everybody in the Inner Sphere is familiar with what Battle Armor can do, often only the troopers who use it, and the maintenance technicians have a true idea of how they do it. Most think of them as “mini” BattleMechs, not understanding many of the subtle differences in the way the technology operates.

When it comes to battletechnology, the most important thing is to understand the underlying principles of the weapons being used against you, working on the assumption that if you know how it works, you also know how to make it stop working.

Here then is everything you ever wanted to know about Battle Armor, but were too busy trying to stay alive to ask.

Colonel D.L.McCulloch – 1st Star League Mobile Infantry Division, March 3063.

Development of Battle Armor

The development of Battle Armor shares the same roots as the creation of the BattleMech back in 2350 when professor Gregory Atlas developed Mymoer technology. The creation of a material that would contract proportionally to the amount of electricity passed through it found many applications, from artificial limbs to self-tuning guitar strings.

Another early application was the industrial Worker Mech. These powerful, but clumsy vehicles were commonly used in farming, logging, construction and demolition. However attempts to miniaturise the technology to provide a human with increase strength or speed eluded researchers for many years. Too often they found that shrinking the myomer musculature also reduced the strength too much. It was not until 2410 that General Mechanics succeeded in developing the first viable Industrial Exoskeletons. Although they would be used extensively throughout known space, they were not suitable for deployment as combat units.

The Terran Hegemony introduced the BattleMech in 2439, spawning a whole new military industry that grew rich in the spiralling arms race that followed. With massive research and development effort being poured into BattleMech technology the idea of outfitting individual troopers with Power Armor remained in the realms of fiction.

Funding to pursue the idea became available once more when the Terran Hegemony, although at peace with the other Inner Sphere states thanks to the formation of the Star League, began an ambitious program of military research and development to build up its forces. First Lord Jonathan Cameron was haunted by dreams of the destruction of the Star League and Terra. Although he only spoke of these to close members of his family, his initiatives to make the Terran Hegemony secure resulted in a military renaissance the like of which had not been seen since the introduction of the BattleMech. The most famous (or infamous) of these projects was the Space Defence System (SDS), but secret development of Power Armor resulted in the Mk. XXI Nighthawk in 2718.

The Nighthawk was deployed in Royal Infantry Divisions and the Special Forces Command only. The Special Forces Command equipped their elite Special Armed Services troops (the Blackhearts) with the Nighthawk in 2722, where it was an instant success. The deployment of the Nighthawk was never made public and the men and women who used the equipment were so skilled in their job that all the other Member States ever heard were vague rumours of some kind of weird sneak suit.

Additional development of the concept was halted in the Inner Sphere with the fall of the Star League and the Exodus of the Regular Army. Few examples of the Nighthawk fell into the hands of the Successor States and the Succession Wars destroyed their chances of duplicating the design along with the bulk of the Inner Sphere's industrial base. Only ComStar had the ability to continue research, introducing the Tornado Power Armor (Light) following the secret formation of the ComGuards.

While the Successor States were busy blasting themselves back into the stone age, the troops who followed General Alexandr Kerensky on his fateful Exodus were busy doing the same thing. Only the creation of the Clans by Nicholas Kerensky, son of the General, halted the Exodus Civil War. Revolutionary advances in weapons technology accompanied the rise of the Clans. Although concentrated on Mech and Aerospace, the great strides made by Clan scientists would also have a profound impact on infantry.

The origins of modern Battle Armor can be traced back to the pressurized diving units developed by Clan Goliath Scorpion for use in exploiting the resource-rich oceans on the planet Dagda. This proto-armor featured myomer musculature, self-contained air-supply and life-support systems, and heavy, atmospherically sealed bodies designed to withstand the high pressures of

deep-sea work. When Clan Wolf observed these suits in use, they quickly realized their combat potential. Consequently, the Wolves obtained a few of the suits and set about adapting them for combat by adding armor, weapons, and small jump jets.

The Wolves first deployed their new Battle Armor in 2868. Later that year, the Wolves faced off against Clan Hell's Horses in a series of Trials. Hell's Horses had been breeding genetically enhanced conventional infantry troops – what later came to be called Elementals. After the Trials concluded, the Horses had obtained Battle Armor technology and the Wolves had obtained the knowledge needed to create their own Elementals. Almost immediately, the two Clans initiated the tradition of matching Elemental troops with Battle Armor. Within a short period of time, Battle Armored Elemental troops were deployed throughout Clan forces.

Clan Wolf initially developed several suits, each tailored to specific environments, and the discovery of HarJel by Clan Diamond Shark (previously named Clan Sea Fox) enhanced the resilience of the suits even more. However, the Wolves soon opted for a general-purpose Battle Armor suited to most battlefield conditions. The Clan Battle Armor fielded during Operation Revival (the Clan invasion of the Inner Sphere) differed little from the original Wolf design.

Attacked by an unknown enemy from beyond the Periphery in 3050, the Draconis Combine, Federated Commonwealth and Free Rasalhague Republic could do little to slow the onslaught. Not only did the enemy possess BattleMechs the like of which had never been seen in the Inner Sphere, but they were accompanied by giants in Power Armor. Soon to be known as Toads because they were so hard to kill, the Clan Elementals threatened to change the order of battle forever.

Fighting for survival, the Inner Sphere states struggled to duplicate the technology of their attackers. Aided by captured records and a handful of salvaged Elementals, the Federated Commonwealth was the first to field crude Battle Armor designs. Further refinements resulted in the standard Inner Sphere Battle Armor deployed by all the Successor States. The Clans too began to adapt their Battle Armor in light of their experiences fighting Inner Sphere forces. The most common of these modified suits was the Headhunter deployed by Clan Wolf following the election of their Khan to the post of ilKhan.

The Inner Sphere was bought valuable time with the ComStar victory on Tukayyid. The truce that followed witnessed a frenzied attempt by the Federated Commonwealth and Draconis Combine to prepare for the renewed onslaught. House Kurita had significant success with their Battle Armor development program, especially with the Kage design created for their DEST units. Even as the Combine leapfrogged the early designs fielded during the invasion, the Free Worlds League, Capellan Confederation and Word of Blake surpassed the Dragon.

Concerned by the massive leaps made by the Inner Sphere in developing Battle Armor, the Clans began to develop new designs of their own to maintain supremacy in the field. Going back to some of the early designs previously discarded when the standard Elemental was adopted, the Clans fielded a handful of new designs before the Inner Sphere, unified under the banner of a new Star League, launched a campaign that culminated in the destruction of the Smoke Jaguars and the end of the Invasion in the Great Refusal fought on Stranna Mechty.

Both the Inner Sphere and the Clans continued their development efforts following the end of the Clan War, with the uneasy peace of the Inner Sphere set on a seemingly inescapable spiral into conflict between League Member States and the Clans battling for possession of the resources of Smoke Jaguars and the Nova Cats (who fought on the side of the Star League in the Great Refusal and was subsequently cast out by the surviving Clans).

Clan Wolverine Battle Armor

Clan Wolverine was Annihilated by the Wolves and Widowmakers very early in the history of the Clans. When the dust settled however evidence that elements of the Wolverines had escaped came to light. Tales of the Minnesota Tribe and other mysterious sightings in the Periphery have only added fuel to the fire of speculation as to what happened to survivors.

If the Wolverines indeed have survived and prospered, what kind of technology could they be expected to field?

The Clans had yet to develop OmniMech's, Battle Armor or the Elemental genotype at the time of the destruction of Clan Wolverine. Although it is conceivable that they could have developed some form of advanced Power Armor from examples of the Nighthawk design, it is very unlikely that they could create the other two powerful elements of a Clan Touman.

Fortunately only Science Fiction writers and Holo-vid producers need spend much time concerning themselves with the possibilities. For the rest of the Inner Sphere, the Clans are still more than sufficient cause for concern.

Battle Armor Anatomy

Given that the Inner Sphere developed their Battle Armor technology from captured Clan equipment, the two naturally are very similar in construction. Only superior Clan manufacturing capabilities, not design, allows them to produce more effective designs, but at a cost. Battle Armor manufacturing requires access to materials that are somewhat scarce on the resource poor Clan worlds but are more abundant (given the significantly greater number of developed worlds) in the Inner Sphere.

Chassis

A suit of Battle Armor consists of a chassis to which all other components are affixed. This chassis is a very sophisticated metallurgical composite that is similar to the Endo-Steel material used in BattleMech manufacturing. Sophisticated Zero-G manufacturing plants are required for production, along with raw materials that are uncommon on most planets.

The Clans partially resolved the problems of supply with more advanced mining and smelting techniques, combined with their near obsessive drive to avoid waste through recycling and reuse. The Inner Sphere, on the other hand has the advantage of access to many more planets, achieving lower component costs despite their comparatively primitive industrial techniques.

To date only the Inner Sphere has deployed Battle Armor employing a Quad chassis, the concept having totally failed to impress any Clan Elemental.

Power

The chassis also incorporates an integral high capacity Power Pack sufficient to operate the unit for twenty-four hours in combat conditions. Additional steps to conserve power can stretch this supply out, but the suit cannot operate effectively in combat when doing so.

Attempts by both the Clans and the Inner Sphere to produce a fusion reactor of sufficiently low weight and size have proved unsuccessful.

Control

Unlike most combat systems in use today (BattleMechs, conventional vehicles, Aerospace Fighters, Dropships and Warships), to operate Battle Armor the trooper just wears it, rather than pilot it. The systems secret lies in negative feedback and amplification.

The inside of the suit is a mass of pressure receptors that detect any movement made by the wearer, then moves the suit in the direction required to relieve the pressure. This negative feedback system works in conjunction with the suit to amplify the movement, allowing the trooper to move almost as freely as if they were not wearing a suit (although some of the heavy units have a constrained range of motion and speed).

This system also controls the suit jump jets if it mounts any. If the trooper jumps, the suit jumps. If the trooper jumps hard, the jets cut in, sending him in a controlled leap of prestigious length. Proximity detection equipment is used to engage the jets for a soft landing.

By its very nature, this control system requires the Battle Armor be custom fitted to the trooper, a process that can take a qualified technician several hours. This also means that a trooper cannot just jump into somebody's Battle Armor and head off to war.

With only the head free from the control system, all other operations are voice or eye-movement activated, with a HUD on the faceplate to display information to the trooper.

The exception being the Quad designs introduced by the Inner Sphere, which operates more like a conventional vehicle, although with a cramped cockpit.

Musculature

Battle Armor relies on the same Myomer technology as the BattleMech for strength and ground speed. The synthetic material operates like muscle tissue by contracting when an electric current is passed through it, though without the aerobic or anaerobic respiration experience in living tissue, so it does not become fatigued.

The force of the contraction is proportional to the power applied across the Myomer bundle, with the electronics controlling the negative feedback and amplification systems translating the motions of the trooper into the correct signals to perform the required movement.

Propulsion

When not relying on the Myomer musculature to propel it across the battlefield, Battle Armor can also utilise other methods of propulsion.

The most common is the use of Jump Jets to allow the suit to not only leap significant distances and clear small buildings in a single bound, but also allows the suit to operate as Mechanised BattleArmor or employ the dreaded Swarm attack.

Vertical Take Off and Landing (VTOL) systems have also been successfully employed with lighter suit designs, but have proven impractical for the heavier chassis. The Inner Sphere is yet to develop the flight control systems to allow the concept to be developed into a usable design.

Underwater Manoeuvring Units (UMU) systems have also provided a small number of specialised units to operate with speed and grace once in a significant body of water. Like VTOL systems, the Inner Sphere is lagging behind the Clans in this area of Battle Armor design.

Life Support

Battle Armor offers the trooper wearing it a completely sealed environment, allowing operations in hostile environments, such as the vacuum of space, or in a toxic atmosphere. The trooper is also protected from attacks using biological weapons.

A sophisticated filter system allows the trooper to use the local atmosphere (if breathable) or he can switch to a completely self-contained twelve-hour supply should the situation require it.

Both the Inner Sphere and Clan suit designs incorporate medical monitoring and aid systems that constantly track the condition of the trooper. In the event injury, the system can administer drugs to keep the trooper active, or in the event of a debilitating wound the system will attempt to stabilize its patients condition while the suits homing beacon is activated.

Electronics

All Battle Armor is outfitted with a suite of sensors to aid the trooper. Equipped with IR and light amplification systems, Battle Armor troops can operate in almost any environment, at any time.

Most suits have communications equipment with a range to 50 kilometres, while command suits often have the ability to uplink to military satellites or other long-range communications assets.

Some Battle Armor is also outfitted with advanced sensors and Electronic Countermeasures (ECM), making them ideally suited for reconnaissance and infiltration duties.

Armor

Over the Chassis and the Myomer musculature is attached the suit armor itself. Made up of interlocking armor plates, this material is far more effective than any other personal armor. Battle Armor can often survive strikes by heavy battlefield weapons and artillery and keep on fighting. This apparent imperviousness to damage was the factor that most unnerved Inner Sphere troops when they first encountered Battle Armor.

As with other technology, the Clans have a significant lead over the Inner Sphere powers in producing the advanced composite armor used to plate their Battle Armor. Like the advanced material used in Battle Armor chassis, the Clans once more suffer from their resource-poor environment. The Free Worlds League has succeeded in reproducing the Clan technology, but they jealously guard their production techniques, which are also prohibitively expensive.

The Inner Sphere introduced some new concepts to Battle Armor when they produced their own version, often incorporating stealth and active camouflage systems into the armor itself. Although the Clans possess the technological know-how to do the same, they have not made widespread use of such systems, possibly viewing their use as dishonourable. Only time will tell if more pragmatic considerations will result in the Children of Kerensky introducing such technology. The development of fire

resistant armor by Clan Fire Mandril certainly shows that the Clans are more than willing to pursue the development of advanced technology.

One advantage the Clans have that the Inner Sphere is unlikely to duplicate is the HarJel system incorporated into the suits armoured shell. This system rapidly seals breaches in the armor, protecting the trooper from further attacks and the environment.

Inner Sphere Clans HarJel Supply

The stranglehold maintained on the supply of HarJel and Stratto Domingo by the Diamond Sharks (and to a lesser extent Clan Hell's Horses) would appear to pose problems for the other Clans with interests in the Inner Sphere. The Ghost Bears, Wolves and Jade Falcons must maintain trade routes all the way back to the Homeworlds, or rely on the traders from other Clans willing to make the long journey. Luckily for these two Clans, their extensive Inner Sphere holding provide them with vast supplies of raw materials for which the Diamond Sharks are willing to supply HarJel (for the right price).

This would appear to place the Nova Cats, Wolf Clan (in Exile) and Wolf's Dragoons in a difficult position. In order to maintain their supply of HarJel, they must consume their precious reserves in combat in the hope of securing more than they expend.

In reality things are not quite to bleak, thanks to the roving Snow Raven merchants who have established trading relations with the Nova Cats (despite their Abjuration) and through them, the Exiled Wolves and the rest of the Inner Sphere. To date no Clan has challenged the Snow Ravens over their dealings, possibly fearing a sudden increase in the cost of the services at Snow Raven shipyards.

Weapons

A wide variety of weapons can be used in conjunction with Battle Armor. Most suits can carry one or more heavy weapon capable of inflicting appreciable damage to hard targets, such as BattleMechs, military vehicles and other Battle Armor units. These primary weapons are often supplemented with missile launchers and anti-personnel weapons. Some designs include other exotic weaponry, such as bomb racks, pop-up mines or mine dispensers.

Battle Armor Operations

There are many hidden aspects of Battle Armor operation that would surprise the layman. Despite the advantages of the inherently instinctive operating interface, a suit is still a complex piece of equipment that takes experience to handle well.

Suiting Up

Battle Armor designers create these units so that it is possible for a trooper to get in and out of their suit unassisted. Experience has show that while this is possible the trooper rarely gets their armor seated "just right" resulting in minor chaffing or lack of motion. This has no significant impact on the operation of the Battle Armor in combat, but troopers prefer to have the aid of a technician, or two Squad mates to assist in the suiting up procedure (which can take between 3 to 5 minutes).

Combat Drops

Battle Armor is can be deployed from Dropships in the same manner as BattleMechs, using a re-entry pod for a risky orbital drop, or more safely waiting until the Dropship has entered the atmosphere above the target.

Units not outfitted with jump capability use a disposable jump jet pack to allow them to ground safely, but this option is not often used because of the cost.

Atmospheric Battle Armor deployment can also be performed from atmospheric craft, Aerospace Fighters and Small Craft, but this method of transport is too constricting to allow the use of disposable jump packs, and so is limited to those suites with integral jump jets.

Maintenance and Repair

Although lacking the complexity of a BattleMech, BattleArmor still requires significant resources to keep a unit in the field. Most designs require three to five hours of preventative maintenance on a weekly basis. While Inner Sphere troops often have

the training they perform most of this in the field themselves, the Clans caste system has all such duties fall on members of the Technicians Caste (necessitating the exposure of non-combatants to serious danger during prolonged engagements).

In the event that a fault develops in a suit, or combat damage is too extensive for field repairs, the task of preparing a replacement suit can be a long and involved one. Two technicians (or trained personnel) have to work for between ten to twelve hours to break a new suit out of storage, then spend another hour with the trooper to modify the suit for a perfect fit. It is possible to hurry the process, but the results are often unsatisfactory.

Combat damage can take anywhere from half an hour to days to fix, depending on the nature and extent of the damage. Perversely, the HarJel substance used by the Clans can significantly complicate the process, as the self-sealing patches have to be laboriously removed before the real task can be started.

Clan suits normally have their HarJel reservoir topped up during weekly maintenance, or after combat, but the whole system has to be completely purged every three months (although the HarJel remains potent for up to six months in favourable conditions).

Battle Armor Units

Both the Clans and the Inner Sphere now field Battle Armor and have developed their own methods of organising their troopers into effective combat formations.

The Clans

The Clans rarely field units above Trinary size consisting of a single troop type. Clusters and Galaxies are usually made up of a mix of Infantry, Mechs, Aerospace Fighters and (sometimes) conventional Armor. The Ghost Bears are the only Clan to field a Galaxy of pure Elemental Clusters.

Unit	Component Units	Total Strength
Point	-	5 Elementals
Star	5 Points	25 Elementals
Binary	2 Stars	50 Elementals
Trinary	3 Stars	75 Elementals
Cluster	2 Trinaries + 1 Command Star	155 Elementals

Front Line

Until the Clans returned to the Inner Sphere their front line forces made use of the standard Elemental Battle Armor. This is beginning to change as the Clans learn lessons from their recent defeats and begin to produce new Battle Armor designs. Even so, less than 20 percent of Clan Front Line Battle Armor troops use anything but the standard suite.

Second Line

The new designs have yet to appear in Second Line units in significant numbers. The few that have been seen were often assigned to the unit during the evaluation period of the R&D process.

Inner Sphere

Inner Sphere organisation can vary quite wildly for Battle Armor troops, with the SLDF using a 4 Squad Platoon and the Free Worlds League fielding Platoons with 5 Squads.

Unit Component	Units	Total Strength
Squad	-	4 troops
Platoon	3 – 5 Squads	12 – 20 troops
Company	3 – 4 Platoons	36 – 80 troops
Battalion	3 - 4 Companies	108 – 320 troops

SLDF

The Star League Defence Force is still in the process of forming the 1st Mobile Infantry Division. Utilising Battle Armor along side conventional Infantry supported by mechanised transport elements, MI Divisions and their component parts are often smaller than equivalent Inner Sphere formations. Their advantage is that their mobility, firepower and training make them a formidable force.

With the graduation of the first recruits from the Focht War College, the 1st MI can now boast Battle Armor formations up to Battalion size.

Although the standard IS suit is the mainstay of the SLDF, limited numbers of Federated Commonwealth and Draconis Combine designs are also fielded. The Kobold Light Battle Armor, produced as a joint venture between the SLDF, ComStar and the Free Rasalhague Republic has just started production and is expected to see wide deployment in the ranks of the 1st MI Division.

The Eridani Light Horse also has Battle Armor units scattered throughout their ranks, but never above Platoon size.

ComStar/Word of Blake

Both the Word of Blake and ComStar retain their non-standard organisation based on multiples of 6, where a Level 1 unit consists of 6 Battle Armor troops. To date neither of them deploy pure Battle Formations larger than this although some Level 2 units have been deployed with Battle Armor comprising half their number.

Prior to the capture of Terra by the Word of Blake, both forces suffered a conic lack of Battle Armor and trained troopers, forcing them spread their Battle Armor forces more thinly by deploying them in squads of 4. Recent training and reorganisation has helped to rectify this problem however.

Mercenary

With the exception of Wolf's Dragoons, few Mercenary units field large formations of Battle Armor because of the cost and the poor availability of suits (with the Inner Sphere military eagerly buying every suit they can lay their hands on). One notable exception is the Grey Death Legion, who field tested prototypes for the Federated Commonwealth then were able to produce their own versions in limited quantities.

Mercenary units follow standard Inner Sphere organisation, but to-date have never employed formations above Platoon size.

House Military

Following the Clan Invasion, the Great Houses worked feverishly to match the capabilities of the Clan Elementals. Although lacking the selectively bred troops the Clans can call upon, the Inner Sphere forces had the advantage of a very large population base to work from.

Finding troops with the physical attributes suited for Battle Armor operation was not a problem. The issue was the time required training them in the operation and maintenance of a technology that was developing before their eyes, and securing the suits required to form effective formations.

With the introduction of the new generation of Battle Armor the Inner Sphere is finally in a position to create Battle Armor units up to Battalion size.

Periphery

The Taurian Concordat and Magistracy of Canopus have started to acquire some older Battle Armor designs from the Inner Sphere (especially from the Capellan Confederation). They currently lack the industrial base to produce their own designs, however a number of field modifications have been seen.

With the low number of available suits, Periphery units are rarely larger than squad or platoon size, and this is unlikely to change in the foreseeable future.