

BATTLETECH™

OBJECTIVES

Lyran Alliance™





STATE OF THE INDUSTRY...

Since the coming of the Clans, the military, industrial, and command complexes of the Inner Sphere have raced against the invaders—and each other—to out-produce one another in battle-worthy manpower and materiel. Factories that were smashed in the Succession Wars were reborn and revitalized, churning out ever more cutting-edge equipment, while academies expanded their curriculums and sent generations of fresh warriors into battle.

At the pinnacle of the arms race, new wars erupted, first against the Clans, and then between the Great Houses and Periphery states of the Inner Sphere. In the fires of the Word of Blake Jihad, destruction reached a level not seen since the early Succession Wars—but the stricken realms persevered.

Objectives: Lyran Alliance describes the state of the major factories, training centers, and command centers of House Steiner's Lyran Alliance in the wake of the events described in *Jihad Hot Spots: Terra*. Including detailed stats on every key system within the realm, this supplement also includes basic rules to help guide players in developing *BattleTech* scenarios focused on defending—or attacking—these critical sites.



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TO: Devlin Stone
FROM: David Lear
Date: 30 January 3080

Even though it remains unlikely that the Lyran Alliance will pose an obstacle to our ends, I have included the state of House Steiner's infrastructure into our Objectives series, to detail its Provinces' manufacturing and logistical capability. While amenable to our future plans, it should not be a foregone conclusion that Archon Adam Steiner will approve our every move, no matter how close an ally he currently is. As noted in the Field Reports, there is more to the Inner Sphere than just existing military might—and in this regard, few match the Lyran Alliance for its manufacturing strength, if not its martial ability. Not only should we be aware of the Alliance's ability to resupply and rebuild its forces, we should be aware of this same ability to potentially assist our own postwar recovery.

Nevertheless, the Alliance is in a vulnerable position right now. Its borders are home to two aggressive Clans between the Wolves and the Jade Falcons. Moreover, the Combine may be licking its wounds right now, but the Dragon regularly turns its gaze to what they perceive is a soft state virtually asking to be conquered. On their other borders, the Lyrans have fewer worries. Pirates along the Periphery remain a persistent threat to commerce and livelihood, but hardly one that endangers national survival. The shattered remains of the Free Worlds League could be capable of powerful raids, but without its central authority, the chance of large-scale invasion on that border by the former League is exceedingly remote. (Ironic, considering how these very same conditions raise the possibility of hostilities against us from that same quadrant.) Finally, the crumbling Blakist forces based out of Circinus remain a significant danger at present, but since the rout on Terra, we doubt this threat will linger for much longer.

HOW TO USE THIS BOOK

Objectives: Lyran Alliance is a *BattleTech* companion to the *Field Report* PDF-exclusive series that is designed to provide campaign players and gamemasters with information about the state of the Lyran Alliance's Military-Industrial complex immediately following the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *Alliance Overview*—is a brief update on the history of the systems within the *Alliance*. Split up into two groups, the first is *Industrial Update* and the second is *Strategic Integrity* detailing what happened to them as a whole during the Jihad.

The next chapter, *Industrial State*, covers the state of all the military industrial companies still functioning and producing war material for its various provinces and what defending units are stationed within the system. Listing the systems by Province, the subsections are broken up into Industrial systems that have war material and components being produced in that system, and *Strategic Systems* that are Alliance capitals and other systems containing logistical targets such as refit centers, Academies, command centers and non-production dry docks.

Upcoming Projects covers new facilities and lines currently being built or being converted to in efforts to rebuild from the losses suffered during the Jihad.

Finally, *Rules Annex* provides an index for where to find advanced game rules referenced in the planetary statistic boxes, loose guidelines for creating corporate security and local militia, as well as several record sheets for generic fixed emplacements that may be surrounding the target sites.

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Special Thanks: Nick for giving me this project, Randall for keeping the CGL ship afloat and Herb for not causing me bodily harm. Props to Aaron "Gravedigger" Pollyea for all his system and planet info, making my job easier.

Developer's Note: For more information about the Lyran Alliance Industry see *Handbook: House Steiner*, *Field Manual: Lyran Alliance*, *Field Manual: Updates*, any of the *Jihad* line of products, *Technical Readout: 3085*, *Field Report: LAAF* and *Experimental Technical Readout: Steiner*.

OBJECTIVES



LYRAN ALLIANCE



ALLIANCE OVERVIEW

The Alliance suffered heavily during the Jihad. Though some of the damage was inflicted in the border clashes with the Free Worlds League, the Clans, and Periphery pirates, those casualties paled in comparison to the punishment inflicted by the Word's zealots. From the damaging raids on Son Hoa to the ravaging of Hesperus II, all the way up to the loss of the entire world of Alarion, military manufacturing was hit hardest. The widespread nature of both Lyrans industry in general and the military-industrial complex in particular left enough to rebuild the nations defenses, but many of these same factories must themselves be rebuilt if the Alliance is to recover its strength any time soon.

INDUSTRIAL UPDATE

The military production of the Lyrans Alliance was impacted from the beginning of the Jihad. Not long after the first shots were fired at Tharkad, the capital world—and all of its industries—were overrun. This left the Word of Blake in possession of a large chunk of the Alliance's production capability from the outset. The subsequent losses of Coventry and Hesperus II—the first time either world had fallen to invading forces since the Star League—further compounded the situation. Yet despite losing a manufacturing capability equivalent to some other Houses, the Alliance carried on with the minor complexes that remained, losing some smaller ones and having others raided and/or damaged. Only now is the true extent of the damage coming to light.

Defiance Industries suffered the biggest losses. Losing their Tharkad facilities not only deprived them of the finished products manufactured there, but also all their fusion engine production lines. This in turn hampered production both on Hesperus II and Furillo. When Hesperus II, the largest BattleMech facility outside of Terra, later fell, Defiance was left with just its Furillo and Kwangjong-ni facilities (while its CEO, Duke Daniel Brewer, remained in hiding with the resistance on his homeworld). Even after Tharkad and Hesperus II were reclaimed, the devastation wrought in the fighting has reduced DI's production capabilities, with over a quarter of their manufacturing lines on Hesperus still non-functional as of this report.

On the other side of the Alliance, Coventry Metal Works fared little better. While they did not lose as much to sheer damage as Defiance, the company remained paralyzed for years while the Word's forces held Coventry. The fighting over the facilities was not nearly as destructive as seen on Tharkad or Hesperus II, but the Blakists committed so many acts of sabotage in their final retreat that the facilities have been left in a constant state of repair for several years.

Collectively, nothing took a beating like the Lyrans aerospace industries. Before the Jihad, the Alliance had a healthy aerospace industry, producing a plethora of fighters, DropShips, JumpShips, and even a few WarShips. Now, the realm can only manage to manufacture new *Merchant*-class JumpShips for its FTL needs. DropShip production has been slowed by heavy losses, and the aerospace fighter industry was savaged—mostly due to damage

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

ALARION PROVINCE	System (Company)	Losses*	Current Operating Capacity
	Buena (ArcArms)	0%	100%
	Carlisle (Bowie)	0%	85%
	Carlisle (S.L. Lewis)	0%	100%
	Loburg (StarCorps)	0%	80%
	Son Hoa (StarCorps)	75%	35%
	Vendrell (MWBM)	0%	85%
BOLAN PROVINCE	System (Company)	Losses*	Current Operating Capacity
	Chukchi III (Maxell)	0%	100%
	Furillo (Defiance)	25%	90%
	Furillo (Lockheed/CBM)	15%	100%
	Furillo (N&D Targeting)	5%	100%
	Gallery (Dynamics)	65%	55%
	Halfway (ArcArms)	0%	100%
COVENTRY PROVINCE	System (Company)	Losses*	Current Operating Capacity
	Coventry (CMW)	45%	75%
	Eutin (TharHes)	0%	100%
	Inarcs (Blackstone)	0%	75%
	Inarcs (ScolTek)	0%	100%
	Kwangjong-ni (Defiance)	0%	100%
	Loxley (Blue Shot)	0%	95%
	Loxley (Norse-Storm)	0%	80%
	Melissia (Grumman)	0%	100%
	Richvale (Quikscell)	0%	100%
	StorFors (J.B. BattleMechs)	20%	70%
DONEGAL PROVINCE	System (Company)	Losses*	Current Operating Capacity
	Arc-Royal (ARMW)	40%	80%
	Arc-Royal (ComTech)	0%	100%
	Arcturus (ArcArms)	0%	40%
	Gibbs (Ioto Galactic)	0%	100%
	Gibbs (Lockheed/CBM)	0%	100%
	Tharkad (Def. Motors)	80%	40%
	Tharkad (Lockheed/CBM)	75%	35%
	Tharkad (TharHes)	95%	20%
	Tharkad (TAG)	85%	25%
SKYE PROVINCE	System (Company)	Losses*	Current Operating Capacity
	Edasich (Edasich Motors)	85%	30%
	Hesperus II (Defiance)	35%	80%
	Hesperus II (Doering)	80%	35%
	Skye (Cyclops Inc)	30%	75%
	Skye (SkyePleasCrft)	10%	95%
	Skye (Shipil Co.)	25%	80%
	Solaris VII (VEST)	95%	15%

*Capital and personnel losses at location since the start of the Jihad.



inflicted on Tharkad. As for the Alliance's WarShip aspirations, they vanished along with the entire populace of Alarion and the spacedocks in that system.

To make up the shortfalls during the Jihad, several industrial and civilian concerns were pressed into wartime duty. The most noticeable of these were refit centers and minor IndustrialMech manufacturers that switched to producing low-quality "RetroTech" designs, many of them taken from blueprints of the first BattleMechs ever made. Many of these provisional factories are already beginning to shut down, though until the Alliance's main BattleMech plants return to full capacity, there are many in the realm who feel some need for these to remain active. A few facilities reportedly plan to continue even after the LAAF discontinues orders for their products, likely hoping to move to the open market. This trend, however, does not seem to be the norm, as many of these manufacturers have already been stretched past their logistical and financial limits, and feel particularly vulnerable to raiders who might otherwise ignore them.

The Alliance is going to have to make some hard choices in the future. Lacking the capacity to rebuild as quickly as its leaders would like, there are many who fear the realm's defenses may not manage to recover as fast as some of its historical enemies. If the Archon feels threatened, we can expect an impact to exports for our own ranks, thus impacting our own military timetables. It would thus behoove us to help the Lyrans feel at ease enough to be willing to provide us with military material for the near future, provided we do not compromise our long term goals or get embroiled in a war on their behalf.

STRATEGIC INTEGRITY

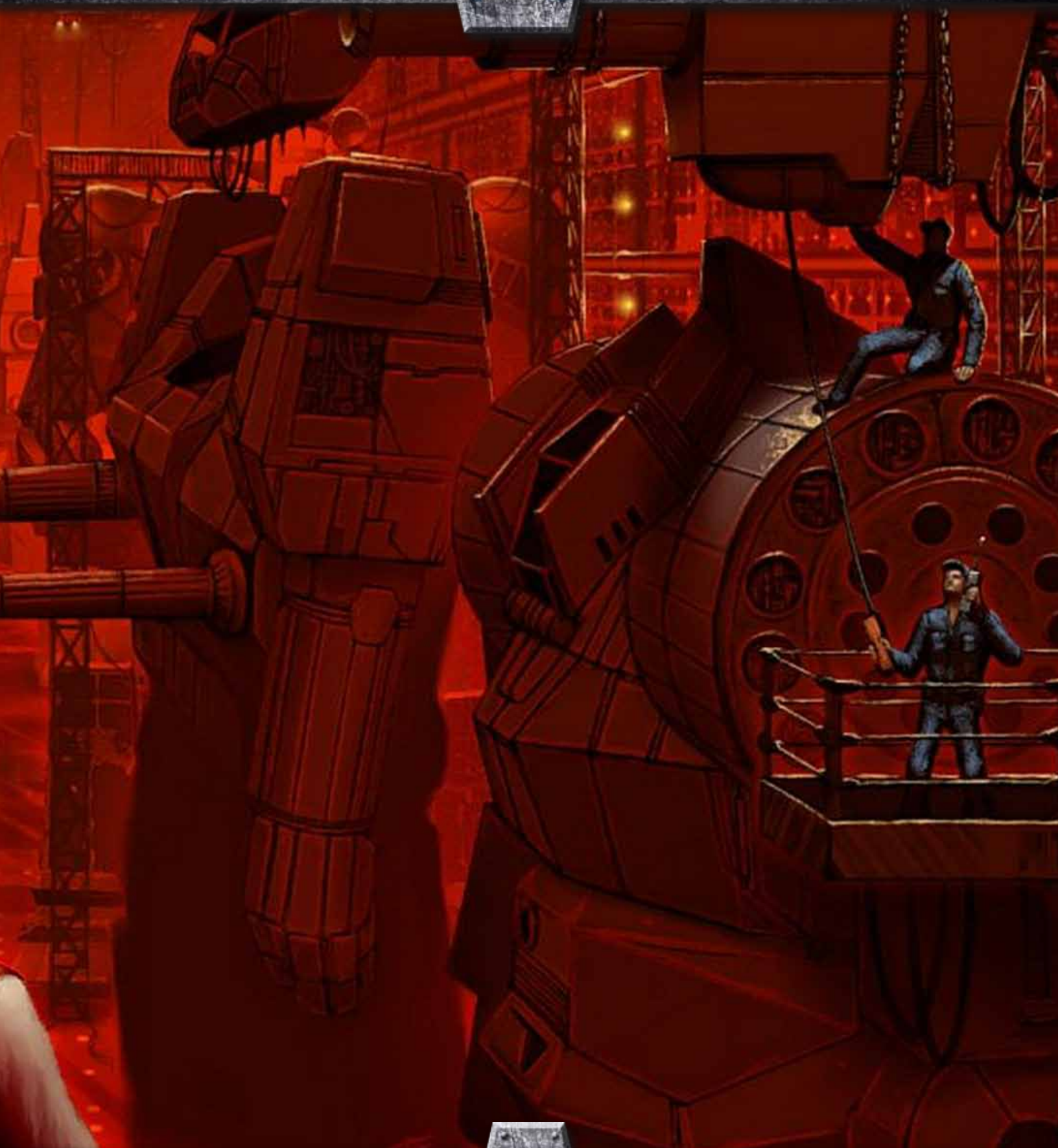
While the damage has been great, the Alliance's training and logistics chains have not suffered as badly as its industry. The occupation of the national capital and one of the provincial capitals—along with the complete loss of another—initially shattered the Lyrans' ability of the nation to coordinate military and governmental functions. The institution of the Archonettes, however, helped to mitigate these effects in many ways, keeping several regions from collapsing into anarchy, even though it hampered the state's ability to react as a unified whole. The rebuilding of command and logistics may be the toughest challenge facing the Lyrans yet.

Unsurprisingly, Coventry, Alarion and Tharkad were the hardest hit, sending two academies underground and snuffing out a third entirely. Accounting for nearly half of the Alliance's top military schools, this forced local boot camps, ad-hoc training centers, and even "on-the-job-training" programs to take up the slack. In addition to the emergency training measures, transfers between planetary and local militias to line commands accelerated throughout the realm. Front-line forces appropriated troops and material from provincial and theater militias, who would in turn augment their own forces from planetary militia draftees. Some planetary militias even assumed command over smaller, private forces—these primarily encompassed those of the lesser nobility, but in a few instances, even corporate security troops were pressed into military service.



RETROTECH FACILITIES (LIMITED COMMERCIAL PRODUCTION BY END OF 3079)

System	Company Name	RetroTech Products
Adelaide	Trellshire Heavy Industries	<i>Ostwar, Thunderbolt</i>
Arcturus	Arcturan Arms Refit Facility	<i>Archer, Commando, Dervish</i>
Aur	Edasich Motors	<i>Mackie, Ymir</i>
Gienah	Gienah BattleMechs Ltd.	<i>Griffin, Icarus</i>
Hyde	Zettle Metals Inc.	<i>Commando</i>
Kaumberg	Wechsel Royal Industrial Repair and Heavy Machining	<i>Commando, Phoenix</i>
Rahne	Zettle Metals Inc.	<i>Commando, Pathfinder</i>
Solaris VII	Omnitech Industries/ Innovative Design Concepts	<i>Bellerophon</i>



ALARION PROVINCE

Aside from the loss of the entire world of Alarion to Balkist-engineer pandemics, the Alarion Province survived the Jihad relatively well, with only some damage to Son Hoa's manufacturing. While Buena appears to be the next world in line to serve as provincial capital, the tiny world of Kaumburg should not be dismissed, as the capital of an Archonette many see as more cooperative with Tharkad than Duchess Yago's Buena.

Overall, Alarion is a low-priority region for the Alliance's immediate defense. Sharing borders with the Periphery and remnants of the Free Worlds League leaves it open to piracy, but full invasions from either front remain unlikely. StarCorp's presence here represents most of the Province's importance to the Lyrans defense industry.

INDUSTRIAL SYSTEMS

BUENA

Star Type (Recharge Time): G6V (187 hours)

Position in System: 2

Time to Jump Point: 7.01 days

Number of Satellites: 3 (Bonita, Hermosa, Inesita)

Surface Gravity: 1.21

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 31°C (Cool-Temperate)

Surface Water: 64 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Avian

Population: 1,962,000,000

Socio-Industrial Levels: B-B-C-C-C

Defending Forces: Bolan Training Battalion

Landmasses (Capital City): Leugo, Santiago, Dominika, Revida (Ciudad del Mar)

Importance: Command, Industrial, Logistical

Presumptively the next capital world of the Alarion Province, Buena has been pushing the limits of the executive powers granted as head of one of the realm's Archonettes almost as much as it has been its own industrial resources.



WAR COLLEGE OF BUENA

Main Programs: BattleMech, Aerospace, Technician

Location: Fort Buena (Dominika)

Local Terrain: Tundra

Local Climate: Snowy

Distributed mainly among the military forces of the Buena Archonette, the War College of Buena excels at technical training and requires all cadets to take technical coursework.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Leugo

Local Terrain: Coastal

Local Climate: Stormy

CARLISLE

Star Type (Recharge Time): K1V (192 hours)

Position in System: 3

Time to Jump Point: 5.18 days

Number of Satellites: 1 (Dyson)

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 47° C (Warm-Temperate)

Surface Water: 73 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Mammal

Population: 1,023,000,000

Socio-Industrial Levels: B-A-C-B-B

Defending Forces: Carlisle APM

Landmasses (Capital City): Worrsetgard (New Prague), Hollens, Hozernems

Importance: Industrial

ARCTURAN ARMS

Main Products: Marsden II MBT

Location: Leugo

Local Terrain: Coastal

Local Climate: Stormy



BOWIE INDUSTRIES

Main Products: *Archer*, *Marauder*, and *Razorback* BattleMechs, Packrat LRPV, Spindrift Aquatic SecurityMech

Location: Brinnosburg (Worrsetgard)

Local Terrain: Plains

Local Climate: Mild



S.L. LEWIS, INCORPORATED

Main Products: Savannah Master Hovercraft, Heavy Hover APC

Location: Trumbull (Hollens)

Local Terrain: Mountains

Local Climate: Snowy

PLANETARY MILITIA

Main Programs: Vehicle, Conventional Fighter, Unarmored Infantry

Location: Worrsetgard

Local Terrain: Plains

Local Climate: Windy



DURAN

Star Type (Recharge Time): G4V (185 hours)

Position in System: 2

Time to Jump Point: 7.96 days

Number of Satellites: 2 (Duffy, Cuccurullo)

Surface Gravity: 0.87

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 19°C (Cool-Temperate)

Surface Water: 70 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Fish

Population: 664,000,000

Socio-Industrial Levels: C-C-C-C-C

Defending Forces: None

Landmasses (Capital City): Summit, Krebs (New Naperville), Foley

Importance: Industrial

RASTABAN

AGRICULTURAL PRODUCTS

Main Products: *Gladiator* (Primitive) BattleMech, *Lumberjack* IndustrialMech

Location: Foley

Local Terrain: Woodland

Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Krebs

Local Terrain: Desert

Local Climate: Stormy

Duran's militia is adept at using their frequent sand storms around their capital city of New Naperville to sneak up and destroy raiders.

HERZBERG

Star Type (Recharge Time): K9V (200 hours)
Position in System: 3
Time to Jump Point: 3.31 days
Number of Satellites: 1 (Gerhard)
Surface Gravity: 1.36
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 22°C (Temperate)
Surface Water: 60 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Insect
Population: 256,000,000
Socio-Industrial Levels: C-C-A-D-D
Defending Forces: None
Landmasses (Capital City): Friday (Brookland), Selzheim, Jaja
Importance: Industrial

LOBURG

Star Type (Recharge Time): M1III (202 hours)
Position in System: 3
Time to Jump Point: 2.96 days
Number of Satellites: None
Surface Gravity: 1.03
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 22° C (Mild-Temperate)
Surface Water: 60 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Mammal
Population: 1,054,700,000
Socio-Industrial Levels: A-B-B-C-C
Defending Forces: None
Landmasses (Capital City): Temptation (Stromhead)
Importance: Industrial

Loburg is an unexceptional world, perhaps one of the reasons the StarCorps facility in the northern half of the capital of Stromhead survived the Succession Wars. Much of the mining is done on Hiburg, the massive, rocky second planet from the local star, which is half again more massive than Logburg. With Hiburg's much greater gravity, workers can only stay on its barren, airless surface for a few weeks at a time before rotating back to recover on Loburg.

ANDREA COUNTY ARMOR YARDS

Main Products: Seahunter Maritime Tank (refit)
Location: Selzheim
Local Terrain: Coastal
Local Climate: Rainy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Friday
Local Terrain: Wetlands
Local Climate: Mild

STARCORPS INDUSTRIES

Main Products: Avatar, Blackhawk-Ku, Gallant, Longbow, Sunder, and Thanatos BattleMechs, Manteuffel Attack Tank, Gorilla and Salrilla exoskeletons
Location: Stromhead
Local Terrain: Heavy Urban
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicle, Armored Infantry
Location: Temptation
Local Terrain: Badlands
Local Climate: Rainy

SON HOA

Star Type (Recharge Time): K0V (191 hours)

Position in System: 2

Time to Jump Point: 5.48 days

Number of Satellites: None

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 24°C (Temperate)

Surface Water: 61 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Amphibian

Population: 2,996,000,000

Socio-Industrial Levels: A-A-B-A-C

Defending Forces: Brion's Legion, First Regiment

Landmasses (Capital City): Sheng Chen (Xiang), Lao Qi, Kolajapur

Importance: Industrial

StarCorps spent much of the Jihad rebuilding its facilities on the coast of the Vanishing Sea (so named because it almost completely evaporates during Son Hoa's roasting summers). Unfortunately, the Word's most recent raids out of Circinus undid half of these repairs, leaving the facility struggling to meet demand.

STARCORPS INDUSTRIES

Main Products: *Gladiator, Highlander, King Crab, Warhammer*, and *Wright BattleMechs*

Location: Quasong (Sheng Chen)

Local Terrain: Coastal/Desert

Local Climate: Windy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Sheng Chen

Local Terrain: Flatlands

Local Climate: Mild

The varying landscape makes hovercraft the vehicle of choice for the Son Hoa militia.

VENDRELL

Star Type (Recharge Time): M8V (209 hours)

Position in System: 1

Time to Jump Point: 2.09 days

Number of Satellites: 2 (Ying, Yang)

Surface Gravity: 1.01

Atm. Pressure: High (Breathable)

Equatorial Temperature: 28°C (Temperate)

Surface Water: 50 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammal

Population: 863,000,000

Socio-Industrial Levels: B-B-D-C-C

Defending Forces: None

Landmasses (Capital City): Kaspur, Zanzibar (Rosewood), Rhode Island, Pembroke, Fy, Gatterton

Importance: Industrial

MOUNTAIN WOLF BATTLEMECHS

Main Products: *Nighthawk* BattleMech

Location: Monte Lupus (Kaspur)

Local Terrain: Mountain

Local Climate: Snowy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Zanzibar

Local Terrain: Wetlands (Swamp)

Local Climate: Rainy

STRATEGIC SYSTEMS

KAUMBERG

Star Type (Recharge Time): G5V (186 hours)

Position in System: 4

Time to Jump Point: 7.47 days

Number of Satellites: 1 (Grobrot)

Surface Gravity: 1.01

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 36° C (Warm-Temperate)

Surface Water: 81 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Mammal

Population: 1,680,000,000

Socio-Industrial Levels: C-D-C-B-A

Defending Forces: None

Landmasses (Capital City): Regenwald (Stuttgart),
Eingeschneit, Kuhlschrank

Importance: Command

Caught up in the struggle with Democracy Now insurgents, Kaumburg was a late stabilizing force in the Jihad. Archonette Sheridan has been working with Tharkad to safeguard the province against raiders.

TIMBUKTU

Star Type (Recharge Time): K0V (191 hours)

Position in System: 2

Time to Jump Point: 5.48 days

Number of Satellites: None

Surface Gravity: 0.94

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 52° C (Warm-Temperate)

Surface Water: 63 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Plant

Population: 431,000,000

Socio-Industrial Levels: C-C-B-C-D

Defending Forces: Fifth Alliance Guard RCT (Split with
New India)

Landmasses (Capital City): Hades, Saharius (Greene)

Importance: Command

A long-time command center for Lyran coordination against piracy in the fringes, Timbuktu is now also the preferred jumping off point for Alliance merchants looking to trade with the nearby Rim Collection.

KAUMBERG PLANETARY GUARD

Main Programs: 'Mech, Vehicle, Unarmored Infantry

Location: Stuttgart (Regenwald)

Local Terrain: Wooded

Local Climate: Rainy

BOLAN PROVINCE

In today's Alliance, the Bolan Province nears the bottom of importance to the military. Its single foreign border now faces the disorganized and weakened Free Worlds League, and while the Jihad did not pass this province by, much of the damage done here was that of Bolan's own making. The rogue attack on the Free Worlds League, abetted by the troublemakers in Skye, was a glorious triumph for Lyran warriors—until the League fought back. That Bolan has not lost more territory is a tribute to the League's magnanimous nature—and, of course, its own sundering later in the war.

Despite the damage and not being one of the greater industrial powers, the Bolan Province will have a lot to contribute to the Alliance military until damage is repaired elsewhere. Despite the earlier losses to the League, Bolan may try once again to expand its borders. If the leadership had waited, now would be a much better time to do so than when the League was whole and in better shape. Furillo is really the key world in the Bolan Province, but under their young duchess it will need time to develop as a political power. Expect that Bolan will continue to dictate the future of the province for the near future.

INDUSTRIAL SYSTEMS

BOLAN

Star Type (Recharge Time): G4V (185 hours)
Position in System: 2
Time to Jump Point: 7.96 days
Number of Satellites: None
Surface Gravity: 0.78
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 54°C (Desert)
Surface Water: 44 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Avian
Population: 3,962,000,000
Socio-Industrial Levels: B-C-B-C-C
Defending Forces: Tenth Lyran Regulars, Bolan Training Battalion
Landmasses (Capital City): Sakété, Kashmir (Bolan City), Sabari
Importance: Command, Logistical



MELISSA STEINER MARTIAL ACADEMY OF BOLAN

Main Programs: BattleMech, Armor, Battle Armor, Infantry, Artillery, Technician, Specialist
Location: Sabari Wastes (Sabari)
Local Terrain: Badlands
Local Climate: Windy

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Bolan City
Local Terrain: Coastal
Local Climate: Stormy

The local militia is less capable than most, consisting mainly of weekend warriors and washouts from the MSMA. This force is short on vehicles and equipment, but excels at civil service and disaster relief.

CHUKCHI III

Star Type (Recharge Time): G5V (186 hours)
Position in System: 3
Time to Jump Point: 7.47 days
Number of Satellites: 3 (Sakha, Magadan, Koryak)
Surface Gravity: 1.07
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 24° C (Warm-Temperate)
Surface Water: 72 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Reptile
Population: 723,000,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: None
Landmasses (Capital City): Volgus, Ruska, Devra (Novaya Kiev)
Importance: Industrial



MAXELL METALS, INCORPORATED

Main Products: Lasers, *Battleaxe*, *Commando* and *Kyudo* (Primitive)

BattleMechs (in cooperation with N&D WorkMechs)

Location: Novaya Kiev (Devra)

Local Terrain: Heavy Urban (Heavy Industrial Zone)

Local Climate: Mild

While many of the Lyrans' enemies threaten its defense industries with military force, Maxell faces additional threats from organized crime. A three-way battle between the Malthus Syndicate, Maxell security, and local eco-terrorists, has impacted many of MMI's shipments over the past five years. Despite these supply problems, Maxell's lasers remain some of the most sought-after products in the Inner Sphere.

FURILLO

Star Type (Recharge Time): K3V (194 hours)

Position in System: 2

Time to Jump Point: 4.62 days

Number of Satellites: None

Surface Gravity: 1.12

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 36°C (Warm-Temperate)

Surface Water: 81 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 4,618,000,000

Socio-Industrial Levels: A-A-B-A-C

Defending Forces: Furillo BPM

Landmasses (Capital City): Dereka, Wilda (Telesian)

Importance: Logistical, Industrial

DEFIANCE INDUSTRIES

Main Products: *Assassin*, *Axman*, *Clint*, *Cobra*, *Defiance*, *Locust*, *Scorpion*, *Stalker*, *Uziel* and *Wasp* BattleMechs, Gray Death Standard, Scout and Heavy battle armor.

Location: Snohomish Springs (Dereka)

Local Terrain: Hills

Local Climate: Rainy

LOCKHEED/CBM

Main Products: Ares Assault Craft and Landing Craft small craft, Walrus II Cargo Hauler conventional aircraft, Lexan Surveillance Helo and Warrior Attack Helicopter VTOLs.

Location: Telesian Heights (Wilda)

Local Terrain: Mountain (Mesas)

Local Climate: Mild



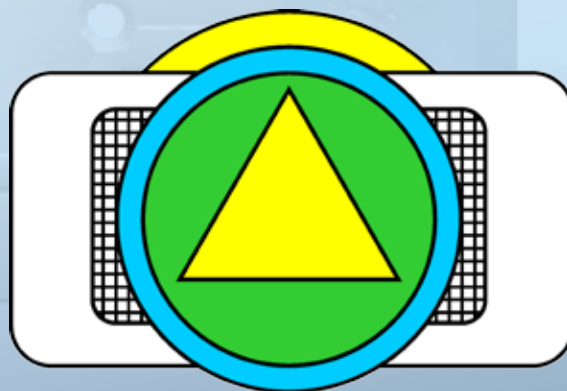
NASHAN DIVERSIFIED

Main Products: Targeting Systems, Electronics

Location: Nashville (Dereka)

Local Terrain: Coastal

Local Climate: Rainy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Wilda

Local Terrain: Badlands

Local Climate: Mild

Furillo's local militia guards the capital and the nearby Lockheed/CBM plant while the Province Militia protects the higher profile 'Mech and electronics production facilities. When the BPM is called off world, the militia calls up its auxiliaries, including a couple of retired MechWarriors, to protect both continents.

GALLERY

Star Type (Recharge Time): M5V (206 hours)

Position in System: 1

Time to Jump Point: 2.52 days

Number of Satellites: 1 (Romaine)

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 27° C (Cool-Temperate)

Surface Water: 88 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: None

Population: 685,000,000

Socio-Industrial Levels: B-C-A-B-D

Defending Forces: None

Landmasses (Capital City): Axillon, Ludella, Penrodia, Tyrillia (New Stockholm)

Importance: Industrial

Gallery is a dark and desolate world, with most of the populace living underground. This makes it reliant upon imports but also highly resistant to raiding forces.

DYNAMICS COMPANY

Main Products:

Missile Launchers

Location: Morintown

(Tyrillia)

Local Terrain:

Subterranean

Local Climate: N/A



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Tyrillia

Local Terrain: Subterranean

Local Climate: N/A

Despite only one attack in the past few centuries, the Gallery militia still drills regularly in the tunnels beneath the surface.

GIENAH

Star Type (Recharge Time): K0IV (191 hours)

Position in System: 2

Time to Jump Point: 5.48 days

Number of Satellites: 4 (Corvis, Dobry, Mazel, Nando)

Surface Gravity: 1.08

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 41° C (Mild-Temperate)

Surface Water: 77 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Avian

Population: 985,000,000

Socio-Industrial Levels: C-C-B-B-B

Defending Forces: None

Landmasses (Capital City): Carrabesto, Alliago Major (Ooessay), Alliago Minor

Importance: Logistical, Industrial

GIENAH AUTOMOTIVE

Main Products: Bailey Armored Car support vehicle

Location: Molfette (Carrabesto)

Local Terrain: Woodlands

Local Climate: Mild

Despite losing their combat vehicle facility, Gienah Automotive continues to produce their civilian products, extending that line to build the Bailey paramilitary armored car. The state of the company does not look to permit contemplation of rebuilding the combat vehicle lines for at least a decade.



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Ooessay (Alliago Major)

Local Terrain: Wetlands

Local Climate: Rainy

HALFWAY

Star Type (Recharge Time): A4III (165 hours)

Position in System: 2

Time to Jump Point: 36.09 days

Number of Satellites: 2 (Quarterway, Fathom)

Surface Gravity: 0.96

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 12°C (Cold-Temperate)

Surface Water: 54 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Plant

Population: 3,563,000

Socio-Industrial Levels: C-C-C-C-A

Defending Forces: None

Landmasses (Capital City): Gespar (Torrence), Krakatau, Dobson

Importance: Industrial

A barely habitable rock with primitive, fern-like native vegetation, Halfway has been a stopover point for centuries. Recent troubles have made this nowhere-land ideal for military manufacturing that relies upon its remote location for added defense. The recent "gifting" of an enclave on the lightly populated Krakatau continent has injected a lot of concern into the region, with some erroneous reports absurdly claiming that Devlin Stone strong-armed Adam Steiner into ceding the entire planet to the Clan.

ARCTURAN ARMS

Main Products: Marsden II MBT

Location: Baldic Barony (Baldic Island)

Local Terrain: Coastal

Local Climate: Stormy

LESTRADE MOTORS

Main Products: Büffel Engineering Support Vehicle VIII

Location: Wrightport (Dobson)

Local Terrain: Jungle

Local Climate: Rainy

Started by the family that briefly ruled the Duchy of Skye, Lestrade Motors keeps itself out of politics these days, and focuses instead on providing support vehicles to the LAAF and other industrial concerns.



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Torrence

Local Terrain: Plains

Local Climate: Windy

STRATEGIC SYSTEMS

CAVANAUGH II

Star Type (Recharge Time): M9II (210 hours)

Position in System: 4

Time to Jump Point: 1.96 days

Number of Satellites: 4 (Cambriae, Fododin, Nennius, Tennyson)

Surface Gravity: 0.99

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 40° C (Tropical)

Surface Water: 80 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Amphibian

Population: 935,130,000

Socio-Industrial Levels: B-B-C-B-C

Defending Forces: Fourth Alliance Guards RCT

Landmasses (Capital City): Bedivere, Gareth, Gawain (Caerleon), Mordred, Tristram

Importance: Command

Recently reclaimed from League forces, Cavanaugh II is now providing a staging ground for further forays into the remains of that realm (an issue of grave concern to the Archon). The local militia has not been rebuilt and much of the infrastructure is just starting to recover from all the fighting that engulfed this world at the start of the Jihad.

DIXIE

Star Type (Recharge Time): M9V (210 hours)

Position in System: 1

Time to Jump Point: 1.96 days

Number of Satellites: None

Surface Gravity: 0.86

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Warm-Temperate)

Surface Water: 48 percent

Recharging Station: None

HPG Class Type: B

Highest Native Life: Reptile

Population: 139,000,000

Socio-Industrial Levels: B-B-B-C-C

Defending Forces: Blackjacks

Landmasses (Capital City): North (New Wichita), South

Importance: Command

An otherwise typical border world, discovery of a Star League Castle Brian invited an invasion. The few relics that survived the centuries of neglect have been picked clean. With the relative recent peace, the Alliance has started to rebuild the castle in an effort to provide a strong point along their border. Throughout the Jihad, Dixie served as a resupply depot and staging ground for assaults into the Free Worlds League.

PLANETARY MILITIA

Main Programs: BattleMechs, Vehicle, Unarmored Infantry

Location: New Wichita (North)

Local Terrain: Plains

Local Climate: Mild

COVENTRY PROVINCE

The Coventry Province remains the Lyrans Alliance's vast frontier, filled with a lot of untapped potential, especially among the worlds that once belonged to the Rim Worlds Republic. In addition to conservative expansion by the local industries, a populace reluctant to change their frontier way of life to accept huge influxes of immigrants and vulnerability to bandit raids, the province has been hamstrung by recent incursions by both the Clans and the Word of Blake. At first glance, it might appear that the region escaped a lot of destruction, since most of the damage done focused on Coventry itself. However, with government-funded military ventures accounting for a fair percentage of the provincial income, the years-long crippling of Coventry could be felt far and wide.

With the Jade Falcons quiet for now, and the Word on the run, rebuilding has begun. This has been impeded by many reasons, ranging from weakened shipping fleets to increased pirate depredation in the area, but the increased military power wielded by Duchess LaRue of Inarcs has abated some of the attacks as her Archonette's forces defend many of the local worlds. This, however, may lead to a confrontation with the Archon as Tharkad continues to assert its ultimate power and authority over all of its provincial worlds. For now, as Inarcs go so goes the Coventry Province.

INDUSTRIAL SYSTEMS

COVENTRY

Star Type (Recharge Time): F4V (175 hours)

Position in System: 3

Time to Jump Point: 16.10 days

Number of Satellites: 1 (Wellston)

Surface Gravity: 1.01

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 35°C (Mild-Temperate)

Surface Water: 80 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 3,623,000,000

Socio-Industrial Levels: A-A-A-A-A

Defending Forces: Third Royal Guards RCT

Landmasses (Capital City): Veracruz (Port St. William),
Dunnigan, Sydnallia, Auckland

Importance: Command, Industrial, Logistical.



COVENTRY METAL WORKS

Main Products: *Blitzkreig, Commando, Dart, Firestarter, Hunchback, Phoenix Hawk, Scarabus, Stinger, Stiletto* and *Vulcan BattleMechs, Copper SecurityMech*

Location: Port St. William (Veracruz)

Local Terrain: Light Urban

Local Climate: Mild

Most of CMW's output has been going straight to the LAAF, but there are a few exceptions. The *Dart*, for example, sells far better in the Federated Suns and is thus earmarked for export. Coventry has also diverted some of its lighter 'Mechs to the recently reopened Coventry Military Academy and its associated cadre force. CMW is clearly frustrated with its current inability to manufacture heavy and assault chassis at this time, an issue that is severely diluting the company's influence with the Quartermaster Command.

COVENTRY METAL WORKS, REFIT FACILITY

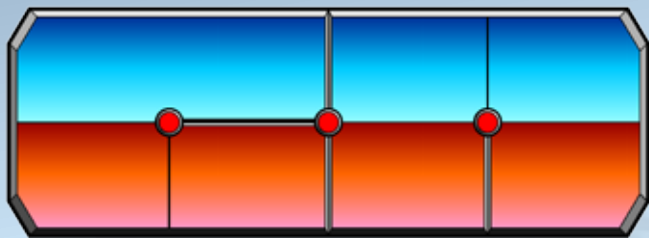
Main Products: *Scarabus* and *Stinger* BattleMechs

Location: Trumbley Station (Veracruz)

Local Terrain: Woodland

Local Climate: Mild

Originally a warehousing location for CMW, this refit facility developed during the fight to free the planet, and now even features some limited fabrication and assembly capacity. It has since been used to take care of small assembly work while the main CMW lines continue to undergo repairs. The local garrison typically takes advantage of the facilities to remain in top form.



COVENTRY MILITARY ACADEMY

Main Programs: BattleMech, Technician

Location: Fort Lawrence (Dunnigan)

Local Terrain: Light Urban

Local Climate: Windy

The rebuilt academy here has expanded to include a technician program in cooperation with CMW's needs for trained and experienced workers. Seniors can often be found interning at the refit facility or even the main factory complex for month-long stints as part of their final education.

PLANETARY MILITIA

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Nuevo Giza (Sydnallia)

Local Terrain: Wetlands

Local Climate: Rainy

EUTIN

Star Type (Recharge Time): G3V (184 hours)

Position in System: 3

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Eutin Prime, Eutin Minor)

Surface Gravity: 1.00

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 29°C (Warm-Temperate)

Surface Water: 71 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 840,000,000

Socio-Industrial Levels: C-D-B-C-C

Defending Forces: None

Landmasses (Capital City): Großer, Kleiner (Oldenburg),
Uklei, Keller

Importance: Industrial

THARHES INDUSTRIES

Main Products: Rottweiler and Sloth battle armor

Location: TharHes Eutin (Eutin Prime)

Local Terrain: Badlands

Local Climate: None (Trace Atmosphere)

With Tharkad under Blakist control, TharHes built a battle armor facility on the marginally habitable moon of Eutin. The factory has been a godsend to the local populace. With the influx of employment, the dome-dwelling population of Eutin Prime has doubled to nearly 800,000.

PLANETARY MILITIA

Main Programs: Aerospace, Armored Infantry, Unarmored Infantry

Location: Oldenburg

Local Terrain: Coastal

Local Climate: Rainy

Hardly utilized in the past, Eutin's planetary militia received a boost when TharHes set up facilities on one of the planet's moons. In addition to a few battlesuits each year, the militia recently received six new aerospace fighters, giving them the ability to protect both the planet and the moon better.

INARCS

Star Type (Recharge Time): K9III (200 hours)

Position in System: 5

Time to Jump Point: 3.31 days

Number of Satellites: 1 (Agiruur)

Surface Gravity: 0.92

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Warm-Temperate)

Surface Water: 60 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Amphibian

Population: 704,700,000

Socio-Industrial Levels: A-A-B-A-B

Defending Forces: Blackstone Highlanders

Landmasses (Capital City): Insel Desteufels (Utopia)

Importance: Command, Industrial

The presence of Blackstone BattleMechs and ScolTek Associates, both protected by a capable local militia and corporate security force, made Inarcs a natural choice to serve as the center for one of the emergency Archonettes established in the Jihad. Unfortunately, it now appears that Duchess Tamari LaRue—likely with the support of the powerful Blackstone family—is reluctant to surrender her expanded powers as the Word of Blake threat continues to recede. A confrontation with Tharkad is feared by many as a result.

BLACKSTONE BATTLEMECHS

BLACKSTONE BATTLEMECHS, LTD.

Main Products: *Enfield, Ostscout, Talon and Thunderbolt* BattleMechs

Location: Erewhon (Insel Desteufels)

Local Terrain: Mountain

Local Climate: Snowy

SCOLTEK ASSOCIATES

Main Products: Warbler Spotter Plane conventional fighter, Hi-Scout Drone and Hi-Scout Drone Carrier combat vehicles

Location: Hellmouth (Insel Desteufels)

Local Terrain: Flatlands

Local Climate: Mild



PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Utopia (Insel Desteufels)

Local Terrain: Coastal

Local Climate: Windy

KWANGJONG-NI

Star Type (Recharge Time): G5V (186 hours)

Position in System: 2

Time to Jump Point: 7.47 days

Number of Satellites: 2 (Right, Left)

Surface Gravity: 0.88

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 24° C (Cool-Temperate)

Surface Water: 63 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Fish

Population: 535,000,000

Socio-Industrial Levels: C-D-D-C-C

Defending Forces: None

Landmasses (Capital City): Atlantis (Landry), Kwan-ti, Saipon

Importance: Industrial

DEFIANCE INDUSTRIES MANUFACTURING ANNEX

Main Products: *Banshee, Mongoose II* and *Zeus* BattleMechs

Location: Classified – Lost Sea

Local Terrain: Badlands (Underwater/Extreme Depths)

Local Climate: N/A

Formerly a production center for the Rim World's Republic, Defiance sunk a large amount of money into finding and refitting the submerged facilities beneath Kwangjong-ni's Lost Sea. While not nearly capable of the output levels of Hesperus II, these factories reportedly boast three easily configurable production lines that recently reached full output. Only accessible through underwater docking ports, the company's shipping fleet consists of large cargo submarines that ferry parts in and finished designs out. The local militia patrols the region, keeping anyone from finding the exact location for the entrance, and guarding the shorelines where these subs make port.

PLANETARY MILITIA

Main Programs: Naval

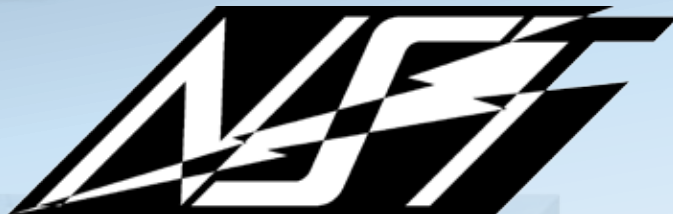
Location: Lost Sea

Local Terrain: Ocean

Local Climate: Stormy

LOXLEY

Star Type (Recharge Time): M1V (202 hours)
Position in System: 1
Time to Jump Point: 2.96 days
Number of Satellites: None (Asteroid Ring)
Surface Gravity: 1.00
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 19°C (Temperate)
Surface Water: 58 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Reptile
Population: 45,920,000
Socio-Industrial Levels: A-B-C-B-B
Defending Forces: None
Landmasses (Capital City): Marsden (South Fork), Wilds, The Wastelands
Importance: Industrial



NORSE STORM

Main Products: *Devastator*, *Hunchback*, *Spector*, *Thunder Hawk* and *Xanthos* BattleMechs

Location: Gray Mountains (Wilds)

Local Terrain: Mountain

Local Climate: Windy

Despite the recent additions of the *Hunchback* and *Xanthos*, there are still rumors that Norse Storm hopes to fit in another pair of production lines to make up for those lost on Solaris VII. For now, the company is standing pat. Expansion of mining facilities in the planet's asteroid ring has decreased imports from out of the system but has required maintaining two habitats located there. GM's most recent attempts to recoup royalties for the *Devastator* design failed in both Lyran and FedSuns courts, both of which found that the assault 'Mech had reached public domain.

BLUE SHOT WEAPONS

Main Products: *Starslayer* BattleMech
Location: South Fork (Marsden)
Local Terrain: Hills
Local Climate: Mild



BLUE SHOT WEAPONS

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: South Fork (Marsden)

Local Terrain: Hills

Local Climate: Mild

The Loxley militia is much more lethargic than would be expected for a force responsible for two BattleMech factories. This is either because of (or in spite of) both facilities' retention of combat-ready veteran "test pilots" who can jump into the latest machines off their own production lines to defend either site.

MELISSIA

Star Type (Recharge Time): G9V (190 hours)
Position in System: 5
Time to Jump Point: 5.82 days
Number of Satellites: 1 (Saratoga)
Surface Gravity: 1.02
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 35°C (Warm-Temperate)
Surface Water: 60 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Reptile
Population: 1,243,000,000
Socio-Industrial Levels: A-A-B-B-C
Defending Forces: Fifteenth Lyran Regulars, Rubinsky's Lighthorse
Landmasses (Capital City): Jahreszeitwunder (Europa)
Importance: Command, Industrial

RICHVALE

Star Type (Recharge Time): F7V (178 hours)
Position in System: 4
Time to Jump Point: 12.89 days
Number of Satellites: 3 (Leopold, Albert, Baudouin)
Surface Gravity: 1.02
Atm. Pressure: High (Breathable)
Equatorial Temperature: 32°C (Warm-Temperate)
Surface Water: 61 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Reptile
Population: 1,420,000
Socio-Industrial Levels: C-D-C-C-C
Defending Forces: None
Landmasses (Capital City): Alpha (Chico), Beta, Delta, Gamma, Lambda, Omega
Importance: Industrial



GRUMMAN-CRI

Main Products: Marksman Artillery Vehicle combat vehicle
Location: Broad Run (Jahreszeitwunder)
Local Terrain: Wetlands
Local Climate: Stormy

This newly built facility represents Grumman Amaglamated's first expansion into the Lyran Alliance, which received a very cool welcome by locals. Despite the assurances by their native Archon, many of the populace has more memories of Lyrans who perished at the guns of Grumman's Ontos tanks—the staple assault vehicle of the Free Worlds League. The company is spending a good amount of kroner on public relations, but crowds continue to picket the facility during the workweek.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Europa (Jahreszeitwunder)
Local Terrain: Light Urban
Local Climate: Mild

QUIKSCCELL COMPANY

Main Products: AC/2 Carrier, Tracked APC, Condor Heavy Hover Tank, Heavy Tracked APC, Laser Carrier, LRM Carrier, Saxon APC, Scorpion Light Tank and SRM Carrier combat vehicles

Location: Harlowe Falls (Beta)

Local Terrain: Badlands

Local Climate: Rainy

To nobody's surprise, the Harlowe Falls facility has earned more fines for failures to comply with Alliance regulations than any other facility in the nation. Quikscell chooses to pay the fines rather than upgrade their patchwork facilities, a commitment to quality echoed in their product line. As the direct employer of a quarter of Richvale's work force, planetary officials only strive to ensure that no major injuries or fatalities are likely at the factories, rather than risk the public backlash that would surely come from shutting the company's operation down.

PLANETARY MILITIA

Main Programs: Vehicle

Location: Chico (Alpha)

Local Terrain: Wooded (Jungle)

Local Climate: Stormy

Richvale's heat and humidity preclude long periods of time outside, so the militia relies upon Quikscell's products to protect them. Luckily, they receive free vehicle maintenance from the local factories, and Quikscell even provides extra quality control for the local vehicles' air conditioning units.

STORFORS

Star Type (Recharge Time): A9V (170 hours)

Position in System: 3

Time to Jump Point: 23.75 days

Number of Satellites: 1 (Uppsala)

Surface Gravity: 0.95

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 22°C (Temperate)

Surface Water: 72 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Microbe

Population: 842,000,000

Socio-Industrial Levels: A-A-B-A-B

Defending Forces: None

Landmasses (Capital City): Värmland (Storfors City),
Stramm, Inkalda

Importance: Industrial

One of three inhabited planets in the system, Storfors is the most like Terra. Settled initially by Nordic peoples, the system quickly attracted settlers of all ethnicities. Never a vital importance to the defense of the realm, the refit of a smelting plant into a BattleMech factory has brought increased attention to this world—including that of the Word of Blake.

Despite driving out Blakist agents years ago, it was not until just recently that a collective of local entrepreneurs managed to finally purchase the Blakist-controlled J. B. BattleMechs factories outright, a result of J.B.'s delisting from the Lyran stock exchange. This has resulted in the creation of Jerome's Trust (LA), a holding company owned by the Lyran government that is dedicated to selling off all former Blakist holdings in the Alliance.

J.B. BATTLEMECHS INC.

Main Products: BattleMaster and
Chameleon BattleMechs

Location: Godenboro (Inkalda)

Local Terrain: Badlands (Tundra)

Local Climate: Snowy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Fort Tilda (Stramm)

Local Terrain: Woodlands

Local Climate: Snowy

STRATEGIC SYSTEMS

NEW CAPETOWN

Star Type (Recharge Time): K9V (200 hours)

Position in System: 4

Time to Jump Point: 3.31 days

Number of Satellites: 1 (Durban)

Surface Gravity: 1.10

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 29° C (Cool-Temperate)

Surface Water: 65 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Avian

Population: 3,185,000,000

Socio-Industrial Levels: B-B-C-C-B

Defending Forces: Royal New Capetown Training Battalion

Landmasses (Capital City): Eissia, Pretoria (New Hope)

Importance: Logistical

ROYAL NEW CAPETOWN MILITARY ACADEMY

Main Programs: BattleMech,
Aerospace, Armor, Battle
Armor, Infantry, Artillery,
Specialist

Location: New Hope (Pretoria)

Local Terrain: Flatlands

Local Climate: Mild

Though of logistical and strategic importance, the lack of local military industry likely spared New Capetown from any major attacks during the Jihad. The Royal New Capetown Military Academy still produces quality troops, but the local population's tendency toward racism (most recently focused on all things Clan) has only been exacerbated by the Falcon and Wolf incursions that took place during the war.



DONEGAL PROVINCE

The industrial and historic heartland of the Lyrans state, the Donegal Province has been ravaged but not defeated. The Alliance is pouring much of its available capital into this region to repair all the damage inflicted on the industrial, commercial and governmental assets struck here—particularly on the twin capitals of Tharkad and Donegal. The perceived inequity has raised the usual grumblings, but without their industrial might bringing in tax kroner, the Alliance could quickly crumble in the face of another Clan offensive. In some ways, Tharkad and Donegal are isolated, surrounded by enemies and Archonettes reluctant to give back power.

INDUSTRIAL SYSTEMS

DONEGAL

Star Type (Recharge Time): F0V (171 hours)

Position in System: 4

Time to Jump Point: 21.94 days

Number of Satellites: 1 (Seth's Jewel)

Surface Gravity: 1.01

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 40°C (Warm-Temperate)

Surface Water: 80 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Reptile

Population: 5,994,000,000

Socio-Industrial Levels: A-A-A-A-B

Defending Forces: Seventh Donegal Guards

Landmasses (Capital City): Dunellan, Hinterlands, Lockenar (Marsdenville)

Importance: Command, Logistical

A key commercial hub for the Alliance, Donegal suffered early in the Jihad when a Blakist WarShip and her accompanying aerospace support showered the world with tactical nuclear devices that savaged educational, business, and defense centers alike. With the loss of the Lockheed/CBM plant to the violence of the Jihad and the destruction of most of the Donegal Guards, Donegal is almost entirely removed from the realm's military-industrial complex, yet still serves to coordinate vital protection for the capital region and its active border with two hostile Clans.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Dunellan

Local Terrain: Hills

Local Climate: Snowy

ARC-ROYAL

Star Type (Recharge Time): G3V (184 hours)

Position in System: 4

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Deven, Thorwatch)

Surface Gravity: 1.01

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 32° C (Mild-Temperate)

Surface Water: 74 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 1,823,000,000

Socio-Industrial Levels: A-A-A-A-A

Defending Forces: Kell Hounds, The Grave Walkers, The Fighting Intellectuals, plus elements of Wolf's Dragoons and Clan Wolf (in-Exile)

Landmasses (Capital City): Gerechtland, Grunwald, Gutheim (Old Connaught)

Importance: Command, Industrial, Logistical

Once a pleasant, almost pastoral world best known as the home of the Kell family and the Kell Hounds mercenary force, Arc-Royal became a major military and diplomatic command center throughout the Jihad and with the combination of state, Clan, mercenary, and independent forces, remains one of the best-protected worlds in the entire Inner Sphere today.

ARC-ROYAL MECHWORKS

Main Products: *Annihilator, Arctic Fox, Battle Cobra, Imp, Mangonel, Mjolnir, Mongoose II, Ursus II* and *Wolfhound* BattleMechs, Nighthawk PA(L) battle armor

Location: New Hannover (Gutheim)

Local Terrain: Hills/Light Urban

Local Climate: Mild



COMTECH

Main Products: MIT 23 MASH

Vehicle combat vehicle

Location: Mount Zugspitze
(Gerechtland)

Local Terrain: Mountain (Volcanic)

Local Climate: Mild

A joint venture between ComStar, the Lyran Alliance and the Kell family, ComStar receives most of ComTech's output while its other partners share most of the profits. There was talk of expanding the facility, but recent lava flow near the site has forced money to be put into upgrades to protect it from any unwanted volcanic damage.



KELL REFIT FACILITIES

Main Products: *Firefly* and *Hoplite* BattleMech refits

Location: New Hannover (Gutheim)

Local Terrain: Hills/Light Urban

Local Climate: Mild



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Gerechtland

Local Terrain: Mountains

Local Climate: Rainy

Despite the massive military presence already on Arc-Royal, the local militia still trains as if they are the only protection Arc-Royal has. They frequently garrison areas that the established military commands do not and move their base of operation every few years. During the Blakist assault, they worked primarily as liaison and scouts for the other units.

ARCTURUS

Star Type (Recharge Time): K2III (193 hours)

Position in System: 5

Time to Jump Point: 4.85 days

Number of Satellites: 3 (Donegal, Skye, Tamar)

Surface Gravity: 1.02

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 33°C (Mild-Temperate)

Surface Water: 43 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 1,000,000,000

Socio-Industrial Levels: B-C-D-C-D

Defending Forces: Twenty Third Arcturan Guard

Landmasses (Capital City): Attenia (Malcheema), Borreus, Chadrik, Dustina, Penrod

Importance: Industrial, Logistical

ARCTURAN ARMS REFIT FACILITY

Main Products:

Crossbow
BattleMechs,
Marsden II MBT
combat vehicle,
Beowulf, *Blitzkrieg*,
Stinger, *Valkyrie* and
Viking BattleMech
refits, *Hellcat II*
Aerospace refit

Location: Malcheema
(Attenia)

Local Terrain: Hills

Local Climate: Snowy

A few decades ago all that remained of the once legendary Arcturan Arms complex was a small repair center used by local garrisons, and a sprawling set of ruins that tourists visited. Corporate risk taking and the instability of the Jihad sparked a rebirth for Arcturan Arms and led them to expand, first to large-scale refits and then to producing new 'Mechs and combat vehicles. The tours are gone but the planet has prospered from a return to relevance again.



LESTRADE MOTORS

Main Products: Büffel Engineering Support Vehicle VII support vehicle

Location: Po (Penrod)

Local Terrain: Badlands

Local Climate: Windy

PLANETARY MILITIA

Main Programs: Vehicle, VTOL, Unarmored Infantry

Location: Spartus (Borreus)

Local Terrain: Wetlands

Local Climate: Rainy

Centrally located between all of Arcturus' vital factories and command centers, the militia has enough VTOL assets to relocate almost anywhere on the planet within two standard days. About half of the militia will eventually transfer to one of the Arcturan Guards regiments, making up for Arcturus' lack of a formal military academy.

GIBBS

Star Type (Recharge Time): G9V (190 hours)

Position in System: 3

Time to Jump Point: 5.82 days

Number of Satellites: 1 (Weatherly)

Surface Gravity: 1.00

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 28° C (Warm)

Surface Water: 58 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Reptile

Population: 68,340,000

Socio-Industrial Levels: A-A-B-B-B

Defending Forces: None

Landmasses (Capital City): Perrette (Rolfson), Pablo, Murray

Importance: Industrial

As the largest remaining hub of aerospace manufacturing in the Alliance—not to mention the only shipyard capable of manufacturing K-F drives for the entire realm—Gibbs' importance to the Lyrans cannot be underestimated.



IOTO GALACTIC ENTERPRISES

Main Products: Merchant JumpShip

Location: Ioto Orbital One

Local Terrain: L1 Lagrange Point (Orbital)

Local Climate: N/A

LOCKHEED/CBM CORP.

Main Products: Eagle, Thunderbird and Typhoon aerospace fighters, Kaiseradler and Steinadler strike fighters.

Location: Rolfson (Perrette)

Local Terrain: Badlands

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Bainbridge (Perrette)

Local Terrain: Badlands

Local Climate: Windy

Gibbs' thin air holds little moisture, resulting in most of the planet being a barren desert. The militia is based out of the largest city, Bainbridge, but rotates through the few major settlements on the planet. When the Nickel Boys bandit force raided this world recently, the militia guarded the Lockheed/CBM plant while several cities were savaged.

THARKAD

Star Type (Recharge Time): G6V (187 hours)

Position in System: 5

Time to Jump Point: 7.01 days

Number of Satellites: 1 (Marsden)

Surface Gravity: 1.10

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 20°C (Arctic)

Surface Water: 80 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 6,892,000,000

Socio-Industrial Levels: A-A-A-A-C

Defending Forces: First Royal Guards RCT, Second Royal Guards RCT

Landmasses (Capital City): Bremen (Tharkad City), Franz, Grolsch, Heidelberg, Sutherland

Importance: Command, Industrial, Logistical

Given its central location within all of Lyran space, Tharkad is a naturally secure capital world and a perfect center for military production, both of which stood true since the days of the Star League. The Jihad shattered both in one swift stroke when the Word of Blake defied all strategic doctrine and blockaded the planet outright. Rebuilding is slow and arduous, but even the irradiated Triad is being restored, with no expense spared in the name of Lyran pride. For now, the Lyran government operates out of the former summer court in the tropical Tatyana Islands, but eventually, the throne and the Estates General will return to their old stomping grounds in Tharkad City.

DEFIANCE MOTORS

Main Products: Engines, DI Morgan Assault Tank and Prowler

Multi-Terrain Vehicle combat vehicles

Location: Elizabeth's Island (Tatyana Islands)

Local Terrain: Coastal

Local Climate: Rainy

LOCKHEED/CBM CORP.

Main Products: *Eisensturm* and *Rapier* aerospace fighters, *Monarch* DropShip, *Spacestream* small craft

Location: Cold Creek (Bremen)

Local Terrain: Flatlands (Tundra)

Local Climate: Snowy



THARHES INDUSTRIES

Main Products: *Barghest* BattleMech, *Infiltrator* Mk. I and *Fenrir* battle armor

Location: Weibetal (Bremen)

Local Terrain: Heavy Urban (Tundra/Ice)

Local Climate: Snowy



THARKAD AEROSPACE GROUP

Main Products: *Intruder* and *Mule* DropShips

Location: Aesiria Station

Local Terrain: Orbital

Local Climate: N/A



NAGELRING

Main Programs: BattleMech, Aerospace, Armor, Battle Armor, Infantry, Spacecraft, Artillery, Technician, Specialist

Location: Bremen

Local Terrain: Light Urban (Tundra)

Local Climate: Snowy

PLANETARY MILITIA

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Tharkad City (Bremen)

Local Terrain: Heavy Urban (Tundra)

Local Climate: Snowy

The core of the Tharkad planetary militia now composed of the majority of the guerilla fighters who did not join the Royal Guards after the planet was liberated. This force now focuses much of its time ensuring civilian safety around the Triad clean up and reconstruction projects. The militia also claims on its rolls all of the individuals injured—physically or mentally—in the fighting against the Blakists on Tharkad, providing jobs, medical aid, and counseling to them with the full blessings and support of the planetary government.

STRATEGIC SYSTEMS

CRIMOND

Star Type (Recharge Time): F8II (179 hours)

Position in System: 4

Time to Jump Point: 12.01 days

Number of Satellites: 1 (Osseous)

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 45°C (Mild-Temperate)

Surface Water: 50 percent

Recharging Station: Zenith

HPG Class Type: A

Highest Native Life: Mammal

Population: 926,000,000

Socio-Industrial Levels: A-B-A-A-D

Defending Forces: Pandora College Training Battalion

Landmasses (Capital City): Metallerz, Chromatisch (Sol City), Condor

Importance: Logistical

As one of the principal coordinating command points along the Jade Falcon front, the LAAF has assigned a significant command staff to Fort Beauord on Crimond. This world has also inherited the Pandora College Training Battalion, which has since become a sort of “finishing school service” for new warriors in the Donegal Province.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Nouveau Newfoundland

Local Terrain: Mountains (Steppes)

Local Climate: Windy

SKYE PROVINCE

It is hardly a secret that the Isle of Skye, now merely the Skye Province, has been a troublemaker for Tharkad for centuries. The great movement for self-governance is juxtaposed with constant calls to Tharkad for more resources to protect their borders, especially the one with the Combine. It seems highly unlikely that the people of Skye will be truly satisfied with any situation in the near future as even they don't seem to know exactly what they want. This leaves them as the largest wild card in the Alliance, even beyond the expansionist Bolan Province.

The province contains an immense amount of industry, probably enough to rival the Donegal Province prior to the Jihad. The loss of many heavily developed worlds to the Blakists and damage to others has hurt the province greatly. Despite that, even a damaged Hesperus II is still capable of putting out military systems at a rate beyond that of but a few factories on Terra. Should Skye finally leave the Alliance, the chances of them taking Hesperus II and some other border systems without a huge fight are near zero.

INDUSTRIAL SYSTEMS

SKYE

Star Type (Recharge Time): G8V/M0V (191 hours)

Position in System: 4

Time to Jump Point: 4.48 days

Number of Satellites: 1 (Luna)

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Warm-Temperate)

Surface Water: 70 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Mammal

Population: 4,382,000,000

Socio-Industrial Levels: A-A-A-B-B

Defending Forces: Skye Guards, First Skye Jaegers

Landmasses (Capital City): New Scotland (New Glasgow)

Importance: Command, Industrial, Logistical

While it may be renowned as a hotbed of separatism in an otherwise stable realm, Skye is one of the jewels in House Steiner's crown, and one which—under the right circumstances—we may be able to secure access to without a fight. We won Duke Kelswa-Steiner's trust in the war against the Word, and our Coalition defense of the world endeared many of its people—especially Duchess Hermione Aten—to our cause. These will be powerful points of influence in the future, and the rewards should be immeasurable.

CYCLOPS, INCORPORATED

Main Products: Hover APC, Drillson Heavy Hover Tank, Fulcrum Heavy Hovortank, Fulcrum II Heavy Hovortank, GlaiveMedium Tank and Saxon APC combat vehicles

Location: New Aberdeen

Local Terrain: Hills

Local Climate: Mild

SHIPIL COMPANY

Main Products: Ares Assault Craft, Battle Taxi, Bus, Close Assault Landing Craft, Dropshuttle, Landing Craft and Long-range Shuttlecraft small craft, Aurora, Claymore, Overlord and Union DropShips, Owl strike fighter and Seydlitz aerospace fighters

Location: Edinburgh

Local Terrain: Coastal

Local Climate: Rainy

Times are good for Shipil and their employees—as long as one enjoys overtime. With the damage to so much of their aerospace industry, Shipil has increased their sales to the Alliance. This has even strained relations with Duke Robert Kelswa-Steiner, much to everyone's surprise, as Shipil has cut shipments to the Skye Rangers to meet orders to the rest of the LAAF.

SKYE PLEASURE CRAFT

Main Products: Jormungand-class bluewater cruiser, Sea Skimmer hydrofoil

Location: Dublin Heights

Local Terrain: Coastal

Local Climate: Mild





SANGLAMORE

Main Programs: BattleMech, Armor, Battle Armor, Infantry, Artillery, Technician, Specialist

Location: Bannockburn

Local Terrain: Wetlands

Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: New Glasgow

Local Terrain: Hills

Local Climate: Mild

The Skye militia has a high turnover rate, often accused of being a training ground for the more militant arms of Free Skye. True or not, the militia regularly drills on responding to attacks at all strategic locations on Skye. They even are lent DropShips from Shipil to facilitate rapid relocations in the event of an emergency.

EDASICH

Star Type (Recharge Time): F6IV (177 hours)

Position in System: 3

Time to Jump Point: 13.87 days

Number of Satellites: None

Surface Gravity: 1.05

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 21°C (Temperate)

Surface Water: 71 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Microbe

Population: 1,263,000,000

Socio-Industrial Levels: B-B-B-C-C

Defending Forces: None

Landmasses (Capital City): Purple, Forbidden, Closure (New Wuhan)

Importance: Industrial

EDASICH MOTORS

Main Products: Engines

Location: Vesteralen (Forbidden Islands)

Local Terrain: Coastal

Local Climate: Windy

The ancient Star League facility is on its last legs, though it remains productive enough to meet the now reduced demands of Defiance Industries. The citizens of Edasich are in a perpetual state of fear of losing their largest employer.



PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: New Wuhan

Local Terrain: Mountains

Local Climate: Snowy

HESPERUS II

Star Type (Recharge Time): F2IV (173 hours)

Position in System: 2

Time to Jump Point: 18.75 days

Number of Satellites: 1 (Hesperus II-Alpha)

Surface Gravity: 1.01

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 85°C (Jungle)

Surface Water: 40 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Reptile

Population: 345,600

Socio-Industrial Levels: A-A-A-A-B

Defending Forces: Fifth Lyran Guards RCT

Landmasses (Capital City): South Whitman (Maria's Elegy), North Whitman, East Barrens, West Barrens

Importance: Industrial

While most of Hesperus II remains an inhospitable wasteland or untamed jungles teeming with vicious megafauna, the real reason population here has been kept amazingly low has to do with centuries of paranoid security and travel restrictions. Eager to bring the highly prized factories here back up to full capacity, however, the Lyran government encouraged what may be the planet's first real population boom in over a century, though local security remains tight.



DEFIANCE INDUSTRIES

Main Products: *Archer, Atlas, Atlas II, Berserker, Eisenfaust, Galahad, Ghost, Goliath, Griffin, Hatchetman, Nightsky, Thunder Fox, Valkyrie* and *Zeus* BattleMechs, *Demolisher II, DI Morgan, Fortune, Hunter Light Support Tank, Manticore Heavy Tank, Patton Tank, Rommel Tank, Saxon APC* and *Sturmfeur Heavy Tank* combat vehicles, *Avenger DropShip*, IS Standard battle armor

Location: Maria's Elegy (South Whitman)

Local Terrain: Mountain

Local Climate: Windy

Retaking Defiance from the Blakists crippled many of the production lines here. Preliminary reports indicate that it could take decades to repair all the damage. This has given way to fanciful rumors of "creative redesigning" that cannot be verified or dismissed at this time, such as *Banshees* built with Clan-level technology or *Zeus* OmniMechs.

DOERING ELECTRONICS

Main Products: Doering

Electronics Communications Satellite, Electronics

Location: Melrose Valley (South Whitman)

Local Terrain: Jungle

Local Climate: Rainy



PLANETARY MILITIA

Main Programs: Vehicle

Location: Melrose Valley (South Whitman)

Local Terrain: Jungle

Local Climate: Rainy

Between the Lyran armed forces that guard this vital planet and the Defiance Self-Protection Force, there would seem to be little use for additional militia. Considering the close calls that the planet has experienced and the actual loss of it to the Blakists, part of the militia from the barren world of Hesperus III rotates to Hesperus II every few months. The climate is too hot for infantry to be of any use without heavy, insulated exo-suits, and so vehicles overwhelmingly dominate the militia ranks.

SOLARIS VII

Star Type (Recharge Time): K1V (192 hours)

Position in System: 7

Time to Jump Point: 5.18 days

Number of Satellites: 1 (Solaris VII Able)

Surface Gravity: 1.10

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 25° C (Cool-Temperate)

Surface Water: 80 percent

Recharging Station: Zenith, Nadir

HPG Class Type: A

Highest Native Life: Fish

Population: 451,100,000

Socio-Industrial Levels: A-A-A-A-B

Defending Forces: Elements of the Third Lyran Guards RCT

Landmasses (Capital City): Greyland (Solaris City), Equatus

Importance: Industrial, Logistical

VINING ENGINEERING AND SALVAGE TEAM

Main Products: *Heleopolis* and *Valiant* BattleMechs

Location: Xolara (Greyland)

Local Terrain: Light Urban

Local Climate: Rainy

The only Solaris manufacturer to survive the Jihad with the capability to make BattleMechs, Vining is taking every opportunity to gather as many engineers and technicians from other firms as they can. While some others are struggling to put together RetroTech designs, Vining is moving forward with new ideas for full-fledged BattleMechs.



PLANETARY MILITIA

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Solaris City (Greyland)

Local Terrain: Heavy Urban

Local Climate: Rainy

Solaris VII's newly reconstituted militia consists of members of the original Solaran security forces and survivors from the disbanded Solaris Home Defense League resistance movement. Today, these forces have the tough job of keeping Solaris City and its outlying areas secure and relatively peaceful as the ongoing process of reconstruction continues. The LAAF garrison here is content to avoid the mess that the postwar Solaris City now resembles as much as possible, preferring instead to patrol and camp on the more sparsely populated continent of Equatus.

STRATEGIC SYSTEMS

FREEDOM

Star Type (Recharge Time): M5V (206 hours)

Position in System: 6

Time to Jump Point: 2.45 days

Number of Satellites: 1 (Vigil's Light)

Surface Gravity: 1.00

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 40° C (Mild-Temperate)

Surface Water: 70 percent

Recharging Station: Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 1,280,000,000

Socio-Industrial Levels: A-B-B-B-A

Defending Forces: Alexandria FTM

Landmasses (Capital City): Republic (Jefferson City),
Independence

Importance: Command

The planet that brought down the Terran Alliance, Freedom is an apt description for the locals' way of life. As a command post for the outer edges of the Skye Province, many feel their world failed the Alliance during the Jihad. While the Lyran government and military lacked the resources to halt Blakist encroachment in this region, Freedom's leadership did its best to coordinate a defense, only to see world after world fall around them.

PORT MOSEBY

Star Type (Recharge Time): F9V (180 hours)

Position in System: 4

Time to Jump Point: 11.19 days

Number of Satellites: 1 (Kiwi)

Surface Gravity: 1.00

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 20° C (Warm-Temperate)

Surface Water: 65 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: Mammal

Population: 2,733,000,000

Socio-Industrial Levels: C-B-C-C-C

Defending Forces: None

Landmasses (Capital City): Java, Aberrant (Feintuch)

Importance: Command, Logistical

With their world ever in danger of invasion by the nearby Draconis Combine (and, now, the Clans), Port Moseby's inhabitants viewed the Jihad as a distant threat at best. Today the world continues to serve as a lynchpin to Lyrans' border defense, yet lacks a standing LAAF garrison at present. Nevertheless, the militia feels up to the task of protecting their world against the current threats. After all, if the current détente between the Great Houses and the Clans should end in hostilities now that the Word is in retreat, this planet could well become the jump-off point for Lyran forces once again.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Republic

Local Terrain: Hills

Local Climate: Mild

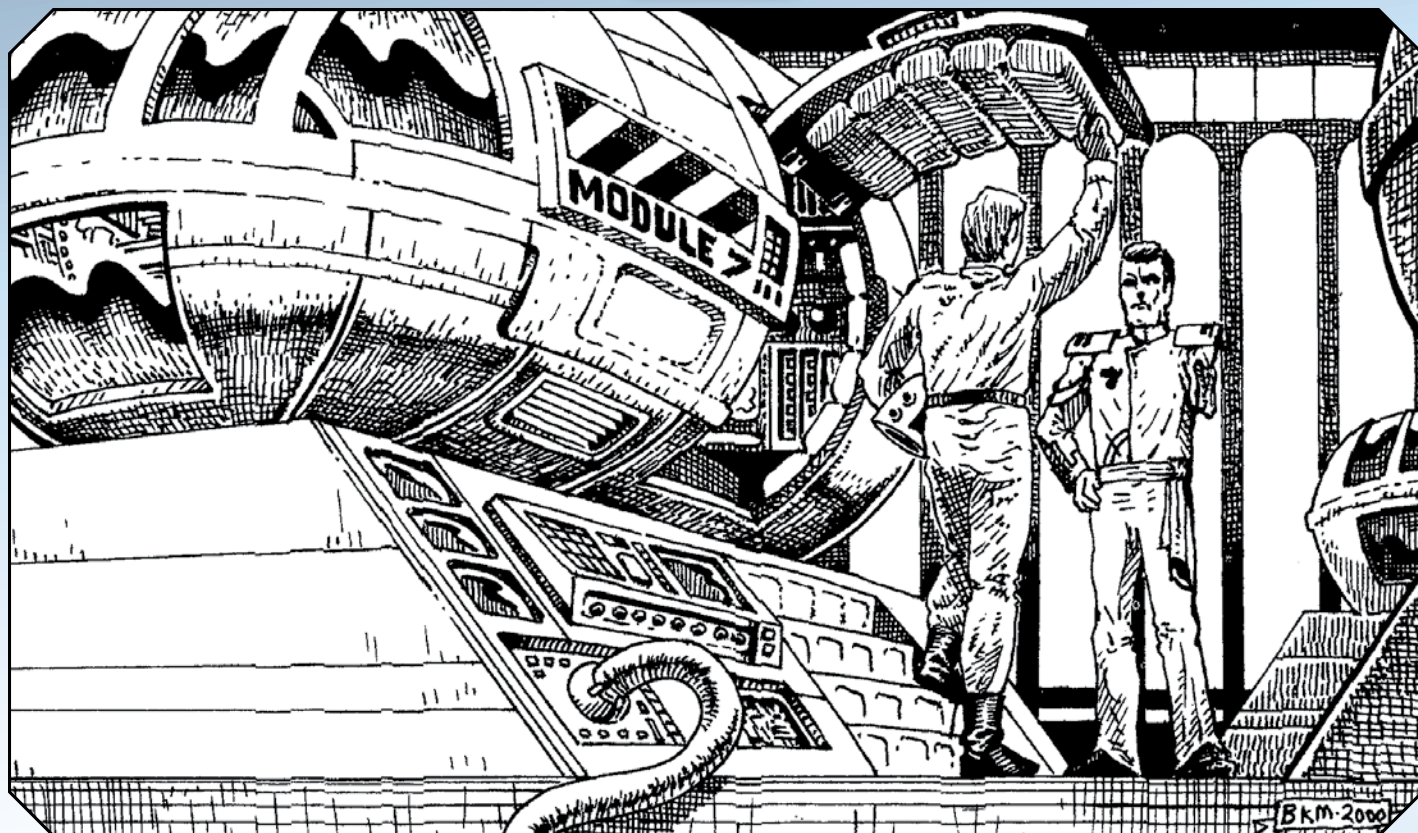
PLANETARY MILITIA

Main Programs: MilitiaMechs, Vehicle, Unarmored Infantry

Location: Republic

Local Terrain: Flatlands

Local Climate: Mild



UPCOMING PROJECTS

The Jihad hit the Lyran Alliance where it hurt most, in its industry. Where previously the Lyrans survived by outbuilding their opposition, this time it will not be so easy. No longer will its various agencies max out their allocations and selling off their surplus to receive increased budgets next year. There will be choices, such as finding a way to increase the realm's BattleMech production to fill out depleted ranks. Despite the hardships, the Alliance will rebuild. When it does, expect upgrades and new products.

Luckily, Alliance companies will not need to stand on their own. Military sales may be restricted, but the Alliance encourages trade otherwise. Household products and luxuries continue to flow to other realms as best as the trade fleets can manage, bringing revenue back in. Lyran industry has strong ties with the Federated Suns and will take advantage of the Terran corridor being free of Blakist threats (an arrangement we will easily profit from). They will also resume trading with their former worlds in the former Blake Protectorate—even if they fly under another flag. There is also the former Free Worlds League. Despite long standing military enmity, both mercantile nations traded in the past and will continue to do so, further dampening any hostilities that may erupt in the years ahead.

In keeping an eye on what new military ventures the Lyrans might undertake during this reconstruction period, our intelligence has obtained several possibilities, the most likely of which are outlined here.

DEFIANCE INDUSTRIES

As the single largest military producer in the realm, Defiance is taking what little advantage they can with the budding postwar reality. Despite pumping out machines as fast as they can from Kwangjong-ni, Defiance has recently begun to ratchet down its production there, to focus energies elsewhere. Once their Tharkad and Hesperus facilities return to desired output, we believe some of the less profitable models will be transferred to Kwangjong-ni so new designs can be manufactured at these choice centers instead.

One area nearly untouched by the Jihad was Defiance's combat vehicle manufacturing, which expanded greatly over the past half century, joined now by strong battle armor production. Currently, DI is working on a superheavy main battle tank, as well as redesigns for the popular *Archer*, *Zeus* and *Hatchetman* BattleMechs.

COVENTRY METAL WORKS

Also primarily concerned with restoring full production, we have seen several different models of the trusty *Stinger* emerge from CMW, in addition to numerous refit projects. Given lackluster reviews of many of their recent new chassis, management is reportedly exploring new variant configurations to correct any faults in their product lines. Reports of a new *Stiletto* prototype give credence to these reports.

NEW ISSUE: VINING ENGINEERING AND SALVAGE TEAMS

Rebuilding and expanding after the recent warfare. It is the Company's intention to rebuild existing facilities and begin expanding operations to increase the amount of design work and customization that can be done at times.

Founded in 3047 by NAIS graduate Doctor David Vining, VEST has built a reputation as a developer of BattleMech designs, building prototype machines for sale to interested buyers from any military. VEST's successes include Earthwerks' *Jackal* and *Grand Titan* designs, as well as several locally produced custom 'Mechs such as the 85-ton *Sasquatch*.

Listing exchange: LASE

Expected first day of trading: 3079-06-01

Expected money raised: 600,000,000 Kroner

-IPO Announcements, *Interstellar Trader Periodical*, First Quarter 3079

STARCORPS

As a massive inter-realm conglomerate, beholden to customers with varying agendas, it is relatively difficult to determine what StarCorps grand plans are in the local scheme. A prototype in the Capellan Confederation can suddenly show up on a production line in the Lyrans Alliance. For example, a more efficient *Longbow*, using one size missile rack, may soon begin to emerge from the Son Hoa site, according to shipping manifests we have obtained.

THARHES INDUSTRIES

With their facilities smashed in the occupation of Tharkad, TharHes is barely remaining solvent. Reduced to just their *Barghest* BattleMech line, the company will be reliant upon government reconstruction loans for a long time. As a result, rumors abound of a full reunion with Defiance Industries, a possible merger that would better allow both companies to weather the postwar reconstruction ahead.

ARC-ROYAL MECHWORKS

Coming out ahead in the Jihad, the presence of the Kell Hounds and much of the Wolves (in-Exile) kept direct attacks against Arc-Royal to a minimum. Strangely, of all the facilities in the Inner Sphere that could be expected to begin manufacturing equipment to Clan specifications, the Kells seem to insist on keeping their empires from mixing. ARM's smaller R&D department could be impeding such a jump, but as new versions of the company's trademark *Wolfhound* begin to emerge, it seems more likely that this is a philosophical impediment, rather than a technological one.

LOCKHEED/CBM

Dominating Lyrans aerospace production for centuries, Lockheed/CBM was hit as hard as many of the other defense firms. The damage to the company's Tharkad facilities was particularly hard on the LAAF, but the loss of Donegal production will hurt for even longer to come. With a healthy income from their civilian products on Gibbs, Lockheed/CBM can bounce back faster than some of the Alliance's other defense corporations, and we have reliable reports that the company recently began test flights of a new OmniFighter to replace its lost medium fighter lines.

OTHER CORPORATIONS

With every nation short on trained manpower for their armed forces, one of the Lyrans' best weapons will be blunted. Given its diminished production capacity at the moment, the Alliance may be forced to rethink training as a counter balance. Given the quality of the Lyrans' technological might, a combination of cutting edge firepower, and a revamped LAAF training regimen could create a powerhouse in the years to come.

The loss of Alarion will be one of the hardest blows for the Lyrans to overcome. While their admiralty may gnash their teeth at the lack of WarShip production, and their generals will fret at how to transport their troops without sufficient combat DropShips, the real damage—as any Lyrans could tell you—will be from the loss in JumpShip production to move forces and goods between systems. While DropShip production can and will continue elsewhere, and the rising use of "Pocket WarShip" DropShips will provide a measure of defense against larger capital ships, the Alliance will need to either expand Gibb's facilities or establish another location to increase its JumpShip output.

The use of large weapons, such as autocannons, Gauss rifles and PPCs, remains a staple of Lyrans fighting forces, while their use of the light fusion engine seems to even outpace that of extralight reactors. The incorporation of C3 equipment is also expanding rapidly among LAAF combat units, with master and slave systems most popular in command lances. We have even seen indications of LAAF units embracing broader use of ECM equipment, and even Capellan-designed stealth armors. Targeting computers are also now being used in many designs, but the biggest development, perhaps, is the aggressive way in which Lyrans and Diamond Shark merchants are eager to pursue military trade, which would give the Alliance access to quality replacement components for their stores of captured Clan technology.



RULES ANNEX

The following section is provided to assist both players and gamemasters in providing guidelines and reference tables for those wishing to use *Objectives* create a game or campaign around one of the listed (or a newly made up) target system, factory, or city. The following rules primarily rely on the players' understanding of the core game play rules found in *Total Warfare (TW)* and *Tactical Operations (TO)*, but additional references may be made to *Strategic Operations (SO)*.

Players and gamemasters alike should realize that these rules are more actually a set of suggestions than they are "hard and fast" rules for game campaigns. Those creating tracks and scenarios are encouraged to accept, modify, or even completely ignore these rules if they prove too cumbersome.

USING PLANETARY INFORMATION

Each of the objective systems in this book was presented with a block of basic planetary data. This data provides key details that players can use to further tailor their game play, reflecting the unique features of the target world and the objective in question. The following rules identify the core rules that apply, based on the indicated world data.

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

These lines are most pertinent to the advanced aerospace aspects of gameplay defined in *Strategic Operations*, and will generally have no impact on games that focus entirely on ground combat.

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, *TO*).

Position in System indicates how many orbital positions away from the star the world orbits; a "position" could be held by other planets or asteroid belts.

The *Time to Jump Point* indicates how many days' worth of travel DropShips accelerating (at 1 G, the same acceleration produced by gravity on Terra) would take to travel from the system's standard zenith or nadir jump points to the target world. This transit time includes a mid-point turnover and 1 G deceleration rate as well, which are standard transit rates to and from most worlds. Longer distances between the world and its local jump point mean longer transit times for incoming vessels and thus more time for local defenders to arrange defenses once they realize there are inbound attackers.

NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the target world has (and their names, if applicable). Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces between the planet and its moon or moons cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defense preparations. In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar surfaces (depending, of course, on lunar phases), while worlds without any moons at all may present equally distracting effects. To reflect these possible effects as applicable, see the Full Moon Night, Moonless Night, or Pitch Black rules, on p. 58 of *Tactical Operations*.

SURFACE GRAVITY

Surface Gravity has a distinct affect on the performance of virtually all combat units in game play. Values higher than 1.00 reflect worlds where units are significantly heavier than they are under normal Terran gravity, while values lower than 1.00 reflect worlds where units are significantly lighter. The full effects of gravity on combat may be found on p. 55 of *Tactical Operations*.

ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere, and can have a profound impact on game play if the atmosphere is anything but "Standard (Breathable)". Thinner or Thicker atmospheres can affect the use of several unit types in gameplay and may even have an impact on weather conditions (see *Local Weather Rules*, later in this section). Likewise, atmospheres classified as Tainted or Toxic can affect how various combat units function and suffer damage in game play. For rules covering Atmospheric Pressure, see pp. 54-55 of *Tactical Operations* for pressure variations, and p. 56 of *Tactical Operations* for Tainted and Toxic Atmosphere effects.

EQUATORIAL TEMPERATURE AND SURFACE WATER

A world's *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the temperate (in degrees Celsius) it averages at the equator—typically the warmest region on the planet's surface. Temperatures at the north and south pole of most worlds may average as much as 30 degrees colder than at the world's equator, but it is always important to know that local conditions such as weather and terrain can vary these averages somewhat. Nevertheless, the equatorial temperature helps players gauge whether much of the world will likely be arctic,



tropical, desert, and so forth. If objectives fall in regions where temperatures are extreme (below -30 Celsius or above 50 Celsius), Extreme Temperature rules (see p. 62, *TO*), will apply.

Surface Water reflects the percentage of the world's surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low Surface Water values (50 percent or less) will rarely see much rainfall or snowfall weather effects, and water or woods features on terrain maps may instead be considered sinkholes, craters, and rough terrain instead to reflect the lack of significant water sources and vegetation. Worlds with higher Surface Water values, meanwhile, will much more likely have active, precipitation-heavy weather patterns, and support more water and woods terrain features.

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

These details describe other noteworthy features of a target system that could affect campaigns to greater or lesser degree.

Recharging Stations describes whether a system has any space station capable of recharging a JumpShip's KF drive (and, if so, at which of the two standard Jump Points they are located). Recharging stations are often small and fairly unarmed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so their arrival cannot be blown to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate by all but the most serious attack forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effect to secure a realm's communications hub and disrupt responses to a border-wide campaign.

Native Life describes (in very basic terms) the highest level of native-born life forms the world has. More life-barren worlds in the Inner Sphere may be host only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while operating outside of

vehicular protection. This detail, however, does not cover introduced species the human population may have imported to the world, so while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

Population defines the number of humans estimated to be living on the target world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities than they are small towns or even tiny outposts and domed arcologies. As a more densely populated world often raises the threat of local armed resistance or merely more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target less populace worlds, while invaders often attempt to secure the greater manpower and infrastructure reflected in high population worlds.

SOCIO-INDUSTRIAL LEVELS AND DEFENDING FORCES

These two factors define the development level of the world and name what military forces (if any) are likely going to be present to oppose incoming attack forces.

The world's *Socio-Industrial Level* is a five-letter code used to broadly define the world's level of wealth and development using a series of classic A-F letter grades. The more "A"s and "B"s that appear in this code versus "D"s and "F"s will generally denote a world that is more self-sufficient, technological sophisticated, and resource-wealthy than the average. As many of these factors can be used to enhance role-playing aspects of game play, an in-depth explanation of this code structure may be found on pp. 366-373 of *A Time of War*.

The world's *Defending Forces* detail identifies (by name) what on-planet regiments (aside from local police and conventional citizens' militia) an attack force might encounter. Raiders tend to target worlds that do not have major defense forces or worlds where such forces are known to be small and/or damaged. Assault forces, meanwhile, tend to come prepared for more strenuous resistance and may even target more heavily defended worlds to tie up or destroy key parts of an enemy realm's border defenses.

LANDMASSES, CAPITAL CITIES, AND IMPORTANCE

The major landmasses (continents, regions, and/or island chains) identified on each world are then listed, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. For brevity of this product, maps are not included, though players may readily presume that any landmasses worth naming account for large regions of a planet's surface, and are likely separated from other landmasses either by large expanses of water or other difficult-to-traverse terrains (such as extensive mountain ranges). Traveling between landmasses will thus often require the use of high-speed rails (overland), aerospace transit (via DropShips or airships), or seagoing vessels.

Finally, a world's Importance defines its main role(s) in the infrastructure of its parent realm. Worlds with Industrial importance reflect those where factory development is significant and vital to the military capabilities of the parent state. Logistical worlds are those that play a key role in raising or training military forces and/or supplying basic war materials not covered by heavy industrial output. Command worlds are those with significant interstellar government functions, such as regional capitals and military command centers. Raiders tend to favor Industrial worlds for their resources and finished products, while invasion forces tend to favor targeting Command and Logistical centers to cripple the enemy's leadership and supply lines pending (if possible) the conquest of Industrial worlds.

USING TARGET SITE DATA

In addition to planetary data, each entry listed in this book also includes brief data on the various factories and facilities that make critical objectives for BattleTech campaigns. These objectives come in two broad classes: production sites and training sites. Production sites (factories and such) will be identified by listing what their main products are, while training sites are identified by listing what their main programs are. In both cases, an attacker may expect some of the site's "products" scrambled to defend the target sites. For example, a factory that produces Pegasus hovertanks will likely field a home defense force that includes Pegasus hovertanks, while a training academy that includes BattleMech programs will have a home defense force that includes cadets (and instructors) piloting BattleMechs.

The locations of these sites (by city/county, and landmass) will then be listed. These tie into the planet's local geography, as defined under the planet's Landmasses data.

LOCAL TERRAIN AND CLIMATE

Finally, the local terrain and climate around the target site is identified. These factors help players set up the battlefield by helping to identify what mapsheets and/or terrain dominates the lands around the target site. For the *Local Terrain*, this most directly defines the specific Random Mapsheet Table (see p. 263, *TW*) that applies to the region around the target site. If a site indicates Orbital terrain, it is a space station, and thus all action would take space on a space mapsheet. If additional advanced terrain features apply—most often the Heavy Industrial Zone feature—they will be noted in parentheses beside the Local Terrain listing, and can be found by referencing the terrain tables on p. 69 of *Tactical Operations*.

Local Climate then defines the dominant weather "type" that forces may encounter in the vicinity of the objective (Mild, Windy, Rainy, Snowy, or Stormy). This is a broad classification of weather conditions that are common to that site, but the actual nature of any weather at the time forces land and do battle in the area can vary randomly. To reflect this, before a scenario begins, the game master

LOCAL WEATHER TABLES

Roll	Mild	Windy	Rainy	Stormy
1	No Weather	No Weather	No Weather	*
2	No Weather	Table 1 (-1)	Table 2 (-1)	Table 4 (-1)
3	Table 1 (-1)	Table 1 (+0)	Table 2 (+0)	Table 4 (+0)
4	Table 2 (-1)	Table 1 (+1)	Table 2 (+1)	Table 4 (+1)
5	Table 3 (-1)	Table 2 (-1)	Table 3 (-2)	Table 3 (+2)
6	Table 4 (-2)	Table 4 (-2)	Table 4 (-2)	Table 2 (+2)

*Roll 1D6 Again; On 1-3 No Weather; On 4, Table 1 (-1); on 5, Table 2 (-1); on 6, table 3 (-1)

WEATHER TABLE 1: WIND	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Light Gale (see p. 61, <i>TO</i>)
	2	Moderate Gale (see p. 61, <i>TO</i>)
	3	Strong Gale (see p. 61, <i>TO</i>)
	4	Storm (see p. 61, <i>TO</i>)
	5	Tornado F1-F3 (see p. 61, <i>TO</i>)
	6+	Tornado F4+ (see p. 62, <i>TO</i>)

WEATHER TABLE 2: RAIN	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Light Fog (see p. 57, <i>TO</i>)
	2	Heavy Fog (see p. 57, <i>TO</i>)
	3	Light Rainfall (see p. 59, <i>TO</i>)
	4	Moderate Rainfall (see p. 59, <i>TO</i>)
	5	Heavy Rainfall (see p. 59, <i>TO</i>)
	6+	Torrential Downpour (see p. 59, <i>TO</i>)

WEATHER TABLE 3: SNOW	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Sleet (see p. 60, <i>TO</i>)
	2	Light Hail (see p. 57, <i>TO</i>)
	3	Heavy Hail (see p. 58, <i>TO</i>)
	4	Light Snowfall (see p. 60, <i>TO</i>)
	5	Moderate Snowfall (see p. 60, <i>TO</i>)
	6+	Heavy Snowfall (see p. 60, <i>TO</i>)

WEATHER TABLE 4: COMBINED	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Gusting Rain (see p. 59, <i>TO</i>)
	2	Snow Flurries (see p. 60, <i>TO</i>)
	3	Blizzard (see p. 60, <i>TO</i>)
	4	Blowing Sand (see p. 62, <i>TO</i>)
	5	Ice Storm (see p. 62, <i>TO</i>)
	6+	Lightning Storm (see p. 59, <i>TO</i>)

should roll 1D6 and consult the appropriate Local Climate column of the Local Weather Table shown below. If the result is No Weather, then combat may begin with no atmospheric activities (though lighting effects, gravity, and temperatures may still be in force). Otherwise, roll 1D6 again, apply the modifier shown in parentheses, and consult the referenced Weather Table to find the actual weather conditions in the area. (For example, at an objective with a "Windy" Local Climate, if the first 1D6 roll is a 4, the player rolls 1D6 again and applies a +1 modifier to the result before consulting Weather Table 1: Wind. If this second roll is a 3, applying +1 makes the result 4, and the result is a Storm in the area. The player then consults p. 61 of *Tactical Operations* to find the rules governing Storm conditions.)

These weather conditions described by these tables are defined fully in *Tactical Operations* (with page references as shown in the table). These weather conditions will then take place for the duration of the scenario. If the result is unlikely to occur (such as snow on an extremely hot world), then either re-roll, or simply consider the weather as a normal day.

Note the above rules presume the availability of mapsheets and the presence of a gamemaster to determine terrain and weather effects. If mapsheets are unavailable, players should feel free to create terrain appropriate to the objective site, based on the short description given. If no game master is available, players may devise their own methods for determining who resolves the weather conditions randomly.

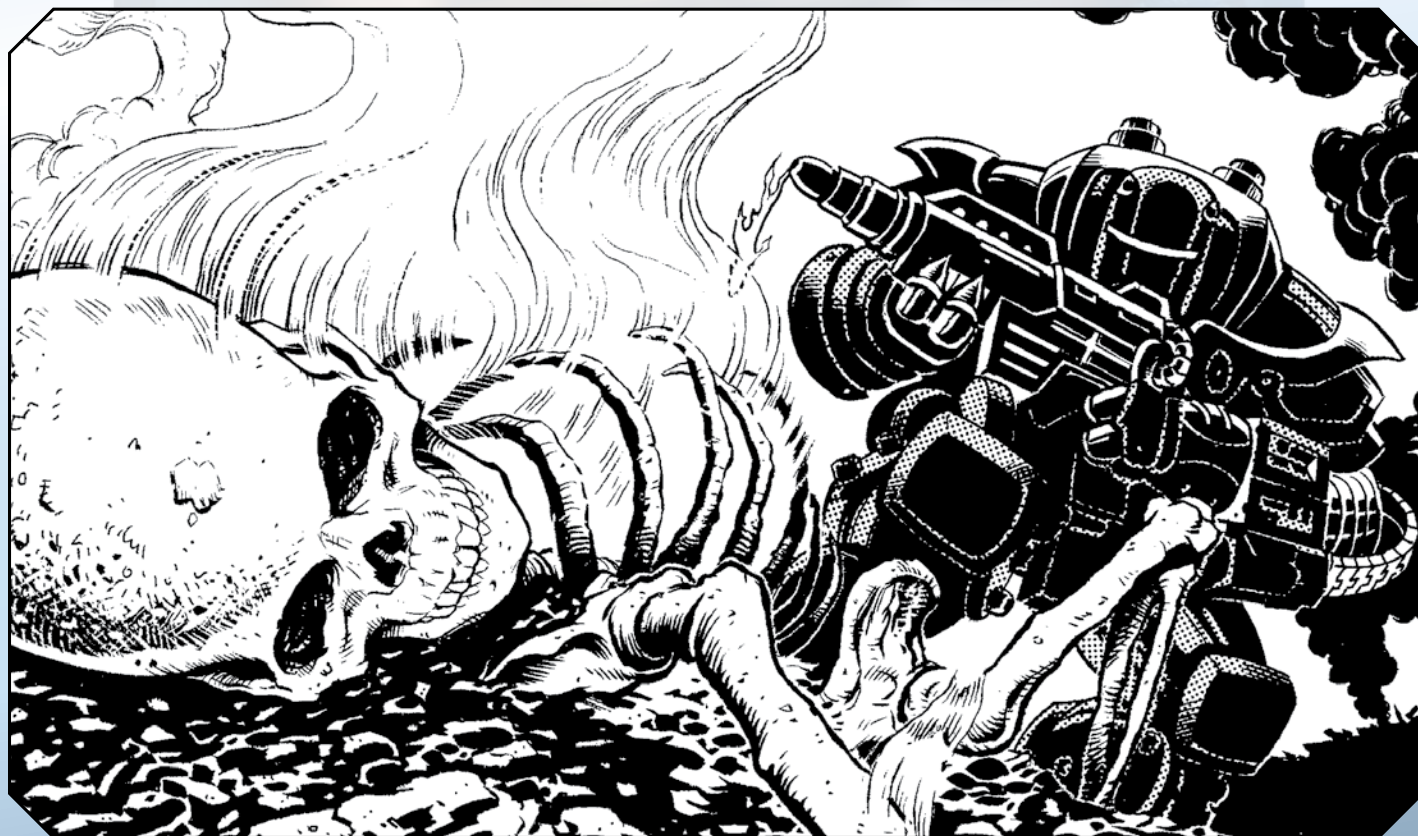
OTHER DEFENSES

In addition to a target's listed defense forces, players may encounter other defenses around potential objectives. Examples and guidelines for these additional defenses are discussed here.

CORPORATE SECURITY

As a general rule, installations of any military value contain some sort of inherent security or defense capability. Knowing that a garrisoning formation may be suddenly shipped off-world during war, or distracted by a diversionary raid leaving their coveted products undefended, many companies have developed a standard procedure to have their own permanently stationed corporate force on site to add another layer of defense against raids and invasions.

Almost all of a corporation's integral security forces will likely be made up of designs and equipment produced by the factory (or by sister site shipped from a different system, or by an affiliated company if the site itself doesn't produce combat units). It is also common for many companies to hire mercenaries (or other "independent contractors") to augment their site defenses. Indeed for less affluent companies or those that specialize in small components, mercenary security may even outnumber the corporate security forces in heavy equipment.





Unlike front-line, home guard, or planetary militia forces, corporate security rarely shifts away from the site it is charged with defending, nor are they typically bound to any command outside of the company's officers. This makes corporate forces often among the most independent-minded in the Inner Sphere, even more so in the industrial friendly Lyran Alliance. While this has helped serve the state at times in the past, the powerful semi-corporate forces on Inarcs could soon bring this issue to the forefront and result in changes for many companies in the Alliance.

To determine the rough size and composition of local corporate defenses around a factory, a good rule of thumb is to provide a lance worth of every BattleMech, vehicle, or aerospace fighter line that factory produces, and augment this with a platoon of additional conventional infantry for every lance. Facilities that produce only components for BattleMechs and vehicles almost always have just one lance of their own security, backed up by one to four platoons of conventional infantry. Most corporate security forces tend to be of Regular quality.

In addition, depending on the location and just how much often the fighting has occurred in recent history, mercenary forces may also be hired to provide additional protection. The strength, numbers, and quality of such forces should be based on the gamemaster's discretion. These added defenses should be dealt with on a case-by-case basis. For example, Lockheed/CBM on Gibbs produces aerospace fighters and DropShips, and so most likely will not have corporate BattleMechs protecting its facility but instead a company of motorized infantry, supported by a squadron of fighters and several modified DropShips retained for combat and convoy escort. A fairly central system well protected by Lyran forces, they are unlikely to have more than a company's worth of various mercenary BattleMechs for additional ground protection around their facility. StarCorps Industries, meanwhile, has over a battalion of BattleMechs—some mercenary, some in-house forces using 'Mechs awaiting shipment—to back up their regiment of unarmored Infantry, because Son Hoa is so remote and well within reach of Periphery raiders.

REGIONAL AND LOCAL MILITIA

A nation that prospers in peacetime, the Lyran Alliance has always had local militias ready to defend their worlds, the more prosperous the planet, the more complex it's militia. They also inherited the Federated Suns regional militia system, with each province and theater having a militia based around a BattleMech regiment.

While planetary militias never leave their native systems, regional militias are allocated to their entire region. With provinces on the interior, they generally protect high value targets, such as manufacturing centers, that other LAAF units are not. Theater militias focus more on the strategic location of systems, also being aware of the better supplied Lyran forces. At the start of the Jihad, regional militias had a regiment of BattleMechs, many older designs, with additional forces in the form of a mix of vehicles, infantry and fighters. Not only were many ravaged by the Jihad, but many of the

regional militias were used to quickly rebuild line regiments, leaving few with more than a battalion of 'Mech forces. Prior to the Jihad theaters had two to five RCTs each, most with three, while provinces had up to two, with Donegal lacking a regional militia force.

Typically, Lyran planetary militias contain 1 to 3 companies of unarmored infantry (mostly foot) and conventional fighters, and a battalion of armor. Some of the richer Lyran planets will have better equipment, some with extra conventional fighters and a few with integrated BattleMech forces. These forces are primarily of a reserve nature, typically with some or all of the officers being full time and handling much of the paperwork. Militias will typically be active for a few weeks each year under normal conditions and all the equipment will be kept in one location to muster out of. In the event of an invasion or natural disaster, they will be activated and report as soon as they can. In areas where raiding is more common, mainly along the Periphery border, infantry near installations may house their own weapons, though this can make mobilization of the full militia more difficult in some cases.

The size and technological advancement of the planetary militia is loosely based on the systems Population and Socio-Industrial Index. Planets will typically have one mixed militia regiment per one billion residents, with planets that are major industrial, logistical or command worlds possessing double this. Top Tier A- or B-rated technological and Industrial systems will have higher numbers and a better equipped militias, with some even having small numbers of older light to medium BattleMechs or armed IndustrialMechs within the militia or capitals police departments, as well as tactical vehicles armed with heavy grade weapons. C-, D- and F-tier systems in the Lyran Alliance are very likely to have only the oldest conventional vehicles and Infantry forces. Quality of the soldiers typically averages out to Green or Regular, depending on the importance of the world and proximity to a hostile border.

As a general rule, it is common for a planetary militia to field only a single company of unarmored infantry and atmospheric fighters, plus two companies of combat vehicles, for every one billion planetary inhabitants. If the system is advanced or important enough to have BattleMechs within its militia, however, a good rule of thumb is to assign approximately one lance per full one billion inhabitants. The quality of the soldiers can run the gamut from Green to Veteran, as retired veterans or new graduates from the nearest training center often staff these forces.

ACADEMIES AND LOCAL BOOT CAMPS

Unlike factories and command centers, most academies will not boast a dedicated security team beyond a platoon or two of "campus security". Instead, as part of the curriculum, the Alliance—like almost all other Inner Sphere military academies—tends to employ its own cadets for security patrols. While inexpensive and efficient from a financial point of view, patrols often have to be overseen by a higher-up to prevent slacking and irresponsible actions. As expected,



though cost effective, this generally means that the majority of the troops in a campus security patrol will be of Green experience quality, punctuated by Regular or even Veteran-level instructors. An exception is on New Capetown, where there is a larger security force to prevent the campus from becoming a focal point for local hate groups.

Almost universally, the enrollment program dictates the type of patrols the academy or university employs. Major Lyrans academies have programs for most branches of the military, and so often have a wide variety of soldiers patrolling at any given time, while the local training centers, typically referred to as boot camps, almost always rely on vehicle and infantry teams training in reconnaissance. While academies and boot camps have large class sizes, the available equipment dictates how many can actually fight should real combat occur around them. When a system with a major academy is under a full fledged assault, cadets assigned equipment often fall under the command of the head instructors, who will report to the militia/provincial garrison commander on how to assist in the system defense.

To reflect this, most academies will have approximately 4d6 Lances/Platoons/Squadrons of various weights (BattleMechs, Fighters, and Vehicles) and types (Infantry) of Green-quality troops available for defense, with the commanders of each Lance/Platoon/Squadron of Regular or Veteran. Boot camps will have Vehicles and Infantry, but only wealthy or highly advanced planets will possess 2d6 Fighters, BattleMechs or MilitiaMechs.

STATIC DEFENSES

Solely dependent on the importance and location, the amount, type and even the very possibility of static defenses can vary widely from system to system. Interior systems without any real targets of interest rarely have permanent static defenses, relying on impromptu erected anti-vehicle and infantry traps, or large ditches made to simply slow down a BattleMech advance. Strictly military objectives isolated from civilian sectors, meanwhile, may have permanent gun emplacements ready to oppose invaders, along with extensive hangars for housing troops. Many of these tend to be armed with weapons produced by Lyrans companies, so it is not surprising many of the Lyrans static defenses contain autocannon turrets, a perimeter of ditches, with artillery support available in areas not near population centers. Almost all factories producing war material allocate some of their excess production to build up static defenses, so factories that produce Gauss Rifles will likely have those weapons mounted on many of their weapon turrets.

For example, Maxell Metals on Chukchi III, and Defiance Industries on Hesperus II. Maxell has about a half dozen turreted laser emplacements, with a mix of extended range and pulse lasers. They contain a bunker where a squad or two of troops are located, armed with lethal weapons against raiders as well as non-lethal options for local protesters. Defiance has a sprawling set of emplacements that is just shy of meeting the requirements of a Castle Brian, with hundreds of separate fixed positions, including automated anti-

personnel turrets, anti-BattleMech and anti-fighter emplacements, and covert underground spotting bunkers all commanded by a dozen advanced command and control buildings to coordinate the perimeter defense. Dozens of artillery batteries, distributed throughout the mountainous complex, can even be called into play to hammer enemy forces at extreme ranges.

When setting a scenario that takes place within a factory complex, players should note that there is no set template for factory or command center set-ups; every facility is uniquely made to fit into its surrounding terrain, and accommodate whatever its products or programs entail. Most may be defined by outer barriers and interior structures for housing, manufacturing, and storage, but how these are arranged should be best suited to the needs of your campaigns.

SPOILS OF WAR (REFIT KITS AND SUPPLIES)

Not all attacks on systems are to conquer or to destroy the infrastructure. Some units may be raiding a factory site to load up on parts and advanced equipment to continue their military campaign, unable to get back to their own stockpiles.

It should be noted if one is raiding for refit kits and spare parts, that all facilities that produces units (i.e., BattleMechs and Aerospace units) also can do custom work and produce Refit kits of E level (see p.188, SO) for the units it produces and D for units it does not. Component factories that do not produce any designs can produce at most C-level (maintenance) kits. If a unit is attempting to garner a refit for a unit whose unit type is different from those produced at the site (i.e., a BattleMech trying to get parts at a vehicle factory and the opposite) drop the rating by an additional two ratings, to a minimum level of A.

Due to many factories business models and production capabilities, only a certain amount of refit kits may be available at the time the attackers take the site and when they depart. Most are assembled at the time of chassis production to avoid unnecessary overhead. We suggest that on an immediate arrival or successful attack, the Game Master rolls 1d6/2 per chassis produced. That is the amount of refit kits available for capture if the unit intends to leave immediately. If they intend to stay for a length of time, roll 1d6, modified by 1 if the unit stays more than a week but leaves before week 5. After week 5, remove that -1 modifier, and for every full 3 weeks after that add a +1 modifier to the roll (cumulative). This is the amount of additional refit kits per unit produced by the time of departure. Groups are also suggested to modify this tally by the current production capability of the factory. If the factory hit is currently running at 82% capacity (such as Nanking), modifier the result by .82 (round down) before determining the final amount of kits available.

As always, these are solely up to the gamemaster and the player group, who may choose to modify this suggestion as deemed necessary. If specific equipment for a particular variant is sought, it is suggested to look at the *Technical Readout* entry for that design to see if that variant is produced at that site.

Lyran Alliance Industry Map December 3079



Nation Capital



Province Capital

0 10 20 30 40 50 lightyears



Coreward

Antipward

Rimward

Proxward



BattleMechs



Vehicles



Aerospace fighters



Large Crafts



Other



Coreward

Antipward

Rimward

Proxward

Coreward

Antipward

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