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This is a preview of what you can expect from Built for War. It's still rough, with placeholder graphics and everything on page 139, missing things like bookmarks and a table of contents. There's probably a comma running around unsupervised somewhere. Seeing as this is only a preview, however, we're releasing into the wild so that you can get a look at the units while we get on with the many tasks that lie between us and the final product.

These units are now ready to step off of the page and onto the battlefields of the 32nd Century. We've put a lot of time and love into them and we hope you like them as much as we do. If you like what you see in here, help us out by telling other BattleTech fans about Built for War. We want everyone to be able to enjoy the content we've worked so hard to create.

See you at the drop site.

- the Built for War Team

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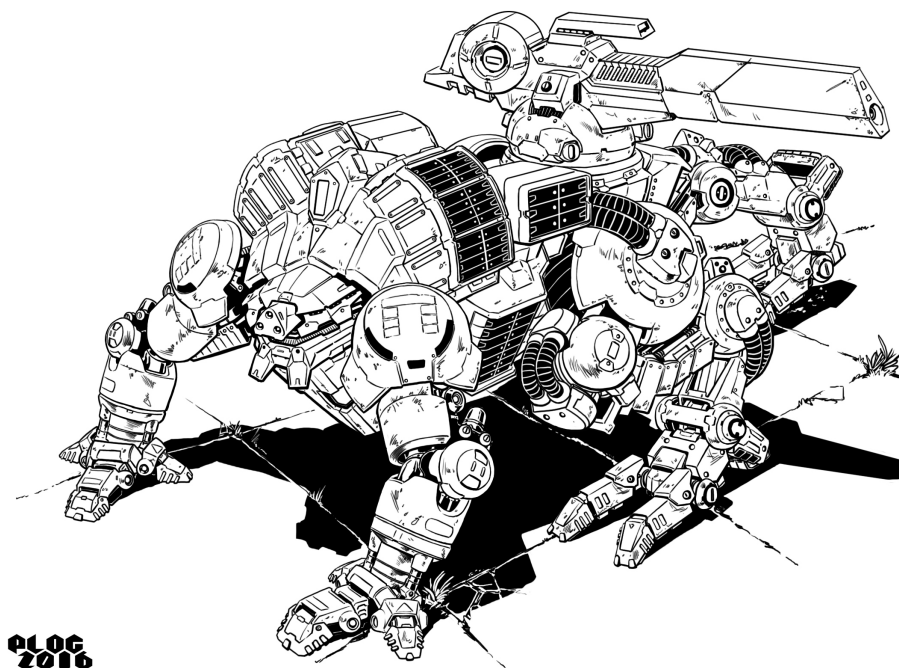
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Miscellaneous hat wearing by Josh DeBoe



Yes, we have included two teasers within the teaser. The cover art and this piece are for two units that aren't being released yet.

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Published by Joshua DeBoe, from Down Under.





## BATTLE ARMOR

# VELES INFANTRY SUPPORT ARMOR

A rare example of successful project creep, the Veles Infantry Support Suit began as a bare exoskeleton. Feedback from Marian infantry commanders resulted in numerous changes, to the point that the Veles became a complete suit of powered armor. Most battle armor is issued to soldiers fresh out of training; in contrast, Veles armor is generally assigned to veteran legionnaires. Maniples of these hardened soldiers form the core of front-line Marian infantry units. Most feared of all are those Veles troopers who wear a wolfskin, awarded to a contubernium which destroyed a 'Mech or combat vehicle on its own.

## CAPABILITIES

The Veles is a simple suit, designed for ease of production. A pair of one-shot SRM-2 packs enormously increases the anti-'Mech firepower of the individual infantryman for minimal cost. Jump packs provide some mobility after the contubernium has deployed from its transport. A squad-support TAG allows a Veles unit to call in accurate artillery support from the gun trailers and Testudo tanks often fielded in conjunction with Marian infantry.

## DEPLOYMENT

Veles-equipped units were originally assigned at one contubernium per maniple, but Marian doctrine has since evolved to fielding Veles maniples as separate units attached directly to the Legio. These maniples are often combined with transport VTOLs to form a fast reaction force. A limited number of Veles suits have also been seen in mercenary units serving in Marian space.

The custom of wearing wolf pelts came from the defense of Hazeldean against Ca-

macho's Caballeros. Defending III Legio units set a trap for the raiders, with a Veles maniple deployed across the anticipated line of retreat. Unfortunately for the Marians, the Caballeros' veteran scouts detected the trap and they re-oriented their axis of advance. As the Caballeros moved out, they met the blocking Veles infantry. The Marians fought heroically in an attempt to buy time for other III Legio forces to catch the Caballeros, but the unsupported armored infantry was no match for a 'Mech company. After expending all their missiles, the Veles troopers resorted to charging the mechs with satchel charges in a desperate attempt to slow the Caballeros. Their desperate close assault tactics resulted in extraordinarily high casualties, but they crippled the Caballero captain's Hercules. This slowed the Caballeros enough to allow other units of III Legio to bring them to battle. Afterwards, the MHAF spun the engagement as a Pyrrhic victory for the Veles maniple. The few survivors were awarded a newly created honor—the wolf skin, in reference to the ancient Roman custom—for taking down the Hercules. Since then the custom has spread like wildfire.

A second notable action occurred when the pirate band Magnusson's Marauders raided Maximilian in 3148. The pirates were intent on stealing terraforming equipment from the town of Melita, but found a maniple of the I Secunda Auxilia Legio dug in around their objective. The pirates discounted the infantry threat and launched a fast strike on the city, pressing through field gun and infantry fire to reach their objective. As the Marauders began looting the equipment, then-Centurion Smith led his Veles century in a VTOL assault drop into the city and quickly struck at the cordon. Their

first volley of SRMs disabled several of the Marauders' vehicles, and their second crippled a pirate Phoenix Hawk. Despite these losses, the pirates decided to finish loading the terraforming equipment—perhaps assuming that the Veles century was no longer a serious threat after running out of SRMs. This would prove to be their undoing, as a short time later a Testudo century reached a ridge overlooking the town. The Veles century waited until the pirates moved out, then called in pinpoint artillery fire on the rear guard with their squad-support TAG. After losing three 'Mechs, the pirates abandoned their loot and fled rather than suffer further artillery fire.

## NOTABLE UNITS

**Principes William Smith:** Smith was recently promoted to Principes for his actions on Maximilian. A strong advocate of the offensive use of the Veles, Smith is requesting that the Testudo tanks attached to his cohort be replaced with Arrow IV-equipped Yellow Jacket VTOLs to increase his cohort's operational mobility.

**Sylvester's Salamanders:** The Salamanders are a small mercenary company focusing on amphibious operations. Unlike other aquatic specialists, the Salamanders maintain large a unit of battle armored troopers. Most use heavily modified Veles suits with underwater maneuvering units replacing the jump jets. These "Selkies" often wear artificial seal pelts on their suits, in imitation of the Marian practice of wearing wolf pelts. Their preferred tactic is to conduct hit and run attacks from the safety of the water. This was used to great success during an extended deployment on Hindmarsh, where the Selkies accounted for fully half of all combat kills by the company.

## VELES PA(L)

Tech Base: Inner Sphere

Rules Level: Advanced

Weight Class: PA(L)

Chassis: Humanoid

Maximum Weight: 400 kg

Battle Value:

12 (Standard)

### Swarm/Leg Attack/Mechanized/AP:

Equipment	Slots	Mass
Chassis		80 kg
Motive System		
Ground MP:	1	0 kg
Jump MP:	2	50 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Standard	100 kg
Armor Value:	2 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
SRM2 (OS)	RA	2	75 kg
SRM2 (OS)	LA	2	75 kg
Support Weapon Mount	Body	0	0 kg
Light TAG	-	1	18 kg
Mission Equipment	Body	1	2 kg

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







## BATTLE ARMOR

# GEIST SECURITY SUIT

Ever since Clan Sea Fox arrived in the Inner Sphere in earnest, the various corporations of the Successor States have made attempts to breach their security and steal the technological secrets of the Clan. In the unlikely event that an infiltrator is initially successful, the Geist is deployed to track them down and recover any stolen data. That the Geist serves as a source of fear for industrial espionage teams four decades after its introduction stands as testament to the prowess of the Sea Fox Watch.

## CAPABILITIES

Entering the fray when the stealthier options available to the Watch are no longer optimal, the Geist does not use stealth armor. It relies instead on a powerful Angel ECM Suite to prevent detection. The Geist also serves as a modular scouting platform; its mobility and robust electronics suite make it a valuable, if sparingly used, asset to the Aimags.

## DEPLOYMENT

For years, the Sea Foxes denied the Geist's existence. Often the only images left in the wake of a Geist were from grainy gun camera footage that provided no clear silhouette of the suit.

The Gloomwalkers mercenary group finally managed to bring evidence of the Geist to light, albeit unintentionally. In 3132, the Gloomwalkers took a contract to steal data from a Sea Fox research laboratory working in conjunction with Kali-Yama on Kendall. The

mercenaries attempted to enter the facility by stealth; when that failed, they blasted their way in, killing most of the guards and workers. The base's Geist, Point Commander Chase, was already suiting up as the Gloomwalkers started their attack; while the mercenaries were fighting their way out of the facility, Chase destroyed their transport, and then cut down the Gloomwalker hacker with a burst of laser fire. While Chase was preoccupied with securing the stolen data, the rest of the Gloomwalkers made their escape. They passed footage of the encounter to their employer, which eventually resulted in public confirmation of the Geist's existence.

In addition to facility security, the Geist performs well in combat, as a group of "rogue" Capellan Confederation space marines found to their misfortune. When a Skate Khanate cargo DropShip docked at a Capellan space station, the marine platoon attacked. They easily scattered the ship's laborer caste crew and boarded the DropShip. As the Capellans moved through the cargo bay, assessing their haul, the DropShip's point of Geists attacked. Using ECM jamming, ghost targets, and the maze of containers, the Headhunter-configured Geists picked the Capellans off one at a time, leaving no survivors. The Capellan Confederation denied responsibility for the marine platoon's actions; the Skate Khanate responded by adding a 5% security charge for every piece of equipment sold to the Confederation.

## NOTABLE UNITS

**Point Commander Chase:** Chase inadvertently became a Chatterweb sensation as "the heroic Battle Armor soldier from Kendall". His superior decided that as the one responsible for revealing the existence of the Geist, Chase should become the public face of the suit – a role that largely consists of fighting Trials for Geist production rights. Since 3132 Chase has been involved in a half dozen such trials; so far he hasn't lost a one, though he chafes at this interference with his Watch duties.

**The Shroud:** Despite the Blackout, rumors and paranoia seem to spread faster than ever. One of the most persistent tales is of "the Shroud", purported to be a group of operators who wear Geist armor and work toward mysterious ends. Some claim they're a band of neo-Blakist assassins fighting a shadow war against Republic sympathizers; others say they're a secretive coalition of revolutionaries dedicated to overthrowing the Great Houses. In some circles, it is believed that the Geist is rarely identified because it is operated by genetically engineered psychics that wipe the memories of those that see them. Perhaps the most ludicrous theory is that the Shroud is actually a race of insectoid aliens that prey on humans, and the Geist is not armor at all but rather their exoskeleton. Though Clan Sea Fox denies anyone else has obtained a Geist suit, the group and the Geist are firmly linked in the imagination of the Inner Sphere.

**GEIST SECURITY SUIT**

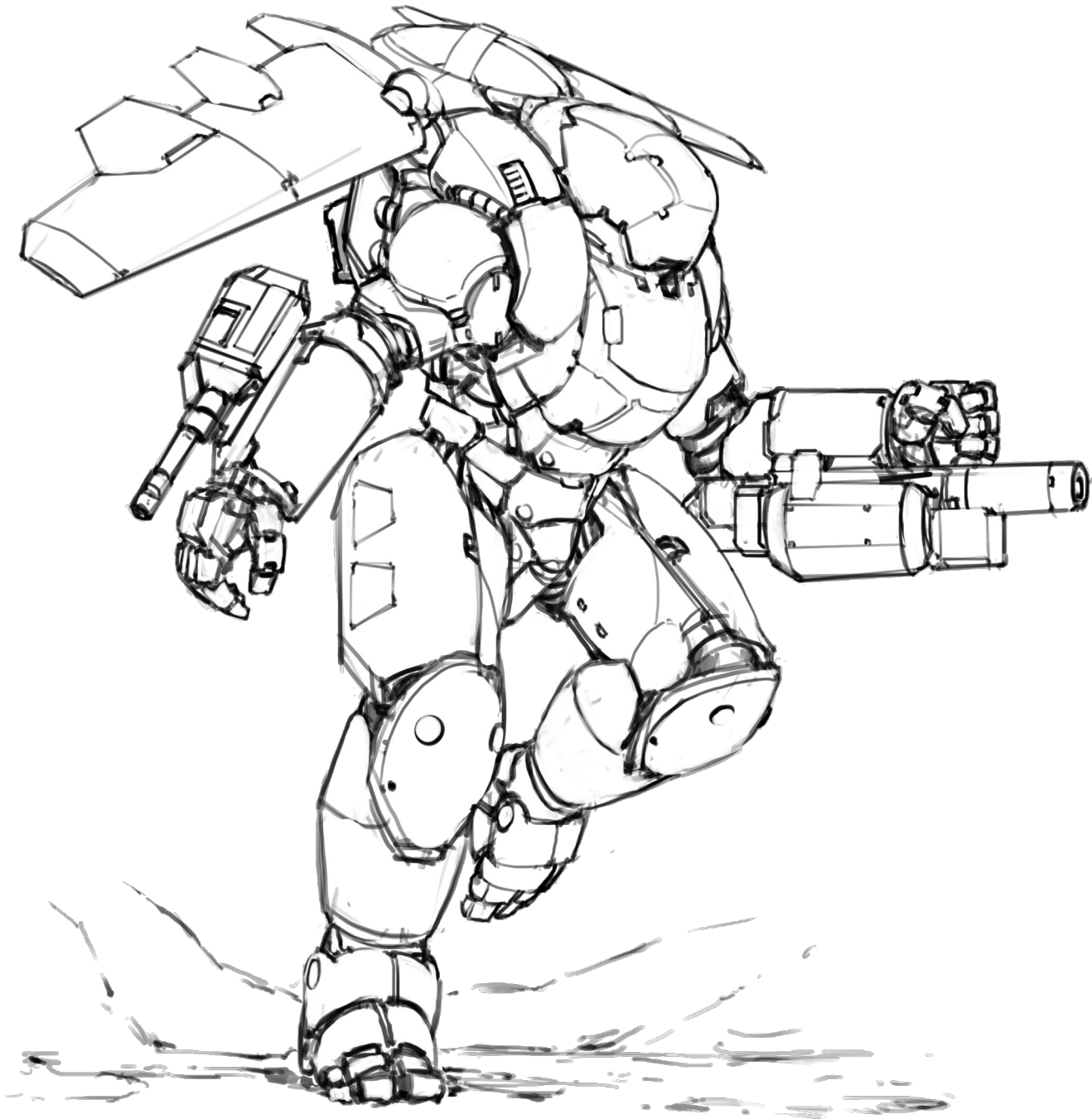
Tech Base: Clan [Experimental]  
Chassis Type: Humanoid  
Weight Class: Light  
Battle Value:

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

Equipment		Mass
Chassis:		150
Motive System:		
Ground MP:	2	
Jump MP:	3	75 kg
Manipulators:		
Right Arm:	Basic Manipulator	-
Left Arm:	Basic Manipulator	-
Armor:		
Armor Value:	6 + 1 (Trooper)	150 kg

Weapons and Equipment		Location	Slots (Capacity)	Weight
Angel ECM Suite		BD	3	150 kg
ER Micro Laser		RA	1	150 kg
Parafoil		BD	1	35 kg
Anti-Personnel Mount		RA	1	5 kg
Anti-Personnel Mount		LA	1	5 kg

**Notes:** Features the following Design Quirks:







## COMBAT VEHICLES

# DRAGONFLY

**Manufacturer:** Andurien Aerotech

**Primary Factory:** Andurien

**Entered Service:** 3133

**In Production:** Yes

**Mass:** 30 tons

**Motive Type:** VTOL

**Power Plant:** Pitban 160 XL

**Variants:** None

**Cruising Speed:** 108 kph

**Maximum Speed:** 162 kph

**Communications System:** Telestar J-9

**Targeting & Tracking System:** Wasat Skimmer

**Armor:** Andurien Composition 5 Heavy Ferro-Aluminum

**Armament:**

14 tons of pod space available

Andurien Aerotech saw an opportunity to diversify by moving into the VTOL market, and developed the Dragonfly as a flagship product to establish their new brand. Its status as the first Omni-capable VTOL, widely promoted by a high-profile advertising campaign aimed at the export market, have resulted in a rapidly-growing market share.

## CAPABILITIES

Marketed as “the best that money can buy”, the Dragonfly is certainly a fast and nimble craft. But what makes it truly shine is its unprecedented flexibility. Andurien Aerotech sells it with five packages that cover most combat roles, and the ease of swapping loadouts has won rave reviews. While developing and implementing new loadouts is possible, the added complications of calculating proper weight distribution for VTOLs means few techs trust non-standard configurations as yet. Andurien Aerotech is currently developing a program to meet technicians meet this challenge.

## DEPLOYMENT

Thanks to loose export restrictions, the Dragonfly is found throughout the Inner Sphere. In theory sale to the Free Worlds League is prohibited, but even there a number have appeared. A small scandal ensued when a dogfight occurred between two opposing Dragonfly squadrons—the 5th Andurien Cavalry versus Vandelay’s Valkyries—during the 5th’s raid on Antipolo.

Widely deployed amongst the Andurien Cavalry brigade, the Dragonfly first saw combat with the 5th on Watermael. A scouting Dragonfly flight, equipped with the Prime configuration, located a large pirate force and attacked, maintaining contact and effectively harassing the pirate ‘Mechs until the pirates reached their target. When the pirates stopped to loot, the Dragonflies flew back to base and switched to Configuration A loadouts. So armed, they chased down and disabled over half the vehicles from the pirates’ loot convoy. One Dragonfly went down to fire from the pirate ‘Mechs; the rest of the flight adopted evasive flying and used their TAG to call in guided missile fire on the pirates, who surrendered in short order.

Captain Edmund Zhang was XO of a VTOL squadron supporting Capellan ground forces on during the heavy fighting of the Federated Suns liberation of New Syrtis. A battalion in the squadron’s area of operations, from the 4th McCarron’s Armored Cavalry, was in a desperate situation, surrounded and under heavy assault by Davion forces. Zhang’s squadron, configured for close air support, made repeated attacks on the Davions, taking heavy casualties.

When Zhang’s Dragonfly was the only VTOL fit to fly, he hurriedly cobbled together a CASE-VAC configuration, and then sped back to the besieged battalion. Zhang flew his now-unarmed Dragonfly on nine separate rescue missions, taking heavy fire and sometimes landing

within 200 meters of the defensive perimeter, to load wounded soldiers for evacuation. By the time Zhang brought his smoking VTOL to crash land for the last time, he had saved over fifty soldiers.

## NOTABLE UNITS

**Buzzkill:** Vanessa Dodson was a corporal in the 5th Andurien Cavalry when her Dragonfly went down during the attack on Antipolo in 3138. Vandelay’s Valkyries recovered the craft, rebuilt it, and put it to use; eight years later, Dodson herself shot it down again, while she was leading the 36th Andurien Tank Regiment’s VTOL Wing. The 5th salvaged it and rebuilt it a second time, and Dodson returned to its cockpit. She and her copilot Marta Bryan have gone on to success with the Dragonfly, which she has christened “Buzzkill”.

**Lt. Andre Reid-Daly:** Frederick’s Mounted Scouts is a small mercenary unit that consists entirely of OmniMechs and battle armor. Convinced of the potential of the Dragonfly, they bought two. Pilot Officer Reid-Daly came up with the idea of having battle armor troopers ride on the outside of his Dragonfly. Initial experiments were unsuccessful, but Reid-Daly continues to pursue the idea. He has reportedly been working on a configuration involving a VTOL jet booster to allow the Dragonfly to get into the air with the battle armor clinging to the outside, although he has yet to find any battle armor troopers willing to go along with it.

## DRAGONFLY

Tech Base: Inner Sphere  
Motive Type: VTOL  
Tonnage: 30  
Battle Value: 266

### Equipment

Internal Structure:  
Engine: 160 XL  
Cruise MP: 10  
Flank MP: 15  
Heat Sinks: 10  
Control Equipment:  
Lift Equipment:  
Armor: Heavy Ferro

*Armor Value*  
Front 25  
Left/Right 19/19  
Rear 14  
Rotor 2

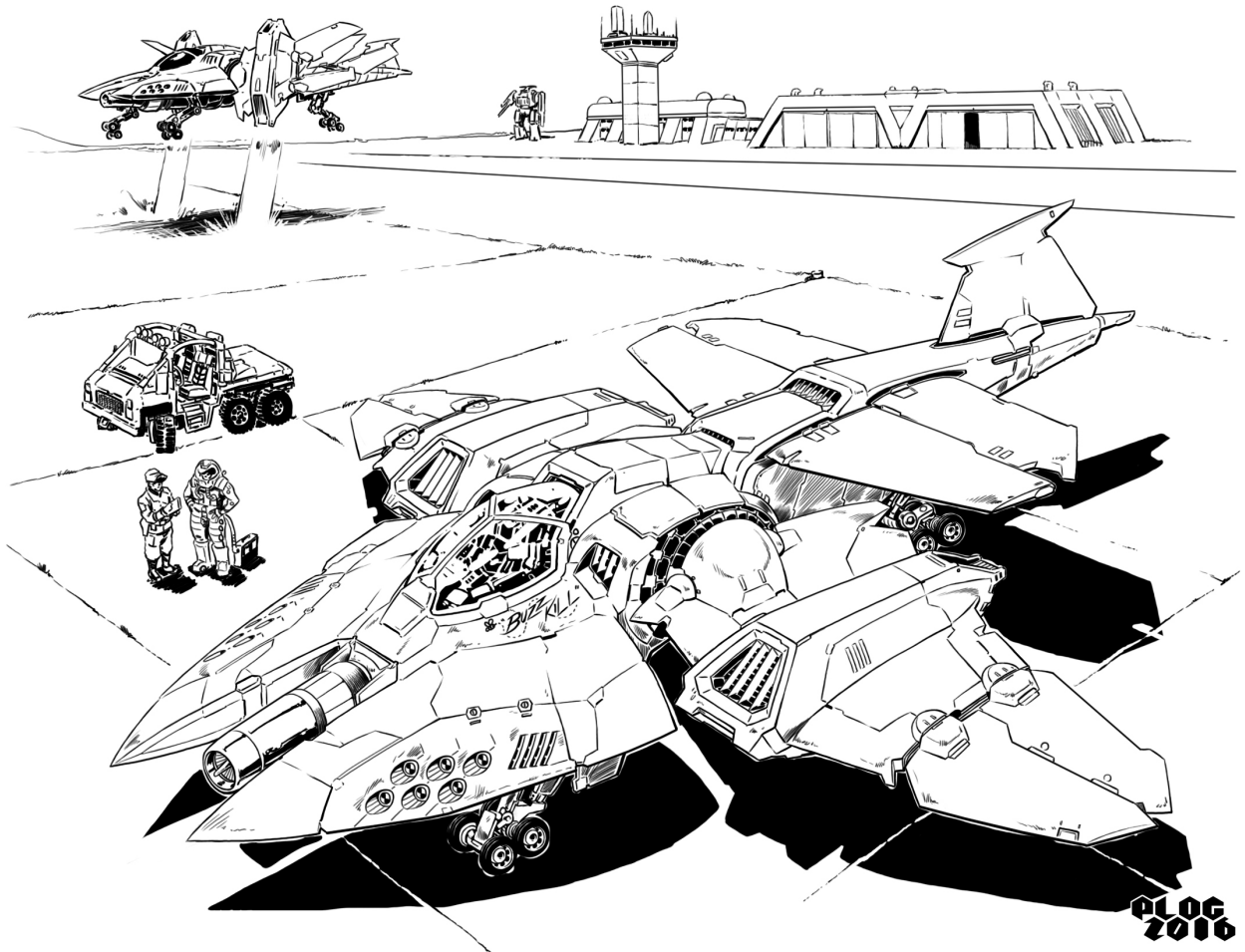
Weapons and Equipment	Location	Weight	Weapons and Equipment	Location	Weight
<i>Alternate Configuration C</i>			<i>Alternate Configuration E</i>		
Plasma Rifle	FR	6	Medium VSPL	FR	4
Ammo (Plasma Rifle) 20	BD	2	2 MML-5	FR	6
2 Rocket Launcher 15	FR	2	Ammo (MML-5)	BD	2
Infantry Compartment	BD	4	C3 Slave	BD	1
			Targeting Computer	BD	1
Weapons and Equipment	Location	Weight			
<i>Alternate Configuration D</i>					
2 Light PPCs	FR	6			
Guardian ECM Suite	BD	1.5			
C3 Master	BD	5			
Beagle Active Probe	BD	1.5			

**Notes:** Features the following Design Quirks: Dual Rotors, Non-Standard Parts

Weapons and Equipment	Location	Weight
<i>Primary Configuration</i>		
Snub-Nose PPC	FR	6
2 SRM-6	FR	6
Ammo (SRM-6) 30	BD	2

Weapons and Equipment	Location	Weight
<i>Alternate Configuration A</i>		
LB 10-X AC	FR	11
Ammo (LB-X) 20	BD	2
TAG	FR	1

Weapons and Equipment	Location	Weight
<i>Alternate Configuration B</i>		
Thunderbolt-15	LT	11
Ammo (T-bolt 15) 12	BD	3







## COMBAT VEHICLES

# HULAGU CAVALRY TANK

**Manufacturer:** Swedenborg Heavy Industries  
**Primary Factory:** Kirchbach  
**Entered Service:**  
**In Production:** Yes  
**Mass:** 70 tons  
**Movement Type:** Tracked  
**Power Plant:** HH-86 Ultralight 350 XXL Engine  
**Variants:** Hulagu 2

**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Communications System:** CH15 Series Integrated  
**Targeting & Tracking System:** Khanate 22/Delta TTS w/ Targeting Computer  
**Armor:** Compound Gamma FL Ferro-Lamellor

**Armament:**  
1 Ripper Series A1 ER PPC  
2 Type XV "Crossbow" LRM-15 w/ Artemis V FCS  
2 Tau-II AP Gauss Rifles  
1 Type 31 Saracen AMS

The Hulagu stems from the Eurus, an experimental Ice Hellion tank designed to operate with their heavier mechs. Clan Hell's Horses captured the Eurus prototypes in 3071, but the design languished for decades until the Horses scrambled to produce new vehicles after losing New Oslo. The revised version was renamed the Hulagu, and it would become a fixture in the Horses' front-line Galaxies.

## CAPABILITIES

The epitome of blitzkrieg, the Hulagu uses a massive HH-86 Ultralight engine reach a flank speed of over 80 kilometers an hour while carrying almost forty-five tons of armor and weaponry. Clan engineers replaced the original Gauss Rifle with an ER PPC and a targeting computer. In conjunction with the Artemis V-guided LRMs, the Hulagu is highly accurate even at top speed—a decisive edge for Horse tankers.

## DEPLOYMENT

The Hulagu has been involved in almost every major engagement the Horses have fought in since its introduction. Its most well-known performance was in Tamar City, during the street-to-street fighting between the Hell's Horses and Ghost Bears. Star Commander Reeves, leading a Hulagu Star, received word of a Ghost Bear force moving to assault the Horses' command post. He ordered a full-speed dash to intercept the attackers, racing across airport runways and along a rail line in order to

intercept the attackers. Ignoring cover in favor of higher speed was risky, and one Hulagu was crippled by enemy fire, but Reeves' gamble paid off. His four surviving tanks never dropped below 80 km/h. They caught the slower-moving column of Ghost Bear heavy armor and hit them with devastating enfilade fire. When the Bear survivors retreated, Reeves pursued them and defeated them in detail, exploiting the Hulagu's mobility and accuracy to the fullest.

The Hulagu proved its worth again during the 666th Mechanized Assault's operations with the Golden Ordun on Hesperus II. Star Colonel Marguerite Grimheald was tasked with advancing through strong Lyrans conventional forces dug in throughout the Melrose Valley complex. She committed an entire Hulagu trinary under Star Captain Kristoff Cobb to a dawn attack to secure a ridge running across the Horses' line of advance. Cobb led his tanks in a rapid assault, counting on their high speed and low profile to get them to the objective in sufficient strength. As the Hulagu trinary roared across the valley, they took heavy casualties, and only a Star reached the crest of the ridge. Once there, however, they were able to go into defilade, and their fire helped open a hole in the Lyrans line. The ammo independence of the PPC was a crucial factor, allowing the Hulagu star to maintain steady fire for the six hours it took to achieve a Horses breakthrough. Unfortunately, Star Captain Kristoff was killed when his Hulagu was struck by artillery.

## VARIANTS

The Hulagu 2 more closely resembles its predecessor the Eurus, with a weapon array geared towards short-range combat.

## NOTABLE UNITS

**Star Commander Reeves:** Brave to the point of recklessness, Reeves maneuvers his Hulagu at full speed without a thought to the terrain. Despite sustaining severe damage during exposed movement several times, his tank has yet to let him down; as a result, Reeves has scored several notable victories and is seen as a ristar among the Horse armor corps.

**Leutenant Balthasar Koenig:** The LCAF recovered many a Hulagu after Clan forces retreated from Hesperus II. Koenig was one of the first to receive one. Due to the difficulty other Lyrans tanks have keeping up with his Hulagu, Koenig established a habit of working with 'Mech cavalry lances. Instead of adopting the "full speed all the time" philosophy, Koenig prefers to sprint from cover to cover and then lay in wait.

## HULAGU

Tech Base: Clan

Movement Type: Tracked

Tonnage: 70

Battle Value: 2,326

### Equipment

Internal Structure: 7

Engine: 350 15

Type: XXL

Cruise MP: 5

Flank MP: 8

Heat Sinks: 15 5

Control Equipment: 3.5

Turret: 20

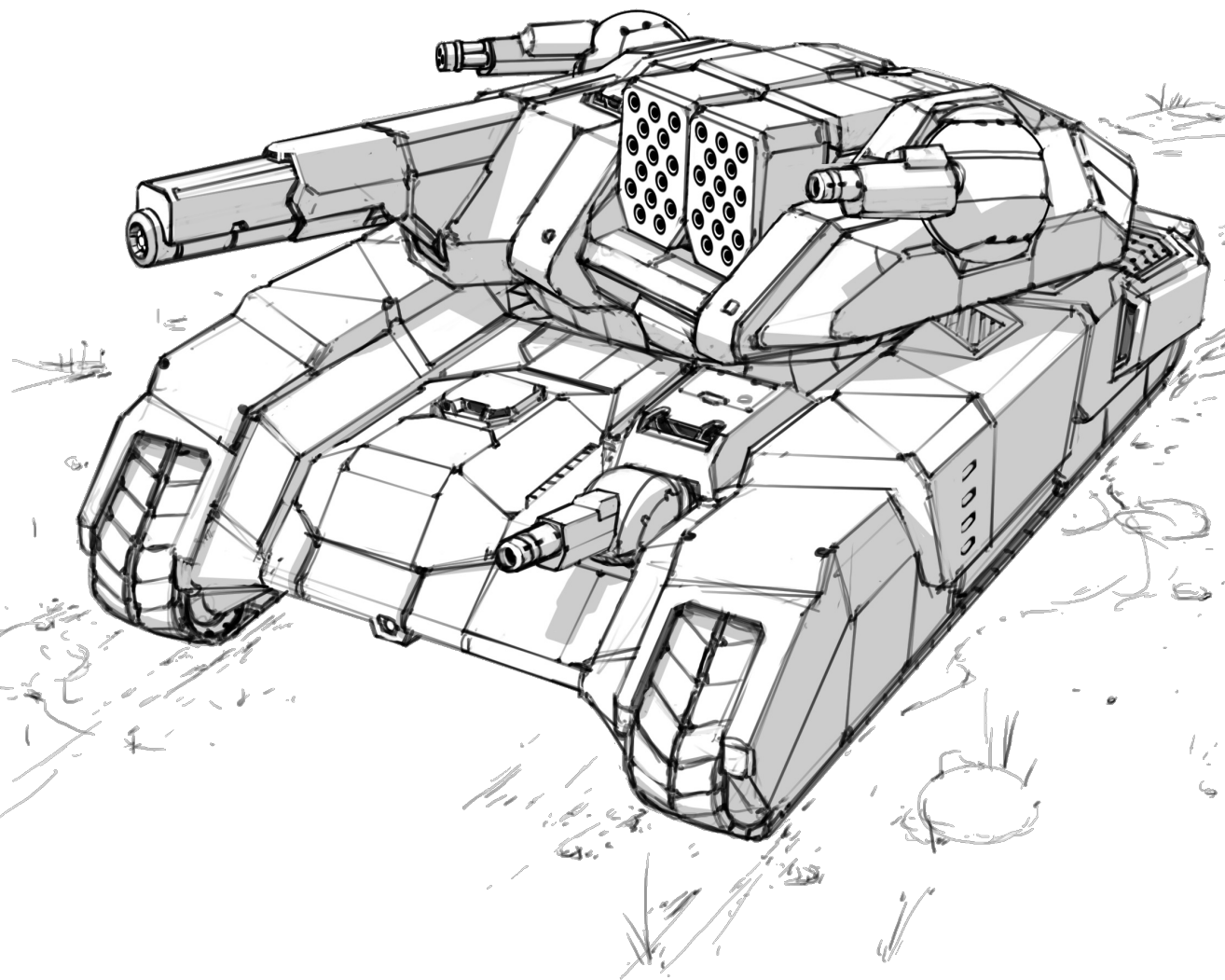
Armor: Ferro-Fibrous 12

	Internal Structure	Armor Value
Front		65
Left		45
Right		45
Turret		45
Rear		30

### Weapons and Equipment

Location	Tonnage
TU	6
TU	7
TU	3
BD	4
TU	.5
BD	1
TU	.5
FR	.5
BD	1
BD	2
BD	0

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







## LIGHT 'MECHS

# KN2-O KNIGHT

**Manufacturer:** Shende Weapon Cooperative

**Primary Factory:** Solaris VII

**Entered Service:** 3128

**In Production:** Yes

**Mass:** 35 tons

**Chassis:** Shooraveer VI Endo-Steel

**Power Plant:** Magna 245 Fusion XL

**Variants:** None

**Cruising Speed:** 67.8 kph

**Maximum Speed:** 97.2 kph

**Jump Jets:** None

**Jump Capacity:** None

**Communications System:** Neil 6000

**Targeting & Tracking System:** Garret A6

**Armor:** Chainmail 47 Ferro-Fibrous

**Armament:**

1 Medium Shield

11 tons of pod space

The Shende Weapon Cooperative began as a group of Regularan expatriates hand-assembling 'Mechs on Solaris VII. By 3118 the group was successful enough to build a factory to produce their signature design, the Knight; a decade later, they undertook an extensive upgrade that resulted in an Omni version, the KN2-O. After the conquest of Solaris, the victorious Wolves maintained the production line and began distributing it to their garrison Clusters.

## CAPABILITIES

When Shende upgraded the Knight line, they took the opportunity to upgrade their design as well. Licensing the rights for limited runs of Clan ferro-fibrous armor, they used the weight savings to eliminate the original's expensive and fragile XL gyro. As the shield was considered an integral part of the design, Shende opted to hardmount it. This provides the Knight with effective protection in all configurations.

## DEPLOYMENT

The *Knight* was popular in Solaris' light and unlimited circuits, regarded as a dangerous close-quarters combatant capable of defeating opponents more than twice its size in the right hands. Its most dramatic win was during an unlimited free-for-all, where Mitchell Roebuck made use of the tunnels of Ishiyama to isolate several of the lighter combatants and pick them to pieces, while avoiding the heavier op-

ponents until they had worn each other down. When Sergei Yashuda's *Berserker* was the last enemy 'Mech standing, Roebuck launched a dramatic charge, hacking at the *Berserker* with his vibroblade while using his shield arm to absorb a blow that would have cleaved his *Knight's* torso in half. His final strike crippled the *Berserker's* engine and earned Roebuck the top prize of 25 million C-bills.

Given its arena reputation and the relatively intact state in which the Shende factory was captured, the Wolves decided to continue *Knight* production for their garrison forces. The most notable battlefield exploits, however, were by the mercenary Campbell Greene. Greene, a native of Loyalty, was studying at the Allison MechWarrior Institute when the Wolves attacked. After New Olympia fell, Greene joined the 21st Wolf Garrison Cluster and was assigned a *Knight*. Greene won several trials through expert use of his Knight, culminating in his promotion to Star Captain. He had bigger things in mind than serving the Wolves, however, and in 3146 Greene deserted with several companions, stole a DropShip, and fled for League space. Since then, the extremely ambitious "Colonel" Greene has slowly grown his fledgling mercenary unit, "Greene's Knights". He seems to be making an effort to live up to the name—the unit consists of three *Knights*, an *Excalibur*, and a *Black Knight*. The unit has made a speciality out of raiding the Wolf Empire, and the Knights are feared amongst the light 'Mech pilots they routinely challenge. His

old commander in the 21st, Star Colonel Penny, seems to welcome the chance to fight her former subordinate.

## VARIANTS

The original KN-X *Knight* was a hand-built design that sufficed to develop the reputation of the Shende Weapon Cooperative. The Wolf Empire converted all of the KN-X workshops to maintenance facilities.

## NOTABLE UNITS

**Mitchell Roebuck:** One of the biggest promoters of the *Knight*, Roebuck carried the title of "Lightweight Champion of Solaris" for three years running in his *Knight* Terror from the Deep. While Roebuck only participated in the Unlimited circuit for a single year, it cemented his status as one of the flashiest pilots to grace Solaris VII. Sadly, Roebuck's career was derailed when his private box was struck by a stray round from a BattleMech during an exhibition match, severing both of Roebuck's legs. Roebuck's disappearance from the competitive circuit took with it a chunk of the popularity of the *Knight* on Solaris.

**Sans Peur:** Originally owned by Jean-Philippe Bertrand during his career on Solaris, *Sans Peur* was named after the 'Mech piloted by his father and Knight of the Inner Sphere, Pierre Bertrand. After Jean-Philippe retired he bequeathed it to his nephew Godfrey, who has continued the family's chivalrous streak by joining the 3rd Marik Protectors.

KNIGHT

Tech Base: Mixed [Inner Sphere]  
Tonnage: 35  
Battle Value: 681

Equipment		Mass
Internal Structure:	Endo-Steel	2
Engine:	245 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	-	-
Heat Sinks:	10 (20)	-
Gyro:		3
Cockpit:		3
Armor:	Ferro-Fibrous [C]	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)	-	5
R/L Torso	8	12
R/L Torso (rear)	-	4
R/L Arm	6	12
R/L Leg	8	14

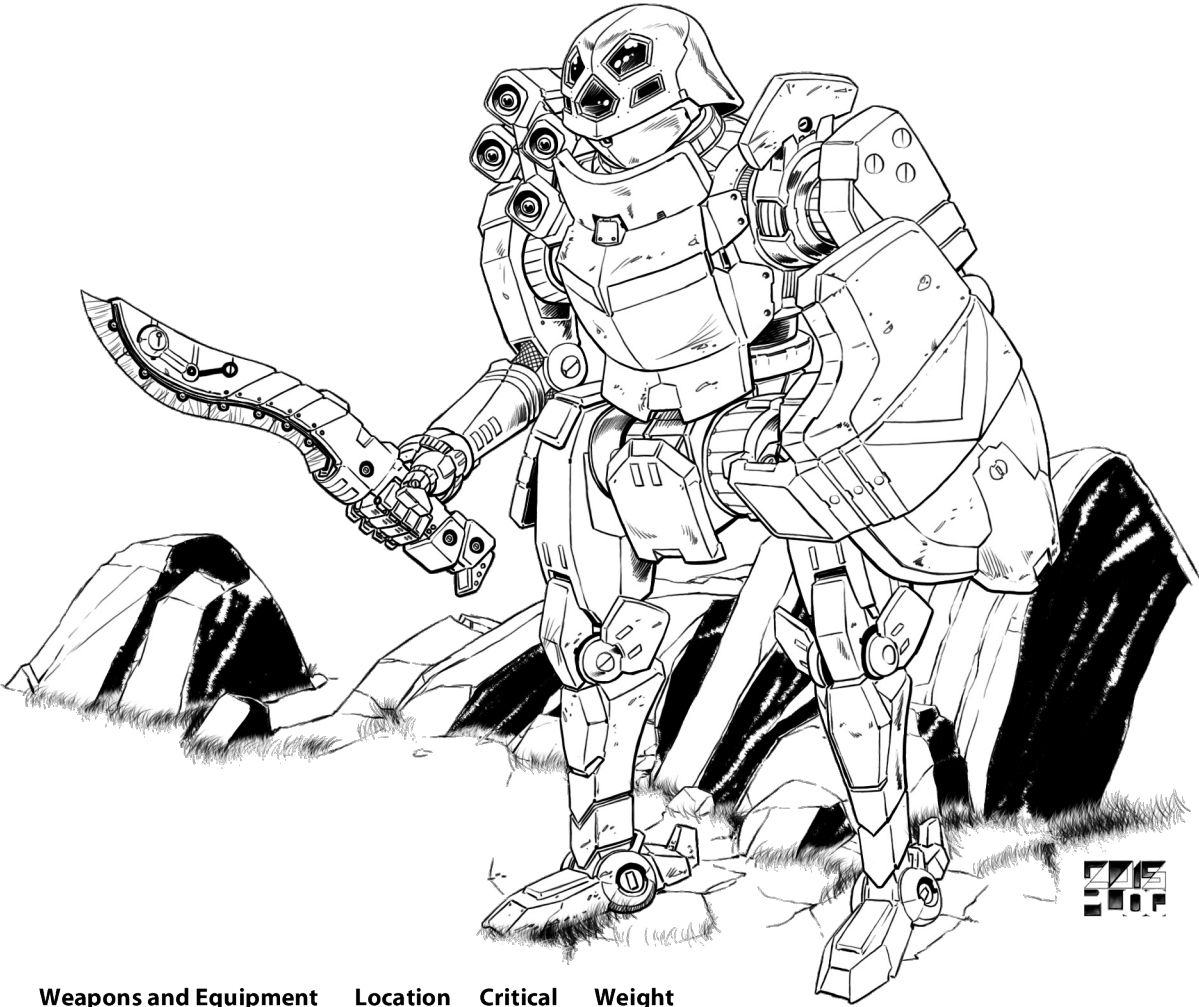
Fixed Equipment and Space

Location	Fixed	Remaining
Head		0
Center Torso		0
Right Torso	XL Engine	4
Left Torso	XL Engine	4
Right Arm	Medium Shield	0
Left Arm	1 Double Heat Sink	6
Right Leg		0
Left Leg		0

Notes: Features the following Design Quirks: Cowl, Extended Torso Twist, Non-Standard Parts, Weak Legs.

Weapons and Equipment	Location	Critical	Weight
Primary Configuration			
Large Vibroblade	RA	4	7
4 ER Medium Lasers [C]	RT	4	4

Weapons and Equipment	Location	Critical	Weight
Alternate Configuration A			
ER PPC [C]	RA	2	6
Streak LRM-5	RT	1	2
Ammo (SLRM-5) 24	LT	1	1
Targeting Computer [C]	RT	1	2



Weapons and Equipment	Location	Critical	Weight
Alternate Configuration B			
Large Pulse Laser [C]	RA	2	6
2 Imp. Heavy Small Lasers	RA	2	1
Flamer [C]	RT	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	4	2





## MEDIUM 'MECHS

# JZU-99 JUZUMARU

**Manufacturer:** Cosby BattleMech and Myomer Research Firm

**Primary Factory:** Kajikazawa

**Entered Service:** 3139

**In Production:** Yes

**Mass:** 50 tons

**Chassis:** Foundation CMRFa10 Endo-Steel

**Power Plant:** Nissan 300 XL

**Variants:** JZU-100, JZU-101, JZU-0X

**Cruising Speed:** 64 kph

**Maximum Speed:** 97 kph

**Jump Jets:** None

**Jump Capacity:** None

**Communications System:** Sipher CommCon SCU-4

**Targeting & Tracking System:** Matabushi Stalker

**Armor:** Durallex Light w/CASE II

### Armament:

1 Shigunga MRM 30 Launcher

1 Lord's Light 4 Light Particle Projection Cannon with Capacitor

1 Shiguna 7-Tube Multi-Missile Launcher

The *Juzumaru* was developed in competition with the *Exhumer*; as a consequence, it fell victim to Warlord Sakamoto's political manoeuvring and was shelved for almost a decade. When Sakamoto's favored design failed, the *Juzumaru* got another chance to shine.

### CAPABILITIES

Using extensive weight-saving technology to pack as much firepower as possible into its frame without sacrificing speed, the *Juzumaru* is a predator through and through. Pilots often adopt a hit-and-run approach, waiting for good shots with the Shigunga MRM 30; others prefer to work with *Hitotsume Kozo* or *Shiro* lance-mates, leveraging those 'Mechs' durability to distract the enemy from the *Juzumaru* closing in. It has also been well received by technicians, who were surprised by the low maintenance requirements of its advanced systems. Painstakingly perfected during the years of disfavor, the *Juzumaru* suffers from few of the technical issues that plagued its more hastily-conceived competitors.

### DEPLOYMENT

The first *Juzumaru* lance off the production lines was assigned to help the Sixth Benjamin Regulars rebuild after their losses on Mallory's World. The Rangers recognized it as a perfect fit for their small unit tactics, and worked hard to integrate the new machine. They got a chance to prove their mastery during a probing raid on Elbar, when they encountered elements of the

1st Ceti Hussars on the outskirts of the capital. Tai-sa Clint Russel ordered his light and medium lances to sweep around the enemy and prevent any reinforcements from reaching the beleaguered defenders. The Hussars responded quickly, however, and the blocking force found itself in a chaotic short-range firefight with heavy cavalry 'Mechs. The four *Juzumaru* quickly proved their worth, doing severe damage with their heavy missile salvos and then racing on while their lighter comrades finished the wounded. Though pressed back by the weight of the Hussars reaction force, they bought enough time for their comrades to destroy the surrounded Davion company.

Tai-sho Theodore Ichiriu of the First Sword of Light is the most prominent advocate of the *Juzumaru* thus far. After assigning one to Shujin Jeremy Akiyama for evaluation, he saw its potential when Dominion forces targeted the First Sword in reprisal for the Second Arkab Legion's continued raiding. Tai-sho Ichiriu led his command lance to plug a gap in his hard-pressed defensive perimeter, only to be ambushed by a headhunting force. As the Bears focused on downing Ichiriu's *Shiro*, Akiyama flanked the attackers and tore into them. He staggered a *Vulture III* with a hail of missiles and finished it with carefully-aimed PPC shot to the cockpit. He then closed in on the Star Commander's *Karhu* just as it blew a leg off the Tai-Sho's *Shiro*. Before the *Karhu* could deal the killing blow, Akiyama smashed his LPPC—useless at such

short ranges—over its head. Dropping the broken weapon, he grappled with the enemy 'Mech and held it fast while pumping salvo after salvo into the *Karhu*'s torso. Though both machines were badly damaged, the *Juzumaru* was able to limp away while the Star Commander was captured.

### VARIANTS

The JZU-100 eliminates ammunition dependence by dropping the MRM in favor of additional PPCs. The JZU-101 is equipped with Clan tech to act as a powerful interdictor or strike unit in BC3 lances. There are rumors that a jump jet-equipped version is in the works.

### NOTABLE UNITS

**Tai-i Jason Kodama:** A fresh-faced cadet in a brand new *Juzumaru* at the time of the Nova Cat Rebellion, Kodama went through his baptism by fire with the 1st Amphigean Light Assault Group. During the fighting on Kagoshima his CO was killed and Kodama took his place, recklessly leading his lance into the teeth of the rebellious Nova Cats. Officially promoted to Chu-i just before landing on Chichibu, Kodama's savage assault on the rebellious Dieron Regulars won him the Bushido Blade. After being promoted to Tai-i while stationed on New Samarkand in 3146, Kodama disappeared. The ISF believes that he may have been suborned by a *Kokuryu-Kai* agent, and have rated him extremely dangerous given his skills as a pilot and the thoroughness of his vanishing.

JUZUMARU

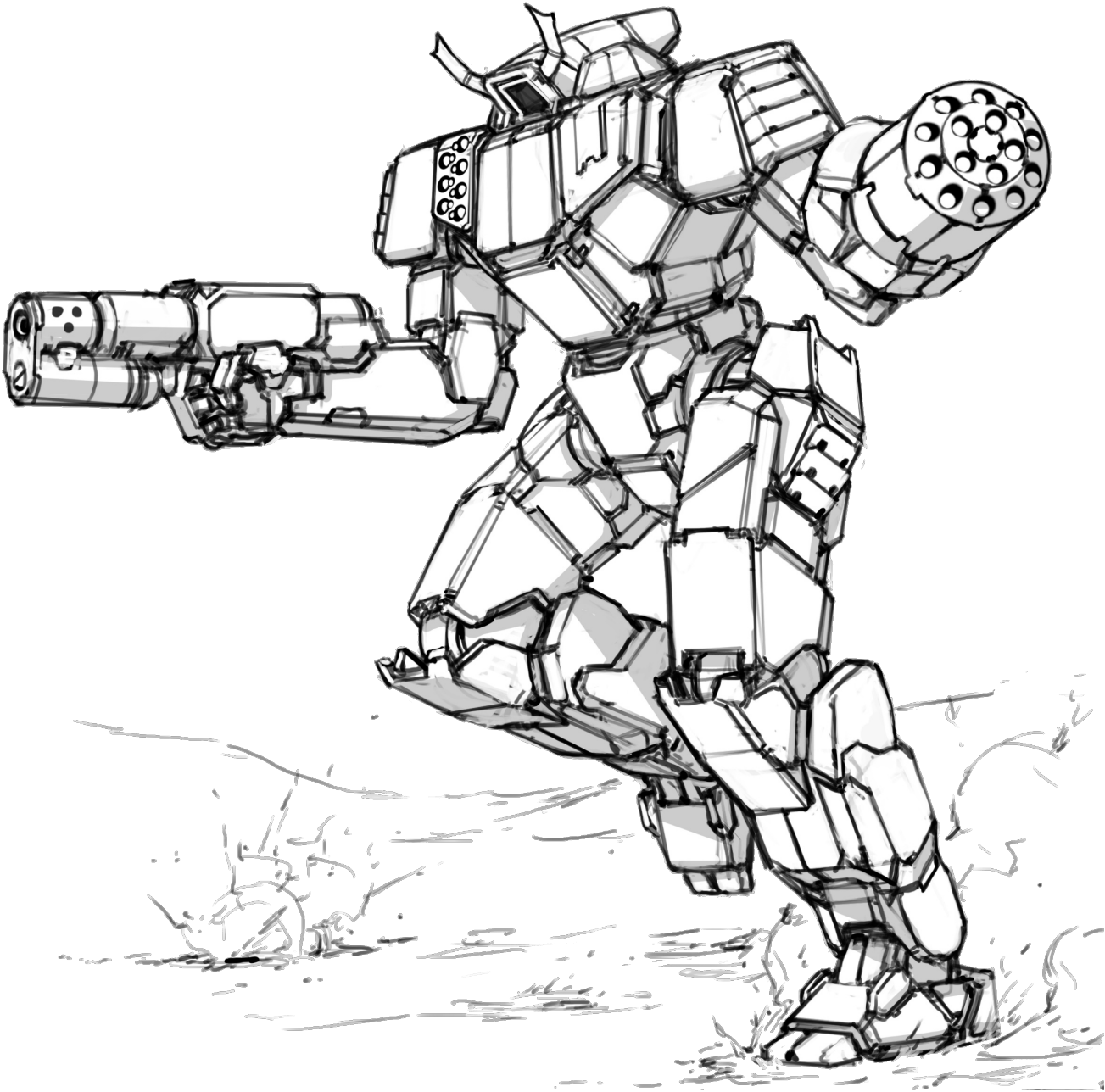
Tech Base: Inner Sphere  
Tonnage: 50  
Battle Value: 1,424

Equipment		Mass
Internal Structure:	Endo-Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	-	-
Heat Sinks:	10 (20)	-
Gyro:	XL	1.5
Cockpit:		3
Armor:	Light Ferro	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	21
Center Torso (rear)	-	6
R/L Torso	12	18
R/L Torso (rear)	-	5
R/L Arm	8	15
R/L Leg	12	16

Weapons and Equipment	Location	Critical	Weight
Light PPC	RA	2	3
PPC Capacitor	RA	1	1
MRM-30	LA	5	10
Ammo (MRM-30) 16	LT	2	2
A.E.S.	LA	2	1.5
MML-7			
Ammo (MML-7)	LT	2	2
CASE II	LT	1	1

**Notes:** Features the following Design Quirks: Low Profile, Jettison-Capable Weapon: LPPC







## HEAVY 'MECHS

# BRS-B11 BRASS BULL

**Manufacturer:** Vandenburg Mechanized Industries

**Primary Factory:** New Vandenburg

**Entered Service:**

**In Production:** Yes

**Mass:** 70 tons

**Chassis:** Earthwerks Archer

**Power Plant:** Vox 280

**Variants:** BRS-B8

**Cruising Speed:** 43 kph, 54 kph with TSM

**Maximum Speed:** 64 kph, 86 kph with TSM

**Jump Jets:** None

**Jump Capacity:** None

**Communications System:** Neil 9000-B

**Targeting & Tracking System:** RCA Instatrac Mark XII

**Armor:** Valiant Ringmail Light Ferro-Fibrous

### Armament:

2 Sunglow Type 3 Binary Laser Cannons

2 Diverse Optics ER Medium Lasers

1 Flameshot Flamer

1 Magna Mk I Small Laser

The Taurian Defense Force intended the *Brass Bull* as a refit package for their large ARC-6W *Archer* stockpile. The resulting heavy linebreaker design differed enough that the TDF designated it a new 'Mech. The *Brass Bull*, as it has been christened, is so popular that Vandenburg Mechanized Industries is now converting some ARC-6W chassis to the new configuration on the factory floor.

### CAPABILITIES

While most Archer modifications focus on its ranged weapons, the *Brass Bull* is designed around its other standout feature: massive, reinforced arms. In melee combat it is truly fearsome, capable of crushing the cockpit of nearly any opponent with a single blow. Its melee prowess comes from heavy use of Triple Strength Myomer, powered by the heat produced by its pair of blazer cannons—theyself capable of decapitating enemy machines. An array of light lasers rounds out the *Brass Bull's* ranged firepower.

### DEPLOYMENT

The Concordat Jaegers have been the primary unit to receive the 'Mech, although *Brass Bulls* have been deployed throughout the TDF. Some have been sold or gifted to formerly Taurian worlds in an attempt to encourage them to return to the Concordat.

The low logistics burden of the *Brass Bull* was highlighted during the 3rd Taurian Lancers' long raid of 3141. The Lancers had been

stretched to the limit by months of raiding deep in the Crucis March, when the 1st Periphery Guards caught them on Colorado. The Lancers' DropShip security force was overwhelmed by a Guards element while the main body of the Lancers was away attacking the Basantapur Fine Metals facility.

As the weary Taurian raiders returned, they were dismayed to find themselves low on ammo, cut off from their DropShips, and with pursuers close behind. In a desperate move, the two *Brass Bulls* in the Lancers charged into the heart of the enemy force. Over the next two minutes, they tore through a lance of medium 'Mechs, decapitating three and destroying a fourth. The shock attack disrupted the Guards, and the 3rd broke through the sudden gap and escaped aboard their DropShips.

The *Brass Bull* was also key to the Concordat Jaegers' highly successful raid on Bromhead. The defending 7th Confederation Reserve Cavalry attempted to employ their preferred "Rapid Stream" maneuver against the Jaegers. At first they had some success, but the Jaegers countered by grouping all their *Brass Bulls* together and launching countercharges into each oncoming wave. The defenders were unable to cope with such tactics and became disorganized. The final blow came when a *Brass Bull* crushed the cockpit of Sang-shao Lynette Ortega's *Thunder*, killing her and throwing the defenders into full-blown panic. The Taurians salvaged a lance of 'Mechs largely intact after they were beheaded by *Brass Bulls*.

### VARIANTS

Due to initial myomer production issues, the first *Brass Bulls* off the production line were armed with a mixed quartet of PPCs. This variant saw limited production before the TSM-equipped B11 replaced it a year later.

### NOTABLE UNITS

**The Black Bull:** Named for its smoke-blackened appearance, this heavily modified *Brass Bull* uses an entirely flame-based armament and heat-dissipating armor. It has been seen in numerous pirate raids on the Confederation, FedSuns, and Concordat, and has become infamous for burning towns to the ground if they resist the raiders. Though there seems to be no pattern to the raids, all three realms claim that one of their neighbors is backing this pirate.

**Bob "Thunderhoof" Surenkin:** One of the more successful independent Solaris fighters, Surenkin is best known for defeating the fearsome "Gauszilla" in single combat through heavy use of his Bull's TSM-enhanced hooves. Since that victory, he has grown his reputation through a number of contracted fights against pilots aligned with the Federated Suns. In the arena, he displays an exaggerated version of the "stereotypical Taurian" hatred of the FedSuns, despite having no personal dislike of them. This has earned him an odd mix of fans, split between those that share his apparent hatred and those that simply enjoy his over-the-top acting.

## BRS-B11 BRASS BULL

Tech Base: Inner Sphere

Rules Level: Experimental

Tonnage: 70

Type: BattleMech

Chassis: Biped

Battle Value: 1,875

### Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor:

### Mass

7

16

7

3

3

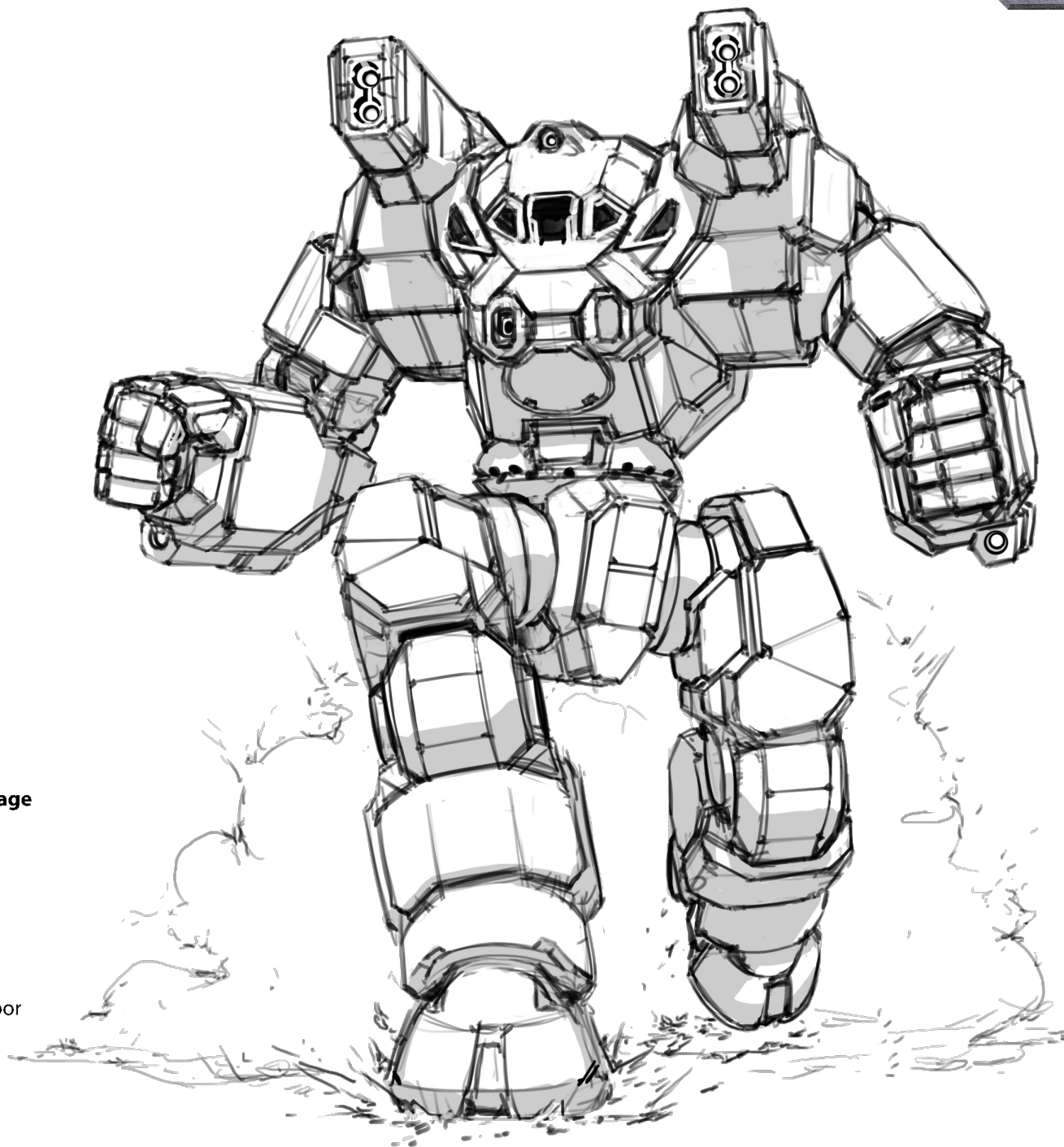
12.5 (97.6%)

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	31
Center Torso (rear)		12
R/L Torso	15	21
R/L Torso (rear)		9
R/L Arm	11	20
R/L Leg	15	30

### Weapons and Equipment

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Binary Laser Cannon	RT	4	9
Small Laser	CT	1	.5
Flamer	HD	1	1
Binary Laser Cannon	LT	4	9
ER Medium Laser	LA	5	1

**Notes:** Features the following Design Quirks: Battlefists, Poor Life Support







## ASSAULT 'MECHS

# THANE

**Manufacturer:** Alshain Weapons

**Primary Factory:** Alshain

**Entered Service:** 3113

**In Production:** Yes

**Mass:** 90 tons

**Chassis:** Bergan TH Type I Endo-Composite

**Power Plant:** Alshain Type XX 360 Fusion XL Engine

**Variants:** Thane 2, Thane 3

**Cruising Speed:** 43 kph

**Maximum Speed:** 64 kph

**Jump Jets:** None

**Jump Capacity:** None

**Communications System:** Garret L24 with Angel ECM Suite

**Targeting & Tracking System:** RC Instatrac Mark XVIII with Active Probe

**Armor:** Compound Gamma FL Ferro-Lamellor

### Armament:

1 Omega 12-Coil Gauss Rifle

2 Series 7K ER Large Lasers

3 Series 2f ER Medium Lasers

1 Type 6 ATM-6

By the end of the Second Combine-Dominion War, the battle-hardened KungsArmé Galaxies formed an integral part of the Dominion touman. Prince Heikkinen pushed Khan Kabrinski to develop a new 'Mech to honor the KungsArmé service and upgrade their equipment, but his proposals made no progress until Prince Magnusson was elected. Magnusson endorsed the *Thane* as a design to showcase the newly perfected Ferro-Lamellor armor, and pushed the project through the Unity Council. One of the conditions of approval was that it be assigned exclusively to KungsArmé units, and the *Thane* has since become a symbol of Rasalhagian pride.

### CAPABILITIES

The *Thane* was designed to carry the maximum amount of Ferro-Lamellor armor for its size at a speed comparable to that of the *Kodiak* and *Bruin*. Materiel shortages after the Second Combine-Dominion War affected even a brand new design, and the *Thane* was armed with weapons from a variety of sources. The Gauss Rifle and ER medium lasers were taken from stocks used to arm the *Bruin*. A pair of the popular Series 7K ER Large Lasers back up the Gauss rifle at range. The only weapon produced specifically for the *Thane* is the Alshain Weapons Type 6 ATM, copied from a Snow Raven model. Relying on a wide array of proven components is no flaw, however, and the *Thane* has won praise for its versatility and reliability from warriors and technicians alike.

### DEPLOYMENT

Since the start of *Thane* production in 3110 it has been produced in limited numbers, often only a Star a year. Typically piloted by a Star Commander in KungsArmé formations, the *Thane* did not see serious combat until 3126. Throughout that year, a mysterious pirate force using Clan BattleMechs struck a number of Ghost Bear worlds on the edge of the Periphery. When the raiders hit Richmond, Star Captain Hollis of the 9th Provisional Garrison Cluster attacked them as they were in the process of routing a mixed vehicle and infantry Star. Hollis took down a *Thresher* in a furious close-quarters exchange before finding the pirate leader. Noting the LB 20-X cannon of his opponents' *Loki*, Hollis challenged him to a duel. The pirate, eager to fight at close quarters and noting the battered armor on the *Thane*, must have cackled with glee at such an offer. Unfortunately for him, Hollis' *Thane* shrugged off the cluster munitions of the enemy machine and the pirate was pounded to scrap. The remaining pirates fled to their dropship and escaped the system, leaving a number of questions behind.

### VARIANTS

Two variants of the *Thane* have been observed. The first changes out the ER lasers for a single large and two medium pulse lasers and a larger missile rack, while the second is more geared towards fighting conventional forces with its HAG-30 and LRM-15.

### NOTABLE UNITS

**Star Captain Hollis:** Hollis has never received a front-line posting, but his dedication to the defense of the Dominion is undiminished. Though in his mid-fifties, an age at which most Clan warriors would be considered *solahma*, his willingness to fight dirty has allowed Hollis to retain his rank. Hollis focuses on training the next generation of pilots for service in the Dominion *touman*.

**Tai-i Nigel Cholmondeley-Smythe:** The only known owner of a *Thane* outside of Dominion space, Cholmondeley-Smythe is a noted eccentric. His style of dress and manners harken back, in his own words, "to the great statesman Bertie Wooster." He apparently won his *Thane* in a Trial of Possession—speculation abounds over how the trial came about—that took the form of a spirited game of cricket. Cholmondeley-Smythe described it as "ripping good fun"; his opponent, Star Commander Hank, has maintained a stony silence on the issue. Cholmondeley-Smythe prefers to use his *Thane* defensively, due to the difficulty of finding replacement armor.

## THANE

Tech Base: Clan  
Tonnage: 90  
Battle Value: 2,932

### Equipment

Internal Structure:	Endo-Composite	Mass 7
Engine:	360 XL	16.50
Walking MP:	4	
Running MP:	6	
Jumping MP:	-	-
Heat Sinks:	14(28)	4
Gyro:		4
Cockpit:		3
Armor:	Ferro-Lamellor	20

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	44
Center Torso (rear)	-	14
R/L Torso	19	29
R/L Torso (rear)	-	9
R/L Arm	15	30
R/L Leg	19	38

Weapons and Equipment	Location	Critical	Weight
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
2 ER Large Lasers	LA	2	8
3 ER Medium Lasers	RT	3	3
ATM-6	LT	3	3.5
Ammo (ATM-6) 30	LT	3	3
Angel ECM	CT	2	2
Active Probe	HD	1	1
CASE II	LT	1	.5
CASE II	RA	1	.5

**Notes:** Features the following Design Quirks: Command BattleMech, Rumble Seat, Improved Sensors.

