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★ FIELD MANUAL ★

Lyran Alliance[™]



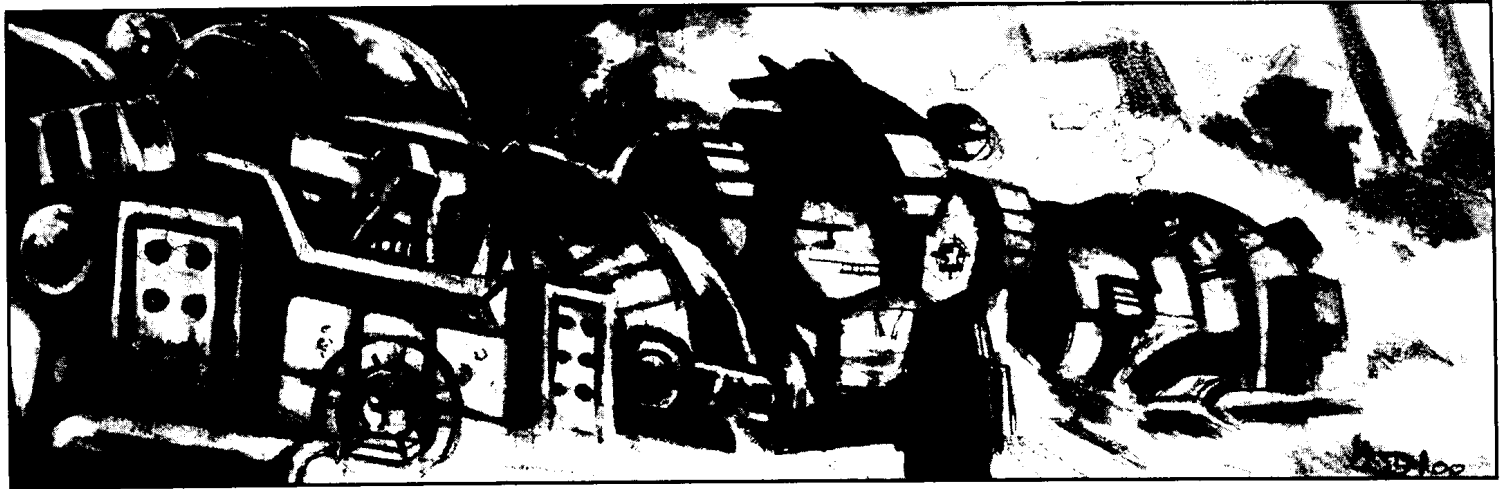
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FIELD MANUAL: LYRAN ALLIANCE

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Special Thanks to:

Bryan Nystul for allowing us to "mix and match" the unit writing; Chris Trossen for going the extra mile making things fit between FM:LA and FM:FS, despite copious real-world commitments; Bryan (again) and Randall for their patience as I shot past another due date (so if this book is late blame me, not them); Loren Coleman for setting the standard; the denizens of usenet and various message boards for their opinions and encouragement (as well as the odd brickbat); the Minami gang who shouldered the convention burden; last, but by no means least, the TRBI gang (Anne, Chris, Claire and Denis) for support and encouragement.

Also, thanks to Reinhold H. Mai for German language assistance.

Acknowledgements:

Both Chris Trossen and Chris Hartford would like to thank Bryan Nystul, Randall Bills and Dan "Flake" Grendell for spending all those late nights creating the

spreadsheet, and the art department for making everything fit.

Much of the material found in this book is based on the work of the following authors, who have successfully shaped a living and breathing universe over the course of these last fifteen years: Adventure Architects, Randall N. Bills, Jim Brunk, Alex Bund, Brent Carter, Robert Charette, Loren L. Coleman, Robert Cruz, Tara Gallagher, C. R. Green, Dan "Flake" Grendell, Thomas S. Gressman, Chris Hartford, Michael T. Herbert, Karl Hiesterman, Todd Huettel, Christopher Hussey, Donna Ippolito, Evan Jameson, J. Andrew Keith, William H. Keith, Jr., Dale L. Kemper, Patrick Kirkland, Rodney Knox, Jeffrey Layton, Michael Lee, Sam Lewis, James Long, Stephan I. Matis, Ardath Mayhar, Sharon Turner Mulvihill, Jim Musser, Bryan Nystul, Blaine Lee Pardoe, Geoff Pass, Michael Pellicciotti, Tom Peters, Boy F. Petersen, Jr., Donald G. Phillips, Diane Piron-Gelman, Anthony Pryor, Lester W. Smith, Rick David Stuart, John Thiesen, Christoffer Trossen, Robt. Wells, and last, but certainly not least, L. Ross Babcock, Jordan Weisman and Michael A. Stackpole. <Whew!>

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Published by FASA Corporation • 1100 W. Cermak Road • Suite B305 • Chicago, IL 60608

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CHAIN REACTION

Kommandant Jim Wendt raced toward the firefight on the hill, the broad shoulders of his *Salamander* brushing aside fully grown pine trees as if they were matchsticks. Speed was of the essence, to close and crush the Militia force before they could extricate themselves from the trap. Yet speed wasn't the forte of the 'Mechs favored by the Eighth FedCom RCT, and that was taking its toll on the decoy force arrayed along the ridge. Hauptmann Sam McInnery was attempting to pin the enemy in place until Wendt's companies could reach him, but the small force had already taken a terrible beating. The Kommandant knew the timing would be close.

As if on cue—an omen of the Eighth's fortunes tonight—an azure PPC bolt tore into the right torso of McInnery's *Zeus*, sending tendrils of lightning across the machine. For a moment it looked like the massive machine had weathered the storm, but then flames erupted from the 'Mech as its ammunition bins detonated under the ferocious assault. A 6-S model, McInnery's *Zeus* lacked the sophisticated safety systems of more recent machines that would've directed the blast away from the vital innards, saving both machine and pilot. Instead, the eighty-ton machine became an expanding ball of flame and shrapnel.

In that brief instant, the battlefield was illuminated as if it were day, but to Wendt it looked more like something out of one of Dante's hells. Hulks of 'Mechs and vehicles were scattered across the ridge like broken bodies. So far there were more from his decoy force than from the Kathil CMM, but once the other companies reached firing range there would be a reckoning. The Militia knew it, too. Already enemy warriors were breaking and running.

"Damn you, Hasek," Wendt muttered to himself. "Damn your ambition."

The Eighth FedCom had defended Kathil since 3057, when Marshal George Hasek's orders sending them to the world of Halloran V came from out of the blue. Their replacements would be the Kathil CMM and the soon-to-arrive Capellan Dragoons, units native to the Capellan March. They were also units that would not oppose Hasek's efforts to wrest control of the Capellan March away from its rightful ruler, Archon-Princess Katherine Steiner-Davion. Faced with such naked ambition and the seditious activity elsewhere in the nation, Marshal Weintraub had little choice but to mobilize his forces and stage a counter-coup.

"Kat one, Angel two-two. *Banshees* inbound on your position. Will attempt to swat them but we're nearing bingo fuel."

"Roger. Angel flight. Understood." He switched to the battalion tactical frequency. "Heads up, Kats. Inbound enemy fighters and our CAP's flying on vapor. Keep 'em peeled."

A touch on the right control pedal sent the *Salamander* wide of McInnery's *Zeus*, still wreathed in actinic flames, while a twist of the control yolk rotated the machine's torso, keeping its boxy missile launchers in line with the enemy now becoming visible behind the glare. He adjusted the crosshairs to compensate for the lumbering stride of the *Salamander*.

"Fire as you bear," Wendt ordered from between gritted teeth. "Command lance, you're with me. I want the *Victor*." He knew that 'Mech. There was no way he could forget it, not after the years of hell at the Nagelring. Now it bore the insignia of a Lieutenant Colonel. He almost spat, thinking of the rebels' adoption of the old Federated Suns rank. *Zibler, you arrogant cur. You're a dead man.*

Sixty missiles sped from the *Salamander's* launch tubes, corkscrewing toward the Kathil 'Mech and wreathing it in smoke and flame. The *Victor* staggered back, but so did Wendt's *Salamander* as a gauss rifle slug slammed into its left arm. Shards of armor sprayed the surrounding area but the protective sheath held and myomer muscles strained against the impact, holding the missile launcher mounted in the forearm on target.

To Wendt's left, massed fire from Tomasov's lance caught his attention as it reduced a militia *JagerMech* to scrap. He smiled then, as all along the line he could see massed firepower from the Eighth reducing militia 'Mechs and vehicles to twisted metal. He turned his attention back to the *Victor* and fired, but as he triggered the LRM target interlock circuit another gauss slug tore into the *Salamander's* upper torso, spinning the heavy war machine and sending the volley wide. He cursed, then smiled grimly as he saw cerulean beams stab from Marissa Herbert's *Penetrator*, severing the *Victor's* leg below the knee and collapsing it into an unceremonious heap.

"Yes!" Wendt exulted, fifteen years of pent-up anger released in an instant. "At last."

The triumph was short lived. A black shape flashed overhead, and incendiary bombs rained the length of the ridge. A wall of flame burst around the *Salamander*, triggering emergency alarms in the cockpit. Frantically, Wendt pushed the throttle only to realize it was already full forward. He had to get clear of the flames before ...

The *Salamander's* ammo bins exploded before he could finish his thought.



INTRODUCTION

Morgan,

Gathering this information has been a long and complex task, drawing on our organization's most highly placed people. To my knowledge, we have not committed so many resources to any single project for almost sixty years, though I'm sure you know more about that particular incident than I do.

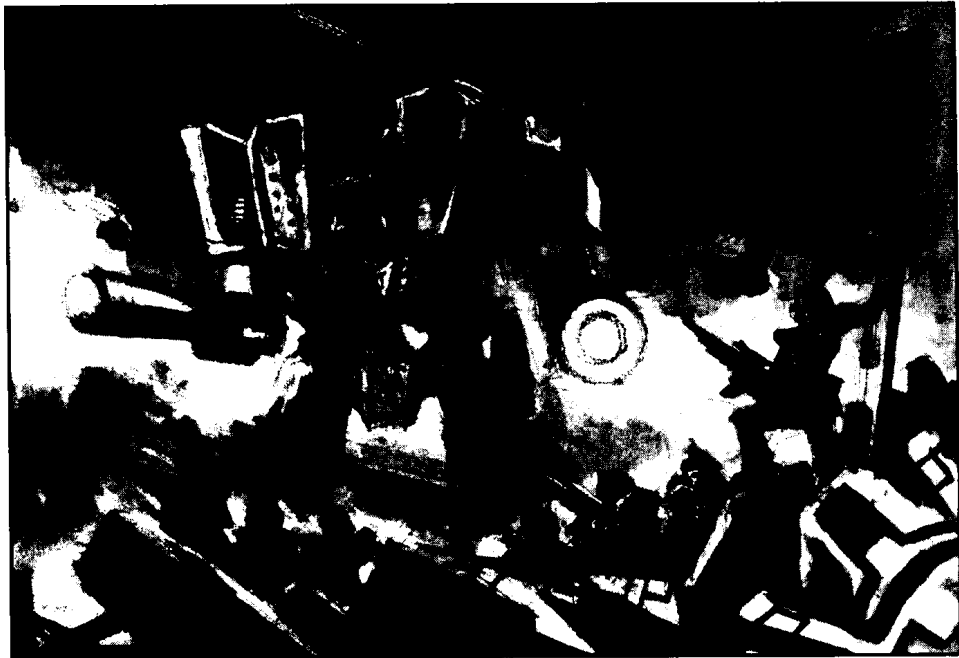
When we committed to this task, I was unsure as to its need. I believed you were allowing your personal feelings to interfere with your judgement. The establishment of the Arc-Royal Defense Cordon, creating a semi-independent region within the Alliance, was dangerous enough, even though it ensured continuity of leadership in the vital border defenses against the Clans. However, compiling a report on the Alliance military that would likely be used by outside agencies against the Alliance was, to my mind, treason.

We in Heimdall are a loyal opposition, dedicated to curbing the excesses of the Archon and the government against the Lyrans. Always before when we acted it was with good reason, and always against those who were corrupt, incompetent, or insane. We have never acted for the personal aggrandizement of our members, or to forward any personal agendas. The Alliance at that time was the strongest it had been for many years, and the Archon was committed to defending its people and resources. Our military was rebuilding and modernizing, and our enemies, most notably the Clans, were divided among themselves. However, in all the years I've been a member of Heimdall I've never known you to do something without good reason.

As the individual reports came in, I took a closer look. At first glance everything was as I thought—a strong Alliance, with a strong military and a strong Archon. But slowly a pattern began to emerge. Yes, Katherine is an accomplished politician and a strong leader, but rather than using those skills to strengthen the Alliance, she acts for her own self-advancement. The records suggest that Katherine allowed the situation on Coventry to escalate, seeking to use it as a trap to destroy the reputation—and life—of her brother, Prince Victor.

Katherine's relocation to New Avalon after gaining control of the FedCom "rump state," the former Federated Suns Military District, showed how little she truly valued the Alliance. Her Lyrans "nationalism" is little more than a means of manipulating the people of the Alliance to give her what she really wants: power.

While Alessandro Steiner, the bugbear of our youth, was ruthless and incompetent, he at least believed in the Lyrans State. In contrast, Katherine appears to believe solely in power.



She will do anything to maintain—and increase—her position. As the reorganization of the LAAF has shown, Katherine is willing to "deal" with her opponents. It is this sort of abuse that Heimdall was established to prevent.

Recently, the cracks from such mistreatment have begun to appear in the façade of the LAAF. As I am sure you are well aware, several LAAF units in the last month have followed the lead of some units in the AFFC and, in a passive rebellion against the Archon, have begun to use the old Federated Suns ranks. What this act signifies saddens me more than I can possibly express.

This report is the product of our labors. I apologize in advance if it seems slightly disjointed, as it was compiled through various sources. A part of myself calls me traitor for producing it, knowing that you will send a copy forthwith to your cousin. Yet, the rest of me understands that to stand by and let things continue would be an even worse sin. Given what happened yesterday, I just hope our children and grandchildren can forgive us for what I believe will follow.

Reiner Deitrich

Tharkad, 6 December 3062

[Victor, Grand Duke Kell forwarded the following manuscript, which serves as a companion volume to that which Ardan Sortek produced regarding the AFFC. I have left the text as originally presented, though I have taken the liberty of adding my own comments where I felt they were justified. —JC]

BY ANY MEANS NECESSARY

Thanks to its mercantile roots, the Lyran State has always ensured its military is well equipped and maintained. However, this is not to say that the military has always enjoyed the reputation it does today. The personnel of both the LAAF and the LCAF before it have enjoyed excellent training—again, the best money can buy—but their leadership has suffered due to nepotism and other factors, the so-called Social General Syndrome.

This has had a profound impact on the military's performance and, even more significantly, on its reputation. The successes they have enjoyed are usually forgotten in a catalogue of incompetence and missed chances. Only the Free Worlds League Military, sundered by the internal politics of that state, has a poorer reputation.

Indeed, this opinion of the Lyran military is so deeply ingrained with outsiders that this stigma persisted even after its reorganization following the alliance with Davion. Only since the Fourth Succession War and the amalgamation of the LCAF and the AFFS to form the AFFC in 3041 has this reputation begun to improve, though even today the officers of Lyran units are seen as the poor relations of their Federated Suns counterparts.

Under the influence of House Davion, these "social generals" have slowly been eliminated from the military. This has been achieved mainly by natural processes, such as retirement and combat, but also by moving them out of key positions to places where their impact on operations is greatly reduced. However, many "old school" officers, such as General of the Armies Nondi Steiner and General Sharon Bryan remain in place, and have gained major influence over the nascent LAAF. While not social generals, their style of command coupled with a violent reaction against anything associated with the Federated Suns threatens to undo the benefits of forty years of alliance with House Davion. With the clouds of war looming ever closer, this emphasis on political orthodoxy over martial ability must be questioned.

FOUNDATION

Many outsiders regard the Lyran Alliance—and the Commonwealth before it—as synonymous with mercantile excellence, usually attributed to the business acumen of recent generations of traders. Few nonhistorians recall that the Lyran Commonwealth itself resulted from the merger of three trading alliances.

Ian McQuiston, a native of Terra, relocated to Skye in the late twenty-third century. By 2282 he controlled three of the planet's largest trading companies and had been elected planetary president. Within fifteen years his influence extended to the planetary trading fleets working together in the Skye Traders conglomerate, whose influence over the surrounding worlds was immense. In 2299 McQuiston formalized this influence with the creation of an interstellar government, the

Federation of Skye. One of McQuiston's associates, Seth Marsden, struck out on his own and in 2301 arrived on the frontier world of Donegal, where he established his own trading concern, Donegal Freights and Goods. His influence grew to encompass the surrounding worlds, and by 2313 he was head of the Protectorate of Donegal. Even so, both the Federation of Skye and the Protectorate of Donegal were as newborns compared to the Tamar Pact. Formed in 2235, the Pact's main strength was as a defensive alliance, working to counter bandit activity in the worlds bounded by Fatima, Nox and Suk II. However, the Tamar family was also active in shipping and exploiting the resources in the region.

After their founding, the Protectorate of Donegal and the Tamar Pact continued to expand, colonizing new worlds and bringing independent colonies into their sphere of influence. The Federation of Skye had no such luxury, bounded as it was by its neighbors: Tamar, Donegal, the Terran Hegemony and the Free Worlds League. Instead, to maintain its economic position, Skye turned its attentions inward, becoming one of the more industrialized regions in the Inner Sphere.

The early years of the twenty-fourth century saw many small nations merging to form larger and more powerful realms, these being better suited to the political situation following the reformation of the Terran Alliance as the Terran Hegemony. The nations coreward and anti-spinward of the Hegemony were no exception, and in 2340 the leaders of the three states met on Arcturus at the suggestion of Kevin Tamar to discuss a merger. After much heated debate, the leaders eventually took their inspiration from classical Greece and agreed to a system of nine "archons" to rule the realm. Furthermore, to reinforce the Greek imagery Robert Marsden suggested the Grecian lyre be adopted as the insignia of the new state. On January 5, 2341 the new Lyran Commonwealth was recognized by the Terran Hegemony.

EARLY YEARS

The practicalities of the new government were less clear-cut. It took a further five years to choose the nine Archons, and deciding on an Archon Basileus, the leader of the council, proved impossible. Similarly, integrating the social and economic elements of the three alliances was a long, drawn-out process, not completed until 2375. Nearly all the Archons seemed more concerned with furthering their own economic and political positions at the cost of the Lyran people.

Robert Marsden became disenchanted with this situation. In August 2375 he placed the other Archons under arrest, stripping them of their powers and declaring himself Archon Basileus. To support his position, Marsden created a parliamentary body, the Estates General, which was drawn from the individual planets of the Commonwealth. This was followed by the publication of the Articles of Acceptance, outlining the

BY ANY MEANS NECESSARY



BY ANY MEANS NECESSARY

rights and responsibilities of each world as related to the Commonwealth and the Archon. Most worlds accepted the Articles without question, but a few saw it as a threat to their individual freedoms. These dissenting worlds were eventually forced to accept the Articles through a mix of politics, economics and, in the case of Tamar, Skye and six other self-sustaining worlds, military force.

During this period, the Lyrans Commonwealth Armed Forces (LCAF) grew in size and power alongside the Commonwealth. Sufficient resources were available to allow the generals and admirals to experiment with defensive strategies, and as a result their mix of innovative tactics and resources discouraged aggression by neighboring states. Buoyed by their success, the military became overconfident and a raid on the Marik world of Promised Land turned into a disaster. Instead of learning from their mistakes, however, the LCAF blamed Archon Marsden for the raid's failure. Rumors of the period suggest the generals removed him from power as a result.

He was succeeded by his younger brother, Alistair, a junior officer in the LCAF. The new Archon fostered economic growth, understanding the strength this would bring to the Commonwealth both internally and externally. He also built relationships with neighboring states, particularly in the field of banking and economics, and discouraged aggression. However, although he preferred peaceful methods, the Archon was not naïve. When war erupted between the Capellan Confederation and the Free Worlds League in 2398, he ordered a massive military buildup.

Despite these preparations, though, the Lyrans forces were nearly overwhelmed by the Combine assault that began in 2407, forcing them to use scorched-earth tactics to slow the advance. The fact that his better-equipped military could not stop the Kuritas infuriated the Archon, who took personal command of the defense, eventually fighting the Kurita forces to a bloody stalemate. However, realizing the threat that remained poised near the Lyrans capital on Arcturus, the Archon suggested relocating the capital to the interior world of Tharkad, a plan quickly agreed upon by the Estates General.

Alistair also deduced that a second Combine invasion force waited on Vega and once again taking personal command of the LCAF, he led a massive strike against that world. The Commonwealth had won its first significant military victory. Unfortunately, this success merely postponed the Kuritan offensive, and in January 2408 Archon Marsden was killed at the head of his troops on the arid world of Menkent.

His son, also called Alistair, was barely a year old, and so Marsden's wife Katherine assumed the Archonship until her son was of age. Before doing so, however, she changed both her surname and that of her son back to the name she had been born with.

Steiner.

A NEW DAWN

Despite considerable opposition, the Estates General approved Katherine's claim in 2408. Many of the new Archon's rivals were rewarded with "promotions" to key positions along the border. Following the signing of the Ares Conventions in 2412, which legitimized warfare as a means of settling disputes, few of those so promoted survived for long.

During her reign, Katherine's influence grew and spread throughout Commonwealth society. At her insistence the Commonwealth Scout Corps formed in 2413 as part of the Brandenburg Edicts that also reformed the Lyrans military, surveying systems both inside and out of the Commonwealth's boundaries. Many of the worlds so discovered were claimed by the Archon, placing considerable wealth in the hands of the Steiner family, but other worlds were granted to her followers as rewards for their loyalty.

The Archon and the Steiner family also gained influence in the Lyrans business community by offering interest-free loans to industries damaged in the fighting. In exchange, companies who benefited from the loans would sell the Archon some of their stock. Though forbidden to meddle directly in the affairs of business, the acquisition of this stock allowed the Archon to exert considerable informal influence over the Lyrans business community, and also made the Steiner family unbelievably wealthy.

In 2439, the Terran Hegemony deployed a new weapon, the BattleMech. Although the secrets of this new technology were closely guarded, the Archon ordered the Lyrans Intelligence Corps to spare no effort in obtaining the information for the Commonwealth. Almost a fifth of the Tamar Pact had fallen to the Draconis Combine, and gaining schematics for the new war machines would give the Commonwealth the edge they needed to reverse their losses. Despite its best efforts, however, the LIC was unsuccessful. As a result, in 2455 Archon Alistair Steiner ordered Operation Prometheus, a special forces raid on the Hegemony factory on Hesperus II. The raid netted the Commonwealth the valuable technology, and although the Hegemony eventually enacted sanctions on the Lyrans State, it was too little, too late. The secret was out.

In 2459 the Free Worlds League staged a new offensive on Loric, a world long-contested with the Commonwealth. Commanded by Captain General Geralk Marik, the offensive came to an unexpected and catastrophic halt when the FWLM force encountered the first company of Lyrans BattleMechs. In less than fifteen minutes, a regiment of Marik tanks was in flames. Within seven hours, the entire League assault force was shattered. The Lyrans commander called for General Marik's surrender. He refused, and "Geralk the Bloodthirsty," Captain General of the Free Worlds League, was crushed beneath the foot of a Lyrans 'Mech.

Unfortunately, the Lyrans advantage was soon undermined by a successful Combine raid in 2461 and the defection of Lyrans 'Mech technicians to House Marik a year later. Realizing that it would take their opponents several years to build and



deploy the metal behemoths, Archon Alistair Steiner decided to exploit the Lyran advantage while they still had it. Known as the Long March, the Lyran offensive against the Draconis Combine got off to a good start, forcing the Kuritan troops onto the defensive and allowing the Commonwealth to seize the resource-rich world of Skondia. They next turned their attention to Caldrea, but the assault bogged down and the commanders were forced to use nuclear weapons to dislodge the defenders. The war on the Marik front followed a similar pattern; Bella I and Cavanaugh were liberated while the battles on Alula Australis became bogged down.

ASSASSINATION AND CIVIL WAR

What satisfaction the LCAF had gained from its success soon turned to ashes with the news of Archon Alistair's assassination. The assassins, a group of five youths who had penetrated the Archon's quarters and carried out the act itself, accused Michael Reynolds, the Duke of Fatima and half-brother of the Archon, of masterminding the crime. Though there was no evidence, the new Archon, Michael Steiner, believed his uncle innocent and directed the LIC to leave no stone unturned. Eventually they found proof that Graf DeSimon, a corrupt noble dispossessed by the Duke, was responsible. The Archon's belief in his uncle would one day have profound effects on the Commonwealth.

In 2471, the triple blow of a massive earthquake on Tharkad, a major Combine offensive against Nox and the suicide of his sister, Tatanya, prompted Archon Michael to resign. The former Archon chose to take command of the forces defending Nox, where he subsequently died in battle against a Sword of Light 'Mech company. Lacking an heir, Michael was succeeded by his brother, Steven, heralding one of the darkest eras in Lyran history.

Though he was the former commander of the LCAF and an excellent military officer, Steven was not a strong ruler and was out of his depth in the politics of leadership. He often gave into his whims and allowed his mystic wife, Margaret Olsen, to play a role in the leadership process. The Dukes of Skye and Tamar used Steven's weakness to improve their own positions, manipulating the Archon into repealing a number of laws that limited their powers and the size of their private armies.

When Steven died in 2501, the Lyran nobility was drunk with power and was more than happy to see Margaret Olsen claim the Archonship. With the "Tharkan witch" under the influence of numerous mystics and gurus, they felt they would finally be able to regain all the power they had lost when Robert Marsden declared himself Archon Basileus a century earlier.

Robert Steiner, the illegitimate son of Tatanya Steiner, was less willing to stand by and see his mad aunt ruin the Commonwealth. Supported by the LCAF and the Estates General, in 2054 he moved against Olsen, politically at first and then on the battlefield, where the Dukes of Skye and Tamar

used their formidable private armies to support the mystic Olsen. At first Robert's forces fought solely against the troops of Skye, where Margaret had taken refuge. Before he could detain the usurper, however, the Duke of Tamar's forces arrived and blocked his advance.

The pursuit continued to Tamar, but Robert's exhausted troops were now at a severe disadvantage. His forces were pushed back, and it seemed likely they would be wiped out entirely. A temporary reprieve was granted by the arrival of mediators from the Terran Hegemony, but the negotiations broke down after a few hours. With the departure of the negotiators, Robert and his troops prepared to be destroyed.

However, as the mediators' vessel lifted away from Tamar, Robert glimpsed salvation in the skies. He ordered his troops to attack. The Olsen forces were thrown into confusion and Robert's troops advanced, now believing victory was at hand. Thirty miles inland they came upon a pitched battle between the rebel forces and a hitherto unknown enemy. The Reynolds family had seen the civil war as an ideal time to repay their debt to the Steiners and had landed in the rebel rear area, their assault being the descending DropShips and 'Mechs Robert had seen some hours earlier.

As a result of the Civil war, the Dukes of Tamar and Skye were executed and their families stripped of rank and titles. The loyal Kelswa and Lestrade families were elevated in their place, and all private militias were placed under the control of the LCAF. Internally, the Commonwealth was finally at peace, but war with its neighbors continued.

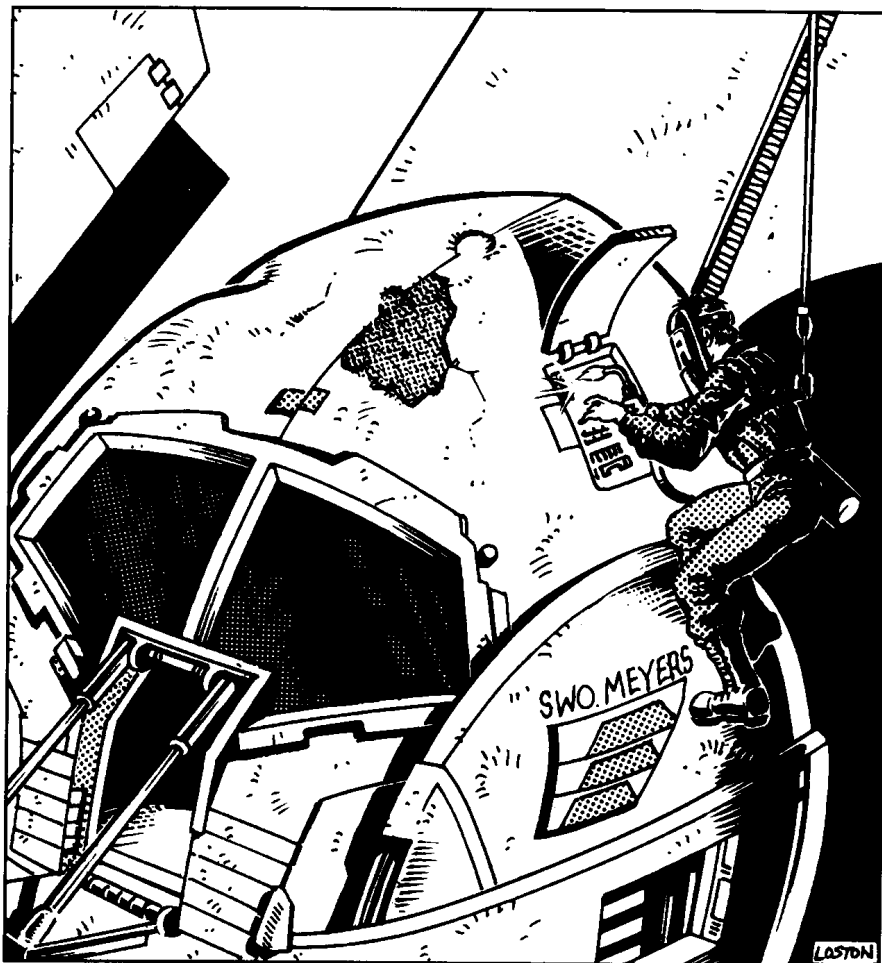
STAR LEAGUE

Less than a year after becoming Archon in 2528, Craig Steiner suffered an assassination attempt. As a result, the new Archon ordered modifications to the Throne Room, and within a year a pair of *Griffin* BattleMechs stood alongside the Archon's throne. The assignment to pilot one of these two machines quickly became the most prestigious posting in the Lyran military.

In 2551 the Archon opened negotiations with the Terran Hegemony regarding a far-reaching experiment proposed by Ian Cameron, Director General of the Hegemony. Cameron proposed bringing all the states of the Inner Sphere into a peaceful alliance. The negotiations continued under Craig's successor, Traciel Steiner, and in 2558 the Archon signed the Tharkan Accords, committing the Lyran Alliance to the Star League.

The reforms necessary before the six states could merge their economies caused numerous problems in the Commonwealth, but Archon Traciel worked diligently to get the best for her people. Under the Star League, the Lyran economy boomed, though the gains were mostly concentrated in the industrialized regions of Skye and Tamar. Still obliged to raise one-third of the Commonwealth's revenue, the Protectorate of Donegal suffered considerable hardship and threatened to revolt. It took direct intervention by the Archon to revise the tax system and ease the burden on Donegal. Unfortunately, the

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Archons did not take the lesson of the Main Street Revolt to heart, as would ultimately be shown in the dying years of the Star League.

The Star League also created academies on Tharkad and Skye which allowed the LCAF legal access to League military. Their graduates were obliged to serve in the SLDF for a number of years, but a number chose to transfer to the LCAF after this period and others were immediately assigned to the Lyran military as part of a program to bring it up to League standards. Because of this, the LCAF willingly participated in the Reunification War that brought the Periphery nations into the League, albeit at considerable cost.

Archon Viola Steiner-Dinesen headed up Operation Mailed Fist, the campaign to bring the Rim Worlds Republic into the Star League. As the campaign dragged on, however, and resources were diverted to the war effort, the political situation in the Commonwealth deteriorated. When the Archon-Designate was kidnapped shortly before a special session of the Estates General, Archon Viola went berserk. Rumors linked her son's disappearance with the Dukes of Skye and Tamar. As a result,

she personally led an attack on the Skye and Tamar contingents participating in Operation Mailed Fist.

Tamar and Skye were ultimately exonerated of the crime. The real culprit was Henry Gram, Speaker of the Assembly, who had abducted the Archon-Designate as part of a plot to take the Commonwealth out of the Star League. Archon Viola apologized for her actions, but it was too late. A permanent rift had been opened up between the Steiners and the Kelswa and Lestrade families.

DECLINE AND FALL

Early in the 28th Century, bandits, once a thing of the past, began to appear all along the Commonwealth's Periphery border. The raids escalated, and eventually the Twelfth Lyran Regulars attacked Butte Hold, the world identified as the bandit base. Evidence gathered by the LIC indicated that the Draconis Combine was responsible, and at the next Star League Council meeting Archon Michael and the Kuritan Coordinator clashed violently.

The death of First Lord Simon Cameron on New Silesia marked the beginning of the end for the Star League. The General of the SLDF was made protector of Simon's young heir, Richard, but political power within the League lay with the council. They passed and amended a number of laws with the design of increasing their own power and position, including the doubling of their personal forces and, having forgotten the lessons of the Main Street

Revolt, a massive increase in taxes on the former Periphery Realms, now the Territorial States. It should have come as no surprise that the Territorial States resented this, and by 2759 rioting and terrorism was commonplace. The SLDF was deployed to counter this threat, leaving the Member State militaries responsible for their own defense.

When Stefan Amaris assassinated Richard Cameron and declared himself First Lord, Archon Michael was faced with a quandary. The Lyran Commonwealth had nothing to gain by supporting General Kerensky's campaign to liberate the Terran Hegemony and everything to lose should Amaris win. Along with the other House leaders, he decided to take the path of neutrality, but like the Federated Suns and Free Worlds League, he also gave Kerensky covert aid.

Even with Amaris defeated, though, the Star League was doomed. The Council lords stripped Kerensky of his powers and bickered about the succession. With no agreement forthcoming, the Council, and the Star League with it, was disbanded in August 2781.

THE SUCCESSION WARS

The former Star League Member States jockeyed frantically for position in the wake of the dissolution of the Star League. Kerensky's Exodus was the final straw, triggering all-out war among the five great houses. In preparation, the Commonwealth had recruited a number of former SLDF units who had chosen to remain in the Inner Sphere, as well as some remnants of the Rim Worlds military whose territory the Commonwealth now controlled. It was not enough.

In August 2785 a large "bandit" raid against the world of Bone Norman prompted the LCAF to shift its attention away from its border with the Draconis Combine. Seizing the opportunity, the Combine attacked and captured Trolloc Prime and Gram. Despite further attacks, Archon Jennifer Steiner refused to declare war, holding her peace until Minor Kurita declared himself First Lord in December 2786. On New Years Eve, the Archon declared herself First Lord as well, and furthermore declared war on the Draconis Combine in retaliation for the recent raids. Hostilities with House Marik soon followed, when the Free Worlds League attacked the Commonwealth's shipyards in early 2787. Most were damaged beyond repair, and the few that remained were dismantled and moved to the interior.

The war, later known as the First Succession War, did not follow the patterns that had grown up during the Age of War that preceded the Star League. Rather than seeking to capture territory, emphasis was placed on destroying the enemy's ability to wage war. Nuclear, chemical and biological weapons were commonplace, as were attacks on civilian centers. Archon Jennifer did not condone such tactics, but because the enemy used them and she did not wish to hamstring her commanders, she allowed them to do as they saw fit.

The alternative to such tactics was lightning raids, a tactic at which the DCMS and FWLM were proficient. Unfortunately, the LCAF had long placed emphasis on the use of heavy 'Mechs, which were ill suited to such strategies. Only two units, the Tamar Tigers and the Stealths (the former Twenty-third Republic Light Lancers), proved adept at such operations. The Tigers, however, were lost in a deep raid against the Combine world of Benjamin in 2801, while the Stealths were shattered in defense of Poulsbo in 2811. Combined with inept leadership, this tactical flaw cost the Commonwealth thirty worlds, as well as twelve major regiments and the majority of its WarShip fleet. It was with great relief that the Commonwealth signed the Peace Accord of Bella I in 2821, ending hostilities with the FWL. The war against the Combine ground likewise to a halt, but no formal peace was ever signed.

WAR UPON WAR

The fragile peace did not last long. In 2825 the Draconis Combine staged raids into the Commonwealth, with convicts forming the bulk of their troops. These "chain gang" raids did not immediately lead to a declaration of war—legally the con-

flict had never ended—but the pattern of raid and counter-raid slowly escalated, and by 2830 the entire Inner Sphere was again deeply engulfed in war.

Disgusted at his officers, Archon Marcus took command of the FWL front, drawing resources from the interior of his realm to form a series of "citizen regiments." These units would guard the border, allowing the LCAF's veteran units to go on the offensive. Combined with a major misinformation campaign, this allowed the LCAF to seize four worlds from the League, though the offensive soon stalled.

Archon Marcus contracted meningitis and died in 2845. His wife, Melissa Nin, succeeded him, but her reign was short-lived. Marcus' younger brother, Claudius, believed he should be Archon and staged a coup, executing Nin. The new Archon was preoccupied with internal matters, notably eliminating potential rivals and staging horrific bloodsports, a situation that the Combine exploited mercilessly. LCAF units were left to fend for themselves. The most notable example was the Fourth Royal Guards on Caledonia, who held out for seven years against the Kuritan horde.

The LCAF survived Claudius' reign and that of the fractious Triumvirate that followed, though not without immense losses. The last Lyrans WarShip was lost after breaking the siege of Hesperus, and many regiments were added to the Commonwealth's list of Honored Missing. As the war shifted back towards raiding, a style to which it was ill suited, the LCAF's casualties mounted.

The Second Succession War ground to a halt in 2863. Convinced that an era of lasting peace was at hand, the Estates General ordered the LCAF to stand down. The Archon had little choice but to comply. However, when her diplomatic missions to her neighbors failed, the ever wary Archon Elizabeth Steiner hired many mercenary units. This was the first time in its history that the Commonwealth had made major use of such troops. Despite the Archon's foresight, the LCAF was ill-prepared for the Combine offensive that marked the start of the Third Succession War, a conflict that would drag on for a century and a half. Many LCAF units broke and fled.

In order to rebuild the LCAF, Elizabeth enacted the Military Disaster Order, an obscure provision of the Articles of Acceptance that made every Lyrans citizen over 19 liable for three years' military service. She also streamlined the military bureaucracy and ordered worlds away from the border to surrender portions of their militia to support the LCAF. It was a difficult time, but the Commonwealth prevailed, and by the late 2870s a number of worlds had been regained.

Because the leaders now realized the immense damage wrought on the social, economic and technological infrastructure, the Third Succession War was notably more civilized than those that preceded it. Battles were between units, with industrial and civil targets studiously avoided. As the war drew on, though, the LCAF became desperate for personnel, and the

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Archon, now Eric Steiner, increased the service period under the Military Service Acts to five years and reduced the minimum age for service to sixteen years. There was a major outcry, but the reforms were eventually accepted as vital to the Commonwealth's survival.

HONEY POT AND CONCENTRATED WEAKNESS

In 2915 the Combine invaded Tamar, combining military might with psychological warfare. The battle lasted seven months and resulted in an LCAF victory. No sooner had the DCMS forces withdrawn than the Archon withdrew the bulk of the defenders from Tamar. Kuritan honor insisted they then try again, and the two powers spent much of the next sixty years locked in a cycle of raids and withdrawals: The DCMS attacked Tamar, were pushed back by the LCAF reinforcements, only to be drawn in again by the withdrawal of Lyran troops.

The LCAF then turned the bulk of its attention towards the Free Worlds League, though treachery within the high command limited their effectiveness, first directly and then through the immense security protocols enacted to curb the effects of espionage.

Alessandro Steiner, a former battalion commander in the Second Royal Guards, came to power in 2980. A good tactician and strategist, he craved action and immediately set about improving the LCAF by increasing the proportion of tax revenue spent on the military. Alessandro also planned the Deep Raid, a strike deep into the Free Worlds League, which targeted worlds along the border with the Capellan Confederation. The raid was a military success but provoked a storm of controversy, with the High Command regarding its success as a fluke that nearly cost the LCAF some of its best men. Confidence in the Archon plummeted.

In 3002, Alessandro advocated a policy known as Concentrated Weakness, following Archon Marcus' plans to move troops away from the interior to bolster border defenses and allow the LCAF to go on the offensive. In Marcus' day, however, the LCAF was fresh and ready to fight. When Alessandro enacted his plan, the Third Succession War had been raging for almost 140 years and the military was exhausted. The plan was a dismal failure, with the FWL staging a series of deep raids to exploit the gutted defenses of the Lyran interior worlds.

The disaster prompted Alessandro's niece, Katrina Steiner, to declare she would stand for Archon. The Estates General voted through a motion of no confidence in the Archon and on 22 July 3007, Alessandro "retired" in favor of his niece.

PEACE AND WAR

Though an accomplished warrior and commander, Katrina sought peace. In 3020 she circulated peace proposals to the other Successor States. All replied with scorn, save for Hanse

Davion, Prince of the Federated Suns. The two states opened a dialogue, and after sixteen months of negotiation the two leaders met on Terra to sign a treaty of cooperation. Ostensibly, the treaty provided for economic and cultural exchanges, as well as a sharing of military intelligence and joint military exercises. Secret provisions went further. Katrina's heir, Melissa, would marry the Prince, leading to the eventual unification of the two realms under their joint heir.

The marriage took place on 20 August 3028 at ComStar's headquarters at Hilton Head Island, Terra. Every major head of state was present and inwardly seething at what the marriage represented. And yet, worse was still in store. After his new wife declared she was giving him a regiment of BattleMechs as a wedding gift, Hanse Davion announced that his gift to her would be the Capellan Confederation. Even as he made the declaration, the Armed Forces of the Federated Suns were striking into the Liao realm while the LCAF mounted an immense surprise attack on the Draconis Combine.

The conflict, known as the Fourth Succession War, lasted almost three years and succeeded beyond the Archon's wildest dreams. The Commonwealth made a net gain of 51 worlds from the Combine and another 13 from the Free Worlds League. Furthermore, the 107 worlds captured by the Federated Suns were now legally part of the Lyran State as the Prince's wedding gift to the Archon-Designate.

All the gains in territory came at a cost, however. The war had shattered the Lyran Economy, and recovery took many years. Furthermore, many of their conquests were nullified by Theodore Kurita's support of the creation in 3034 of the Free Rasalhague Republic, to whom the Commonwealth was morally obliged to gift many of the liberated worlds. Furthermore, unrest in Skye forced the Archon and Prince to postpone plans for a joint assault on the Combine until 3039, at which point the DCMS were strong enough to resist.

UNITY AND DISCORD

The war of '39 demonstrated the disadvantage of having two distinct militaries. As a result, the LCAF and the AFFS formally merged as the Armed Forces of the Federated Commonwealth in 3041, though full political union was many years away. The troops were issued new uniforms and a unified rank structure came into effect. Unfortunately, the reformation and unification process had not been completed when, in 3050, the Clans invaded the Inner Sphere.

Attacking from the Coreward Periphery, the descendants of Kerensky tore through the AFFC and captured dozens of former Lyran worlds. The military fought a losing battle, and the few victories they did achieve were Pyrrhic ones. When the Com Guard defeated the combined Clans on Tukayyid in 3052, enforcing a 15-year truce, the AFFC breathed a sigh of relief. Prince Hanse died shortly after the cessation of hostilities and was succeeded as Prince of the Federated Suns by his and

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Melissa's son, Victor. Melissa offered to stand down in favor of her son and allow him to become Archon Prince, head of both realms, but he refused.

Though granted a temporary reprieve, tensions within the former Lyran Commonwealth increased after the invasion. With the people seeking a scapegoat, the Federated Suns was blamed for the vast military and planetary losses suffered. Lyran nationalists claimed the Davion half of the nation had allowed the loss of so many Lyran worlds, conveniently forgetting that many of the troops who died defending them were born in the Federated Suns.

The assassination of Archon Melissa in 3055 led to the official union of the Federated Suns and the Lyran Commonwealth under Archon Prince Victor Steiner-Davion, but also set in motion a deadly series of events. Though Melissa's death was officially blamed on a lone maniac, radical elements of Lyran society placed the blame at the feet of the Archon Prince, adding more fuel to the anti-Davion sentiments raging in the Lyran state.

More trouble followed in Skye, culminating in the both the assassination of Ryan Steiner, erstwhile head of the Free Skye movement, and peacemaking efforts by Victor's sister, Katherine, who was now regent on Tharkad and who styled herself Katrina after her maternal grandmother. With the benefit of hindsight it is easy to see her hand in the chain of events, but at the time it seemed the spontaneous efforts of a talented diplomat.

DEATH AND REBIRTH

The Free Worlds League and the Capellan Confederation attacked the Federated Commonwealth's Sarna March in 3057 as a reprisal for Victor's attempts to substitute a double for Thomas Marik's dying son, Joshua. Katherine used this opportunity to take advantage of a little-known provision in the Federated Commonwealth treaty. Using emergency powers, she split the former Lyran Commonwealth worlds from the Federated Commonwealth, forming the Lyran Alliance. With most of the AFFC JumpShip fleet stationed along the Clan border, the secession crippled the FedCom defense. Though Marik and Liao were unable to seize all the territory they attacked, neither was Victor able to maintain his authority. The result was the no-man's land of petty states known as the Chaos March.

With the Lyran Commonwealth in effect reborn, the Lyran people were ecstatic even though Prince Victor, now ruler of a Federated Commonwealth "rump state" comprised of the former Federated Suns worlds, refused to recognize his sister's actions. In a similar refusal, Grand Duke Morgan Kell declared the creation of the Arc-Royal Defensive Cordon, a swath of worlds along the Clan border under his direct command and operating autonomously of Katherine's government.

The Jade Falcon invasion of the Alliance in 3058 seemed to vindicate his position as the Clan drove into the heart of the

Lyran State. The Lyran Alliance Armed Forces proved incapable of the task and so, at his sister's grudging request, Victor led a multinational relief force to Coventry. The situation was resolved via diplomacy, but the campaign demonstrated that all five Successor States could cooperate. That realization led to the Whitting Conference on Tharkad in November of that year, the goal of which was the ending of the Clan threat. At the heart of their efforts was the reformation of the Star League.

The rivalry between Victor and Katherine led to the post of First Lord being assigned to a neutral party, Sun-Tzu Liao. However, Victor, together with ComStar military head Anastasius Focht, was placed in charge of the military operation to shatter Clan Smoke Jaguar. Launched in May 3059, the assault took the war back to the Clans and left Victor's younger sister, Yvonne, as regent on New Avalon. Overwhelmed by the responsibility and manipulated by her sister, Yvonne surrendered the FedCom throne to Katherine in late 3060. When Prince Victor arrived back in the Inner Sphere in early 3061, he found his sister in command of his former realm. Even deprived of his throne, the Prince was able to block Katherine's attempts to become First Lord and himself gained the post of Precentor Martial of ComStar and Commanding general of the SLDF.

CURRENT EVENTS

Though Katherine currently controls both the Federated Commonwealth and Lyran Alliance, her own manipulations have come back to haunt her. The animosity between the Lyran and FedSuns people remains intense and has rendered attempts to reform the alliance impossible. Indeed, as demonstrated by the events on Solaris, tensions are dangerously high and protests against her rule frequently turn into violent clashes.

Nor are all the Alliance's problems internal. In mid-July 3062, elements of the Fifteenth Dieron Regulars raided Skye. Supposedly acting as peacekeepers in the disputed Lyons Thumb under the auspices of ComStar, the actions of the DCMS unit infuriated Colonel Steve Pitcher, who led his troops in a reprisal attack against the Dieron positions on Ko. In response, the Combine Coordinator Theodore Kurita, also the current First Lord, claimed that Lyran units had also attacked peacekeepers elsewhere in the territory, a claim vehemently disputed by the LAAF and the LIC. Nonetheless, Kurita used the pretext of these attacks to annex the Thumb, thus bringing the eight worlds into the Draconis Combine.

Archon Princess Katherine has formally protested the Coordinator's actions, likening them to the land-grab tactics of his predecessor as First Lord, Sun-Tzu Liao. As much as she would like to take military action to regain her lost territories, however, the political situation in her realms is too precarious for her to do so. Instead, she is focused on planning for the survival of her regime in the bloody confrontation with her brother that, as worlds like Kathil demonstrate, is surely imminent.

THE MAILED FIST

The Lyran Alliance Armed Forces are a military in flux. At the time of the Clan invasion, the process of amalgamating the Lyran Commonwealth Armed Forces (LCAF) and the Armed Forces of the Federated Suns (AFFS) was not yet complete. The strains of the invasion and the fragile peace that followed effectively stalled the military unification. Indeed, as tensions between the Steiner and Davion factions rose in the postwar years—the AFFS never quite overcame their disdain for the LCAF, and the LCAF resented AFFS “interference”—much of the work unraveled. The secession of the Lyran Alliance in 3057 was just the last nail in the coffin.

The modern Lyran Alliance Armed Forces (LAAF) bear a close resemblance to their LCAF predecessor, having retained or re-adopted many of the old traditions. However, the 35-year association with House Davion has benefited the new Lyran military, modernizing both its officer training program and command structure, as well as broadening its tactical options.

The LAAF has had to spend much of the last five years “cleaning house” as part of Archon’s Order 5730023 (Reorganization of the Lyran Alliance Armed Forces), despite the clean severing of the two militaries allowed by the distinct separation between the Lyran State Command and that of the Federated Suns. Some parts of the military have had to be rebuilt from the ground up, while others have been reinforced with new recruits. This has accompanied a major internal reorganization, particularly of second-line troops, to better suit the Alliance’s internal structure. Though few units were struck from the LAAF rolls (only two of the Federated Commonwealth RCTs, subsumed by the new Alliance Jaeger units), many had their reporting and command structures changed. With such far reaching changes being made, confusion and chaos within the LAAF is inevitable, impeding their operational efficiency.

With the Lyran sector facing the Clan threat, much of the AFFC’s attention between the war and 3057 had been focused on units in the Lyran State Command. As a result, the LAAF had received the lion’s share of materiel and technological upgrades. At first glance this appears to give the LAAF an immense advantage over the remaining AFFC in the FedSuns rump state. In practice, however, this has proved a logistical nightmare for the new nation. Many modern designs that rely on components from the Federated Suns have been sidelined in favor of more easily maintainable units. At the same time, considerable effort has been spent limiting pro-Federated Suns sympathy, particularly in key regiments like the Lyran and Royal Guard. This is often accomplished by relegating troops with a Davion heritage or whose loyalty is in question to “sink” units (notably the Seventeenth and rebuilt Twenty-second Skye Rangers).

The anti-Clan focus had also placed the bulk of the AFFC’s JumpShip fleet in the Lyran State Command. When the Alliance came into being, the LAAF took command of these vessels.

Many have subsequently been sold back to the AFFC, the proceeds funding the military reformation and a number of Research and Development programs.

Were the LAAF given the opportunity to complete the changes and modernization dictated by AO-5730023, it would have a good chance of becoming a first-rate military, perhaps even exceeding the abilities of the old AFFS. Unfortunately, time appears to have run out for the Lyran military as internal and external pressures bring them to the brink of war.

COMMAND STRUCTURE

The command structure of the LAAF is little different from that of its AFFC and LCAF predecessors, radiating downwards from the Archon and the High Command to the five regional heads, and thence through Province and Theatre commanders to regimental and battalion leaders.

A second reporting structure exists through brigade commanders, who are the heads of “meta units” such as the Lyran Guard and the Skye Rangers. However, this structure exists for administrative and supply reasons alone. Although several Generals have tried in the past to exert their influence over the troops under them, they have no legal basis for command.

ARCHON

The Articles of Acceptance name the Archon of the Lyran State as Commander-in-Chief of the Lyran military. As such, most Archons have experience in military service, giving them an understanding of this aspect of their role. The current incumbent, Katherine Steiner-Davion, is unusual in that she lacks any formal military training. Fortunately, the Articles allow the Archon to appoint a “Commander Pro-Tem” to command the LAAF in her stead. This is often the General of the Armies (as at present with Archon Katherine appointing her great-aunt, General of the Armies Nondi Steiner, as Commander Pro-Tem) but can be anyone designated by the Archon, as with Mandarin Tormano Liao in early 3058.

Under the Articles, the Archon’s authority over the LAAF is absolute. However, that authority relies on the cooperation of the High Command and, in the political sphere, the Estates General. Several times during history, an Archon who has proved unfit for command has been removed from power by one group or the other, the most recent example being Archon Alessandro sixty years ago.

THE ESTATES GENERAL

The Lyran parliament, known as The Estates General, has no legal say in the LAAF (or even the Alliance Government), officially being little more than a means by which the Archon gains the opinions of the people. However, over the centuries their influence has grown to formidable stature, culminating in the

THE MAILED FIST



THE MAILED FIST

Heimdall Report 93864923

Subject: Archon Katherine
Morgan Steiner-Davion
Date: 22 October 3062

Date of Birth:
16 November 3032
Education: NAIS
Regency of Tharkad:
29 April 3056–18 Sept 3057
Archon of the Lyran Alliance:
18 Sept 3057–present
**Archon Princess of the Federated
Commonwealth:**
29 Dec 3060–present

The second child of Hanse Davion and Melissa Steiner, Katherine—she prefers to be called Katrina—lacks the martial training of her older brother. She has instead followed in the footsteps of her mother, learning the subtle arts of ruling and administration rather than the brutal art of fighting.

Like all her siblings save Victor, Katherine's childhood alternated between New Avalon and Tharkad. In 3049, she enrolled at NAIS where she majored in politics and media studies, subjects at which she excelled. Since she would not inherit the FedCom throne, she was not compelled to enroll in the military program—military service is a pre-requisite for becoming Prince of the Federated Suns—though she did learn the basics of self-defense as an elective.

Exactly when filial loyalty turned into sibling rivalry and a desire for power is unclear. However, though publicly supportive of her brother after graduating in 3053, she spent several years turning her knowledge and political skill into her own private power structure. She built contacts both within government departments and with key outside agencies like Ryan Steiner and his Free Skye Movement, as well as gaining the support of the Lyran people by publicly favoring her Steiner heritage.

The death of her mother and Victor's disfavor in the Lyran district, both of which she may have had a hand in, left her as regent on Tharkad. Ordinarily her brother Peter would have taken up the reigns of power on Tharkad, but he chose to go into seclusion

removal of Archon Alessandro Steiner. The Estates General has effective control of the Alliance budget and proposes much of the legislation enacted by the Archon.

Every Alliance world with a population over one million may send a Representative to the Estates General, where they serve for six years. No Representative may hold a title higher than Baron, nor may they have been convicted of any major crime in the past fifteen years. The twenty most senior (and powerful) Representatives form the Steering Committee that determines the agenda for each session of the Estates. The Steering Committee in turn elects one of their number to serve as Speaker of the Assembly, controlling debate within the Estates and meeting with the Archon as part of the revised Alliance Council. The current Speaker of the Assembly is Lucy Redmond, Representative for Ryde.

THE ALLIANCE COUNCIL

The Alliance Council advises the Archon and is comprised of the major figures in the government and nobility. Historically, the core of the Council was the heads of the Tamar Pact and the Federation of Skye, but with the loss of Tamar to the Clans and the restructuring of the Alliance into five provinces, this has grown to include the heads of each. These are Duchess Margaret Aten of Skye, Duke Tad Lundquist of Bolan, Duke Thomas Bradford of Coventry, Duchess Carmen Malborg of Donegal and Duke Anatoly Serfass of Alarion. Also included in the Council are the General of the Armies (General Nondi Steiner), the Speaker of the Assembly and the five government chancellors: Finance (Hans Estermann), Internal Policies (Margaravine Tatanya Lawrence), Foreign Affairs (Sigurd Veranov), Lyran Intelligence Corps (Alicia Savinson) and the Peoples (Vivek Fiore, Landgrave von Gamson). Either the Archon or the Chancellor of the Peoples chairs the Council.

The Alliance Council has no authority, existing as a courtesy to the Dukes as part of the agreement that allowed Katherine Steiner to claim the Archonship more than 600 years ago. Its power has fluctuated over the centuries, reaching a pinnacle in the First Succession War but diminishing ever since. Its principal role is as a filter between the Archon and the Estates General, reviewing all legislation generated by the two groups and rejecting or rewriting those it deems unsuitable. The council may also suggest legislation, though doing so risks upsetting either the Archon or the Estates General.

LAAF HIGH COMMAND

Headed by the Archon and the General of the Armies, the High Command formulates policy for the LAAF. In the LCAF, the High Command comprised the heads of all sixteen branches of the military, as well as the regional commanders, the Archon and the General of the Armies. When Katherine Steiner-Davion formed the Lyran Alliance, she streamlined the high command, creating a two-tier system. The Inner Council comprises the Archon, the General of the Armies, and the five margraves. The full council includes the members of the Inner Council, plus the seventeen branch heads, the five province commanders and the head of the Lyran Intelligence Corps (LIC).

The Archon is not obliged to consult the High Command before issuing orders to the military, but both tradition and politics dictate the Archon should do so before instigating any military operations. Failure to do so, except in the direst circumstances, has major ramifications, up to and including the removal of the Archon from power.

STRUCTURE OF THE LAAF

Seventeen branches form the LAAF, each of which operates independently under the aegis of the High Command even as they work together for the good of the Alliance. Enmeshed in a tangled web of politics and overlapping responsibilities, this structure is a holdover from the bureaucratic LCAF, yet for all its complexity, it seems to work for the Lyran troops. As a result, the Archon chose not to make major changes to this arrangement when she restructured the LAAF.

ALLIANCE ARMY

The Alliance Army is the principal combatant arm of the LAAF. It comprises eight corps and numerous subcommands, and encompasses all LAAF's non-reserve ground units. There are two principal distinctions within the Army: combatant and non-combatant corps. The combatants include the BattleMech, Armor, Infantry and Artillery Corps, as well as the LAAF's Combat Engineers. The composition of these Corps is detailed in *Lyran Alliance Armed Forces* (p. 24). The non-combatants include the Army Supply Corps, which is responsible for moving munitions and supplies on the battlefield; the LAAF's technicians; the Army Transport Command; non-combatant engineers; and the Alliance Army Signal Corps. General of the Armies Nondi Steiner commands the Alliance Army.

NAVY

Though the Transport Division commands the Alliance's non-combatant JumpShips and DropShips, all combatant vessels fall under the command of the Alliance Navy. In many cases the distinction is clear cut—assault DropShips are clearly part of the navy, as are the Alliance's four WarShips—but in others the boundaries between Transport Division and navy operations are blurred. For example, while operating in the heart of the Alliance away from the borders, an *Invader* Class JumpShip is regarded as under the authority of the Transport Division. However, once that vessel jumps into a system involved in (or likely to be involved in) combat, it falls under navy jurisdiction. To ensure a clear chain of command, the Archon dictated that unless otherwise stated all JumpShips and DropShips operating in one of the five Theaters or outside the Alliance automatically fall under navy command, while vessels operating in the interior of the Alliance are under Transport Command jurisdiction. Fleet Admiral Lyn Hood commands the Alliance Navy.

AEROSPACE COMMAND

All Alliance fighter forces fall under the AeroSpace Command and are assigned to one of three subdivisions. The first, the Planetary Command, controls all aerospace or conventional fighters on garrison or system-defense duty, including units assigned to planetary or province militias. Such missions are called Planetary Intercept (PI) missions. The second, Escort Command, is responsible for the fighters assigned to guard supply convoys and other fleets. Such assignments are often nicknamed "Dolphin Duty" after the aquatic mammals of Terra who are known to follow large ships. Escort missions may also be called "Beehive Duty" if they involve escorting WarShips or DropShips into combat. The final group, Wings of Combat, contains all AeroSpace forces assigned to front line units. Highly decorated in the Fourth Succession War, Admiral Klaus Essen heads the AeroSpace Command.

RESERVE CORPS

Headed by Hauptmann-General Chris Kidd, the Reserve Corps serves a two-fold purpose, overseeing both planetary garrisons and the LAAF troops not on active service. This latter group includes retired soldiers, who are obliged to remain on the LAAF rosters for five years. Soldiers on the reserve roster must do two weeks of

after being caught up in a succession of political intrigues. Katherine's role in her brother's decision is unknown but it certainly served her cause, establishing her as deputy ruler for half the Federated Commonwealth. She traded that for outright command when Victor's "Operation Gemini" was uncovered and the Marik-Liao invasion of the Sarna March gave her a pretext for secession.

Already strong in the Lyran half of the Federated Commonwealth, she met little resistance for the political separation. Still, a desire to strengthen her realm—and her own position—lead her to undertake a number of diplomatic initiatives. Her contacts with Thomas Marik are well known, though Marik's marriage to Sherryl Halas put an end to a formal alliance between the two powers. Katherine also disappeared for several weeks in early 3058. The public reason given for her disappearance was her desire to cut down on her public appearances while she worked with Mandarin Liao to reform the Lyran political and military systems. However, we believe the Archon traveled to the Clan Occupation Zone and met with the Wolf Khan, Vladamir Ward. The nature of their discussions and any agreements reached are unknown, but the pressure exerted on the Jade Falcons during their drive into the Alliance seems to support rumors of a pact between Katherine and Vlad.

Combined with her political manipulations in the Federated Commonwealth, the rumors of alliance with the hated Clans have undermined the Archon's position. Some groups, notably Heimdall, are coming to understand that Katherine cares primarily for her own power, not the Alliance and not her Steiner heritage. Unfortunately for Victor Steiner-Davion, the image of Katherine as peacemaker is deeply ingrained in the Lyran psyche. Thus, many people have attributed these "rumors" to a smear campaign instigated by the former Archon-Prince. Additionally, elements within the LIC have worked to undermine the position of those groups opposed to Katherine's rule, using political means as well as force when needed. Unlike with Alessandro Steiner, there will be no wave of public sentiment to remove the Archon. The situation will be resolved—one way or the other—in blood.

THE MAILED FIST

duties per year and are liable for recall to active duty. Former soldiers may opt to remain on the reserve roster after this period, and if they do so they are eligible for a stipend of 20 kroner a month. The Reservists also include part time soldiers and associated specialists such as doctors and engineers.

Until recently, reservists were rarely moved away from their home world. Notable exceptions were the formation of Archon Marcus' Citizen Regiments and Archon Alessandro's Concentrated Weakness policy. However, in times of need the LAAF and the LCAF before it have had little choice but to use reservist troops to bolster line units along the Clan border.

HOUSE TROOPS LIAISON

The House Troops Liaison provides a link between the LAAF and the private militias maintained by Lyran nobles and corporations. Though legally independent, the restrictions enacted after the civil war were modified by the Household Troop Agreement of 2883. This allows the LAAF to keep the militias under a tight reign, controlling their activities while giving them an illusion of independence. Hauptmann-General Galina Yodkovskaya commands the House Troops Liaison division.

MERCENARY TROOPS LIAISON

Ever since the end of the First Succession War, mercenaries have played a major role in the Lyran military. The Clan invasion damaged the Federated Commonwealth's reputation with mercenary forces—many freelance troops were thrown "into the breach" to allow house units time to react—but Archon Katherine has worked hard to distinguish the Alliance from the Commonwealth and rebuild its reputation. The Alliance treats its mercenary forces well, with the Mercenary Liaison Division working to ensure hired forces are treated in the same manner as line units. In addition to coordinating their use in the field, the Mercenary Troops Liaison handles all payments to mercenary forces as well as the provision of equipment and other matters as determined by the contract. The current commander of the Mercenary Troops Liaison is Hauptmann-General Almida Zec, herself formerly a member of the Eridani Light Horse.

COM GUARD AND STAR LEAGUE LIAISON

The deployment of Com Guard troops in the Lyran Commonwealth following the Fourth Succession War prompted the creation of the Com Guard Liaison Corps. The Federated Commonwealth under Hanse Davion and Melissa Steiner did not trust ComStar's neutrality, and the intelligence agencies of the two powers spent a decade locked in a secret war that cost



thousands of lives on both sides. Publicly, however, they cooperated with the Com Guard expansion, creating the Com Guard Liaison Corps to monitor the ComStar force's deployment and to help (or more often hinder) their operations. Only with the Clan Invasion and the ascension of Victor Steiner-Davion did relations between the Com Guard and the Lyran forces thaw, though Victor's recent promotion to head the Com Guard (and the Star League Defense Force) has prompted a definite cooling of the relationship.

In 3058 with the reformation of the Star League and the SLDF, the purview of the Com Guard Liaison Corps expanded to include any SLDF units based in Alliance territory, as well as overseeing any LAAF forces operating under the auspices of the SLDF. The current commander of the Com Guard and Star League Liaison is Leutnant-General Nathan Steiner-Armstrong.

MILITARY EDUCATION

Headed by General Toni Reynolds, the Department of Military Education is responsible for all aspects of training within the LAAF. This includes the four-month boot camps scattered throughout the realm that supply the planetary and regional militias as well as prestigious academies like the Nagelring that train specialist troops. More details on the Department of Military Education can be found on p. 35.

THE MAILED FIST

JUDGE ADVOCATE GENERAL'S OFFICE

The Judge Advocate General's Office (usually abbreviated to JAG Corps) oversees the application and adjudication of military law within the LAAF. They are a far-reaching group, including lawyers, researchers and judges in addition to investigators and the military police. The JAG Corps has many accomplished administrators since their duties also includes governing worlds where the population is deemed dangerous or rebellious: for example, those worlds with a major rebel presence or those recently captured from an enemy. Though responsible for enforcing martial law, the JAG Corps usually works through established government institutions and the LAAF. Hauptmann-General Jennifer Corner heads the JAG Corps.

QUARTERMASTER CORPS

The Quartermaster Corps is responsible for meeting the material demands of the LAAF, particularly the testing and development of new equipment. As such, they have strong ties with the Lyran military-industrial complex and have representatives at most major military manufacturing sites in the Alliance. They have their own elite corps of troops seconded from other departments, whose role is to evaluate any new equipment and work with Lyran corporations to develop new technologies. However, given the cutthroat nature of Lyran business, the Quartermaster Corps has become associated with sleaze and corruption; bribery and embezzlement are commonplace events. As a result, the department's members are under near-constant investigation by the JAG Corps. The commander of the Quartermaster Corps is General Lisa Steiner, daughter of the General of the Armies.

REP-DEP CORPS

The Rep-Dep (Replacement Depot) Corps is charged with keeping LAAF units in fighting trim. They maintain depots across the realm, eight within each province (four in the province itself and four in the associated theater), that allow quick distribution to troops throughout their area of responsibility. It falls on the Rep-Dep Corps to forecast demand for ammunition, food and other commodities, placing appropriate orders with the Quartermaster Corps and arranging trans-shipment of goods with the Transport Division. The commander of the Rep-Dep Corps is Hauptmann-General Narhwaz Pavletic.

TRANSPORT DIVISION

The Transport Division controls the majority of the LAAF's non-combat JumpShip and DropShip assets. They are responsible for the timely transportation of troops and materiel throughout the Alliance. The Division arranges everything from bulk-freight shipments to the troops' home leave, operating a vast web of jump-routes throughout the realm. The division also works closely with civil transport providers, utilizing nonmilitary transports as required and thus playing a major role in the

Lyran shipping industry. Admiral Vincenza Oliveri, Grav von Seginus, commands the Transport Division.

ALLIANCE MEDICAL CORPS

The Alliance Medical Corps is responsible for all aspects of medical treatment in the LAAF, from medical corpsmen on the battlefield, to medevac units and field hospitals, to the massive rehabilitation facilities and veteran care centers that dot the Alliance. The Medical Corps maintains its own fleet of hospital DropShips and JumpShips, distinct from the Transport and Naval Commands, painted white and bearing the universally recognized caduceus symbol in red. The Medical Corps respects the millennia-old Geneva Conventions of warfare and will treat anyone who needs their help, irrespective of affiliation. The LAAF acknowledges this by placing all members of the Corps outside the normal chain of command, allowing them to carry out their work without interference. Even the lowliest Medical Corps private can legally ignore the orders of the General of the Armies if obedience would prejudice his ability to care for a patient. Doctor Ytzak Arran, who also holds the rank of General, commands the Medical Corps.

ADMINISTRATIVE SECTION

A massive bureaucracy supports the LAAF, its disparate members grouped together in the LAAF's Administrative Section. Maintaining the service records of millions of troops—and ensuring their wages are paid on time—is just one of the mammoth tasks facing the Administrative Section. They must also keep track of every piece of equipment bought by the LAAF (including its purchase cost, estimated current value, where it was purchased, the units to which it was shipped and its current status), administer the LAAF's finances, and generally support the other elements of the military.

The Administrative Section is also responsible for large-scale communications within the LAAF (battlefield communications fall under the command of the Alliance Army Signal Corps). To this end they maintain and operate the Lyran Military Communications Network, including a system of non-HPG faster-than-light communication devices known as "fax machines" after an archaic communication system. The Section also works with ComStar for routine interstellar communications and maintains its own corps of couriers for messages too sensitive to be sent by other means. Hauptmann-General Michiko Tomasov commands the Administrative Section.

STRATEGIES AND TACTICS DIVISION

The LAAF Strategies and Tactics Division is charged with analyzing much of the data gathered by the Military Intelligence Division (MID) and with developing plans to counter enemy plans or to exploit their weaknesses. The think-tank makes extensive use of computer modeling and war gaming, using some of the Alliance's most sophisticated computers. Although the execution of their plans often leaves a lot to be desired, the LAAF Strategies

and Tactics Division has a reputation for innovative thinking and excellent battle plan development. Their current commander is General Michelle Bjuti, former head of the equivalent department of the AFFC.

MILITARY INTELLIGENCE

The Military Intelligence Division is responsible for gathering and analyzing information about enemy forces. This ranges from maintaining databases on the positions and equipment of hostile forces to the quirks of foreign commanders and the tactical specialties of their units. The Military Intelligence Division operates out of five sites, one associated with each hostile border (Bolan for the Free Worlds League, Alexandria for the Draconis Combine, Pandora for the Clans and Virtue for the Periphery) and an overall command center on Tharkad. Though distinct, the MID works closely with the civil intelligence service, known as the Lyrans Intelligence Corps, to ensure the safety of the Alliance. The two agencies share information on a regular basis and each has observers on the other's staff. Also like the LIC, the MID has suffered considerably in the purges that followed the Alliance's secession and their separation from the Federated Commonwealth Intelligence Secretariat. Only now, after five years, are they regaining the level of effectiveness they enjoyed before the sundering of the Federated Commonwealth. General Willy Schubert commands the MID.

THE LYRAN INTELLIGENCE CORPS

[Victor, though they're not part of the LAAF, I've added this section on the LIC to reflect their close ties to the Lyrans military and their role in supporting Katherine's regime. —JC]

Part intelligence agency and part paramilitary force, the LIC has a reputation for solid and dependable work. Commanded by General Alicia Savinson, their purview is far-reaching, encompassing intelligence and irregular operations both inside the Alliance and in foreign states. There are five principal divisions:

Lohengrin: The Lyrans anti-terrorist unit has extensive combat training, making them one of the deadliest special forces units in the Inner Sphere. Their members have few ties—almost all are drawn from the Alliance's orphanages—and dedicate their lives to their duty. Most major worlds have their own Lohengrin platoons, whose job is to hunt terrorists on their own terms. Katherine has also used Lohengrin against "dissident groups" opposed to her reign.

Propaganda: The Propaganda Division works to sway public opinion in the Alliance's favor, particularly on recently conquered worlds. They work closely with the Lyrans media to add the appropriate "spin" to the news, their official purpose being to promote the interests of the Lyrans Alliance. They are also an effective tool against internal enemies, adept at character

assassination and blackmail. It seems likely that elements of the Propaganda Division operating in the Federated Commonwealth were responsible for Yvonne Steiner-Davion's decision to abdicate the throne.

Espionage: The espionage arm of the LIC contains three major subdivisions. The Bondians are responsible for field operations, principally gathering intelligence but also assassinations, both within the Alliance and in other states. Most Bondian missions are short, only a few days or weeks, but a few select operatives go deep undercover, spending years or even decades infiltrating enemy governments and hostile organizations. The Molehunters work within the Alliance, hunting down and eliminating the threat posed by hostile agents, often in close cooperation with Lohengrin. Loki is the most feared part of the LIC, charged with carrying out acts of sabotage and terrorism against the state's enemies. Usually this is against external enemies, whether destroying a Kuritan supply dump or eliminating a Marik industrialist, but historically this has also included internal enemies.

Diplomatic Corps: The LIC contains its own "diplomatic" branch, trained in securing deals behind the scenes. Though adept at negotiation, they are also skilled at exploiting their opponent's weaknesses, using information gathered by other LIC departments to "persuade" the other party to agree to their terms.

Security: The LIC's Security branch is its most pervasive, including the bodyguards, drivers and security personnel of the Lyrans government. Its members are trained in a wide range of weaponry and security skills including defensive driving and counter-tailing measures. Many security branch personnel go on to serve with Lyrans corporations or private concerns, a fact often exploited by the Bondians to place operatives.

Norns: All the information gathered by the LIC, whether gathered by field agents or originating from their own communication taps, is processed and analyzed by the Norns. Named for the three fates of Norse mythology, the group serves as the Alliance's eyes and ears, advising the Archon as to the best course of action.

REGIONAL COMMANDS

The regional command structure of the LAAF owes more to the LCAF's system of military regions and theaters than it does to the AFFC's system of Marches, operational areas, and commands. Yet, it has learned from their brief alliance and streamlined the command system. The largest division of the Alliance is into five provinces, each named for its capital world (Skye, Bolan, Alarion, Coventry, and Donegal), though these are principally political divisions. Few military systems function at this level. Instead, the LAAF distinguishes between the internal areas of the province (also called *Kerngebiete* or core areas) and the front-line areas, known as combat theaters. Each theater bears the name of the world that serves as its headquarters: Pandora (Donegal Province), Cavanaugh (Bolan Province), Timbuktu (Alarion

Province), Melissia (Coventry Province) and Freedom (Skye Province).

On the surface, there is little difference between a theater and a *Kerngebiet*. Both are responsible for feeding and supplying the troops under their command, as well as maintaining their combat effectiveness and overseeing their deployments. However, the *Kerngebiet* commander's authority is limited to the LAAF forces deployed in the region. Everything else falls under the command of the provincial duke or the Archon. In contrast, the commander of each theater is the defacto military ruler of all worlds in the theater, and each receives the noble title of margrave for the duration of his posting. Unlike other noble titles, this is a temporary title and is passed on to the next incumbent of the post rather than to the children of the previous margrave. Though each margrave's powers are far-reaching, they are intended to allow swift action to ensure the Alliance's defense, not to be used for personal gain. To minimize corruption, the JAG Corps maintains a close watch on each of the five margraves. Those suspected of abusing their power are quickly removed from their posts. Furthermore, the generals commanding each combat theater are considered senior to those in *Kerngebiet* posts and have authority in any matters affecting the entire province. As such, it is the theater commanders who sit on the Inner Council of the LAAF High Command.

TYPES OF UNITS

LAAF combatants are split into four groups: Line units, militia, training cadres and mercenaries.

LINE UNITS

Line units are those that fall under the Army, Navy and Aerospace Commands, with the exception of the province and theater militia. Such troops form the bulwark of the LAAF's offensive and defensive capabilities. These forces are the best trained and best equipped in the LAAF, though the skill levels and equipment qualities vary wildly. As a gross generalization, those units loyal to the Archon tend to have better supplies and equipment than those loyal to Victor, or those who have declared their neutrality in the dispute. It is notable that many units who openly profess loyalty to the Archon have permanently assigned JumpShips, deploying the surplus transport assets gained from the FedCom during the secession as a reward. However, many loyalist units have suffered in the purges and reorganizations that have taken place over the last few years, undermining battlefield effectiveness.

Including armor, infantry and aerospace forces, there were thousands of line units in the AFFC, most of which operate independently. Still, the focus of the LAAF is its BattleMech regiments, a third of which form the core of Regimental Combat Teams (RCTs), an innovation inherited from the Federated Suns.

Regimental Combat Teams (RCTs)

At the heart of each RCT is a 'Mech regiment for which the RCT is named. Unlike non-RCT regiments, who may or may not be assigned supporting units as their missions dictate, RCTs are permanently assigned supporting conventional forces. These conventional forces normally comprise three armor regiments, five infantry regiments, two aerospace wings attached directly to the 'Mech regiment, and an artillery battalion. The exact composition of these units varies from RCT to RCT, but the armor forces are usually medium or heavy and the infantry are two foot, two mechanized and one jump. The demands of fighting the Clans have led to increased emphasis on mechanized infantry, including the use of Infantry Fighting Vehicles as well as battle armor units. Because of the lack of emphasis on the aerospace arm of the LAAF by the Lyrn High Command, several RCTs currently do not have dedicated aerospace assets, a chronic problem since the formation of the Alliance.

THE ARC-ROYAL DEFENSIVE CORDON (ARDC)

Though a staunch supporter of the Lyrn State, Grand Duke Morgan Kell of Arc-Royal regarded Katherine's removal of the Alliance from the Federated Commonwealth as an attempt to bolster her own power rather than to protect the people. Before the usurping Archon could solidify her hold on the reigns of power, the Grand Duke declared sixteen worlds at the center of the Jade Falcon border to be under his authority, taking control of their military forces. In doing so, he denied the Archon access to those worlds' resources as well as control over some of the Alliance's best forces, undermining her position without compromising the border defense.

The Archon was able to use her grasp of the media to turn the public situation to her advantage, suggesting that Kell's move was made with her knowledge, and intended to free her of the responsibility for the border while she reformed the Alliance. In reality, the creation of a defacto sovereign state within the Alliance was a deliberate affront to Katherine's authority, a clear message of no confidence from the Grand Duke.

The rift between the Grand Duke and Archon steadily widened, culminating in a direct (but private) confrontation at the Whitting Conference on Tharkad in 3058. Katherine deliberately weakened the non-Cordon border defenses, thereby placing increased responsibility on the Grand Duke's forces and pinning them in place. The presence of Clan Wolf (In Exile) forces in the region has helped, though the political implications of using Clan forces are profound. Thus, they are rarely deployed away from Arc-Royal.

LAAF STANDARD REGIMENTAL COMBAT TEAM ORGANIZATION

Element	Combat Strength
1 BattleMech regiment	132 BattleMechs
3 vehicle regiments	324 armored vehicles
5 infantry regiments	3,591 infantry troopers
1 artillery battalion	36 artillery pieces
2 aerospace wings	36 aerospace fighters

MILITIA

All Lyrans citizens are required to carry out some form of military service, usually with the numerous militias that dot the Alliance. These units are defensive in nature and as such are less well equipped than line units. However, they are strengthened by the inclusion of veterans who have retired from front-line duty but who choose to remain in the LAAF. There are two distinct forms of militia, regional and planetary.

Regional militias are the equivalent of the AFFC's March Militia. Each is assigned to defend an area of space, known as a *Verteidigungszone* (defense zone), within its respective theater or province. Such units take the form of a miniature RCT, with two armor and five infantry regiments supporting each 'Mech regiment. The equipment used by these units is generally outdated but well maintained, and a few loyal units (such as the Kelenfold Pandora Theater Militia) have received advanced technology. As they are often required to move within their defense areas, regional militias are equipped with their own DropShips. Only a few have permanently attached JumpShips.

Planetary militias, often referred to as "Miliz," form the last line of defense for the Alliance. With only its officers trained at Lyrans academies, a Miliz's fighting abilities are no match for a front-line unit. This problem is compounded by the often poor quality of the locally produced equipment. The funding and maintenance of each Miliz is the responsibility of the planetary governments; many worlds, particularly in the interior, spend only the bare minimum on maintaining their armed forces. Planetary militia usually only field armor and infantry forces, though a few deploy privately owned BattleMechs. Planetary militias are beyond the scope of this work, however, and so are not included.

TRAINING UNITS

Several Lyrans academies operate training battalions to give their students experience in battlefield conditions, though few training units see actual combat. Each academy is responsible for purchasing and maintaining its own equipment, using a mix of LAAF grants, funding from fee-paying students and private sponsorship. The battalions rarely use new technology, but the equipment they have is normally kept in top condition by the permanent technical staff and the students.

MERCENARY UNITS

Ever since the rule of Elizabeth Steiner, the Lyrans state has been a major employer of mercenary units, using them to make up for the tactical weaknesses of the LAAF and the LCAF before it. Indeed, unlike many states that regard mercenary troops as of dubious loyalty, the commerce-minded Lyrans simply regard mercenary forces as businessmen like themselves, and as such treat mercenaries well.

The LAAF pays its hiring soldiers more than the Inner Sphere norm and offers good compensation packages for damage sustained while in service to the Alliance, including unbiased access to LAAF supplies.

Medical provisions are also good, as are facilities for dependents and noncombatants. Indeed, long time employees of the Alliance, such as the Gray Death Legion, have found their loyalty rewarded with permanent land grants and the ennoblement of their officers.

However, the LAAF is very strict with command rights. Most units find themselves locked into the LAAF command structure with little room for using their own initiative. However, this is less of a problem than it first appears, as General of the Armies Nondi Steiner has dictated that most mercenary units employed by the LAAF are to be hired for garrison duties. The LAAF has also taken a tough line on salvage, insisting that the Lyrans State have first claim on any Clan-tech salvage, with reimbursement dependent on contractual provisions.

Galatea

Until the 3030s, the principal hiring hall for mercenary troops was on Galatea in Skye Province. After that, the Wolf's Dragoons-controlled Outreach steadily eclipsed the former Mercenary's Star, becoming the principal center for legitimate mercenary hiring in the Inner Sphere. Galatea remained a center of the less respectable mercenary trade, often handling contracts for units denied access to the facilities on Outreach. Since the formation of the Chaos March and the increased difficulty in travelling to Outreach, however, Galatea has seen a renaissance in legitimate mercenary dealings, a process encouraged by the LAAF and supported by Mercenary Liaison Corps operations to police the deals. In early 3062, the Mercenary Review and Bonding Commission recognized Galatea's position by establishing a satellite office on the world to help maintain standards.

Barbers Marauder II's (2 battalions)

(CO: Major Susan Barber)

One of the best mercenary forces in the Inner Sphere, the Marauders have remained loyal to Prince Victor and refused "requests" by the LAAF to relocate to the Federated Commonwealth. Instead, they work with Morgan Kell's ARDC, claiming Koniz as their base-world.

THE MAILED FIST

The Blue Star Irregulars

(1894th Light Horse CO: Colonel Raldin Lwai)

(21st Rim Worlds CO: Colonel Rega Jikelium)

Originally based on Rasalgethi and Ft. Loudon, the elite Blue Star Irregulars relocated to Morges after the formation of the ARDC, placing themselves under the command of the Grand Duke rather than accept the authority of Archon Katherine.

Brion's Legion

(1st Regiment CO: Colonel Octavius Brion)

(2nd Regiment CO: Colonel Robert Markham)

Shattered by the Fourth Succession War, Brion's Legion took refuge in ComStar's employ, where it rebuilt with cutting edge technology. The unit remained on Terra for almost thirty years, but eventually the soaring cost of mercenary contracts in the Chaos March first tempted it into the employ of the planetary governments, and then more recently, the LAAF.

The Dioscuri (2 battalions)

(CO: Colonel Timothy Nels)

Named for the mythical twins Castor and Pollux, the Dioscuri were deployed to the Clan border in 3053. Persistent raids by the Jade Falcons and Steel Vipers cost them much of their strength, compounded by a JumpShip accident in 3054.

The Fighting Urakhai (1 battalion)

(Roman's Bar Hounds CO: Colonel Randy Roman)

Roman's Bar Hounds were separated from the other two Urakhai regiments by the Lyran Secession, forcing them to rely on their own initiative. They have built strong ties with the planetary militia on Ballynure, and through them with the LAAF.

Group W

(CO: Colonel Andrew Bethke)

Loaned to the St. Ives Compact for the duration of the war with the Confederation, Group W recently returned to the Alliance only to find themselves embroiled in the dispute over the Lyons Thumb. They currently reside on Lyons.

The Grave Walkers

(CO: Colonel Ahru Kirah)

The Grave Walkers were shattered by Clan Jade Falcon during the invasion, with only a few soldiers escaping Bone Norman. Aided by the Federated Commonwealth, the unit slowly rebuilt itself to regimental strength.

The Gray Death Legion

(CO: Colonel Lori Kalmar-Carlyle)

Best known for their recovery of a Star League-era data core on the Free Worlds League world of Helm, the Gray Death Legion has a long history with the Lyran state. They formed in

3024 on Trell I and played a major role in both the Fourth Succession War and the Clan Invasion. They were also instrumental in crushing Brandal Gareth's revolt in the Alliance's early days. Colonel Kalmar-Carlyle's husband, Grayson Carlyle, is Baron von Glengarry and acknowledged as one of the foremost military minds of the current era.

The Kell Hounds

(CO: Colonel Daniel Allard)

(1st Regiment CO: Colonel Akira Brahe)

(2nd Regiment CO: Colonel Scott Bradley)

After Wolf's Dragoons, the Kell Hounds are perhaps the best known mercenary unit in the Inner Sphere. Owned by Grand Duke Morgan Kell, the Hounds form the cornerstone of the ARDC military, working in close cooperation with the exiled Wolf Clan forces.

The Knights of St Cameron

(CO: Colonel Mortimer Dewey)

Believed destroyed by Clan Wolf on Domain and Rastaban, the Federated Commonwealth was surprised when a small contingent of Knights arrived at Crimond in March 3053. Led by Mortimer Dewey, the son of former commander Felix Dewey, the survivors sent out a call for new recruits. Despite the unit's dire situation, the Colonel insisted on the continuation of the Knight's original policy of only recruiting troops whose families had served with the original SLDF.

Kristen's Krushers

(CO: Colonel Kristen Marik)

Commanded by the half-sister of the FWL leader, the Mercenary Troops Liaison walks a fine line in its dealings with the Krushers. Colonel Marik desires no special treatment for the Krushers, but the LAAF does want to give offense to its powerful neighbor. At the other extreme, the members of the regiment are hiring soldiers, assigned to guard the important world of Coventry. They do not want to set a precedent for treating mercenary forces better than house units. Therefore, they afford the unit the same privileges and supply access as they would a front-line house unit.

Mobile Fire

(CO: Colonel Fred Laurencin)

Originally an armor unit, but now a mixed armor and 'Mech force, the Mobile Fire are staunch Steiner loyalists. When Katherine seized the Archonship, they immediately declared in her favor. As a reward, the Archon has authorized an extensive refit program and moved the unit from its previous posting on the Periphery border to Lyndon.

THE MAILED FIST

Snord's Irregulars

(CO: Colonel Rhonda Snord)

Like Wolf's Dragoons, Snord's Irregulars originated with the Clans but separated themselves from the Wolf reconnaissance force early in their mission. Unlike the Dragoons, the Irregulars have largely abandoned Clan ways and become acculturated to the Inner Sphere. Indeed, the unit has gained a reputation for eccentricity and obsession that is matched only by their combat skills and luck.

Stealthy Tigers

(CO: Colonel Yuri Rauschenbusch)

Formed by the Duke of Tamar in 2874 as a mercenary force to evade restrictions placed on private forces, the Stealthy Tigers served the Lyrans well. However, the formation of the Federated Commonwealth and the reformation of the Lyrans military forced Duke Kelswa to relinquish control of the regiment, allowing them to become full-fledged mercenaries. In their time outside the Alliance they served both the Free Worlds League and the Capellan Confederation, but when their contract with Liao expired in March 3062, they chose to return home. Upon arriving back in the Alliance they immediately traveled to Porrima and pledged their loyalty to the old Duke's heir Morasha Kelswa, Duchess of Tamar and mother to Duke Robert Kelswa-Steiner.

Storm's Metal Thunder

(CO: Colonel Griff Storm)

(Storm's Metal Thunder CO: Colonel Gale Storm-Tarackion)

(Wolverton's Highlanders CO: Colonel Robert Feehan)

Staunch Steiner loyalists, Storm's Metal Thunder formed shortly before the Fourth Succession War. Afterwards, they expanded to regimental size by hiring veterans of the Fourth Succession War. Colonel Storm is co-owner of Norse-Storm BattleMech, Inc., and as a consequence the unit is well equipped for a mercenary force. In 3060 the regiment absorbed the ailing Wolverton's Highlanders.

LYRAN ALLIANCE ARMED FORCES

The current LAAF is a strange hybrid of the LCAF and the AFFC, taking the best elements of each to form a new and dynamic force. From the LCAF comes the LAAF's command structure and sense of tradition, as well as the rank structure and uniforms. From the AFFC comes increased emphasis on combined arms operations via the RCT structure, as well as skilled leadership and tactical innovation. Though the LAAF is a new force, it has already demonstrated its abilities in a succession of major tests, first in the Jade Falcon assault on Coventry and again in Operations Bulldog and Serpent.

BATTLEMECH ASSETS

The Lyrans Commonwealth was the second nation to deploy BattleMechs in a combat role and remains one of the principal manufacturers of the versatile war machine. BattleMech forces remain the principal offensive element of the LAAF.

Historically, the Lyrans military has been biased toward heavy- and assault-class designs. Though the alliance with the Federated Suns encouraged diversification of the 'Mech force, gargantuan designs like the *Zeus* and *Banshee* remained the mainstay of the LAAF. The recent purges of the military and the resurgence of traditionalist views have exacerbated the situation, with a steady return to the "bigger is better" mentality.

The forty years since the signing of the Federated Commonwealth document on Terra have led to a noticeable increase in imported designs. At first, these imports resulted from the alliance, with traditional Davion designs from the AFFS, like the *Victor* and the *Dervish*, entering service with Lyrans units. However, the need to rebuild the armed forces in the wake of the Clan Invasion led to the appearance of other designs, principally FWL designs like the *Apollo* and *Orion*. Though comprising only a fraction of the units deployed by the LAAF, the need to import BattleMechs was a major blow to a nation that took pride in its reliance on domestic production. Today, with most war losses made good, imports have been scaled back in favor of homegrown designs like the *Bushwacker* and *Cobra*. The principal exception is Inner Sphere OmniMech designs like the *Firestarter* and *Blackjack*, which originated in the Draconis Combine but are manufactured under license in the Alliance. Still, the formidable *Hauptmann* OmniMech is steadily gaining favor with the LAAF.

The Alliance's BattleMech Corps employs the standard structure used by most Inner Sphere 'Mech forces. The LAAF does not directly mix BattleMech and non-BattleMech troops, but nearly all Lyrans 'Mech forces are trained to operate in conjunction with armor and infantry units.

At present, the LAAF deploys 78 'Mech units of battalion size or larger. The actual strength of these units is generally within 10 percent of their listed strength, usually depending on local supply and maintenance personnel.

AEROSPACE AND NAVAL UNITS

The Lyrans High Command has an ambivalent attitude toward aerospace forces. It recognizes their importance on the battlefield, but has so far refrained from major investment in aerospace technologies. As such, most aerospace fighters are little different from those used 35 years ago in the Fourth Succession War, as well as for decades before that. Given the technological edge of Clan OmniFighters and the Free Worlds League's aerospace modernization program, this decision appears to run contrary to the Alliance's best interests. However, the Lyrans aerospace force survived the Clan Invasion in much better condition than the ground forces did. Thus, their

STANDARD LAAF BATTLEMECH ORGANIZATION

Element	Component Units	Combat Strength
Lance	4 BattleMechs	4 BattleMechs
Company	3 Lances	12 BattleMechs
Battalion	3 Companies	36 BattleMechs
Reinforced Battalion	4 Companies + 1 Command Lance	52 BattleMechs
Regiment	3 Battalions + 1 Command Company	120 BattleMechs
Reinforced Regiment	4 Battalions + 1 Command Company	156 BattleMechs

upgrading has, to date, taken a lower priority than rebuilding the army. Plans exist for a massive upgrade program for the aerospace command, but this is not expected to commence until 3065. For the interim, the LAAF High Command initiated the production of a new aerospace fighter—it began trial runs in 3062—the *Eisensturm*, which they hope will appease the critics of their neglect for the aerospace arm.

The standard unit for all deployments is the squadron, comprising six aerospace or conventional fighters. The fighters themselves operate in pairs, known as aero-lances, allowing mutual support and protection. In theory, when aerospace forces are attached to ground units they assign one aero-lance to each ground company. In practice, the squadron system remains in effect, with detachments at the discretion of the regimental or RCT commander. Integrated deployments of ground and aerospace forces (colloquially known as "buddy duty") rarely have dedicated aerospace transports, relying instead on the fighter bays included in BattleMech transports.

Independent aerospace deployments usually occur in wing-sized units and use dedicated fighter carrier DropShips such as the *Leopard-CV*. Many such units are attached to RCTs, but a number operate independently, particularly on the Periphery and Clan borders. Such independent aerospace wings are tasked with hunting down pirates and raiders and are equipped with their own JumpShips.

The organization of LAAF DropShip and JumpShip assets is less formal, adapting to the needs of the situation. Many JumpShips operate independently, assigned as appropriate by the Transport Command. However, when multiple JumpShips operate together, they are placed under the command of a single officer. If between two and six vessels are involved, a kommodore commands the formation, known as a squadron. If the formation involves

more than six vessels it is called a fleet and is commanded by an admiral. Both squadrons and fleets are assigned a protective aerospace force from the Escort division of the aerospace command, the exact size of which depends on the formation but is most often a wing.

WarShips

The Lyran Alliance is a latecomer to naval research, a result of Hanse Davion's decision to concentrate efforts at the shipyards of New Syrtis, Galax and Kathil. However, in 3054

Prince Victor agreed to funding for Ioto Galactic Enterprises and Bowie Industries of Alarion to expand the Port Sydney Naval Shipyards, providing the Lyran State Command with its own shipyard capable of manufacturing combat JumpShips. The first yard was completed shortly before the Lyran secession and immediately began work on a *Fox*-class Corvette, the *LAS Katrina Steiner*. This vessel launched in April 3060 and immediately took up station at Tharkad. Another assembly yard was completed in June 3059 and continued to manufacture the *Fox* design while the original yard was retooled to begin constructing the *Mjolnir*-class battle cruiser.

The *Fox*-class *Robert Marsden* entered service in March 3061, while another, the *LAS Angela Franks* is currently undergoing predelivery trials. A fourth *Fox*, the *Robert Kelswa*, is due for delivery to the LAAF in late 3064 with additional vessels, the *LAS Katherine Steiner* and *LAS Ian Mcquiston* scheduled for completion in 3066 and 3067 respectively. The first *Mjolnir*, the *LAS Yggdrasil*, entered service in July 3062, but the second, the *LAS Fylgja*, is not expected to be completed before May 3065.

ARMOR ASSETS

Armor forces play a major role in the LAAF, both in front-line duties and rear-echelon postings. Though lacking the prestige of their walking cousins, the ease with which tanks can be

STANDARD LAAF AEROSPACE ORGANIZATION

Element	Component Units	Combat Strength
Lance	2 Fighters	2 Fighters
Squadron	3 Lances	6 Fighters
Wing	3 Squadrons	18 Fighters
Reinforced Wing	4 Squadrons	24 Fighters
Regiment	3 Wings	54 Fighters

mass-produced as well as their offensive potential, led to wide-scale integration with 'Mech forces even before the adoption of House Davion's RCT concept. Such units, known as combat teams, continue to play a major role in non-RCT deployments, with each 'Mech regiment supported by as many as a dozen tank regiments. There are three principal types of armor unit in the LAAF, though there are many regional variations and alternate compositions dictated by the availability of resources.

Sturmregimenter (storm regiments) contain heavily armed and armored tanks like the Demolisher (including the new Demolisher II) and the Alacorn, placing lethality above range and responsiveness. Such units rely on their armor—and the assistance of screening forces—to approach and engage their targets, but when their firepower is brought to bear few enemies can resist. *Sturmregimenter* are common in forces assigned to siege operations, where their lack of maneuverability and range does not hamper their effectiveness.

Kampfregimenter (combat regiments) are better suited to offensive operations, exploiting compact yet powerful tanks like the Myrmidon, Vedette and Manticore. Such units break with standard Lyran doctrine, favoring highly mobile warfare and using speed and maneuverability as a "force multiplier," increasing their effectiveness beyond that expected of a medium-weight unit. *Kampfregimenter* commonly exploit flaws in the enemy position, staging lightning raids against weak points, thereby forcing the opponent to go on the defensive or else risk a breach of their lines. *Kampfregimenter* sometimes incorporate VTOL forces, notably the Warrior and Yellowjacket designs. Units that do so are often called *Einsatzregimenter* (mission regiments).

Aufklärungregimenter (reconnaissance regiments) contain the lightest vehicles in the LAAF, including the Savannah Master, Centipede and Hunter designs, as well as the Sprint and Warrior VTOLs. They are tasked with reconnaissance and scouting missions, serving as the eyes and ears of larger LAAF formations. *Aufklärungregimenter* often work closely with special forces troops and independent scouts.

INFANTRY ASSETS

Infantry forms the largest element of the LAAF, serving as the mainstay of garrison units and making a large contribution to front-line units. With the exception of troop and equipment quality, there is little distinction between garrison and front-line infantry units. Instead, they are divided into six categories based on their equipment and function.

Foot soldiers are the most common infantry units, often equipped with little more than a rifle and personal kit. Though weak compared to 'Mech and armor forces, their numbers and

AFFC STANDARD ARMOR ORGANIZATION

Element	Component Units	Combat Strength
Platoon	4 Vehicles	4 Vehicles
Company	2-3 Platoons	8-12 Vehicles
Battalion	3 Companies	24-36 Vehicles
Reinforced Battalion	4 Companies + 1 Command Platoon	36-52 Vehicles
Regiment	3 Battalions	72-108 Vehicles
Reinforced Regiment	4 Battalions + 1 Command Company	108-156 Vehicles

ease of deployment make them a force to be reckoned with in restricted terrain such as urban areas or woodlands. Their weakness when compared to other infantry units is their lack of mobility, making them ill-suited to offensive operations. As such, they are usually found in garrison or other defensive roles.

Jump infantry use thruster backpacks to move around the battlefield at high speed, literally leaping over obstacles. However, the training requirements of such units restrict their size. As a result, jump infantry platoons comprise only three squads. Despite this, their maneuverability gives them a formidable combat edge and they are used for both offensive and defensive duties.

Motorized units are closely related to foot infantry. The only distinction between the two is the addition of some form of fast and light transport assets, usually a motorbike or all-terrain vehicle. Their speed and maneuverability make motorized troops ideal raiders, striking fast and hard and then withdrawing. However, their effectiveness in assault missions is limited by the lack of armor protection and an operational preference for rifles over support weapons, particularly in motorbike-equipped units.

Such operations are the purview of mechanized infantry, who are transported to battle in armored personnel carriers (APCs) or infantry fighting vehicles (IFVs). These transports allow mechanized infantry to move quickly, and they provide a measure of protection against enemy fire. Furthermore, though APCs withdraw after deploying their troops, IFVs like the Maxim and Goblin remain on the battlefield and fight alongside their troops, providing 'Mech-grade support fire. Mechanized troops are the principal infantry assault troops.

Special forces units are the elite of the Lyran infantry, with the best equipment and training the formidable Lyran economy can provide. Before joining one of the LAAF's few commando regiments, a trooper must have served at least five years with another Lyran unit and undergo a battery of stringent mental, physical and psychological tests. Once accepted into the commandos, each trooper undergoes a strenuous training regimen to ensure he meets the standards of current members. This



STANDARD LAAF INFANTRY ORGANIZATION

Element	Component Units	Combat Strength
Squad	7 men	7 troops
Platoon	3-4 squads	21-28 troops
Company	3 platoons + 1 command squad	70-91 troops
Battalion	3 companies + 1 command platoon	231-301 troops
Regiment	3 battalions + 1 command company	763-994 troops
Brigade	2-4 regiments	1,626-3,976 troops
Battle armor squad	4 troopers	4 troops
Battle armor platoon	4 squads	16 troops
Battle armor company	4 platoons	64 troops

UNIFORMS AND INSIGNIA

Uniforms and insignia play an essential role in the military lifestyle, allowing swift identification of officers and the chain of command. They also create a sense of identity that instills pride and camaraderie within the troops. With that in mind, Archon Katherine authorized a revision of the rank structure and uniforms used by the LAAF to be more closely in line with ones historically used by the LCAF. However, the change in uniform and insignia also provided those units opposed to Katherine's rule with a visible means of rebelling against the Archon's authority.

physical training and emphasis on self-improvement remains a central part of the commando lifestyle. Rarely deployed above squad level, special forces units excel at sabotage and reconnaissance missions. After their tour of duty, many commandos go on to serve with LIC's Loki and Lohengrin units.

The last decade has seen the emergence of a sixth type of foot soldier: armored infantry. Equipped with battle armor suits patterned on the formidable Elemental suits used by the Clans, these troops combine mobility and firepower, with a single squad massing as much firepower as a conventional platoon. The Federated Commonwealth was among the first Inner Sphere forces to deploy such troops in the form of the Sloth and Infiltrator suits, but these have steadily given way to a second generation of battle armor suits, the Fenrir suits. Though the united AFFC put great store in battle armor—the current AFFC in the Federated Commonwealth has continued this policy, attaching battle armor companies to all RCT infantry regiments—the LAAF has curtailed such spending, limiting battle armor production and deployment and instead preferring to devote such resources to 'Mech production.

The standard formation for non-battle armor infantry is the squad, usually comprising seven troopers. Five of these soldiers will carry the normal weapons for the unit, usually assault rifles, while the remaining pair carry a heavy weapon such as an SRM launcher, man-pack PPC or portable gauss rifle. One trooper serves as the gunner, while the other acts as loader and/or spotter. Some squads are designated "heavy" and have three heavy weapon crews rather than the usual mix of normal and support troops. Heavy squads are often attached to company or battalion command units and serve as a heavy-hitting reserve. Battle armor infantry deploys in squads of four suits, each with its own anti-personnel and support weapons.

LAAF UNIFORMS

The uniform of the LAAF closely resembles that of the old LCAF, with often only minor variations between the Commonwealth and Alliance versions. Such differences are important, however, emphasizing links to the past while at the same time acknowledging that the LAAF is a distinct organization. Adoption of the revised uniforms is far from complete within the LAAF, with many pro-Victor troops retaining their Federated Commonwealth uniforms. Manufacture of the old uniforms ceased in 3057 but stockpiles remain. Though officially embargoed, supplies somehow continue to reach the rebellious units. Estimates vary between five and twenty years before the new livery is fully adopted by the LAAF, though the Rep-Dep Corps has strict orders to hasten the process.

Dress Uniform

Ceremonies are important to the Lyran military. To ensure they are dressed for the occasion, every member of the armed forces has a number of dress uniforms, comprising a jacket, white stirrup trousers and dress shoes.

The dress jacket is little different from that of the LCAF: a high-collared woolen jacket with metal epaulets engraved with the Alliance insignia and embroidered cuffs. Senior officers wear a light blue jacket with darker Steiner-blue cuffs, while all other ranks wear Steiner-blue jackets with matching cuffs. The jacket cuff of senior officers bears red piping, junior officers use yellow cord, and enlisted and warrant officer ranks use green. Members of noncombatant branches use blue piping. Beneath the jacket, all ranks wear a tailored gray shirt, cut so that roughly two centimeters of the sleeve extends beyond the jacket cuff. Most senior officers wear the "rag" of their school

THE MAILED FIST

around their waists, arranged so that the loose ends hang down over the left leg.

Silver insignia are used to show the ranks of officers, placed centrally on the collar for senior ranks or in matching pairs for lesser officers. Enlisted ranks and warrant officers wear embroidered insignia on each collar. Officers also display their rank insignia on their cuffs and wear gold braid loops beneath their right epaulet, each signifying five years of service. Branch insignia appear on the right breast. The Alliance insignia appears on the upper left breast of the jacket. Below that are the wearer's decorations, arranged so that the most important are toward the center of the chest. Any special awards or insignia of military orders appear on the right breast or on the school rag.

White stirrup pants complete the dress uniform, worn with the stirrup-loop outside the shoes. The trousers bear a broad stripe whose color matches that of the cuff piping: Red for senior officers, yellow for junior officers, green for other ranks and blue for noncombatants.

On less formal occasions, such as day-to-day work, Lyrans troops may wear a "second grade" uniform. This is slightly more functional than the full dress uniform, replacing the ornate dress jacket with a more practical version. The second grade jacket uses the same basic color as the dress jacket, but lacks the ornate cuffs and braids. Furthermore, decorations and the school "rag" are not worn with the second grade uniform. The metal epaulets of the second grade jacket are similar to those of the dress uniform, but the Alliance insignia is surrounded by a color block matching the leg stripe. Male officers wear the same stirrup pants as with the full dress uniform, but female officers may choose a knee-length white skirt instead.

Senior Officers

While on active service, senior officers will either wear the uniform appropriate to their service (see below) with red markings that identify them as senior officers, or an ensemble known as the Senior Officer Field Uniform. This field uniform consists of a gray woolen shirt and gray-green pants, with black pads sewn to the knees and elbows to provide additional protection. A red stripe runs down the outside of each leg and around each cuff.

Over the shirt, an armored vest is worn. The vest is made of supple leather and includes epaulets and a collar. Ceramic and metal inserts in both front and back provide additional protection. The epaulets bear the Alliance insignia, while rank insignia are sown into both sides of the collar. Most officers also wear a gray-green cap with red piping which bears their rank insignia on the front. However, some female officers choose to wear a red headband instead of the cap.

Braid looped over the right shoulder denotes the length of service of the officer, with each loop signifying five years. The color of the braid indicates the current area of service: red for

the Combine front, purple for the Marik front, yellow for the Periphery and black for the Clans. If the braid alternates the color with a white strand, the deployment is in a *Kerngebiet* rather than a theater.

A sash worn beneath the pistol belt corresponds to the school rag worn with the dress uniform, the color and pattern corresponding to the academy attended.

MechWarrior Uniform

As in most militaries, MechWarriors have two uniforms: one worn while in the 'Mech and another while outside. The in-'Mech uniform consists of shorts and a T-shirt, supplemented with a cooling vest, neurohelmet and calf-length boots. The color of the shorts and shirt corresponds with the MechWarrior's rank (red for senior officers, blue for junior officers and white for other ranks) and serves instead of insignia. The cooling vest is a common model, the LCJ 19, which is manufactured at numerous sites in the Alliance, though some units are now using the LCJ 22, which uses recovered Star League technology. The LCJ 22 has only been in service for five years, however, and is still uncommon.

In stark contrast, the standard Lyrans neurohelmets have always been among the most advanced in the Inner Sphere, using sophisticated balance feedback transmitters to cut down on the weight normally associated with the vital equipment. Therefore, to ensure a snug fit for the sensors, Lyrans MechWarriors must shave part of their heads. This bald spot is seen as a status symbol by some, and has been adopted by many Lyrans MechWarrior wannabes. With the integration of the LCAF and the AFFS, this hairstyle was regarded as an embarrassment. Instead, many MechWarriors either wore a hairpiece or used an older style helmet. However, with the formation of the LAAF and its strong ties to the original LCAF, this haircut is once again emerging as a dominant style among LAAF MechWarriors. Completing the uniform are the standard-issue boots. Since most Lyrans MechWarriors carry both a laser pistol and a knife while piloting their 'Mechs, both a holster and scabbard have been included in the boots for practicality's sake.

Outside their 'Mechs, MechWarriors wear either a blue jumpsuit or their second grade uniform.

Aerospace Pilot Uniform

Lyrans aerospace pilots wear a full-body suit that combines the role of life supporting pressure suit and G-suit, reducing the adverse affects of high-G maneuvers. Unusually, most of the suit's heavy equipment is mounted in the boots, including the both the G-suit pumps and the hookups to the aircraft and computer control systems. Walking in such equipment is awkward, earning it the nickname of the "Elephant Suit." The suit has its own air supply and heating/cooling elements, which sustain the pilot in reasonable comfort. The power for this life support system is normally drawn from the fighter, but a battery pack locat-



ed in the boots contains sufficient power to keep the pilot alive for up to 30 minutes after ejection. The boot pack also contains an emergency radio beacon.

Secondary connections for the G-suit, air and coolant circuits exist on the left thigh. Many pilots use these in preference to the foot connections because of the complexity of the standard hook-ups, though this practice reduces the effectiveness of the suit. A digital notepad is situated on the right thigh while an auto-med dispenser designed to administer doses of stimulant, anesthetic or blood coagulant as required is worn on the right arm.

Outside their aircraft, pilots wear either a blue jumpsuit or their second grade uniforms.

Infantry Uniform

The infantry uniform of the LAAF is the most notable deviation from the LCAF, favoring a common design over the numerous configurations and color schemes of its precursor. It includes tough woolen trousers, a leather jacket, knee-length boots, a resilient helmet, and a combat vest. The jacket and trousers are made with Tharkad wool, with reinforced elbow and kneepads. LAAF standard trousers are light blue in color with a darker stripe down the outer edge. The hip pockets are large, designed for carrying equipment. The jacket is made of green leather with blue trim, bearing the Alliance insignia on the right shoulder and rank patches on the left.

The blue combat vest is worn over the jacket, with ceramic and metal inserts providing additional chest protection, as well as pockets for storing equipment and ammunition. Numerous attachment points allow the vest to be customized as needed for the trooper's equipment. A heavy duty belt serves a similar purpose, with pouches for ammunition and equipment and a holster for the trooper's sidearm.

The LAAF helmet is the one item of the LCAF uniform remaining unchanged, made of plasteel coated with an ablative material and intended to provide protection against both laser and projectile fire. The helmet also contains communication and infrared night vision equipment. The Alliance insignia appears on the helmet's center panel, while unit insignia are often painted on the side. Knee-length black boots complete the infantry uniform.

Variant color schemes exist for different field conditions and duties. These consist of urban camouflage, vegetation camouflage, white, green and black. The last three are worn by the Royal Guard, Skye Rangers and Arcturan Guard units when on ceremonial duties.

Armor Crew Uniform

The basis of the armor crew uniform, that of woolen trousers and a shirt, is little different from that worn by infantry. Over this is worn a reddish-brown motorman's suit, designed to provide protection against shrapnel and the rigors of armored combat. The suit also contains a coolant system similar to that used in 'Mechs, which plugs into the vehicle via an attachment at the crewman's waist. In addition, vehicle crews wear heavy duty gloves and boots of material similar to the suit, only without any cooling elements. Completing the uniform is a sealed helmet that provides the crewman with cool, fume-free air and contains the vital intracrew communications equipment.

Support Personnel Uniform

LAAF personnel assigned to noncombat duties usually wear either their second grade uniform or a variant of the infantry uniform while on duty, the former if in rear-echelon postings and the latter for field assignments.

Notable exceptions are warrant officers, the LAAF's skilled technical staff. Warrant officers wear the same trousers and shirt as senior officers, but the trouser stripe is blue rather than red. Over the shirt is worn a black-ribbed jumper and a gray-green jacket resistant to heat, acid and electricity. An insignia on the left chest denotes the warrant officer's field of expertise (JumpShips, weapons, communications, and so on). JumpShip, DropShip and WarShip crews wear a lightweight pressure suit instead of the trousers and shirt.

Most warrant officers carry portable computers and communications devices. These can be attached to a number of points on the jacket, though shoulder-mounted equipment is most common.

LAAF RANKS

As with the uniforms, the rank structure used by the LAAF is based on that of the LCAF. The reason for the revision was to distinguish the new Lyran military from its forebears while reinforcing the ties of the LAAF with the historic LCAF. Those traditional Lyran units that are currently a part of the Armed Forces of the Federated Commonwealth still use that ranking structure. In contrast, a handful of the most disloyal LAAF units have declared their support for Prince Victor, and have taken to using the old Federated Suns ranking system in blatant defiance of Archon Katherine Steiner-Davion. As the LAAF ranking structure is the most pervasive, it is that structure which is described below, with the appropriate equivalent ranks of the AFFC in parenthesis. Naval ranks are named within the appropriate sections.

THE MAILED FIST

There are four broad groups in the LAAF: enlisted troops and NCOs, warrant officers, junior officers and senior officers.

Enlisted troops are those who began their military life as raw recruits and provide the muscle of the LAAF. A few enlisted personnel progress up the chain of command to become non-commissioned officers (NCOs), who oversee the day-to-day operations of small units.

Warrant officers are the LAAF's technical personnel. They form a distinct group in the military outside the normal chain of command. Though regarded as somewhere between enlisted troops and officers, their ranks only apply within their fields.

Junior officers are the LAAF's battlefield commanders, charged with many of the life-and-death decisions. Most officers attend a military academy and are taught the art of command, but a few are enlisted troops promoted from the ranks for exemplary actions and leadership.

Senior officers are the strategists and planners of the LAAF. A few may still see action on the battlefield, but the majority "pilot a desk," spending more time on the political battlefield than the physical one.

Recruit

While undergoing their basic training, LAAF troops are known as recruits. Their rank insignia is the "Narrow Arrow," a blue arrow bisected by a black line. They do not wear the Alliance insignia.

Private (Private)

Upon completion of their basic training, recruits are promoted to the rank of private. Privates also wear the Narrow Arrow but are also allowed to wear the Alliance Fist emblem.

Private, First Class (Private, First Class)

After six months' service, a private is promoted to private, first class (PFC). This signifies a degree of practical experience as well as the completion of any advanced training. The rank insignia of PFC is the Half Hunter's Point, similar to the Narrow Arrow but with a broad "fletching" on one side of the arrow.

Corporal (Corporal)

The rank of corporal is the first with leadership responsibilities, usually involving command of a heavy weapon element or an infantry squad. The insignia of corporal is the Hunter's Point.

Senior Corporal

Senior corporals have more experience and responsibility than regular corporals and often undergo a period of leadership training under a sergeant. Senior corporals often command squads or lead vehicle crews. A black triangle in their Hunter's Point denotes their seniority.

Sergeant (Sergeant)

The various forms of sergeants play a vital role in the LAAF, bridging the gap between enlisted troops and officers. They manage the LAAF's day-to-day affairs, using their mix of leadership skills and experience. In the field, sergeants command squads and vehicles. Academy-trained MechWarriors often start their career as sergeants. The insignia of a sergeant is a Hunter's Point containing a black circle.

Staff Sergeant

Staff sergeants have at least five years' experience in the military and often command infantry platoons or vehicle lances. A blue spear-point insignia comprised of three stripes denotes their seniority. It is worn on the upper arms of their uniforms.

Sergeant Major (Sergeant Major)

Sergeant major is the highest NCO rank normally found on the battlefield. Individuals bearing this rank are usually found supporting company commanders, or even occasionally commanding 'Mech lances. Sergeant majors form the bulk of instructors in the LAAF's boot camps and oversee the first few weeks of training in many academies. The insignia of sergeant major adds a blue bar to the spear point of a staff sergeant.

Staff Sergeant Major

Staff sergeant majors are battalion NCOs and usually have administrative rather than combatant duties. They are charged with ensuring the smooth running of the battalion, maintaining both order and morale. They also serve as a conduit between the officers and enlisted troops, being respected by both groups for their experience. Staff sergeant majors wear a spear point with two bars.

Senior Sergeant Major

Only the most dedicated career soldiers attain the rank of senior sergeant major, serving as the senior NCO of a regiment or a major noncombat command. Most have at least 20 years of service with the military and are entitled to wear service braids on their dress uniform. The insignia of a senior sergeant major is a blue spear-point with two bars. The third "V" of the spear point and the first bar are linked with a golden triangle, known as the Tharkan Spear Point.

Warrant Officer

Warrant officer is the lowest technical grade in the LAAF, comprising the technicians, engineers and computer operators found in every unit. Their insignia is a blue and black Fletching bar.

Warrant Officer First Class

The rank of warrant officer first class denotes a high degree of competence and seniority. Personnel with this rank often command work details. Their insignia is two Fletching bars.

THE MAILED FIST



Senior Warrant Officer

Senior warrant officers often command the technical detachments of a unit or a major noncombatant technical post. They are regarded as masters in their field, though much of their time is spent on administrative duties. A senior warrant officer wears three Fletching bars.

Chief Warrant Officer

Chief Warrant Officers are the most senior technical officers, often responsible for a major technical facility. Administrative tasks dominate their routine, though they are expected to remain current in their fields. Chief warrant officers wear four Fletching bars.

Cadet (Cadet/Subaltern)

All troops undergoing officer training at an LAAF military academy receive the rank of Cadet. They wear lieutenant's bars surrounded by red piping.

Leutnant

Leutnants are the most junior field officers. Unlike in other militaries, the LAAF does not recognize them as officers nor does it grant them a commission until they have proved their leadership skills. Many leutnants serve as MechWarriors or pilots, though some are placed in command of a lance or platoon. Originally in the LCAF, academy graduates began their careers as leutnants. This practice was discontinued with the creation of the AFFC and has not been reinstituted in the LAAF. Leutnants wear a spear-point insignia with the innermost "V" shaded black.

First Leutnant (Leftenant)

Leutnants who demonstrate their leadership and tactical skills receive a promotion to first leutnant and a full commission in the LAAF. Such officers command lances and platoons. They are distinguished from leutnants by the addition of a blue bar to their blue and black spear point.

Hauptmann (Hauptmann)

Hauptmanns are accomplished officers, usually charged with command of a company or a significant noncombatant element. They are the highest rank to routinely see combat and are thus afforded a degree of respect by enlisted troops and NCOs that is lacking at higher ranks. Hauptmanns wear a spear point that has both interior "V"s blacked out.

Kommandant (Kommandant)

Kommandants serve as battalion commanders and are among the best field commanders in the LAAF. They are accomplished tacticians and administrators, often with at least a decade of service in the military. Their insignia is the hauptmann's black and blue spear point with a blue bar above it.

Hauptmann-Kommandant

The rank of hauptmann-kommandant has no equivalent in other militaries, representing the senior battalion commander within a regiment. In addition to their normal duties, a hauptmann-kommandant is charged with ensuring the colonel's orders are passed on and understood. Furthermore, they serve as an information conduit between junior officers and the colonel, ensuring that the regimental commander has the information needed to make decisions. The insignia of a hauptmann-kommandant is an all-black spear point.

Leutnant-Colonel

The lowest senior officer rank, leutnant-colonels are the second-in-command of a regiment, in charge of information gathering and logistics. They may also serve as the commanders of key units in a battle, freeing the colonel to oversee the entire engagement. The naval equivalent is leutnant-kaptain. A silver diamond worn on the collar denotes the rank of leutnant-colonel.

Colonel (Leftenant General)

Colonels are regimental commanders, responsible for overseeing their units' operations on the battlefield and off. Some colonels may also find themselves commanding a planetary garrison, a provincial militia or a sub-element of an RCT. Thus, they are expected to be master tacticians and consummate diplomats. For many LAAF officers, the rank of colonel is the peak of their career. Higher ranks are political as much as military postings, and many officers choose not to move into such areas. The naval equivalent is kaptain. Colonels wear two silver diamonds.

Leutnant-General (Hauptmann General)

Leutnant-generals serve in a wide range of posts. They can command Regimental Combat Teams, act as deputy commanders for interior military regions or take command of a service branch (usually a noncombatant arm). The naval equivalent is leutnant-kommodore. Leutnant-generals wear three diamonds, arranged in a "T" pattern on the collar.

Hauptmann-General

Hauptmann-generals command the five *Kerngebiete* and are responsible for protecting the civil and military infrastructure on the worlds in their charge. They must juggle the needs of dozens of units and liaison with planetary governments to ensure operations continue smoothly. With military actions in their area of responsibility rare, hauptmann-generals must be as much diplomats as military commanders. The naval equivalent is kommodore. They wear four silver diamonds arranged in a cross pattern, known as the First Steiner Cross.

Kommandant-General (Marshal)

Kommandant-generals serve as aides to the commanders of a combat theater, overseeing many of the operations within the region. Indeed, with the general commanding the theater as much a military governor as a LAAF commander, many of the day-to-day responsibilities fall to the kommandant-general. Most notably among these is ensuring that the units remain in fighting trim. The naval equivalent is hauptmann-kommodore. Kommandant-generals wear the Second Steiner Cross, similar to the First Steiner Cross but with a black pearl in the center.

General (Field Marshal)

LAAF generals wield immense power. They command the front-line military theaters and serve as the heads of the most important military branches. To allow them to react to enemy operations, the theater commanders are the only LAAF commanders allowed to instigate military operations without prior reference to the High Command, though they are subject to an after-action review. Furthermore, holding the temporary noble rank of Margrave, the theater commanders are de facto military governors for all the worlds in their command. As such, they wield immense political power, but both the JAG Corps and the LIC maintain a close watch on their activities to limit any abuses. The naval equivalent is admiral. Generals wear the Third Steiner Cross, which adds an orbit—a silver disc—beneath the center of the cross.

General of the Armies (Marshal of the Armies)

General of the Armies is the highest rank in the LAAF, excepting the Archon. Unless overruled by the Archon, the General of the Armies has full command of the Lyran Alliance Armed Forces and is responsible for guiding and shaping its strategy. The current General of the Armies, Nondi Steiner, also serves as Commander Pro-Tem of the LAAF and regent in the Lyran Alliance. Fleet admiral is the highest naval rank and, though under the command of the General of the Armies, is in command of all LAAF naval forces. The General of the Armies wears the Fourth Steiner Cross, adding a second orbit of obsidian to the Third Cross.

Archon (Archon-Prince)

The Archon is the supreme commander of the LAAF and plays a major role in its operations. Most have military experience and are thus qualified to head the military, but the Archon may also nominate a Commander Pro-Tem to act in his stead. This is usually the General of the Armies, but it can be anyone of the Archon's choosing. However, not all Archons exercise this option. Many of the Lyran military's worst disasters can be traced to poor decisions by the Archon. The Archon wears the Final Steiner Cross. Like the Fourth Cross, this has four silver diamonds around a black pearl, with a silver orbit and an obsidian orbit. However, to distinguish it from the Fourth Cross, the diamonds of the Final Cross are split in half and the gaps filled with gold.

LAAF RANKINGS

Officers

Archon
General of the Armies
General
Kommandant-General
Hauptmann-General
Leutnant-General
Colonel

Admiralty Equivalent

Fleet Admiral
Admiral
Hauptmann-Kommodore
Kommodore
Leutnant-Kommodore
Captain

Leutnant-Colonel
Hauptmann-Kommandant
Kommandant
HauptmannHauptmann
First Leutnant
Leutnant
Cadet

Leutnant-Kaptain
Hauptmann-Kommandant
Kommandant

First Leutnant
Leutnant
Cadet

Chief Warrant Officer
Senior Warrant Officer
Warrant Officer, First Class
Warrant Officer

Chief Warrant Officer
Senior Warrant Officer
Warrant Officer, First Class
Warrant Officer

Non-Commissioned Officers

Senior Sergeant Major
Staff Sergeant Major
Sergeant Major
Staff Sergeant
Sergeant
Senior Corporal
Corporal
Private, First Class
Private

Senior Sergeant Major
Staff Sergeant Major
Sergeant Major
Staff Sergeant
Sergeant
Senior Corporal
Corporal
Private, First Class
Private

AWARDS AND DECORATIONS

As with all Inner Sphere militaries, the LAAF uses medals and decorations to reward the service of its members. Most of these are holdovers from the LCAF, while others are of more recent origin, having been created as part of the alliance with the Federated Commonwealth or adopted from the Federated Suns. The following are the most common awards granted by the LAAF.

The Alliance Medal of Honor

Tracing its roots to the Commonwealth Medal of Honor, the Alliance Medal of Honor is the highest award that can be granted to an individual. It recognizes actions of uncommon valor and self-sacrifice, gaining a victory for the Alliance irrespective

COMPARATIVE RANK TABLE

OFFICERS

Federated Commonwealth

Archon-Prince
 Marshal of the Armies
 Field Marshal (Fld. Marsh.)

 Marshal (Marsh.)
 Hauptmann General (Hpt. Gen.)

 Lieutenant General (Lft. Gen.)

 Kommandant (Kmd.)
 Hauptmann (Hpt.)
 Lieutenant (Lft.)

Suns

Prince
 Marshal of the Armies
 Field Marshal (Fld. Marsh.)
 Marshal (Marsh.)
 General (Gen.)
 Major General (Maj. Gen.)
 Lieutenant General (Lft. Gen.)
 Colonel (Col.)
 Lieutenant Colonel (Lft. Col.)

 Major (Maj.)
 Captain (Capt.)
 Lieutenant (Lft.)
 Subaltern (Sub.)
 Cadet

Federated Lyran Alliance

Archon
 General of the Armies
 General (Gen.)
 Kommandant-General (Kmd.-Gen.)
 Hauptmann-General (Hpt.-Gen.)
 Leutnant-General (Lut. -Gen.)

 Colonel (Col.)
 Leutnant-Colonel (Lut.-Col.)
 Hauptmann-Kommandant (Hpt.-Kmd.)
 Kommandant (Kmd.)
 Hauptmann (Hpt.)
 First Leutnant (1st Lut.)
 Leutnant (Lut.)
 Cadet

ENLISTED

Sergeant Major (Sgt. Maj.)

 Sergeant (Sgt.)

 Corporal (Cpl.)

 Private (Pvt.)
 Recruit

Command Sergeant-Major (Command Sgt.-Maj.)

 Sergeant Major (Sgt.-Maj.)

 Sergeant (Sgt.)

 Corporal (Cpl.)
 Private, First Class (Pfc.)
 Private (Pvt.)
 Recruit

Senior Sergeant Major (Senior Sgt.-Maj.)
 Staff Sergeant Major (Staff Sgt. Maj.)
 Sergeant Major (Sgt. Maj.)
 Staff Sergeant (Staff Sgt.)
 Sergeant (Sgt.)
 Senior Corporal (Senior Cpl.)
 Corporal (Cpl.)
 Private, First Class (Pfc.)
 Private (Pvt.)
 Recruit

of the cost. The few recipients who survive the act for which they are decorated are inducted into the Knights of Donegal.

The medal is a large silver disc with a gold star upon it, hanging by a green and silver ribbon from a gold bar that is divided into five segments, each segment representing a Lyran Province. The Medal of Honor has three grades, in ascending order: silver bar, gold oak leaf clusters and diamond clusters.

The Alliance Star

Formerly known as the Federated Commonwealth Star, the Alliance Star recognizes acts of uncommon bravery and honor in combat situations that benefit the LAAF. The five-pointed Alliance Star is made of platinum and is hung by a red ribbon around the recipient's neck.

The Honor of Skye

Unlike most other awards which are made by the LAAF or the Archon, the Honor of Skye is awarded by the leader of Skye Province to soldiers who have demonstrated exemplary honor, determination and bravery in the defense of a world in the former Federation of Skye. As with other regional awards, Archon Katherine has attempted to do away with the Honor of Skye, but Duchess Aten has refused to be cowed by the Archon and has found an unlikely ally in Duke Robert Kelswa-Steiner. The Honor of Skye is a large gold medal depicting an ancient Scottish warrior wielding a claymore. It is worn on an emerald green ribbon around the neck.

THE MAILED FIST



The Order of Tamar Tigers

The Order of Tamar Tigers is a large silver medal, taking the form of a sunburst engraved with the insignia of the Tamar Tigers. The award is considered a great honor, as not only does it take pride of place on the dress uniform (or formal clothes in the case of retired soldiers) but it also confers membership in a fellowship whose history dates back to the founding of the Tamar Pact.

Though awarded by the Duke (or, at present, Duchess) of Tamar, it is not limited to acts of valor carried out in the former Tamar Pact or Tamar Domains (now Pandora Theater and elements of Melissia Theater). For that reason, the Archon has not opposed the order to the same extent she has the Honor of Skye. She has, however, suggested that Duchess Moresha be circumspect in inducting people into the order. This is undoubtedly a subtle threat to remove support from the Duchess' efforts to one day win back her province from the Clans.

The Order of Katherine Steiner

Taking the form of a tri-bladed silver propeller, the hub of which is a golden Steiner Fist, the Order of Katherine Steiner recognizes the bravery and dedication of LAAF aerospace and naval personnel. It is awarded for distinguished combat service and is worn on a blue ribbon. A soldier may receive the award multiple times though only one is worn. Instead, a silver bar is added to the ribbon for each additional award.

The McKensy Ground-Pounder's Medal

Originally awarded to non-Mech ground troops for valor on the battlefield, the McKensy Ground-Pounder's Medal has slowly metamorphosed into an award for enlisted troops in all combat arms. Officers no longer receive the medal, and instead receive the full McKensy Hammer. The Ground-Pounder's Medal takes the form of a silver disc upon which is a stylized McKensy Hammer. This is worn about the neck on a blue ribbon.

The McKensy Hammer

Physically the largest award issued by any military, the McKensy Hammer is a nine-kilogram block of silver shaped in the form of a hammer. It is awarded to officers who have demonstrated superlative leadership and battlefield skills and signifies the weight of responsibility such officers carry. The hammer itself is carried at formal occasions but at other times it is represented by a silver miniature pinned to the right breast or on the school rag.

The Dragonslayer's Ribbon

Though not awarded since the War of '39, the Dragonslayer's Ribbon acknowledges outstanding performance by a regiment against units of the Draconis Combine. The ribbon takes the form of a green and white pennant hung from the regimental standard, upon which is a Draconis Combine dragon being throttled by a Steiner Fist. This latter element is a revision ordered by Archon Katherine.

The Eagle's Feather

Like the Dragonslayer's Ribbon, the Eagle's Feather acknowledges a unit's success against one of the Lyrans' traditional enemies, in this case the Free Worlds League. The award is an actual feather taken from a rare Atreus Fighting Eagle and displayed in the officer's mess.

Other Awards

Unlike other militaries, who award their troops campaign ribbons for only combat deployments, the Lyrans' Alliance Armed Forces (and the LCAF before them) issues medals for every deployment, battle, and campaign. As a result, even soldiers who have never seen combat wear multiple medals, usually two-centimeter silver discs inscribed with the world and date of service. Blue ribbon is used to mount most such awards, though those used to represent battles are shot through with the colors of their opponents: red for the Draconis Combine, purple for the Free Worlds League, green for the Capellan Confederation, gold for the Federated Suns, and black for the Clans. Medals awarded for participation in a Lyrans' victory tend to be large and ostentatious, while those for a campaign in which the Lyrans' forces were defeated tend to be small and insignificant.

NEW BLOOD

Recruitment for the LAAF is an ongoing process; every citizen is expected to carry out five years of public service, either with the military or some other public organization, such as the medical services or the police. Citizens are allowed some say in how they will carry out their commitments under the Military Service Act (known as National Service). For example, conscientious objectors are allowed to serve in the Medical Corps. However, the desires of the individual may be subsumed by the needs of the state in times of crisis, an example of which would be the recent desperate efforts to rebuild the armed forces following the Clan invasion.

As with many aspects of life in the Lyran State, military training is carried out calmly and efficiently. Every citizen undergoes aptitude testing during their childhood, taking exams that measure their physical, mental, and psychological abilities. These tests determine in which arm of the military they will spend their National Service.

The best and brightest recruits travel to one of the Alliance's nine surviving military academies. For most recruits, however, the training usually involves little more than attendance at one of the "boot camps" that dot the Alliance. Recently, the Department of Military Education has relaxed their educational recruitment standards, allowing more recruits into the accelerated programs running in most academies. This is primarily due to the horrors of the Clan invasion, as well as the loss of personnel and materiel in the reorganization that followed the Alliance's secession. To ensure loyalty, these changes have also been accompanied by intensive political screening. Together these moves allow the LAAF to rebuild with loyal, reliable new troops, but it also means the overall quality of the military has suffered. With the Alliance on the brink of civil war, it remains to be seen whether this "quantity rather than quality" approach will ensure Katherine's victory or damn her cause.

BOOT CAMPS

The vast majority of Lyran citizens spend their military service with the planetary or regional militias, undergoing basic training at one of the scores of boot camps throughout the Alliance. This ten-week sojourn teaches the militia troops the basics of military life: discipline, fitness, field craft, weapon

skills and survival. During this period, instructors continue to observe the performance of the recruits. Those who exhibit an aptitude for the military life may be sent for advanced training at an Alliance academy.

MILITARY ACADEMIES

The Lyran Alliance operates nine academies charged with training officers and specialist troops. Today, all Lyran academies are state run, ensuring consistent standards and curricula. Even before the alliance with the Federated Suns,

Commonwealth military academies were respected for the quality of their training and resources.

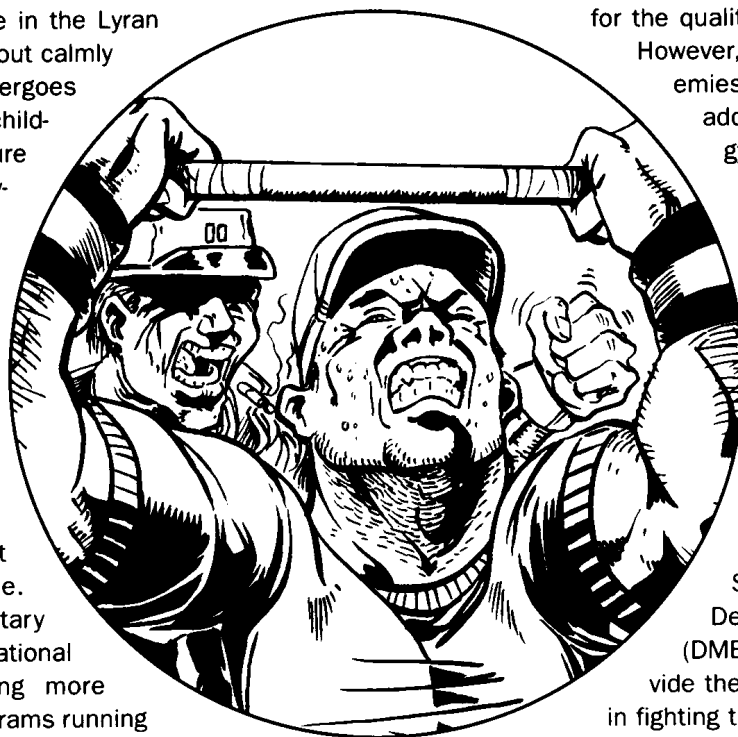
However, the pact allowed the Lyran academies to broaden their teachings and to adopt new procedures and technology. Chief among the innovations made was an increased emphasis on combined arms operations, a process begun in the academies by giving MechWarriors, armor crews and infantry the same initial training and by encouraging cross-training.

With the loss of three academies to the Clans—the Military Academy of Somerset, the Tamar War College and the privately operated Blackjack School of Combat—the Department of Military Education (DME) has been hard pressed to provide the troops required to keep the LAAF in fighting trim. Additionally, the DME has had to struggle with the Alliance's responsibility to train

a large proportion of the available recruits for the new Star League Defense Force. They have responded to this crisis by forming two new academies on Bolan and Alarion, as well as accelerating the programs at other sites. Getting these new sites up and running has been a major challenge, but the LAAF has persisted, ensuring the new academies meet the same operating standards as the other, older facilities.

Enrollment

Despite efforts in the LAAF to remove social biases, politics and wealth remain the determining factors in deciding which academies and courses will be attended by recruits identified as suitable for front-line service through their National Service testing. Officially, each academy uses standardized criteria for admissions, accepting the judgement of the DME. Unofficially, "gifts" often make the difference between atten-



ACADEMIES AND CURRICULA

	Infantry	Battle Armor	Armor	'Mech	Aerospace Fighter	JumpShip/ DropShip/ WarShip	Technician	Artillery	Specialist*
Alarion	—	—	—	—	Yes	Yes	Yes	—	—
Bolan	Yes	Yes	Yes	—	—	—	Yes	Yes	Yes
Buena	—	—	—	Yes	Yes	—	Yes	—	—
Coventry	—	—	—	Yes	—	—	—	—	—
Nagelring	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
New Capetown	Yes	Yes	Yes	Yes	Yes	—	—	Yes	Yes
Pandora	Yes	Yes	Yes	Yes	Yes	—	—	—	—
Sanglamore	Yes	Yes	Yes	Yes	—	—	Yes	Yes	Yes
Thorin	—	—	—	Yes	Yes	—	—	—	—

*Specialist refers to MOS such as Combat Engineer, Communications Specialist or Medic

dance at the Nagelring or the MSMA on Bolan, between MechWarrior or armor-crew training. This bias ensures that many of the Alliance's most prestigious troops have ties to wealth or nobility, while "commoners" dominate infantry and armor postings.

Political orthodoxy also plays a major role in enrollment criteria. Archon Katherine instigated a screening program that shifted academy recruitment in favor of her supporters, relegating less loyal elements to the planetary militia. Furthermore, several academies operate policies that favor recruits from their own areas. The best known of these is Sanglamore on Skye, which subtly discriminates against citizens born outside the old Federation of Skye and encourages nationalist sentiment. This does not sit well with the high command, but efforts to root out this bias have met with little success.

Curriculum

The LAAF maintains tight controls on all academies within the Alliance's borders, ensuring a consistent baseline standard of training. Teams of DME inspectors monitor success and failure rates, as well as ensuring key elements of the curricula are taught to appropriate standards. However, these teams are also responsible for standards in the boot camps. As such, they spend only a few weeks of the year at academies. Officially, the teams' visits are random and unscheduled, but with the right bribes it is possible to obtain details of their schedule, thus allowing academies to ensure they are ready and compliant with DME standards.

Each academy offers a standardized basic training program not unlike the boot camp courses, teaching basic levels of field craft, weapon skills and military discipline. Once this four-month period ends, each student begins training in a Military

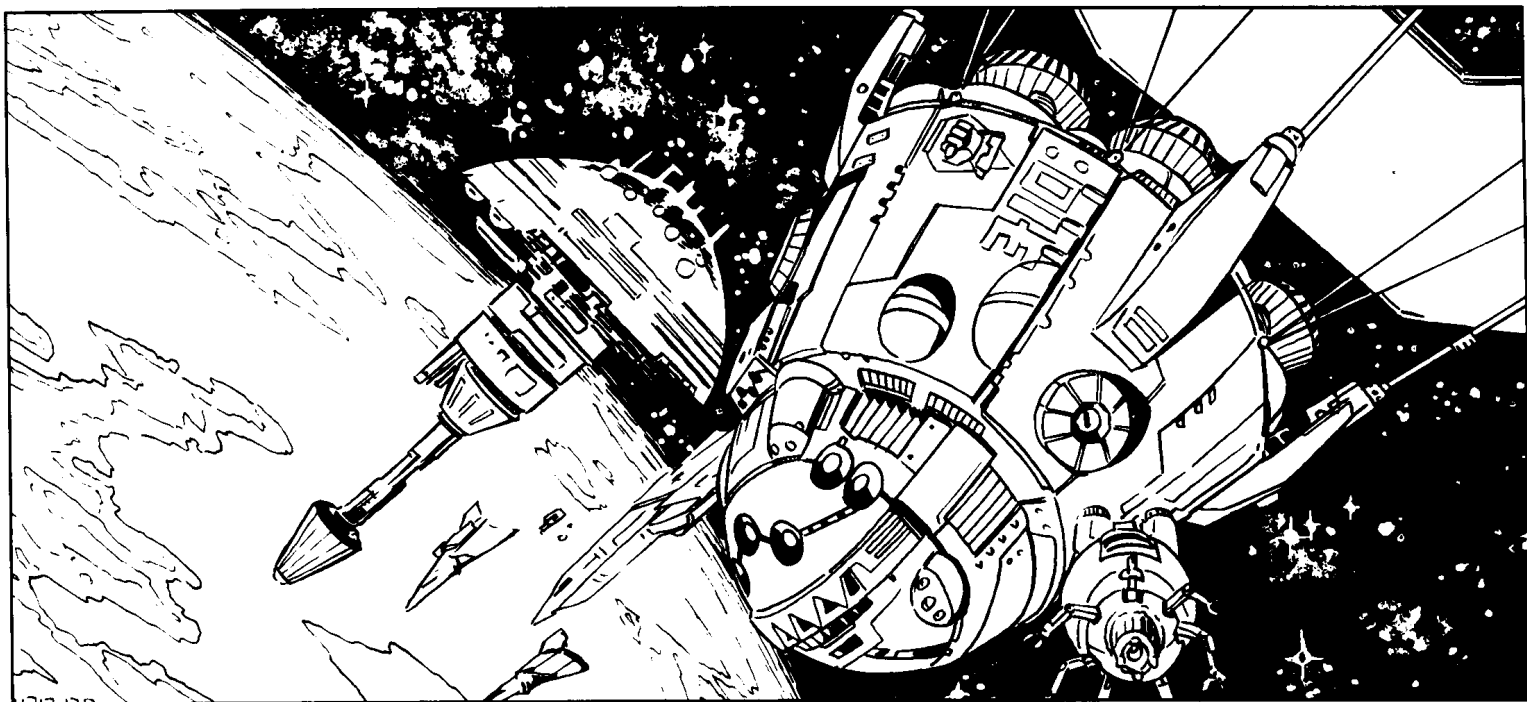
Occupation Specialty (MOS), determined by his or her National Service tests or other appropriate inducement. These range from heavy weapon training, to medical corpsman skills, to piloting 'Mechs, or even to acting as ship's crew. This MOS training period can last anywhere between two months and four years, depending on the specialty. Failure to complete the academy course will result in expulsion and consignment to a militia unit for the remainder of the National Service period, though in some exceptional cases a student may transfer to another institution.

After completing an MOS, most LAAF troops begin the active phase of their duty and are assigned to a line unit. A few, most notably those undergoing officer training, undertake further studies. These Fields of Study (FOS) are only available at select academies, and only to the most promising individuals.

Graduation

However long the course of study, cadets must attain pre-set levels of ability before being allowed to graduate and begin active duty. Each person undergoes continuous assessment, with instructors monitoring students' progress throughout their time at the academy. This identifies their strengths and weaknesses before the end of course examinations, allowing remedial action where necessary. The testing occurs on many levels, including written, oral and practical exams. They occur both in the controlled environs of the academy and on field exercises. In addition to their regular training, officer cadets also undergo the notorious La Mancha scenario, designed to test their reactions to a no-win situation. To date, only two cadets have ever bested La Mancha: Duke Kai Allard-Liao at the NAIS College of Military Sciences (or NAMA as it was once called), and Prince Victor Ian Steiner-Davion at the Nagelring.

NEW BLOOD



There are three possible outcomes to the graduation tests:

A fail grade indicates the cadet does not meet the requirements of a front-line Lyran unit and is not expected to do so. Cadets with fail grades are assigned to militia units, where they are often treated with contempt for “blowing” their chances.

Cadets with marginal results do not meet the requirements of front-line service, but are expected to do so with additional training. Such students are “back-classed” and made to repeat their training and testing. If they fail again, marginals are relegated to militia duty.

Cadets who pass the examinations enter service with a LAAF line unit, assigned according to their specialty, results, and connections. Exceptional students (those in the top five percent of each class) may be allowed to choose their assignment, which can also include additional training.

ALARION NAVAL ACADEMY (ANA)

The Alarion Naval Academy is the newest school for LAAF personnel and has yet to graduate its first class. The Alliance’s efforts to build a new WarShip fleet, as well as to crew the JumpShips and DropShips inherited from the Federated Commonwealth with loyal personnel overtaxed a military education system not geared to supporting a combatant navy. Additionally, with the exception of the Nagelring, the existing naval academies on Thorin and Pandora were judged at risk from foreign forces. These two circumstances prompted Archon Katherine to order the establishment of a new naval academy on Alarion, using equipment and personnel from the older schools. Construction began in late 3058, and the first cadets began their studies in May 3060, with the first graduates expected early next year.

Currently, the academy offers three-year programs for both DropShip and JumpShip crews. Each is accompanied by electives for command and technical specialties. The WarShip course is more protracted, taking five years including a two-month training cruise. In addition, plans are underway for a conversion course that will be designed to teach DropShip and JumpShip crews the skills necessary for working a WarShip in a matter of months. This course, scheduled to start in autumn 3063, will do much to alleviate the Alliance’s current shortfall in WarShip crews.

Leutnant-General Franjo Ostrovsky commands the Alarion Naval Academy.

Atmosphere

The cadets and instructors at the Alarion Naval Academy are among the most eager in the LAAF, working off the excitement and energy surrounding the new facility. The instructors and cadets give their all to the academy, overcoming the academy’s numerous teething troubles (such as using new equipment and implementing new procedures). Indeed, elements of the curriculum—notably the WarShip tactics modules—are a learning experience for both experienced naval officers and the new recruits, allowing student and teacher alike to relearn and develop tactics unused since the early days of the Succession Wars.

ANA’s school rag is black, the former color of the War College of Tamar.

Special Notes

The DME maintains tight controls on admissions to Alarion, ensuring only the best and most loyal candidates go forward. As such, most pupils are fanatically loyal to the Archon

and the Lyran Alliance. The Academy currently fields four DropShips—a *Leopard*, two *Unions* and a *Claymore*—as well as a *Merchant-class* JumpShip.

THE MELISSA STEINER MARTIAL ACADEMY OF BOLAN (MSMA)

The loss of the War College of Tamar to Clan Wolf reduced the Lyran output of ground forces by a quarter, a major blow given the immense losses suffered by the military. The short-term solution was to draw troops from militia units and to accelerate the programs of the three remaining ground-force academies. However, it soon became apparent these efforts alone would not solve the problem and that more was needed to rebuild the armed forces. Thus, in 3053 Archon Melissa Steiner authorized the upgrade of the Bolan militia training facility to academy status. The work was completed a year later, and the Bolan Martial Academy graduated its first line troops in mid-3055. The assassination of the Archon later that year shocked the academy staff. As a result, they petitioned the then-AFFC high command to rename the facility, a move quickly agreed to by Prince Victor.

So far, the academy teaches only “conventional” troops—infantry and armor—as well as technical support staff and specialists such as combat engineers and artillery. Plans to create a MechWarrior training academy on Bolan have repeatedly run into problems, principally with financing but also with bureaucratic delays and political objections. The heads of several other academies, jealous of their positions and viewing Bolan as an upstart, have enmeshed the process in red tape. As a result, the MechWarrior facility is not scheduled to begin training troops until 3065, ten years behind schedule.

Leutnant-General Emile Carbone commands the MSMA.

Atmosphere

Though newly come to its academy status, the MSMA has a long history of hard work graduating competent soldiers. Unfortunately, its former boot camp status has prompted many units to regard MSMA graduates as inferior to those of established facilities. The instructors and cadets work hard to overcome this prejudice, but the resistance has steadily sapped their resolve and a “why bother” malaise is beginning to take hold in some of the older instructors.

The MSMA's school rag is white.

Special Notes

Unlike the other LAAF academies, the MSMA places no additional restrictions on admissions, accepting all candidates put before it by the DME. Graduates of the MSMA almost always enter service with the Lyran Regulars. Prejudice against them ensures that none go on to serve with more prestigious units like the Lyran or Donegal Guards, though Leutnant-General Carbone has pressured the LAAF into accepting MSMA graduates into the new Jaeger units.

WAR COLLEGE OF BUENA

Established in 3020, the War College of Buena has become one of the strongest academies in existence. The Federated Commonwealth alliance led to massive investment in the academy, allowing it to expand its facilities and curriculum. Since then, although still best known as a center for training technicians, its MechWarrior and aerospace programs have gained considerable respect. Though lacking the history and prestige of the Nagelring or Sanglamore, graduates of Buena have a reputation as practical and dedicated warriors. Buena's graduates rarely rise to high command, but Buena-trained troops and technicians form the backbone of the LAAF due to their high levels of competence.

Practical experience forms a major part of education at the War College of Buena, and each cadet spends six months in the Buena Training Battalion under the command of Kommandant Florence Landers, one of only three such units in the Alliance. This unit stages a number of live-fire exercises on Buena itself, as well as anti-pirate missions along the Periphery border.

Buena's technicians are acknowledged as the best produced in the Alliance. Although the academy's only combat programs are for MechWarriors and aerospace pilots, the technical staff learns to maintain everything from small arms and electrical equipment to massive combat vehicles like the Demolisher tank. Indeed, all technical staff cadets are required to be proficient in multiple technical fields before being allowed to graduate.

Though nearing 90 years of age, Leutnant-General Melissa Waverly continues to command the War College of Buena. Regarded as a grande dame of the LAAF, Waverly has influence at all levels of the military and has repeatedly refused retirement. Although she is now infirm and confined to a wheelchair, her intellect and authority are unquestioned.

Atmosphere

Buena is a no-nonsense academy, placing considerable emphasis on practical work and personal development. The courses are mentally, physically and emotionally challenging, pushing the cadets to their limits and beyond to ensure they attain their maximum potential. The instructors are harsh and authoritarian, and upperclassmen are encouraged to make life difficult for new recruits. As a result, even with the academy's stringent prescreening of recruits, the dropout rate in the first few weeks can run as high as thirty percent. Of those that survive the introductory period, almost all graduate at their first attempt.

Buena's school rag is made up of a green and blue checked pattern.

Special Notes

In addition to the standard LAAF tests, The War College of Buena subjects all applicants to a further battery of tests, including hand-eye coordination and teamwork skills. The latter

is done in a series of field exercises, giving a group of candidates a number of tasks that can only be completed through cooperation and teamwork.

COVENTRY MILITARY ACADEMY (CMA)

Originally known simply as the Coventry Academy, the Coventry Military Academy has never been a large school. The damage sustained in Clan Jade Falcon's 3058 attack on the industrial world might have been far more injurious, except for the actions of cadets and instructors alike. When the academy was attacked, they fought a bitter engagement against the invaders in the grounds of the academy itself. The defenders deliberately destroyed several buildings to prevent the structures from falling into Clan hands before they themselves were taken as bondsmen, only to be released when the Falcons withdrew.

To reward the heroism of the cadets and instructors, Archon Katherine ordered that no expense be spared in rebuilding the academy. The rebuilding commenced almost immediately, but still took almost two years to be completed. During that time the surviving cadets transferred to the Nagelring or to active service. The classes currently being educated at the academy are taught about the exploits of their predecessors and make use of the new, state-of-the-art training equipment. The first class of the reformed Coventry Academy is scheduled to graduate in the summer of 3063.

Leutnant-General Billie Piper, formerly an instructor at the Nagelring, commands the CMA.

Atmosphere

Once regarded as a minor MechWarrior training facility, the valor and self-sacrifice of the cadets in the Coventry Campaign has brought considerable attention to the academy. Recruitment has doubled since classes resumed, and the commander has been forced to turn promising recruits away. The new students promise to be among the best in the Alliance, striving to match the now-legendary exploits of their forebears. This sense of history, accomplishment and determination pervades the academy.

The planetary ruler, Duke Thomas Bradford, is a staunch opponent of Katherine Steiner-Davion. He has worked hard to undermine the Archon's influence in the academy, creating a generation of freethinkers rather than mindless robots. His clashes with General Piper, a staunch Katrinist, have taken an increasingly bitter tone as the Alliance continues its slide into war. Only time will tell whether the cadets choose to side with Katherine or Victor.

Coventry's school rag is brown.

Special Notes

Thanks to considerable investment by the LAAF and close ties to the Coventry Metal Works, the CMA is equipped with the best and most modern equipment of any Alliance academy.

Almost a full battalion of BattleMechs stands ready for use by the cadets, ranging from *Chameleon* trainers to the latest OmniMechs like the FS9-O *Firestarter* and the HA1-O *Hauptmann*. The prevalence of the latter has meant that CMA is the first Lyran academy to guarantee its graduates are qualified in OmniMech operation.

THE NAGELRING

The oldest and most prestigious academy in the Alliance, the Nagelring is the only Alliance training facility to graduate troops for all arms of the LAAF. Once an SLDF training facility, House Steiner inherited the facility and its instructors after Kerensky's Exodus. Over the centuries, the academy has grown to include massive exercise areas and live-fire ranges, sprawling across the Bremen continent. The central campus houses the accommodation and education facilities, including research labs and a massive simulator complex. These sit within a beautiful park that belies the academy's martial role. A maglev line links the academy with Tharkad City.

Over the centuries, the Nagelring has grown to encompass conventional learning as well, teaching physics and chemistry in addition to martial skills. Accordingly, the Nagelring has built a strong link with Tharkad University, allowing cadets to take elective history and science courses at the famed educational institute. As a result, the Nagelring has developed a reputation as a first-class institute of learning and research in addition to its military role.

Leutnant-General Ivana Horvet, the Baroness von Cameron, serves as Kommandant for the Nagelring, having assumed that role in 3058.

Atmosphere

The Nagelring is a school of immense history and prestige, with places much sought-after. Many regard the academy as a finishing school for the nobility of the Alliance, and there certainly are major social elements in the curriculum. The best known events are the Ice Balls, a succession of social soirees and dances held around mid-winter which have a prominent role in the Lyran social calendar. Attended by the academy's final-year officer cadets, the balls serve as an "exam" for the etiquette skills that play a prominent role in officer training. More than one officer has found his future career blighted by a poor performance at the balls.

There are clear divisions between the noble and non-noble students at the academy. As an example, the noble students are given greater leeway and liberties than their non-noble counterparts, thanks to their status and "gifts" given to the school. Nobles also often avoid the hazing that is endemic to the institution, particularly for new entrants by the senior students. This practice, though officially discouraged, is deemed to "build character" among the new students and is tolerated by the instructors.

NEW BLOOD

The “us and them” mentality in the school had been suppressed under Archon Melissa and Archon Prince Victor, but has seen a resurgence in recent years. As a consequence, duels within the student body are increasingly common. Instructors have sought, however, to promote competitive sports such as boxing or judo as a less dangerous alternative.

The Nagelring is unusual in that its cadets wear a distinct uniform: gray, with sky-blue trim. The academy's school rag is blue.

Special Notes

Because of its location on the capital world and its position in the military education hierarchy, the Nagelring is singled out for detailed scrutiny by the LIC. Each member of the staff undergoes a thorough background check before being offered employment, as well as being observed throughout their careers. Potential students are also subject to investigation before being offered a place, though such considerations may be waived in the case of the Alliance's noble families. It is not uncommon for the Archon to award places at the Nagelring as rewards to the families of loyal supporters.

The SLDF's purchase of training slots at the Nagelring, agreed upon when Anastasius Focht commanded the SLDF, poses a major problem for the Archon. In effect, it grants her brother's troops the right to study on Tharkad. These cadets are the subjects of constant monitoring by the LIC, and less publicly, harassment by that agency. At the Archon's insistence, Alliance lawyers are examining methods of abrogating the agreement.

THE ROYAL NEW CAPETOWN MILITARY ACADEMY (RNCMA)

Once regarded as a problem for the DME, the Royal New Capetown Military Academy has become a shining example of reform in the Lyran State. Once the home to deeply rooted racism, Katrina Steiner's efforts to curb the influence of the planet's hate philosophy on the academy have led to a widespread reform movement. That movement in turn led to a brief civil war in the early 3030s that toppled the extremist government. Pockets of racism still exist on New Capetown, but today cadets of all creeds and colors are accepted at the RNCMA.

The school teaches all aspects of ground-based warfare, ranging from small arms skills to BattleMech tactics. The RNCMA also teaches an aerospace curriculum, however it is the smallest and least prestigious element of the school and places considerable emphasis on ground support operations. Though its MechWarrior training program is well-regarded, the academy is best known for its combat engineers and artillery crews, whose skills are much sought-after.



Appointed by Archon Katherine in 3060, Leutnant-General John Harrison commands the RNCMA.

Atmosphere

Though much has been done to eliminate the racism once so pervasive to New Capetown, some pockets remain. Occasionally cadets still find themselves subjected to unpleasant aspects of the planet's history. Despite these rare occurrences, the academy has prospered in the new era, charged with a newfound sense of reconciliation and cooperation. Regrettably, the events of last few years have eroded much of this good will, with political divisiveness between the supporters of Archon Katherine and Prince Victor replacing racism.

The recent appointment of a pro-Katherine Kommandant has brought the academy solidly into the Archon's camp, but an active “underground” continues to agitate in favor of the deposed prince. Tempers have flared on several occasions over the last year, notably in the months since the clashes on Solaris. Arrests have been widespread, as have expulsions among the student body.

The highly charged atmosphere has seriously affected the training program, and classes are running several weeks behind schedule. Worst affected is the first-year BattleMech program, which has been forced to increase theoretical aspects of the course following numerous acts of sabotage to the college's simulator pods. Fewer senior classes have been affected by the sabotage as rotation through the academy's training battalion has been accelerated.

The RNCMA school rag is gold with a tasseled fringe.

NEW BLOOD



Special Notes

After the Nagelring, the RNCMA has the tightest official screening process in the Alliance. Great care is taken to ensure a balance of cadets at the academy to avoid claims of discrimination, as well as ensuring that the cadets can handle the potential emotional and psychological strains of studying on a world still coming to grips with equality.

THE PANDORA COLLEGE OF MILITARY SCIENCES (PCMS)

Originally a school for DropShip pilots, the Pandora College of Military Sciences has seen major investment over the last three and a half decades, converting it from a specialist school into a full-fledged military university. Aerospace and VTOL training courses began on Pandora just before the Fourth Succession War, followed in the 3030s by courses for MechWarriors and armor crews. Courses for infantry, combat engineers, and medical personnel were added in 3045, followed in 3054 by a battle-armor elective for the infantry.

Ironically, the DropShip crew and officer training courses, for which Pandora is best known, are no longer taught at the academy. The last DropShip class graduated in 3061, at which point the equipment and most of the instructors transferred to the dedicated naval academy on Alarion. A number of instructors, notably those who had married into the local population, elected to remain on Pandora and transferred to the aerospace program.

Leutnant-General Emma Bonsir commands Pandora

College. However, she is widely seen as a puppet of Hauptmann-General Steven Merriam, the 77-year-old former commander of the academy who is now a prominent member of the planetary assembly. General Merriam has maintained covert contacts with Grand Duke Kell of the Arc-Royal Defensive Cordon for many years—the two were classmates at the Nagelring—and has sought to strengthen ties with the ARDC.

Atmosphere

The PCMS is very conscious of its role as a “front line” academy, of the responsibility for training the next generation of LAAF warriors while being situated above the Tukayyid Truce line, close to the Jade Falcon border. As a result, from the first day practical skills are the main emphasis of the program, with a strenuous basic training program ensuring that after the first few weeks even new recruits can take an active role in any defensive action, albeit as infantry.

Investment in the school has ensured its place on the cutting edge of military education, with the latest equipment and educational techniques in common use. As might be expected, PCMS simulators are state-of-the-art, but the system isn't limited to vehicle crews. Sophisticated facilities allow a full company of infantry to exercise alongside their armored colleagues. Using the same Universal Terrain Generation System (UTGS) as is installed at the Davion Area on Solaris, this complex can simulate a wide variety of environments, ensuring Pandora graduates have experience of fighting in almost all circumstances. Real-world training is not neglected, however. Cadets spend at least one week a month on field exercises, and the graduation exam takes the form of a week-long simulation of Clan Jade Falcon's assault on Pandora in early 3052, which was ultimately halted by the Gray Death Legion. The tactics used by the Legion to repulse the Falcons have become a part of the Pandora strategy and tactics texts.

The PCMS has attempted to maintain its neutrality in the dispute between Archon Katherine and Prince Victor, focusing instead on bolstering the border defenses against the Clans. Pandora graduates tend to be among the most pragmatic in the LAAF.

The school rag of the Pandora College of Military Sciences is red, and is frequently referred to as the “blood band.”

Special Notes

Pandora's role as a regional military and intelligence command center offers many opportunities for cadets to practice their skills. It also results in stringent observation by the LIC. Additionally, PCMS's emphasis on combat-ready cadets means

it maintains more rigorous physical education requirements for students than most academies; a physical exam and fitness assessment are required before entry.

SANGLAMORE ON SKYE

The second most prestigious academy in the Alliance, Sanglamore on Skye was one of only three academies outside the Terran Hegemony built to train SLDF troops, the others being the Nagelring and Albion on New Avalon. Unlike the other two academies, Sanglamore suffered grievous damage during the Succession Wars and has been forced to replace much of its Star League-era equipment with less sophisticated equivalents.

This caused instructors to modify the curriculum and even abandon some courses, principally the naval training program. This in turn prompted a drift away from classic SLDF training practices. Even so, Sanglamore remains a top-rank academy, producing some of the best MechWarriors and ground troops in the Inner Sphere. The academy's warrant officer program is the most wide-ranging in the Alliance, exceeding even those offered by the Nagelring. Plans exist to restore the academy's aerospace and naval training facilities, but these have been bogged down in politics and red tape because of the secessionist sentiment rife on Skye.

A close confidant of Duke Robert Kelswa-Steiner, Hauptmann-General Tulka Garner commands the Sanglamore.

Atmosphere

A sense of history and tradition permeates Sanglamore, with each cadet exhorted to live up to the ideals of their forefathers. Learning the history and tradition of the academy dominates the early weeks of each cadet's life at Sanglamore, the pro-Skye bias also serving as a subtle indoctrination to the secessionist cause. Attempts by the DME to ensure neutrality in Sanglamore's teachings have come to naught, but Sanglamore's role in the military education process is too important for the LAAF to undertake the major purges and screening of new staff required to ensure their loyalty to the Alliance. Instead, the government settles for a massive LIC presence to monitor the situation.

Sanglamore places considerable emphasis on self-reliance, encouraging students to think their way through problems and situations rather than blindly following instructions. The results are independent-minded troops, able to adapt to almost any situation and ideally qualified to serve in command positions. Most graduates seek to join the Skye Rangers, though the Skye Jaegers are becoming a popular choice. However, the LAAF has sought to limit the concentration of pro-Skye troops, and as a result most units contain some Sanglamore alumni.

The academy's school rag is dark green.

Special Notes

Officially open to all, Sanglamore operates according to a number of recruitment policies intended to favor candidates born within the historical boundaries of the Federation of Skye. While most are subtle, hidden behind other criteria like the above-average academic and physical requirements, others are more blatant. The best (or worst) example is their "logistical efficiency" directive, which favors candidates within four jumps of Skye so as not to waste the Alliance's JumpShip resources.

THE FLIGHT ACADEMY OF THORIN

Founded in 2832, the Thorin Flight Academy gained a reputation for producing excellent aerospace pilots and DropShip crews. However, the Academy sustained damage during the Succession Wars, limiting its enrollment. The resulting repairs were deemed prohibitively expensive, and so the school limped on without them. As a result, even when the demand for naval crews increased in the '40s and '50s, there was never any likelihood of upgrading the Thorin facility. Instead, the LAAF chose to build a new facility at Alarion and slowly downgrade Thorin. The last class entered the academy in summer 3060 and will graduate in June 3063. At that point, the remaining equipment will relocate to Alarion, as will most of the instructors. Those choosing to retire from the LAAF have been offered employment with Christofiori Express, a Thorin-based shipping company.

Kommandant Alexandra Speirs commands the Thorin Flight Academy.

Atmosphere

The Thorin Flight Academy is resigned to its fate, leading to a somber and reflective attitude by both students and instructors. When the closure was first announced there were a number of local protests, but Kommandant Speirs requested the academy be allowed to close with dignity, to be remembered as a part of Thorin's Star League past rather than used as a tool in the brewing divisive conflict. This stance has drawn praise from Colonel Felix Blucher, head of the Arcturan Guard force stationed on Thorin, though it has done little to stem the growing tide of anti-Archon feeling.

Since the outbreak of violence on Solaris, Thorin cadets have been confined to the academy facilities, located on the fringe of Ecol City Spaceport. With political protests and terrorist incidents occurring across the planet, this has proved to be a prudent measure, also sparing the cadets from the Arcturan Guard security operations.

Thorin's school rag is gray shot through with red.

Special Notes

The academy and its support services are undergoing a staged closure and have accepted no new entrants since 3060. However, the training facilities remain intact, pending the graduation of the final class and the arrival of technical crews for the relocation to Alarion.

LAAF ROSTERS

This section details the history, command structure and composition of every major traditional Lyran unit, irrespective of its current affiliation. This includes details of outstanding officers and signature tactics. Units traditionally associated with the Federated Suns are described in a companion volume. Though this structure prevents the inclusion of full details of units attached to the LAAF, it allows the grouping of forces into their historical "meta units" (such as the Lyran Guard), facilitating discussion of common elements within the group.

Each type of unit is identified by a unique symbol, indicating its predominant composition.



'MECH



AERO-SPACE



ARMOR



SPECIAL



INFANTRY

Also included are quality ratings which represent the LAAF's estimation of the unit's skill level and experience. The ratings are green (lowest), regular, veteran and elite. Green units generally consist of new recruits or inexperienced troops, while those designated as regular have some combat experience. Veteran units are highly proficient, with experience in numerous battles and campaigns. The LAAF regards such units as its principal offensive element and only deploys them for important missions. Elite troops are the best in the LAAF, with

extensive combat experience and a history of success. Such units are rare and reserved for the most important operations.

The LIC and MID assign each unit a loyalty rating, reflecting the strength of the unit's association with the Alliance, not specifically to its current leader. Units listed as questionable are regarded as disloyal, placing their own ambitions before those of the state. The LIC maintains a close watch on such units. Reliable units show consistent and appropriate devotion to duty and the state. Such units form the majority in the military. Fanatical units go beyond normal devotion and are willing to do whatever the state requires of them, without regard to cost or consequence.

The sundering of the Federated Commonwealth and the deposing of Prince Victor has caused many problems with the standard loyalty rating. Units can be fanatically loyal to the state while liking or disliking the policies of one more of the protagonists. To represent this, the LAAF attaches a secondary loyalty rating to each unit, indicating which, if any, of the leaders they favor. Units with a "Victor" rating favor deposed Prince Victor Steiner-Davion, currently the Precentor Martial of ComStar and the Commanding General of the SLDF. Units with a "Katherine" rating favor the policies and leadership of Archon/Archon Princess Katherine Steiner-Davion. The neutral rating covers a wide range of positions. This can range from a simple "don't care," to a belief that the state is more important than either claimant (particularly common along the Clan border), to those with their own agendas, such as the Skye Rangers.

The following abbreviations are used throughout this section.

STANDARD LAAF NOMENCLATURE

Vehicle

AB	Artillery Battalion
ABY	Artillery Battery
AG	Artillery Group
ATR	Artillery Regiment
AC(R)	Armored Cavalry (Regiment)
AG	Armored Grenadiers
AR	Armor Regiment
ARR	Armored Regiment
CR	Cavalry Regiment
CA	Combat Auxiliary
HA(R)	Heavy Armor (Regiment)
HAY	Heavy Artillery
LA(R)	Light Armor (Regiment)
LT	Light Tank
MG	Mounted Grenadiers
PR	Panzer Regiment
RR	Recon Regiment
SR	Scout Regiment
TR	Tank Regiment

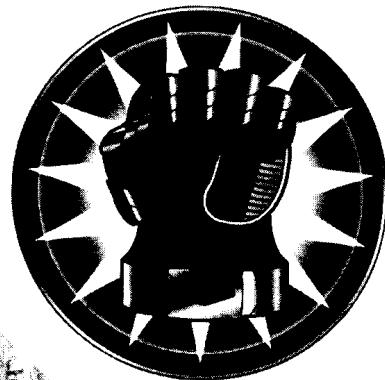
Infantry

AI	Armored Infantry
BAB	Battle Armor Battalion
CMR	Commando Regiment
FR	Force Recon
HI(R)	Heavy Infantry (Regiment)
IR	Infantry Regiment
JI(R)	Jump Infantry (Regiment)
JR	Jump Regiment
LI(R)	Light Infantry (Regiment)
MPR	Military Police Regiment
MDR	Mounted Rifles
MI(R)	Mechanized Infantry (Regiment)
MR	Mechanized Rifles
MRT	Mechanized Regiment
MTR	Motorized Regiment

Regiments

AI	Armored Infantry
BAB	Battle Armor Battalion
CMR	Commando Regiment
FR	Force Recon
HI(R)	Heavy Infantry (Regiment)
IR	Infantry Regiment
JI(R)	Jump Infantry (Regiment)
JR	Jump Regiment
LI(R)	Light Infantry (Regiment)
MPR	Military Police Regiment
MDR	Mounted Rifles
MI(R)	Mechanized Infantry (Regiment)
MR	Mechanized Rifles
MRT	Mechanized Regiment
MTR	Motorized Regiment

FIELD MANUAL: LYRAN ALLIANCE



HOPE REBORN

When the Alliance seceded from the Federated Commonwealth, five of the Federated Commonwealth's RCTs were located within the Alliance's boundaries. These units, created over the last three decades, were a symbol of the now-dead pact between the Lyrans Commonwealth and the Federated Suns. As such, Archon Katherine ordered the five units renamed Alliance Guards to reflect their new status. The Guards' loyalty to the new regime was questionable at best, however. To combat this, the Archon ordered the least trustworthy troops to be concentrated in the First and Second Alliance Guards, turning them into "sink" units like the Fourth, Tenth and Twenty-second Skye Rangers.

When the Archon chose to form the Jaeger regiments, the First and Second Alliance Guards were disbanded to provide the initial materiel for the new units. This move did not sit well with the remaining units, who felt it implied that the Guards were a second class element of the LAAF. The LIC, as a result, began a major investigation of the regiments' loyalties. They discovered that despite the murmurings of the troops, pro-Alliance sentiment

was strong within the Guards. Only in the Fourth Guards was the dissatisfaction anything more than the complaints endemic to soldiery.

COMMANDING OFFICER

Hauptmann-General Isadora Agravaine, the Grafina von Selby, served as a senior analyst in the Strategy and Tactics Division before being named commander of the Guards in 3059. Though an able tactician, the general is not well-regarded by the High Command, who attributes her position to a lifelong association with the Archon.

The daughter of the Duke of York, Isadora was a childhood companion of the Archon, and the young Princess Katherine often visited the ducal estates. The general was one of the Archon's principal companions during the earliest days of the Alliance. Accordingly, Katherine was present at Isadora's wedding in 3059, one of the highlights of the Tharkad social scene that year. It took place scant days before Isadora's double-rank promotion to head the Guards.

FORCES

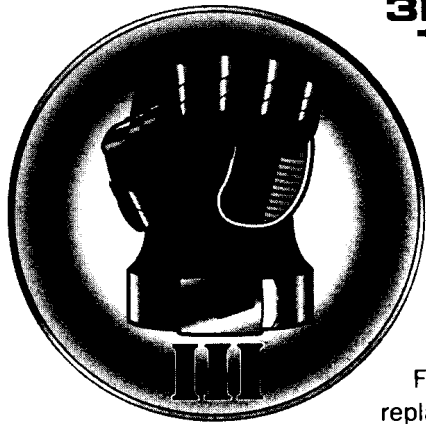
The Alliance Guards are staunch advocates of combined arms operations, working hard to ensure their 'Mech, armor and infantry elements work in harmony. This has done much to offset the absence of new equipment in the unit, brought about by the creation of the Jaegers, as well as the relative inexperience of the troops. The newest equipment used by the units dates back to before the current renaissance of technology, thus very few 'Mechs—and no vehicles—use Star League-era technology.

COLORS AND INSIGNIA

The units of the Alliance Guards use a brown-and-tan paint scheme with black edging. The Guards' insignia—the Alliance's mailed fist set against a starburst on a golden disc—appears on the right breast of each 'Mech, the turret or side of each vehicle, and the tail-plane of each aircraft. RCT, regimental and battalion affiliation markers are displayed directly below the Guards' emblem.

ALLIANCE GUARDS

3RD ALLIANCE GUARDS RCT: THE BOYS FROM SKYE



Formerly the Eleventh FedCom RCT, the Third Alliance Guards formed in 3047. They were notable in that they drew most of their recruits from a single region of the Federated Commonwealth, the Skye March. They remained on Skye for almost a decade before relocating to Blue Hole in mid-3058 after the Jade Falcon incursion into the Alliance.

Having sat out the Clan War, the Coventry Campaign and Operation Bulldog, the Third Guards regard their deployment to the Falcon Border as a chance to prove themselves. General Bryan, commander of the Melissa Theater, has refused the RCT's repeated requests to carry out raids into the Jade Falcon OZ, citing their lack of combat experience.

The renaming and reorganization of the Guards after the Alliance's secession from Federated Commonwealth removed most of the more ardently pro-Skye troops from the Third, replacing them with troops loyal to the Archon. Nonetheless, many of the troops maintain ties to their former base world, and so the LIC continues to keep this RCT under close watch.

The insignia of the Third RCT places the emblem of the Guards on a Skye-green disc, beneath which is the Roman numeral III. Additionally, the Third uses Skye green edging on their 'Mechs and vehicles.

OFFICERS

Formerly a MechWarrior in the Kathil Uhlans, Martin Andor has commanded the Third Guards since 3052. He was nominated to command the unit by Hanse Davion shortly before the Prince's death. Andor was formerly a staunch supporter of Prince Victor, but his opinions swayed due to rumors of Victor's involvement in his mother's death and allegations of a romance with Omi Kurita, daughter of the Coordinator of the Draconis Combine. Andor, nicknamed the "White Lion," earned a reputation as a cunning warrior and innovative strategist. He also became known for his fearsome temper, though experience and the responsibilities of command have mitigated the worst of his outbursts. Still, his troops have learned not to risk the wrath of their commander.

TACTICS

The Third has drilled in a wide range of offensive and defensive strategies. On paper, they appear to be a well-trained and diverse unit. In practice, however, they have had little opportunity to put these skills to the test. It remains to be seen if their abilities will hold up in the heat of battle.



3rd Alliance Guards Regiment/Regular/Reliable

CO: Lieutenant-General Martin Andor

Aide: Colonel Marion Leaford

AeroSpace Brigade: Kapt. Nasir Malik Hammed

Thought unusual for a Lyran unit, light and medium 'Mechs dominate the Third Guards. Many are Federated Suns designs like the *Stealth* and *Fireball*, though the domestic *Commando* and *Hatchetman* designs also play a major role. Only in the third battalion are heavier designs like the *Banshee* and *Falconer* commonplace, piloted by the regiment's top pilots.

The Third Alliance Guards AeroSpace Brigade is currently composed of only the Second Alliance Wing.



3rd Alliance Armor Brigade 2 Regiments/Green/Reliable

CO: Colonel Roberto Huntingdon

Aide: Lieutenant-Colonel Megan O'Brien

11th Alliance HA(R): Col. Roberto Huntingdon

92nd Skye LA(R): Col. Jonathan Lyttle

The Third Alliance Armor Brigade lost an armor regiment

during the formation of the Jaegers, and despite the promises of the High Command, this loss has yet to be made good. Similarly, the brigade lost a number of senior officers to the new units, their replacements being a mix of political appointees and new recruits.



3rd Alliance Infantry Brigade 4 Regiments/Regular/Reliable

CO: Colonel Bill Scathlock

Aide: Lieutenant-Colonel Mercham Miller

21st Alliance IR: Col. Gerald Watson

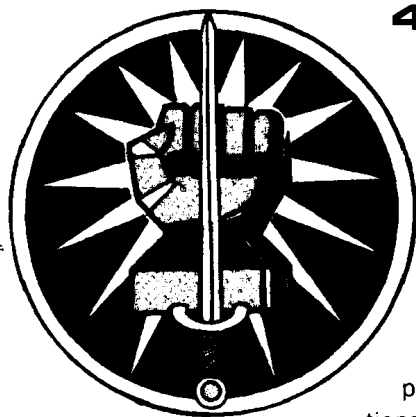
22nd Alliance IR: Col. Corrinne de Kondservsky

44th Independent MI(R): Col. Andrew Clatworthy

11th FedCom JI(R): Col. Adebayo Fasinro

Trouble is brewing in the brigade, with the jump infantry detachment refusing to relinquish their FedCom designation. Several minor fights have occurred among members of the Eleventh FedCom, and Colonel Scathlock fears that, should open warfare break out between pro-Victor and pro-Katherine troops, he will find himself embroiled in a private civil war in the brigade.

ALLIANCE GUARDS



4TH ALLIANCE GUARDS RCT: DEATH BEFORE DISHONOR

Formed in 3049, the former Twelfth FedCom RCT has earned a reputation as trouble-makers within the LAAF. Though accepting their incorporation into the LAAF and their renaming as the Fourth Alliance Guards, they have held back from acknowledging Archon Katherine's authority. However, they do not recognize Prince Victor as their leader either, which is perhaps the only thing that has prevented the Archon from ordering their disbanding. Instead, the LIC has kept the unit's officers under close watch.

Attacked on Marcus during the Marik-Liao invasion of the Sarna March, General Carl Bert-Gregg led his MechWarriors on a suicidal assault against the Marik invaders. The attack, which was intended to buy time for his conventional forces to evacuate key members of the planetary government and industrial concerns, succeeded beyond the general's wildest expectations. Despite their inexperience, the RCT inflicted grievous damage on the Seventh Free Worlds Legion before being surrounded and bombarded by the Atrean Dragoons and the Fifth Marik Militia. The general and his BattleMech troops sat out the remainder of the conflict in a League prisoner-of-war camp, where they were treated as honored guests for their skill and willingness to sacrifice themselves for others.

After their release, the unit struggled to rebuild and were surprised when help came from an unexpected quarter. The unit received a lance of *Apollo* BattleMechs as a gift from the FWLM to the unit, in recognition of their honor and bravery as well as the common bond between soldiers of different nations and their shared ideals.

The Fourth retains its Federated Commonwealth uniforms and continues to use the blue-and-gold paint scheme of the Federated Commonwealth RCTs, as well as the original Federated Commonwealth emblem.

OFFICERS

A consummate soldier, General Carl Bert Gregg has a strong dislike of politics and has so far avoided committing himself to any faction in the dispute between the Federated Commonwealth and Lyrn Alliance. Gregg has a strong dislike of ComStar, viewing them as treacherous manipulators. As a result, Prince Victor's post as Precentor Martial of the Com Guards has undermined his position in the general's eyes.

Colonel Jan Lundquist served in the Tyr Regiment during the Fourth Succession War. Unlike many of his compatriots, he chose not to join the Free Rasalhague Republic when it formed, deciding instead to continue serving in the military whose efforts freed them. He has, however, maintained strong contacts in the KungsArmé and regrets what has happened to the FRR.

TACTICS

The unit's desperate actions on Marcus have become their trademark—lightning assaults by the 'Mech regiment to keep the enemy pinned and off balance while the armor and infantry forces maneuver into position to exploit the situation.



4th Alliance Guards Regiment/Regular/Questionable

CO: Leutnant-General Carl Bert Gregg

Aide: Colonel Francesca Klinkhammer

AeroSpace Brigade: Kapt. Jan Lunquist

The Fourth Guards have only recently returned to full strength, having found it difficult to get supplies because of their questionable loyalties. They are a hodge-podge of equipment, mixing classic designs dating back hundreds of years with new models fresh out of plants in the Alliance, FedCom and Free Worlds League.

The First and Third Alliance Wings deploy as the Fourth Alliance AeroSpace Brigade.



4th Alliance Guards Armor Brigade 3 Regiments/Regular/Questionable

CO: Colonel Derek Hyatt

Aide: Leutnant-Colonel Ibuki Kobayashi

12th Alliance Guards HA(R): Col. Antony Cleminson

12th Alliance Guards LA(R): Col. Caroline Coates-Brown

13th Alliance Guards LA(R): Col. Jasia Reichart

4th Alliance Guards Infantry Brigade



5 Regiments/Regular/Questionable

CO: Colonel Thelma Speroni

Aide: Leutnant-Colonel Gerald Morris

23rd Alliance Guards IR: Col. Gueng Goan Kim

24th Alliance Guards IR: Col. Anja Glockel

23rd Alliance Guards MI(R): Col. Michael Hurst

24th Alliance Guards MI(R): Col. James Chalcombe

12th Alliance Guards JI(R): Col. Angelo Parker

Colonel Speroni called in numerous favors to block the dismemberment of her brigade. Though successful, she fears that her actions may have jeopardized her career and eliminated any chance of further promotion.

ALLIANCE GUARDS

5TH ALLIANCE GUARDS RCT: THE FIGHTING FIFTH



Based on Royal in the Federated Commonwealth's Draconis March since their formation in 3045, the former Tenth FedCom RCT was relocated to the Lyrans State Command during the Clan invasion and assigned as reserves in case of a major breakout by Falcon or Viper forces. When the border stabilized after the battle of Tukayyid, they were assigned duties on Pandora, principally as security for the world's major supply depot.

With the formation of the Alliance, the renamed Fifth Alliance Guards relocated to Ft. Loudon, serving as raiders and helping to insert Alliance agents into the Jade Falcon and Steel Viper occupation zones. This move resulted in the Fifth working alongside the Fourth Davion Guards. Though fanatically loyal to the Lyrans State, the Davion Guards publicly denounced Archon Katherine, earning them the enmity of General Ito and the Fifth. The two units are barely on speaking terms now. To ensure a defense against the Clans, effective command of the planet's defense has passed to Com Guard Precentor Cheryl Raume who, despite her association with Victor Steiner-Davion, is accepted as a neutral party in the dispute.

The situation at Ft. Loudon continues to deteriorate. It seems only a matter of time before open warfare erupts. General Ito has been working to bring the mercenary Knights of St. Cameron on side, giving his unit an advantage against the better-equipped and more experienced Davion Guards.

The insignia of the Fifth Alliance Guards shows a pair of crossed broadswords in front of the mailed fist of the Lyrans Alliance.

OFFICERS

Born on Bremond in the Federated Suns, James Ito has adapted well to life in the Lyrans Alliance. A graduate of the Albion Military Academy, Ito is an excellent MechWarrior, strategist and leader. However, his pro-Katherine stance has made him *persona non grata* with his ultra-Davion alma mater.

Caroline Davis is a native Lyrans who served with distinction with the Twenty-sixth Lyrans Guards on Kobe and Thun. Unlike her twin brother Konrad, who heads the Koniz PTM, Caroline is a staunch supporter of the Archon. This has caused a major rift between the siblings, each denouncing the other as a traitor to the Alliance.

TACTICS

The Fifth is adept at small unit operations, especially lightning raids and precision orbital drops. This experience was gained in strikes against the Jade Falcons, but not without cost. The steady stream of new recruits required to replace losses keeps the unit's overall experience level at regular.



5th Alliance Guards Regiment/Regular/Reliable

CO: Lieutenant-General James Ito

Aide: Colonel Lambert Cromwell

AeroSpace Brigade: Kapt. Michaela Gibbons

The Fifth has suffered considerable losses in its years of raiding and is marginally under strength. However, their operations have netted them several items of Clan technology, including two OmniMechs. One, a *Dasher*, is in service with Beta Battalion's recon company. The other, a *Thor* nicknamed "Hammerfist" by the regiment's technical staff, serves as the General's personal mount.

The Fifth Alliance AeroSpace Brigade is currently only composed of the Seventh Alliance Wing.



5th Alliance Guards Armor Brigade 3 Regiments/Regular/Reliable

CO: Colonel Ronald Bracco

Aide: Lieutenant-Colonel Megan Eyles

10th Alliance Guards HA(R): Col. Elizabeth Anson

10th Alliance Guards LA(R): Col. Caroline Davis

33rd Tamar HA(R): Col. Ari Kandeepan

Though losing almost half its strength to the Jaegers, the armor brigade has rebuilt with a mix of reinforcements and local troops. The Tamar Heavy Armor originally formed part of the eighth Arcturan Guards, disbanded after heavy losses against Clan Jade Falcon on Here and Somerset.



5th Alliance Guards Infantry Brigade 4 Regiments/Regular/Reliable

CO: Colonel Karami Mohammed

Aide: Lieutenant-Colonel Patrick Patterson

19th Alliance Guards MI(R): Col. Rachel Downy

20th Alliance Guards MI(R): Col. Bernard York

10th Alliance Guards JI(R): Col. Brianna Neyland

15th Alliance Guards JI(R): Col. Stephen Mauder

The Fifth has exchanged both of its foot infantry regiments for an additional jump infantry regiment. Though reducing the unit's overall firepower, this modification to the brigade affords greater mobility and flexibility on the battlefield.

FIELD MANUAL: LYRAN ALLIANCE



FIRST-BORN

While Archon's Order 5730023 reformed the LAAF and strengthened Katherine's control over the armed forces, a number of political changes also took place. One element of the old Commonwealth, the Tamar Pact, had all but fallen to the Clans. The remainder, the Tamar Domains, was little more than a combat command, now the Lyran bulwark against the Clans. Skye remained strong, but was home to a major secessionist movement. This left the District of Donegal as the heart of the Alliance. To provide a fairer representation of this political reality in the Alliance Council, the provincial borders were redrawn, merging the remains of Tamar into Donegal and then subdividing the whole into four provinces: Alarion, Bolan, Coventry and Donegal. Skye was left intact.

To increase acceptance of the new order and to foster Lyran nationalism, a new military formation was created alongside the political reform. Called the Alliance Jaegers, these new units, one per province, would draw troops from that province alone, fostering a sense of camaraderie and loyalty missing in many other units.

Though lacking in history, the formation of a new unit attracted widespread media attention and led to a major documentary series by the Donegal Broadcasting Corporation called "Fighting for Peace." This series chronicled the Jaegers' first year, fol-

lowing the trials and tribulations of both transfers and new recruits alike. As intended by the LIC's Propaganda Division, the show caught the public imagination. Support for the units—and the reforms—flooded in, accompanied by applications to join the Jaegers.

COMMANDING OFFICER

Christian Campbell was one of the youngest colonels in the LCAF, rising to command the Fourteenth Lyran Guard when only twenty-four years old. Although an excellent MechWarrior and athlete in his youth, the years have not been kind to Campbell, thanks largely to his pursuit of what he terms "the finer things in life": wine, women and food. However, despite his renowned hedonism General Campbell remains a formidable tactician and commander, and was the Archon's first choice to head the Jaegers. Still, rumors suggest that the General accepted the posting not for the challenge it presented, but for the opportunities to mingle with the decadent social circles of Tharkad.

FORCES

Initially battalion size, the Jaegers grew "organically" by drawing troops and equipment from existing formations, taking the best, brightest and most loyal troops. Equipment came from disbanding two of the Alliance Guard regiments that had been used

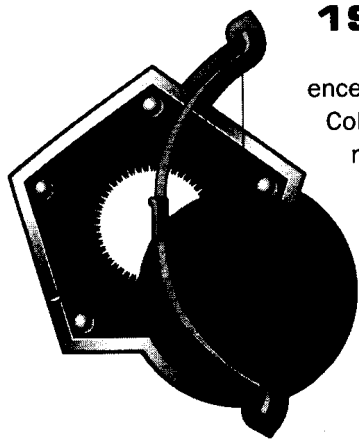
as repositories for social and political misfits, conveniently removing that headache from the LAAF. The unit also gained equipment fresh from the manufacturing plants, including the new *Barghest* and *Hauptmann* 'Mechs. Readily available equipment, combined with the flood of applications following the airing of "Fighting for Peace," allowed all five units to attain regimental strength in under two years. Though not officially RCTs, each has permanently assigned infantry and armor support assets.

COLORS AND INSIGNIA

Each Jaeger regiment has a signature color that dominates its paint scheme. This is gray for Alarion 'Mechs, green for Bolan, yellow for Coventry, white for Donegal and blue for Skye. A distinctive white checked pattern overlays the left side of the 'Mechs and vehicles. The Alliance insignia appears on the right torso or side of each unit, beneath which is the Jaeger symbol: a hunter's recurve long-bow suspended before a moon set against a sunburst bearing a five-sided shield. The moons differ in color and size to represent those of each provincial capital. The corresponding moon colors are purple for Alarion, red for Bolan, green for Coventry, black for Donegal and yellow for Skye. Steiner blue is reserved for the Jaeger Brigade.

ALLIANCE JAEGERs

1ST ALARION JAEGERs



Integrating the disparate elements of the Alarion Jaegers, who range from new recruits to experienced troops recently transferred from a variety of units, has proved a difficult challenge. However, Colonel Hoffman and her staff have risen to the test and excelled. The Jaegers worked hard to meet the requirements of the LAAF, passing their combat-readiness tests in less than eight months and attaining regimental status ten months later, the second to do so. With the permission of the High Command, the Jaegers have built solid relationships with both the Alarion Naval Academy and the War College of Buena, offering positions to the top graduates in each class.

The Jaegers undertake at least two field exercises a month to hone their skills but have yet to take part in any major action. They have, however, been involved in a number of civil defense operations on Alarion aimed at limiting rebel support on the world that holds the key to the Alliance's naval program.

The most significant of these operations, code named Cleansweep, took place in August 3062 as tensions ran high following the events on Solaris. Rioting in the capital city, Craiova, escalated out of control, costing millions of Kroner of damages and claiming the lives of fifteen civilians. The Alarion Jaegers and the Alarion APM moved to restore order but came under sniper fire, which killed three infantry and injured a dozen more before the situation was brought under control. The LIC and Military Intelligence had been monitoring dissident elements on-world for some time. To discourage further violence, Colonel Hoffman ordered more than three hundred suspects arrested and incarcerated. Though provoking a major outcry, public protest against the Archon slowed to a trickle, as did attacks against the LAAF.

OFFICERS

Julie Hoffman was one of the principal characters in "Fighting for Peace" and continues to receive considerable press attention. A charming extrovert, she reveled in the attention. Yet, as tensions have risen over recent months, she has come to regret her high profile. The flip side of fame has revealed itself to her, including constant invasions of her privacy and character assassination, particularly since Operation Cleansweep. Despite the media assault, she stands by her decision to incarcerate terrorist suspects and has rebuffed efforts by civil liberties groups to win their release.

Hoffman has been pleased with the Jaegers' performance so far but realizes they are ill suited to the policing role they currently occupy. With Alarion firmly under LAAF control, the colonel has requested the unit be given an assignment better suited to their abilities, suggesting garrison duty for the Mountain Wolf BattleMech plant on nearby Vendrell. The provincial commander, Hauptmann-General Peter Zenger, has taken this under advisement but has not yet issued any orders.

TACTICS

The Alarion Jaegers have spent considerable effort developing their combined arms skills. They have developed a particular aptitude for assaulting enemy positions, using armor and infantry to pin the enemy force in place while the 'Mech battalions maneuver to strike the opponents in the flank or rear. This tactic has worked well in exercises against the Alarion APM, bolstering the Jaegers' confidence, but Hoffman has cautioned against becoming complacent.



1st Alarion Jaegers Regiment/Regular/Fanatical

CO: Colonel Julie Hoffman

Aide: Leutnant-Colonel Helen Johannes

The First is composed of two battalions of 'Mechs, an armor company and two companies of infantry.



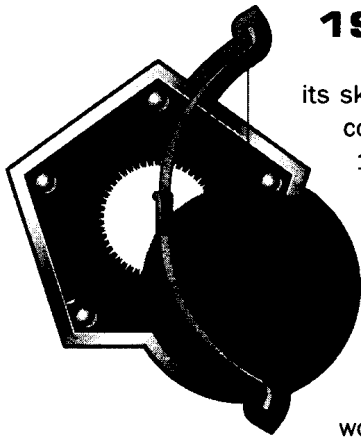
1st Alarion Jaegers Air Wing Wing/Regular/Fanatical

CO: Kommandant Kireyoshi Amuro

A mix of medium and heavy fighters, the Alarion Jaegers Air Wing works closely with the Alarion Naval College and frequently undertakes exercises with the cadets. Their main area of expertise is ground support missions, working in conjunction with the ground forces to crush an enemy. However, in order to build up their atmospheric combat skills they have neglected zero-G operations. The LAAF rates two of the three squadrons as below average in space combat as a result.

ALLIANCE JAEGERs

1ST BOLAN JAEGERs



Though the last Jaeger unit to enter active service, the Bolan regiment has already demonstrated its skill and resolve during the Quetta Land War, a violent dispute between two cities on Bolan's Sakété continent. Simmering for more than a decade, the dispute centered on control of the Brahui Pass, a 100-kilometer-long gorge through the Kilimshan range and a major artery for goods flowing to both cities. When Quetta attempted to take control of the pass, their neighbors in Sibi protested. At first their challenges kept to the courts, but then the situation worsened. Each city began menacing the other, first with hired thugs, then with scattered sniper attacks on convoys. In 3060 the situation exploded into open warfare and the newly operational Jaegers were sent to separate the two combatants.

Each protested its innocence and blamed the other for the fighting, but Colonel Lambert pursued a policy of strict neutrality, deftly avoiding their attempts to make her take sides and instead working to separate the factions and ensure relief supplies flowed freely. The turning point in the dispute came several weeks after the regiment arrived, when a Jaeger-escorted convoy came under artillery attack while in the pass. More than a dozen civilians were killed. The Quetta Council immediately accused the Jaegers of standing by and allowing the Sidi forces to massacre their people, demanding both restitution and LAAF support to crush their opponents. Unfortunately for the Quetta, the Jaegers' fire-track radar systems showed clearly that the barrage originated from Quetta positions, seemingly an attempt by the Council to force the Jaegers to take their side. Lambert faced down the Council with the evidence, which they denied vehemently. However, within a week all Quetta claims to control of the pass were withdrawn. The combatants withdrew under LAAF supervision. A company of Jaegers remains in the area to ensure the situation's continued stability, but the bulk of the unit returned to Bolan City.

OFFICERS

Though often perceived as cold and aloof, Colonel Suzanne Lambert is a well-respected officer who served with distinction in the Twenty-fifth Arcturan Guards against Clans Wolf and Jade Falcon. Awarded the McKensy Hammer for her command of the rear-guard action on Colmar, then-Hauptmann Lambert received a promotion to kommandant. She was also transferred to the Military Education division, where she helped develop new academy curricula to teach counter-Clan tactics. Regarded as a high flyer by the High Command, she was put forward as a candidate to lead a Jaeger battalion, receiving a promotion to colonel when the unit attained regimental status shortly before the Quetta dispute.

TACTICS

The Bolan Jaegers pride themselves on their intelligence and ability to think a problem through. Considerable emphasis is placed on gathering and analyzing intelligence, allowing the commanders to make reasoned decisions rather than jumping to hasty conclusions. Though slowing their response time, this policy ensures that the regiment makes few mistakes. "Better one shot on target than a dozen misses and collateral damage" is a favorite phrase of the colonel.



1st Bolan Jaegers
Regiment/Regular/Fanatical
CO: Colonel Suzanne Lambert
Aide: Kommandant Herbert Lang

The Bolan regiment has only four BattleMech companies, the lowest proportion in the Jaegers. To compensate for this, the unit has some of the most modern vehicles in the LAAF, including the new Demolisher II and Myrmidon designs. The unit also fields an independent cavalry company, comprising a lance each of Yellow Jacket, Warrior, and Hawk Moth VTOLs.



1st Bolan Jaegers Air Wing
Wing/Regular/Fanatical
CO: Kommandant Milan Gverro

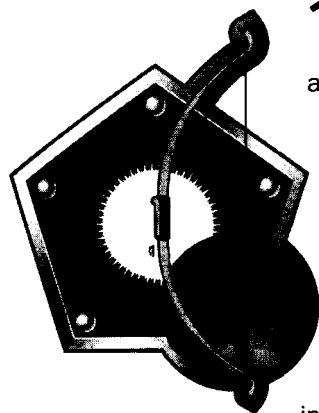
Though respecting Suzanne Lambert, Kommandant Gverro has clashed with the colonel regarding the deployment of his aircraft. Lambert has ordered them deployed in aero-lances, with one attached to each company to serve as the unit's eyes and ears, while Gverro would prefer they remain under his direct command.

ALLIANCE JAEGERS

1ST COVENTRY JAEGERS

With large areas of their planet ravaged by the Jade Falcon assault in 3058, the decision to raise a Jaeger unit on their world was warmly welcomed by the people of Coventry. However, the move was not a selfless one on the part of the Archon and the LAAF; it was a means of ensuring Katherine's control over the vital industrial planet.

The duke of Coventry, Harrison Bradford, is a staunch supporter of Prince Victor and has orchestrated a number of anti-Katherine demonstrations. Though politically well-connected, the duke's influence over the military units stationed on Coventry has been minimal. To counteract this, he has worked hard to build bridges to the Coventry CPM, ensuring their neutrality in the dispute between the Archon and her brother. In addition to bolstering the planetary defenses and earning the Archon the people's gratitude, the creation of a new pro-Katherine unit on Coventry counterbalances Duke Bradford's influence, an ever-present reminder to the people—and the Coventry CPM—of the LAAF's interest in their world.



Even as the unit was forming, the unit's politically astute colonel, Antonia Morena, had the Jaegers working alongside the reconstruction teams, clearing unexploded ordnance and making damaged structures safe. The goodwill thus fostered undermined Duke Bradford's position and could have won the CPM over to the Archon's cause. However, Colonel Morena retired due to ill health in 3061 and was succeeded by her XO, Jason Walker, whose arrogance and heavy-handedness undid the good work of the previous two years. The warm welcome once extended to Jaeger troops has been replaced by a sullen acceptance, and in some areas troops from the regiment are unwelcome. The colonel has stated his intention to eliminate the "discrimination" against his troops, little caring that his attitude and policies are worsening the situation.

OFFICERS

Though Colonel Morena advised that he not succeed her as CO of the Jaegers, Jason Walker's influence at court (his father is chairman of one of the Alliance's largest transport companies) ensured him the post. Competent but unimaginative, Walker is a hard-line supporter of the Archon, advocating stern measures to crush "traitors" in the Alliance. His disdain for the Coventry CPM—he has publicly called them "Sunday soldiers"—has alienated the militia. Only intervention by the Lyrans Diplomatic Corps has prevented the Colonel from making a similar faux pas regarding the other unit on Coventry, the mercenary Kristen's Krushers commanded by Thomas Marik's sister. Still, Walker privately regards the pro-Katherine mercenaries as a threat, equal or greater in stature than the militia RCT, and would like nothing more than to crush the "hired help."

TACTICS

With seven companies of largely heavy class 'Mechs, the Coventry Jaegers favor a direct approach to combat, preferring to slug it out with their opponents rather than use subtlety and tactics. In exercises, with supply stockpiles high and flowing freely, this hasn't proved a problem. However, Colonel Walker has been warned about the dangers of such a strategy in a war situation.



1st Coventry Jaegers Regiment/Regular/Fanatical

CO: Colonel Jason Walker

Aide: Kommandant Aleksa Churkin

Though the last Jaeger unit to reach regimental status, the Coventry regiment has the highest proportion of 'Mechs in the new units. These include new designs like the *Hauptmann* and *Blitzkrieg* supplied directly from the Coventry Metal Works. Indeed, several of the regiment's 'Mechs are so new that they are painted only in the matte-gray primer used in the factory.

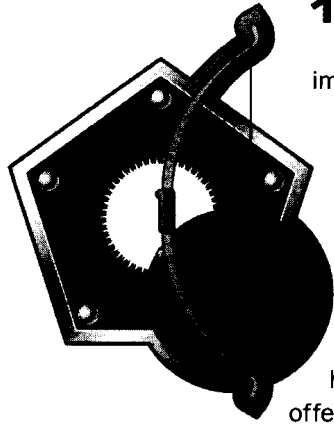
Though small, the regiment's infantry detachment is powerful, equipped with a Fenrir battle-armor platoon.



1st Coventry Jaeger Aerospace Wing/Regular/Fanatical

CO: Kommandant Jami Danieli

ALLIANCE JAEGERs



1ST DONEGAL JAEGERs

Though less influential than before Katherine's border reforms, Donegal remains one of the most important provinces in the Alliance, encompassing worlds such as Pandora, Arc-Royal and the Lyrn capital, Tharkad, as well as a large swath of the Clan border. The world of Donegal itself is one of the richest in the Alliance, renowned as the "Trader's World," and has willingly adopted the newly raised Donegal Jaegers. Indeed, once the Donegal Broadcasting Corporation began filming "Fighting for Peace," the Jaeger command staff was flooded with offers of financial and materiel support from Donegal businesses. Some of these were philanthropic, but the majority were seeking to gain publicity in the Alliance-wide broadcasts. When the command staff refused most of these offers, the companies turned their attentions to individual troopers, offering a range of incentives in exchange for "accidental" endorsements. A number of troops succumbed to the temptation. The situation might have escalated out of control, were it not for the intervention of Colonel Smith, who made it clear to the offending companies that she would prosecute any company found suborning her troops.

Despite these problems, local financing allowed the unit to grow quickly, attaining regimental size in twenty months. Throughout 3061 and 3062, the Jaegers undertook a number of exercises against the Twenty-fourth Lyrn Guards, also stationed on Donegal, intended to test their combat readiness and tactical abilities. Though enthusiastic, the regiment's initial performance was poor, with integration made difficult by the disparate origins of the troopers. Colonel Smith and her subordinates persevered, however, and by the end of the year the Jaegers were able to hold their own against their larger opponents and were granted regular status by the LAAF.

OFFICERS

Born on New Syrtis, Colonel Amy Smith is an unusual choice to command a staunchly pro-Katherine unit. The daughter of a minor noble in the Capellan March, Amy was raised to distrust the Davion family. This situation was exacerbated when her father was dispossessed following Duke Michael Hasek-Davion's death. Effectively exiled from the Federated Suns, Smith's father moved the family to Gibbs in the Protectorate of Donegal, pledging to one day reclaim the lost holdings. Amy inherited her father's passion but chose to work within the FedCom military system to advance her agenda. After the Lyrn secession, agents of the Archon quickly identified Smith as an opponent of Prince Victor and offered her a place in the Jaegers.

An accomplished MechWarrior and administrator, the colonel has a quicksilver personality; bright and vivacious one minute, then dour and serious the next. Her subordinates are wary of the sudden shifts but nonetheless hold the colonel in high regard.

TACTICS

Most of the Jaegers' exercises have concentrated on defensive tactics aimed at protecting the planet's vital urban areas from attack. Recent months, however, have seen a steady improvement in the regiment's offensive capabilities. In an unusual move, several platoons of Jaeger infantry have undergone special training in zero-G operations, training usually reserved for the Navy's Marine Corps. This special training is in response to the growing unrest in the Alliance and the threat that enemies of the state might try to destabilize Donegal's orbital settlements, which are already home to many of the system's disaffected elements.



1st Donegal Jaegers

Regiment/Regular/Fanatical

CO: Colonel Amy Smith

Aide: Lieutenant-Colonel Tim Hewitt

The Donegal Jaegers field five companies of BattleMechs, principally medium and heavy models, alongside two each of armor and infantry.



1st Donegal Jaeger Air Wing

Wing/Regular/Fanatical

CO: Kommandant Peta Inge

The Jaeger air wing has developed strong ties to the Lockheed/CBM Corporation, gaining access to new (and in some cases prototype) aerospace technologies. The wing includes two lances of locally built *Lucifer* R16s, as well as a pair of the new *Eisensturm* design.

ALLIANCE JAEGERs

1ST SKYE JAEGERs

The first Jaeger unit to reach regimental status, the Skye Province force has striven to excel and demonstrate its loyalty to the Archon. Indeed, the success of the Skye unit, not widely expected because of the secessionist groups in the province, has been seen as vindication of the Jaeger concept and has prompted debate about increasing the number of such units.

The LAAF certified the Skye Jaegers combat-ready in May 3060, but unlike most of its fellow Jaegers, the Skye unit has already seen combat against a foreign power. In mid-July 3062, elements of the Fifteenth Dieron Regulars raided into Skye, prompting outrage. Without consulting his superiors, Colonel Pitcher ordered the Jaegers to stage reprisals, targeting the Dieron Regular's home base on Ko. He was surprised to find the DCMS unit already back in its cantonment, but pressed the attack anyway, inflicting grievous damage before withdrawing. Unfortunately, it was this raid—together with allegations of other Lyran action against Combine "peacekeepers"—which led to Theodore Kurita formally annexing the Lyons Thumb for the Draconis Combine.

Though privately acknowledging Colonel Pitcher's involvement, the LAAF has dismissed the Kuritan claims, including a DCMS denial that the Fifteenth attacked Skye. The LAAF claim that the Kuritan Coordinator and First Lord fabricated the evidence to further his own position, but leaked documents revealed the Jaegers' involvement and undermined the Alliance's position. The exact details of what happened in the Lyons Thumb remain shrouded in mystery.

Though vilified by the media for "costing" the Alliance the Lyons Thumb, the Jaegers' attack has proved immensely popular among the Free Skye movement. It is seen as striking back at a foreign force occupying their worlds, something Archon Katherine hasn't done. In the most ardently Free Skye communities, those who died on Ko are seen as martyrs to the cause. Applications to join the Jaegers have risen dramatically, particularly from the Sanglamore academy, placing considerable strain on the LIC agents charged with screening applicants' loyalty.

OFFICERS

Colonel Pitcher narrowly avoided a court martial for ordering the Jaegers against Ko, and some elements of the LAAF High Command would still like him to stand trial. They believe that someone as intelligent, knowledgeable, and experienced as the colonel should not have made such a basic error as to attack troops of a foreign power without receiving appropriate orders from his superiors. However, politicians have counseled against putting a "Free Skye hero" on trial and have instead suggested more subtle sanctions against the unit and its commander.

TACTICS

The Skye Jaegers are versed in a wide range of offensive and defensive tactics, but Ko demonstrated their flair for assault operations, deceiving the enemy as to their strength and then using surprise and overwhelming firepower to smash the opposition. Though officially rated regular, the unit has shown a degree of coordination and skill usually found only in more experienced units.



1st Skye Jaegers
Regiment/Regular/Reliable
CO: Colonel Steve Pitcher

Aide: Kommandant Pauline Ogata

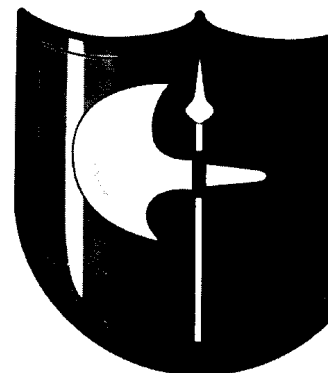
The Jaegers' armor and infantry companies did not deploy to Ko and thus escaped damage, but all six 'Mech companies sustained casualties ranging from 10 to 50 percent materiel losses. In attempting to rebuild, the unit has exhausted its equipment reserves. Increased red tape and the LAAF's sanctions against the unit have also hampered attempts to gain the required equipment. Consequently, the unit is still short two lances of 'Mechs even though the unit has sufficient pilots.



1st Skye Jaegers Air Wing
Wing/Regular/Reliable

CO: Kommandant Joseph Zemetica

FIELD MANUAL: LYRAN ALLIANCE



When the Lyran Commonwealth formed in 2341, Arcturus was chosen as its capital and an elite cadre of warriors was raised to protect it against the new nation's enemies. Initially an infantry and armor force, the Arcturan Guards quickly grew in stature and reputation, remaining a mainstay of the Lyran military even after the capital's relocation to Tharkad in 2407.

Today Arcturus is a ghost world, frequented only by history buffs and farmers, but for centuries a deal with the LAAF has ensured that the Arcturan Guards would draw at least a quarter of its personnel from Arcturus. As a result, Archon's Order 5730023 attempted to strip this provision and open up membership of the Guards, a move that met fierce resistance from Arcturan officers and troops, even those not born on the former capital. The Guards' commander, Hauptmann-General Günter Hillam, dug his heels in and fought to maintain the tradition, with the Archon's eventual acquiescence. However, the political cost for this victory was high, with General Hillam "promoted" to the strategy and planning division and replaced by the pro-Archon Clifton Schroeder.

The Guards maintain close ties with the Kelswa family of Tamar, including the current Duchess-in-Exile,

Morasha Kelswa, but their first loyalty is to the Lyran State. This does not, however, equate with loyalty to Archon Katherine. Indeed, many members of the Guards see Katherine as working against the interests of the nation and have pledged to oppose her.

COMMANDING OFFICER

Formerly deputy commander of the Third Lyran Guards, Clifton Schroeder took command of the Arcturan Guards in November 3059. A staunch supporter of Archon Katherine, Schroeder is a stern disciplinarian, believing in efficiency and effectiveness rather than tradition. He is perceived as a "hatchetman" installed by the Archon to undermine the Guards' position, but has succeeded in improving the supply levels of units outside the ARDC.

A minor noble from Goetville with limited combat experience, the General is widely regarded as owing his position to family contacts and wealth. He has, however, proved to be an accomplished administrator and politician, adept at using his success with the Arcturans to advance his own position in the Royal Court.

FORCES

The Guards currently comprise seven units, five of which are RCTs. Plans exist to upgrade the remaining units to RCT status within a decade. All are well trained and equipped, though supply levels are variable, with the pro-Victor "black" Arcturans based in the ARDC notably excluded from the renaissance enjoyed by their pro-Katherine fellows elsewhere. Though no less loyal to the state than the other Arcturan units, the discrimination against the ARDC has forced the units to rely on Grand Duke Kell, pushing them into Prince Victor's camp.

COLORS AND INSIGNIA

When on parade or ceremonial duties, vehicles of the Arcturan Guards use a flat white paint scheme with no highlights or contrast colors. In recent months, some individuals have taken to painting dark bands on their machines to signify opposition to Archon Katherine, leading to their nickname of "black" Arcturans. In contrast to the oval-shaped regimental insignia, the symbol of the entire Arcturan Guards takes the form of a green shield upon which is a large white single-bladed axe.

ARCTURAN GUARDS



11TH ARCTURAN GUARDS RCT: THE GOLDEN LION

Though the formation of the Rim Collection in 3048 posed no threat to the Federated Commonwealth, the AFFC decided to take no chances and reinforced its forces based on Timbuktu, upgrading them to RCT status. The newly formed RCT was deployed in small task forces across a swath of worlds from Langhorne to Hinckley, but their new neighbors proved peaceable. Save for the odd pirate raid—something they had dealt with for decades—they had little to do.

Then came the Clans. Suddenly the entire Periphery border came alive with rumors and sightings of the invaders, reports the Eleventh was tasked to investigate. Between 3050 and 3052, the unit investigated more than fifty such sightings, but never once encountered the Clans (though they did discover the base of the Blackstar Pirates, a group that had long plagued the world of Halifax). After Tukayyid, the rumors died down and the Guards settled into a well-defined patrol routine, dealing with the resurgence in pirate activity that followed the invasion.

Though pirate hunting remains the unit's primary concern, the Eleventh has found itself increasingly assigned to escort delegations to the Rim Collection and Hunter's Paradise. Both have become the focus of intense Lyran diplomatic effort, though it is unclear whether this is intended to secure favorable trade concessions or to bring them into the Alliance. General Esteban is known to have suggested joint military exercises with the Collection Militias, though the response isn't known.

The Eleventh uses the standard white paint scheme of the Arcturan Guards, but they often paint part of each vehicle black (an arm, a wing, etc.) to symbolize their fellowship with the dark reaches of The Periphery. The oval-shaped regimental insignia depicts a lion rampant before a field of stars.

OFFICERS

Nearing seventy years old and having commanded the Eleventh since 3037, Leutnant-General Maria Esteban is looking forward to retiring peacefully on Timbuktu, a world she has called home for many years. An inspired strategist and competent leader, Esteban has been grooming Colonel McDonald as her successor. However, she believes she still has work to do before the younger woman is ready to lead the RCT.

TACTICS

Having spent decades hunting pirates, the Eleventh is adept at small-unit operations in a wide range of environments. Members of the RCT are equally at home in freezing conditions or on a boiling desert world, while elements of Colonel Føjl's elite Arcturan FR regiment are even trained in zero-G and sub-aqua combat. However, the regiment's strength is also its weakness. Though combined arms play an integral role in the Eleventh's operations, the unit rarely functions en-masse. Multi-regiment operations are likely to atrophy the RCT's abilities.



11th Arcturan Guards Regiment/Regular/Reliable

CO: Leutnant-General Maria Esteban

Aide: Colonel Linda McDonald

AeroSpace Brigade: Kapt. Sukit Manjir

Most of the equipment used by the Eleventh dates back to before the Clan invasion, and what little new technology the RCT possesses is concentrated in the 'Mech and Aerospace forces. The most notable addition is a pair of cutting-edge *Eisensturm* heavy fighters, assigned to Colonel Manjir's aerospace regiment in 3060 for evaluation. Their mix of endurance and speed has proved invaluable against pirate forces. Manjir has requisitioned more, but it seems unlikely the low-priority Eleventh will receive any in the near future.

The 311th, Fourteenth and Seventy-fifth Arcturan Wings currently deploy as the Eleventh Arcturan AeroSpace Brigade.



11th Arcturan Guards Armor Brigade 3 Regiments/Regular/Reliable

CO: Colonel Smillaaraq Jaspersen

Aide: Leutnant-Colonel Karl Ruiz

4th Ormstown LT: Col. Alyn Hershey

9th Timbuktu AC(R): Col. Andi Murray

2nd Arcturan SR: Col. Barry Lievesley



11th Arcturan Guards Infantry Brigade 5 Regiments/Regular/Reliable

CO: Colonel Wesley Corn

Aide: Leutnant-Colonel Joseph Freilich

3rd Wiltshire MDR: Col. Lawrence Morris

42nd Arcturan HI(R): Col. Leslie Smith

19th Firenze IR: Col. Varkesh Wawra

7th Langhorne LI(R): Col. Celia Fremlin

92nd Arcturan FR: Col. Peter Føjl

ARCTURAN GUARDS



15TH ARCTURAN GUARDS: THE STAVLOS TIGERS

When several worlds of the newly occupied Sarna March threatened to revolt against the AFFS in the early 3030s, Melissa Steiner ordered Lyran troops in to the region to ease the tensions. The Fifteenth Arcturan, stationed for many years on the Periphery border and accustomed to pirate hunting, was one such unit. The new posting to Elnath was a major challenge, but one the Tigers relished.

Exchanging their swift and merciless attacks for street patrols and "hearts and minds" campaigns, the Fifteenth built strong ties to the local community and were gradually accepted. However, the Marik-Liao invasion of the Sarna March and the secession of the Lyran Alliance ended the relationship when Colonel Wright opted to obey Archon Katherine's "come home" order.

When the events on Solaris prompted an increase in tensions throughout the Alliance, the Fifteenth was ordered to garrison several worlds regarded by the LIC as hotbeds of rebel activity.

Newly arrived Colonel Blucher lead one battalion to Thorin, working alongside the planetary militia, while the remaining battalions were deployed to Murphid under the command of Kommandant Constance McCoy. Both units were welcomed by the planetary governments, but came under both verbal and physical attack by members of the population. The colonel hopes to avoid widespread bloodshed, despite escalating tensions on both worlds.

Named for the Arcturan sub-species of tiger (*Panthera tigris arcturus*), the regiment adopts many of the trappings of its namesake. In the field, tiger stripes are painted on the upper arms of the unit's 'Mechs, and on parades the unit adopts the animal's black, white and gold camouflage. The insignia of the Fifteenth depicts a stylized tiger face peering out of long grass.

OFFICERS

Formerly a staff officer in the Skye Province command, Felix Blucher took command of the regiment after the previous commander, Suzanne Wright, was badly injured in an air car accident. The colonel is a professional soldier, honorable and favoring formality. He is a staunch supporter of the Alliance but not one blinkered by politics or ambition. He accepts the leadership of Archon Katherine but believes she is young and inexperienced, and prone to mistakes like everyone else.

Blucher's aide, Leutnant Luther Fisk, is a stark contrast to the colonel. Though a competent MechWarrior, Fisk epitomizes everything that is bad about the LAAF. The son of Count Francis of Odessa, he is used to a life of privilege. As a result, he is not above using his family connections with the Royal Court to ensure that he continues to get his own way, even now. Prejudiced and ambitious, Fisk is a hard-line supporter of the Archon, advocating a number of "security measures" that, were they implemented, would irrevocably destroy the Tigers' relationship with the populace.

TACTICS

Their time on Elnath gave the Fifteenth ample training for their posting to Thorin and Murphid. Despite this, Colonel Blucher dislikes the civil defense role, feeling his predominantly 'Mech force is ill suited to it. He has little choice in the matter, however, and has instead forged close ties with Archer Christafori's Thorin Militia in an effort to maintain order.

Always looking for the advantage in any situation, Kommandant McCoy has taken advantage of her unit's posting to Murphid's equatorial jungle to drill the second battalion in jungle warfare techniques.



15th Arcturan Guards

Regiment/Regular/Reliable

CO: Colonel Felix Blucher

Aide: Leutnant-Colonel Luther Fisk

Currently denied RCT status, the Fifteenth sacrifices almost a third of their 'Mech strength in favor of the tanks and infantry essential to their role. The 'Mechs that remain are far from cutting-edge, but the unit is well equipped, with almost two-thirds of the 'Mechs using advanced technology.



Thorin Militia

Battalion/Regular/Reliable

CO: Leutnant-Colonel Archer Christafori

Led by a veteran of Huntress, the militia has proven surprisingly effective in exercises against the Fifteenth.

ARCTURAN GUARDS



17TH ARCTURAN GUARDS RCT: THE KEZLA RAMS

Based on Wyatt until recently, the Seventeenth deployed to Solaris in the summer of 3062 as part of the task force charged with restoring order in the wake of the Grand Tournament Riots and the raging war on Solaris City's streets. Already on-world and with their intervention having brought the conflict to an end, the Thirty-second Lyrans Guards resented the Ram's deployment. However, they had little choice but to accept the presence of the stronger and undamaged Arcturan unit if order was to be maintained.

Best known for its fast, devastating assaults, as typified by its crushing attack on the Free Worlds League's Silver Hawk Falcons regiment on Dubhe in 3049, the Seventeenth's presence on the Game World has done much to calm the situation. Unfortunately, only in Silesia are the troops truly welcome, with other sectors regarding their presence as a violation of both the famed Solaris neutrality and their own interests. The Free Worlds League in particular has decried the deployment of the two Lyrans units as provocative, though they have accepted the need for peacekeepers on Solaris.

Although Solaris is officially considered pacified, the Lyrans units continue to be the subject of attacks, ranging from sniper fire against patrols to mortar bomb attacks against the barracks complex. The unit has proved powerless against such attacks, demonstrating the weakness of professional soldiers when confronted with a small, mobile guerilla force. General Lillie has decided not to take any major action with the Seventeenth, choosing instead to weather the storm while the LIC and police work to uncover the terrorists. However, losses within the unit are mounting and unit morale is decreasing in direct proportion.

Named for the stubborn and belligerent ruminant farmed on Arcturus, the insignia of the Seventeenth depicts a goat's head with tightly spiraled horns.

OFFICERS

Davis Lillie took command of the Seventeenth in 3059, having formerly commanded the armor brigade. Level headed and largely apolitical, Lillie is a staunch professional, believing in the honor and principals of war and particularly the Ares conventions. As such, he finds the situation on Solaris disturbing, with his troops pitted against civilians, a role for which they are ill suited. He is also wary of the tension between the Seventeenth and Thirty-second, seeing that it threatens all they have achieved over the last few months. As a result, he has undertaken a number of initiatives intended to normalize the relationship with the Lyrans Guards unit, to date with little success.

TACTICS

Adept at lightning assaults which exploit shock tactics and momentum, the Seventeenth have struggled to learn the skills needed for defensive operations and peacekeeping. Their difficulties against the Thirtieth Marik Militia in 3047 taught them the value of protecting their supplies and command facilities, supplies that, despite several attempts, remain secure against terrorist action.



17th Arcturan Guards Regiment/Regular/Reliable

CO: Leutnant-General Davis Lillie

Aide: Colonel Anthony Richardson

AeroSpace Brigade: Kapt. Rico Fargo

The Seventeenth is among the best equipped in the Arcturan Guards, with almost a dozen OmniMechs spread evenly among the battalions. The quality of the unit's equipment has become a bone of contention with the Thirty-second Lyrans Guards, who are already unhappy at the Arcturan presence, with suggestions that the "questionable" Lyrans are being deliberately deprived. Tensions between the two units are high, with numerous brawls prompting official segregation.

The Seventeenth Arcturan AeroSpace Brigade currently fields the 411th Independent and Seventh Solaris Wings.



17th Arcturan Armor Brigade 3 Regiments/Regular/Reliable

CO: Colonel Tørk Moritz

Aide: Leutnant-Colonel Koloman Landaw

127th Arcturan HA(R): Col. Antonis Vasilou

173rd Arcturan AC(R): Col. Jaye Isenberg

186th Arcturan AC(R): Col. David Cross



17th Arcturan Infantry Brigade 5 Regiments/Regular/Reliable

CO: Colonel Victoria Bryce

Aide: Leutnant-Colonel William Weare

294th Wyatt HI(R): Col. David Pugh

302nd Arcturan IR: Col. Ray Sanchez

304th Arcturan IR: Col. Julian Moseley

12th Arcturan CMR: Col. Agnes Hui

19th Arcturan JR: Col. Maximillian Kimbell

ARCTURAN GUARDS



19TH ARCTURAN GUARDS: PUMA

Once one of the most prestigious units in the LCAF, the Nineteenth was shattered by a succession of clashes against the Draconis Combine in the late 30th century. Though remaining proud of its traditions and accomplishments, the regiment never recovered. Instead it became a repository for the sons of nobility or industry, perpetuating the cycle. Its location on Rasalgethi guaranteed the Nineteenth a role in Operation Götterdämmerung, the Lyrans sector of the Fourth Succession War, but the High Command steered the unit away from major battles, using it for garrison duty and mop-up operations. Only on Jabuka, where the regiment bested the Fifth Rasalhague Regulars in a minor skirmish, did the unit see true combat. That incident was best known for the seppuku of the Kuritan commander.

In many regards the unit became the mascot of the Arcturan Guards, full of well-meaning (and well-connected), but largely hopeless troops. Once a proud reference to the regiment's martial prowess, the nickname of "puma" became a joke, with outsiders often referring to the Nineteenth as the "Paper Tiger." The unit's postwar deployment to the Davion-Periphery border demonstrated the AFFC's lack of confidence in the unit's fighting ability. The troops felt this was unjustified and clamored for action, but when an unauthorized raid against the Pirates Haven cluster went wrong, costing two lances of 'Mechs and a large quantity of supplies, the unit was transferred to the heart of the Crucis March.

The insignia of the Nineteenth depicts a mountain lion standing on a rock surrounded by laurel leaves.

OFFICERS

Despite only a tenuous grasp of military strategy, the Bishop family—major Skye industrialists—pride themselves on their ability to produce high-ranking officers. Daniel Bishop serves as aide to the commander of Skye province while his younger sister, Gloria, commands the Nineteenth Guards. In truth, Gloria is a competent MechWarrior but her grasp of the skills needed to run a regiment are nonexistent. Her social skills, however, are exemplary, and the Lieutenant General and her staff are a permanent fixture in Salem's social circles.

Were it not for the stigma attached to his time with the Nineteenth, Kommandant Victor Goldstein would likely have a command of his own by now. Instead, he is one of the few officers in the Nineteenth skilled at his job and oversees almost every operation in the unit. It is thanks to his efforts that the unit remains combat-effective (albeit borderline) and on the rolls of the AFFS.

TACTICS

In 3060, one AFFS assessor harshly listed the Nineteenth's tactical specialties as "table manners and other social skills." Though to some extent true, this ignores the reality that the unit is an active fighting force, certified as fit for combat duties by the High Command. The main problem isn't the troops but rather the unit's leadership, which is at best lackluster and disorganized, deteriorating with seniority. In small unit operations, the Nineteenth could—theoretically—hold its own against another unit, but any attempt at operations above company level is likely to be disastrous.



19th Arcturan Guards Regiment/Green/Questionable

CO: Lieutenant General Gloria Bishop
Aide: Kommandant Victor Goldstein

Although not highly regarded by the AFFS, the family connections of the Nineteenth's members ensure the regiment is well supplied and maintained. This includes access to the most modern BattleMechs in the LAAF and AFFC, like the *Barghest* and *JagerMech III*.



27th Arcturan Air Wing Wing/Green/Questionable

CO: Kommandant Ruth Codrai

Kommandant Codrai has even been able to obtain a pair of *Eisensturm* fighters, thanks to her father's position on the board of CBM.

ARCTURAN GUARDS



20TH ARCTURAN GUARDS RCT: THE WHITE BEARS OF Uther

The Twentieth Guards RCT was involved in the last major border skirmish between the Federated Commonwealth and the Draconis Combine before the leaders of both realms agreed to a cease-fire in light of the Clan Invasion. Holding no strategic significance beyond the number of times it has changed hands, the border world of Aubisson became a target for the DCMS in early 3050. The DCMS was looking to retake the world after losing it four years earlier, in a simple raid that turned into a rout for the Combine soldiers. With this goal, the Second Legion of Vega and the Fifth Amphigean LAG were tasked to take the world from the defending Twentieth Arcturan Guards. Both sides fought viciously for the world, but between rapidly mounting casualties on both sides and the Clan offensive, neither had any hope of receiving reinforcements. The AFFC apparently buckled first, pulling the Twentieth out before it was too late. However, the DCMS had actually issued withdrawal orders to its regiments first, though the orders took an extra day to reach Aubisson. The Combine force withdrew a day after the Twentieth, leaving behind a small militia force and, with that, retaining de facto control of the world.

The Twentieth immediately took up station on Morges, launching a long raiding campaign as soon as the Jade Falcons' invasion stalled following the Battle of Tukayyid. Unfortunately, by the time the Twentieth Guards began raiding operations, the Steel Vipers had taken up station within the OZ, leaving the Twentieth and the rest of the Lyran nation's defenders to face two Clans in their operations instead of one. Though successful in principle, this heavy raiding weakened the Lyran border significantly, with the Twentieth losing more than half its men and materiel. The RCT has since rebuilt, but the fact that it remains stationed within the ARDC insures that the LAAF provides the unit with barely enough supplies to remain operational.

The Twentieth Guards' insignia shows the head of a roaring white bear, its teeth stained with blood.

OFFICERS

Though he was doing his duty in defending the world, Hauptmann General Brian Kincaid was reassigned following the Twentieth's retreat from Aubisson. By all accounts, both the AFFC and the DCMS swept the entire Aubisson affair under the rug, with many officers involved on both sides of the border suddenly finding themselves in new positions. The Lyran State Command brought in Alden Gray, a veteran of the Royal Guards and formerly assigned to the Royal Court, to replace Kincaid. Initially resentful of the abrupt change, the Twentieth's officers soon grew to accept the competent Gray. However, they have lost all respect for the Archon and her Royal Court, especially in light of the way they are being treated.

TACTICS

The entire RCT is highly proficient in cold weather combat operations, using Morges' cold climate to hone those skills learned long ago.



20th Arcturan Guards

Regiment/Regular/Reliable

CO: Marshal Alden Gray

Aide: Lieutenant General Robert Krauss

AeroSpace Brigade: Cdre. Rebecca Wampole

The regiment remains some five lances under strength.

The Twenty-ninth India and the 7000th Alliance Aero Wings make up the Twentieth Arcturan Guards AeroSpace Brigade.



20th Arcturan Guards Armor Brigade

2 Regiments/Veteran/Reliable

CO: Lieutenant General Nurudeen Amzel

Aide: Lieutenant Colonel Bill Jeffson

230th Arcturan AR: Col. Nurudeen Amzel

102nd Alliance PR: Col. Joseph Helleckson

Both the 102nd and the 230th are at full strength. The 102nd deploys the RCT's only battery of artillery.



20th Arcturan Guards Infantry Brigade

5 Regiments/Regular/Reliable

CO: Major General Payne D'Aquisto

Aide: Lieutenant Colonel Eliza Lepak-Dorr

180th Arcturan CMR: Col. Calvonn Jih

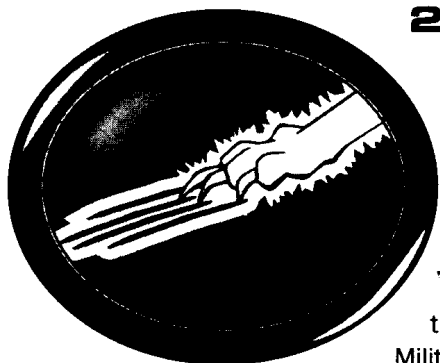
470th Alliance FR: Col. Beth Varisco

23rd Arcturan MDR: Col. Pongming An

9th Colmar MRT: Lt. Col. Neal Maerder

163rd Arcturan JI(R): Col. Raul Eichman

ARCTURAN GUARDS



23RD ARCTURAN GUARDS RCT: THE FROST GIANTS

The bulk of the Twenty-third RCT survived the Clan invasion intact, but only because of a long string of bureaucratic foul-ups. The men and women of the Twenty-third RCT were stationed on the world of Carse at the onset of the Clans' Operation Revival. For almost two years, they nervously watched the reports from the front lines roll in, waiting for the day when the hordes of Clan Wolf would swoop down upon them. Two months before the assault finally did happen, the Twenty-third Guards received automated orders to redeploy to Coventry for a six-month Training and Refit rotation. General Killson repeatedly requested confirmation of these orders from the High Command, each time receiving verification from the Department of Military Education, along with further explanation that a different unit coming off T&R would be rotated in behind them.

With legitimate orders in hand, General Killson ordered the Twenty-third to pull up stakes and move out. However, nearly a quarter of the Twenty-third remained on Carse to garrison the world, waiting until the replacement unit showed up. Unfortunately, it was the Tenth Donegal Guards—destroyed in battle some eighteen months earlier—which was scheduled to replace them. Although the Twenty-third was teamed with the Mercenary Second Freeman, Carse's defenders could not stand against the Wolf Clan's attack force. Almost half of the Freeman escaped Carse, yet all but a handful of the Frost Giants either perished or were taken as bondsmen.

The rest of the RCT was on Pandora when news of Carse reached them. Rather than sideline the remainder of the unit, which would likely push many of its members to mutiny, the AFFC reassigned the Twenty-third Guards to A Place, issuing it orders to harass the Clans' OZs, and especially to disrupt lines of supply. Today the RCT continues to launch raids into the Falcon and Wolf OZs, despite the harsh treatment it receives from the LAAF High Command.

The insignia for the Twenty-third is an icy white paw with long, bloodstained claws.

OFFICERS

Though she followed the orders given her, having received multiple confirmations of those orders, General Nadine Killson still faced court-martial after the Twenty-third's withdrawal from Carse. She was eventually exonerated of all charges, with blame placed on a computer system that had not been updated since before the Clan invasion, which automatically assigned units to training duties. The incident was then quietly swept under the bureaucratic rug. As a result, Killson and most of her officers have felt nothing but contempt for the Lyran military machine since that time, which has slowly pushed the unit into Prince Victor's camp.

TACTICS

Like the Twentieth Arcturan Guards, the members of the Twenty-third are masters of cold climates and arctic survival, often operating for months under conditions that few others would survive.



23rd Arcturan Guards

Regiment/Veteran/Reliable

CO: Major General Nadine Killson

Aide: Colonel Wilhelm Hebl

AeroSpace Brigade: Cdre. Karl Marcus Goessel

The 51st Attack and 112th Marine Air Wings make up the Twenty-third Arcturan Guards AeroSpace Brigade.



23rd Arcturan Guards Armor Brigade

3 Regiments/Veteran/Reliable

CO: Lieutenant General Candace Silbar

Aide: Major Ling Mortellaro

217th Alliance PG(R): Col. Rory LePine

700th Arcturan CA: Col. Colin Nissenbaum

474th Arcturan AB: Lft. Col. Edna Bins



23rd Arcturan Guards Infantry Brigade

4 Regiments/Veteran/Reliable

CO: Major General Siddig Lev-Er

Aide: Lieutenant Colonel Bruce Carman

35th Eaton IR: Col. Absalom Dirksen

242nd Bolan MIR: Col. Jeb Krueger

601st Federation MIR: Col. Saille Anteau

1st A Place Volunteers: Lft. Col. Angel Lex

After losing two full regiments on Carse, including the Seventy-third Guards Jump Regiment, and receiving no replacement troops from the LAAF, Colonel Lev-Er organized the First Volunteer rifle regiment from A Place's militia forces.

ARCTURAN GUARDS

25TH ARCTURAN GUARDS RCT: THE KEWRAN WOLFHOUNDS



Named for the stealthy canine predator that hunts Arcturus' Kewran steppes, the Twenty-fifth Guards lived up to the reputation of their namesake in their first contact with Clan Wolf on Sevren. The Twenty-fifth accounted well for themselves, launching a lightning strike on the Wolves' Beta Galaxy that kept Khan Radick and his troops off-balance. That strike allowed the RCT to keep the initiative for far longer than any other single RCT had managed before or since. Eventually, however, Khan Radick found and exploited a weakness in the Twenty-fifth's lines, forcing the Twenty-fifth to retreat or face extermination.

Withdrawing to Colmar, the RCT again faced a strong Clan presence, only this time one that was firmly entrenched and in command of the world. Exhausted from the fight on Sevren, the challenge facing the Twenty-fifth was immense. There was little hope of liberating the world, so the Wolfhounds rescued what prisoners and supplies they could, withdrawing several thousand refugees looking to escape Clan rule from the Falcon-held world along with them.

The RCT easily rebounded from the losses it sustained at the hands of the Clans. It was the first Lyran unit certified returned to full strength following the Truce of Tukayyid. The Twenty-fifth has not been involved in any major raids into the Falcon or Wolf OZs, concentrating instead on keeping the Lyran border secure. However, small Wolfhound commando teams are constantly operating behind Falcon lines, supporting efforts to destabilize the Clan OZ by perpetuating dozens of small guerilla campaigns against the invaders.

The RCT's insignia is the profile of a silver and black wolf's head.

OFFICERS

Following the (some say forced) retirement of Leutnant-General Gilda Felra, Leutnant-General Rudolph Geiger was installed as commanding officer of the Twenty-fifth. Considered nothing more than a political appointee and with a mere handful of supporters within the RCT, Geiger has yet to gain any measure of authority over the unit. Though his posting was done to insure the Twenty-fifth's loyalty, it has actually had the reverse effect, pushing most of the unit into Prince Victor's camp.

Colonel Hans Gruber is the real power behind the RCT. He shares Felra's distaste for the Archon and the "traditional" Lyran bureaucracy, and keeps the unit functioning despite interference from Geiger and the LAAF.

TACTICS

The members of the Twenty-fifth Guards use their many fast units to pin down and surround a mobile enemy force. Against a more static opponent, they infiltrate with infantry units that will sabotage C3 centers while light 'Mech and vehicle forces sever lines of supply.



25th Arcturan Guards

Regiment/Regular/Reliable

CO: Marshal Rudolph Geiger

Aide: Colonel Hans Alan Gruber

AeroSpace Brigade: Cdre. Theo Gilyard

The Twenty-fifth includes quite a few recent designs, including two full lances of *Spectors*, most of which are assigned to the regiment's two fast maneuver battalions.

The Twenty-fifth Arcturan Guards AeroSpace Brigade includes the Thirtieth Interceptor, the 902nd Arcturan Fighter and the 2433rd Alliance Independent Wings.



25th Arcturan Guards Armor Brigade

5 Regiments/Veteran/Fanatical

CO: Lieutenant General Kristoff Bonn

Aide: Major James von Homburg

77th Arcturan PG(R): Col. Tony Wisniewski

297th Arcturan AR: Col. Franco Doyon

400th Donegal CR: Lft. Col. Marco Caccialanza

45th Pact RR: Col. Fritz Buhringer

25th Guards AB: Major Uli Leong

Like the Twenty-fifth 'Mech regiment, the units of the armor brigade field a majority of highly mobile armored vehicles. The Forty-fifth includes a full aviation battalion.



25th Arcturan Guards Infantry Brigade

5 Regiments/Regular/Reliable

CO: Lieutenant General Eddie Hayden

Aide: Lieutenant Colonel Alexander Plewa

74th Chesterton IR: Col. Heinrich Roberts

109th Arcturan MIR: Col. Mitchell Landers

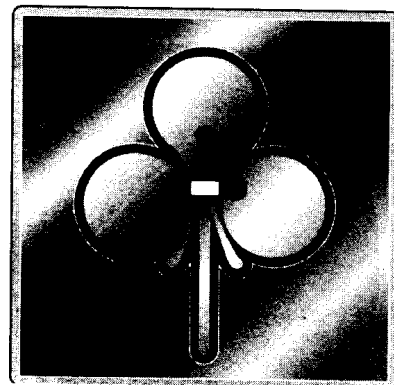
217th Arcturan FR: Col. Richard Thornburg

10th Arcturan Rangers: Col. Dwyane Thomas Robinson

588th Alliance JIR: Col. William Clay

Though all of the brigade's regiments are assigned transportation assets, oftentimes the infantry units do not use those vehicles as their assignments commonly include covert behind-the-lines operations.

FIELD MANUAL: LYRAN ALLIANCE



TUATHA DÉ DANANN

Not as industrialized as the Federation of Skye or as cunning as the Tamar Pact, the Protectorate of Donegal has nonetheless prospered since joining the Lyran Commonwealth. Always the largest of the three districts, its location has spared the Protectorate much of the ravages of the Succession Wars. Accordingly, the military of the once independent Protectorate—the Donegal Guards—has become a mainstay of the Lyran military.

Elements of the Donegal Guards have fought in many important campaigns, most recently including Operation Bulldog. While not as fanatical as the Royal Guards or the Jaegers, the Donegal Guards are seen as a solid and trustworthy arm of the LAAF, gaining a reputation for dogged determination in the quest to fulfill their orders. Indeed, the assignment of a Donegal unit to a campaign is often seen as an indication of the High Command's determination.

Though scattered across the Alliance and even into the Federated Commonwealth, the Donegal Guards regiments have remained loyal to their heritage, maintaining their ties to the Protectorate, the Lyran State, and the Archon. However, the troubles between Katherine and Victor have unsettled the brigade. Though regarding the Archon as their supreme commander, a growing minority in the unit has spoken out in favor of Prince Victor.

COMMANDING OFFICER

Kathleen Heany, former commander of the Acrington Theater, recently took command of the Donegal Guards from General Geoffrey Berg. Official reports attribute the change to Berg's decision to retire because of old age, but rumors suggest he had growing reservations about the Archon's leadership. Heany, a staunch Steiner Loyalist who fought in the Fourth Succession war and served under Nondi Steiner in the War of '39, has no such doubts. While Heany is an inspirational leader and capable administrator, she is also staunchly "old school," lacking imagination. Thus Heany is a mediocre battle-field commander at best. Indeed, some members of the LAAF have applauded the fact that Heany's assignment keeps her from a front-line command.

Heany's aide is Hauptmann-General Sarah Steiner, daughter of Roman Steiner and former commander of the Tenth Donegal Guards. Steiner fought the Wolf Clan on Chateau and Vantaa before being forced to surrender on Zoetermeer by the Jade Falcons. She spent almost two years as a bondsman before being rescued by LIC operatives shortly after the Battle of Tukayyid. Following an extensive debriefing, General Steiner spent five years with the Strategy and Tactics Division developing anti-Clan strategies before transferring back to the Donegal Guards in 3058.

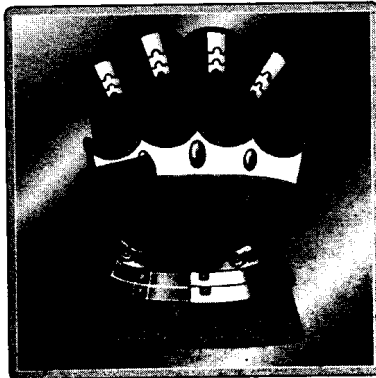
FORCES

Originally an armor and infantry force, the Guards have waxed and waned over the centuries. At their peak they contained a hundred regiments, twenty of which were BattleMech units. The Guards remain strong, comprising eight RCTs and three independent 'Mech regiments. All contain well-trained and experienced troops using some of the best equipment in the LAAF, earning a fearsome reputation for their offensive and defensive skills. Compared to other Lyran units, Donegal Guards units have a more varied make up, some favoring light- and medium-class 'Mechs and mobile tactics, while others opt for heavier vehicles and a brute force approach. At either extreme, they are respected.

COLORS AND INSIGNIA

Exploiting their old Earth ties to Ireland, the Donegal Guards use a shamrock set on a dark red square as their insignia. Donegal 'Mechs and vehicles use a blue-gray paint scheme with the Guards insignia appearing on the right shoulder or side and the insignia of the unit on the left. Battalions and even companies are encouraged to develop their own crests in addition to the regimental insignia. The unit insignia is usually a variant on that used by the regiment, and is borne by specially trained standard bearers on formal occasions.

DONEGAL GUARDS



2ND DONEGAL GUARDS RCT: THE UNWEARIED SECOND

The Second Donegal can trace their history back to the earliest days of man's expansion into space. Originally the Eleventh Terran Rangers, they were deployed to maintain order in the outer reaches of the Terran Alliance. When the Alliance contracted in the late 2230s, the Eleventh found themselves stranded and sought employment with the newly independent colony worlds to survive. For seven decades the regiment eked out a living providing security for exploration missions ranging across what is now Bolan and Donegal Provinces. New generations were born and the unit recruited from the hardy frontiersmen they encountered. In 2310 the unit entered the employ of Seth Marsden. They escorted several Donegal Freights and Goods trade missions to the extremes of known space, missions whose success played a major role in forming the Protectorate of Donegal. Indeed, with his trading empire metamorphosing into a star-

spanning nation, Marsden saw the need for a standing army. He offered the Eleventh a permanent contract that they accepted, and so they became the second unit in the newly formed Donegal Guards.

The unit's recent history has been equally active, including action in the Fourth Succession War, the War of '39 and Operation Bulldog, though while based on Hyde they missed action in the Clan invasion. However, in the recent war against Clan Smoke Jaguar the regiment served in the SLDF reserves, becoming the first Lyran troops to ever be welcomed onto Luthien, the Combine's capital. Though not seeing action in the main phase of the conflict, the Second spent several months hunting down the remnants of the Jaguars in the Near Periphery before returning to the Alliance in early 3060.

Having often hosted junior members of the Steiner family (indeed, the unit was commanded by Caesar Steiner during the Fourth Succession War), the regiment has adopted a Steiner fist clutching a golden crown as its insignia.

OFFICERS

Since 2602 there has always been a member of the Voss family in the Lyran military. Leutnant-General Delmar Voss, the son of war hero Kenneth Voss, currently holds that honor. As a youth, Delmar worked hard to win his father's approval, excelling at his studies and graduating magna cum laude from the Nagelring. A meteoric rise through the ranks of the AFFC followed, including a five-year stint with the Strategies and Tactics Division on Tharkad. Though unpopular with old-style Steiner commanders, Voss' innovative approach brought him to the attention of the Lyran High Command. As a result, in 3053 he was promoted to command the Second Donegal Guards RCT.

TACTICS

Under Delmar Voss, the Second has gained a reputation for unorthodox but effective tactics, favoring fast and mobile warfare over the brute-force approach that dominates most of the Lyran military. During the coursing of the Smoke Jaguar remnants in late 3059, the Guards' use of fast strikes to pin the enemy in place along with air strikes to crush the enemy positions allowed them to escape with minimal casualties.



2nd Donegal Guards

Regiment/Veteran/Reliable

CO: Leutnant-General Delmar Voss

Aide: Colonel Ellwood Goulding

AeroSpace Brigade: Kapt. Grayson Pakes

Thanks to the friendship between Delmar Voss and General Richard Steiner, commander of the Cavanaugh Theater, the Second are well equipped and never short of supplies. Almost two-thirds of the regiment uses advanced technology, including some items captured from the Clans.

The Second Donegal Guards AeroSpace Brigade currently fields the Fourth and 112th Donegal Wings.



2nd Donegal Guards Armored Brigade

3 Regiments/Veteran/Reliable

CO: Colonel Lionel McGruder

Aide: Leutnant-Colonel Evelyn Basil

19th Donegal LT: Col. Narayan Iyer

13th Donegal AC(R): Col. Denise McGreggor

4th Arcadia PR: Col. Leonard Ward



2nd Donegal Guards Infantry Brigade

5 Regiments/Regular/Reliable

CO: Colonel Nick Lucas

Aide: Leutnant-Colonel Pitr Sarpong

9th Donegal HI(R): Col. Patrick Tregana

21st Donegal IR: Col. Gimnan Sloane

26th LI(R): Col. Leslie Conway

92nd MDR: Col. Ashim Roy

109th JI(R): Col. May Zoega

DONEGAL GUARDS



3RD DONEGAL GUARDS RCT: THE JUSTICE BRIGADE

Over the centuries, the Third Donegal Guards have established a reputation for ruthless efficiency and a willingness to do whatever is required to complete their mission. The troops give 110 percent to the Guards, constantly drilling and exercising to remain at peak efficiency. The leadership of the unit has been variable, however, with the prestige of serving with or commanding the Third attracting a large proportion of social generals. For every James Hipper, whose unorthodox tactics brought the Guards victory on Shiratori in the Fourth Succession War, there is a Walter Lestrade or Thanom Hammerskjold.

Commanding the unit until 3058, Hammerskjold in particular has been singled out for criticism by the LAAF and is reviled within the unit. Arrogant and overconfident, he led the unit to a succession of defeats against House Imarra on Styk during the Marik-Liao offensive of 3057.

The general's plan relied upon overpowering the Liao unit with superior numbers, but the Warrior House outmaneuvered the heavy RCT, forcing them to overextend and then destroying lances and companies in detail. The Guards adapted their tactics to counter the Capellan operation, but before they had any appreciable impact on their opponents, both units were withdrawn from Styk. The Third accepted Archon Katherine's recall orders, taking up position on Pandora to face the Jade Falcons.

The events on Styk greatly distressed the Third, and accordingly they leaped at the chance to vent their frustration in Operation Bulldog. Operating as part of a battle group including the Second Genyosha and the St. Ives Lancers and commanded by Duke Kai Allard-Liao, they assaulted the Seventh Jaguar Dragoons on Tarazed, coursing the overmatched Clan unit through the canyons of the Krychek Mountains. Though successful, the Guards took above-average casualties and were sidelined for the remainder of the campaign.

Based on Donegal in 2643, the Third Guards played a major role in the celebrations that marked the centenary of the Supreme Court of the Commonwealth. Ever since, the Third has used the Scales of Justice as their unit emblem.

OFFICERS

Formerly the unit XO, Wendell Power took command of the Third in 3058 when Hammerskjold was stripped of his position after the Styk debacle. A stickler for protocol, Power has nonetheless gained the respect of his troops, notably by his commitment to restore the unit's reputation. He has, however, upset some senior officers in the RCT by praising House Imarra, stating that the Capellans taught them to not underestimate their opponents.

TACTICS

The Third use a wide range of combat tactics but favor open-field engagements, where their size and firepower can be used to devastating effect. Still, General Power has encouraged smaller scale actions, delegating command to regimental and battalion commanders to allow a faster response to enemy actions.



3rd Donegal Guards Regiment/Elite/Reliable

CO: Leutnant-General Wendell Power

Aide: Colonel Silas Murrel

AeroSpace Brigade: Kapt. Eleanor Burkhardt

Staunchly loyal to Archon Katherine, the Third is well supplied and has rebuilt quickly from their losses in Operation Bulldog. Almost half the unit's 'Mechs are new designs, and most of the remaining 'Mechs have been upgraded using field modification kits. Their reputation has encouraged several companies to use them for field-testing new designs, notably Defiance Industries' *Cobra* 'Mech.

The 879th and Seventy-seventh Independent Wings deploy as the Third Donegal Guards AeroSpace Brigade.



3rd Donegal Guards Armor Brigade 3 Regiments/Veteran/Reliable

CO: Colonel Megumi Arimoto

Aide: Leutnant-Colonel Therese Lascelles

14th Donegal AC(R): Col. Franklin Burleigh

11th Donegal PR: Col. Kathi Frey

9th Styk AR: Col. Connor Campbell-Glencairn



3rd Donegal Guards Infantry Brigade 5 Regiments/Elite/Reliable

CO: Colonel Abdul Kalamathy

Aide: Leutnant-Colonel Surrey Jackson

72nd Donegal MR: Col. Dane Sunderland

93rd Donegal MR: Col. Claire Walby

401st Lyran HI(R): Col. Olinda Wakambu

17th Pandora MDR: Col. Yusuf Saltoun

77th Donegal JR: Col. Keith Monroe

DONEGAL GUARDS



4TH DONEGAL GUARDS RCT: THE RED HORDE

The Fourth Donegal Guards resisted efforts to raise them to RCT status, fearing that the forced integration of 'Mech, armor and infantry elements would hamper the mobility that characterized their actions during the Third Succession War. However, the LCAF insisted, and when the unit dropped on Harvest at the start of the Fourth Succession War, it was at the head of a combined arms force. Fortunately, the grouping proved effective, with the conventional units actually aiding the Guards by taking over many of the defensive duties, thereby freeing the 'Mech force to raid enemy positions and to react to their opponent's actions. The assault on Harvest was a great success, as were the subsequent assaults on Kirchbach and Liezen.

Well known because of their successes, the Fourth was among the first Lyran units deployed into Federated Suns territory, assigned to the Capellan border as part of a public relations exercise designed to show the common goals of the Steiner and Davion peoples. Within weeks of arriving on Velhas, the Horde was in action, raiding the worlds of Homestead and Holloway while the CCAF were occupied against the Duchy of Andurion and the Magistracy of Canopus. The raids targeted detention camps established by Chancellor Pro Tem Romano Liao, freeing dissidents who the Davion intelligence agencies hoped would help to destabilize the Confederation. The Fourth was also the key element of the short-lived Victor '49 maneuvers near the FedCom/Concordat border in 3049, meant to cow the troublesome Periphery realm.

The Fourth's nickname dates back to 2846 when they blocked a Kurita deep raid on Odessa, sustaining major casualties in doing so. Left to fend for themselves by Archon Claudius Steiner, the Fourth had little choice but to take troops from the planetary militia to bring the regiment up to strength. A large portion of the planet's population lived in socialist communes. These recruits were nicknamed "reds"; a name soon adopted by the regiment as a whole. In recognition of this, the regimental insignia is a red rectangle upon which is a crossed hammer and sickle.

OFFICERS

Once a staunch believer in the Federated Commonwealth, Hauptmann General Victor Amelio has come to detest the political machinations that plague the sundered realm. While firmly supporting the chain of command, he has been forced to question his principles as increasing numbers of troops disobey the Archon Princess. With Sirdar PDZ Marshal Korsant showing a distinct shift in favor of Prince Victor, Amelio has been forced to decide whether to obey the orders of his immediate superior or those of his supreme commander. Struggling hard, he has chosen the latter, sending covert messages to Donna Iona of the Twenty-second Avalon Hussars expressing his support for the marshal should she move to secure Sirdar for the Archon-Princess.

TACTICS

The Fourth excels at mobile warfare and raiding. Lightning assaults have become their trademark, typified by their raid on Nestor in late 3014. Though they failed to capture the Selathon industrial complex, they bloodied the Orloff Grenadiers and forced Janos Marik to divert forces to the Lyran border, thereby extending the civil war against his brother, Anton.



4th Donegal Guards

Regiment/Veteran/Reliable

CO: Hauptmann General Victor Amelio

Aide: Lieutenant General Estelle McCartney

AeroSpace Brigade: Lft. Gen. Lynton Tucker

One of the lightest units in the LAAF, their 'Mech regiment contains three heavy companies, four medium companies and two light companies.

The Seventh Velhas and 229th Donegal Guards Wings deploy as the Fourth Donegal Guards AeroSpace Brigade.



4th Donegal Guards Armor Brigade

3 Regiments/Regular/Reliable

CO: Lieutenant General Raie Samuels

Aide: Kommandant Geo Thasan

22nd Donegal LA(R): Lft. Gen. Angus McSherry

74th Lyran LT: Lft. Gen. Sheila Niehardt

9th Lyran AC(R): Lft. Gen. Svetlana Johns



4th Donegal Guards Infantry Brigade

5 Regiments/Regular/Reliable

CO: Lieutenant General Ivan Bersch

Aide: Kommandant J. Peter Cochrane

129th Donegal JR: Lft. Gen. Athousa George

434th Donegal LI(R): Lft. Gen. Constance Murray-Bruce

522nd Donegal LI(R): Lft. Gen. Cyril Webb

24th Donegal MRT: Lft. Gen. Hamilton Chima

31st Donegal MRT: Lft. Gen. Koshori Laguna

DONEGAL GUARDS



5TH DONEGAL GUARDS RCT: BULLDOGS

Shattered during the Third Succession War, the Fifth Donegal Guards struggled to survive. Regarded by the other Donegal regiments as a feeder unit, whose purpose was to give new recruits a taste of military life before being sent to a "real" unit, they were consigned to a succession of low-profile garrison roles: guarding supply dumps, research installations and industrial complexes. The unit's fortunes appeared to change in 3039 when plans for the invasion of the Draconis Combine called for their deployment as a garrison force on worlds captured by the thrust into the Galdedon Military District. However, the offensive collapsed and the Guards never left their jump-off world.

The unit remained on Benet III for the next decade, awaiting renewed hostilities against the Draconis Combine. That war never came, but the Clans did. Once again the Fifth found itself abandoned, part of the token border defenses intended to appease extremists in the

Draconis March. To add insult to injury, the RCT was cannibalized for spare parts as the AFFC struggled to cope with the massive losses in the Lyrans State Command. Indeed, their effectiveness was reduced so much that in July 3051 the Fifth was declared unfit for duty, though they remained on the AFFC's rolls.

The High Command promised to reconstitute the Fifth, but the unit was not given a high priority. The Bulldogs languished for five years as a result, finally reappearing on the active service rosters in early 3057. Unfortunately, much of the equipment assigned to the Fifth was the castoffs of other units who had been assigned more modern machines. This all changed in 3060 when Katherine Steiner-Davion assumed command of the Federated Commonwealth. As a "Steiner unit neglected by the Davions," the Fifth was singled out for new equipment and personnel. However, this preferential treatment has caused friction with the pro-Victor Forty-first Avalon Hussars, who have found their supplies rerouted. A number of clashes have resulted, earning both units reprimands from the March Command on Robinson.

The Fifth uses a variant of the Guards' paint scheme, adding black-and-white highlights to their 'Mechs and vehicles. The unit insignia depicts a bulldog smoking a cigar. The Fifth also has a real bulldog, named Nondi, who serves as the RCT's mascot.

OFFICERS

Archon Katherine installed Ursa Potroy as commander of the Fifth in 3060, giving her the task of turning the Fifth into an effective combat command. Ambitious and tenacious as well as a staunch supporter of the Archon, Potroy has reveled in this challenge, determined to succeed whatever the cost. She has exploited the unit's dislike of the Federated Suns and Prince Victor in particular to focus their attention on training, privately encouraging the unit's conflicts with the Forty-first Avalon Hussars.

TACTICS

The Fifth is still finding its feet as a combat unit and has yet to develop any signature tactics. They have, however, gained a reputation for their tenacity, making up in determination what they lack in skill and experience.



5th Donegal Guards Regiment/Regular/Reliable

CO: Hauptmann General Ursa Potroy

Aide: Leftenant General Jackson Pory

AeroSpace Brigade: Lft. Gen. Manfred Deneuvre

The Fifth Donegal Guards AeroSpace Brigade fields the Seventh Benet and 447th Independent Wings.



5th Donegal Guards Armor Brigade 2 Regiments/Regular/Reliable

CO: Leftenant General Susan Thwaites

Aide: Kommandant Khatoun Rashti

422nd Donegal LT: Lft. Gen. Edward Potter

23rd Benet AG: Lft. Gen. Lewis Gunnel

The Armor Brigade remains under strength, but fields a number of new designs like the Myrmidon and Demolisher II.

5th Donegal Guards Infantry Brigade 4 Regiments/Green/Reliable

CO: Leftenant General Palmer Hornby

Aide: Kommandant Joseph Paltineri

133rd Donegal IR: Lft. Gen. Saddler Bex

134th Donegal IR: Lft. Gen. Scott Hunter

29th Benet LI(R): Lft. Gen. Gabe Pentel

199th Lyrans JR: Lft. Gen. Ivan Hartman



DONEGAL GUARDS



6TH DONEGAL GUARDS RCT: WHITE HAWKS

The Sixth Donegal Guards spent more than a century on the border with the Free Worlds League, principally in a defensive role but occasionally undertaking raids against Marik targets. However, with a truce between the Lyrans and the League following the Clan invasion, the unit's presence became superfluous. When additional forces were required on the Jade Falcon border following the withdrawal of the Eridani Light Horse, the Sixth was installed in Fort Telemar on Kikuyu in their place.

In addition to guarding against Jade Falcon incursions, the Guards were responsible for protecting the dependents of the Light Horse who could not accompany the regiments on their mission. Wary of such an arrangement after the massacre of their dependents on Sendai in 2798, the Light Horse issued a stark warning: If anything happened to their people, the Light

Horse would return and exact whatever revenge they could on the Sixth.

This did not endear the Star League unit to the members of the Sixth, who regarded themselves not as cutthroats and murderers but as professional soldiers bound by the Ares conventions. The Sixth simply did its duty, protecting the Light Horse dependants and the people of Kikuyu alike. Nonetheless, over the next two years the Sixth built up a solid relationship with the Light Horse families and Colonel Hinesick's training cadres, and were saddened when the SLDF unit relocated to Dieron in 3061. Before they departed, though, the Light Horse commander thanked General Urbanick for the Guards' efforts.

The Sixth uses the standard blue-gray paint scheme of the Donegal Guards, but individual MechWarriors often customize their machines, overlaying a pattern of swirling lines in a Celtic motif. The regimental insignia continues this pattern, depicting a white hawk surrounded by interwoven vines.

OFFICERS

Paul Urbanick assumed command of the Sixth in 3058, taking over from Seamus Kinnell who had commanded the Sixth for over thirty years. Self confident and determined, Urbanick has not been fazed by the reputation of his legendary predecessor. After four years in command, he has developed a reputation for efficiency and coolness under pressure.

Rasalhague-born Gertrude Mostue is known to have ties to Democracy Now, a group seeking to expand the role of the Estates General and allow it to take over some of the Archon's executive powers. She has come under repeated investigation by the LIC, who suspect her of treason. She is, however, a formidable administrator and General Urbanick has blocked attempts to replace her. Rumors link the two romantically, but no evidence has escaped the close-knit Sixth.

TACTICS

The Sixth is skilled in a wide range of combat tactics, but they excel at defensive operations. However, General Urbanick is worried about the unit's abilities to withstand an assault by Clan troops. Because of this, he has put them through a succession of training exercises designed to contain and reduce the enemy forces. Most of these exercises have pitted sub-elements of the Sixth against each other, but the unit has also staged mock engagements against Storm's Metal Thunder, thereby building a solid relationship with the pro-Lyran mercenaries.



6th Donegal Guards

Regiment/Regular/Reliable

CO: Leutenant-General Paul Urbanick

Aide: Colonel Gertrude Mostue

AeroSpace Brigade: Kapt. Paul Cattermole

The Sixth Donegal Guards AeroSpace Brigade currently fields the Eighty-third and 1112th Donegal Guards Wings.



6th Donegal Guards Armor Brigade

3 Regiments/Regular/Reliable

CO: Colonel Zdanka Osner

Aide: Leutenant-Colonel Lilac Harsant

91st Donegal PR: Col. Stephen Glen

27th Donegal HA(R): Col. Gordon Swaine

14th Donegal LT: Col. Maurice Krausz



6th Donegal Guards Infantry Brigade

5 Regiments/Regular/Reliable

CO: Colonel Dee Waugh

Aide: Leutenant-Colonel Weaver Mayo

621st Donegal HI (R): Col. Frederick Hook

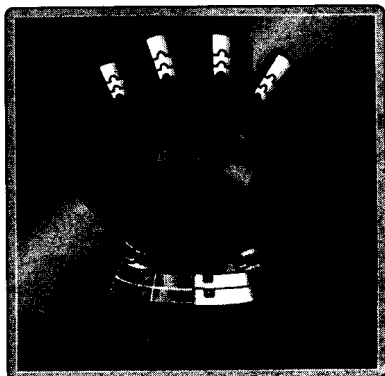
623rd Donegal HI(R): Col. Keanu Danceny

197th Donegal LI(R): Col. Michelle Tourval

222nd Donegal MI(R): Col. John Valmont

17th Donegal MPR: Col. Uma Volanges

DONEGAL GUARDS



7TH DONEGAL GUARDS: EARTHQUAKERS

Like the Sixth, the Seventh Donegal Guards have spent much of their history on the border with the Free Worlds League, gaining a reputation for striking deep into enemy territory. Their most notable mission was the assault on Irian in January 2842, though the unit sustained serious casualties when a FWLM relief force arrived two months later. More recently, the regiment gained notoriety for its brutal assault against the Twentieth Marik Militia on Concord, shattering the unit in December 3048 as revenge for a Marik raid on Gienah several months earlier.

Though not officially an RCT, the Seventh Donegal Guards have attached armor and infantry regiments to form the Seventh Donegal Combat Team and have often been mistaken for a full-sized RCT by foreign powers. The Seventh prefers the smaller size, with the reduced DropShip requirement allowing them to raid as a full Combat Team rather than leaving their support units behind. The added firepower this provides has proved devastating, earning the

unit the nickname "Earthquakers."

Commanded by a distant relative of the Steiner family, the Seventh has been the focus of anti-Katherine demonstrations on Launam. To date, the situation has remained peaceful, handled by the civilian police rather than the LAAF. The unit is on a heightened state of alert nonetheless, with guard numbers increased and troops encouraged to be vigilant whether on or off duty. Furthermore, the Seventh is working closely with the civil authorities to prevent the situation from escalating, scaling down their patrols so as not to inflame public anxiety. This "softly-softly" approach appears to have worked, but General Voss-Steiner has cautioned against complacency.

Recognizing the unit's ties to the ruling family, the insignia of the Seventh Combat Team depicts a blue-green world held in the Steiner fist.

OFFICERS

Leutnant-General Daniel Voss-Steiner is one of the longest serving officers in the LAAF, having taken command of the Seventh in 3019 at the tender age of twenty-five. The general is a competent MechWarrior and respected tactician, but his lack of connections (despite their name, the Voss-Steiner family has little influence at court) has stalled his career. Since arriving in Cavanaugh Theater three years ago, General Richard Steiner has hinted that he would be willing to have Voss-Steiner on his staff. Unfortunately, the troubles facing the Alliance preclude any reassignments at present.

Adrian McCready formerly commanded the Guards' third battalion, operating independently of the main force and building a strong rapport with his troops. When the entire Combat Group relocated to Launam in 3060, McCready lost his independent command but was promoted to the post of Executive Officer. Though publicly a reward for his good service, the promotion also serves to keep the ambitious officer in check, with his massive load of administrative tasks leaving little time to plot against his commander.

TACTICS

"No mercy" is the motto of the Seventh and typifies their fighting style. They maintain constant pressure on their opponents with air strikes and barrages from the unit's triple-size artillery detachment, as well as by staging raids with their light tank regiment and Lightning Companies from the 'Mech regiment.



7th Donegal Guards Regiment/Regular/Reliable

CO: Leutnant-General Daniel Voss-Steiner
Aide: Colonel Adrian McCready

Unusually, the Seventh fields three Lightning Companies, with one attached to each battalion.



7th Donegal Guards Infantry Brigade 2 Regiments/Regular/Reliable

CO: Colonel Erick Dunham
Aide: Leutnant-Colonel Ohio Avari

523rd Donegal LI(R): Col. Jaroslav Regusa
524th Donegal LI(R): Col. Porl Warner



7th Donegal Guards Armor Brigade 3 Regiments/Regular/Reliable

CO: Colonel Lloyd Sommers
Aide: Leutnant-Colonel Adrienne Cameron

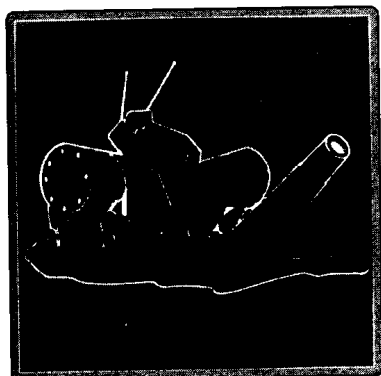
144th Donegal TR: Col. Jay-Jay Carr
216th Donegal LT: Col. Hannah Weisz
29th Donegal ATR: Col. Cameron Shah



7th Donegal Guards Aerospace Wing Regiments/Regular/Reliable

CO: Kaptain Fraser Simberg
Aide: Leutnant-Kaptain Jennifer Mann

DONEGAL GUARDS



8TH DONEGAL GUARDS RCT: MUD WRESTLERS

The Eighth Donegal Guards are best known for their role in the defense of Skye against House Kurita in 2895, simultaneously one of the most notable victories by the Lyrans over House Kurita and also one of the LCAF's darkest days. Though never prosecuted, the regiment was accused of a number of atrocities against the DCMS forces, including killing prisoners-of-war and attacking Combine field hospitals. The unit was not involved in the greatest atrocity of the campaign, the use of a tactical nuclear weapon to destroy a Kuritan advance, but the stigma of Skye has remained with them, manifest in the modifications to their officers' dress.

Whereas most Lyrans officers wear service braids with their dress uniforms, members of the Eighth are expressly forbidden to do so. This stems from a meeting of the LCAF protocol committee in 2896 which dictated that, as a consequence of the unit's actions on Skye, members of

the Eighth could not be considered "gentlemen" and were thus not afforded the privileges normally associated with their position.

Their outcast status has not prevented the RCT from becoming a top-rank combat unit, demonstrating its prowess during the Fourth Succession War on Moritz and in the epic struggle on Stanzach, though they could do little to stop the rebellion of the Tyr regiment. The RCT's performance in the War of '39 was less impressive, as they quickly found themselves bogged down in the fighting on Altairs. When the offensive collapsed, the RCT was forced to fight its way out of the Combine, losing almost a third of its troops before arriving back at the advance base on Phalan.

The unit nickname of "Mud Wrestlers" stems from the battle of Coopers Creek on Skye, in which they ambushed a Combine patrol. The engagement quickly turned into a close-quarters slugfest, often with physical combat between the 'Mechs in the wetland that surrounded the creek. The results were inconclusive, but the image of the Eighth floundering in the mud stuck. The insignia of the Eighth shows a Zeus BattleMech half-submerged in mud.

OFFICERS

Born on Wei, Tadeusz Pashik has worked hard to overcome prejudice against personnel from the territories captured in the Fourth Succession War. Distrust of such individuals has risen drastically since 3057, when the Capellan Confederation and the Free Worlds League shattered the Sarna March. Regarding himself as a citizen of the Federated Commonwealth, Pashik dislikes the constant questioning of his loyalty and sees in Katherine Steiner-Davion a more enlightened leader who can eliminate the "glass ceiling" that blocks the careers of people like him.

TACTICS

The Eighth favors simple tactics, pinning the enemy with their BattleMechs, infantry, and heavy armor regiments while the light tanks and attack VTOLs strike the enemy in the flanks and rear.



8th Donegal Guards Regiment/Veteran/Reliable

CO: Hauptmann General Tadeusz Pashik

Aide: Lieutenant General Alun Lewis

AeroSpace Brigade: Lt. Gen. Pierre Condorelli

Almost all the Eighth's 'Mechs use advanced technology, largely the result of field upgrade kits supplied by the Free Worlds League. The unit also fields a number of new designs like the *Cestus* and *Maelstrom*, both produced on the Capellan March world of Kathil.

Currently, the Sixty-second and Fourteenth Donegal Guards Wings make up the Eighth Donegal Guards AeroSpace Brigade.



8th Donegal Guards Armor Brigade 3 Regiments/Veteran/Reliable

CO: Lieutenant General Hubert Beazley

Aide: Kommandant Annabelle Lacos

367th Donegal AC(R): Lt. Gen. Giavani Allen

42nd Donegal HA(R): Lt. Gen. Chapman Mustafa
47th Loxley LT: Lt. Gen. Corrine Paquin



8th Donegal Guards Infantry Brigade 5 Regiments/Veteran/Reliable

CO: Lieutenant General Charles Gruber

Aide: Kommandant Ramesh Chandra

17th Moneghan IR: Lt. Gen. Ilras Miah

194th Donegal HI(R): Lt. Gen. David Hill

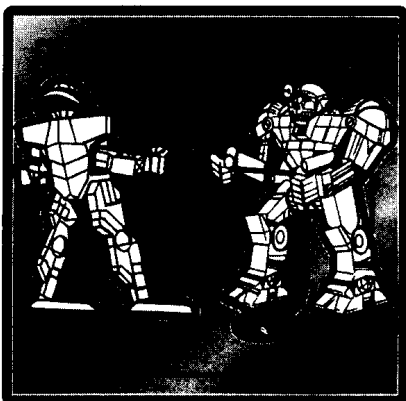
22nd Lyndon MTR: Lt. Gen. Dai Mansaray

331st Donegal MR: Lt. Gen. Julianne Ruddle

311th Donegal JR: Lt. Gen. Moksod Samtani

The 311th Jump Regiment fields two platoons of the new Fenrir battle armor.

DONEGAL GUARDS



11TH DONEGAL GUARDS: THE PUSH-ME-PULL-YOUS

In the mid 3040s, with the DCMS slowly taking back the Dieron-district worlds it lost to House Steiner in the Fourth Succession War, Prince Hanse Davion ordered the AFFC to reverse the trend. The result was Operation Baldur, one aspect of which sent the Eleventh Donegal Guards and the Third Lyrans Guards to liberate Alphecca, held by the Combine since 3029. Landing in September 3044, the AFFC task force drove on Galanette Rainbow, the planetary capital. In a mirror image of the Combine operation that cost the Lyrans control of the world, the AFFC troops smashed through the planetary militia when they attempted to make a stand. The green Twelfth Sun Zhang Cadre fared little better against the experienced Lyrans troops, losing almost half their troops before being forced to withdraw to Kessel.

The Alphecca campaign forged a strong bond between the Eleventh Donegal and the Third Lyrans Guards, and the two units were happy to be reunited on Graceland after the Clan invasion. Their previous cooperation served them well in defending the world against Clan raids, allowing them to develop a wide range of contingency plans. Ironically, the greatest cooperation between the Eleventh and the Third hasn't been against the Clans, but against the 388th Com Guard Division. Loyal to Prince Victor, the Com Guard unit is seen as a grave threat to planetary security and has come under increasing pressure from the LAAF units.

The Eleventh is known to have links with the Brotherhood of Cincinnatus, an extremist organization founded by LCAF veterans which advocates the superiority of the Lyrans State over its neighbors. Staunch opponents of the alliance with the Federated Suns, the Brotherhood was implicated in a number of terrorist operations that resulted in its suppression by the LIC. However, since the secession of the Lyrans Alliance, the surviving members of the Brotherhood have come into the open, as evidenced by General Cyrus Andes.

The insignia of the Eleventh shows a pair of 'Mechs, one a *Commando* and the other an *Atlas*, engaged in a game of tug of war.

OFFICERS

Brash and self-confident, Cyrus Andes is a natural leader, skilled at getting the best from his troops. He has commanded the Eleventh for almost fifteen years. Before that, he commanded the 'Mech regiment's alpha battalion, earning the Commonwealth Star (now the Alliance Star) for his efforts on Alphecca. However, while impressed by the Colonel's leadership skills, the High Command finds his outspoken views an embarrassment. Openly a member of the Brotherhood of Cincinnatus, Andes has spoken out against the reformed Star League, calling it a sham meant to shackle the Alliance. In addition, he has called for war against the Alliance's neighbors. His invective has singled out ComStar, whose forces within the Alliance are regarded by Andes as a deliberate affront to Lyrans sovereignty. Only the colonel's tactical skill and close relationship with his troops has saved him from reassignment.

TACTICS

The Eleventh Donegal relies on speed and aggression on the battlefield, forcing enemy units to adopt a defensive posture and react to their actions.



11th Donegal Guards Regiment/Regular/Questionable

CO: Colonel Cyrus Andes

Aide: Kommandant Philip Ho

Though the Eleventh is loyal to the Archon, General Andes' politics have prompted the Rep-Dep Corps to keep the Eleventh on a "short leash." They are given sufficient supplies to remain operational, but not enough to establish stockpiles that could be used to launch an independent action.



95th Donegal Light Tank Regiment Regiment/Regular/Questionable

CO: Colonel George Wildman



217th Donegal Commando Regiment Regiment/Regular/Questionable

CO: Colonel Wyatt Vines

The 217th Donegal has recently been issued a platoon of battle armor suits that have been deployed near the Com Guard positions, prompting Precentor Shillery to increase her troops' alert status.



11th Donegal Guards Air Wing Wing/Regular/Questionable

CO: Kaptain Seren Johansson

DONEGAL GUARDS



13TH DONEGAL GUARDS: THE BLACK CATS

Founded early in the Second Succession War, the Thirteenth Donegal Guards were immediately thrown into the offensive against House Marik, landing on Megrez in 2832. Against all the expectations of the Lyran commanders, the green unit survived its baptism of fire and quickly gained a reputation for success against the odds. Other Lyran units soon came to perceive the regiment as a lucky charm, their presence guaranteeing success and their absence leading to failure. Though the regiment's mauling at Verona later in the campaign disproved this superstition, the nickname given them by the other units—The Black Cats—stuck.

In the years afterward, the Thirteenth was largely consigned to garrison posts, transferring to the Tamar world of Meacham in 3045. In 3053 the regiment was chosen to spearhead a raid on the Jade Falcon world of La Grave, their mission to deprive the invaders of the industrial facilities of Bissau. Supported by independent infantry and armor regiments, the Black

Cats exploited the wooded terrain surrounding the city. They remained concealed from the Clan defenders and seemed to strike from nowhere, then fade away before an effective counterattack could be organized. Frustrated by these tactics, the second-line garrison troops withdrew and the raiders easily accomplished their objectives. However, the garrison cluster decided to focus its attentions on the FedCom LZ and force the Donegal Guards to fight their way clear. The Thirteenth lost almost a quarter of its personnel, mostly in the wild melee as they sought to leave the planet.

These losses were made good with troops from units shattered during the invasion. They also prompted the AFFC to include the Black Cats in their rolling program of materiel upgrades, though compared to other loyal units in the Pandora Theater the Thirteenth is still under-equipped. Given the regiment's location on the Rasalhague border and below the Tukayyid Truce line, this situation is unlikely to change.

The insignia of the Thirteenth depicts the head of an angry black cat, its hair standing on end.

OFFICERS

Kaptain Andreas von Breunig is the son of Stefan von Breunig, captain of the ill-fated *Silver Eagle*, who sacrificed his life to save Archon-Designate Melissa Steiner from House Kurita on Styx in 3027. A trust fund established by the Archon paid for Andreas' education and allowed him to choose any profession, but he decided to follow his father's example and serve as a pilot with the LAAF, with his ultimate goal to command a combat DropShip or WarShip.

TACTICS

Their years on garrison duty have allowed the Thirteenth to perfect their static defense operations, exploiting fortifications, gun emplacements and minefields. The 'Mech and infantry forces favor armor and firepower over maneuverability, leaving Kaptain von Breunig's aerospace wing as the unit's principal offensive arm.



13th Donegal Guards

Regiment/Regular/Reliable

CO: Leutnant-General John Stokoi

Aide: Hauptmann-Kommandant Jon Bird

Every 'Mech in the Thirteenth is over forty tons and almost two-thirds of the 'Mechs mass over sixty tons. Unfortunately, less than 10 percent of the 'Mechs are modern designs like the *Falconer*, though another 15 percent use advanced technology.

29th Donegal Combat Auxiliary

Regiment/Regular/Reliable

CO: Colonel Archibald Jessie

The Twenty-ninth is a multi-purpose regiment, containing light and heavy armor, VTOLs, and artillery elements. These sub-units operate independently, providing the 'Mech regiment with a broad range of support and increasing the Guards'

flexibility. Also included are a detachment of engineering AEMechs, used to create temporary fortifications or minefields as required.



971st Lyran Heavy Infantry

Regiment/Regular/Reliable

CO: Colonel Normandie Christie

Though not equipped with battle armor, the 971st uses heavy ablative and ballistic plate suits to increase its survivability. Additionally, the regiment deploys two heavy weapon crews with each squad, increasing their firepower.

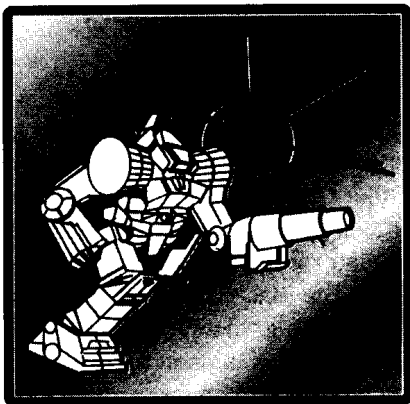


13th Donegal Guards Aerospace

Wing/Regular/Reliable

CO: Kaptain Andreas von Breunig

DONEGAL GUARDS



14TH DONEGAL GUARDS RCT: THE DAWN CHARGERS

During the Fourth Succession War, the Fourteenth Donegal became enmeshed in an epic confrontation with the Combine's Seventh Sword of Light on the world of Utrecht. Prevented from securing the world by the arrival of the Kuritan unit, the Guards staged a monumental five-week march across the rocky world, during which they came under constant air attack. Arriving at the capital, Naragajan, the Fourteenth isolated the Combine regiment, forcing them to attack or be starved out. Beaten back and with their aerospace forces gutted by the Lyran assault, the Seventh Sword withdrew.

After the war, the Fourteenth deployed to safeguard the St. Ives Compact, based first on Brighton and later on Taga. The local population never entirely accepted the Lyran unit, but their presence was seen as a necessary evil to protect the Compact from its former masters in the Capellan Confederation. The people did, however, develop a grudging respect for the Guards.

Thus, the unit's decision to obey Archon Katherine's recall order in 3057 came as a major shock. Fearing that the RCT's withdrawal would expose them to a Capellan assault, a number of extremists sought to block their path. Believing their safety to be at stake, the Donegal troops fired a number of warning shots to get the crowds to disperse. Even though no one was seriously hurt in the fracas, the Guards' heavy handed action drew criticism from Duchess Candace Liao prompting the replacement of General Hardy.

The insignia of the Fourteenth depicts a running Zeus 'Mech standing before a rising sun.

OFFICERS

A distant relative of the ruling family, Leutnant-General Adam Steiner shot to prominence during the Clan War as the commander of a recon unit—the First Somerset Strikers—operating behind Jade Falcon lines. Renowned for his innovative tactics, the general's previous post was at the Nagelring where he served as an instructor. After the Truce of Tukayyid, then-Kommandant Steiner transferred to the Strategy and Tactics Division, helping to develop the AFFC's counter-tactics. Focused and driven, Steiner is an excellent leader but is often seen as unemotional by his peers and subordinates.

Originally part of his unit that raided behind Falcon lines (they met at the Nagelring), Katiara Kylie was General Steiner's nightmare with her recklessness and brash tactics. Although they parted ways after the war, General Steiner was convinced that she would make a brilliant aerospace commander who would be an asset to any unit, if only she survived long enough to mature. Having kept tabs on her career over the last decade, he felt the time was right and managed to have her reassigned in 3061.

TACTICS

During the Third Succession War, the Fourteenth earned the nickname of "Dawn Chargers" for staging assaults on enemy positions at or around dawn. Exploiting psychological and environmental conditions has remained a trademark of the unit, as has the determination they showed on Utrecht.



14th Donegal Guards Regiment/Regular/Reliable

CO: Leutnant-General Adam Steiner

Aide: Colonel Anne Richter

AeroSpace Brigade: Kapt. Katiara Kylie

General Steiner's connections at court and in the LAAF have ensured that the Fourteenth is well equipped, including designs such as the *Bushwacker* that Steiner himself field tested in his days with the Strikers.

The Fourteenth Donegal Guards AeroSpace Brigade fields the Second Somerset and 373rd Donegal Guards Wings.



14th Donegal Guards Armor Brigade 3 Regiments/Regular/Reliable

CO: Colonel Sasha Von Heland

Aide: Leutnant-Colonel Denys O'Connell

15th Donegal AC(R): Col. Dyson Earley

1017th Donegal PR: Col. Edgar Codd

333rd Donegal LT: Col. Melissa Biddulph



14th Donegal Guards Infantry Brigade 5 Regiments/Regular/Reliable

CO: Colonel Israel Cohen

Aide: Leutnant-Colonel Annie Lauber

27th Meacham LI(R): Col. Gabrielle Ricks

163rd Donegal MR: Col. Julia Stiles

238th Donegal MTR: Col. Heath Ledger

55th Donegal JR: Col. Emma Pask

8th Donegal AI: Komm. George Todd

Kommandant Todd's regiment includes two companies of Infiltrator and Sloth battle armor suits. Though outdated when compared to the Fenrir, these suits give the Eighth considerable hitting power and resilience.

DONEGAL GUARDS



17TH DONEGAL GUARDS RCT: THE CHESHIRE CATS

Though their early history was filled with stories of great victories and tactical brilliance tempered with a lack of respect for the chain of command, the 31st Century has not been kind to the Seventeenth Donegal Guards. In 3002, the Cats fought on Loric, aiding the defense of Tromoth City against the Free Worlds League. The campaign, though successful, cost the regiment almost half its strength; the Seventeenth was many years rebuilding. They fared better in the Fourth Succession War, but their famed tactical brilliance deserted them. It took the arrival of the Gray Death Legion to provide the edge needed to eject the Twenty-second Dieron Regulars from Dyeve.

The Seventeenth sat out the War of '39, relegated to rear-echelon duties on Lyons. However, in 3044 the unit was assigned to Operation Baldur, accompanying the Fifth Lyran Guards to Skondia. Overconfident and expecting minimal resistance, the Lyran task force was ill prepared for the ferocity of the conflict. The Seventeenth was badly bloodied but withdrew largely intact, unlike its companion unit. A posting to the Draconis March followed, but when the Clans struck the coreward edge of the Inner Sphere the RCT was transferred to Jabuka. Stationed there for almost a year, the Seventeenth thought they had escaped the worst of the fighting, but in December 3051 the Steel Viper Alpha Galaxy mounted their first major assault on Inner Sphere troops. In a near-repeat of the events on Skondia, the Seventeenth was shattered and the survivors withdrew. The other Lyran troops, headed by the Nineteenth Lyran Guards, stood and died. With the AFFC suffering immense losses in the invasion, rebuilding the Seventeenth was a long, drawn-out process. The unit finally returned to active duty in 3057, assigned to Rasalgethi alongside the elite Sixth Lyran Guards. Reflecting the RCT's ability to disappear into the terrain, the insignia of the Seventeenth is a black disc upon which is a pair of cat's eyes and a broad grin.

OFFICERS

Quitman Brown has struggled to live down his name, gaining a reputation of tenacity and courage in the face of adversity. Then Major Brown took command of the Seventeenth during the battle for Skondia in 3044, holding the unit together after the killing of the RCT command staff by DCMS special forces troops. The general barely survived a similar attack on Jabuka, losing his right arm and eye to an Elemental Headhunter Star. No longer able to pilot a 'Mech but unwilling to abandon the mobility offered by the walking war machines, Brown uses a dual-seat *BattleMaster* piloted by Lieutenant Libby Coetzée. General Brown is concerned about his RCT's relationship with the pro-Katherine Sixth Lyran Guards. General Seth Alpert of the Lyran Guards has publicly called on the neutral Seventeenth to choose a side in the looming conflict or face the consequences.

TACTICS

The Seventeenth is adept at using the terrain to their advantage, staging ambushes and concealing its movements.



17th Donegal Guards Regiment/Regular/Questionable

CO: Lieutenant-General Quitman Brown

Aide: Colonel Ling Glayzer

AeroSpace Brigade: Kapt. Brenden Coffey

Having been almost totally rebuilt since Jabuka, almost 90 percent of the Seventeenth uses recovered technology, though most are field-modified 'Mechs rather than designs built in the last decade.

The Seventeenth Donegal Guards AeroSpace Brigade fields the 651st and 2112 Independent Air Wings.



17th Donegal Guards Armor Brigade 3 Regiments/Regular/Questionable

CO: Colonel Oberon Bradbury

Aide: Lieutenant-Colonel Julia Kleineman

143rd Donegal HA(R): Col. Greg Eeles

93rd Rasalgethi PR: Col. Syd Chandler

302nd Donegal LT: Col. Ozdemir Lennox



17th Donegal Guards Infantry Brigade 4 Regiments/Regular/Questionable

CO: Colonel John Gray

Aide: Lieutenant-Colonel Detlef Fordham

688th Donegal LI: Col. Cedar Rhodes

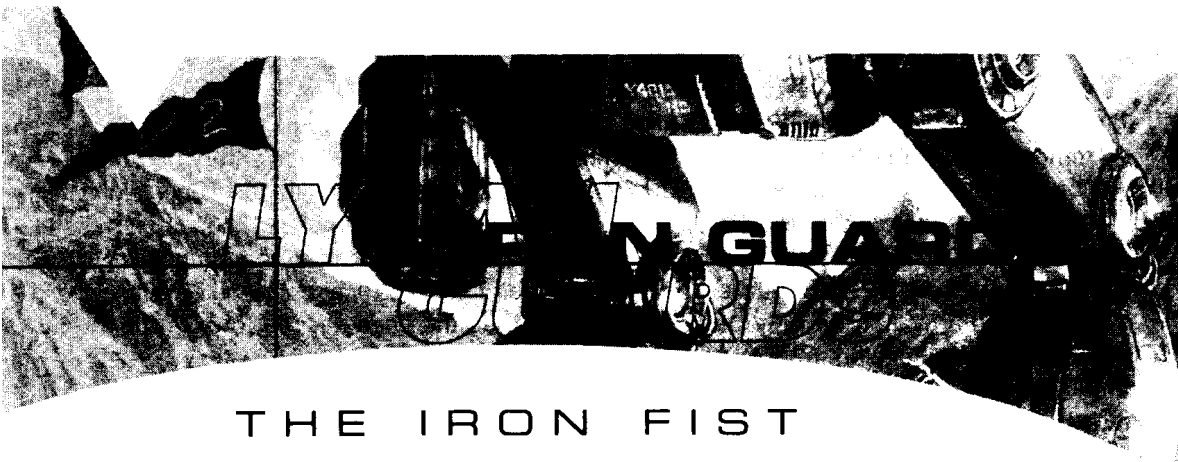
67th Donegal MDR: Col. Aaron Landthaller

79th Donegal MR: Col. Patti Langford

1st Rasalgethi FR: Col. Erick Reichmann

Unlike most of the Seventeenth, the 688th regiment has declared its support for Archon Katherine. Its members have clashed with other troops in the infantry brigade.

FIELD MANUAL: LYRAN ALLIANCE



THE IRON FIST

The formation of the Lyran Commonwealth in 2341 brought together the militaries of the three member-states under the umbrella of the Lyran Commonwealth Armed Forces. However, these units maintained their ties to their home provinces rather than building ones to the new state. To forge a bond of unity between Donegal, Skye and Tamar, the Archons chose to form a group of units that would be loyal to the Lyran State. These elite regiments would be called the Lyran Guards, and would comprise the best and brightest troops in the Commonwealth.

Over the centuries, the Lyran Guards have established a reputation for courage and bravery. They often serve as shock troops, forming the vanguard of any Lyran offensive or the bulwark of any defense. Considered the most prestigious posting in the LAAF after the exclusive Royal Guards, the Lyran Guards receive thousands of applications each year. This glut of requests allows the Guards to be selective, maintaining a high level of experience throughout the RCTs. It also allows the LAAF to choose those candidates whose loyalty to the Lyran State is unquestioned. However, the sundering of the Federated Commonwealth has divided the Guards. A sizable number of RCTs

have declared their support for Archon Katherine, but many have declared neutrality or, in the case of the Tenth, their support for Prince Victor. Both factions are wooing the neutral Guards, knowing that their support will be vital in the months ahead. Outside influences seem to be at work in several of the units, however, quite possibly linked to the Free Skye movement.

COMMANDING OFFICER

Until 3057, General Ivan Steiner commanded the Terra Firma Operational Area, but the collapse of the Sarna March disenfranchised him. When his cousin Katherine offered him command of the Lyran Guards, he willingly returned to the Alliance. Rising to prominence in the Fourth Succession War, Steiner has proved an able strategist and administrator, though his family connections—he is Nondi Steiner's eldest son—have tainted his achievements. Steiner's influence extends beyond the LAAF. He is also married to Jaqueline Brewer, daughter of Greydon Brewer, who is the acting CEO of Defiance Industries on Hesperus and Duchess Pro Tem while Duke Daniel serves with the Gray Death Legion.

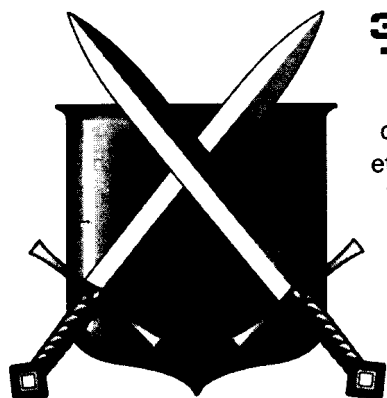
FORCES

At their most powerful, the Lyran Guards numbered almost sixty regiments, but today only ten remain. The last dozen years have been particularly difficult, with the First and Nineteenth Guards destroyed by the Clans (on Orkney and Jabuka respectively) and both the Thirteenth and Thirtieth Guards going rogue in the Chaos March. The remaining units are well equipped, using some of the most modern 'Mechs and vehicles in the Alliance and Federated Commonwealth, as well as a number imported from the Free Worlds League. Still, those units not committed to the Archon's cause end up isolated and deprived of the ammunition and equipment they need to remain in fighting trim, due to her efforts to curb the influence of her opponents.

COLORS AND INSIGNIA

The Lyran Guards uses a blue-and-white paint scheme for ceremonial duties. The Lyran Guards' insignia depicts a stylized white horse head that appears on the left leg of BattleMechs or the left side of vehicles. Regimental insignia appear on the right leg or side.

LYRAN GUARDS



3RD LYRAN GUARDS RCT: THE EVERSWORDED THIRD

During the Fourth Succession War, it took the Third Lyran Guards RCT barely three weeks to capture two-thirds of Vega, pushing the Twelfth and Fourteenth Legions of Vega into a small pocket around the city of Neucason. Unfortunately for the Third, Colonel Theodore Kurita arrived on Vega in October 3028, having escaped the LCAF on Marfik. A tactical genius, Kurita rallied his troops and staged a breakout that sundered the smaller but more potent Third. Hard pressed, Lieutenant-Colonel Brian Kincaid ordered his troops to withdraw, saving them from the revitalized DCMS troops but earning him the enmity of the Guards commander, Uliosha Donovan, who publicly labeled Kincaid a coward.

The Third, dismayed at their ejection from Vega, put forward a series of plans for a return to that planet, which were rejected by the High Command as too risky. The Third persisted nonetheless, seeking to remove the stain on their honor. Finally in 3039 they were assigned

as the spearhead unit in the seizure of Vega. Though badly bloodied in the assault, the Eversworded Third was victorious, driving the Combine forces off-world in less than two months. With their task completed, the RCT withdrew to Port Moresby for rest and refitting. While they were there, they learned that the offensive had stalled and Vega was once more in Combine hands. The Third was devastated that their efforts had been wasted, silently fuming until 3044 when they vented their anger against the Combine in Operation Baldur, helping liberate Alphecca in a brutal, one-sided campaign.

The arrival of the Clans led to the Guards' redeployment to Graceland, where they have worked with the Eleventh Donegal, a unit they served with on Alphecca. The units have worked side-by-side to counter Clan raids against Graceland and surrounding worlds, but recent months have seen the cooperation take a more ominous turn, with their mission now being to contain the pro-Victor 388th Com Guard division.

The insignia of the Third Lyran Guards is a pair of crossed broadswords. Continuing this motif, all senior officers in the RCT (those of Kommandant rank and up) wear a broadsword on formal occasions, a tradition started by Colonel Rekenzie Weber in the First Succession War.

OFFICERS

Eldest child of the famed Zardetto military family, Paul came to fame during the withdrawal from Kessel in the War of '39, where he led the rearguard that allowed the rest of the Lyran task force to withdraw unmolested. Awarded the McKensy Hammer, Tharkad-born Zardetto became an instant media celebrity, renowned for his unwavering loyalty to House Steiner and the Archon. However, his whole-hearted support of Katherine Steiner-Davion has distanced him from his siblings Acabee, leader of the Third Crucis Lancers, and Sharon, commander of the Markesan Operations Area.

TACTICS

The Third is one of the few Lyran units that can hold its own against the invaders.



3rd Lyran Guards Regiment/Veteran/Fanatical

CO: Lieutenant-General Paul Zardetto

Aide: Colonel Kay Hanley

AeroSpace Brigade: Kapt. Michael Eisenstein

The Third Lyran Guards AeroSpace Brigade fields the Twelfth and 116th Lyran Guards Wings.



3rd Lyran Guards Armor Brigade 3 Regiments/Veteran/Fanatical

CO: Colonel Greg McKenna

Aide: Lieutenant-Colonel Pandelis Alexandrou

876th Lyran TR: Col. Elizabeth Ravn

881st Lyran TR: Col. Hester Kindness

19th Graceland RR: Col. Benedicte Rubel

A former ComStar adept who resigned after Operation Scorpion, Colonel Kindness is a staunch advocate of the Guards' operations against the 388th Com Guard.



3rd Lyran Guards Infantry Brigade 5 Regiments/Veteran/Reliable

CO: Colonel Lisle Hayden

Aide: Lieutenant-Colonel Bernard Kahn

266th Pandora MRT: Col. Boye Verlaine

608th Lyran MTR: Col. Purvis Gozra

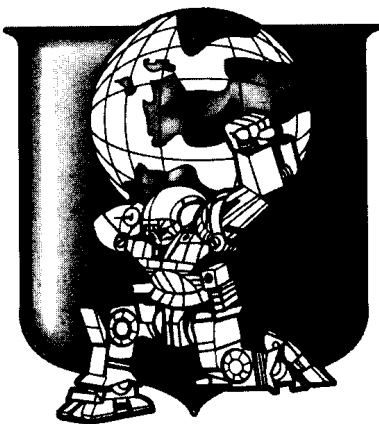
31st Lyran FR: Col. Penny Harsant

18th Lyran CMR: Col. Godfrey Ballard

62nd Lyran JI(R): Col. Jurgen Esposito

The Eighteenth Commando regiment fields a company of battle armor suits, including a squad of captured Clan Elemental suits.

LYRAN GUARDS



5TH LYRAN GUARDS RCT: THE STEADFAST

Relegated to garrison duties on Bolan for almost half a century, the Fifth Lyran Guards were happily surprised to receive orders deploying them to Skye as part of the buildup for the War of '39. Unfortunately, the Fifth was not given a combat assignment, but rather tasked with providing rear-echelon support for the offensive, protecting supply dumps and guarding prisoners of war. They remained in the region as part of the bolstered garrison in the Lyons Thumb, stationed on Atria until 3044. In that year the RCT was chosen to participate in the liberation of Skondia, thus eliminating the Combine threat to Skye. Indeed, selecting the inexperienced Fifth showed how confident the AFFC was of the mission's success.

The near-destruction of the RCT and its companion, the Seventeenth Donegal Guards, demonstrated how wrong the Operation Baldur planners were. Though not officially struck from the AFFC's rolls, the Fifth languished for several years, eventually re-entering active service in 3047. Rather than returning to Atria, however, the RCT deployed to Markab in the Kentares PDZ, where they have remained despite the Clan invasion, part of the notional defense against the Combine intended to appease hardliners in the Draconis March. The deployment has been largely uneventful, dominated by antismuggling patrols and disaster relief. However, the recent rise in anti-Combine sentiment fanned by the Sandoval family has resulted in the Fifth's being deployed for crowd control duties, a task for which they are ill suited.

The regimental insignia of the Fifth Lyran Guards depicts an *Atlas* 'Mech with a world on its shoulders.

OFFICERS

General Louise Kopper has commanded the Fifth since 3045, charged with rebuilding the RCT and restoring morale. A skilled administrator and bureaucrat, rebuilding proved little problem for the general although morale remains low. A fear of failure pervades the unit, and Kopper feels the only way of exorcising this is for the unit to partake in combat. However, with the Fifth considered too inexperienced to deploy against the Clans and the Alliance at relative peace with its neighbors, such an operation seems unlikely in the near future.

One of the survivors of Skondia, Colonel Gartner of the Seventy-first Lyran Heavy Armor has struggled to come to terms with the carnage of Operation Baldur. Then a Kommandant, Gartner not only lost most of his command to the DCMS, but he was also involved in a "friendly fire" incident, destroying one of his own tanks in the chaos. A review board cleared Gartner of any misconduct, but the stigma of the incident has remained with him.

TACTICS

In exercises, the Fifth favors brute force over finesse, exploiting their preponderance of heavy armor and tanks.



5th Lyran Guards Regiment/Green/Reliable

CO: Hauptmann General Louise Kopper

Aide: Lieutenant General Barry Palin

AeroSpace Brigade: Lft. Gen. Choderlos De Laclos

Assigned to a peaceful border and with little chance of seeing combat in the near future, few 'Mechs in the Fifth make use of advanced technology. This perceived neglect has added to the despondency of the troops, but despite Kopper's complaints, the AFFC command on New Avalon remains unmoved.

The Fifth and 173rd Lyran Guards Wings currently comprise the Fifth Lyran Guards AeroSpace Brigade.



5th Lyran Guards Armor Brigade 3 Regiments/Green/Questionable

CO: Lieutenant General Ivan Monfriez

Aide: Kommandant Raine Younis

71st Lyran HA(R): Lft. Gen. Don Gartner

11th Markab PR: Lft. Gen. Wan Yuen

35th Markab AR: Lft. Gen. Wendy Fewster

Drawn largely from the planetary militia, the armor brigade is a hotbed of anti-Katherine sentiment. It also contains many that advocate a tougher policy regarding the Draconis Combine.



5th Lyran Guards Infantry Brigade 5 Regiments/Green/Reliable

CO: Lieutenant General Karen Walden

Aide: Lieutenant General Jas Unger

147th Lyran HI(R): Lft. Gen. Serge Pryn

217th Lyran IR: Lft. Gen. Lisa Jenkins

619th Lyran MI(R): Lft. Gen. Edwin Fisk

43rd Markab MDR: Lft. Gen. Paul Carmody

91st Skat JR: Lft. Gen. Len Finkle

LYRAN GUARDS



6TH LYRAN GUARDS RCT: SAUCY SIXTH

A prestigious unit with a history of success, the Sixth is best known for the "Deep Raid" of 2987. Accompanied by the Fifty-fourth Fighter Support Wing, the Sixth struck deep into the Free Worlds League, targeting a succession of worlds on the Capellan border. Though successful, the ten-month campaign cost the regiment dearly and provoked a political storm, the troops having been misled as to the scale and length of the operation. Nonetheless, it was considered a great success.

More recently, the Sixth formed the core of the Lyran contingent in Operation Bulldog, engaging Smoke Jaguar troops on Byesville, Garstedt and Savinsville. Given the overwhelming superiority of the SLDF force—on Byesville the Sixth fought alongside the Eighth Sword of Light and on Garstedt they worked with Ryuken Go and the Seventy-ninth Com Guard—and the Jaguar's decision to withdraw, the assaults were little challenge for the RCT. Indeed, many of the Sixth's warriors are blasé about their involvement in Bulldog, more intrigued by having fought alongside

Combine units, their traditional enemy, than having crushed the Smoke Jaguars.

Since returning home, the Sixth has become increasingly disturbed by the worsening political situation in the Alliance. Based on Rasalgethi, the RCT is less concerned about attacks by the Jade Falcons or Wolf Clan than it is by the Seventeenth Donegal Guards with whom it shares the world. Though the Donegal unit is less well equipped and lacks the experience of the Sixth, General Alpert regards it as a credible threat. He knows that should hostilities break out, he will have little choice but to deal with the disloyal unit. Seeking to preempt the situation, the General has sought clarification of the Donegal Guards position, but has yet to receive a reply from Quitman Brown.

The insignia of the Sixth depicts a scantily clad young woman, a reference to the unit's former reputation for entertaining men and women of disrepute.

OFFICERS

Seth Alpert is one of the few infantry officers to have risen to command an RCT, a remarkable achievement in any unit, let alone the elite Sixth. Alpert's early career is shrouded in mystery—it is believed he served with Loki—which only serves to enhance his reputation. Small and wiry but with a commanding presence, the general is a formidable tactician with a reputation for success.

[Victor, Alpert is indeed an ex-member of Loki, responsible for a number of black operations against the FWL. He is a staunch believer in the ends justifying the means, with no compunctions about lying, cheating or murdering to get what he wants. —JC]

TACTICS

The Sixth is versed in a wide range of tactical operations, both offensive and defensive. Flexibility is their signature, adapting to the circumstances and exploiting the slightest mistakes made by the enemy.



6th Lyran Guards

Regiment/Elite/Reliable

CO: Colonel Nash Boulton

Aide: Lieutenant-Colonel Della Milner

AeroSpace Brigade: Kapt. Marcus Ehrle

The Sixth Guards 'Mech regiment uses the latest Lyran 'Mechs, including OmniMechs like the *Hauptmann* and *Blackjack*. Each battalion has a company of the modular machines that are ideal for the flexible regiment.

The Sixth Lyran Guards AeroSpace Brigade consists of the Fifty-fourth Fighter Support and Forty-first Lyran Guards Wings.



6th Lyran Guards Armor Brigade

3 Regiments/Elite/Reliable

CO: Colonel Mark Harrison

Aide: Lieutenant-Colonel Zara Bills

330th Cylene AR: Col. Nicklaus Jackson

196th Lyran HA(R): Col. Jemima Francken

60th Lyran RR: Col. Blaise D'Heure



6th Lyran Guards Infantry Brigade

6 Regiments/Elite/Reliable

CO: Lieutenant-General Seth Alpert

Aide: Colonel Morena Cheung

55th Lyran HI(R): Col. Alick Passini

906th Markab LI(R): Col. Brewster Gladwin

333rd Lyran LI(R): Col. Leandro Merrin

76th Lyran JI(R): Col. Greta Schubert

481st Lyran CMR: Col. William Dickenson

8th Lyran BAB: Komm. Gilbert Fryer

The armored infantry battalion is a recent addition to the Sixth, assigned to the RCT as a reward for the unit's performance in Bulldog and their continuing loyalty to the Archon.

LYRAN GUARDS

10TH LYRAN GUARDS RCT: THE REVENANTS

The history of the Tenth Guards is inextricably tied to that of the Lyrans nation, its fortune and favor rising or falling with the power of the military Archons. In fact, the Tenth Guards have been so highly regarded throughout the years that the unit has become the traditional proving ground for Steiner-blooded officers in line for the Lyrans Archonship. No fewer than nine Archons have commanded the Tenth, a fact that makes the unit's continued service and loyalty to Victor Davion even more offensive to many nationalists.

The Tenth was nearly destroyed assaulting Dromini VI in the last months of the Fourth Succession War, but in doing so they prevented a Combine advance that would have placed the Skye Federation under Kurita control. Archon Katrina Steiner quickly rebuilt the unit, making it one of the LCAF's finest Regimental Combat Teams. Little more than two decades later, the Tenth again

survived a near-fatal operation, this time against Clan Jade Falcon on Alyina. Once more the unit rebuilt and emerged stronger than ever, first rescuing Hohiro Kurita and his forces from Teniente, then later following Victor Steiner-Davion throughout his recent crusade against the Clans.

The RCT uses the standard Lyrans Guards paint scheme, with the addition of silver piping denoting its special place within the Lyrans military. The Tenth's insignia shows the outline of a skeletal warrior highlighted against a lightning strike.

OFFICERS

Though assigned to the AFFC Department of Strategy and Tactics for a decade before assuming command of the Tenth, Marshal James McFarland spent the majority of those years out in the field, temporarily attaching himself to different units during key campaigns. Indeed, he was on Alyina with the Tenth Guards and even managed an assignment to the Precentor Martial's HQ on Tukayyid during that fight. Prince Victor personally chose McFarland to head the Tenth when Hauptmann General Kaulkas retired following the Clan invasion.

Recently promoted to the rank of Lieutenant General at the age of twenty-six, Reinhart Steiner is already proving to be a better commander than his father, Marshal Caesar Steiner. He is however a staunch supporter of Victor Steiner-Davion, a fact that has kept him estranged from most of his family.

TACTICS

The Tenth Guards use a multi-layered attack pattern, sending their lighter screening units to flush out an enemy force and specialized combat teams to surround and demolish pockets of enemy resistance.



10th Lyrans Guards

Reinforced Regiment/Veteran/Fanatical

CO: Lieutenant General Reinhart Steiner

Aide: Lieutenant Colonel Cale Eidt

AeroSpace Brigade: Rear Adm. Lisa Mae Richards

Once known as the "Thundering Elephants" because of their heavy 'Mech complement and unimaginative tactics, the Tenth Guards now deploy several companies of fast 'Mechs as well as almost a dozen salvaged Clan OmniMechs.

The AeroSpace Brigade fields the Thirty-fifth Tharkan Attack, the 217th Skye, the Forty-third Donegal and the 607th Avalon fighter wings.



10th Lyrans Guards Armor Brigade

5 Regiments/Veteran/Fanatical

CO: Major General Thaddeus Frankenheimer

Aide: Colonel Francis Kalember

19th Tharkad PR: Lft. Gen. Bill Heerey

78th Donegal CR: Col. Yvgeniy Kotlyarenko

339th Donegal HA(R): Col. Mara Foreman

5th Edasich PR: Lft. Col. Jim Beerman

10th Guards AG: Maj. Melena Tholo

The Tenth's armor brigade is among the heaviest in the Lyrans Guards forces.



10th Lyrans Guards Infantry Brigade

6 Regiments/Veteran/Fanatical

CO: Major General Hisa Stavros

Aide: Lft. Col. Tellus Perez

199th Lyrans MI: Col. Jackie Raffik

345th Donegal MI: Col. Ransford Billig

2045th F-C MI: Col. Rebecca Pola

2046th F-C MI: Col. Bruce Terlecki

74th Tharkan JI: Col. Klarissa Rhaines

974th F-C BAB: Lft. Col. Jessup Sandoval

All of the Tenth's infantry units field APCs and IFVs, making the Tenth one of the most mobile RCTs.

LYRAN GUARDS



14TH LYRAN GUARDS RCT: THE FEARSOME FOURTEENTH

The Fourteenth is a heavy assault unit, famed for operations against both the Draconis Combine and Free Worlds League. They played a major role in the defense of Alexandria between 2953 and 2955, supporting the Twentieth Arcturan Guards in what became one of the largest battles of the Third Succession War. They also later aided the capture of Callison from the FWL in 2980. The Fourteenth received both the Dragonslayer's Ribbon and the Eagle's Feather for their exploits.

The unit's recent history has been less prestigious. In 3047 the Fourteenth raided Pingree, but was prevented from reaching its targets by two companies from the Fifth Fusiliers of Oriente equipped with advanced technology. The two-day delay allowed the remaining Fusiliers to deploy and force the Fourteenth to withdraw. A year later the Fourteenth faced the Second Fusiliers of Oriente and the newly created Third Free Worlds Legionnaires on Gienah, sustaining major losses from which they struggled to recover. A few weeks later, the RCT lost additional troops to a FWL raid on Ford.

Under the last three commanders—Christian Campbell, Emily Stevens and Kat Porter—the Fourteenth has advocated a tough stance toward the Free Worlds League. Having lost many of their personnel to the FWL, the Fourteenth finds the tacit alliance between Katherine Steiner-Davion and Captain-General Thomas Marik offensive and refuses to support the Archon's position. This dissatisfaction has come to the attention of General Richard Steiner, who has sought to redirect the unit's loyalties to himself.

The Fourteenth does not have a regimental patch. Instead, they paint the upper arms of their 'Mechs and the turrets of their vehicles a unique black, red and gray color scheme, developed when they fought on Baxter in the Second Succession War.

OFFICERS

Leutnant-General Katinka Porter refuses to use her given name, favoring instead Kay or Kat. Born on New Delos in the FWL, Porter fled the League with her parents after Anton Marik's revolt in 3014, settling on Launam and gaining Lyrans citizenship. Joining the Fourteenth in 3041, Porter served as a company commander in the Pingree raid, her calm demeanor under fire and careful planning earning her a promotion to Kommandant in 3048. When Davion-born Emily Stevens resigned as commander of the Fourteenth in 3057, Porter was elevated in her place, having served as regimental XO since 3053.

Luther Steiner-Brewer is the son of Ivan Steiner and Jaqueline Brewer, and thus a cousin to Archon Katherine and Prince Victor. A competent leader and fair tactician, Luther is ambitious and aspires to high command. He believes Colonel Ackerman and General Porter have held him back because of his family connections.

TACTICS

Unlike most Lyrans units, the Fourteenth lacks lightning companies and is forced to rely on the resilience and firepower of its heavy 'Mechs. Since being upgraded to an RCT, however, the addition of two light armor regiments has broadened the unit's tactical options.



14th Lyrans Guards Regiment/Veteran/Reliable

CO: Leutnant-General Kat (Katinka) Porter

Aide: Colonel Quentin Springall

At the current time, the Fourteenth does not have any attached aerospace forces, a cause of great concern to General Porter.



14th Lyrans Guards Armor Brigade 3 Regiments/Veteran/Reliable

CO: Colonel Imogen Ackerman

Aide: Leutnant-Colonel Luther Steiner-Brewer

360th Lyrans AC(R): Col. Alexii Gosness

274th Lyrans LA(R): Col. Sinclair Chadwick

4th Ford AG: Col. Maxwell Jafree

The armor brigade is the principal mobile element of the

Fourteenth, responsible for scouting enemy positions and driving (or luring) opponents into range of the 'Mech regiment's guns.



14th Lyrans Guards Infantry Brigade 5 Regiments/Veteran/Reliable

CO: Colonel Faustine Giron

Aide: Leutnant-Colonel Julious Verma

98th Lyrans MR: Col. Somerset Schmidt

15th Ford MI(R): Col. Prudence Moikal

16th Ford MI(R): Col. Noah Weekes

393rd Lyrans HI(R): Col. Adora Rastern

30th Lyrans MPR: Col. Greville James

The Fourteenth's MP regiment has played a major role in maintaining order on Ford as the political situation in the Alliance has deteriorated.

LYRAN GUARDS



15TH LYRAN GUARDS RCT: THE DEATH OR GLORY BOYS

No world in the Inner Sphere has been fought over as often or as bitterly as Hesperus, site of the largest BattleMech factory in the Inner Sphere. Guarding the site has been a major priority of the Lyran State, with many elite units assigned the vital duty. One such regiment is the Fifteenth Lyran Guards, who fought in the Tenth (2997), Thirteenth (3019) and Fourteenth (3057) Battles of Hesperus. However, while the unit found great glory under the leadership of Katrina Steiner in the Tenth battle, executing a daring sub-orbital drop against the Marik positions, the Fourteenth battle is the low point in the RCT's history.

Using his position as planetary commander, rogue Marshal Brandal Gareth subverted many of the officers in the Fifteenth. When he declared the Free Star Republic, two-thirds of the RCT rebelled against their commander, Marshal Gina Ciampa. Scattered across Hesperus, the loyal elements of the Fifteenth were hard-pressed by the mutineers. Still, they were able to stage a mobile campaign in the Melrose Valleys that prevented the renegades from joining the other Star Republic forces in assaulting the DefHes complex, which was guarded by the Gray Death Legion. The arrival of Alliance reinforcements ended the conflict, but more than half the RCT had fallen in the short but brutal battle. The LIC investigation into the affair and the subsequent courts-martial further denuded the Fifteenth, though the return of several armor regiments from Tigress, where they were first exercising and later fighting with the Davion Assault Guards, allowed the Fifteenth to regain a modicum of their previous strength.

Though selected for Operation Bulldog, the RCT was considered too weak for offensive operations and assigned rear-echelon duties on Lonaconing. When the Smoke Jaguar Twenty-seventh Garrison Cluster assaulted the world, Prince Victor expected the SLDF defenders to take a beating. Yet, thanks to the tactical ineptitude of the ranking Jaguar officer, the Fifteenth Guards and the Fourth Arkab Legion avoided major damage while mauling the Clan attacker.

The Fifteenth continues to live up to its nickname of "The Death or Glory Boys," a reflection of its continued survival against the odds. This is illustrated by its insignia, which depicts a Greek warrior attacked by lions.

OFFICERS

Gina Ciampa remains commander of the Fifteenth, having rebuilt the unit from the handful of loyal officers and personnel transferred from other regiments. She has done well to forge the unit into a cohesive fighting force, but has been scarred by the events of 3057. She finds it very difficult to trust her subordinates, preferring to maintain a tight grip on all aspects of the unit rather than delegating responsibility. The LAAF has left Ciampa in place, knowing that to remove her would be a major blow to the unit's shaky morale, but with war looming, Nondi Steiner believes a new general must be installed to safeguard Hesperus.

TACTICS

Since their reformation, the Fifteenth has shown none of the flair for which they were once known, now using conservative, low-risk tactics instead.



15th Lyran Guards
2 Battalions/Elite/Fanatical
CO: Leutnant-General Gina Ciampa
Aide: Colonel Nana Brennan

The two battalions of the Fifteenth were rebuilt with salvage from the recent battle on Hesperus, reinforced with some of the latest designs produced by Defiance Industries such as the *Cobra*, *Salamander* and *Berserker*.

The Fifteenth lost their aerospace assets during the Fourteenth Battle of Hesperus. General Ciampa's attempts to rectify that situation have so far been fruitless.



15th Lyran Guards Armor Brigade
2 Regiments/Elite/Fanatical
CO: Colonel Talbot Fayan

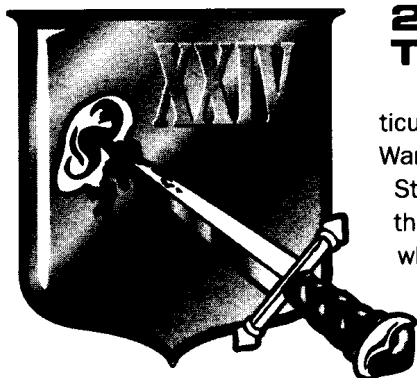
Aide: Leutnant-Colonel Victoria O'Dowd
816th Lyran PR: Col. Alan Wedgewood
11th Hesperus RR: Col. Mazhar Kier



15th Lyran Guards Infantry Brigade
3 Regiments/Elite/Fanatical
CO: Colonel Eva Kalunta
Aide: Leutnant-Colonel Bert Adkin

527th Lyran MRT: Col. Kaye Harvey
17th Hesperus LI(R): Col. Obadina Derek
283rd Lyran JI: Col. Francis Everidge

LYRAN GUARDS



24TH LYRAN GUARDS RCT: THE SLASHERS

The Twenty-fourth Lyran Guards have a reputation for taking the law into their own hands, particularly when their dependents are threatened, as happened on Suk during the Second Succession War. "The Slashers," as they came to be called, are also known for their fanatical devotion to House Steiner as demonstrated by their involvement in the bloody defense of Hesperus in 3019. The then-veteran Twenty-fourth formed the core of resistance to Wolf's Dragoons. Colonel Thomas, who commanded the RCT until 3057, served as overall commander for the campaign. Though not alone in rebuffing the mercenary assault, the Twenty-fourth took pride in turning back the elite unit even though the campaign cost them more than half their personnel and busted them back to Green status.

Though deployed during the Fourth Succession War, kicking Kingston's Caballeros off Sabik, the unit saw little combat during the years of the Federated Commonwealth alliance, instead relegated to garrison duty on Donegal and acting as test pilots for the Lockheed/CBM Corporation and TharHes Industries. It was while on a testing mission that the Twenty-fourth faced its most recent and most dangerous challenge.

Deployed to Cumbres, Alpha Battalion was evaluating a number of new technologies when the Fourth Viper Guards dropped onto the world, seeking to destroy the Lyran command facility. Despite its lack of experience against the Clans, the Twenty-fourth's command company performed well, inflicting major casualties on the Steel Viper raiders. However, the arrival of a second raiding force, at first believed to be the Knights of the Inner Sphere and later proved to be Periphery raiders, shattered the Guards' force and killed Marshal Thomas.

As if to mock the charges leveled against the unit on Suk, The Slashers' insignia depicts a bloodied knife with an ear impaled on its point.

OFFICERS

Peter Riskind survived Cumbres, organizing the evacuation of the survivors despite the horrendous injuries he sustained in the short, brutal clash. Though considered self-righteous by many, Riskind is a skilled leader and administrator whose instincts are often proven correct. The lieutenant-general is also an above-average tactician, even he recognizes that his aide, Sabine Steiner, is a tactical and strategic genius. The RCT's performance in exercises against the Donegal Jaegers earlier this year was noticeably better than twelve months earlier during Steiner's maternity leave. Indeed, the daughter of Quartermaster General Lisa Steiner, Sabine has often been likened to her maternal great-aunt, Katrina Steiner.

TACTICS

The Twenty-fourth has no tactical specialty, though Lieutenant-General Riskind has drilled the unit in anti-Clan procedures since Cumbres.



24th Lyran Guards

Regiment/Regular/Fanatical

CO: Lieutenant-General Peter Riskind

Aide: Colonel Sabine Steiner

AeroSpace Brigade: Kapt. Russell Samura

Many of the 'Mechs and fighters used by the Twenty-fourth are modified to make it easier to change weapons and equipment. Though not true OmniMechs or OmniFighters, these machines give the Slashers considerable flexibility. New equipment is common in the regiment, though in many cases machines are a hodgepodge of new and old technology.

The 111th and 113th Lyran Guards Wings currently deploy as the Twenty-fourth Lyran Guards AeroSpace Brigade.



24th Lyran Guards Armor Brigade

3 Regiments/Regular/Fanatical

CO: Colonel Justin Barry

Aide: Lieutenant-Colonel Flint Killoran

2nd Donegal AG: Col. Hyacinth Sheehy

344th Lyran HA(R): Col. Valentin Petrayla

87th Lyran RR: Col. Demetria Terry



24th Lyran Guards Infantry Brigade

5 Regiments/Regular/Fanatical

CO: Colonel Jade O'Connor

Aide: Lieutenant-Colonel Garfield Kalu

57th Lyran IR: Col. Morton Groome

212th Lyran MDR: Col. Bernice Massey

745th Lyran LI(R): Col. Katheryn Merteuil

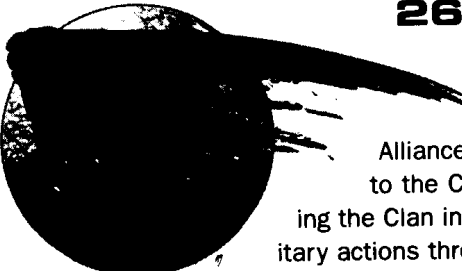
9th Lyran AI: Col. Garth Manchester

4th Donegal CMR: Col. Sebastian Berne

The Fourth Donegal Commando Regiment boasts considerable experience against the Clans, having served as infiltrators and saboteurs on several Falcon worlds over the last five years.

LYRAN GUARDS

26TH LYRAN GUARDS RCT: STEINER'S BOOTS



Once infamous because of their heavy handed methods of crushing rebellious activity within the Lyran nation, today the Twenty-sixth Guards are considered one of the Alliance's core units. From its exhausting year of constant fighting during the Fourth Succession War to the Commonwealth push in the War of 3039, and later its heroic actions against Clan Wolf during the Clan invasion, the Twenty-sixth has been at the forefront of the Lyran nation's most significant military actions throughout this century.

More importantly, the unit has placed itself above the political infighting that has gripped both the Alliance and the Federated Commonwealth. Even after being betrayed by the Duke of Tamar during Clan Wolf's assault on Tamar, the Twenty-sixth's officers and men have sworn an oath of loyalty to the Lyran Alliance and its people, a pledge they have recently and publicly reaffirmed.

The RCT's insignia depicts a world with the scuffmark from a boot slashing across it.

OFFICERS

Jinders Green-Davion has had operational control of the Twenty-sixth since the Clan invasion, though he has only taken official command within the past month because of an obscure Lyran regulation mandating a commanding officer can only be replaced because of promotion, disciplinary action or death. Wounded grievously during Clan Wolf's assault on Kobe, Leutnant-General Joy Corelli had been in a coma for over a decade before finally passing away and allowing the LAAF to give Green-Davion official command of the unit he rebuilt following the Clan invasion.

TACTICS

Like many Lyran units, the Twenty-sixth fields a rather heavy TO&E, somewhat limiting its maneuverability. Rather than let that fact hurt the unit, its commanders deploy force concentrations into likely contested areas. When the enemy is encountered, the Twenty-sixth will respond with not only its fast ground forces, but also an orbital 'Mech drop on top of the enemy.



26th Lyran Guards Regiment/Veteran/Reliable

CO: Leutnant-General Jinders Green-Davion

Aide: Leutnant-Colonel Ellen Kazmierski

AeroSpace Brigade: Lut.-Kdre. Branislav Drane

Under General Green-Davion, the Twenty-sixth placed the majority of its fast and jumping 'Mechs into the third battalion, giving the RCT a single fast-reaction battalion. This battalion, fielding machines like the *Nightsky*, the *Starslayer*, the *Spector*, and the venerable *Hatchetman* also boasts the Twenty-sixth's best MechWarriors, a fact reinforced by its performance in the last Red Forger exercises.

The Twenty-sixth's AeroSpace Brigade consists of the 245th Alliance Heavy, the Seventeenth Sudeten and the 2250th Independent Aerospace Wings.



26th Lyran Guards Armor Brigade 3 Regiments/Veteran/Reliable

CO: Colonel Cassie Masch

Aide: Hauptmann-Kommandant Benjamin Groeschel

232nd Alliance HA(R): Col. Ross Mosay

71st Smolnik AR: Lut.-Col. Ahmed Mortazavi

20th Zebebelgenubi AG: Komm. Michael Duran

Once a part of the Twenty-sixth, the 343rd Tamar Heavy Armor escorted Duchess Morasha Kelswa to safety following the RCT's retreat from Tamar and was subsequently reassigned as a part of the Duchess' honor guard. The Twenty-sixth Guards have been short an armored regiment ever since, though the Seventy-first and 232nd have each been reinforced with an additional heavy armor company as compensation.



26th Lyran Guards Infantry Brigade 4 Regiments/Regular/Questionable

CO: Colonel Cedric Spahr

Aide: Leutnant-Colonel Ju Wang

489th Alliance HI(R): Col. Del La Rosa

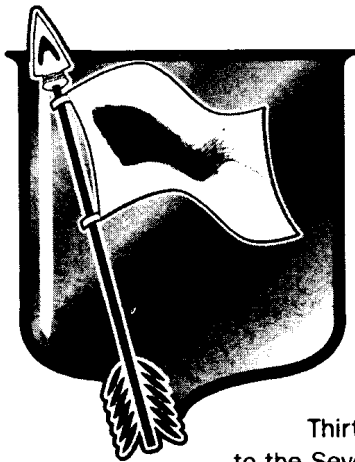
2744th Alliance MIR: Col. Pamela Jorden

33rd Tamar MIR: Lut.-Col. Lars Obotette

270th F-C JI(R): Col. Wilhelm Nuernberg

Taking a lesson learned from their time on Kobe and Thun, the 270th Jump's battle armor battalion has trained extensively in headhunter operations. In the last three Red Forger exercises, the 270th slipped behind enemy lines and eliminated the Third Royal Guards' command staff, as well as fatally disrupting the entire RCT's lines of communications, though at the price of almost 90 percent casualties.

LYRAN GUARDS



32ND LYRAN GUARDS RCT: RED ARROWS

The Thirty-second has spent much of its history on Solaris, based in the international district so as not to offend the planet's multi-national community. However, in 3057 they relocated to New Kyoto, leaving the Fifty-sixth Com Guard Division as the only organized force on Solaris.

A battalion from the Thirty-second recently returned to its old base to quell the rioting that raged in Solaris City, but rather than separating the warring factions, the Lyran troops sided with the Silesian warriors, actively engaging duelists from the Davionist Black Hills. Though the Lyran Guards' intervention contributed to the end of the fighting, the price was immense. Not only did the LAAF intervention almost destroy the battalion but it also engendered resentment in the population.

Furthermore, the death of pro-Katherine General Gustav Van Buren in the fighting shifted the RCT from a pro-Archon stance to one of guarded neutrality. Having put their lives on the line, the

Thirty-second feels under-appreciated by the LAAF, being singled out for criticism and made subordinate to the Seventeenth Arcturan Guards, who have also been given priority for supplies shipped to the game world.

Furthermore, the decision to split the RCT between Solaris and New Kyoto has placed the unit in a difficult situation regarding their logistical and technical support. Despite the efforts of General Lillie, tensions between the two Lyran units have steadily increased over the last few months, culminating in a number of brawls.

The regimental nickname, the "Red Arrows," represents the fact that no enemy force has ever totally stopped the unit. The unit insignia shows a red arrow with an attached, blood-smeared white flag. Few members of the Thirty-second wear the Lyran Alliance insignia.

[Victor, the Thirty-second Guards have distanced themselves from the pro-Katherine factions but are innately hostile to the Federated Suns and thus are unlikely to side with you. Members of the RCT command staff have, however, been seen with representatives of Duke Robert Kelswa-Steiner's Free Skye movement. —JC]

OFFICERS

A native of Tamar, Alice Day is less well disposed toward the Archon than was her predecessor, a stance exacerbated by what she perceives as the LAAF's ill treatment of her unit. A field commander rather than an administrator, Day has struggled to rebuild her command and carry out the RCT's assigned duties. Day has placed Eguido Ferreira in command of the Guards units on New Kyoto.

TACTICS

Though most of the RCT hasn't seen combat in recent years, they are acknowledged experts in urban warfare.



32nd Lyran Guards

2 Battalions/Green/Reliable

CO: Lieutenant-General Alice Day

Aide: Colonel Osbert Fryday

Despite losing almost thirty 'Mechs during the riots, only one lance of replacements has arrived. During the same period, the Seventeenth Arcturan has received nearly a company of 'Mechs, all of which are upgrades rather than replacements for damaged vehicles. To add insult to injury, the monolithic Lyran bureaucracy dictates that the "obsolete" machines be shipped to the regional command center on Freedom rather than being assigned to the needy Thirty-second.

The Thirty-second lost effective use of both of its Wings during the riots.



32nd Lyran Guards Armor Brigade

3 Regiments/Green/Reliable

CO: Colonel Eguido Ferreira

Aide: Lieutenant-Colonel Ives Channayra

726th Lyran PR: Col. Durant Lloyd

783rd Lyran LT: Col. Clovis Gordon

41st New Kyoto CR: Col. Lina Collard



32nd Lyran Guards Infantry Brigade

5 Regiments/Green/Reliable

CO: Colonel Sara Jovino

Aide: Lieutenant-Colonel Nils Varnava

82nd New Kyoto MDR: Col. Omar Shulman

2nd Lyran AI: Col. Anastasia Osaji

8th New Kyoto MRT: Col. Kiliet Masters

4th New Kyoto FR: Col. Roland Mahoney

80th Lyran MPR: Col. Bianca Stratford

Dismayed by the losses among her forces during patrols, Colonel Jovino has authorized a number of undercover operations. Going against the express orders of General Day, these missions are intended to take the war back to the Solaran terrorists, in her own words "fighting fire with fire." However, should the situation become public the political fallout will be considerable.

LYRAN GUARDS

36TH LYRAN GUARDS RCT: AIR SURFERS

Based on Cavanaugh until the Fourth Succession War, the Thirty-sixth staged a number of raids into the Free Worlds League including the regional command center of Tamarind. It was here, in 3012, that the regiment earned its nickname of the "Air Surfers." While executing a tricky orbit-surface drop, they came under attack by FWLM fighters, and several 'Mech cocoons tumbled out of control. Most burned up on reentry, but the one containing Colonel Jessica Templar bounced off the atmosphere, not once or twice but three times, eventually being rescued by a Marik DropShip and ransomed back to the Commonwealth.

In 3057, the Surfers heeded Katherine's "come home" orders and withdrew from Tsingtao before the arrival of Capellan forces. This move preserved the RCT but caused major political

upheavals within the unit, leading to the resignation of more than a hundred troops who chose to join Capellan March units rather than withdraw to the Alliance. Among those choosing to remain was Marshal Harold Andrews, elevating Peter Zambos to command of the unit. Zambos immediately had to deal with attempts by MechWarriors to take their 'Mechs when they departed the unit. However, as in many AFFC units, what had once been warrior-owned machines had been traded to the AFFC in exchange for technology upgrades and therefore replaced with machines owned by the state, not the individual. Many troops were angered at Zambos' staunch adherence to the regulations and launched a legal challenge. However, even now, five years later, the matter has yet to come to trial and seems unlikely to do so in the near future.

Arriving back in the Alliance, the RCT was deployed to Hesperus to bolster the planetary defenses in the wake of Brandal Gareth's attempted rebellion. They established a good working relationship with the Fifteenth Guards but, while wholeheartedly supporting the Lyrans and condemning the secessionist movements, refused to be drawn out on the matter of their support for Archon Katherine or Prince Victor. This neutrality has not pleased the LAAF, who have maintained a tight grip on the RCT's supplies.

The insignia of the Thirty-sixth shows a *Commando* BattleMech standing on a surfboard.

OFFICERS

Peter Zambos took command of the Thirty-sixth in 3058 following Harold Andrews' decision to remain in service to the AFFC. He has gained a reputation as a hard-nosed commander, sticking to the letter rather than the spirit of regulations, but although not liked by those under his command he is respected, principally for his organizational ability.

Keane Sortek is the nephew of Ardan Sortek, famed war hero and AFFC liaison to the SLDF. From an early age, the younger Sortek sought to follow in the footsteps of his illustrious uncle, joining the AFFC in 3045. His grasp of tactics and natural flair as a MechWarrior, together with the sponsorship of his godfather, Prince Hanse Davion, earned him a rapid succession of promotions and resulted in his being made XO of the RCT in 3058, at only thirty-three years old.

TACTICS

The Thirty-sixth is best known for its assault tactics, including proficiency at both orbit-surface combat drops and in-atmosphere HALO drops.



36th Lyrans Guards Regiment/Regular/Reliable

CO: Leutenant-General Peter Zambos
Aide: Colonel Keane Sortek

The Thirty-sixth Lyrans Guards were stripped of their AeroSpace Brigade when they were assigned to their current posting of Hesperus.



36th Lyrans Guards Armor Brigade 3 Regiments/Regular/Reliable

CO: Colonel Claire Hevet
Aide: Leutenant-Colonel Duggie Hindley

364th Lyrans ARR: Col. Mercutio Newman
3rd Hesperus AR: Col. Bram McMannus
73rd Lyrans PR: Col. Yves Lidianos



36th Lyrans Guards Infantry Brigade 5 Regiments/Regular/Reliable

CO: Colonel Norman Reffo
Aide: Leutenant-Colonel Miquel Steinfeld

842nd Lyrans MRT: Col. Alvera Sulequa
50th Lyrans LI(R): Col. Clive Larcom
324th Lyrans MRT: Col. Dorcas Grossman
92nd Lyrans JI(R): Col. Damon Steinhauer
35th Hesperus MI(R): Col. Armitage Regan

FIELD MANUAL: LYRAN ALLIANCE



THE CRUCIBLE

The Lyran Regulars organization is a relatively recent addition to the rolls of the Lyran military. They existed in the years before the Kerensky Exodus as an ad-hoc brigade with regiments of armor, infantry and 'Mechs created and disbanded to suit the LCAF's needs. In the rearmament that accompanied the Kerensky regency and the rise of Amaris, the Regulars became a permanent fixture of the Lyran military, bolstered with an assortment of mercenaries, SLDF veterans and former Rim Worlds Republic soldiers.

Initially, members of the LCAF High Command considered the Regulars nothing more than a mercenary brigade. The regiments of the Lyran Regulars were accordingly assigned missions considered hopeless. The survivors were reorganized into new regiments, making an ever-shifting patchwork. Nonetheless, it was the quality looked down upon by the LCAF, that of the diverse and sundry backgrounds of the Regular's personnel, that allowed the Lyran Regulars their greatest triumphs. Unfettered by traditional Lyran combat doctrines, the Regulars scored a number of resounding victories in the First Succession War, earning the brigade grudging respect and acceptance from the LCAF.

The brigade's reputation has dulled with time, however. Its regiments are now workhorse units for the LAAF with personnel drawn from throughout the Alliance. Because of this diverse makeup, the brigade owes

no allegiance to any political group within the Alliance—and has no patrons within the Royal Court or the High Command to look after its interests. In a military practically defined by Byzantine politics and a top-heavy bureaucracy, the Lyran Regulars stand out as an apolitical organization devoted to defending its homeland.

COMMANDING OFFICER

Hauptmann-General Tellam Stellwar is the Regulars' lone voice within the LAAF. He graduated just as the buildup for the War of 3039 was beginning. A graduate of the Blackjack School of Combat, his tactics were rather unorthodox even for that group. As a result, the LCAF simultaneously decorated him and gave him a "promotion" into the Quartermaster Corps. Stellwar's continued unconventional behavior and outstanding performance earned him dozens of decorations and several accelerated promotion recommendations.

By the time of the Clan invasion, Stellwar was serving in the Department of Strategy and Tactics, where he learned of his father's death and the destruction of the First Lyran Regulars on Ridderkerk. When the chaos following the Truce of Tukayyid finally died down, Stellwar arranged for a transfer into the Department of Military Education along with a dual posting as commander of the Lyran Regulars Brigade, a post he won without competition. Since that time he

has been transferred twice more, finally ending up back in the Quartermaster Corps yet each time retaining his leadership of the Regulars. While he has not been able to significantly better the brigade's supply situation, he has arranged for some upgraded equipment to find its way into the various Regulars regiments. Likewise, he has managed to gather most of the surviving graduates of the Blackjack School of Conflict.

FORCES

The Lyran Regulars Brigade occupies a position unlike any other. The High Command commonly uses the elements of the Lyran Regulars as little more than glorified training cadres, sending green troops and recent academy graduates—at least those without the contacts needed for a better assignment—to the Regulars for "seasoning." Those with actual skill or promise are shipped out to more favored units, like the Arcturan Guard. Annual turnover rates may exceed 40 percent or more. Additionally, the Rep-Dep Corps has assigned the majority of the brigade equipment priorities just above those of militia units.

COLORS AND INSIGNIA

The regiments of the Lyran Regulars use a drab green paint scheme with tan or khaki highlighting on their combat vehicles. The insignia of the brigade shows the white blade of a stylized halberd set against a blue disc.

LYRAN REGULARS



3RD LYRAN REGULARS: THE BEE SQUISHERS

A traditionally hot-tempered unit, the Third Lyran Regulars has built quite a long history of heated combat against the Draconis Combine, often with more than a few “questionable” events highlighting the battles. In fact the unit earned its nickname after wiping out a jump infantry regiment sent against them by a Combine commander in an obviously ill-advised move.

The unit has had a number of occasions to maintain its reputation in this century alone, fighting on Combine worlds in both the Fourth Succession War and the War of 3039, as well as during several raids in the intervening years. Though handed a crushing defeat on Delacruz in 3039, the Third rebounded and launched an unauthorized raid on the Combine world of Sinope just a few years later. In truth, the operation would have been wildly successful if both the Combine and Federated Suns ambassadors to the Alliance not been in attendance at an Outworlds Alliance state dinner featuring most of the Avellar Guards—the unit the Regulars had disguised themselves as. The Sinope incident lead to almost five years of raiding, punitive strikes and political battling between the three nations. It also earned the Third and its officers severe disciplinary action, including the dismissal of the unit's commander and exec.

The Third Regulars took the blow hard and would likely have rebelled against the “Davionist” government had the Clan invasion not erupted. Senior commanders throughout the Lyran State demanded the return of their units assigned to the Federated Suns, a request the High Command gladly authorized in respect to the Third. Similarly, the members of the Third Regulars still had a strong connection to their home nation, and so felt little remorse in leaving the Federated Suns behind.

The “vacation” did not last for very long, however. The unit spent a year traveling the nearly eight hundred light years separating Pitkin from their assignment along the Lyran–Rasalhague border, only to find themselves relegated to rear-echelon duties, supporting the combat operations of more prestigious units. Four years later, the Third received yet another disappointment from what they call the “Davion Pawns” within the High Command—orders to return to the Draconis March. Without priority routing, the members of the Third Regulars spent the better part of two years traveling between star systems, often times waiting for weeks for suitable transport to become available. Its members still voice their support for a heightened state of readiness against the Combine but continually express nothing but contempt for the Federated Suns' military organization. Since the Archon's assumption of the throne on New Avalon however, the Third has recently been permanently assigned a JumpShip.

Though the practice has never been authorized, members of the Third Regulars often paint yellow and black stripes on their 'Mechs and vehicles in recognition of their nickname. The Third's insignia shows the caricature of a Steiner fist smashing a bumblebee.

OFFICERS

Leftenant General Jessica Carson took charge of the Third not long after it returned to Pitkin. Only the fact that she herself is an avid Lyran loyalist kept the unit from lynching her on the spot. Carson is the best the FedCom alliance could produce: an avid student of both military history and politics. Nevertheless, she has kept the Third together only by continuing to play upon the deep resentments held by her soldiers.

TACTICS

The Third specializes in quick raids and highly maneuverable warfare, but often falls apart when confronted with an extended campaign.



Third Lyran Regulars Regiment/Regular/Reliable

CO: Leftenant General Jessica Carson

Following the Fourth Succession War, the Third Regulars reformed themselves into a lightning-strike cavalry regiment. Their first and second battalions field primarily fast and maneuverable medium 'Mechs like the *Nightsky* and the *Dervish*, while the third battalion consists solely of light BattleMechs.



297th Tamar Cavalry Regiment Regiment/Regular/Questionable

CO: Kommandant Lucius Radovan

The 297th was permanently attached to the Third Regulars after the Fourth Succession War. Two of its three battalions field nothing but hovercraft. Its third battalion is a dedicated aviation unit, operating attack VTOLs as well as a squadron of heavy-lift transports.

LYRAN REGULARS

4TH LYRAN REGULARS: TROPIC LIGHTNING



Almost since their inception, the Fourth Lyran Regulars have been assigned to the Lyran State's Spinward border, leading not only to a natural hatred for the Draconis Combine, but also to a very close relationship with the people of the former Tamar Pact. Throughout the Succession Wars, the regiment was always on the front lines against the DCMS, protecting its adopted "home province" from the incursions of an aggressor state or, as during the Fourth Succession War, bringing new systems into the Lyran fold.

However, just a few years later the Fourth was forced to watch as Tharkad simply gave those same worlds away, gobbled up by the newly formed Free Rasalhague Republic. The men and women of the Fourth Regulars exacted some revenge for those losses, though. Operating from their home on Blue Diamond, the regiment carried out a number of raids into the Combine during its so-called Ronin War. The Fourth also played a part in the War of 3039, though that action left nothing but a bitter taste in the mouths of the regiment's MechWarriors.

A decade later, the unit nervously watched as the Clan juggernaut snatched system after system, waiting for the inevitable. When ComStar halted the invasion just months before the Jade Falcons would have descended upon Blue Diamond, the AFFC used the Fourth, as well as other units stationed nearby yet "below" the

Tukayyid Truce Line, to incessantly raid into the Clan OZs. Though considered successful, the Fourth Regulars suffered such heavy losses on these raiding missions that the High Command briefly deactivated the unit while it rebuilt.

The regiment's long-time ties to the Tamar Pact have given the LIC cause to open a file on the unit and its officers. While several officers have loose ties to the Kelswa family, and by extension to Duke Robert Kelswa-Steiner, to date none have shown open support for the Duke or Free Skye though many are vocal critics of the Archon. To be fair, however, this stance stems more from their hatred of the Clans than true opposition to Katherine Steiner-Davion.

The regiment's insignia is the outline of a palm tree highlighted by a lightning strike.

OFFICERS

Colonel Chas Mohring came into the regiment from the Fourth Deneb Light Cavalry, where he had served for several years as executive officer. An atypical officer, he often takes great risks with his command, betting on hunches and educated guesses far more than most others in his position. While he is not always correct, his successes are often extraordinary, and his unconventional logic is usually enough to extricate him and his command from any problems they may wind up in.

Though he is a nephew of Duke Aldo Lestrade, Leutnant-Colonel Devon Lestrade does not seem to demonstrate the same propensity for treason and duplicity. He did, however, inherit his family's political aptitudes and has become one of a growing breed calling for the destruction of another Clan: the Jade Falcons.

TACTICS

When he transferred into the Fourth Regulars, Colonel Mohring brought with him a decade of experience with the Deneb Light Cavalry, something he began to teach the rest of his command from day one. The Fourth makes extensive use of its attached hovercraft as scouting and screening forces while the remaining armor and 'Mechs form into sub-commands that exploit the available terrain as well as their own maneuverability.



4th Lyran Regulars
Regiment/Regular/Reliable
CO: Colonel Chas Mohring

Reduced to less than 30 percent strength in its Clan raids, the Fourth was rebuilt with equipment cast off from other, higher priority AFFC units that themselves were being assigned brand-new BattleMechs. Nevertheless, the regiment is considered far more capable than many other, better-equipped regiments.



23rd Menkent Cavalry Regiment
Regiment/Regular/Reliable
CO: Leutnant-Colonel Devon Lestrade

The regiment fields only two companies of heavy armored vehicles, mostly Pattons and Rommels. The rest of the unit is equipped with hovercraft and other fast and maneuverable vehicles.

LYRAN REGULARS

5TH LYRAN REGULARS: THE FERRIS WOLVERINES



The Fifth Lyran Regulars often surprise those who look solely to a unit's involvement in the major conflicts of the time as a measure of its experience. The regiment has fought in every major war involving the Lyran State over the past half-century, but usually in little more than a supporting role, principally because of doubts over the unit's loyalties. Assigned to the heart of the Isle of Skye for several decades, many of the regiment's men and women could not help but be swept up into the region's secessionist movement. While the Lyran High Command insured a high turnover rate by keeping a steady stream of new MechWarriors flowing into the unit, it could do little to break up the Free Skye power block within the Fifth's senior leadership until the regiment's officers committed an overt act of treason, insubordination or some other offense punishable by court-martial.

The High Command received the break it was looking for in the Skye Crisis of 3034 when, in response to the formation of the Free Rasalhague Republic, many within the region demanded independence for the Skye Federation. The crisis was so widespread that troops from the Federated Suns were called in to help put down the growing revolution. Unfortunately, that action inflamed the situation rather than calming it. Several Lyran units, including the Fifth Regulars, fired on FedSuns troops who themselves were attempting to put down the rebellion. Though the crisis threatened to spiral out of control, both Archon-Designate Melissa Steiner-Davion and Duke Ryan Steiner stepped in to prevent the situation degenerating into civil war. The terms of this amicable solution did not, however, deter the High Command from performing "house-cleaning" on the Fifth Regulars as well as a number of other units it had been carefully monitoring.

The LCAF scattered the troops that weathered the purge across the Lyran Commonwealth and rebuilt the Fifth Regulars from the ground up, reassigning them into the Sarna March. The unit quickly built a reputation for unswerving loyalty to the Archon. Subsequently, they were tasked with a number of objective raids deep into the Free Worlds League during the technological renaissance of the 3040s. Years later, the unit heeded its Archon's call to return to the renewed Lyran Alliance, though not without a brief firefight with the Davion Assault Guards. They were given the important posting of Freedom in recognition of their two decades of devoted service. The unit deployed to the St. Ives Compact as peacekeepers under Star League colors, where they were involved in a protracted battle with the Seventh F-C RCT before receiving orders to pull out. Under strength following that action, the Fifth has been rebuilding since returning to Freedom almost a year ago.

The insignia for the Fifth Lyran Regulars is a snarling red and black wolverine, ready for the attack.

OFFICERS

Colonel Jeanine Castro is only the second commander of the "reborn" Fifth Regulars, taking command in late 3054 following the retirement of Lieutenant General Maurice Corbin. Hers is a family with a long history, some twelve generations and counting, of service to the Steiner family. She began her career in the Lyran Guards, but jumped at the chance to further her career by taking command of the Fifth. Though the operation was ultimately unsuccessful, she was presented the McKensy Hammer for her actions during the recent Jade Falcon raid.

TACTICS

The regiment possesses an outstanding intelligence section and has come to rely on its insight almost to a fault, as was demonstrated in the Fifth's near-disastrous raid into the Falcon OZ.



5th Lyran Regulars Regiment/Veteran/Fanatical

CO: Colonel Jeanine Castro

The Fifth lost more than a battalion in their operations on Nashuar when the SEventh F-C's armor brigade, which intelligence reports placed more than a thousand kilometers away, suddenly appeared in their rear area. The regiment fought a bitter battle to protect its DropShips and ultimately prevailed, though only through sheer numbers. Though trying to rebuild from the conflict, the Fifth is still some three

lances understrength. On the other hand, it does field a number of salvaged Compact BattleMechs, including a single *Pillager* and a new command OmniMech company, lead by Colonel Castro's *Hauptmann*.

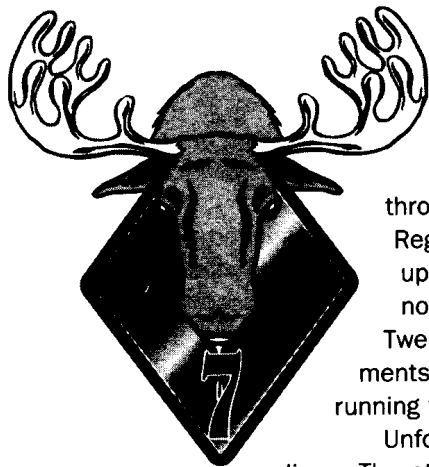


14th Freedom Reserve Fighter Wing Wing/Green/Reliable

CO: Hauptmann-Kommandant Louis Chandresekhar

Technically a reserve unit, the Fourteenth has been activated indefinitely to support the Fifth Regulars.

LYRAN REGULARS



7TH LYRAN REGULARS: THE FIGHTING SEVENTH

Though hastily organized in the earliest days of the First Succession War, the Seventh Regulars went on to become one of the most experienced and best-equipped units within the LCAF. The regiment spearheaded assaults into the Free Worlds League a number of times throughout both the First and Second Succession Wars. The LCAF again called upon the Seventh Regulars at the outset of the Third Succession War, following the League's assassination attempt upon Archon Elizabeth Steiner. FWLM forces were threatening to cut deep into the Wyatt Theater, now a part of the Freedom Theater, so the High Command assigned the Seventh, Thirteenth and Twenty-second Lyrans Regulars to a bold mission. The three regiments, along with supporting elements, were to strike deep within the League's borders in an attempt to cut the FWLM's lines of supply running to the Lyrans border.

Unfortunately, the Regulars unexpectedly encountered the League reserves moving toward the front lines. The otherwise quiet world of Merek became the graveyard for thousands of brave warriors from both sides. Operating so far behind enemy lines with no chance of resupplying, the Regulars were caught at a severe disadvantage. Nevertheless, the Lyrans force held out far longer than anyone would have expected before finally surrendering. The survivors of the operation were eventually repatriated, though losses were so great that even after absorbing the remainder of both the Thirteenth and Twenty-second, the Seventh was still massively under strength. The Seventh was assigned to garrison duties, ostensibly until it rebuilt itself, though mounting losses on both the League and Combine borders forced the LCAF to reassign the bulk of the survivors to units still in the thick of the fighting. Within just a few years, this continuing practice turned the once great Seventh into little more than a cadre unit, a reputation the regiment still retains.

The Seventh has been assigned to Loric, an otherwise unimportant world bordering the Free Worlds League, ever since its near-demise some two centuries ago. The LAAF continues to use the regiment as a proving ground for untested MechWarriors, though the Rep-Dep Corps has recently begun to assign the Seventh some newer equipment and additional consumables as a result of Colonel O'Heron's personal appeal to the Archon.

The regiment's new insignia, though still awaiting official approval by the LAAF, shows the lowered head and antlers of a moose, as if the beast is ready to charge an opponent, set atop the number seven.

OFFICERS

Colonel Mike "Big Moose" O'Heron took charge of the regiment some four months ago and immediately threw himself into building a new image for the dispirited Seventh. He stepped up the regiment's training schedule and began daily PT workouts for the entire unit including its support staff, as well as other team-building exercises. When the Quartermaster Corps denied his supply requests, he even personally petitioned the Archon for additional funding for the regiment, promising her a veteran-quality unit within eighteen months' time. So far, he has made such an impact on the Seventh's personnel that they have designed a new insignia around O'Heron's nickname.

Kommandant Megan "Little Moose" O'Heron transferred into the Seventh at the same time as her father, taking command of the regiment's third battalion and immediately becoming the unit's unofficial morale officer. Together, both O'Herons are working as a team to boost the Seventh's esprit de corps, and with it the unit's confidence and experience.

TACTICS

Only capable of putting up only a static defense a few months ago, the regiment has come a long way since the arrival of the O'Herons. The Seventh is currently undergoing an intensive training cycle concentrating on highly mobile cavalry tactics.

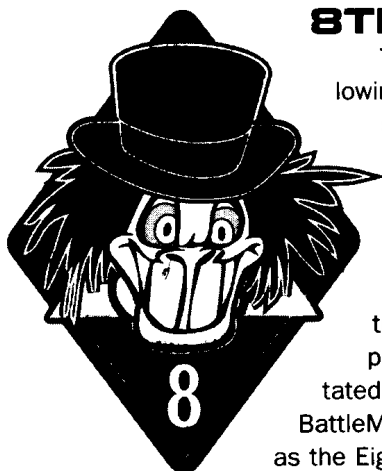


7th Lyrans Regulars
Regiment/Green/Reliable
CO: Colonel Mike O'Heron

The regiment fields the standard three battalions, two heavy and one medium, consisting of some of the oldest BattleMechs still in front-line service. Most have been refit-

ted with upgrade kits, but quite a few still retain their original configuration. Since Colonel O'Heron's appeal to the Archon last month however, the Seventh is scheduled to receive several companies of replacement 'Mechs at the rate of one or two every other month.

LYRAN GUARDS



8TH LYRAN REGULARS: MAD HATTERS

The Eighth Regulars were originally formed from a group of POWs and dispossessed MechWarriors following Kerensky's Exodus. Though every nation was scrambling to bulk up its militaries as much as possible, the LCAF was not willing to build an entire 'Mech regiment around this group of untested and untrusted warriors. The troops were undaunted, however, and eventually convinced Archon Jennifer Steiner to agree to a unique proposal, one that would benefit both sides.

Equipped with only what they could carry, the group of MechWarriors assaulted a former SLDF depot on the FWL world of Stewart. The MechWarriors did not attack the depot directly, however. Instead, over the course of a month they spiked the base's water supply, caused several minor tremors with demolition charges, changed the course of a river that flooded the base, and incited a panic by impersonating voodoo priests. By the time they were done, the population was so disoriented and confused that the MechWarriors simply walked in and appropriated almost three hundred SLDF BattleMechs in the middle of all the chaos. The Archon rewarded them with commissions within the LCAF as the Eighth Lyrans Regulars. It was her brother, General Paul Steiner, who labeled them the "Mad Hatters."

The Mad Hatters continued to employ unconventional tactics throughout their history, often butting heads with the "establishment" along the way. As with the former Blackjack School of Combat, the LCAF could not simply make the Eighth go away and likewise could not clean it up, especially as the unit consistently performed well. Senior Lyrans officers throughout the years learned to simply leave the Eighth alone, assigning it the misfits and discipline problems no other unit would keep.

Since the end of the Third Succession War, the Eighth has been guarding the Lyrans Periphery against pirate activity as a result of annoying Archon Alessandro Steiner. Though given the opportunity by Archon Katrina Steiner a few years later to relocate, the Eighth chose to remain where they were. In fact, the Eighth now has a reputation in the Periphery as the best pirate hunters in the Inner Sphere, with missions taking them as far away as necessary, though the trips to Astrokasz and Canopus are often more pleasure than business. So good are they that to date, the only target to have truly eluded the Mad Hatters has been the Red Corsair.

The unit's insignia is the image of a mad hatter set on a red triangle.

OFFICERS

Bounced from assignment to assignment throughout her career, Leutnant-General Cynthia Nelson finally found her home in the Eighth just a few years ago. She is a decorated Clan War veteran, but her inability to keep her mouth shut earned her nothing but derision from her colleagues and superiors. However, it wasn't until she made plain her feelings about General Nondi Steiner's children to the general's face that she found herself assigned to the "ass end of humanity, commanding the court jester's misfits."

TACTICS

The Eighth Regulars has never employed any standard tactics, except to keep an enemy force constantly off guard.



8th Lyrans Regulars

Reinforced Regiment/Regular/Reliable

CO: Leutnant-General Cynthia Nelson

Aide: Colonel Zurtan Rochelle

The LAAF has never officially given the Eighth much consideration, though individual supporters and "fans" within the military bureaucracy have insured that the Eighth has been kept in good supply. That situation became even better following StarCorps' opening of a new plant on Son Hoa. The unit organized a fourth battalion from equipment on a lend-lease agreement with StarCorps five years ago, and since then has kept nearly half the regiment operating from Son Hoa. The Eighth now boasts full companies of *Emperors* and *Highlanders* within its ranks, a sight few pirates feel comfortable about, especially since the regiment's revival of the famous Highlander Burial.



9th New India Heavy Armor

Reinforced Regiment/Regular/Reliable

CO: Colonel Gutierrez Ramon de Jesus Smith

The Ninth fields a majority of heavy armored vehicles, though its fourth battalion consists of VTOLs and hovercraft while the fifth battalion is actually a mechanized infantry unit. The bulk of this regiment is assigned to Son Hoa.



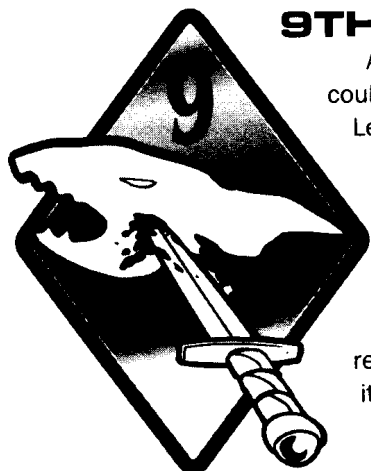
14th New India Fighter Wing

Wing/Veteran/Unreliable

CO: Kommandant Luka Schoner

The wing is commonly tasked to convoy protection and deep patrol duties.

LYRAN REGULARS



9TH LYRAN REGULARS: KARILON MAGICIANS

As with the Eighth Regulars, the LCAF formed the Ninth during the First Succession War from what could only be called an eclectic group of MechWarriors. Almost a century before the fall of the Star League, a high-profile MechWarrior Brotherhood formed on the Rim Worlds Republic world of Karilon. Its members were deeply dismayed at the actions of Stephan Amaris and vowed vengeance on the Usurper. Most never had the chance, however; a full division belonging to the Amaris Dragoons descended on Karilon, reducing it to little more than a lifeless rock. Those who escaped the Karilon massacre joined Kerensky on his drive to liberate Terra, but rather than abandon the Inner Sphere in Exodus they became a part of the LCAF.

The regiment scored several successes early in the Succession Wars, but as original members retired or were killed the brotherhood's traditions slowly faded, along with the regiment's uncanny abilities on the battlefield. By the middle of the Second Succession War, the High Command considered the Ninth just another unit, albeit one with an extraordinary history.

The regiment saw action against each of the other four Successor States throughout its years of service, though by far the most were spent along the League border. Following an unsuccessful and unauthorized raid into the Free Worlds League during the Andurien War of Secession, the LCAF reassigned the regiment to Main Street. Tasked mostly with pirate hunting and convoy escort duties, the Ninth was shocked out of its routine by the Jade Falcon incursion in 3058. The unit descended on Engadine to reinforce the Twenty-second Skye Rangers, but by the time they arrived it was too late to help: the Falcon task force had already moved on towards Coventry.

In the years since, the Ninth has stepped up its patrols in the Periphery, intent on detecting any potential invasion long before it reaches the Alliance. At the same time, it is ruthlessly tracking down a band of pirates that has been plaguing both Near Periphery and Alliance worlds for the past three years.

The Ninth Regulars' insignia is the head of a shark skewered on a dagger.

OFFICERS

Jeanette Scarlett left behind a promising career after serving with the Twenty-sixth Lyran Guards as its acting XO throughout the Clan invasion. Emotionally exhausted by the years of constant life-or-death struggle, she requested duty with the Ninth, where she intended to wait out her twenty years of service and then retire. On Scarlett's twentieth anniversary, the Archon summoned her to Tharkad and awarded her the Alliance Star and a promotion to Lieutenant-General. Her meeting with the Archon certainly made an impression with Scarlett, as she is currently in her twenty-fourth year of service and no longer shows any signs of wanting to retire.

TACTICS

The Ninth specializes in the independent small-unit tactics needed to defeat the pirate bands they commonly encounter. Likewise, all of its combat personnel are trained in zero-G combat operations and are often required to make orbital combat drops.



9th Lyran Regulars Regiment/Regular/Reliable

CO: Lieutenant-General Jeanette Scarlett

The regiment has lately been focusing its energies on hunting down a group of Periphery pirates that have been hitting world after world, but by all accounts only taking historical and archaeological records and items. In at least two instances the pirates have fended off opposition while they continued to unearth an old Star League-era site. LIC analysts believe the pirates are looking for a long-lost laboratory or storehouse, though they still cannot determine specifically what or where. Elements of the Ninth have encountered these pirates on at least five occasions but have either been wiped out or driven

back, leading many to believe the pirates have already uncovered some of the technology they have been looking for.



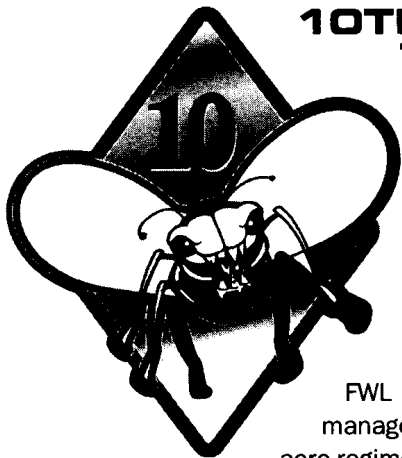
9th Regulars Aerospace Group 2 Wings/Regular/Fanatical

712th Alliance Fighter Wing: Haupt.-Komm. Floyd Wood
1119th Alliance Fighter Wing: Haupt. Lissette Kim

The LCAF assigned both wings to the Ninth after transferring the unit to Main Street to assist in escort duties. As a result, rarely more than a single squadron is actually present on Main Street at any one time.

LYRAN REGULARS

10TH LYRAN REGULARS: THE STINGING BARFLIES



Archon Alessandro Steiner's policy of "Concentrated Weakness" cost him the throne on Tharkad, but more importantly it could have cost the Lyran Commonwealth its very life had the centuries of warfare not taken their toll on both the League and the Combine. Nevertheless, the Lyran military machine suffered hideous damage during Alessandro Steiner's final days, losses that his successor, Archon Katrina Steiner, was intent on making up. Her plan was simple: shock the Free Worlds League back into a defensive posture, a trick Theodore Kurita succeeded at against the Lyrans some three decades later.

The Tenth was paired with the Sixth Donegal Guards and assigned to retake Denebola V, a task that should have been easy for the two veteran units. Instead, the Lyran units found a full FWL aerospace regiment supporting several battalions of mercenary BattleMechs. The Lyran force did manage to ground, but the assault degenerated into a war of attrition after the FWLM reassigned their aero-regiment. With no reserves available and few supplies, both sides settled into a routine of sporadic fighting followed by weeks or months of repair and resupply. This cycle continued on for a number of years until the two realms mutually agreed upon an end to the fighting, long past the official end of the Third Succession War.

While the Denebola operation was never officially considered a failure by the LCAF, the men and women of the Tenth Regulars still live under a psychological pall cast by the failure, even though no current member of the unit was involved in any way with the mission. The Tenth has not been involved in any major operation since that time, save defending against the occasional raid. Its members had been clamoring for the chance to prove their worth to the Alliance for some time in hopes of removing the blight caused on Denebola V. In response, the High Command gave the unit a high profile assignment on Cavanaugh II.

The caricature of a flying insect, maw open and fangs dripping with blood, is the insignia for the Tenth Lyran Regulars.

OFFICERS

Darrel Ingles spent nearly half of his career within the Tenth before finally ascending to command of the unit, following Hauptmann-General Gary Terlecki's promotion to head the Penobscot Command. Though a close friend of Terlecki, Ingles did not involve himself in the political tug of war, as Terlecki had fought with General Richard Steiner following the Alliance's secession. Ingles continued to keep his distance even after Terlecki was reassigned to the Reserve Command, preferring instead to remain within General Steiner's favor.

TACTICS

The members of the Tenth Regulars have had several years to familiarize themselves with Cavanaugh II's terrain. They have built dozens of concealed fortifications and laid plans for extensive minefields and other battlefield obstacles that will make any aggressor looking to take the world pay dearly for the chance.



10th Lyran Regulars
Regiment/Regular/Reliable
CO: Colonel Darrel Ingles

Almost half of the BattleMechs in this hard-drinking regiment date to the early Succession Wars, with at least four still bearing the markings of Star League manufacturers. A majority of its 'Mechs have received equipment upgrades over the past two decades, though at this point the Rep-Dep Corps has flagged the remainder for outright replacement at the next major overhaul.



840th Alliance Panzer Regiment
Regiment/Regular/Fanatical
CO: Lieutenant-Colonel Fritz Horvath

Until the Tenth took up station to Cavanaugh II, the 840th was an independent regiment assigned to the Coventry

Province headquarters. When he learned that the Tenth Regulars possessed no organic combat support elements, General Richard Steiner requested the heavy armor unit to bolster the strength of the garrison. Used to seeing action along the Clan Front, the members of the 840th Panzer are naturally resentful of their relegation to the quiet Marik border.

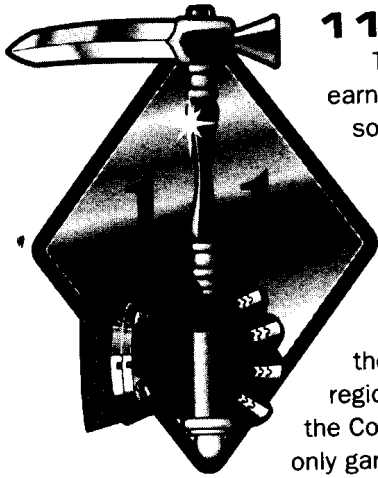


1st Cavanaugh Irregulars
Regiment/Green/Reliable

CO: Lieutenant-Colonel Elizabeth Lutz-Kellon

General Steiner ordered the First Irregulars formed as soon as the Tenth was assigned to Cavanaugh II. Staffed solely with natives of Cavanaugh, the regiment possesses an innate knowledge of the world but has yet to grasp any but the most fundamental of combat skills.

LYRAN REGULARS



11TH LYRAN REGULARS: THE HAMMERS

Tired and battered after decades of combat along the Free Worlds League border, the Hammers earned themselves an assignment to Australia at the end of the Third Succession War. The regiment was so decrepit that the LCAF almost decommissioned the entire unit; only the impassioned pleas of its members to the High Command, the Estates General and even the Archon kept the unit on the LCAF's rolls. Even so, a majority of the regiment's veterans were later reassigned to fill out gaps in other units as the LCAF geared up for the Fourth Succession War. The Eleventh, still rebuilding itself, sat out that conflict though its veterans garnered dozens of awards and commendations.

Several years later, the Eleventh was called into the Federation of Skye to help contain the rebellion that arose following the formation of the Free Rasalhague Republic. The Eleventh, one of the few units within the LCAF with no apparent ties to the Free Skye Movement, remained within the region as a "stabilizing" force. Since then, it has been called out only twice: once briefly to take part in the Commonwealth's push during the War of 3039 and again during the Clan invasion, though the unit saw only garrison duty during the latter conflict.

Following the Truce of Tukayyid, the Eleventh returned to its station on Sabik in the Lyons Thumb, again more as a stabilizing force than as protection against the Combine. Nevertheless, when the Alliance broke away and Coordinator Theodore Kurita stationed his troops within the Lyons Thumb as peacekeepers, the Eleventh immediately went on high alert, initially contesting the Thirty-second Galedon Regulars' landing. The units sparred for two days until the Hammers received orders from Tharkad to stand down. However, the Eleventh continued to make life as difficult for the Thirty-second Galedon as possible. Though prevented from engaging the Kuritan troops, by all accounts the Eleventh's men and women sabotaged DCMS equipment, incited riots within Sabik's population, jammed communications frequencies while on continuous "training deployments," and the like. Unwilling to spark a war with the Combine and looking to help keep order within the Skye Region following Field Marshal Gareth's abortive rebellion, the LAAF High Command reassigned the Eleventh to Alphecca, just one short jump from Skye itself.

The regiment's insignia is the mailed Steiner Fist wielding a war hammer.

OFFICERS

Though he was never considered one of the best and brightest officers within the Lyran military, Jeremy Donner has built a reputation as an extremely loyal officer who always put the interests of his men before his own. While those qualities have ensured that he will rise no higher within the LAAF, they also guarantee near-absolute loyalty from his men.

TACTICS

With faceless enemies that blend invisibly into the population they are sworn to protect and the occasional bureaucratic foe looking to hurt them from inside, the men and women of the Eleventh have cultivated a unique set of tactics, as evidenced on Sabik against the Thirty-second Galedon. However, the regiment has not participated in a major military campaign for more than two decades, hence its green status.



**11th Lyran Regulars
Regiment/Green/Reliable**
CO: Colonel Jeremy Donner

Like the majority of the Lyran Regulars units, the Eleventh uses 'Mechs far older than most of its pilots' grandparents. Beneath the dilapidated veneer, however, lies one of the best-maintained units in the LAAF. The Eleventh's logistics section is home to several outstanding scroungers who work hard to keep the unit functioning. Rumor has it that the regiment's MechWarriors hone their "unique" skills within logistics depots scattered across the Skye Federation. As a result, very few of the regiment's 'Mechs even closely resemble their original configurations.



**11 Lyran Regulars Combat Auxiliary
Reinforced Battalion/Regular/Reliable**
CO: Kommandant Tiffany Steiner-Zibler

Consisting of almost two dozen platoons of assorted hovercraft, AFVs, trucks, and other vehicles both civilian and military, the auxiliary is not a typical combat unit. Only one company is devoted to combat support operations; the rest are maintained simply to give the Eleventh a pool of vehicles to use on its unconventional missions.

LYRAN GUARDS

15TH LYRAN REGULARS: THE BULLY BOYS



The LCAF's Operation Thor of 3027 was significant for two reasons. Publicly, it was meant to prove that the Lyran military could mount a major military exercise just as well as the Federated Suns.

However, that reason was secondary to the true purpose, which was the relocation of a number of key units without arousing suspicion. Both aspects were very successful, and the Fifteenth Regulars along with more than a dozen other 'Mech and lesser regiments took up station along the Combine border.

When the Commonwealth launched its assault on the Combine a year later, the Fifteenth experienced one of the Commonwealth's quickest and least costly victories of the war against the First Sun Zhang Training Cadre. The regiment routed the Cadre in less than a week and had operational control of the planet less than 48 hours later. Its assault on

Memmingen, however, took an entirely different turn. The Fifteenth faced the survivors of the First Sun Zhang and the mercenary Vandelay's Valkyries, as well as several regiments of determined conventional militia. The Fifteenth Regulars again lived up to their name with the First Cadre, this time crushing the unit entirely. The mercenaries and the militia did not cave in to the Bully Boys the way the Sun Zhang Cadre did, however, forcing the Fifteenth to engage an entrenched enemy. The operation bogged down significantly, and when Combine reinforcements began to arrive, the Fifteenth cut its losses and withdrew.

The unit remained stationed along the Combine border until the formation of the Free Rasalhague Republic, after which it returned to its garrison on Hood IV. Too far removed from the invasion corridor, the only combat the Fifteenth saw during the early 3050s was against the various pirates retreating from the Clan hordes. The Fifteenth finally received the call to service following the formation of the new Star League, and was assigned to the Operation Bulldog task force alongside the Fourth Arkab Legion. Even so, the regiment still saw little combat, instead playing a cat-and-mouse game with elements of the Smoke Jaguars' Omega Galaxy on Lonaconing before the Clan retreated en masse from the Inner Sphere.

The Fifteenth Regulars' insignia is a blackjack lying atop a pair of gloves.

OFFICERS

Lisa Orsini came into the Fifteenth almost twenty years ago as a young company commander. After spending most of her adult life in the unit with many of those years at its helm, Orsini has become the veritable mascot of the Bully Boys, adopting its rough and tumble attitude and corresponding hot temperament. Unfortunately, the years have apparently begun to take their toll on the colonel. Her cautious orders and apparent reluctance to engage the Jaguars on Lonaconing are completely out of character for both her and the unit, though to be fair, any order to engage could easily have turned into a death sentence for her regiment.

TACTICS

Equipped with a preponderance of heavy- and assault-class machines, the Fifteenth is really only capable of a stand-up battle.



15th Lyran Regulars
Regiment/Regular/Reliable
CO: Colonel Lisa Orsini

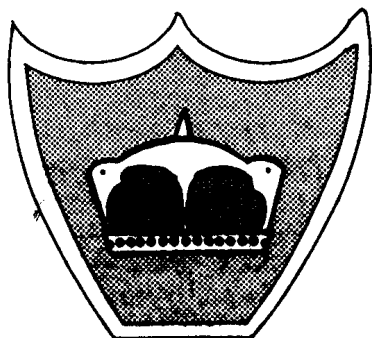
The men and women of the Fifteen still feel disappointed that they did not have the chance to prove themselves against the Jaguars. At the same time, they are honored they were chosen at all, and many realize just how close to death they truly were. At the very least, the unit gained a measure of mutual respect with the Fourth Arkab, going so far as to exchange a lance of BattleMechs as a sign of goodwill. Instead of her Zeus, Colonel Orsini now commands her regiment from the cockpit of a *Hatamoto-Chi*.



15th Lyran Regulars Combat Auxiliary
4 Companies/Green/Questionable
CO: Hauptmann Viktor Erdmann

Left on Hood IV when the Fifteenth was assigned to the SLDF task force, the auxiliary was forced to deal with several pirate attacks and even one deep-range Jade Falcon raid. The auxiliary held up, cowing most of the opposition with its massive force of heavy armor, even though the Falcon raid destroyed more than a full battalion of vehicles.

FIELD MANUAL: LYRAN ALLIANCE



LYRAN PRIDE

The Royal Guards are the most prestigious posting in the Lyran military, charged with the defense of Tharkad and protecting the Lyran Government. They are perceived as the elite of the LAAF and are the career goal of many soldiers. Unlike other Lyran units, however, the Royals have absolute control over their composition. Membership is by invitation only and all nominees undergo rigorous testing and training in a receiving unit on Tharkad before being accepted into one of the three RCTs.

Each Royal Guards RCT represents one of the three founding states of the Lyran Commonwealth: Donegal, Skye and Tamar. A fourth Royal unit represented the Lyran Commonwealth, but it was wiped out by the Draconis Combine on Caledonia in 2848. Though his abandonment of the unit caused its demise, Archon Claudius Steiner instigated deadly reprisals for the death of the Fourth, setting in motion what became known as Operation Praying Mantis. The Archon's orders activated a sleeper agent in the Kuritan court, a woman known to history simply as "Snow Fire." A courtesan, she advanced her standing in the palace and eventually gained the attention and trust of Coordinator Yoguchi Kurita. Late one night as the coordina-

tor slept, she slit his throat. She then placed the patch of the destroyed Fourth Royal Guards on his chest before taking poison herself.

COMMANDING OFFICER

Legally, command of the Royal Guards lies with the Archon, but in practice the brigade's day-to-day operations are managed by a senior LAAF officer. A former commander of the Second Royal Guards, Hauptmann-General Christopher Malvin has overseen the Royal Guards' operations for the last sixteen years, appointed by Archon Melissa in recognition for his long and faithful service.

FORCES

Historically the Royal Guards RCTs have drawn troops from their respective districts. This recruitment policy has been relaxed since the formation of the Federated Commonwealth, allowing a broader range of recruits, though the majority still originates in the Alliance. Members of the Royals receive detailed instruction in protocol and ceremonial duties, with any infraction grounds for dismissal. Some units have mistakenly assumed that this emphasis on non-combat skills has

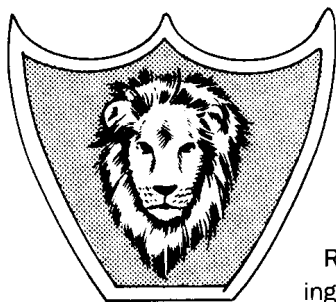
dulled the Royals' combat abilities. As the Smoke Jaguars discovered on Avon, this is not the case.

The Royal Guards are the best-equipped formation in the Alliance, with every 'Mech and vehicle using advanced technology. Furthermore, all but a handful of these vehicles are less than a decade old, exploiting the Alliance's massive industrial base.

COLORS AND INSIGNIA

The Royal Guards use a distinctive color scheme for their 'Mechs and vehicles: a base of Steiner blue with a gold stripe down each side. Additionally, weapon barrels are painted gold, as are hatches and sensors. The dress uniform of the Royal Guards is similarly distinct from that of other LAAF units, with a pale green jacket and blue pants. Royal Guards troops on ceremonial duties in the Triad on Tharkad also wear an all-white uniform. The insignia of the Guards takes the form of a blue shield rimmed with gold, upon which is a white crown.

ROYAL GUARDS



1ST ROYAL GUARDS RCT: THE PRIDE OF DONEGAL

While the Royal Guards are the elite of the LAAF, the first regiment is the elite of the Royal Guards. Also known as "The Archon's Own," the First's principal duty is as the Archon's bodyguard. However, when present on Tharkad they are also responsible for security in the Triad complex and at the Royal Palace. Most of the First's duties are ceremonial, but most serve a practical purpose. For example, following an assassination attempt against Archon Craig Steiner in 2529 the Archon's Throne Room was extensively remodeled to allow a pair of *Griffin* BattleMechs from the First to be deployed flanking the throne. An imposing sight, the presence of these war machines has cowed many seeking audience with the Lyran leader, but their presence has also saved a number of Archons from assassination. Though briefly switched to a *Crusader* and a *Marauder* by Archon-Prince Victor in 3056, Archon Katherine has since changed them to *Hauptmanns* to reflect the cutting edge technology of the LAAF.

Despite their reputation, however, the unit's role is not limited to duties on Tharkad. The First was deployed to bolster the defenses of Skye during the Fourth Succession War and later helped to liberate La Blon and eject DCMS troops from Dromini VI. More recently, the First deployed to Hesperus in the wake of Brandal Gareth's revolt.

As in all Royal Guards units, membership of the First is tightly controlled, with every applicant subject to stringent security checks before being offered a post. Almost a third of the RCT's officers are members of the nobility, though social position is not allowed to supercede martial competence. Every member of the unit must have at least five years' experience in another unit, though the Archon may override this requirement.

The First Royal Guards use a lion's head for their insignia.

OFFICERS

Tradition dictates that the Archon commands the First Royal Guards, though few Archons take a direct role in the unit's operations. Instead, day-to-day operations are left in the hands of the executive officer, currently Leutnant-General Gionavva Mellandra, the Duchess of Khartoum. With an eye for detail, as well as being a stickler for protocol, Mellandra is the ideal commander of the First Royals. However, she is also an accomplished MechWarrior, having earned the McKensy Hammer while serving with the Third Royals on Buckminster.

Hauptmann Alexander Carlyle commands the First Royal's lightning company. Son of the famed Grayson Carlyle, Baron Von Glengarry, Alex grew up in the mercenary Gray Death Legion and is an accomplished MechWarrior, experienced in battlefield leadership. Hauptmann Carlyle's origins and exploits have made him a star in the RCT with a bright future ahead.

TACTICS

The First excels at ceremonial duties, notably parades and drill routines. The unit's warriors are also highly competent soldiers who excel at city fighting and close combat. "Guardian Duty" in the Archon's throne room is the greatest honor that can be bestowed on a Lyran MechWarrior, and even though such troops are the best in the unit, each undergoes extensive training in close-quarters maneuvering and marksmanship.



First Royal Guards Regiment/Regular/Fanatical

CO: Archon Katherine Steiner

Aide: Leutnant-General Gionavva Mellandra

AeroSpace Brigade: Kapt. Paolo Duranti

The First Royal Guards AeroSpace Brigade currently fields the First and Second Royal Guards Wings.



1st Royal Guards Armor Brigade 3 Regiments/Regular/Fanatical

CO: Colonel Uwe Dahrendorf

Aide: Leutnant-Colonel Gill Davis

1st Royal Tharkad PR: Col. Liesbeth Tennant

2nd Royal Tharkad PR: Col. Noel Seaton

1st Royal Tharkad LT: Col. Damien Banbridge



1st Royal Guards Infantry Brigade 5 Regiments/Regular/Fanatical

CO: Colonel Austin Graves

Aide: Leutnant-Colonel Leon Jodrell

2nd Royal Tharkad LI(R): Col. Holly Tenn

4th Royal Tharkad LI(R): Col. Jona Kork

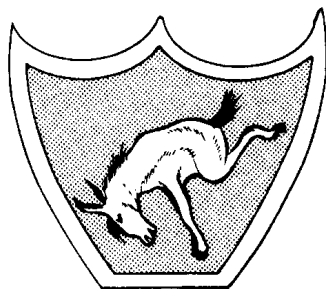
1st Royal Tharkad MRT: Col. Galeazzo Halder

2nd Royal Tharkad MRT: Col. Kerry Bracher

1st Royal Tharkad BAR: Col. Harold Carter

The Tharkad Battle Armor Regiment was commissioned by the Archon herself. It is the largest concentration of such troops in the Inner Sphere, representing almost six month's production of the devastating suits.

ROYAL GUARDS



2ND ROYAL GUARDS RCT: THE PRIDE OF SKYE

While the First Royals undertake high-profile public duties, the Second Guards are assigned less glamorous tasks, such as defense of Tharkad's military industries. Elements of the RCT are deployed at the TharHes, Lockheed/CBM and Semier Data Tron complexes. In addition to these garrison duties, the Second also forms the principal planetary defense force, serving as liaison to the well-equipped planetary militias with whom they exercise on a regular basis.

Though the Second rarely sees combat, the unit maintains a high experience level by rotating in LIC-screened troops from other units. They are usually from front-line LAAF regiments, but also include trusted mercenary units like the Blue Star Irregulars and Brion's Legion. This constant flow of experienced troops into the Royals ensures that the unit remains informed on current military developments. With the exception of senior officers, who are posted to the RCT for an indefinite period, members of the Second serve two-year terms and are then rotated to other units.

The insignia of the Second Royals depicts a kicking mule.

OFFICERS

The nephew of former General of the Armies Edward Regis, Leutnant-General Richard Regis has worked hard to live up to the reputation of his brilliant if reclusive relative. Though a skilled tactician and inspirational leader, he did not possess the political network required to maintain such a desirable Lyrans post and in March 3055 was replaced by Richard de Gambier. Vowing to regain his lost command, he quickly demonstrated that he would prove a more formidable foe in political circles than any battlefield. He slowly built up strong ties to key members of the Royal Court including the Minister of Protocol, Barthel Spiers, and the head of the LIC, General Alicia Savinson, which led him to regain his command in January 3059. Additionally, he has also established a good working relationship with Dag Kesselring, the commander of the Sixty-sixth Com Guard Division based on Tharkad. Kesselring's Steiner heritage predisposes him to support Archon Katherine, and Generals Regis and Savinson hope to persuade the Precentor to openly denounce Prince Victor.

Since arriving with the Second, Colonel Saffron Olivery has spoken out in favor of Prince Victor, earning her the wrath of General Regis. Luckily for the colonel, her mother is Vincenza Olivery, head of the LAAF transport division. It is her influence that has allowed Saffron to remain at her post, though she is due for a routine rotation in March 3063.

TACTICS

The Second is principally a defensive unit, skilled at both mobile and static defense operations. The RCT's engineering battalion includes a number of engineering 'Mechs and vehicles for creating breastworks and emplacements.



2nd Royal Guards

Regiment/Veteran/Fanatical

CO: Leutnant-General Richard Regis II

Aide: Colonel John Lovgren

AeroSpace Brigade: Col. Saffron Olivery

The Second Royal Guards have a strong relationship with the defense industries based on Tharkad, notably TharHes and Lockheed/CBM. A number of MechWarriors and pilots from the RCT also serve as test pilots for these companies. As a result, the Second contains a number of prototype 'Mech designs, as well as the *Eisensturm-O*, a prototype OmniFighter of Lockheed/CBM's new design.

In addition to their duties with the RCT, Saffron Olivery's two aerospace wings have undertaken a number of exercises with the LAS *Katherine Steiner*, the *Fox*-class WarShip assigned to guard Tharkad.



2nd Royal Guards Armor Brigade

3 Regiments/Veteran/Fanatical

CO: Colonel Leo Mitchell-Heggs

Aide: Leutnant-Colonel Ruby Bass

3rd Royal Tharkad PR: Col. Haikel Merti

4th Royal Tharkad PR: Col. Owen Frear

1st Royal Tharkad AC(R): Col. Lindsey Holby



2nd Royal Guards Infantry Brigade

5 Regiments/Veteran/Fanatical

CO: Colonel Anfa Shou

Aide: Leutnant-Colonel Victor Duong-Cheng

5th Royal Tharkad LI (R): Col. Victoria Jordan

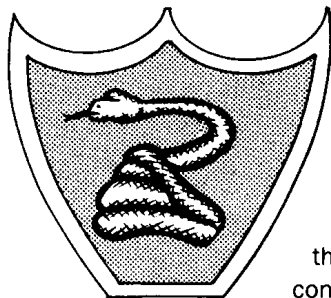
6th Royal Tharkad LI(R): Col. Anton Merrick

3rd Royal Tharkad MRT: Col. Nick Meyer

4th Royal Tharkad MRT: Col. Edwin Chan

1st Royal Tharkad JR: Col. Ewan Lindstrom

ROYAL GUARDS



3RD ROYAL GUARDS RCT: THE PRIDE OF TAMAR

Until the destruction of the Fourth Royal Guards in 2848, the Third's duties were much like those of the First and Second: garrisons, parades and ceremonies. However, following the brutal events of Caledonia, the Third became the Royal Guard's principal active service unit, taking part in many of the bloodiest campaigns such as the defense of Hesperus in 3019. In 3028, the Third strove to liberate Buckminster as part of Operation Götterdämmerung. Under the command of Roman Steiner, the newly formed RCT pushed the planetary militia and the Second Sword of Light across the Sanjusendo continent before forcing passage of the Greerson Mountains with the assistance of a group of *Fortress*-class DropShips called the Elvidner. Though ultimately unsuccessful, the Buckminster Campaign demonstrated the RCT's strength and vitality. Unfortunately, the unit's recent history has been less impressive.

In 3057, under the command of Harrison Bradford, the Third overreacted to the Northwind Highlanders' declaration of independence, taking harsh action to keep the world in the Federated Commonwealth. Effectively destroyed in the conflict, the survivors were repatriated to the Federated Commonwealth, but most chose to return to the Lyran Alliance and formed the core of a new Third Royal, raised on the orders of Archon Katherine. Over the next year, the unit was partially rebuilt before deploying to Avon as part of Operation Bulldog. There they fought alongside forces of the DCMS and Com Guard to push the First Jaguar Guards and the Beta Galaxy command trinary off world. The mission called for the SLDF troops to fight alongside the Nova Cats, but in the confusion of battle several Cat 'Mechs were mistaken for Jaguars and downed by the Royal Guards. A bitter dispute ensued, and only the intervention of Precentor Winston Quiller, the Com Guard commander, prevented hostilities between the Third and its Clan allies.

Though yet to reach full strength, the Third is posted on Port Moseby on the border with the Draconis Combine. Following the annexation of the Lyons Thumb, the Third has been placed on full alert for action against the Combine. However, matters within the Alliance look set to require their attention.

The insignia of the Third Royals shows a golden rattlesnake.

OFFICERS

The XO of the Fifth Donegal Guards until 3057, Kathy Parks was installed as commander of the Third after the Northwind debacle. The High Command charged Parks with restoring the unit's reputation and morale, a difficult challenge but one she threw herself into. Renowned as tough but fair leader, she soon earned the respect of the troops and forged both the old-timers and new recruits into a viable combat unit, winning them a place in Operation Bulldog. The events on Avon, however, have brought renewed criticism of the unit, though the LAAF High Command has ignored the complaints issued by the SLDF.

TACTICS

The Third has a reputation for innovative and unorthodox tactics, though that standing has suffered greatly over the last decade. The Royals rarely do what is expected of them, keeping enemy forces off balance and forcing them to react rather than act. The RCT's oversized aerospace brigade plays a major role in such operations, maintaining pressure on the enemy positions and undertaking aerial surveys. These recon flights work hand-in-hand with the RCT's SigInt detachment, building a detailed picture of enemy positions, movements and intentions.



3rd Royal Guards

Regiment/Veteran/Fanatical

CO: Leutnant-General Kathy Parks

Aide: Hauptmann-Kommandant Johnson Higgins

AeroSpace Brigade: Kapt. Noëlle Millward

The Seventeenth and 101st Tharkan as well as the Thirty-first and Forty-ninth Royal Guards Wings currently deploy as the Third Royal Guards AeroSpace Brigade.



3rd Royal Guards Armor Brigade

3 Regiments/Veteran/Fanatical

CO: Colonel Abdul Kalam

Aide: Leutnant-Colonel Shuen-Kai Pang

6th Royal Tharkad PR: Col. Michael Peake

4th Royal Tharkad LT: Col. Tomoko Mendez
9th Port Moresby LT: Col. Abraham Ju'Pierre



3rd Royal Guards Infantry Brigade

4 Regiments/Veteran/Fanatical

CO: Colonel Fuchsia Ball

Aide: Leutnant-Colonel Chuck Zeus

8th Royal Tharkad LI(R): Col. Peter Sanders

9th Royal Tharkad LI(R): Col. Alice Rossini

6th Royal Tharkad MRT: Col. Jacqueline D'Herve

19th Port Moresby JR: Col. Rei Sanchez

FIELD MANUAL: LYRAN ALLIANCE



BRAVEHEARTS

Originally the army of the Federation of Skye, the Rangers have earned a reputation for effectiveness and resolve in the face of adversity. The Rangers' ties to the Federation worlds have remained strong, the units exploiting the immense resources of the Skye and supported by over 700 years of history. Drawing most of their personnel from the Sanglamore academy and training cadres on Skye, the Rangers' links to the people are unparalleled, though these ties frequently bring the units into conflict with the LAAF.

Building ties with the local population is encouraged by the LAAF, but the Rangers take this to extremes. Though officially subservient to the Archon, the Rangers are more loyal to the Duke of Porrima—currently Robert Kelswa-Steiner—and through him, to the Free Skye movement. Several Rangers regiments have “lost” equipment that is later used in Free Skye and, though unproven, members of the Rangers have allegedly trained Skye rebels and participated in covert operations. Indeed, on several occasions the Rangers have openly sided with the rebels, most recently in 3057 when the Tenth Rangers and several ancillary units went over to the Free Skye cause and attacked Glengarry.

The rulers of Skye and the commanders of the Rangers brigade have so far avoided indictment for their

actions, but that has not prevented the LIC from giving the entire Rangers a Questionable rating. In an attempt to weaken their position, Archon Katherine's reforms designated the Tenth and Twenty-second Rangers as “sink” units, repositories for the incompetent and disloyal as well as other problem cases, concentrating them in one place and thereby strengthening the Archon's hold on the remaining units. This move has angered the Rangers, and even the restoration of Skye's original boundaries has done little to ease the tensions.

COMMANDING OFFICER

Officially, command of the Skye Rangers lies with Hauptmann-General Rupert Guercio, a Sanglamore graduate who served with distinction in the Fourth Succession War and the War of '39. In practice, however, the Rangers answer to Duke Robert Kelswa-Steiner, the young Duke of Porrima who heads the Free Skye movement. A former aerospace pilot, Guercio fought alongside Duke Ryan Steiner in the years before the Fourth Succession War and served on the duke's honor guard at his wedding in 3034. Upon Ryan's death, Guercio transferred his allegiance, and that of his troops, to the duke's heir.

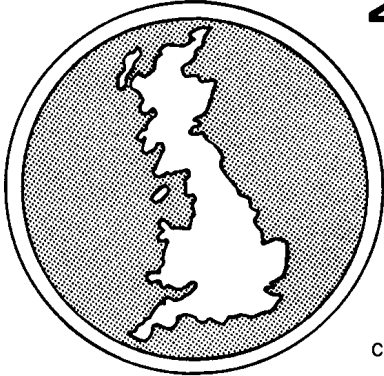
FORCES

Officially a four-regiment brigade, the Jade Falcon drive on Coventry shattered the Twenty-second and Tenth Rangers, the survivors of which were combined into a new Twenty-second. General Guercio has repeatedly requested the LAAF provide resources to rebuild the Tenth, but these requests have been denied. With the creation of five Jaeger regiments since the formation of the Alliance, the Rangers have taken this refusal as a deliberate insult.

COLORS AND INSIGNIA

The color scheme used on Rangers vehicles for parades is principally dark red, with arms (or turrets/rudders) painted black. Furthermore, each uses highlight colors appropriate to the regiment. The Skye Rangers infantry dress uniform deviates from that used by most LAAF units, using dark green rather than Steiner blue. The Rangers' insignia takes the form of a disc upon which is a yellow sun in a blue sky, partly obscured by wisps of white cloud.

SKYE RANGERS



4TH SKYE RANGERS RCT: ALBION

The pinnacle of the Skye Rangers, the Fourth has been spared the ravages of Archon Katherine's reforms thanks to its deployment in the ARDC. They have absorbed supplies and equipment from Grand Duke Kell's autonomous district, but have thus far avoided committing themselves wholeheartedly to either his cause or to that of Prince Victor. Instead, they maintain a position of neutrality, preferring to keep a close eye on the Jade Falcons who have twice invaded Morges in recent years.

The first battle saw the elite Fourth working alongside the Arcturan Guard and Wolf's Dragoons against the invaders. The mercenary troops helped contain the Falcons, but expelling them fell to the Federated Commonwealth force, headed by the Rangers. The fighting was bloody, costing almost a battalion of troops but giving the Rangers valuable experience against the Clans.

In the years since, the Fourth has suggested a series of strikes against the weakened Falcons.

However, Grand Duke Kell has refused the request, stating that such a mission would seriously compromise the border defenses. General von Frisch is becoming increasingly disillusioned with this position, particularly when the recent Falcon-Viper war weakened the enemy forces further, and believes that to delay a counter-stroke is to invite a resumption of raids into the Alliance.

As with all Skye Rangers, red and black dominate the color scheme used by the Fourth, with green highlights serving as their signature. The RCT's insignia is a blue disc upon which is drawn in green the Terran island of Great Britain for which the unit—like Ian McQuiston's first freighter—is named.

OFFICERS

A veteran of the unit's actions on Marfik and Kimball in the Fourth Succession War, Leutnant-General William Harrison von Frisch received numerous decorations for valor but also learned first-hand the problems associated with the traditional Lyran officer corps.

Rising through the Rangers' command after the war, William vowed not to be confined by the Steiner strait jacket, learning everything he could from the Lyran's new allies, the Federated Suns. His enthusiasm for the new tactics rubbed off on the troops under his command, amply demonstrated by the unit's success both in exercises and in their initial gains in the War of '39.

Von Frisch regards himself as a loyal son of Skye, but he has sought to balance this with his sworn duty to the Alliance. However, the recent insults aimed at Skye by the Archon—using the Rangers as "sink" units and refusing to rebuild the Tenth Rangers after their heroism on Skye—as well as Grand Duke Kell's obstinacy have pushed the general to the brink. As far as he is concerned, if the Lyran State cannot keep its house in order, whatever befalls it is none of Skye's business.

TACTICS

Thanks to von Frisch's leadership, the Fourth Skye Rangers are adept in a wide range of combat tactics, exploiting the broad range of skills and equipment within the RCT. Unlike most Lyran units, they do not favor stand up fights but instead prefer to lure an enemy into overextending themselves, attacking them when they are at their weakest.



4th Skye Rangers

Regiment/Elite/Questionable

CO: Leutnant-General William Harrison von Frisch

Aide: Colonel Mary Edwards

AeroSpace Brigade: Kapt. Alman Jackson

The Fourth Skye's deployment in the ARDC has deprived it of access to many of the new Alliance designs, but its equipment remains in excellent condition. The unit has three Clan OmniMechs captured on Morges: two *Lokis* and a *Ryoken*.

Currently, the Fourth Skye Rangers AeroSpace Brigade fields the Ninety-first and 113th Skye Air Wings.



4th Skye Armored Brigade

3 Regiments/Elite/Questionable

CO: Colonel Hanson Lourdes

Aide: Leutnant-Colonel Maire Richards

19th Skye AR: Col. Duggan Brennan

44th Skye LA(R): Col. Archibald Myles

22nd Eaton AC(R): Col. Louis Badoglio



4th Skye Infantry Brigade

5 Regiments/Elite/Questionable

CO: Colonel Dwayne Corelli

Aide: Leutnant-Colonel Devla Clavell

191st Skye LI (R): Col. Candace Lawhead

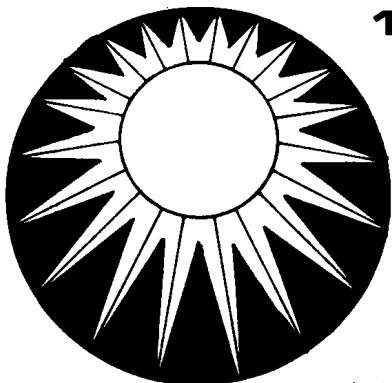
21st Summer HI (R): Col. Harper Timmons

11th Skye MR: Col. Morgwen Luchenko

19th Alphecca MTR: Col. Rowan Thomas

3rd Skye CMR: Col. Shane Welsch

SKYE RANGERS



17TH SKYE RANGERS: THE BOYS OF SUMMER

Once counted among the elite of the LAAF, the Seventeenth Skye Rangers faced Clan Jade Falcon twice during the invasion: first on Barcelona (subsequently regained by the Federated Commonwealth) and then on Black Earth. Both times the unit acquitted itself well but at considerable cost. Abandoned by the AFFC on Barcelona, only the actions of an insubordinate JumpShip commander allowed elements of the unit to escape. However, the effort cost the Seventeenth almost all of its supporting forces. This wasteful loss of their RCT fanned the separatist sentiment within the survivors, with the unit's pro-Skye sentiments cited as a reason for the AFFC's neglect.

Despite this and a subsequent ejection from Black Earth, the Seventeenth maintained its combat effectiveness, eventually returning to garrison Barcelona after the war. In the end, however, the unit's greatest enemy was not the Clans but the Lyran military. Seen as a hotbed of dissent, order AO-5730023 led to their relocation to Lost on the Periphery fringe and the re-assignment of key officers and troops to other units. Despite vehement protests—this action violated the Household Troop Agreement of 2883 that guaranteed at least half the MechWarriors in the Seventeenth would be natives of Summer—the LAAF turned the regiment into a “sink” unit. Problem cases from across the LAAF were consigned to the Seventeenth, from petty criminals and those incapable of operating within military discipline to those professing loyalty to Archon-Prince Victor.

The result was a steady erosion of the unit's effectiveness, but the new “recruits”—combined with dislike of the new Archon—placed the Rangers in an unusual position: favoring Prince Victor. With war brewing, the Seventeenth has finally thrown in its lot with Prince Victor Steiner-Davion, hoping to barter its support in exchange for improved conditions and postings in the aftermath. However, there are still plenty of hard-line pro-Skye elements in the unit that will likely make trouble if the Seventeenth finds itself in actual combat against Lyran units.

The regimental patch is a gold disc forming a stylized sun. Gold is also used for highlights on the regiment's BattleMechs and aerospace fighters.

OFFICERS

Colonel Karl Prafol assumed command of the Seventeenth in 3059 following the resignation of the former commander. Born on Hunan in the former Sarna March, Prafol is a capable administrator but is better suited to support duties than commanding a front-line combat unit. As such, the unit XO, Antonia Roman, oversees most of the unit's day-to-day operations. Having been raised on an occupied world, the Colonel empathizes with Skye's situation and supports the unit's stance regarding the Alliance. However, as an outsider he has not been introduced to the full scope of the Free Skye Conspiracy. Rumors suggest that when war breaks out, he will be “retired” in favor of Lieutenant Colonel Roman.

TACTICS

The loss of their aerospace force on Black Earth has forced the Seventeenth to rely on the two lances that remain of its Lightning Company for reconnaissance information. Effectively blind, the regiment is ill suited to offensive operations. However, this has not prevented Lieutenant Colonel Roman from drilling the force in a wide range of offensive tactics.



17th Skye Rangers

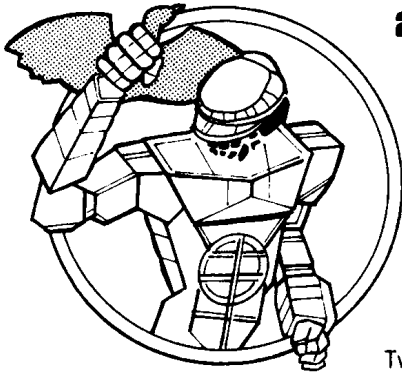
Regiment/Regular/Questionable

CO: Colonel Karl Prafol

Aide: Lieutenant Colonel Antonia Roman

The Seventeenth is well down the LAAF's supply chain. The regiment doesn't have enough spare parts to keep its all 'Mechs in working order, let alone fully arm those it can deploy. Several pirate raids against Lost have demonstrated the unit's vulnerability, but the LAAF has shown no signs of changing its stance.

SKYE RANGERS



22ND SKYE RANGERS: THE SECOND CHANCE

Never a strong unit, the decision to use the Twenty-second Rangers as a dumping ground for malcontents meant that when Engadine was targeted by Clan Jade Falcon in 3058, the unit's chances of survival were slim. Nonetheless, the unit fought valiantly, holding out against the grossly superior opposition for six days before being trapped at Manistique Lake. The survivors were taken as bondsmen by the Falcons but subsequently released after the Hegira from Coventry.

The Coventry campaign left the LAAF with two ruined Skye Ranger units, the Twenty-second and the Tenth. Rather than rebuilding both, it was decided to merge the remnants as the Twenty-second. Officially this was because the Tenth, though more prestigious, lacked command integrity, with many of the surviving troops having left to join the AFFC or the SLDF while the Twenty-second already had the infrastructure required to rebuild. The Free Skye movement believes the decision was made *because* the Tenth was more prestigious, and it was elements of the Tenth that ended the Coventry Campaign.

This rumor has not helped Archon Katherine's image within the unit, which was never good. However, Prince Victor's effective decapitation of the Tenth ensured he gained little from Katherine's mistake. Instead, the Rangers have withdrawn into themselves and are concentrating on rebuilding, staging numerous integration exercises among their disparate elements and new recruits sent to the unit.

Officially, the reborn Twenty-second does not have a unit patch, but warriors from the regiment have taken to wearing the image of a jade falcon, gripped around the neck by a *Commando* BattleMech. This sigil is one of the few unifying elements within the unit. The unit's highlight colors are still a hodgepodge of the white used by the Twenty-second and the light blue of the Tenth.

OFFICERS

Francisco de Argall has commanded the Twenty-second for almost two decades, most of which he has spent on the Periphery border. Never particularly outgoing, his four-month incarceration at the hands of the Jade Falcons wrought major changes on the colonel. Since his release the taciturn and laid-back de Argall has thrown himself into his work, seeming to find a new lease on life in whipping his reborn unit into fighting trim. However, his zeal to rebuilt the 'Mech regiment has brought the colonel into conflict with aerospace commander Kaptain Paulo Velisarios, who believes his element of the Twenty-second is being neglected.

TACTICS

Unlike most Lyrn units, which are dominated by heavy and assault class 'Mechs, the Twenty-second has had a surfeit of light designs, leading to a reliance on mobile warfare and hit-and-run tactics. Since being reformed, the unit's "backbone" has been stiffened by the arrival of five lances of heavy 'Mechs, prompting an evolution in the regiment's tactics. De Argall has used the new forces in various configurations, but the most successful appears to be as an anvil against which the regiment's lighter companies crush their foes.



22nd Skye Rangers

Regiment/Regular/Questionable

CO: Colonel Francisco de Argall

Aide: Leutnant-Colonel Don Nix

Most of the equipment used by the Twenty-second is old but serviceable, though the last few years have seen a number of new designs creep into the unit. The most notable was a pair of new *Hauptmann* OmniMechs, shipped directly to the unit from the Coventry Metal Works in appreciation of the Tenth Rangers' efforts. However, the unit currently lacks the resources to use the OmniMechs effectively although both pilots and technicians have used the machines to familiarize themselves with the new technology.



22nd Skye Air Wing

2 squadrons/Regular/Questionable

CO: Kaptain Paulo Velisarios

Aide: Leutnant-Kaptain Elizabeth Parrish

The regimental air wing fought valiantly against the Falcon invaders, sustaining considerable casualties before being forced to withdraw.

FIELD MANUAL: LYRAN ALLIANCE



THE ARCHERS

The Tamar Cavaliers owe their existence to the political ambitions of Duke Robert Ryan Kelswa-Steiner. Following the death of his father on Solaris VII, the young Duke inherited the reigns of leadership of the Free Skye Movement. After only a brief time, he made it clear that he also inherited his father's incredible ambition. His first acts proved that he did not forget his maternal legacy to the Duchy of the Tamar Pact. Playing on the lust for vengeance of the Tamar people, he used his family's fortunes to build a new BattleMech regiment, one devoted to liberating the Clan-held worlds of the Tamar Pact.

Turning to Free Skye's extensive intelligence network, the Duke brought together both new recruits and hardened veterans of the Clan War, men and women who were devoutly loyal to him. However, while the unit's personnel came together quickly, the equipment did not. Following the action on Hesperus in 3057, the Alliance began scrutinizing every major private contract issued to its military industries. Rather than let his cousin, Archon Katherine, learn about his plans and have the opportunity to quash or manipulate them to her benefit, Duke Kelswa-Steiner turned to corporations outside the Alliance for most of the regiment's equipment needs. In a grand bureaucratic irony, the Duke was able to import equipment that the LAAF did not have access to, all on his own authority and without the knowledge of anyone else within the Alliance government.

Initially designated as the Kelswa House Guard, the Cavaliers began training together in late 3058 and entering service some two and a half years later. To forestall any objections from the Alliance Council or the Archon, Duke Kelswa-Steiner immediately turned over operational control of the regiment to the LAAF, though he and his staff still retain administrative authority of the unit.

The unit's insignia is a sword set against a knight's shield bearing the crest of the Kelswa family. The Cavaliers use a red with silver paint scheme on their combat equipment unless circumstances dictate otherwise.

OFFICERS

A survivor of the bitter fight for Tamar in 3051, then-Leftenant Anthony Liddle was wounded grievously in the initial fighting against Clan Wolf and was evacuated on the same ship as Duchess Morasha Kelswa. He transferred to Duke Ryan Steiner's staff after recuperating, choosing to remain loyal to his conquered homeworld by backing his duchess' husband, who was one of the few men still voicing outrage at the FedCom's reluctance to win back the Tamar Pact. Few doubt Colonel Liddle's capabilities as a combat officer, though few question where his loyalties will lie should war grip the Alliance.

TACTICS

The Cavaliers are proficient in-fighters but prefer to use their artillery assets and multitude of missile platforms to decimate an enemy force at the longest of ranges. It is this preference that recently earned the unit its unofficial designation.



Tamar Cavaliers
Regiment/Regular/Fanatical
CO: Colonel Anthony G. Liddle

Drawing upon the tactical doctrines taught by the Federated Suns and the lessons of the Clan War, the regiment's personnel are assigned a loose organizational structure. Nominally fielding one heavy and two medium battalions, each with one fire support and two maneuver/brawler companies, the regiment can easily rearrange into a number of pre-designated combat teams, each with a different mission or specialty.



343rd Tamar Heavy Armor
Regiment/Regular/Questionable
CO: Leutnant-Colonel Jim Reeves

It was the survivors of the 343rd who evacuated Duchess Kelswa from Tamar in 3051, though the only thing remaining from that unit is its designation. The new 343rd deploys a full artillery battalion, a fast scout battalion and an aviation battalion.

FIELD MANUAL: LYRAN ALLIANCE



THE ENEMY WITHIN

One of the most important events of the Fourth Succession War was the defection of Colonel Pavel Ridzik, Strategic Director for the Capellan military and one of Chancellor Maximillian Liao's primary advisors. The Colonel did not leave Capellan service alone, however. Declaring himself Supreme Lord of the Tikonov Free Republic, he seceded the nineteen remaining unoccupied worlds of the Tikonov Commonality as well. In addition, a number of battered Capellan units and quite a few fresh militia units followed him into independence, forming the core of the new Tikonov Free Republic Army. From the remains of seven crushed units he built three full BattleMech regiments, while he formed two more from both the survivors of many more destroyed Capellan regiments and graduates of the region's military academies. These five 'Mech regiments became known as the Tikonov Republican Guard.

Following the Fourth Succession War, in which the Republican regiments played an active role, Capellan agents killed Lord Ridzik. This turn of events left the TFR and its tiny army to be absorbed by the F-C Alliance. The Republicans were, however, wary of House Davion and insisted on being incorporated into the LCAF rather than the AFFS.

Beyond a few notable and brief punitive campaigns, the Republican regiments remained assigned to the

Tikonov region throughout their service to the AFFC. The Republican Guard faced their first true test during the Marik-Liao Offensive in 3057, which they failed. The first three regiments pulled back from their assigned worlds in the face of concentrated FWL task forces, while the Fourth Republican went rogue, taking Hall for themselves. The Fifth Republican disintegrated when attacked by the various factions vying for power on Elgin.

COMMANDING OFFICER

Hauptmann General Caleb Peleao is the Republican Guard's notional commander. A native of Tikonov and rumored to be one of Pavel Ridzik's many illegitimate children, Peleao was once the Nanking Command's Logistics Director, a position he allegedly used to benefit himself and his causes more than the AFFC or even his Republican Guards. With the Nanking Command's dissolution during the '57 offensive, Peleao and his surviving Guards regiments became a part of the Achernar PDZ, where he has apparently found an ally in Marshal Richard Kleindienst, the region's commander. Both are officers who are very obviously pursuing their own agendas, playing upon the nationalistic bent of the people under their command to further their goals.

FORCES

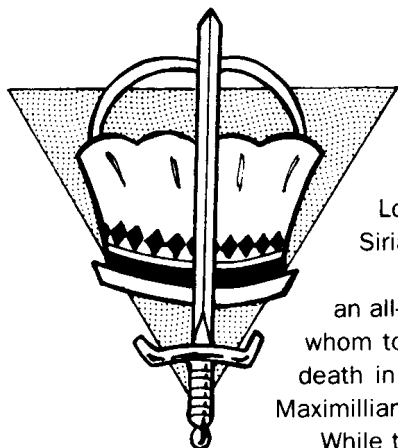
While the five Guard units were originally composed of personnel hailing from planets throughout the former Capellan Confederation, since the end of the Fourth Succession War the Tikonov Republicans have been recruiting exclusively from the worlds of the Tikonov Reaches. The result is naturally an organization that shows far more loyalty to the Tikonov region than it does to its parent nation. In fact, it was of little surprise when the Fourth Republican went rogue during the '57 offensive. It is because of this fact more than any other that the Republican regiments remained stationed within the Sarna March during the Clan invasion, ostensibly to protect against a Capellan incursion.

The three surviving Republican Guard regiments remain under strength even now, some five years after the cessation of the Marik-Liao Offensive. With the Archon's rise to power on New Avalon, however, the units are scheduled to receive the final shipment that will return them to full operational strength within the next eighteen months.

COLORS AND INSIGNIA

The Republican Guard uses a red and black paint scheme on all its 'Mechs. The unit's insignia is a torch set within a crown, atop a red triangular field.

TIKONOV REPUBLICAN GUARD



1ST REPUBLICAN: STAFF OF THE LORD

The First Republican Guard BattleMech Regiment officially entered service on 3 March 3029, the same day Supreme Lord Pavel Ridzik announced the secession of the Tikonov Free Republic. Formed from the remnants of the First Ariana Fusiliers and Lothar's Fusiliers, the First Republican almost immediately took the war to the Free Worlds League. Under the command of Lord Ridzik himself, they more than made a name for themselves on Procyon, driving the Second Sirian Lancers from the world and claiming it for the new Republic.

With the death of Ridzik, many of the First Republican's men and women were ready to launch an all-out assault to avenge their leader's assassination. However, the regiment's officers were split on whom to actually blame for his death. Most had little doubt that Hanse Davion would engineer Ridzik's death in order to take the TFR without a fight. On the other hand, all realized full well that Chancellor Maximillian Liao had likely signed a death warrant for Ridzik.

While the unit's officers bickered amongst themselves, the people of the Tikonov Free Republic made a decision of their own. By voting to join the Federated Commonwealth Alliance, and in doing so uniting with dozens of other former Capellan worlds including Tikonov itself, under the aegis of the Sarna March and the leadership of Melissa Steiner-Davion, they effectively ended the First's discussions. Those members who spoke out against the alliance found themselves purged from the Republican Guard rolls, with many ending up imprisoned on charges of treason and sedition. The First survived these purges, though only by recruiting heavily from the military academies of the Sarna March, a policy that continues today.

Having former Capellan troops participating so publicly in the defense of the Sarna March helped to bring acceptance of Davion rule to the region, but because of the highly nationalistic streak running through the First Republican, the AFFC High Command knew it could never trust the regiments fully. Nevertheless, the First Republican defended Talitha as best they could when the Marik invasion force landed. Facing three full FWL 'Mech regiments, they fought a valiant defense, effectively removing a third of the Marik forces from battle after laying waste to the Atrean Hussars' rear areas. In the end, however, the First was simply outclassed. Deprived of most of their air cover at the outset of the campaign, the First lost nearly as many troops in the withdrawal from Talitha as it did in the fight for the world.

The First Republican's insignia is a variation of the Republican Guard's crest, with a sword replacing the torch. Having formerly served as Lord Ridzik's personal guard, the First also uses gold highlights upon their 'Mechs.

OFFICERS

Leftenant General John Joseph Atherton does not fit the typical model for a Republican Guard officer. Born and raised on the Lyran world of Wotan, Atherton was placed in command of the First Republicans almost a decade and a half ago in an effort to help control the regiment. At that time an idealistic young officer, Atherton lost much of his enthusiasm and fidelity toward the AFFC when the High Command continued to view the worlds of the former Tamar March as unrecoverable long after the Truce of Tukayyid. Atherton remains an honest commander, punishing severely any misconduct, but has long given up caring about morale within the unit.

TACTICS

The First often artificially inflates its strength by fielding short lances, then forming several additional provisional companies. While its under-strength battalions hold an enemy force in place, the First's provisional units can break through to the enemy's lines and either simply surround their opposition or wreak havoc in their rear areas.



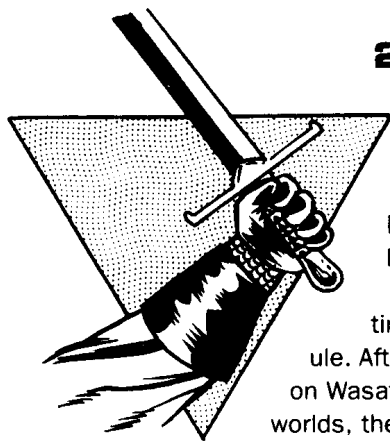
First Republican Regiment/Veteran/Questionable

CO: Leftenant General John Joseph Atherton

More than two-thirds of the First Republican's twenty-three operational lances of BattleMechs are original to the unit, though the majority have been refitted with upgrade kits. Most of the rest of the unit's 'Mechs are those purchased directly from factories within the former Sarna March.

TIKONOV REPUBLICAN GUARD

2ND REPUBLICAN: THE SCRAPPERS



Lord Ridzik brought together the surviving elements of Stapleton's Iron Hand, Trimaldi's Secutors and Kerr's Intruders to form his Second Republican Guard, assigning them to the Procyon invasion along with his own First Republican. However, the fact that the Second had very little time to train together before being committed to the Procyon invasion was nearly the unit's undoing. Frustrated by the efforts of the Second Sirian Lancers and Procyon's militia defenders, the Second Republican was close to disintegration before Lord Ridzik stepped in to pull the unit back together.

Following the TFR's absorption into the Federated Commonwealth and the subsequent, sometimes bloody purges, the High Command assigned the Second Republican to a heavy training schedule. After two years of intensive training, the regiment returned to active duty, replacing the Third Republican on Wasat. Poised on the border with the Free Worlds League and within striking distance of a number of key worlds, the Second saw much use throughout the next three decades.

The most prominent of the Second's campaigns occurred in the middle and late 3030s. While the majority of the League's military was tied up in the war to reclaim Andurien, its leaders were similarly enthralled in the political tug of war between Thomas and Duncan Marik for the Captain-Generalcy. During this period the Second pulled off several highly successful raids on worlds like Connaught, Irian and Alphas.

Unfortunately, the League's conquest of Andurien signaled the return of an invigorated FWLM. Working in concert with the First Lyran Regulars, the Second Republican attempted another hit-and-run raid on Connaught in 3044. Faced with only the Thirteenth Marik Militia, the Second expected little trouble with their assignment. Unfortunately, the Lyran Regulars missed their LZ, grounding hundreds of kilometers away and leaving the Second to deal with two mixed regiments of 'Mechs and armor. Even with no air support, forty kilometers of rough terrain to cover and enemy forces converging from nearly all sides, the Second managed to pull out with relatively few casualties, though its members continue to harbor a deep animosity toward the Lyran Regulars for that inaction.

Little more than a decade later, the Second again faced the Thirteenth Marik Militia, as well as the Second Sirian Lancers and two other League regiments, this time on their homeworld of Wasat. The Second led the League invasion force on a two-week-long chase while hoping for AFFC reinforcements, but with none forthcoming and casualties mounting, the Second retreated, returning Wasat to League hands.

The insignia for the Second Republican is a mailed hand holding a sword high, set against a red triangular field.

OFFICERS

The death of Lieutenant General Lyman Babbit on Wasat left Kommandant Suzie Foster the senior officer in the slowly disintegrating regiment. With elements of the Second scattered across a thousand-kilometer front, Foster battled not only the Marik invaders and distance for command of the regiment, but also her fellow officers. Her only ally was the commander of the Second's DropShip group, an officer with whom she continues to share a fifteen-year-long relationship. It took the threat of being marooned to bring the Second back together for its retreat from Wasat. Foster received a promotion to Lieutenant General and commander of the Second upon the unit's relocation to Algol.

TACTICS

After its many years at the heart of a raiding force, the Second is practiced in combat drops and small-unit operations.



Second Republican Regiment/Regular/Questionable

CO: Lieutenant General Suzie Foster

In reward for its many successful raids against the League during the 3030s and early '40s, the High Command allowed the Second to keep much of the equipment it "recovered" during those operations, most of which the unit simply stockpiled. These reserves have been exploited by the

unit's highly skilled technical crews to keep the unit operational on less than half its supply allotment through the last decade of neglect by the Department of the Quartermaster. Additionally, the regiment's infamous supply staff trades with other units for upgrade kits and new machines. Consequently, though the Second lost half of its forces on Wasat, the unit is at nearly full strength.

TIKONOV REPUBLICAN GUARD



3RD REPUBLICAN: ANGELS OF VENGEANCE

Like the first two Republican regiments, the Third was formed from the remains of several former Capellan units who chose to follow Ridzik into independence, in this case the survivors of the Fourth Confederation Reserve Cavalry and Justine's Grenadiers. Veteran soldiers all, under the command of a skilled officer the soldiers of the Third Republican faced their first campaign together on Wasat against the Fifteenth Marik Militia. The Third was arrayed against a much heavier force, but the Republican force had both surprise and skill on its side and quickly routed the League forces, reclaiming a world taken from the Tikonov Grand Union centuries before.

Two years later the AFFC High Command adjusted the Republican Guards' assignments somewhat, and the Third Republican took up permanent station on Van Diemen IV. As with the Second Republican, the AFFC used the Third a number of times throughout the years as a raiding force, as both the Federated Commonwealth and the Free Worlds League launched deep raids into each other's territory. While not as successful as the Second, the Third Republican nevertheless amassed an impressive combat record, earning the unit a Veteran rating.

The appearance of the Third Oriente Hussars in 3057 took the regiment by complete surprise. With League commandos already on planet, much of Van Diemen IV's command and communications networks went silent as Hussar 'Mechs rained down from supposedly commercial DropShips. Furthermore, the Third Hussars executed a preplanned operation almost perfectly, allowing the Republican's signals intelligence analysts no chance to decode the Hussars' plans. After just a few days it was obvious the Hussars held the upper hand, and the Third rallied for a coordinated retreat off world. However, the Third found its route cut off by the Hussars' conventional troops, forcing the regiment to attempt a breakthrough that, while nearly destroying the enemy armor force, delayed the Third long enough for the Marik commandos to sabotage or outright capture the Republican DropShips. Rather than face a hopeless battle, the Third surrendered. The unit was repatriated two months later, taking up station on Yangtze.

The Third Regiment's insignia is an angel wielding a flaming sword.

OFFICERS

Leftenant General Karl Lopiz found himself in command of the Third Republican when his commanding officer was killed in one of the first commando bombings on Van Diemen IV. A recent graduate with honors from the Sakhara Academy, Lopiz immediately took charge of the unit and waged as good a campaign against the Hussars as he could. Unfortunately for him, the Hussars held the upper hand from the moment of their appearance and drove the Republicans before them. Lopiz was gravely wounded in the Third's final stand against the Hussars, and spent most of the Third's two months of detention recuperating in the hospital, having received some of the best medical care the League could provide. Despite this, Lopiz still lost an arm and both legs and will never again command a 'Mech, even with the cybernetic replacements he has since received.

TACTICS

The Third's intelligence staff is well known for their skill in intercepting and interpreting enemy communiqués, allowing the regiment to oftentimes act on their opponent's moves before they are even made.



Third Republican

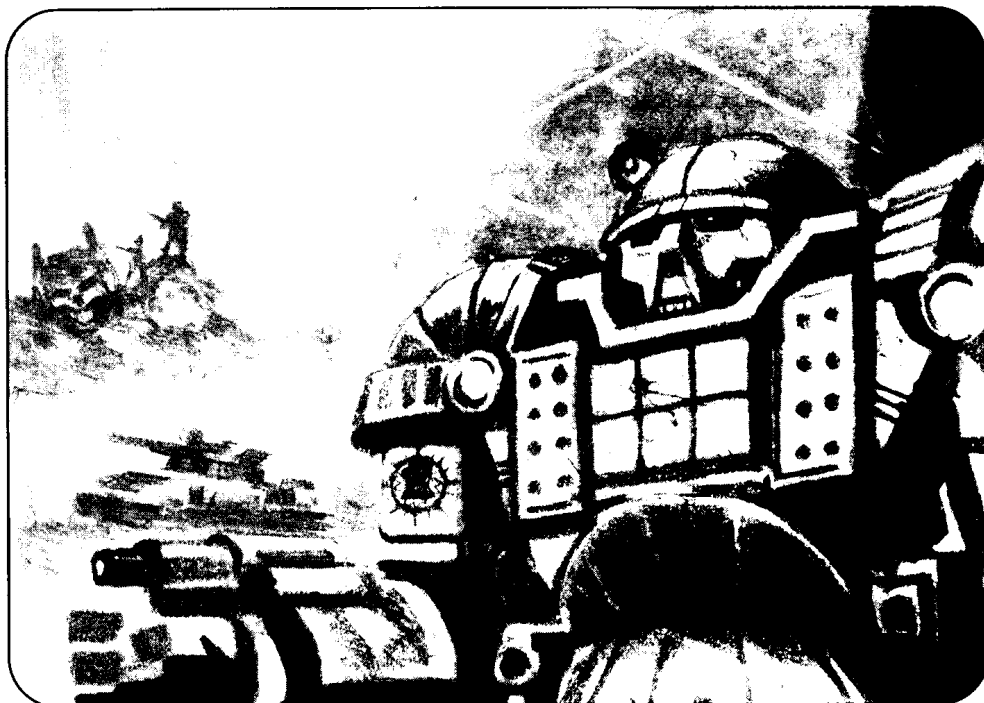
2 Battallions/Veteran/Questionable

CO: Leftenant General Karl Lopiz

The Third lost nearly half of its forces on Van Diemen's battlefields. Unable to collect any salvage because of their surrender and forced to turn over almost another company of 'Mechs as ransom for its repatriation, the Third returned to the Federated Commonwealth fielding barely a single battal-

ion. Despite attempts to rebuild, the unit has only reached double that strength, still falling well short of a regiment. Additionally, the few replacement BattleMechs the Department of the Quartermaster has assigned have, by all accounts, been ancient models pulled from mothballs or reassigned from militia units.

REGIONAL MILITIAS



An important element of amalgamating the Lyran Commonwealth and Federated Suns militaries involved the establishment of March Militias, second-line RCTs drawing their troops from a distinct region of space. There was resistance to the policy at first, as there were many similarities to Archon Alessandro's policy of Concentrated Weakness. However, the AFFC's commitment to the training and maintenance of planetary militias overcame the Lyran distrust of the militias. When the Lyran Alliance seceded, the Militias remained as part of the LAAF, though their designations and the area from which they draw troops have been adjusted to reflect the new situation. This change has caused a degree of resentment and discontent, though, with many troops serving in a Theater that no

longer contains their homeworld. The constant rotation of troops through the unit as part of National Service (see *New Blood*, p. 35) ensures that by the end of 3063 all regional militias will contain only troops drawn from their own Theater or Province.

COMMANDING OFFICER

There is no overall commanding officer for the regional militias. Instead, each unit falls under the direct command of the Provincial or Theater commanders.

FORCES

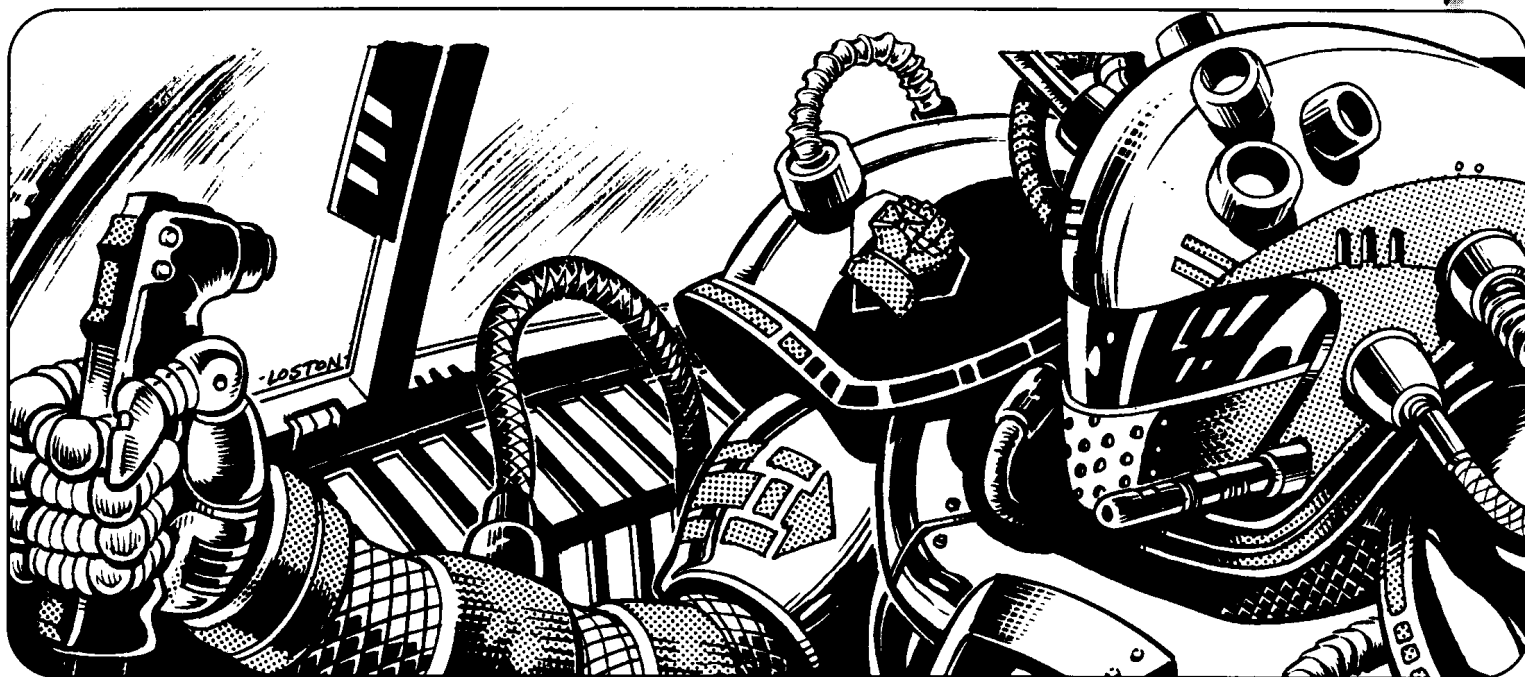
Each regional militia unit takes the form of a miniature RCT. Most are built around a 'Mech regiment with five supporting infantry regiments and two armor regiments. Additionally, since the formation of the Lyran Alliance, supporting aerospace fighters have all been attached to the core 'Mech regiment, unlike the AFFC militias of their origins, which still keep their fighters as a separate command. The militias draw their equipment from the Rep-Dep Corps but are considered low priority and thus rarely have supply stockpiles or advanced technology. Most militias have integral DropShip assets but few have their own JumpShips.

COLORS AND INSIGNIA

All militia units use a pale blue paint scheme for ceremonial duties, with highlight colors applied according to the Province or Theater. Militia units display the Alliance fist logo above their three-letter militia designation (e.g. APM, CTM). Designations are listed in the table below.

Region	Number Of Units	Commander	Highlight Colors
Freedom Theater Militia (FTM)	5 RCTs	General James Ellis	Green
Skye Province Militia (SPM)	1 RCTs	Hauptmann-General Rainer Poulin	Green-red
Pandora Theater Militia (PTM)	2 RCTs	General Walther Gothard	Dark blue
Donegal Province Militia (DPM)	0 RCTs	Hauptmann-General Rebecca Simons	Blue-yellow
Melissia Theater Militia (MTM)	3 RCTs	General Sharon Bryan	Gold
Coventry Province Militia (CPM)	1 RCTs	Hauptmann-General Mark Kostic	Gold-red
Timbuktu Theater Militia (TTM)	3 RCTs	General Mils Steiner-Davis	White
Alarion Province Militia (APM)	2 RCTs	Hauptmann-General Peter Zenger	White-green
Cavanaugh II Theater Militia (CTM)	3 RCTs	General Richard Steiner	Purple
Bolan Province Militia (BPM)	1 RCTs	Hauptmann-General Mitchell Henders	Purple-blue

REGIONAL MILITIAS



ALARION APM

The Alarion APM has seen little combat since it was created in 3041, serving principally as a garrison force with some brief deployments for disaster relief or in support of the Alliance Customs Authority. The APM's relationship with the people of Alarion has been good, though their recent involvement in Operation Cleansweep, including the arrest of more than three hundred anti-Archon dissidents after major rioting in the capital, has made the people wary of the militia. Colonel Engle has sought to build ties with Anatoly Serfass, the pro-Katherine Duke of Alarion, to develop a strategy for maintaining order on the planet.

OFFICERS

A native of Resse Station, Colonel Brad Engle typifies the hardy frontiersmen of that harsh planet: self-reliant, determined and thoughtful. Formerly a battalion commander in the First Crucis Lancers, he resigned from the pro-Victor unit following the Lyran secession. Upon his return home, with reliable officers in short supply the LAAF retained his services, placing him in command of the Alarion CPM. Though unfamiliar with multiregiment operations, Engle proved a capable commander and inspirational leader who has built strong ties with the newly formed Alarion Jaegers. However, he is concerned by CO of the First Alarion Jaegers Julie Hoffman's request to be deployed away from Alarion.

TACTICS

The militia has proved adept at small unit tactics including riot patrol duties, but exercises against the Jaegers have demonstrated their weakness in large set-piece battles.



Alarion APM Regiment/Green/Reliable

CO: Colonel Brad Engle
Wing: Komm. Juliet Lawrence

Unlike most LAAF units, the APM makes heavy use of privately owned 'Mechs, which results in an uneven mix of technologies and conditions. Given the low chance of the militia seeing combat, the LAAF hasn't pressed the matter.



Alarion APM Armor Brigade 2 Regiments/Green/Reliable

CO: Colonel David Hayward-Jones



Alarion APM Infantry Brigade 5 Regiments/Green/Reliable

CO: Colonel Alexine Noble

The Eighteenth Alarion MP Regiment and the Forty-first Light Infantry have been the main APM units involved in maintaining order on Alarion. They are recognized as regular by the LAAF.

REGIONAL MILITIAS



CARLISLE APM

The Carlisle APM draws most of its personnel from worlds in the rimward sector of Alarion Province. These are principally agricultural worlds that have rarely been troubled by war and accordingly have a low supply priority and little advanced technology. Indeed, the only conflict the militia has faced since its founding was the brief trade dispute in 3046 between cartels on the world of Lancaster. This threatened to escalate out of hand when each side hired mercenaries, so the APM deployed as a neutral party. Initially, their purpose was to monitor the situation, but when both sides refused to heed the Lyran calls for mediation, monitoring became enforcement and the APM intervened in the conflict. They separated the disputants and met any mercenary infractions with force.

OFFICERS

A staunch Lyran patriot, Colonel Otto McIntyre has no qualms about acting against those who protest the Archon's rule. He has disciplined several members of the militia for voicing doubts about the Archon's rule, a discussion he believes borders on treason. His stance has upset many in the unit who feel there is a major distinction between criticism and sedition. Rather than stamping out opposition to the Archon within the unit, McIntyre's actions have only driven it underground.

TACTICS

The Carlisle APM favors combined-arms deployments, using VTOL and light vehicle units to identify targets for the 'Mechs and heavy armor. The result is a fast-moving and flexible style of fighting, relying on communication and cooperation.



Carlisle APM
Regiment/Green/Reliable
CO: Colonel Otto McIntyre
Wing: Komm. Alvina Kalra

The Carlisle APM has acquired several 'Mechs directly from Bowie Industries, but these are the only items of advanced technology in the unit.



Carlisle APM Armor Brigade
2 Regiments/Green/Reliable
CO: Colonel Curtis Linhan

Richter's company of the Third Carlisle Light Armor is composed entirely of locally built Savannah Master hovercraft.



Carlisle APM Infantry Brigade
5 Regiments/Green/Reliable
CO: Colonel Alisdair Meacham

REGIONAL MILITIAS

FURILLO BPM

The Furillo BPM has a close relationship with the military industries on Furillo. They garrison the factories of Defiance Industries, N&D and Lockheed/CBM, and have built strong working relationships with the corporations. This emphasis on defending the industrial sites has, however, proved unpopular with the general populace of Furillo, who accuse the BPM of placing profits before people. Additionally, the unit's ties to Iris Steiner, the 78-year-old Duchess, have prompted the LAAF to classify the militia as of questionable loyalty and suspected of ties to the Free Skye movement.

OFFICERS

Born on Gallery, Colonel Thomas Hogarth served with distinction in the War of '39 before taking command of the Furillo militia in 3045. The colonel is a frequent visitor to the ducal estates near Telesian, having intrigued the duchess with his keen wit and intelligence at a soiree in 3046. The two established a firm friendship, playing chess and discussing a wide range of topics. This relationship has caused Caesar Steiner much chagrin, as he sees Hogarth as a rival for his mother's affections. Unfortunately, the Duchess' former friendship with deposed Archon Alessandro Steiner, and the resultant ties to Ryan Steiner and Robert Kelswa Steiner, have made the LAAF suspicious of her motives and, by extension, those of Colonel Hogarth.

TACTICS

The Furillo BPM favors highly mobile tactics, exploiting the light 'Mechs and VTOLs provided by local corporations.



Furillo BPM
Regiment/Green/Questionable
CO: Colonel Thomas Hogarth
Wing: Komm. Yale Mustapha

Defiance Industries has a vested interest in the Furillo BPM and has given the unit considerable support over the last decade, ensuring they are well equipped with new technologies.



Furillo BPM Armor Brigade
3 Regiments/Green/Questionable
CO: Colonel Granville Montague



Furillo BPM Infantry Brigade
3 Regiments/Green/Questionable
CO: Colonel Christabel Elks

COVENTRY CPM

Immediately following the Alliance's secession, both the Tenth Skye Rangers, who were recently relocated to Coventry, and the Coventry Militia itself became something of a dumping ground for undesirables within the newly reorganized LAAF. With Coventry located some 200 light-years from the Jade Falcon OZ, no one within the Lyran High Command saw any potential threat to that ever-important world. History, of course, proved them wrong.

By the end of the Falcon offensive on Coventry in 3058, little remained of the Militia RCT. In the years since, the LAAF has not moved to rebuild the crushed Militia unit. Instead, they are relying on the First Coventry Jaegers, a unit devoutly loyal to the Archon, to reinforce this important world. Rather than standing quietly by, however, Duke Bradford has spent quite a bit of his personal fortune to assist in the rebuilding of the Militia as well as drawing heavily upon the graduates of the Coventry Military Academy. Still, though equipped with some of the latest hardware in the Lyran inventory, the Militia remains sorely under strength.

OFFICERS

Colonel Judith Niemeyer retired just two months ago, leaving command of the reforming Militia RCT to Colonel William Steiger. Himself a veteran of the Coventry action and one of a handful of Tenth Skye Rangers survivors, Steiger is doing his best to rebuild the unit in light of the dearth of support from the LAAF and lack of cooperation from the Jaegers.

TACTICS

The Militia has trained extensively throughout Coventry's wilderness and mountain regions.



Coventry CPM
2 Battalions/Green/Reliable
CO: Colonel William Steiger
Wing: Kommandant Lex Doyle



Coventry CPM Infantry Brigade
2 Regiments/Green/Reliable
CO: Leutnant-Colonel James Beaumont



Coventry CPM Armor Brigade
2 Regiments/Green/Reliable
CO: Leutnant-Colonel Mira Calliston

REGIONAL MILITIAS

DAR-ES-SALAAM CTM

Ironically, given the number of battles fought on the world, Dar-es-Salaam means “Haven of Peace” in Arabic. The center of Islam in the Alliance, the planet’s population is staunchly pro-Archon. This sentiment has transferred to the regional militia as well, which draws almost half its strength from the unit’s base-world. However, though the unit is solidly in Katherine’s camp, their independent streak and willingness to protest any infringement of their rights has prompted the LIC to regard them as only of average reliability.

Founded in 3039 the Dar-es-Salaam militia has seen little action, but Colonel Hubble has no doubt that his unit will excel if called to battle. Indeed, Dar-es-Salaam is noted for the quality of its warriors, who are regarded as among the best in the LAAF.

OFFICERS

Colonel Shalom Hubble has commanded the CTM since it formed in 3039, having previously served with the Fourteenth Lyrar Guard. Though not a Moslem, the Colonel respects the dominant faith in his unit, particularly its emphasis on morality and the family. He does everything within his power to support the five Pillars of Islam—belief (*shahadah*), prayer (*salat*), fasting (*sawm*), pilgrimage (*hajj*) and alms (*zakat*)—provided they don’t compromise the unit’s abilities. Some hard-liners, however, notably Colonel Ishaq, have objected to Hubble’s “insensitivity,” particularly referring to his insistence that troops should not pray while on duty.

TACTICS

The Dar-es-Salaam CTM is adept at desert warfare, specifically as regards heat management.



**Dar-es-Salaam CTM
Regiment/Green/Reliable**
CO: Colonel Shalom Hubble
Wing: Komm. Nicol Hujdur



**Dar-es-Salaam CTM Infantry Brigade
5 Regiments/Green/Reliable**
CO: Colonel Yusuuf Ishaq



**Dar-es-Salaam CTM Armor Brigade
2 Regiments/Green/Reliable**
CO: Colonel Gudrun Moseley

DIXIE CTM

A major center for the Rep-Dep corps and staging post for operations against the Free Worlds League, the people of Dixie have a long tradition of martial excellence and resilience, making the planet the ideal location for a regional militia and HQ. Though no longer associated with a regional command center, the militia continues to play a major role in guarding the planet’s supply depots. However, the Second Free Worlds Guard’s strike against Dixie in 3050 on the eve of the Clan invasion created grave doubts about the unit’s abilities. The unit has rebuilt and operational procedures have tightened, but the High Command has ordered the Dixie caches to be fortified against the eventuality of renewed war against the FWL.

OFFICERS

Colonel Johns took command of the militia shortly after the FWL assault and has struggled to rebuild his command, fighting for equipment and personnel as the AFFC sought to come to terms with the Clan invasion. A native of Poulsbo, Johns grew up hating the Free Worlds League. However, the Colonel is a staunch professional and does not allow his personal feelings to interfere with his duty, even though they have left him open to the machinations of General Richard Steiner.

TACTICS

The Dixie CTM is adept at static defense operation. However, a key weakness is a desire for revenge against the FWLM.



**Dixie CTM
Regiment/Green/Reliable**
CO: Colonel Alexander Johns
Wing: Komm. Rachel Marriott



**Dixie CTM Armor Brigade
2 Regiments/Green/Reliable**
CO: Colonel Grant Raynor



**Dixie CTM Infantry Brigade
5 Regiments/Green/Reliable**
CO: Colonel Cody Williams

REGIONAL MILITIAS

PENOBSCOT CTM

During the 3040s the Penobscot militia fought off numerous FWL raids aimed at disrupting the planet's nascent petrochemical industry, rebuilt using recovered Star League technologies. Though frequently outclassed, the militia fared well in these engagements, gaining a reputation for courage and tenacity. A sneak attack by the First Fusiliers of Oriente against a Star League-era site guarded by the militia nearly destroyed the unit, both literally and figuratively. Dislodged from their defensive positions and unable to mount an effective counterattack, the militia sustained major losses against the raiders. More significant, however, was the political damage and the militia's shattered morale, both of which threatened to ruin the unit. The former threatened to starve the unit of the materiel it needed to rebuild—the High Command viewed them as a liability—while the latter rendered them ineffectual as a fighting force. Colonel Metzger has struggled to restore the unit to fighting trim, and on paper at least the unit is now at full strength.

OFFICERS

Gary Metzger was one of the first graduates from the new MechWarrior program at the Pandora College of Military Sciences, graduating magna cum laude and selected for officer training at the Nagelring. A veteran of both the War of '39 and the Clan invasion, Metzger was seen as a rising star, with his posting to command the militia an indication of the High Command's belief in his abilities. However, his inability to turn the fortunes of the Penobscot CTM around has led to his fall from grace. As a result, the colonel seems eager for war, perhaps hoping that conflict will kick-start his stalled career.

TACTICS

The CTM exercises extensively in Penobscot's dense woodlands and are adept at using the terrain to conceal its movements.



Penobscot CTM
Regiment/Green/Reliable
CO: Colonel Gary Metzger
Wing: Komm. Tilda Hoyt



Penobscot CTM Armor Brigade
2 Regiments/Green/Reliable
CO: Colonel Peregrine Nezri



Penobscot CTM Infantry Brigade
5 Regiments/Green/Reliable
CO: Colonel María Duarte

ACCRINGTON FTM

Founded in 3035, the Accrington FTM is one of the oldest regional militias in the Alliance, originally intended to bolster defenses against the Draconis Combine. The unit faced its first test in late 3036 when, a month after spearheading the liberation of Aubison, the Fifth Amphigean LAG raided Accrington. Though they outnumbered the raiders, the heavy Steiner 'Mechs fared badly against the light 'Mechs of the LAG. They were outmaneuvered and humiliated by the experienced Combine warriors, though neither force sustained major losses. The humiliating defeat did not play well in Skye, earning scorn for the concept of regional militias.

OFFICERS

Colonel Marc Hulley took command of the Accrington FTM in 3058 during the reorganization of the Lyran military. A staunch supporter of the Archon, he walks a fine line with the unit by balancing the interests of the Alliance with the troops' loyalty to their homeworlds in Skye Province. The unit's command staff remains loyal to the Alliance, but pro-Skye sympathy is rampant among the enlisted ranks. To counter this, Hulley stresses his commitment to defending the worlds of the Port Moresby salient against all aggressors. Increasingly, however, he worries that such enemies will be Lyran rather than from the Combine or the Clans.

TACTICS

The Accrington FTM makes extensive use of artillery and their infantry excels at planning and executing ambushes.



Accrington FTM
Regiment/Green/Reliable
CO: Colonel Marc Hulley
Wing: Komm. Clarissa Danes



Accrington FTM Armor Brigade
2 Regiments/Green/Reliable
CO: Colonel Yseult Elkins



Accrington FTM Infantry Brigade
6 Regiments/Green/Reliable
CO: Colonel Garrard Kathari

REGIONAL MILITIAS

ALEXANDRIA FTM

One of the most contested worlds on the Lyran-Combine border, Alexandria is the target of near-constant raiding, invasions and counterassaults. The Alexandria militia, like the planetary population, is battle-hardened and determined. Though the militia has faced only small-scale raids since its formation, they drill and exercise constantly, maintaining a high level of readiness.

Their hatred of the Draconis Combine naturally predisposes them to Katherine Steiner-Davion, with Prince Victor's association with House Kurita being anathema to them. Unfortunately, the Archon's lack of action since the annexation of the Lyons Thumb has turned many in the unit against her, instead looking elsewhere for "strong leadership." Duke Robert Kelswa-Steiner is known to have met with Colonel Timmerman, presumably seeking to buy the militia's support for the secessionist cause.

OFFICERS

Once a loyal officer, Colonel Timmerman shares the disillusionment of his troops, believing that neither Victor or Katherine should rule. It is unclear how far Free Skye's influence extends, but Heimdall presumes the unit's loyalties lie solidly with Duke Robert.

[Victor, the LIC has had its hands full recently dealing with insurrections across the Alliance and has had little time for militia units. Timmerman has probably been able to keep up the pretense of loyalty, resulting in the unit's continued Reliable rating. -JC]

TACTICS

The Alexandria militia is skilled in a broad range of military tactics. However, they shun urban warfare, having seen firsthand the damage wrought to the once-beautiful planet by successive battles.



Alexandria FTM

Regiment/Green/Reliable

CO: Colonel Karl Timmerman

Wing: Komm. Alice Hill

The FTM fighter wing operates from Poseidon Station, an orbiting fighter base.



Alexandria FTM Armor Brigade

2 Regiments/Regular/Reliable

CO: Colonel Tam Compton



Alexandria FTM Infantry Brigade

5 Regiments/Regular/Reliable

CO: Colonel Jay Allende

DENEbola FTM

When Liao and Marik troops invaded the Federated Commonwealth in 3057, a key target was the world of Denebola and its militia. However, the unit wasn't on Denebola. It was on Caph, engaged in training exercises against the mercenary Gustafson's Grenadiers. Caught up in the collapse of authority that signaled the creation of the Chaos March, the militia sided with the Alliance and attempted to hold the world for the Archon. With the Grenadiers siding with FedCom and other units siding with the Draconis Combine, Free Worlds League and Capellan Confederation, Caph became a miniature representation of the region, fought over by every faction with no side in overall control. The withdrawal of the Stealthy Tigers has allowed the FTM to improve their position.

OFFICERS

Colonel Lisa Gould succeeded her father as commander of the unit following his death in the bloody battle against Lindon's Battalion at Cimmeron. Though officially only a Hauptmann, Gould styles herself as a Colonel, a title used with pride by her troops but with scorn by her enemies on the contested world. Though supporters of Archon Katherine, Gould and her subordinates are increasingly disenchanted with the lack of support from the LAAF.

TACTICS

The FTM has performed a variety of operations, from pitched battles such as Cimmeron to commando raids, such as the assault on the Stealthy Tiger command post at Aswan. However, it is at small-unit tactics that the unit excels, particularly lightning assaults.



Denebola FTM

1 Battalion/Regular/Fanatical

CO: Hauptmann Lisa Gould

Wing: Haupt. Valdemar Murray



Denebola FTM Armor Brigade

1 Company/Regular/Reliable

CO: Hauptmann Hortense Cohen



Denebola FTM Infantry Brigade

2 Battalions/Regular/Reliable

CO: Kommandant Christian Beaumont

REGIONAL MILITIAS

LYONS FTM

Though only a regional militia, the Lyons FTM shot to fame when Peter Steiner-Davion, younger sibling of Archon Katherine and Prince Victor, chose to serve with them rather than a front-line regiment. However, the young duke's presence also brought unwanted attention to the unit in the form of the Free Skye Militia, the militant arm of the Free Skye movement. This attention culminated in the Bellerive incident, which claimed the lives of almost six hundred Free Skye sympathizers. Though the LIC believed the incident was staged by Free Skye to provoke outrage against the Archon-Prince, the absence of hard evidence either way prompted Victor to seal all records of the incident and reassign Peter and his lance. Though this action slowed the spread of rebellion in Skye, it did not halt it, with accusations of a cover-up rife. Furthermore, with the heavy LIC presence associated with Peter removed and among widespread rumors of the Bellerive incident, the militia, once free of Skye influence, has drifted into Robert Kelswa's camp.

OFFICERS

Never a strong supporter of Victor Steiner-Davion, the Prince's actions to protect his brother from the repercussions of the Bellerive massacre destroyed what little credibility Victor had with Colonel Kingsley Gardner and the Lyons Militia. For a while the Colonel supported Archon Katherine, but her unwillingness to deal with the Combine annexation of the Lyons thumb left Gardner with little choice but to turn to Free Skye to protect the people and worlds in his charge.

TACTICS

Officially a defensive unit, the Lyons FTM has spent considerable time over the last few months practicing offensive operations, notably combined-arms assaults on urban centers.



**Lyons FTM
Regiment/Green/Questionable**
CO: Colonel Kingsley Gardner
Wing: Komm. Rebecca Sharpe



**Lyons FTM Armor Brigade
2 Regiments/Green/Questionable**
CO: Colonel Gavin Marcou



**Lyons FTM Infantry Brigade
5 Regiments/Green/Questionable**
CO: Colonel Terence Lever

GACRUX FTM

Containing a large number of semi-retired veterans, the Gacrux FTM is a stronghold of the Brotherhood of Cincinnatus. They have long opposed the Federated Commonwealth, whose formation ironically led to the militia's creation. Though the secession of the Lyran territories from the Alliance pleased the militia, the alliance with the Free Worlds League did not. The FTM has since argued for a resumption of hostilities with the Alliance's rimward neighbor. This aggressive stance has prompted the LAAF to keep the militia on a short leash, restricting their supplies and access to transport assets so as to prevent an "independent operation" against the FWL. The Free Skye movement has made numerous attempts to draw the militia into its tangled web but all to no avail.

OFFICERS

A skilled tactician and inspirational leader, Colonel Hamsun's political views have stalled his career. Inducted into the Brotherhood after the War of '39, Hamsun, like most members of the group, concealed his membership until recently. Since the secession he has become an outspoken advocate of the group's xenophobic policies, but condemns terrorism as the "coward's option," preferring a stand-up fight instead. Only his skill and professed loyalty to the Alliance have prevented the Colonel's replacement, but the LIC has still placed the entire unit under close watch.

TACTICS

As might be expected, the Gacrux FTM favors aggressive operations.



**Gacrux FTM
Regiment/Green/Questionable**
CO: Colonel Alfonso Hamsun
Wing: Komm. Farrell Chung

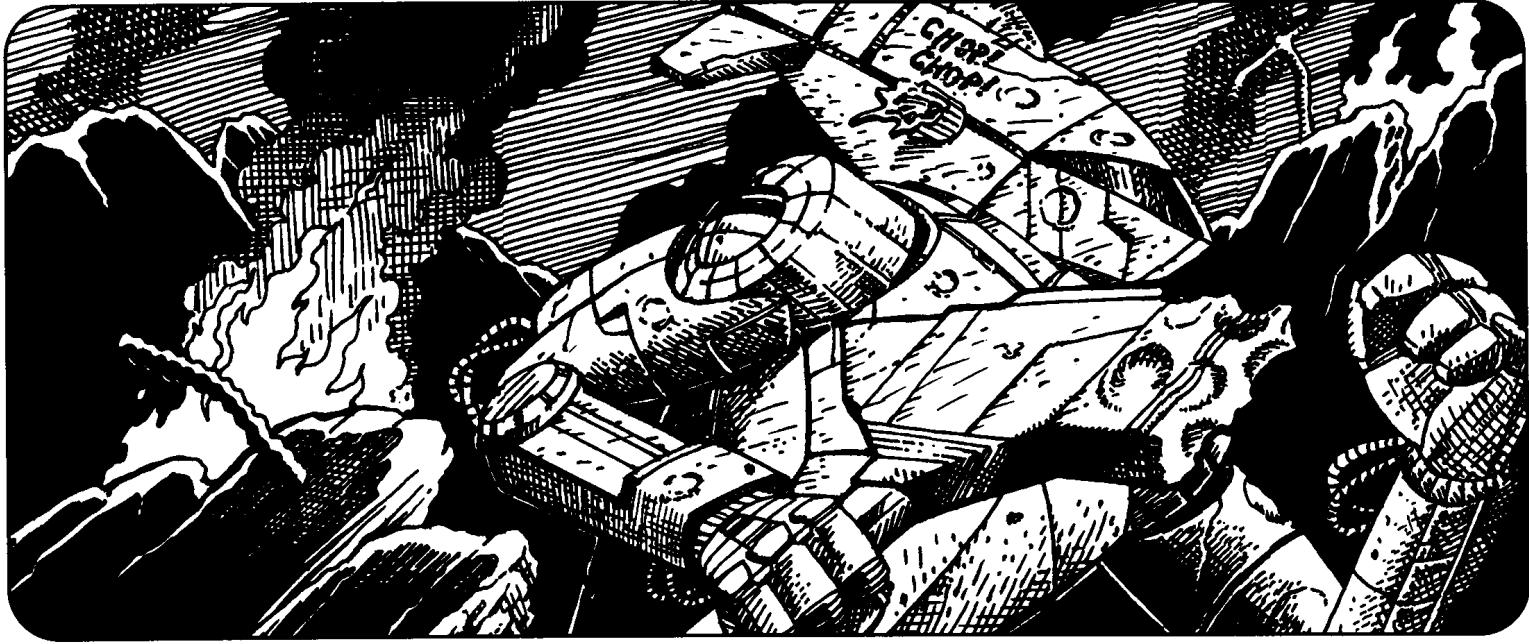


**Gacrux FTM Armor Brigade
2 Regiments/Green/Questionable**
CO: Colonel Dean Habersberg



**Gacrux FTM Infantry Brigade
5 Regiments/Green/Questionable**
CO: Colonel Adrienne Fergusson

REGIONAL MILITIAS



CHAHAR MTM

Once a backwater militia charged with little more than security at the Trelshire Heavy Industries complex, the Clan invasion placed the Chahar MTM on the front line. They fought several minor trials against the Jade Falcons and Steel Vipers, supported by the First Ceti Hussars and the mercenary Knights of St. Cameron. The secession of the Lyran Alliance prompted the Hussars to return to the Draconis March, and with the Knights relocated to Ft. Loudon, the MTM is left as the only force on Chahar. The LAAF has assured Colonel Mason that leaving Chahar lightly defended is not an open invitation to a major Clan assault, as the invaders traditionally tailor their offensive strength to the defenders. After Coventry, however, Colonel Mason has little confidence in the High Command's assertion.

OFFICERS

A native of Tamar and a graduate of the planet's War Academy, Colonel Alicia Mason has struggled to come to terms with the aftermath of the Clan invasion. Her husband and young son were visiting relatives on Tamar when the Clans invaded, and were stranded by the AFFC restriction on nonmilitary travel. Mason has not seen either of them since the Wolf Clan captured the world in November 3051 but has managed to trade messages via ComStar. Particularly shocking to the colonel was the Clan's decision to allow Lucas, her son, to undergo military training, though this was tempered with maternal pride when he passed his Trial of Position, taking command of a light Star in the 271st Assault Cluster. Mason's greatest fear, however, is one day having to face her only child on the battlefield.

TACTICS

The Chahar MTM has developed considerable respect for the Clans and their combat style, fighting honorably according to the rules of zellbrigen if their opponent is willing to do likewise. Though this results in more losses than victories, it has earned the militia a degree of respect among the Jade Falcons.



Chahar MTM
Regiment/Regular/Reliable
CO: Colonel Alicia Mason
Wing: Komm. Eugenie Hicks



Chahar MTM Armor Brigade
2 Regiments/Regular/Reliable
CO: Colonel Lloyd Luckmann



Chahar MTM Infantry Brigade
5 Regiments/Regular/Reliable
CO: Colonel Cis Luckmann

REGIONAL MILITIAS

NEERABUP MTM

The Clan drive on Coventry targeted a number of intermediary worlds, including Neerabup. Though they knew their defense would be hopeless in the face of the overwhelming Clan force, the Neerabup militia valiantly engaged the invaders, sustaining horrendous casualties. The courage of the militia impressed the Jade Falcons, and the survivors were taken as bondsmen with a view to inducting them into the Falcon Toman. However, the Falcon's hegira from Coventry prompted them to release all bondsmen taken in the campaign, including the Neerabup survivors. Surprisingly, a few militia warriors chose to remain with the Falcons. In the four years since the assault, the militia has managed to rebuild, but progress has been slow.

OFFICERS

Colonel Polk took command of the reformed militia in 3059, charged with overseeing its reconstruction. She has struggled to overcome the "us and them" mentality that separates those survivors of the original militia who were captured by the Falcons and the new recruits assigned to the unit. Fortunately, the standard rotation of troops through the militia has worked in her favor.

Colonel Abigail Coombes is the highest ranked survivor of Falcon assault on Neerabup, having served as a kommandant in the Ninth Howick MR. Captured by a headhunter Star, Coombes was badly injured and spent most of her time as a bondsman in the infirmary. As such, she lacks many of the psychological scars common to released bondsmen, though she shares their hatred of the Clans.

TACTICS

The reformed militia is still struggling to come together as a unit and has difficulty with everything except the simplest of operations.



**Neerabup MTM
Battalion/Regular/Reliable**
CO: Colonel Mary Polk
Wing: Komm. Hanse Richter



**Neerabup MTM Armor Brigade
Reinforced Regiment/Green/Reliable**
CO: Colonel Walford Alberts



**Neerabup MTM Infantry Brigade
2 Regiments/Green/Reliable**
CO: Colonel Abigail Coombes

QANATIR MTM

Until the Clan invasion, the Qanatir Militia was a backwater assignment, occasionally facing pirates but otherwise seeing little action. Since 3050, however, pirate activity in the region has increased markedly, reflecting both the weakening of Periphery defenses following the Clan invasion and a similar shift in pirate bands away from the invasion corridor. The greatest problem for the militia is the band known as Morrison's Extractors, who operate from a pair of worlds about thirty light-years outside the Alliance. The near-destruction of the Neerabup militia in the Jade Falcon invasion forced the Qanatir Militia to extend its operational area, and elements of the militia are scattered on a swath of worlds between Main Street and Krung Theo. These subunits work closely with Com Guard troops assigned to the region, principally from the Engadine-based 214th Division.

OFFICERS

The multiplanet deployment of the militia forces Woody Lounsbury to plan operations on a scale not normally contemplated by a colonel. In many regards, he serves as the regional commander for the old Qanatir Command, overseeing the defense of a dozen worlds. Additionally, Lounsbury has had to work closely with Mark Polk of the Neerabup MTM and Com Guard Precentor Richard Pettigrew. Despite the threat posed by the Extractors, working with the latter has proved difficult, with Lounsbury's laid-back attitude rather vexing to the prim and proper Pettigrew.

TACTICS

Individual initiative is strongly encouraged in the Qanatir MTM, where the standard deployment is no more than a company.



**Qanatir MTM
Regiment/Green/Reliable**
CO: Colonel Woody Lounsbury
2 Wings: Komm. Julia Sollars



**Qanatir MTM Armor Brigade
2 Regiments/Green/Reliable**
CO: Colonel Mari Pill



**Qanatir MTM Infantry Brigade
5 Regiments/Green/Reliable**
CO: Colonel Isaac Holden

REGIONAL MILITIAS

KELENFOLD PTM

The Kelenfold PTM occupies an important position in the defense of the Alliance, placed directly in the path of any advance toward Terra by the Jade Falcons. Located below the Tukayyid Treaty Line, Kelenfold is safe from Clan attack and has been spared the ravages of more coreward worlds like Koniz and Morges. Consequently, it also lacks the seasoning and experience of units assigned to those more active worlds. Thanks in part to their location, but also to Colonel Douglass' connections in the Royal Court, the Kelenfold PTM is easily the best-equipped of the regional militias. Though lacking cutting-edge designs like the *Hauptmann* or *Demolisher II*, almost two-thirds of the unit's 'Mechs and vehicles use advanced technology.

OFFICERS

The second son of the Duke of Upano, Colonel Endre Douglass is at first glance a classic "social general." He is a well-known socialite and near-permanent fixture on the Kelenfold social circuit, often leaving command of the RCT in the hands of his aide, Hauptmann-Kommandant Emilie Durocher. In truth, this self-obsessed front conceals a sharp intellect and a master at manipulation, who exploits those around him without mercy to advance his own position and those of his allies while undermining his enemies.

TACTICS

The Kelenfold PTM has spent the last decade studying the Clans and has conceived a wide range of scenarios for a Clan invasion of Kelenfold. The Pandora Theater commander, General Walther Gothard, is unhappy about this reliance on preplanned operations, but the militia has demonstrated its effectiveness in a series of exercises.



Kelenfold PTM
Regiment/Green/Reliable
CO: Colonel Endre Douglass
Wing: Komm. Carina Hoyt



Kelenfold PTM Armor Brigade
2 Regiments/Green/Reliable
CO: Colonel Duke Takada



Kelenfold PTM Infantry Brigade
5 Regiments/Green/Reliable
CO: Colonel Melissa Di Lauro

KONIZ PTM

Situated along the Alliance's border with the Jade Falcon Occupation Zone and a mere two jumps from the Falcon headquarters on Sudeten, Koniz is a natural hotspot for military activity. In the past ten years the world has been subject to dozens of Clan raids and has served as a staging area for at least eight different retaliatory strikes. Accordingly, its defenders have fortified the world heavily.

Unfortunately, since Grand Duke Kell's creation of the ARDC, the LAAF has left the defense of the world solely in the hands of the Koniz PTM. Though operating some of the oldest equipment in the Lyrans inventory and provided with barely enough supplies to remain operational in a peacetime environment, the Militia has nevertheless thrived in the face of repeated Falcon attacks. However, the lack of support from the LAAF, combined with a particularly close working relationship with Khan Phelan Kell's Alpha Galaxy has pushed the unit firmly into Prince Victor's camp.

OFFICERS

Konrad Davis, an honors graduate of the War College of Goshen and once considered a prodigy within the Federated Suns State Command, was sidelined after his assignment to the Lyrans State in 3048. Even with no opportunity for advancement, Colonel Davis has not allowed his feelings of recrimination to affect his performance as commander.

TACTICS

The Militia maintains literally thousands of fortifications and emplacements all over Koniz. That, in addition to the unit's intimate knowledge of the world's geography, insures that any attacker will pay dearly for every inch of the world they win.



Koniz PTM
Regiment/Veteran/Reliable
CO: Lieutenant General Konrad Davis
2 Wings: Lft. Cdre. Bryce Duk-Lin



Koniz PTM Armor Brigade
3 Regiments/Regular/Reliable
CO: Lieutenant General Paula Skellams



Koniz PTM Infantry Brigade
6 Regiments/Regular/Reliable
CO: Lieutenant General Barry Eichman

REGIONAL MILITIAS

NEKKAR SPM

When originally organized in 3043, the elements of the former Nekkar Skye March Militia were drawn from throughout the Lyran, and even the Federated Suns, State Commands in an effort to place a loyal unit in the heart of the traditionally secessionist Skye Federation. Unfortunately, Archon Melissa Steiner-Davion and her husband sorely misjudged the extent of the influence Duke Ryan Steiner and Free Skye held within the Lyran military machine. By the end of the decade, Skye loyalists held most of the command positions within the unit, with Skye Federation natives rapidly filling up the lower ranks as well.

Today, the LAAF is keeping a close eye on the unit and especially on its officers. Though it was not implicated in the most recent rebellion attempt, the entire Militia RCT did enter a state of high alert as the first stage of the rebellion began, declaring martial law in the few regions where protests against secession would likely occur. Likewise, LIC investigations indicate that several of the unit's senior officers are loyal to Duke Steiner-Kelswa.

OFFICERS

Colonel Isabella Held has a long history within the Skye Province, promoted to command the Militia from the Fourth Skye Rangers. The furthest she has gone publicly of late, however, is to voice discontent at the Combine's occupation of the Lyons Thumb and the Alliance's continued neglect of the Skye Federation.

TACTICS

With one of the lowest training budgets in the LAAF, the Militia is struggling to maintain even the most basic of combat proficiencies.



Nekkar SPM
Regiment/Green/Questionable
CO: Colonel Isabella Held
Wing: Komm. Francis Ro



Nekkar SPM Armor Brigade
2 Regiments/Regular/Questionable
CO: Leutnant-Colonel Kurt Shimino



Nekkar SPM Infantry Brigade
4 Regiments/Green/Questionable
CO: Leutnant-Colonel Julius Reynard-Steiner

ALEKSEYVKA TTM

The Alekseyvka militia draws their troops from the coreward worlds of the Timbuktu Theater. Like other units in the area, they are principally concerned with the Rim Collection and pirate groups like Morrison's Extractors. The militia works closely with the Eleventh Arcturan Guard based on Timbuktu, especially since the Arcturan unit took a more proactive role in patrolling the Periphery after the arrival of the Clans. This was also aided by the other front-line unit in the area, the Sixth Crucis Lancers, becoming obsessed with hunting down terrorists. By agreement with the Arcturans and Theater commander Mills Steiner-Davis, militia contingents escort many of the traders heading to Calderium and Slewis in the Rim Collection, the two worlds at greatest risk from the pirate attack.

OFFICERS

A native of Tamar, Colonel Lydia Arentsen transferred to the militia in 3053 after five years as a battalion commander in the Twenty-fourth Lyran Guard. An excellent strategist and leader, Arentsen is widely tipped for high command. Her posting with the militia is seen by many as a means of honing the colonel's skills before transferring her to a prestigious front-line unit. Arentsen's one weakness is her support for the Kelswa family's call for a renewed offensive against the Clans, aimed at liberating the Tamar Pact from the invaders.

TACTICS

Like most units assigned to the Periphery border, the Alekseyvka TTM excels at small unit operations.



Alekseyvka TTM
Regiment/Green/Reliable
CO: Colonel Lydia Arentsen
Wing: Komm. Morton Davis



Alekseyvka TTM Armor Brigade
2 Regiments/Green/Reliable
CO: Colonel Naomi Flanders



Alekseyvka TTM Infantry Brigade
5 Regiments/Green/Reliable
CO: Colonel Roderick Culpepper

REGIONAL MILITIAS

FLORIDA TTM

Principally a defensive unit, the steady recovery of technology over the last few decades has seen the Florida TTM assigned a succession of unusual tasks. Several companies were detached to work with planetary survey teams operating in the Periphery coreward of the Circinus Federation, providing security against pirates and native lifeforms. A number of teams were also assigned to aid scientific studies in Enders Cluster, a tightly packed group of stars between Aberystwyth and Viborg.

Though officially at full strength, much of the equipment used by the militia is dilapidated. With parts in short supply, generally only a third of the unit's vehicles and 'Mechs are operational at any given moment. The unit's posting, away from any significant enemy and off the principal trade routes, means this situation is unlikely to change in the foreseeable future.

OFFICERS

Colonel Watkins has commanded the Florida militia since it formed in 3043. Though loyal to the Archon, Watkins has little respect for the High Command of the LAAF, regarding them as sycophants whose one goal is to improve their own position rather than that of the Alliance. He is quite content to remain in his backwater post doing what he loves best: soldiering. In recent months, however, old age has begun to take its toll on the colonel, and he has begun to groom Ambrose Kidd as his successor.

TACTICS

Though they lack combat experience, Colonel Watkins has ensured that the Florida TTM are well-trained and capable soldiers. In exercises, the Florida troopers have frequently overcome opponents who mistake them for green troops.



Florida TTM
Regiment/Green/Reliable
CO: Colonel Henry Watkins
Wing: Komm. Ambrose Kidd



Florida TTM Armor Brigade
2 Regiments/Green/Reliable
CO: Colonel Taslim Khanderia



Florida TTM Infantry Brigade
5 Regiments/Green/Reliable
CO: Colonel Gen Tomisawa

TEYVAREB TTM

The Teyvareb TMM has spent most of its short life fending off raids from the Circinus Federation, or else staging punitive raids against the Periphery kingdom. In the eleven-year period between the militia's formation and the Clan invasion, the TMM attacked the Federation seven times, principally targeting Circinus itself but also raiding as far as Zorn's Keep to demonstrate that none of the Black Warriors were out of reach of the Lyran military. During the early 3050s the relationship between Circinus and the FedCom appeared to warm, but raids against Son Hoa and Khon Kaen in 3058 prompted Archon Katherine to order punitive strikes into the Federation. As chance would have it, the Free Worlds League decided upon a similar course of action, and the combination of the Teyvareb militia's raids and those by the Sixth Orloff Grenadiers left the Black Warriors and the Federation in chaos.

OFFICERS

Colonel Ethan Kuhn began his military career as an infantryman in the First Lyran Regulars, winning a field commission for his valor during the assault on Harvest in the Fourth Succession War. Kuhn proved an able officer and quickly rose through the ranks, though his humble origins earned him the enmity of many of his fellow officers, who viewed him as an upstart. He persevered and overcame every obstacle placed in his path, eventually attaining the rank of colonel in 3042. However, from that point on his career was stalled, with the "old boys network" of the LAAF High Command repeatedly passing him over for promotion, despite his skill and enthusiasm.

TACTICS

The Teyvareb TTM is a versatile and well-rounded unit, adept at a wide range of offensive and defensive operations.



Teyvareb TTM
Regiment/Regular/Reliable
CO: Colonel Ethan Kuhn
Wing: Komm. Demetria Logan

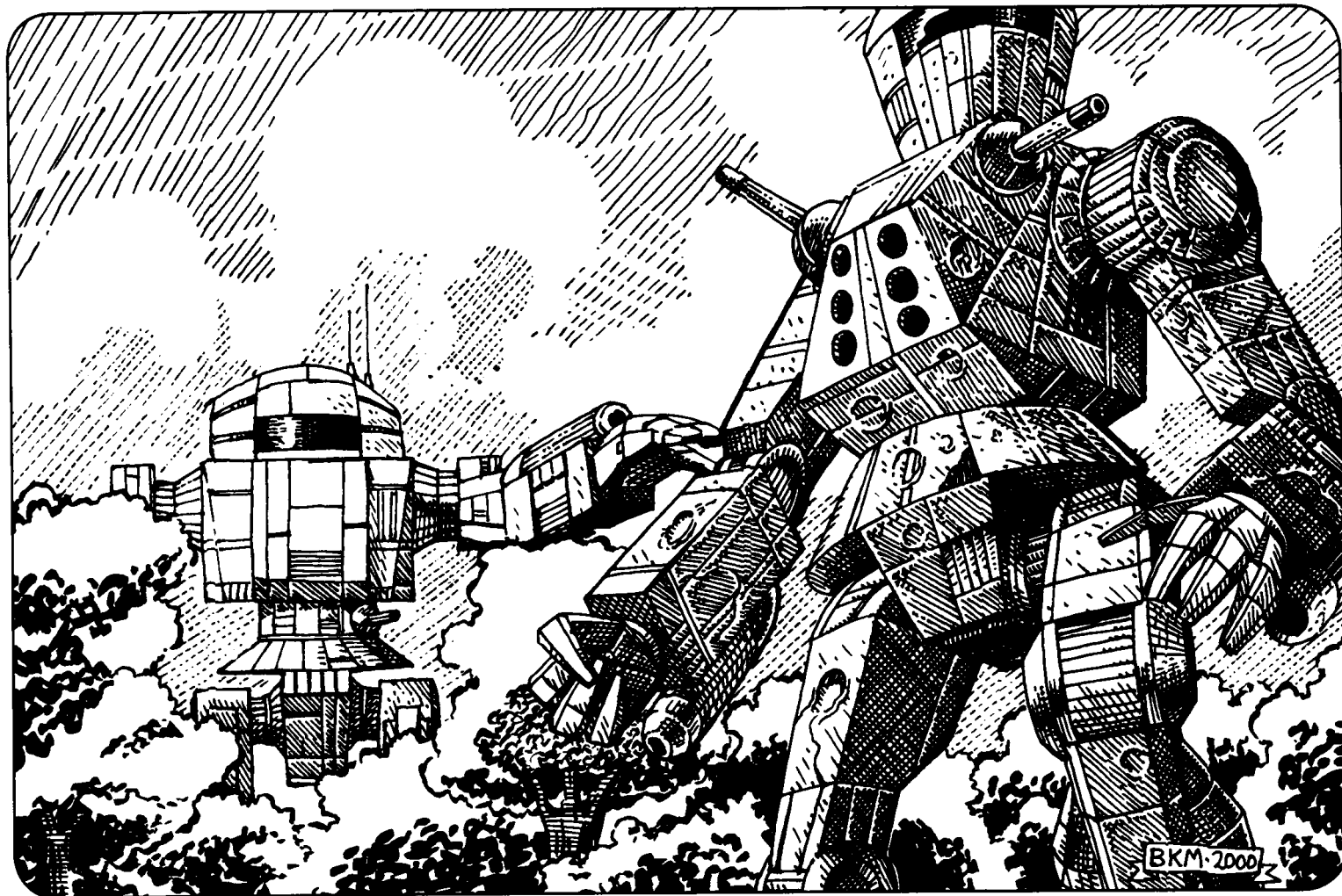


Teyvareb TTM Armor Brigade
2 Regiments/Regular/Reliable
CO: Colonel Lorne Crane



Teyvareb TTM Infantry Brigade
5 Regiments/Regular/Reliable
CO: Colonel Elena Pani

TRAINING UNITS



The amalgamation of the AFFS and the LCAF to form the AFFC led to an overhaul of training procedures in the Lyran State Command. Rather than emphasizing book learning supported by small-scale practical exercises, academies were encouraged to follow the Davion model and create their own training battalions. The more traditional Lyran institutions, the Nagelring and Sanglamore, declined, preferring to maintain the traditions they had followed since the days of the Star League. However, many of the smaller institutions did choose to create training cadres. On the eve of the Clan invasion there were eight such units in the Lyran State Command, six of whom were located in the former Lyran Commonwealth. However, the Clans destroyed three—the Blackjack, Somerset and Tamar cadres—while the Marik-Liao invasion and the sundering of the Federated Commonwealth in 3057 removed the Tikonov and Sarna units from Lyran control.

Though the three remaining battalions have proved useful to the LAAF, giving cadets a taste of military life before shipping them out to line units, their future is bleak. The battalions are expensive to operate, and their steadfast neutrality in the dispute between Katherine and Prince Victor has offended the Archon. General Toni Reynolds, commander of the Department of Military Education, has come under increasing pressure to disband the units, with many citing them as “breeding grounds for anti-Archon sentiment.”

Unlike training battalions in the FedCom which display their academy's insignia, LAAF training battalions are only allowed to use the name of their academy; the more traditional Lyran elements in the LAAF High Command are determined to “keep the FedCom-spawned battalions in their place.”

TRAINING UNITS

BUENA WAR COLLEGE TRAINING BATTALION

The Buena War College prides itself on the practical training given to each cadet. In addition to academy-based instruction, every attendee, irrespective of final assignment as a warrior or technician, spends six months with the War College Training Battalion. They undergo a series of live fire exercises on the Tomasova Martial Range, as well as field deployments in Bolan Province and the Timbuktu Theater. These are often peaceful exercises with local militia but also include anti-pirate operations into the Near Periphery.

As at the Academy, both mental and physical personal development is encouraged in the battalion. Discipline is harsh and the instructors push the cadets to the limits of their endurance, forcing them to adapt what they have learned to a practical setting and work as a team or else flush out of the program. The result is self-confident and practical troops considered an asset to any Lyran unit.

OFFICERS

A veteran of the Fourth Succession War and War of '39, Kommandant Florence Landers has made great efforts to remain neutral in the Katherine-Victor debate. She believes that to introduce politics into the battalion would undermine efforts to get the best from the cadets, distracting them from the challenges intended to create well-rounded and accomplished troops. Leutnant-General Waverly supports this stance and has used her considerable influence in the LAAF to protect Landers from the LIC. However, with battle lines drawn, how long Buena can stay neutral remains to be seen.



Buena War College Training Battalion Reinforced Battalion/Green/Reliable

CO: Kommandant Florence Ellinwood Landers

The Buena Battalion comprises three 'Mech companies and an aerospace squadron, almost all of which use advanced

technology thanks to the major LAAF investment in the academy. The cadre also has access to a wide range of small arms and several tanks, though these are stored at the academy and used for training technical staff.

PANDORA COLLEGE TRAINING BATTALION

The Pandora College Training Battalion began operations in 3032, first training MechWarriors and armor crews and later expanding to encompass infantry and, in 3054, battle armor troops. Pandora cadets undergo intensive simulator training, and the battalion gives them the opportunity to put their learning to practical use. Unlike other training units, where members are assigned for a tour lasting several months, service in the Pandora cadre is interwoven with theoretical learning and simulator sessions, with cadets spending roughly one week per month in the field with the battalion. Though posing a major administrative and technical challenge, this policy ensures all cadets are familiar with the practical aspects of their learning, rather than having to recall information six months after the fact. It also ensures that should a disaster such as a Clan assault befall Pandora, every member of the student body can contribute to the defense.

OFFICERS

In addition to commanding the battalion, Kommandant Hubbard oversees the BattleMech training program, constantly adapting the courses to the cadets' abilities. He has been known to order additional training for those who he feels are slipping behind and advanced tuition for those he feels are held back by the curriculum. A graduate of the Nagelring, Hubbard initially resented his assignment to Pandora, but after fifteen years he has come to realize that his charges are no less skilled than their peers from Sanglamore or the Nagelring, and in many regards are better prepared to serve in combat.



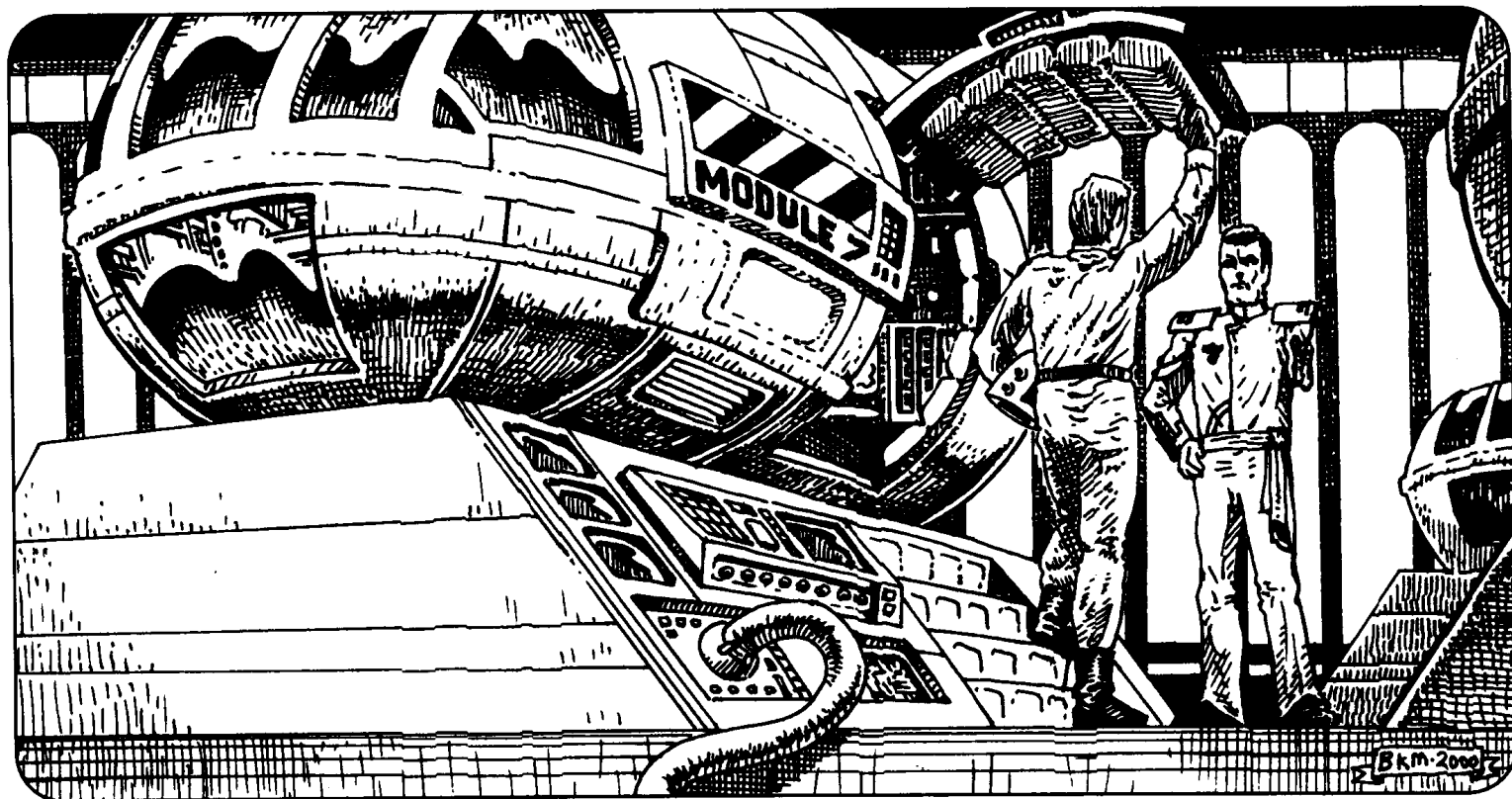
Pandora College Training Battalion Battalion/Green/Reliable

CO: Kommandant Cyrus Hubbard

The Pandora Battalion is well equipped, thanks to major investment by the LAAF. The unit fields a company each of 'Mechs, armor and infantry, supported by an aerospace

squadron and a battle-armor platoon. Many of the battalion's exercises are against elements of the elite Third Donegal Guards, who also serve as the opponents in Operation Hawk, the academy's graduation exercise that simulates a Clan invasion of Pandora.

TRAINING UNITS



ROYAL NEW CAPETOWN TRAINING BATTALION

Once more renowned for racial bigotry than the skill of its graduates, Royal New Capetown has struggled to reform. As a result, it has become one of the Alliance's most important ground war colleges and the training battalion plays a vital role. While junior cadets are confined to simulators, upperclassmen usually spend two three-month terms with the battalion, separated by theoretical and simulator work. Unfortunately, political divisiveness has replaced racism, leading to a number of demonstrations and acts of sabotage. The academy's simulator pods have been a prime target, leading to an accelerated battalion rotation, with cadets spending alternate months in the field and in the classroom.

OFFICERS

The commander of the Twycross TMM's artillery battery, Alfred Vaughn lost an arm during the Clan invasion and spent months undergoing rehabilitation before returning to active duty. Denied a place in a combat unit, he was assigned as an instructor at New Capetown, taking command of the training battalion in 3056. At first he resented this assignment, wanting revenge. However, he grew to realize that his best vengeance would be to create a new generation of skilled warriors, ready and willing to take the war back to the Clans. For this reason, he respects Prince Victor's martial prowess but finds himself unwilling to support the Prince politically because of the decision to crush the Smoke Jaguars rather than the hated Jade Falcons. Nor, however, does Vaughn support Archon Katherine, whom he sees as a political opportunist rather than someone who cares for her people. This stance has caused friction with pro-Archon Academy Commander John Harrison, but the Kommandant is careful not to do anything that would give Harrison or the LAAF reason to replace him.



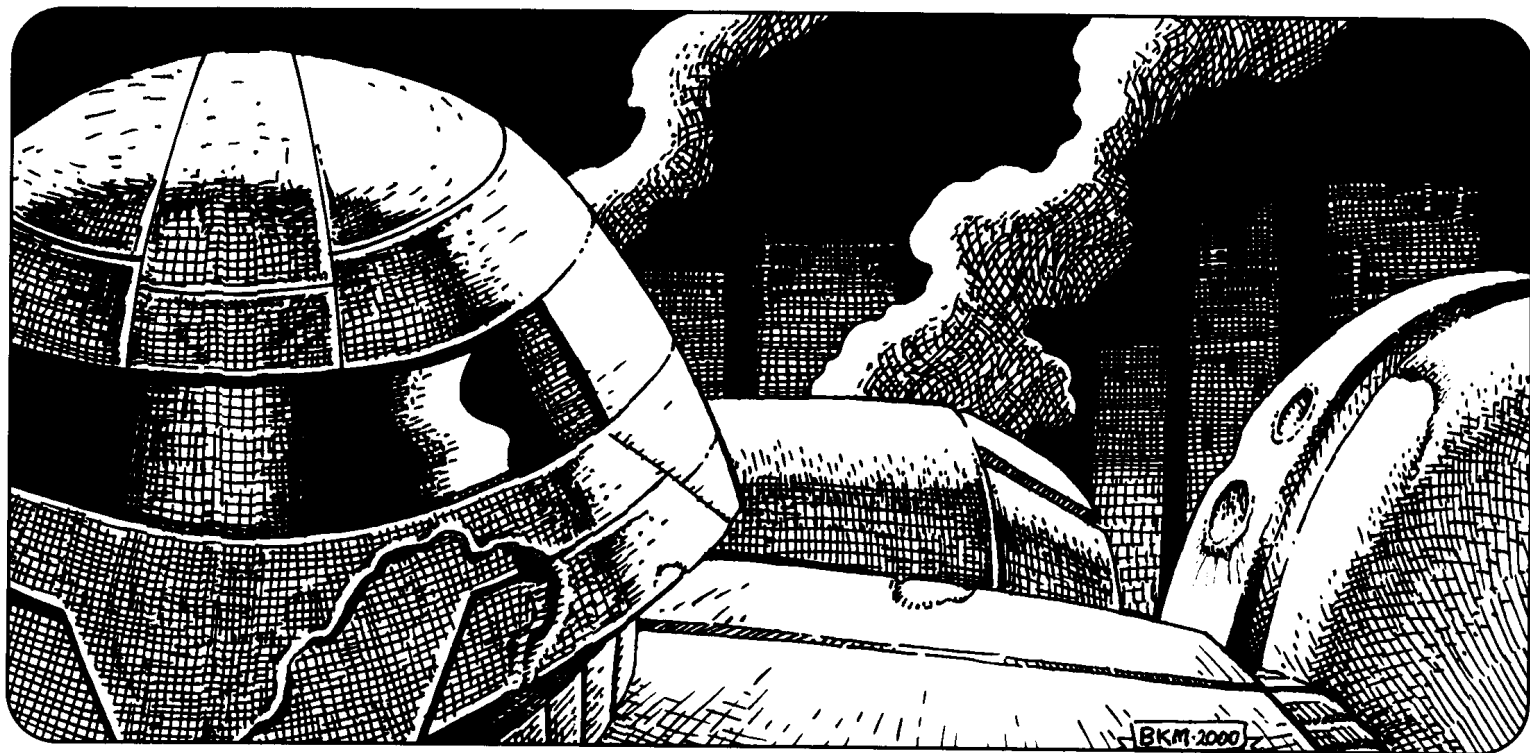
Royal New Capetown Training Battalion

2 Battalions/Green/Reliable

CO: Kommandant Alfred Vaughn

The RNCT Battalion fields two companies of 'Mechs and one each of armor and infantry. An artillery company and a squadron of aerospace fighters provide support, the latter placing considerable emphasis on bombing and ground support operations.

LYRAN ALLIANCE FORCES



(Deployment as of 12 November 3062)

BattleMech Strength: 77 regiments, 2 battalions

[Units in italics are currently stationed in the Federated Suns]

ALLIANCE GUARDS

Commander: Hauptmann-General Isadora Agravaine

Aide: Leutnant-General Patrice Cormoran

Unit Name	Exp	Loyalty	Faction	Homeworld
3rd Alliance Guards RCT	Reg	Rel	Katrina	Blue Hole
4th Alliance Guards RCT	Reg	Rel	Neutral	Lipton
5th Alliance Guards RCT	Reg	Rel	Katrina	Ft. Loudon

ALLIANCE JAEGERs

Commander: Hauptmann-General Christian Campbell

Aide: Leutnant-General Ho Lom San

Unit Name	Exp	Loyalty	Faction	Homeworld
1st Alarion Jaegers	Reg	Fan	Katrina	Alarion
1st Bolan Jaegers	Reg	Fan	Katrina	Bolan
1st Coventry Jaegers	Reg	Fan	Katrina	Coventry
1st Donegal Jaegers	Reg	Fan	Katrina	Donegal
1st Skye Jaegers	Reg	Fan	Katrina	Skye

ARCTURAN GUARDS

Commander: Hauptmann-General Clifton Schroeder

Aide: Leutnant-General Annette Ridgewell

Unit Name	Exp	Loyalty	Faction	Homeworld
11th Arcturan Guards RCT	Reg	Rel	Katrina	Timbuktu
15th Arcturan Guards	Reg	Rel	Katrina	Thorin/Murphid
17th Arcturan Guards RCT	Reg	Rel	Katrina	Wyatt
<i>19th Arcturan Guards</i>	<i>Grn</i>	<i>Ques</i>	<i>Katrina</i>	<i>Salem</i>
20th Arcturan Guards RCT	Reg	Rel	Victor	Morges
23rd Arcturan Guards RCT	Vet	Rel	Victor	A Place
25th Arcturan Guards RCT	Reg	Rel	Victor	Mkuranga

DONEGAL GUARDS

Commander: General Kathleen Heany

Aide: Hauptmann-General Sarah Steiner

Unit Name	Exp	Loyalty	Faction	Homeworld
2nd Donegal Guards RCT	Vet	Rel	Katrina	Gienah
3rd Donegal Guards RCT	Elite	Rel	Katrina	Pandora
<i>4th Donegal Guards RCT</i>	<i>Vet</i>	<i>Rel</i>	<i>Katrina</i>	<i>Velhas</i>
<i>5th Donegal Guards RCT</i>	<i>Reg</i>	<i>Rel</i>	<i>Katrina</i>	<i>Benet III</i>
6th Donegal Guards RCT	Reg	Rel	Katrina	Kikuyu
7th Donegal Guards	Reg	Rel	Katrina	Launam
<i>8th Donegal Guards RCT</i>	<i>Vet</i>	<i>Rel</i>	<i>Katrina</i>	<i>Monhegan</i>

LYRAN FORCES

11th Donegal Guards	Reg	Ques	Katrina	Graceland
13th Donegal Guards	Reg	Rel	Katrina	Meacham
14th Donegal Guards RCT	Reg	Rel	Katrina	Barcelona
17th Donegal Guards RCT	Reg	Ques	Neutral	Rasalgethi

LYRAN GUARDS

Commander: Hauptmann-General Ivan Steiner

Aide: Leutnant-General Vaslav Honomichel

Unit Name	Exp	Loyalty	Faction	Homeworld
3rd Lyrans Guards RCT	Vet	Fan	Katrina	Graceland
5th Lyrans Guards RCT	Grn	Rel	Katrina	Markab
6th Lyrans Guards RCT	Elite	Rel	Katrina	Rasalgethi
10th Lyrans Guards RCT	Vet	Fan	Victor	Robinson
14th Lyrans Guards RCT	Vet	Rel	Neutral	Ford
15th Lyrans Guards RCT	Elite	Fan	Katrina	Hesperus II
24th Lyrans Guards RCT	Reg	Fan	Katrina	Donegal
26th Lyrans Guards RCT	Vet	Rel	Neutral	Port Moseby
32nd Lyrans Guards RCT	Grn	Rel	Neutral	New Kyoto
36th Lyrans Guards RCT	Reg	Rel	Neutral	Hesperus II

LYRAN REGULARS

Commander: Hauptmann-General Tellam Stellwar

Aide: Leutnant-General Virginie Heuttel

Unit Name	Exp	Loyalty	Faction	Homeworld
3rd Lyrans Regulars	Reg	Rel	Katrina	Pitkin
4th Lyrans Regulars	Reg	Rel	Neutral	Blue Diamond
5th Lyrans Regulars	Vet	Rel	Katrina	Freedom
7th Lyrans Regulars	Grn	Rel	Neutral	Loric
8th Lyrans Regulars	Reg	Rel	Neutral	New India
9th Lyrans Regulars	Reg	Rel	Katrina	Main Street
10th Lyrans Regulars	Reg	Rel	Neutral	Cavanaugh II
11th Lyrans Regulars	Grn	Rel	Neutral	Alphecca
15th Lyrans Regulars	Reg	Rel	Neutral	Hood IV

ROYAL GUARDS

Commander: Archon Katherine Steiner-Davion

Aide: Hauptmann-General Christopher Malvin

Unit Name	Exp	Loyalty	Faction	Homeworld
1st Royal Guards RCT	Reg	Fan	Katrina	Tharkad
2nd Royal Guards RCT	Vet	Fan	Katrina	Tharkad
3rd Royal Guards RCT	Vet	Fan	Katrina	Port Moseby

SKYE RANGERS

Commander: Hauptmann-General Rupert Guerico

Aide: Leutnant-General Zahra McElhatton

Unit Name	Exp	Loyalty	Faction	Homeworld
4th Skye Rangers RCT	Elite	Ques	Neutral	Morges
17th Skye Rangers	Reg	Ques	Victor	Lost
22nd Skye Rangers	Reg	Ques	Neutral	Engadine

TAMAR CAVALIERS

Commander: Colonel Anthony G. Liddle

Unit Name	Exp	Loyalty	Faction	Homeworld
Tamar Cavaliers	Reg	Fan	Neutral	Tomans

TIKONOV REPUBLICAN GUARD

Commander: Hauptmann General Caleb Peleao

Aide: Lieutenant General Françoise Ledoyen

Unit Name	Exp	Loyalty	Faction	Homeworld
1st Republican	Vet	Ques	Katrina	Kansu
2nd Republican	Reg	Ques	Katrina	Algol
3rd Republican	Vet	Ques	Katrina	Yangtze

REGIONAL MILITIA

Commander: By Province/Theater

Unit Name	Exp	Loyalty	Faction	Homeworld
Alarion APM	Grn	Rel	Katrina	Alarion
Carlisle APM	Grn	Rel	Katrina	Carlisle
Furillo BPM	Grn	Ques	Katrina	Furillo
Coventry CPM	Grn	Rel	Neutral	Coventry
Dar-es-Salaam CTM	Grn	Rel	Katrina	Dar-es-Salaam
Dixie CTM	Grn	Rel	Katrina	Dixie
Penobscott CTM	Grn	Rel	Katrina	Penobscot
Accrington FTM	Grn	Rel	Katrina	Accrington
Alexandria FTM	Grn	Rel	Katrina	Alexandria
Denebola FTM	Reg	Fan	Katrina	Caph
Lyons FTM	Grn	Ques	Katrina	Lyons
Gacrux FTM	Grn	Ques	Katrina	Gacrux
Chahar MTM	Reg	Rel	Katrina	Chahar
Neerabup MTM	Grn	Rel	Katrina	Neerabup
Qanatir MTM	Grn	Rel	Katrina	Qanatir
Kelenfold PTM	Grn	Rel	Katrina	Kelenfold
Koniz PTM	Reg	Rel	Victor	Koniz
Nekkar SPM	Grn	Ques	Neutral	Nekkar
Alekseyvka TTM	Grn	Rel	Katrina	Alekseyevka
Florida TTM	Grn	Rel	Katrina	Florida
Teyvareb TTM	Reg	Rel	Katrina	Teyvareb

TRAINING UNITS

Commander: General Toni Reynolds

Unit Name	Exp	Loyalty	Faction	Homeworld
Buena War College				
Training Battalion	Grn	Rel	Neutral	Buena
Pandora College				
Training Battalion	Grn	Rel	Neutral	Pandora
Royal New Capetown				
Training Battalion	Grn	Rel	Neutral	New Capetown

RULES

This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of the LAAF and associated forces. These rules are for use with *BattleTech*, *BattleForce 2 (BF2)*, and *MechWarrior Third Edition (MW3)*. References to the *BattleTech Master Rules* are abbreviated as *BMR*.

Unit Assignment Tables allow for the quick generation of BattleTech forces for pick-up games. The section *LAAF Regimental Abilities* provides optional rules for simulating the unique characteristics of the various forces described in this manual. *MechWarrior Rules* offers several new Life Paths and other supporting material intended for use with *MW3*. The last sections, including *New Equipment* and *New 'Mechs*, provide descriptions and game information for new weapons and vehicles.

UNIT ASSIGNMENT TABLES

The 'Mech and vehicle assignment tables in this section can be used alone or as an expansion to the *Creating Scenarios* rules starting on page 97 of *BMR*. Likewise, they may be used to supplement the Assignment Tables starting on page 90 in *MW3*. Though the Random 'Mech and Vehicle Assignment Tables in this book can be used to determine the composition of any Inner Sphere force, they are designed specifically for use with Lyran Alliance (and Federated Suns) regiments. When using non-Lyran Alliance regiments, use the Random 'Mech Assignment Table from the appropriate *BattleTech Field Manual*, the *BMR*, or *MW3* for more accurate force composition.

ASSIGNING 'MECHS AND VEHICLES

The Lyran Alliance Armed Forces have a preponderance of heavy 'Mechs. Therefore, when rolling on the Random Lance Type or Random Company Type tables (p. 103, *BMR*), add a +1 modifier to the roll. Treat results higher than allowed on the table as the highest value (i.e., 12 or 6). After determining the weight classes of the 'Mechs in each force (p. 104, *BMR*), use the Random 'Mech Assignment Table, p. 127, to determine which 'Mech designs to use.

To use the table, the players must set the equipment ratings to be used in the scenario. If playing elements from specific Lyran Alliance units, consult the Lyran Alliance Armed Forces, pp. 128–38, to determine the equipment rating of each force. This section not only tells players what column to roll upon, but also what table to use—either the Random 'Mech Assignment Table: Lyran Alliance (p. 127), the House Davion column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*), or the Random 'Mech Assignment Table: Federated Suns (p. 138, *Field Manual: Federated Suns*).

Alternatively, the players may set an equipment rating for their forces (Equipment Rating C is considered average) or may

each roll 1D6 to determine their force's equipment rating. A result of 1 provides a rating of A, a result of 2 a rating of B, 3–4 a rating of C, 5 a rating of D and 6 an F.

Using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.

Because both the Lyran Alliance and the Federated Suns have such close ties, much of the equipment built within each state is in use within the other. When randomly assigning 'Mechs to either a Lyran Alliance or Federated Suns regiment, the controlling player may choose to roll one out of every four 'Mechs on the other affiliation's assignment table, at one equipment rating lower (unless otherwise stated). The choice to roll on the alternate table must be made before any 'Mech assignment rolls are made. Once the weight classes of these alternate 'Mechs are chosen, the player rolls on either the House Davion or House Steiner column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*), the Random 'Mech Assignment Table: Lyran Alliance, (p. 127), or the Random 'Mech Assignment Table: Federated Suns (p. 138, *Field Manual: Federated Suns*).

Assigning 'Mechs and Vehicles in MechWarrior

The Random 'Mech Assignment Table: Lyran Alliance can also be used to assign the starting 'Mech or Vehicle for a new MechWarrior character who comes from the Lyran Alliance. In this case, use this table instead of the standard Lyran Alliance column of the Vehicle Assignment Table (pp. 91–92, *MW3*). Base the character's equipment rating on the character's current regiment (or the regiment with which he last served).

If the character has not served in a regiment, assume he has a rating of C. Increase the rating by one level for every two of the following the character possesses: Land Grant, Title, an appropriate Contact (such as LAAF), Well-Connected (Lyran Alliance), Social Standing of seven or higher, or a Tour of Duty: Inner Sphere (only one Tour of Duty: Inner Sphere path counts towards this total). Decrease by one level for every two of the following: Bad Reputation, Poverty, Owns Vehicle, Ne'er-Do-Well (Life Path). The rating cannot be increased above A or below E.

Assigning Pilots

Once the players have determined the 'Mechs and other battlefield units they will be using, they should then assign pilots to each. The players may make direct use of the Random Experience Level Table and the Random Skills Table (Expanded), found on p. 108, *BMR*.

If playing elements from a specific Lyran Alliance regiment, consult the appropriate regiment writeup (beginning with *LAAF Rosters*, p. 43); each regiment (and sub-unit) is given a rating of Elite, Veteran, Regular or Green. If playing an Elite regiment, the controlling player should add a +4 modifier to the Random

RANDOM 'MECH ASSIGNMENT TABLE: LYRAN ALLIANCE

Light 'Mechs

2D6	A	B	C	D	F
2	NTK-2Q Night Hawk [35]	NTK-2Q Night Hawk [35]	NTK-2Q Night Hawk [35]	WLF-2 Wolfhound [35]	WLF-1 Wolfhound [35]
3	WLF-2 Wolfhound [35]	WLF-2 Wolfhound [35]	WLF-2 Wolfhound [35]	SDR-5V Spider [30]	SDR-5V Spider [30]
4	BZK-F3 Hollander [35]	BZK-F3 Hollander [35]	BZK-F3 Hollander [35]	COM-2D Commando [25]	PNT-9R Panther [35]
5	SDR-7M Spider [30]	SDR-5V Spider [30]	SDR-5V Spider [30]	PNT-9R Panther [35]	FS9-H Firestarter [35]
6	COM-5S Commando [25]	COM-5S Commando [25]	FS9-S Firestarter [35]	COM-5S Commando [25]	COM-2D Commando [25]
7	FS9-S Firestarter [35]	FS9-S Firestarter [35]	COM-5S Commando [25]	FS9-S Firestarter [35]	COM-2D Commando [25]
8	COM-5S Commando [25]	COM-5S Commando [25]	JR7-D Jenner [35]	COM-2D Commando [25]	FS9-H Firestarter [35]
9	JVN-10P Javelin [30]	JVN-10P Javelin [30]	JVN-10P Javelin [30]	FS9-S Firestarter [35]	COM-2D Commando [25]
10	JR7-D Jenner [35]	JR7-D Jenner [35]	COM-2D Commando [25]	JR7-D Jenner [35]	JR7-D Jenner [35]
11	TLN-5W Talon [35]	COM-5S Commando [25]	COM-2D Commando [25]	JVN-10P Javelin [30]	JVN-10N Javelin [30]
12	STO-4A Stiletto [35]	TLN-5W Talon [35]	TLN-5W Talon [35]	WLF-1 Wolfhound [35]	COM-5S Commando [25]

Medium 'Mechs

2D6	A	B	C	D	F
2	END-6Q Enfield [50]	END-6Q Enfield [50]	CN9-D Centurion [50]	CN9-D Centurion [50]	ASN-21 Assassin [40]
3	CBR-02 Cobra [45]	FS9-O Firestarter [45]	ENF-5D Enforcer [45]	BJ-1 Blackjack [45]	CLNT-2-3T Clint [40]
4	BTZ-3F Blitzkrieg [50]	LNK-9Q Lynx [55]	STH-1D Stealth [45]	ASN-23 Assassin [40]	TBT-5S Trebuchet [50]
5	CLNT-2-3U Clint [40]	CLNT-2-3U Clint [40]	CLNT-2-3U Clint [40]	ENF-5D Enforcer [50]	VL-2T Vulcan [40]
6	FS9-O Firestarter [45]	CN9-D Centurion [50]	VL-5S Vulcan [40]	CLNT-2-3U Clint [40]	BJ-1 Blackjack [45]
7	NGS-5S Nightsky [50]	HCTR-5S Hatchetman [45]	HCT-5S Hatchetman [45]	HCT-3F Hatchetman [45]	HCR-3F Hatchetman [45]
8	HCT-5S Hatchetman [45]	NGS-4S Nightsky [50]	NGS-4S Nightsky [50]	VL-5S Vulcan [40]	HCR-3F Hatchetman [45]
9	LNK-9Q Lynx [55]	VL-5T Vulcan [40]	CN9-D Centurion [50]	TBT-5S Trebuchet [50]	BJ-1 Blackjack [45]
10	BSW-S2 Bushwacker [55]	NGS-4T Nightsky [50]	BSW-X1 Bushwacker [55]	BJ-1 Blackjack [45]	CLNT-2-3T Clint [40]
11	STY-3C Starslayer [50]	BSW-X1 Bushwacker [55]	TBT-5S Trebuchet [50]	ASN-23 Assassin [40]	CN9-A Centurion [50]
12	BZK-F7 Hollander II [45]	STY-3C Starslayer [50]	STY-3C Starslayer [55]	TBT-5S Trebuchet [50]	VL-5S Vulcan [40]

Heavy 'Mechs

2D6	A	B	C	D	F
2	CTS-6Y Cestus [65]	GAL-1GLS Gallowglas [70]	GAL-1GLS Gallowglas [70]	CPLT-C4 Catapult [65]	QKD-4G Quickdraw [60]
3	GHR-5J Grasshopper [70]	BKU-O Black Hawk-KU [60]	ON1-K Orion [75]	AXM-1N Axman [65]	CPLT-A1 Catapult [65]
4	BHKU-O Black Hawk-KU [60]	MDG-1A Rakshasa [75]	CPLT-C1 Catapult [65]	GHR-5J Grasshopper [70]	QKD-4G Quickdraw [60]
5	AV1-OA Avatar [70]	GAL-1GLS Gallowglas [70]	PTR-4D Penetrator [75]	GAL-1GLS Gallowglas [70]	ON1-K Orion [70]
6	PTR-6S Penetrator [75]	PTR-6S Penetrator [75]	CES-3R Caesar [70]	ON1-K Orion [75]	GHR-5H Grasshopper [70]
7	CES-3R Caesar [70]	CES-3R Caesar [70]	AXM-1N Axman [65]	CES-3R Caesar [70]	GHR-5H Grasshopper [70]
8	BGS-1T Barghest [70]*	WR-DG-02FC War Dog [75]	GHR-5J Grasshopper [70]	GHR-5J Grasshopper [70]	CPLT-C1 Catapult [65]
9	AXM-2N Axman [65]	AXM-1N Axman [65]	WR-DG-02FC War Dog [75]	AXM-1N Axman [65]	GHR-5H Grasshopper [70]
10	BGS-2T Barghest [70]*	FLC-8R Falconer [75]	GHR-5J Grasshopper [70]	GHR-5J Grasshopper [70]	ON1-K Orion [75]
11	MTR-5K Maelstrom [75]	MTR-5K Maelstrom [75]	FLC-8R Falconer [75]	CPLT-C1 Catapult [65]	CPLT-C4 Catapult [65]
12	BGS-3T Barghest [70]*	DGR-4F Dragon Fire [75]	MTR-5K Maelstrom [75]	ON1-K Orion [75]	CTF-1X Cataphract [70]

Assault 'Mechs

2D6	A	B	C	D	F
2	HGN-732 Highlander [90]	TDK-7X Thunder Hawk [100]	STC-2C Striker [80]	HGN-733 Highlander [90]	HGN-733 Highlander [90]
3	FNR-5 Fafnir [100]	STC-2C Striker [80]	PPR-5S Salamander [80]	ZEU-6S Zeus [80]	STK-3F Stalker [85]
4	PPR-5T Salamander [80]	AWS-9Q Awesome [80]	HGN-732 Highlander [90]	STK-5S Stalker [85]	VTR-6S Victor [80]
5	HA1-O Hauptmann [95]	STK-5S Stalker [85]	STK-5S Stalker [80]	VTR-9B Victor [80]	AWS-8Q Awesome [80]
6	STK-5S Stalker [85]	VTR-9K Victor [80]	VTR-9K Victor [80]	AWS-8Q Awesome [80]	AS7-S Atlas [100]
7	ZEU-9T Zeus [80]	ZEU-9S Zeus [80]	ZEU-9S Zeus [80]	ZEU-6S Zeus [80]	BNC-3S Banshee [90]
8	BNC-7S Banshee [95]	BNC-5S Banshee [95]	BNC-5S Banshee [95]	BNC-3S Banshee [95]	ZEU-6S Zeus [80]
9	BZR-B3 Berserker [100]	AWS-9M Awesome [80]	AS7-S Atlas [100]	AS7-D Atlas [100]	AS7-S Atlas [100]
10	AS7-S Atlas [100]	AS7-S Atlas [100]	AWS-8Q Awesome [80]	CP-10-Z Cyclops [90]	CP-10-Z Cyclops [90]
11	AWS-9M Awesome [80]	BZR-A3 Berserker [100]	BZR-B3 Berserker [100]	ZEU-6S Zeus [80]	ZEU-9S Zeus [80]
12	EMP-6A Emperor [90]	PPR-5S Salamander [80]	CP-11-A Cyclops [90]	STK-5S Stalker [85]	LGB-7V Longbow [85]

*Four-legged (quad) BattleMech.

RANDOM VEHICLE ASSIGNMENT TABLE: LYRAN ALLIANCE

Light Vehicles		Medium Vehicles		Heavy Vehicles		Assault Vehicles	
2D6	(15 to 35 tons)		(40 to 55 tons)		(60 to 75 tons)		(80 to 100 tons)
2	Warrior H8 Attack Helicopter [20] ^V		Goblin Infantry Support Vehicle [45] ^T		Pike Support Vehicle [60] ^T		Partisan Air Defense Tank [80] ^T
3	Cavalry Attack Helicopter [25] ^V		Condor Heavy Hovercraft [50] ^H		Pilum Heavy Tank [70] ^W		Behemoth Heavy Tank [100] ^T
4	Pegasus Scout Hovercraft [35] ^H		Vedette Medium Tank [50] ^T		SRM Carrier [60] ^T		Schrek PPC Carrier [80] ^T
5	Hunter Light Support Tank [35] ^T		Goblin Infantry Support Vehicle [45] ^T		Brutus Assault Tank [75] ^T		Alacorn Mk VI Heavy Tank [95] ^T
6	Harasser Missile Platform [25] ^H		Drillson Heavy Hovercraft [50] ^H		Patton Tank [65] ^T		Demolisher Heavy Tank [80] ^T
7	Striker Light Tank [35] ^T		Vedette Medium Tank [50] ^T		Manticore Heavy Tank [60] ^T		Ontos Heavy Tank [95] ^T
8	J Edgar Light Hover Tank [25] ^H		Myrmidon Medium Tank [40] ^T		Rommel Tank [65] ^T		SturmFeur Heavy Tank [85] ^T
9	Scorpion Light Tank [25] ^H		Fulcrum Heavy Hovercraft [50] ^H		LRM Carrier [60] ^T		Demolisher II Heavy Tank [100] ^T
10	Centipede Scout Car [20] ^H		Drillson Heavy Hovercraft [50] ^H		Bulldog Medium Tank [60] ^T		SturmFeur Heavy Tank [85] ^T
11	Galleon Light Tank [30] ^T		Maxim Heavy Hover Transport [50] ^H		Typhoon UAV [70] ^W		Partisan Heavy Tank [80] ^T
12	Yellow Jacket Gunship [30] ^V		Fulcrum Heavy Hovercraft [50] ^H		Po Heavy Tank [60] ^T		Behemoth Heavy Tank [100] ^T

^HHover ^TTracked ^VVTOL ^WWheeled

Experience Level roll and a +2 modifier to the Random Skill roll. If playing a Veteran regiment, add +2 to the Experience roll and +1 to the Skill roll. If playing a Regular regiment, apply no modifiers, and if playing a Green regiment, apply -2 to the Experience roll and -1 to the Skill roll.

THE LYRAN ALLIANCE ARMED FORCES

Each LAAF regiment possesses certain specialties and skills based on its experience and the abilities of its commanders. The regiment descriptions earlier in this book discuss these characteristics in detail. The following game rules simulate these characteristics and supplement existing *BattleTech*, *AT2*, *BF2* and *MW3* rules. Gamemasters and players should all agree on the use of any supplemental rules before game play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules and are ineligible for tournament play.

Many of the following rules are specifically designed for use with *Creating Scenarios* (p. 97, *BMR*). However, players should feel free to use them in other game situations. Unless otherwise stated, the following rules apply to *BattleTech* games only.

USING HIDDEN UNITS RULES

Certain regiments can use the *Hidden Units* rules (p. 77, *BMR*) to set up part or all of their forces when scenario circumstances allow. If the opportunity does not exist, the regiment cannot exercise this option. For example, in a chase scenario both sides move at the start of the game, so the *Hidden Units* rules are void. In a stand-up fight scenario, however, one side can use the *Hidden Units* rules. Players must decide if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario already call for hidden units, ignore the regiment's special ability to set up hidden units.

OVERLAPPING ABILITIES AND ADVANTAGES

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing regiments both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine the edge from which each side will enter using standard rules.

FORCING THE INITIATIVE

Several Lyran Alliance regiments have the ability to "force the Initiative" and gain bonuses to their Initiative rolls. The bonus is equal to the number of enemy units the side destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a side with this capability receives a +2 Initiative bonus if it destroys four enemy units and loses two of its own during the previous turn.

OFF-MAP MOVEMENT

Some regiments are proficient in tactical movement behind the lines of combat. Regiments with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may only be used if the scenario type allows for it. For example, an offensive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at

which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the number of turns it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating (rounding fractions up). The result is the *minimum* number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, because they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for *Pointblank Shots from Hidden Units* (p. 77, *BMR*). This attack does not restrict the attacking unit's ability to make attacks in the following turn.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

OVERRUN COMBAT

Some regiments are capable of "overrun" combat during *BattleTech* games. Under certain circumstances, these forces may fire before enemy forces can move or fire.

When rolling Initiative for overrun-capable regiments, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the number of individual units that may move, designate and resolve their firing before any other units move and fire. "Extra" successes do not carry over into later turns (i.e., if the player has more successes than 'Mechs available to move). For example, an overrun-capable force makes an Initiative Roll of 11, while its opponent rolls only a 6. The overrun-capable force has a Margin of Success of 5, which means two of its units may move and fire before any other units move (5 divided by 2 = 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence. In other words, overrunning units do not count when determining how many units each side

must move when alternating turns during the Movement, Reaction and Weapon Attack phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

BANKING INITIATIVE

Some regiments command an innate grasp of the ever-changing battlefield. They can take advantage of this by electing to give up the Initiative only to seize it later in combat.

In game play, the player controlling these regiments may, *before* making the Initiative roll, choose to give the Initiative to his opponent. For each two turns the controlling player elects to lose initiative he may, at a later turn and before making the Initiative roll, choose to take the Initiative. The controlling player may only "bank" up to two Initiatives (giving up four Initiatives) at any one time in this way. For purposes of any other special abilities, consider the opponent to have won or lost the initiative (as appropriate) by a margin of 1.

Equipment Ratings

The name of each regiment is followed by a letter, which is followed by either "LAAF" or "AFFC" in parentheses. The letter is the regiment's equipment rating and represents its access to advanced 'Mechs and other equipment. The rating is used when assigning 'Mechs to a unit using the Random 'Mech Assignment Tables, and represents the regiment's relationship with the RepDep Corps, determining how easily it can obtain equipment and supplies. LAAF or AFFC represents the military command from which the regiment is primarily drawing supply as of 3062.

An equipment rating is often averaged out over the regiment's entire TO&E. Therefore, in a B-rated company, there may actually be an A lance, a B lance and a C lance.

EQUIPMENT RATINGS

Rating	Description	Example
A	Top Priority	Royal Guard
B	Very Good	Lyrans Guard
C	Good	Arcturan Guard
D	Poor	Lyrans Regulars
F	Awful	Regional Militias

ALLIANCE GUARD

3rd Alliance Guards RCT (C, LAAF)

When randomly assigning 'Mech forces, ignore the +1 LAAF modifier and instead apply a -2 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). Additionally, when randomly assigning 'Mech forces, one out of every four may be Federated Suns. Once the weight classes of these 'Mechs are randomly determined, the player controlling the Third chooses which 'Mech will be Davion and rolls on the

House Davion column of the Random 'Mech Assignment Table: Inner Sphere 2 (p. 106, *BMR*), or the C column of the Random 'Mech Assignment Table: Federated Suns (p. 138, *Field Manual: Federated Suns*).

4th Alliance Guards RCT (D, LAAF)

The Fourth Alliance Guard can force the Initiative. All MW3 characters assigned to the Fourth Alliance Guards gain the Stigma/Anti-Katherine Trait.

5th Alliance Guards RCT (C, LAAF)

The Fifth Alliance Guards are skilled at small-unit operations and assault missions. They gain a +2 Initiative bonus when acting as the attacker in an extraction, breakthrough or chase scenario (pp. 98–100, *BMR*) but a –1 Initiative penalty whenever they act as a defender. When using the *Dropping Troops* rules (p. 72, *BMR*), all units of the Fifth receive a –1 Modifier to the Piloting Roll to determine if they scatter.

ALLIANCE JAEGERES

When randomly assigning 'Mech forces, one out of every four may use the next higher equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player controlling the Alliance Jaegers chooses which 'Mech will be rolled on the next higher equipment rating column. All MW3 characters assigned to the Jaegers gain the Stigma/Pro-Katherine Trait.

1st Alarion Jaegers (B, LAAF)

The Alarion Jaegers may use the off-map movement special ability and gain a +1 Initiative bonus at the beginning of any Turn in which the enemy force is currently using improved positions or controls gun emplacements. All MW3 characters assigned to the Alarion Jaegers gain the Bad Reputation Trait.

1st Bolan Jaegers (B, LAAF)

The Bolan Jaegers suffer an Initiative modifier equal to the turn number – 5. Thus, in the first turn the unit suffers a –4 Initiative penalty, which reduces to 0 on the fifth turn and subsequently applies as a bonus. The bonus can never exceed + 4.

1st Coventry Jaegers (B, LAAF)

The Coventry Jaegers may force the Initiative. Additionally, if acting as the attacker in an extraction, breakthrough or chase scenario, they may use the overrun combat special ability.

1st Donegal Jaegers (B, LAAF)

The Donegal Jaegers gain a +2 Initiative bonus when acting as the defender in a scenario. All MW3 characters assigned to the Jaegers as infantry should roll 1D6. On a result of 5 or 6 they gain the Zero-G Operations Skill at +0. If a character already has the Zero-G Operations skill, he gains a +1 Skill Bonus.

1st Skye Jaegers (C, LAAF)

The Skye Jaegers' close coordination allows them to "hold" the Initiative of a number of units equal to half the MoS (round down) of their Initiative roll. A unit whose Initiative is held counts as "moved" for the purposes of the sequence of play (p. 13, *BMR*) but does not need to actually move immediately. Instead, the unit can be moved at the same time as another unit belonging to the same side later in the Movement Phase. However, no more than one unit who is "holding" his Initiative may be moved at one time. Units may not "hold" their Initiative until the next turn. All MW3 characters assigned to the Skye Jaegers gain the Stigma/Free Skye and Well-Connected/Free Skye Traits.

ARCTURAN GUARDS

11th Arcturan Guards RCT (D, LAAF)

The Eleventh Arcturan receives a +1 Initiative bonus if they field four units or fewer. For every four units (or part thereof) fielded beyond the first four, the Eleventh receives a –1 Initiative penalty.

15th Arcturan Guards (C, LAAF)

When randomly assigning 'Mechs to the Fifteenth Arcturan Guards, the controlling player may choose to use the B column for one 'Mech per lance; this choice must be made before any rolls. Units in the Second Battalion reduce the MP cost for jungle (pp. 8–9, *Maximum Tech Revised*) and heavy woods terrain by 1.

17th Arcturan Guards RCT (A, LAAF)

The Seventeenth are adept at lightning-quick maneuvers and shock tactics and may use the overrun combat special ability. However, when acting as the defender in a scenario, the Seventeenth suffers a –2 Initiative penalty.

19th Arcturan Guards (A, AFFC)

For every twelve units (or part thereof) deployed above twelve, the Nineteenth receives a –1 Initiative penalty. All MW3 characters assigned to the Nineteenth Guards gain 5 XP per month to be assigned to their Protocol/Lyrn Alliance Skill.

20th Arcturan Guards (B, LAAF)

If using the Ice Special Case Rules (p. 78, *BMR*) or the Heavy Snowfall Weather Conditions (p. 11, *Maximum Tech Revised*), the members of the Twentieth gain a –2 modifier to all Piloting Skill Roll target numbers.

23rd Arcturan Guards (B, LAAF)

All MW3 characters assigned to the Twenty-third Guards gain 5 XP per month to be assigned to their Survival Skill.

25th Arcturan Guards (B, LAAF)

All of the infantry units attached to the Twenty-fifth are anti-'Mech trained. Additionally, the controlling player may deploy

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any or all of the Twenty-fifth's infantry in hidden positions before the start of play (see *Hidden Units*, p. 77, *BMR*).

DONEGAL GUARDS

All MW3 characters assigned to a Donegal Guards unit gain the Well Connected/Donegal Guard Trait.

2nd Donegal Guards RCT (B, LAAF)

When randomly assigning 'Mech forces, ignore the +1 LAAF modifier and instead apply a -1 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). The Second may also use the off-map movement special ability.

3rd Donegal Guards RCT (B, LAAF)

The Third Donegal Guards gain a +1 Initiative bonus in scenarios taking place on flatlands terrain (see pp. 100–101, *BMR*).

4th Donegal Guards RCT (C, AFFC)

When randomly assigning 'Mech forces, ignore the +1 LAAF modifier and instead apply a -2 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). When acting as the attacker in a scenario, the Fourth may force the Initiative.

5th Donegal Guards RCT (F, AFFC)

When randomly assigning 'Mech forces, one out of every four may use the D equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player controlling the Fifth Donegal Guards chooses which 'Mech will be rolled on the D equipment rating column.

Units facing the Fifth may not use the overrun combat special ability or force the Initiative. All MW3 characters assigned to the Fifth Donegal Guards gain the Stigma/Pro-Katherine Trait.

6th Donegal Guards RCT (C, LAAF)

The Sixth gain a +2 Initiative bonus when acting as the defender in a scenario. Reduce this bonus to +1 if the opponents are Clan. All MW3 characters assigned to the Sixth should roll 1D6. On a result of 5 or 6 they gain the following Traits: Stigma/Lyrans Democrat and Well-Connected/Lyrans Democrats.

7th Donegal Guards RCT (C, LAAF)

When randomly assigning 'Mech forces, ignore the +1 LAAF modifier and instead apply a -2 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). The Seventh may also force the Initiative and use the overrun combat special ability.

8th Donegal Guards RCT (B, AFFC)

Any vehicles belonging to the armor brigade of the Eighth may use the off-map movement special ability.

11th Donegal Guards (B, LAAF)

The Eleventh are hostile to all non-Lyrans troops but single out the Com Guard for particular scorn. When fighting Com

Guard troops, the Eleventh gain a +3 Initiative bonus, but all Com Guard units receive a -1 to-hit modifier to all weapon attacks made at short range.

13th Donegal Guards (D, LAAF)

When randomly assigning 'Mech forces, reroll any result that indicates a light lance or a light 'Mech. If the Thirteenth is the defender in a nonchase scenario, up to half of the units of the Thirteenth may begin in an improved position (p. 80, *BMR*).

14th Donegal Guards RCT (LAAF, B)

The Fourteenth Donegal Guards gain a +2 Initiative bonus when facing Clan troops. The unit may also use the banking the Initiative special ability.

17th Donegal Guards RCT (C, LAAF)

At the beginning of a game, the Seventeenth Donegal may deploy up to half its units in hidden positions (p. 77, *BMR*). Such units may move 1 hex per turn and still remain hidden, provided that no enemy unit has LOS to the origin or destination hexes.

LYRAN GUARDS

3rd Lyrans Guards RCT (B, LAAF)

When randomly assigning 'Mech forces, one out of every six may use the A equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player controlling the Third Lyrans Guards chooses which 'Mech will be rolled on the A equipment rating column.

When facing Clan opponents, the Third adhere to Level 2 honor rules (see pp. 122–24, *The Clans: Warriors of Kerensky*).

All MW3 characters assigned to the Third Lyrans Guards gain the Stigma/Pro-Katherine Trait. Additionally, officers in the unit gain the Blades Skill at +0. If an officer character already has the Blades Skill, he gains a +1 Skill Bonus.

5th Lyrans Guards RCT (F, AFFC)

The Fifth Lyrans Guards suffer a -2 Initiative penalty when facing Draconis Combine troops. However, they also receive a -1 to-hit modifier on all weapon attacks made at medium and short range against Combine units. The Fifth may also force the initiative and use the overrun combat special ability.

6th Lyrans Guards RCT (A, LAAF)

At the beginning of the game, the Sixth player must designate a command unit and roll 1D6. The result is the number of times during the game that the player controlling the Sixth can reroll one of his own dice rolls OR force the opponent to make a reroll. No more than one reroll may be made during any single turn. If the command unit is destroyed, any unused rerolls are immediately lost.

All of the Sixth's infantry are trained in anti-'Mech operations (pp. 67–68, *BMR*). Additionally, members of the Thirty-

first Lyran Commando Regiment are equipped with ECM and camo suits (p. 38, *Maximum Tech, Revised*) and may deploy using the *Hidden Units* rule (p. 77, *BMR*).

10th Lyran Guards RCT (A, AFFC)

The Tenth Guards may use the banking Initiative and overrun combat special abilities. When randomly determining Experience Level, apply a +2 modifier to those rolls (p. 108, *BMR*).

When randomly assigning 'Mech forces, one out of every eight may be Clan. Once the weight classes of these 'Mechs are randomly determined, the Tenth Lyran Guards player chooses which 'Mech will be Clan and rolls on a Clan column (players choice) of the *Random 'Mech Assignment Table: Clans*, found on p. 107, *BMR*.

14th Lyran Guards RCT (D, LAAF)

During any Movement Phase that a unit of the Fourteenth stands still or expends only Walking MP, it ignores its own Attacker Movement Modifier in the Weapon Attack Phase of the subsequent turn.

Vehicles in the Fourteenth may use the off-map movement special ability.

15th Lyran Guards RCT (C, LAAF)

The Fifteenth Lyran Guards suffer considerable micromanagement from the RCT command, leading to a lack of tactical flexibility and responsiveness in small-unit operations. If fewer than twelve units are fielded, they suffer a -3 Initiative penalty. In deployments between a company and a battalion, the Initiative penalty is -2. Larger deployments suffer a -1 Initiative penalty. In all cases, the Initiative penalties apply for the entire game.

24th Lyran Guards RCT (B, LAAF)

At the beginning of the game, the player controlling the Twenty-fourth must designate a command unit. As long as the command unit remains in play, the Twenty-fourth receives a +2 Initiative bonus and may force the Initiative.

When repairing or replacing components, the technicians of the Twenty-fourth reduce all Skill Target Numbers by 1. Additionally, when attempting to install Clan components into an Inner Sphere chassis they suffer only a +2 rather than the standard +4 modifier (see p. 85, *BMR*).

26th Lyran Guards RCT (A, LAAF)

When randomly assigning 'Mech forces, apply a +2 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). The OmniMechs and battle-armor infantry of the Twenty-sixth may make use of the off-map movement special ability.

32nd Lyran Guards RCT (D, LAAF)

When randomly assigning 'Mech forces, one out of every four must use the F equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player con-

trolling the Thirty-second Lyran Guards chooses which 'Mechs will be rolled on the F equipment rating column.

The Thirty-second gains a +2 Initiative bonus when fighting in urban terrain. Additionally, reduce the MP cost for moving into buildings by 1 (to a minimum of 2).

36th Lyran Guards RCT (C, LAAF)

At the beginning of the game, the Thirty-sixth player must designate a command unit. As long as the command unit remains in play, the Thirty-sixth receives a +1 Initiative bonus and may use the overrun combat and banking Initiative special abilities.

When using the *Dropping Troops* rules (p. 72, *BMR*) all units of the Fifth receive a -2 Modifier to the Piloting Roll to determine if they scatter.

LYRAN REGULARS

3rd Lyran Regulars (D, AFFC)

The Third Regulars may make use of the off-map movement special ability. Additionally, at the beginning of any turn in which the Third fields fewer than twelve units, they gain a +2 Initiative bonus.

4th Lyran Regulars (D, LAAF)

Though he often takes extraordinary risks, Colonel Mohring is an outstanding and uncanny tactician. *MW3* characters gain 5 XP per month in which they are with the regiment, assigned to either their Strategy or Tactics skills. In *MW3* or *BattleTech* games, the player controlling the Fourth should make an opposed Tactics Skill Check. If the Fourth's player wins the opposed roll, that player may choose all maps to be used for the battle, decide his home edge and place up to half of the Fourth's forces in hidden locations (as long as the scenario's conditions permit and random maps are being generated). If the Fourth's player loses the roll, then the opponent gains the same opportunity. No matter the outcome of the roll, the Fourth may use the banking Initiative special ability.

5th Lyran Regulars (B, LAAF)

Prior to the beginning of any scenario, the player controlling the Fifth Regulars should roll 2D6. On a roll of 4-10, play continues normally. On a roll of 11 or 12, the Fifth gains a +2 Initiative bonus, while on a roll of 2 or 3 the unit is subject to a -1 Initiative penalty and the opposing player may select all maps for the scenario (if randomly generating maps).

7th Lyran Regulars (F, LAAF)

During any Movement Phase that a unit of the Seventh expends no MP, it gains a -1 to-hit modifier on all weapon attacks made during the Weapon Attack Phase of that turn.

8th Lyran Regulars (D, LAAF)

Prior to the start of battle, the player controlling the Eighth Regulars may choose any one of the following special abilities:

banking Initiative, forcing the Initiative, off-map movement, overrun combat, +1 Initiative bonus for the entire game, the option to choose all maps to be used in the game (if randomly generating maps) or the ability to choose the *BF2* commands to be played (in *BF2* games only; all available commands must be chosen before a particular command can be chosen again).

When randomly assigning 'Mech forces, one out of every four may use the A equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player controlling the Eighth Lyran Guards chooses which 'Mech will be rolled on the A equipment rating column.

9th Lyran Regulars (D, LAAF)

When using the *Dropping Troops* rules (p. 72, *BMR*) all units of the Fifth receive a -2 modifier to the Piloting Roll Target Number to determine if they scatter. At the beginning of any turn in which the Ninth fields more than twelve units, they receive a -1 Initiative penalty. All *MW3* characters gain 5 XP for every month they are assigned to the Ninth, to be applied to their Zero-G Operations Skill.

10th Lyran Regulars (D, LAAF)

When acting as the defender in a scenario (if the scenario permits), the Tenth Regulars may set as many minefields, either conventional or vibrabomb, as they have units committed to battle.

11th Lyran Regulars (F, LAAF)

During initial character creation, all *MW3* characters assigned to the unit gain +1 Skill Point in any four of the seven skills listed under the Special Forces Field (p. 54, *MW3*).

Additionally, prior to the start of a game in which the Eleventh is the defender, the player controlling the unit should roll 1D6 and apply the following results based on the die roll (this roll can be made only if the player controlling the Eleventh, prior to the start of battle, randomly chooses one of his own units and removes it from game play): 1—nothing additional happens; 2—gain three platoons of Regular rifle infantry; 3—place 2D6 conventional minefields on the map board in hidden locations; 4—all enemy units suffer a +1 to-hit modifier on all weapon attacks; 5—apply 2D6 critical hits randomly to the opposing force (rerolling any ammo or cockpit hits, a second Gyro hit or a third engine hit); 6—randomly pick one enemy unit and add it to the Eleventh's force.

15th Lyran Regulars (D, LAAF)

When randomly assigning 'Mech forces, apply a +4 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). Additionally, during any Movement Phase that a unit of the Fifteenth Regulars expends no MP, it gains a -1 to-hit modifier on all weapon attacks made during the Weapon Attack Phase of that turn.

ROYAL GUARDS

All *MW3* characters assigned to the Royal Guards gain the Stigma/Pro-Katherine and Well-Connected/LAAF Traits. All members of the Guard must have the *Wealth* Trait or a SOC of 6 or greater.

1st Royal (A, LAAF)

The First Royals gain a +1 Initiative bonus and a -1 modifier to all Piloting Skill Rolls when fighting in urban terrain.

All *MW3* characters assigned to the First Royals gain a +1 Skill Bonus to their Protocol/Lyran Alliance Skill. Additionally, MechWarriors selected for Guardian Duty gain a +1 Skill Bonus to each of their Gunnery/Humanoid skills, as well as Martial Arts/BattleMech (see pp. 11-12, *MechWarrior's Guide to Solaris VII*).

2nd Royal (A, LAAF)

The Second may use the banking Initiative special ability. The Second Royals gain a +1 Initiative bonus when acting as the defender in a scenario. Additionally, if acting as the defender in a nonchase scenario, up to half of the units belonging to the Second may begin in improved positions (p. 80, *BMR*).

3rd Royal (A, LAAF)

The Third gains a +1 Initiative bonus for every four units fielded that do not move onto the map at the start of the game. At the end of each turn after the first, roll 2D6. If the result is equal to or lower than the turn number, the withheld 'Mechs can enter the map through the Third's home edge.

Aerospace pilots of the Third receive a -1 modifier to all Piloting Skill Rolls for atmospheric Special Maneuvers (p. 31, *AT2*).

SKYE RANGERS

All *MW3* characters assigned to the Skye Rangers gain the Stigma/Free Skye and Well-Connected/Free Skye Traits.

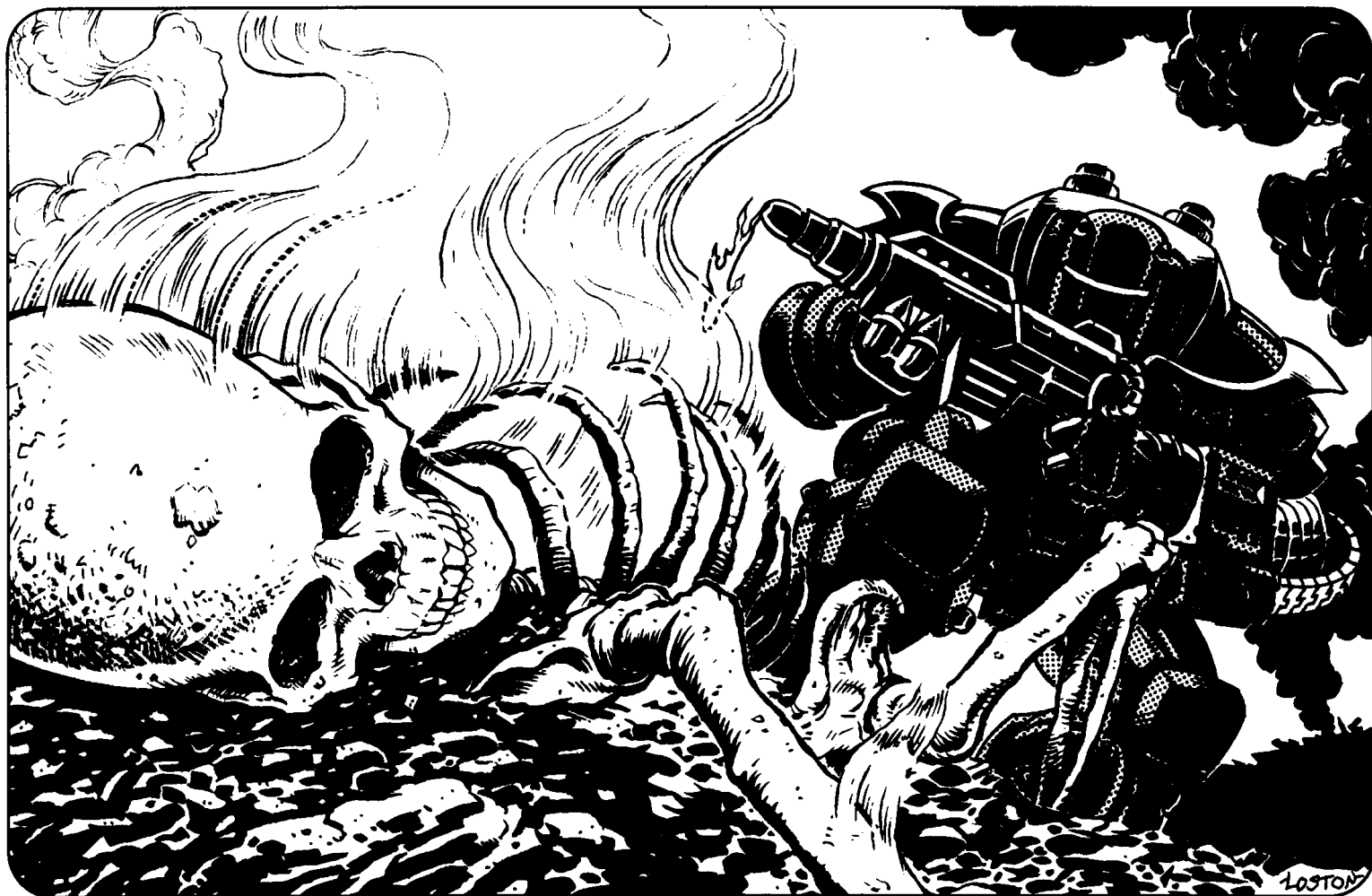
4th Skye Rangers RCT (B, LAAF)

The Fourth Skye Rangers can use the banking Initiative special ability. Additionally, the player controlling the Fourth Skye Rangers can choose half (round down) of the maps used for a scenario rather than rolling randomly (if randomly generating maps).

17th Skye Rangers (F, LAAF)

A side comprised solely of the Seventeenth cannot deploy any aerospace fighters. The regiment gains a +1 Initiative bonus when acting as the defender in a scenario, but a -2 Initiative penalty when acting as the attacker. Technicians belonging to the Seventeenth Skye Rangers receive a -2 modifier to any Technician Skill roll made for scavenging parts (p. 85, *BMR*).

RULES



22nd Skye Rangers (D, LAAF)

When randomly assigning 'Mech forces, ignore the +1 LAAF modifier and instead apply a -2 modifier when rolling to determine Random Lance Type (p. 103, *BMR*).

Also, one out of every four may use the B equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player controlling the Twenty-second chooses which 'Mech will be rolled on the B equipment rating column.

TAMAR CAVALIERS

Tamar Cavaliers (B, LAAF)

The Cavaliers receive a -1 to-hit modifier on all LRM and artillery weapon attacks.

When randomly assigning 'Mech forces, one out of every four may be rolled on the C column of the *Random 'Mech Assignment Table: Capellan Confederation* (p. 123, *Field Manual: Capellan Confederation*), *Random 'Mech Assignment Table: Free Worlds League* (p. 126, *Field Manual: Free Worlds League*) or the *Random 'Mech Assignment Table: Federated Suns* (p. 138, *Field Manual: Federated Suns*). The choice to roll

on an alternate column must be made before any 'Mech assignment rolls are made.

TIKONOV REPUBLICAN GUARD

When rolling to randomly determine Lance composition, the controlling player may roll on the appropriate column of either the *Random 'Mech Assignment Table: Lyran Alliance* (found on p. 127) or the *Random 'Mech Assignment Table: Federated Suns* (found on p. 138, *Field Manual: Federated Suns*).

1st Republican (C, AFFC)

The First Republican may use the off-map movement special ability.

2nd Republican (C, AFFC)

At the beginning of any turn in which the Second Republican fields fewer than eight units, they receive a +2 Initiative bonus.

When using the *Dropping Troops* rules (p. 72, *BMR*), all Second Republican units receive a -1 modifier to their Piloting Rolls when determining if they scatter.

3rd Republican (C, AFFC)

The Third may place up to half of its forces in hidden locations prior to the start of battle (see p. 77, *BMR*), as long as the circumstances of the scenario permit. Alternately, the player controlling the Third may give up this ability to gain the following ability: when the controlling player of the Third Republican loses Initiative, he may move a single unit after his opponent has moved all of his units. The movement of units proceeds normally as if the Third's player had lost the Initiative until the controlling player of the Third has only one unit left, at which time the opponent finishes moving the rest of his units and the Third's player moves his final unit.

MILITIAS

Alarion Alarion Province Militia (D, LAAF)

The equipment used by the Alarion APM is an uneven mix of new and old. When randomly assigning 'Mech forces, one out of every four may use the C equipment rating column. Once the weight classes of the 'Mechs are randomly determined, the player controlling the Alarion APM chooses which 'Mech will be rolled on the C equipment rating column. If this option is taken, the controlling player must choose a 'Mech to be rolled on the F equipment rating column.

Carlisle Alarion Province Militia (F, LAAF)

The Carlisle APM gains a +1 Initiative bonus when acting as the attacker in a scenario. All MW3 characters assigned to the Carlisle APM gain the Stigma/Pro-Katherine Trait.

Furillo Bolan Province Militia (F, LAAF)

When randomly assigning 'Mech forces, ignore the +1 LAAF modifier and instead apply a -2 modifier when rolling to determine Random Lance Type (p. 103, *BMR*). All MW3 characters assigned to the Furillo BPM gain the Stigma/Pro-Katherine Trait.

Coventry Coventry Province Militia (B, LAAF)

If all the maps in a scenario are wooded terrain (p. 101, *BMR*), the Militia may deploy up to half of its force in hidden locations (p. 77, *BMR*).

Dar-es-Salaam Cavanagh Theater Militia (F, LAAF)

The Dar-es-Salaam CTM suffers only half (round up) the standard penalties for blowing sand (p. 11, *Maximum Tech Revised*) and treats sand terrain as clear. They also ignore the additional heat penalty for high temperatures (pp. 12-13, *Maximum Tech Revised*).

Dixie Cavanagh Theater Militia (F, LAAF)

The Dixie CTM gains a +2 Initiative bonus when acting as the defender in a scenario. If the opposing force belongs to the Free Worlds League, reduce this bonus to +1.

Penobscott Cavanagh Theater Militia (F, LAAF)

When acting as the defender in a scenario involving woodland maps (p. 101, *BMR*), the Penobscott CTM may deploy up to half of its units in hidden positions before the start of play (p. 77, *BMR*). Additionally, all enemy units receive a +1 to-hit modifier on any weapon attacks made against a Penobscott unit in a wooded hex.

Accrington Freedom Theater Militia (F, LAAF)

The Accrington FTM, in addition to any units they field, may pre-plot artillery fire against 1D6 hexes before the start of a scenario (p. 70, *BMR*). Additionally, when acting as the defender in a scenario the militia may deploy up to one-quarter of their units in hidden positions before the start of play (p. 77, *BMR*).

Alexandria Freedom Theater Militia (F, LAAF)

The Alexandria FTM refuses to fight in urban terrain and therefore receive a -3 Initiative penalty in any scenario involving urban terrain. MW3 characters assigned to the Alexandria Militia gain the Stigma/Free Skye and Well-Connected/Free Skye Traits.

Denebola Freedom Theater Militia (F, LAAF)

When determining the experience level of MechWarriors in the Denebola FTM, add +2 to the die roll. Militia forces smaller than a company gain a +2 initiative bonus.

Lyons Freedom Theater Militia (F, LAAF)

MW3 characters assigned to the Lyons FTM gain the Stigma/Free Skye, Stigma/Bellerive Incident and Well-Connected/Free Skye Traits.

Gacrux Freedom Theater Militia (F, LAAF)

The Gacrux FTM may force the Initiative. MW3 characters assigned to the Gacrux FTM gain the Quirk/Xenophobia, In For Life and Well-Connected (2): Brotherhood of Cincinnatus Traits.

Chahar Melissia Theater Militia (D, LAAF)

When facing Clan opponents, the Chahar MTM adheres to Level 2 honor rules (see pp. 122-24, *The Clans: Warriors of Kerensky*).

Neerabup Melissia Theater Militia (F, LAAF)

The Neerabup MTM receives a -2 Initiative penalty in any scenario. MW3 characters assigned to the Neerabup MTM gain the Quirk/Hate the Clans Trait.

Qanatir Melissia Theater Militia (F, LAAF)

At the beginning of any turn in which the Qanatir MTM fields fewer than twelve units, they receive a +2 Initiative bonus.

Kelenfold Pandora

Theatre Militia (C, LAAF)

For every turn the Kelenfold PTM makes use of a preplanned movement (the controlling player writes down each unit's movement before the turn begins, with no deviations once the turn begins), each unit of the Kelenfold receives a -1 to-hit modifier for any single weapon attack during that Weapon Attack Phase only. If a Kelenfold unit cannot move through a hex because of an enemy unit's move or because it would violate the *Stacking* rule (p. 20, *BMR*), the controlling player of the Kelenfold PTM can change that unit's movement but he must adhere to the original plan as strictly as possible.

Koniz Pandora

Theatre Militia (F, LAAF)

Any time the Koniz PTM is acting as the defender in a scenario (as long as it is appropriate for the scenario), the controlling player may place gun emplacements or conventional minefields equal to 1D6 x the number of mapsheets, anywhere in the playing area. The gun emplacements (p. 53, *BMR*) each have a CF of 40 and may mount a single AC/5 (1 ton of ammo), SRM 6 (1 ton of ammo) or two medium lasers.

Nekkar Skye Province Militia (F, LAAF)

All MW3 characters assigned to the Nekkar SPM gain the Contact (2): Free Skye Trait.

Alekseyvka Timbuktu Theatre Militia (F, LAAF)

All MW3 characters assigned to the Alekseyvka TTM as infantry should roll 1D6. On a result of 5 or 6 they gain the Zero-G Operations Skill at +0. If a character already has the Zero-G Operations Skill, he gains a +1 bonus.

Florida Timbuktu Theatre Militia (F, LAAF)

When randomly determining Experience Level, apply a +1 modifier to those rolls (p. 108, *BMR*).

RANK TABLE: NATIONS OF THE FEDERATED COMMONWEALTH

ENLISTED RANKS

Trait Points	AFFS	AFFC	LAAF
1	Recruit	Recruit	Recruit
2	Private	Private	Private
3	Private, First Class	[Private, First Class]	Private, First Class
4	Corporal	Corporal	Corporal
5	—	—	Senior Corporal
6	Sergeant	Sergeant	Sergeant
7	—	—	Staff Sergeant
8	Sergeant Major	Sergeant Major	Sergeant Major
9	—	—	Staff Sgt. Maj.
10	Command Sgt. Maj.	[Command Sgt. Maj.]	Senior Sgt. Maj.

OFFICER (commissioned) RANKS

Trait Points	AFFS	AFFC	LAAF
1	Subaltern	—	Leutnant
2	Leftenant	Leftenant	First Leutnant
3	Captain	Hauptmann	Hauptmann
4	Major	Kommandant	Kommandant
5	—	—	Hauptmann-Kommandant
6	Leftenant Colonel	Leftenant Colonel	Leutnant-Colonel
7	Colonel	Leftenant General	Colonel
8	Leftenant General	Hauptmann General	Leutnant-General
9	Major General	Marshal	Hauptmann-General
10	General/Marshal	—	Kommandant-General
11*	Field Marshal	Field Marshal	General
12*	Marshal of the Armies	Marshal of the Armies	General of the Armies

* These ranks are not normally attainable by player characters but are included here for comparison.

Teyvareb Timbuktu Theatre Militia (F, LAAF)

The Teyvareb TTM receives a +2 Initiative bonus when acting as the attacker in an extraction or chase scenario.

TRAINING BATTALIONS

All training battalions receive a -1 Initiative penalty due to a lack of cohesiveness.

Buena War College Training Battalion (B, LAAF)

MW3 characters assigned to the Buena Battalion gain 5 XP a month assigned to one of the following: Acrobatics, Running, Swimming, Survival or an Academics Skill. The battalion receives a +2 Initiative bonus when facing a pirate opponent.

Pandora College Training Battalion (C, LAAF)

The 'Mechs of the Pandora Battalion may use the off-map movement special ability. They receive a +1 Initiative bonus when fighting Clan opponents. MechWarriors assigned to the Pandora Battalion gain 10 XP a month to be spent on skills from the MechWarrior field. Other characters assigned to the unit gain 5 XP a month to be spent on skills from their field.

Royal New Capetown Training Battalion (C, LAAF)

The political divisiveness within the RNCT Battalion results in an additional -1 Initiative penalty for the regiment. Also, they may designate artillery fire against 1D6 hexes before the start of a scenario (p. 70, *BMR*).

MECHWARRIOR RULES

This section supplements the Character Creation rules found in the *MechWarrior, Third Edition (MW3)* rulebook starting on page 26. Using the following material, players and gamemasters can create characters who originate in the Lyrans Alliance.

RANK TRAIT

The table on p. 137 shows the various levels of the Rank Trait used throughout the former Federated Commonwealth. This replaces the Federated Suns and Lyrans Alliance columns in the Rank Table on p. 87 of *MW3*. The ranks shown in brackets were never officially awarded by the AFFC, yet were widely recognized.

CHARACTER CREATION

The following section contains new material for the Lyrans Alliance Affiliation and several new Life Path Stages unique to the Lyrans Alliance, including the training opportunities open to members of the LAAF. These paths are also open to characters belonging to the Federated Commonwealth affiliation, provided said schooling takes place before the Lyrans Secession in 3057 (see *Age*, below).

REGION

Though the Alliance has been a unified state since 2341, the three founder states—the Protectorate of Donegal, the Federation of Skye and the Tamar Pact—have each retained their own character and politics despite numerous political reforms. Characters belonging to the Lyrans Alliance affiliation may opt to belong to one of these regions or be a “vanilla” Lyrans. Non-regional Lyrans characters use the affiliation information exactly as given in *MW3*. Characters associated with the specific region gain the following traits and skills in addition to those for the Alliance.

Donegal: Administration +1, Scrounge +1, Stigma/Pro-Katherine, Stigma/Greedy

Skye: Stigma/Free Skye, Well-Connected (2): Free Skye, In for Life. *May not choose Clan War Orphan Stage 1 path.*

Tamar: Quirk/Hatred of Clans, Edge +1

EVENTS

Each of the paths below has a unique list of events, similar to the paths presented in the *MW3* rulebook. Players and gamemasters will follow all of the standard rules for determining character events (p. 24, *MW3*), with one exception: instead of rolling 2D6, players will roll 2D10 to randomly select an event. In addition, each Edge point spent to affect an event roll on these tables can either be used for a reroll or to modify the result by 1 or 2 points.

PREVIOUS PATH

The following paths list the previous paths a character must first progress through before entering these paths (you only need to have taken one of these previous paths).

Characters that progress through the Lyrans military Paths listed in this section have the option of progressing to either the standard Stage 4 *Tour of Duty: Inner Sphere* as found on pages 50 and 51 of the *MW3* rulebook or the *Tour of Duty: LAAF* as described in this section. Treat all passes through either as though the character had taken the same Path each time. For example, if a character takes the *Tour of Duty: LAAF* once and then takes the *Tour of Duty: Inner Sphere* twice, the player should treat it as if his character had taken the exact same Path three times in a row. A character cannot “flip-flop” back and forth between Paths to avoid the -1 penalty to the Events roll.

Age

Some life-paths have an associated minimum or maximum age, indicating how old a character taking that path may be at the conclusion of character generation. For example, a Clan War Orphan will, by definition, be no older than 28, since the Clans did not invade the Inner Sphere until 3050. If taking a path would make the character older than the maximum allowed, then the character may not take that path. Likewise, if ending character generation would leave the character younger than the minimum allowed, he must take additional paths.

Federated Suns or St. Ives characters over the age of 21 may have attended a Lyrans academy while the Alliance still formed part of the Federated Commonwealth and may ignore the Lyrans Alliance Affiliation restriction on these paths. Similarly, Lyrans Characters over the age of 21 may attend a Federated Suns academy such as the NAIS.

SOCIAL CLASS

Because of some differences in the Lyrans class system, this updated table can be used in place of the generic table found on p. 55, *MW3*. Additionally, because life in the Alliance is governed by social status and who you know, characters with a high SOC can ignore some path restrictions in a similar manner to *Edge and Path Restrictions* (p. 25, *MW3*). Players may voluntarily increase the minimum value of their Social Standing Attribute (to a maximum of 8) in order to gain the benefits of high social status. Rather than reducing the character's edge

SOCIAL CLASS TABLE

Attribute Value	Social Standing Lyran Alliance	SOC "Overrides"
1	Indentured Servant	0
2	Lower Class	0
3	Middle Class	0
4	Upper Class	0
5	Baron*	0
6	Graf	1
7	Landgrave	2
8	Duke	3
9	Archduke (Grand Duke)	—**
10	Archon	—**

* Though the first of the noble ranks, barons may serve as representatives in the Estates General, whereas higher-ranked nobles are barred.

** SOC attribute may be increased to these values but cannot be preselected for a character and thus confers no advantage, per *Social Class*, p. 138.

threshold, the player can choose to exploit his social status, calling in favors, using the family name and so on. Each of these "overrides" can only be used once and, unlike an Edge, can only be used to offset a single prerequisite rather than all those associated with a path.

BOOT CAMPS

Many of the troops in the LAAF never attend academies. Instead, they enroll in one of the regional "boot camps" dotted around the Alliance, taking the *Military Enlistment Path* (p. 41, MW3). However, the best and brightest boot-camp attendees may be sponsored for attendance at a major academy. Any character rolling 9 or higher on his Military Enlistment Events (p. 41, MW3) may take his remaining military training (if any) at a randomly determined military academy (see the Military Academy Table, p. 140). Players may roll to determine the academy (and thus the available fields) before deciding whether to transfer. Those who do gain the Stigma/Militia-Trained Trait when dealing with members of the LAAF trained solely in an Academy.

STAGE 3: MAJOR LYRAN ALLIANCE ACADEMY (GENERIC)

Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing.

This is not a full Life Path and should not be taken as one. Instead, the information contained below offers the generic information common to most of the Lyran Alliance's military academies. The entries that follow round out a full and unique Life Path

as offered by one of the Major Lyran Alliance Military Academies detailed in *New Blood*, p. 35. Each Major Academy has its own entry, along with its own unique requirements, skill sets, and so on. Simply replace or add to the requirements, traits and skills listed below with those unique ones listed in the specific academy entry. Each Academy teaches a restricted range of fields and only those listed for that academy may be taken.

Time: 1 Year

Attribute Minimums: INT 3, WIL 3, SOC 3

Attribute Thresholds: WIL +1, SOC +1

Traits: Promotion, Well-Connected

Skills: Academic/Lyran Alliance History +2, Protocol/Lyran Alliance +2, Perception +1

Fields: Basic Training/Basic Training (Naval)

Previous Paths: Any Path or Event Roll which would normally allow admission to a Military Academy Path.

Next Path: Advanced Individual Training Subpath (mandatory, part of this path)

Lyran Alliance Academy Events

- Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- You have a friend in the quartermaster corps ... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- I knew those family connections would be useful. [Contact (2)]
- Selected for "Special training." [May take the Loki training subpath after your AIT]

- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take University path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

MILITARY ACADEMY TABLE

2d6 Roll	Academy
2	Sanglamore
3	Alarion
4	Coventry
5	Alarion
6	Royal New Capetown
7	Buena
8	Pandora
9	Thorin
10	Bolan
11	Bolan
12	Nagelring

Mandatory Subpath: Advanced Individual Training (AIT)

Basic Training Graduates only

Time: 2 years

Traits: MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

Skills: Add +1 to three Basic Training Skills, +2 to any other skill

Fields: Choose one of the following primary fields, subject to the listed restrictions and the availability of the path at the academy:

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Aerospace Pilot Specialist (*minimum DEX 4, RFL 4, see p. 62, AT2*)
- Aircraft Pilot (*minimum DEX 4, RFL 3*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- Engineer (*minimum INT 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum WIL 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)
- Politician
- Scientist (*minimum INT 4*)
- Scout
- Ships Crew

Events: Do not roll Events for Advanced Individual Training.

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4), Special Training (3, part of this pass; an option if character took Basic Technician, Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), or Naval Training (Aerospace Pilot, Aircraft Pilot, Ships Crew).

Subpath: Special Training

AIT Graduates only

Time: 2 years

Attribute Minimums: WIL 4

Attribute Thresholds: Add +1 to any one threshold of the player's choice.

Traits: Promotion, Wealth (2)

Skills: +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), +2 to any one other skill.

Fields: Choose one of the following Fields, subject to the listed restrictions:

- Aerospace Technician (*Basic Technician Field required*)
- Doctor (*Scientist Field required, minimum DEX 4, INT 5*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine, MechWarrior or Scout Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

Events: Do not roll events for Special Training.

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4, Special Forces or Military Scientist Fields only).

Subpath: Naval Training

AIT Graduates only

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Wealth (2)

Skills: +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +1, Sensor Operations +2, Leadership +1, +2 to any one other skill.

Fields: Choose one of the following Fields, subject to the listed restrictions:

- DropShip Pilot (*minimum DEX 4*)
- DropShip Pilot Specialist (*minimum DEX 4, RFL 4, see p. 62, AT2*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field, minimum INT 6, may not have TDS trait*)

Events: Do not roll events for Naval Training.

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or return to Naval Training.

Subpath: Officer Candidate School (OCS)

SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemas-

RULES

ter's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.

Time: 1 year

Attribute Thresholds: WIL +1, CHA +1

Traits: Commission (Rank 1)

Skills: Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

Fields: Officer Training/Naval Officer Training

Next Path: Return to last path at the same point as left for OCS or proceed directly to Tour of Duty: Social General

Subpath: Loki Training

By event roll only.

Time: 3 years

Attribute Minimums: BOD 4, RFL 5, WIL 6

Attribute Thresholds: BOD +1, WIL +1, CHA -1

Traits: Pain Resistance, Alternate Identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

Skills: Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

Fields: Special Forces

Next Path: Tour of Duty: Lyran Alliance (4), Tour of Duty: Inner Sphere (4) or Covert Ops (4)

ALARION

Standard requirements, plus no Disabled, Glass Jaw, Poor Vision, Poor Hearing or TDS. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.

Attribute Minimums: INT 4, WIL 4, DEX 4

Attribute Thresholds: DEX +1, RFL +2, BOD -1, WIL +1

Traits: G-Tolerance, Promotion, Well-Equipped, Stigma/Pro-Katherine

Skills: Career/Soldier +4, Protocol/Lyran Alliance +3, Academic/Lyran Alliance History +2, Zero-G Operations +2, Perception +1

Events: Roll on either the Lyran Alliance Academy Events table or the Naval Academy Events Table (pp. 61-62, AT2).

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +2 to any two Basic Training skills, Leadership +1, Survival +1, Academic/Naval History +2, Tactics/Space +2

Fields: Aerospace Pilot, Aerospace Specialist, Basic Technician, Marine, Ship's Crew

Subpath: Special Training

Attribute Thresholds: +1 to DEX, RFL or INT (Player choice)

Traits: Promotion

Skills: +2 to any one Basic Training skill, +1 to half of the character's AIT skills (rounding up), +2 to any two technical skills

Fields: AeroSpace Technician

Subpath: Naval Training

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Wealth (2)

Skills: +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +2, +2 to any one other skill

Fields: DropShip Pilot, DropShip Pilot Specialist, JumpShip Pilot, WarShip Pilot

BOLAN

Standard requirements.

Attribute Minimums: INT 3, WIL 4

Attribute Thresholds: WIL -2, RFL +1, INT +1, BOD +1

Traits: Promotion, Stigma/New Academy Graduate

Skills: Career/Soldier +2, Protocol/Lyran Alliance +1, Academic/Lyran Alliance History +1, Perception +1, Streetwise +1, Scrounge/+1

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, +2 to any other skill, Bureaucracy/Lyran Alliance +2, Intimidation +1

Fields: Armored Infantry, Basic Technician, Cavalry, Engineer, Infantry, Scientist, Scout

Subpath: Special Training

Attribute Minimums: INT 4, WIL 4

Traits: Wealth, Well-Equipped, Contact

Skills: +1 to any two Basic Training skills, +1 to half of the character's AIT skills (rounding up), +3 to any one other skill

Fields: Doctor, Military Scientist, Special Forces, Vehicle Technician

BUENA

Standard requirements.

Attribute Minimums: BOD 4, STR 4, DEX 3, INT 4, RFL 4, EDG 4

Attribute Thresholds: BOD +1, INT +1, WIL +1, CHA -1

Traits: Good Reputation, Toughness, Promotion

Skills: Running +2, Swimming +2, Career/Soldier +3, Protocol/Lyran Alliance +2, Academic/Lyran Alliance History +2, Tactics +1

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, +2 to any other skill, Leadership +2

Fields: Aerospace Pilot, Aircraft Pilot, Basic Technician, MechWarrior

Subpath: Special Training

Attribute Minimums: INT 5, WIL 4

Attribute Thresholds: +1 to DEX or INT (Player choice)

Traits: Promotion, Well-Equipped, Contact (2)

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Scrounge +2

Fields: AeroSpace Technician, 'Mech Technician

COVENTRY

Standard requirements.

Attribute Minimums: INT 3, WIL 4

Attribute Thresholds: BOD +1, WIL +1

Traits: Well-Equipped, Combat Sense, Well-Connected

Skills: Academic/Lyran Alliance History +4, Academic/Clan History +2, Protocol/Lyran Alliance +2, Perception +1

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, Rifles +1, Pistols +1, Survival +1, Tactics +1

Fields: MechWarrior

NAGELRING

Standard requirements plus one or more of the following: Well-Connected or Contact (any appropriate LAAF or Lyran Alliance), Title, EDG 6+. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event. Members of the SLDF may also attend the Nagelring.

Attribute Minimums: INT 5, DEX 5, WIL 5, SOC 5

Attribute Thresholds: SOC +1, CHA +1. If SOC under 6, WIL +1

Traits: Promotion, Well-Connected/Tharkad, Wealth (2), Quirk/Honorable

Skills: Academic/Lyran Alliance History +6, Academic/SLDF History +3, Protocol/Lyran Alliance +6, Career/Soldier +4, Leadership +2, Interest/Winter Sports +2, Strategy +2, Tactics +2, Bureaucracy/Lyran Alliance +1

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +2 to three Basic Training skills, +1 to any two other skills

Fields: Any AIT fields except Engineer

Subpath: Special Training

Attribute Minimums: WIL 6, EDG 5

Attribute Thresholds: +1 to BOD, CHA or INT (Player choice)

Traits: Promotion, Well-Equipped, Well-Connected/LAAF, and choose one of the following: Stigma/Pro-Katherine, Stigma/Pro-Victor

Skills: +2 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Protocol/Lyran Alliance+2, Gambling +1

Fields: Any ST fields except WarShip Pilot

ROYAL NEW CAPETOWN

Standard requirements. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.

Attribute Minimums: INT 4, WIL 4

Attribute Thresholds: BOD +1, RFL +1, DEX +1

Traits: Well-Equipped, Gregarious, Stigma/New Capetown Graduate, and choose one of the following: Stigma/Pro-Katherine, Stigma/Pro-Victor

Skills: Academic/Lyran Alliance History +2, Protocol/Lyran Alliance +3, Perception +2, Academic/Race Relations +3

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, Career/Soldier +2, +2 to any other skill

Fields: Aerospace Pilot Specialist, Aircraft Pilot, Armored Infantry, Cavalry, Engineer, Infantry, Marine, MechWarrior, Scientist, Scout

Subpath: Special Training

Attribute Minimums: INT 4, WIL 4

Attribute Thresholds: INT +1

Traits: Promotion, Contact (2)

Skills: +2 to any two Basic Training skills, +1 to half of the character's AIT skills (rounding up)

Fields: AeroSpace Technician, Doctor, 'Mech Technician, Special Forces, Vehicle Technician

PANDORA

Standard requirements except may NOT enter with Stigma/Pro-Katherine or Stigma/Pro-Victor. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.

Attribute Minimums: BOD 4, WIL 5, DEX 4

Attribute Thresholds: BOD +2, WIL +2

Traits: Toughness, Brave

Skills: Pistol +2, Rifle +2, Survival +2, Support Weapons +1, Tracking +1

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, Tactics/Any two +2, Training +2, Administration +2, Interest/the Clans +2

Fields: Aerospace Pilot, Aerospace Pilot Specialist, Aircraft Pilot, Armored Infantry, Cavalry, Infantry, MechWarrior, Scientist, Scout

Subpath: Special Training

Attribute Minimums: INT 5, WIL 4

Attribute Thresholds: INT +1

RULES

Traits: Well-Equipped, Good Reputation, Good Vision

Skills: +1 to any two Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tech/Any two +2, Engineering +4, Computers +3, Scrounge +3

Fields: AeroSpace Technician, 'Mech Technician, Vehicle Technician

Subpath: Naval Training

Age must be at least 22.

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Well-Connected/LAAF Navy

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +2, +2 to any one other skill

Fields: DropShip Pilot

SANGLAMORE

Standard requirements plus one or more of the following: Contact/Free Skye, Well-Connected/Free Skye, Well-Connected/LAAF, SOC 6+. May NOT have Stigma/Pro-Katherine or Stigma/Pro-Victor. The character must not have any seriously "questionable" Events in his or her history relating to Skye (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.

Attribute Minimums: INT 5, DEX 5, WIL 5, SOC 5

Attribute Thresholds: CHA +1, WIL +1

Traits: Promotion, Well-Equipped, Well-Connected/Skye, Quirk/Honorable. May choose Well-Connected/Free Skye but then also gains In For Life and Stigma/Free Skye.

Skills: Academic/Lyrans Alliance History +3, Academic/Skye History +3, Protocol/Lyrans Alliance +4, Career/Soldier +3, Leadership +2, Perception +1, Strategy +2, Tactics +2, Bureaucracy/Lyrans Alliance +1, Blade +2

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +2 to two Basic Training skills, +1 to any two other skills

Fields: Armored Infantry, Basic technician, Cavalry, Engineer, Infantry, MechWarrior, Scientist, Scout

Subpath: Special Training

Attribute Minimums: WIL 6, EDG 5

Attribute Thresholds: +1 to STR, WIL or INT (Player choice)

Traits: Promotion, Well-Connected/LAAF, Well-Connected: Skye

Skills: +2 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Career/Soldier +2, Protocol/Lyrans Alliance +2

Fields: Doctor, 'Mech Technician, Military Scientist, Special Forces, Vehicle Technician

THORIN

Standard requirements, plus no Disabled, Glass Jaw, Poor Vision, Poor Hearing or TDS.

Attribute Minimums: WIL 4, DEX 5, RFL 5, EDG 4

Attribute Thresholds: DEX +1, RFL +1, BOD -2

Traits: G-Tolerance, Promotion, Well-Equipped

Skills: Perception +3, Tech/Any three +2, Tactics/Space +1, Tactics/Air +1

Events: Roll on either the Lyrans Alliance Academy Events table or the Naval Academy Events Table (pp. 61–62, AT2).

Mandatory Subpath:

Advanced Individual Training (AIT)

Skills: Add +1 to three Basic Training skills, +2 to any other skill

Fields: Aerospace Pilot, Aerospace Pilot Specialist, Aircraft Pilot, Ship's Crew

Subpath: Naval Training

Attribute Minimums: INT 4, DEX 4

Traits: Promotion, Well-Connected/LAAF Navy

Skills: +1 to any three Basic Training skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +2, +2 to any one other skill

Fields: DropShip Pilot, DropShip Pilot Specialist, JumpShip Pilot

STAGE 4: TOUR OF DUTY: LYRANS ALLIANCE

Available to characters who completed training at a Lyrans Alliance Academy or Training Facility.

Time: 2 years

Traits: Wealth; if taken for a second consecutive time, add Stigma/Pro-Victor or Stigma/Pro-Katherine (player choice) and one of the following: Well-Connected/LAAF or Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry characters only.

Skills: Add +2 to any three Military Field skills, +1 to any two other skills

Previous Paths: Any that would allow entry into a regular Tour of Duty

Next Path: Covert Ops (4, Military Scientist, Scout or Special Forces-trained characters only), Ne'er-Do-Well (4), Police Academy (3), Tour of Duty: Lyrans Alliance (4), Tour of Duty: Inner Sphere (4) or Tour of Duty: Social General (4, officers only)

Tour of Duty: Lyrans Alliance Events

- 2 Captured by the Clans and made a Bondsman. [–2 to all skills this path, Protocol/Clan +3, Stigma/Bondsman, Scrounge +1, add 1D6 years to the time this path takes. Roll 1D6. On a result of 5 or 6, accepted as a freebirth warrior, otherwise may not take further military paths]
- 3 "An offer you can't refuse." Blackmailed into working for

the enemy. [Acting +2, Alternate Identity, Cryptography +1, In For Life, Choose one: Addiction, Stigma/Spy, Enemy (2)]

- 4 "Military intelligence. Ha!" An operation goes bad. [+2 to three Military Field Skills, Choose two: STR -1, BOD -1, Combat Paralysis, Lost Limb, Poor Hearing, Poor Vision, Unattractive]
- 5 Sole Survivor. Again. [+1 to all skills in one Military Field, Bad Reputation, Choose one: EDG -1, Combat Paralysis, Glass Jaw]
- 6 "The general's kid is off limits, understand?" [Attractive, Seduction +2, Demotion, Enemy, Quirk/Can't resist a challenge]
- 7 "No!" The love of your life dies or is kidnapped and you swear vengeance. [Quirk/Lost love, Enemy]
- 8 "There's a Snake-lover in Alpha Company who needs to be taught a lesson ..." The Order of Cincinnatus draws you in. [Quirk/Xenophobia, In For Life, Well-Connected (2)/LAAF]
- 9 "Who is THAT?" Whirlwind romance. [Dependent]
- 10 "All I wanna know, boy, is which side you on?" [Choose one: Stigma/Pro-Katherine, Stigma/Pro-Victor]
- 11 Garrison duty. BOR-ING! [Choose one: Gambling +2, Seduction +2, Streetwise +2]
- 12 Blood, sweat and tears, but for what? You are involved in a major campaign that makes major gains for House Steiner, but which the politicians squander. [+3 to one Military Field skill and +2 to two others, Quirk/Hate Politicians and choose one: Lost Limb (2), Glass Jaw]
- 13 Pirate Hunting. [+2 to two Military Field skills, Perception +1, Streetwise +1]
- 14 "Information is ammunition." [Perception +1, Computers +2, Sensor Operations +1, Contact (2)]
- 15 Crucible. You see action against the Clans. [+3 to any three Military Field skills, Choose three: Addiction, Disabled, Combat Paralysis, EDG +1, Lost Limb, Promotion, Timid]
- 16 "You're just the sort of person we're looking for ..." Selected for "special training." [Next path must be Loki Training or chose two: Addiction, Bad Reputation (2), Enemy (2), Lost Limb, lose all rank, lose commission]
- 17 "We're not against the Alliance but rather against the abuse of power. A loyal opposition as it were." Inducted into Heimdall. [In For Life, Well-Connected (2)/Lyrans Alliance, Contact (2)/Heimdall, Stigma/Pro-Victor]
- 18 Courage under fire. Awarded the Alliance Star for valor. [Promotion, Wealth, Good Reputation (2), EDG +1, Land Grant, Title]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

FENRIR ASSAULT BATTLE ARMOR

R&D Start Date: 9 November 3057

Prototype Design and Production: 22 October 3058

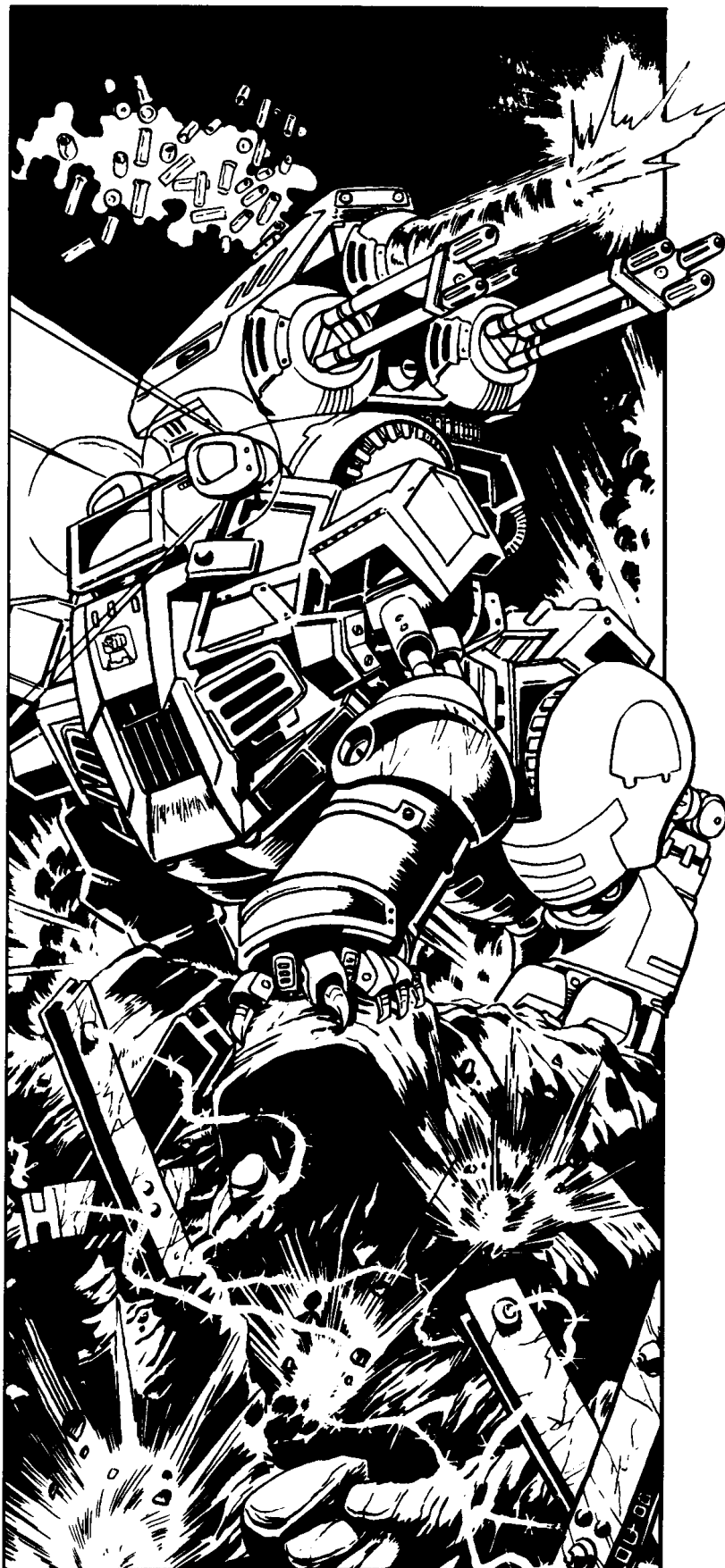
Standard Production: 4 January 3060

The AFFC was among the first to deploy Inner Sphere battle armor, having prototypes in the field before the Clans halted their invasion after Tukayyid. However, in the rush to field the Infiltrator and Sloth, the NAIS cut a number of corners, and so both designs pale in comparison to the second-generation suits available to other Inner Sphere militaries. One of Archon Katherine's first military decisions after assuming the throne was to order the development of new battle armor to close the gap with the Alliance's allies and enemies, as well as to stress her realm's independence from the Federated Commonwealth.

As it so happened, the LAAF battle armor development team had access to dozens of discarded prototypes of the NAIS-born Sloth battle armor. Although the Sloth was admired for its formidable firepower, its lack of jump capability and minimal armor protection inevitably placed it among the white elephants of the AFFC. The LAAF team quickly identified the only positive aspect of the Sloth's design, namely that its sturdy quad configuration supported a larger weapon payload than any other battle armor in the field. Building on this strength, the team devised the Fenrir Assault Battle Armor, named after the demon-wolf of Teutonic mythology.

Designed less as a true battle armor suit than a highly mobile weapons platform, the trooper controls the Fenrir from a cramped cockpit, behind and above which is a heavy-duty hardpoint which can accept a wide variety of 'Mech-caliber weapon systems able to swivel and fire in a nearly 360-degree arc. Depending on the mission, troopers can choose from the following weapons configurations: three small lasers or machine guns, two small pulse lasers, a four-tube SRM launcher or a single medium pulse laser, by far the largest weapon ever to be mounted on a battle armor chassis. When designers initially theorized that the Fenrir *might* be able to accommodate such a powerful and accurate weapon, the Archon caught wind of it and insisted that it be incorporated into the production model. Naturally, creating a compact enough version of the standard pulse laser to fit atop a battle armor suit without crushing the trooper inside was a difficult task, but one the design team ultimately achieved.

Unfortunately, for all of its mighty firepower, the Fenrir, like the Sloth before it, lacks significant armor protection due to the surprisingly delicate construction of its legs. Though they appear to be sturdy and heavily armored, reality is quite different. While the Fenrir's legs are indeed quite rugged, they are only lightly armored in order to cut down on overall weight. Both



design elements were a necessity to allow it to carry such a large weapon payload.

In the end, the Fenrir's comparatively light armor was deemed an acceptable concession, as the suit is faster than its parent design and is intended to be used in a hit-and-fade manner, further emphasizing the wolf analogy created by its name. In classic Lyran style, troopers assigned to the Fenrir are encouraged to use their superior firepower to overwhelm opponents before they can take advantage of the suit's weaknesses.

BATTLETECH GAME RULES

The Fenrir battle armor is Level 2 equipment. It follows the standard rules for Inner Sphere battle armor (p. 63, *BMR*) except as noted below.

Fenrir units have 4 MP, cannot jump and are subject to all the standard movement restrictions regarding infantry and terrain. Fenrir units cannot travel with an OmniMech using the Mechanized Battle Armor rules.

Fenrir squads consist of four troopers, all equipped with the same configuration of primary weapons, which can be any one of the following: one medium pulse laser, two small pulse lasers, three small lasers, three machine guns, or one SRM 4.

After a successful attack, the method of determining the number of hits scored by the squad differs depending on the weapon being used. In the case of the Medium Pulse Laser, simply roll on the Battle Armor Attack Table (p. 61, *BMR*). If the squad carries two small pulse lasers per trooper, roll on the Battle Armor Missiles Table for the number of hits. In the case of three small lasers or machine guns, multiply the number of surviving troopers in the unit by three and consult the corresponding column of the Missile Hits Table (p. 31, *BMR*); each missile hit results in a single weapon hit. If the squad is equipped with SRMs, roll on the Battle Armor Missiles Table and multiply the missile hits result by 2.

Fenrir squads equipped with missiles must keep track of ammunition; the squad may only fire four salvos of four missiles each.

Their physical construction and lack of jump jets make it impossible for Fenrirs to climb up onto a BattleMech, so they may not engage in anti-BattleMech leg or swarm attacks.

Fenrir suits have an Armor Value of 5 points plus 1 additional point representing the trooper inside.

MECHWARRIOR GAME RULES

The Fenrir can mount a variety of primary weapons as outlined in the *BattleTech Game Rules* above, but has no secondary weapons. The primary weapons can swivel to face any direction, except straight to the rear.

The medium pulse laser is treated like a support machine gun, but inflicts type E damage and drains 8 power points per shot fired. The small pulse laser is treated like a portable machine gun that inflicts type E damage and drains 6 power points per shot. The SRM launcher can fire one to four missiles in a turn and has three additional reloads.

Each energy weapon is powered by an HC military power pack. Each machine gun is provided with 40 shots of ammunition. The SRM launcher carries a total of 16 missiles.

Equipment Ratings: E/E/F

Cost: 500,000 C-bills

Armor Values: 7/7/6/6

Coverage: Full

Attributes: STR +3; DEX -4; RFL -2

Movement: 60 m/turn (43 kph)

NEW EQUIPMENT

As with all rest of the Inner Sphere, the Lyran military has benefited from the technological renaissance that has swept the Inner Sphere over the last decade. However, for most of that time the Quartermaster Corps relied upon field upgrade kits purchased from the Free Worlds League or the innovations coming out of the NAIS from the Davion half of the Federated Commonwealth. The sundering of those ties and the formation of the Lyran Alliance forced the QC to kick its R&D into overdrive, attempting to make up for years of malaise. With the breakthrough into large-bore LB-X and Ultra autocannons by Defiance Industries of Hesperus II in 3060, the QC demonstrated they had achieved parity with most other House militaries. However, with the unveiling of the heavy gauss rifle, also pioneered by Defiance, the Corps has shown they have learned well from their association with the NAIS.

All of these items are for use in Level 2 BattleTech and can be used in tournament play unless specifically prohibited under the rules of individual tournaments. Currently, these items are available only to Lyran Alliance forces.

HEAVY GAUSS RIFLE

The Lyran Alliance Armed Forces have adopted the gauss rifle as their heavy weapon of choice, as demonstrated by so many Lyran BattleMech designs. The *Devastator*, *Nightstar*, *Dragon Fire*, *Hollander*, *Cestus*, *Gunslinger*, *Falconer* and

Thunder Hawk all make great use of the range and firepower of the weapon. As deadly as the gauss rifle is, however, there are some in the LAAF high command who feel an even more powerful weapon is needed to protect the Alliance from its enemies, notably Clan Jade Falcon. They didn't just want a weapon that only closed the technology gap with the Clans, they wanted one that leaped over and beyond.

After more than a decade of development, Lyran engineers finally achieved success with an operational heavy gauss rifle. Detractors of the project cited the outrageous development costs due to countless prototypes destroyed in testing, but no one can dispute the firepower of what has become the largest and most powerful gun in the Inner Sphere arsenal.

The weapon's size, however, is its major drawback. Its power requirements are immense, necessitating the use of a fusion reactor and thus preventing its installation in ICE-powered vehicles. Unfortunately, even with a fusion plant, the muzzle velocity of the heavy gauss rifle is lower than that of a conventional gauss rifle, resulting in a noticeable damage dropoff with increased range. Furthermore, the weapon's massive recoil makes it difficult to fire safely while on the move, and makes it impossible to mount the weapon in turrets or BattleMech arms. Despite these drawbacks, the new weapon has found favor with the LAAF, earning it the nickname of "Thor's Hammer."

Expensive to manufacture and transport, the heavy gauss rifle will slowly enter service with the LAAF, initially with forces along the ARDC and Jade Falcon borders. With the exception of a few test variants, nearly all of the heavy gauss rifles currently in the field are mounted on the weapon's test-bed, the new *Fafnir* assault 'Mech. Thanks to the firepower of the heavy gauss rifle, the silhouette of the *Fafnir* is already striking fear into the hearts of MechWarriors who catch sight of it, sometimes turning the tide of battle even before Thor's Hammer comes crashing down.

BattleTech Rules

The heavy gauss rifle follows all the rules for gauss rifles (p. 128, *BMR*) with the following exceptions.

Only units with fusion engines may mount heavy gauss rifles.

The massive recoil generated by the heavy gauss rifle requires that it be mounted in torso locations only. Like AC/20s and artillery weapons, a heavy gauss rifle may be divided

LYRAN ALLIANCE WEAPON TABLE

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
Heavy Gauss Rifle	2	25/20/10*	4	1-6	7-13	14-20	18	11	4

* Damage is 25 at Short Range, but reduced to 20 at Medium Range and 10 at Long Range.

between a side torso and center torso (p. 114, *BMR*), but no critical slots may be located in the arms, legs or head. In conventional vehicles, the weapon may only be mounted to the front or rear (not sides or turret).

The recoil may also cause the firing BattleMech to fall over unless it stands in place and braces for the shot. Expending any Movement Points and firing a heavy gauss rifle in the same turn requires the firer to make a Piloting Skill Roll at the end of the Weapon Attack Phase, with the following modifiers based on the unit's weight class: Assault -1, Heavy +0, Medium +1 and Light +2. Unlike other Piloting Skill Roll effects, the modifiers are not cumulative. For example, if two heavy gauss rifles are fired by the same unit in the same turn, two rolls would be required, but each would only have the single modifier. Other standard modifiers to the Piloting Skill Roll apply as usual.

Criticals: The capacitor discharge following a critical hit on a heavy gauss rifle causes 25 points of damage. The damage from this discharge is first applied to the internal structure of the location in which the critical hit was taken. Even if a heavy gauss rifle is split between the center torso and side torso, CASE located in the side torso containing the heavy gauss rifle will stop any transfer of damage to the center torso.

LIGHT ENGINES

In 3053, rumors began to circulate that the Blackwell Corporation, headquartered on the Wolf Dagoon's world of Outreach, had developed a new type of compact engine to replace their dwindling supplies of Clan-tech XL engines. Based on the technology used in the Steiner Stadium on Solaris, which used a unique electromagnetic grid to detonate warheads and bleed off heat from energy weapons in order to protect attending duelist fans, the new engine used a primitive version of that lostech in its shielding, theoretically enabling mass production of an engine as compact as a Clan extra-light engine.

Extremely interested in any equipment that would help bridge the technology gap between the Inner Sphere and the Clans, Prince Victor immediately opened up negotiations with Blackwell Corporation, but after more than a year of stalling, it became apparent that either the rumors were false, or Blackwell was simply uninterested in selling the new technology to any party outside of the Wolf's Dragoons. In 3058, after the formation of the Lyran Alliance, the Lyran Intelligence Corps finally uncovered irrefutable evidence that a prototype engine shielding system had indeed been developed by Blackwell. However, they lacked the resources and funding needed to develop it further into a system capable of being mass produced for military application. With the assumption that Blackwell would once again be unwilling to negotiate the sale of the prototype system, Archon Katherine Steiner-Davion authorized the use of select Loki agents in a commando raid that netted them the prototype. Though she fully realized that if the system was ever mass produced she would completely alienate

LIGHT FUSION ENGINE TABLE

Engine Rating	Light Engine Tonnage	Engine Rating	Light Engine Tonnage
10	0.5	210	7.0
15	0.5	215	7.5
20	0.5	220	7.5
25	0.5	225	7.5
30	1.0	230	8.0
35	1.0	235	8.5
40	1.0	240	9.0
45	1.0	245	9.0
50	1.5	250	9.5
55	1.5	255	10.0
60	1.5	260	10.5
65	1.5	265	10.5
70	1.5	270	11.0
75	1.5	275	12.0
80	2.0	280	12.0
85	2.0	285	12.5
90	2.5	290	13.5
95	2.5	295	13.5
100	2.5	300	14.5
105	3.0	305	15.0
110	3.0	310	15.5
115	3.0	315	16.5
120	3.0	320	17.0
125	3.0	325	18.0
130	3.5	330	18.5
135	3.5	335	19.5
140	4.0	340	20.5
145	4.0	345	21.5
150	4.5	350	22.5
155	4.5	355	24.0
160	4.5	360	25.0
165	4.5	365	26.0
170	4.5	370	27.5
175	5.5	375	29.0
180	5.5	380	31.0
185	6.0	385	33.0
190	6.0	390	34.5
195	6.0	395	37.0
200	6.5	400	39.5
205	6.5		

Blackwell Corporation as well as the Wolf's Dragoons, pushing them firmly in her brother's camp, she accepted this as a fair bargain if the technology fulfilled its potential.

After four years of almost unlimited resources and an imperative from the Quartermaster Corps countersigned by the Archon herself demanding success, Defiance Industries delivered the

LYRAN ALLIANCE WEAPON & EQUIPMENT COSTS AND BATTLE VALUES

Type	Cost (Unloaded)	Ammo Costs (per ton)	Battle Value
Heavy Gauss Rifle	500,000	20,000	346/43
Fenrir Battle Armor Squad	3,000,000	—	—
Medium Pulse Laser	—	—	222
2 Small Pulse Lasers	—	—	138
3 Small Lasers	—	—	148
3 Machine Guns	—	—	106
SRM 4	—	—	166

Structural Cost

Formula or Cost (in C-bills)

Engine

Light* $(15,000 \times \text{Rating} \times \text{Tonnage}) + 75$

* Same Battle Value as Clan XL Engine (see pp. 139–40, *BMR*). Use the Clan XL column of the *BattleMech Structure Conversion Table* when converting to *BattleForce* (p. 100, *BF2*)

engines for installation in their newest scout 'Mech design: the *Stiletto*.

BattleTech Rules

A light engine is essentially a variation on the extra-light (XL) engine (p. 134, *BMR*), and follows those rules except as noted below.

Multiply the normal engine weight by 0.75 (rounding up to the half-ton), and allocate an additional 2 engine critical slots to both the right and left torsos (rather than an XL engine's 3). The light fusion engine table (p. 147) lists the tonnage taken up by light engines of various ratings for ease of reference.

Only Inner Sphere units can mount Light Engines.

Vehicles: Vehicles may use light engines, but it reduces the number of items it can mount according to the Vehicle Space Limits rule (p. 118, *BMR*) by 1 (rather than an XL engine's 2).

Aerospace Fighters: Aerospace fighters may use light engines.

first production "light engine." The advanced containment system makes the new engine somewhat heavier than an XL, but less bulky, significantly reducing its vulnerability to critical damage. BattleMechs with this type of engine enjoy increased survivability, directly comparable to 'Mechs mounting Clan XL engines. They can even survive the engine damage resulting from the loss of half their torso, a feat impossible for 'Mechs mounting the standard Inner Sphere XL. Needless to say, the LAAF High Command was quite pleased with the results—especially when Defiance announced that the production light engine would actually be cheaper than the XL—and immediately ordered full-scale production of light

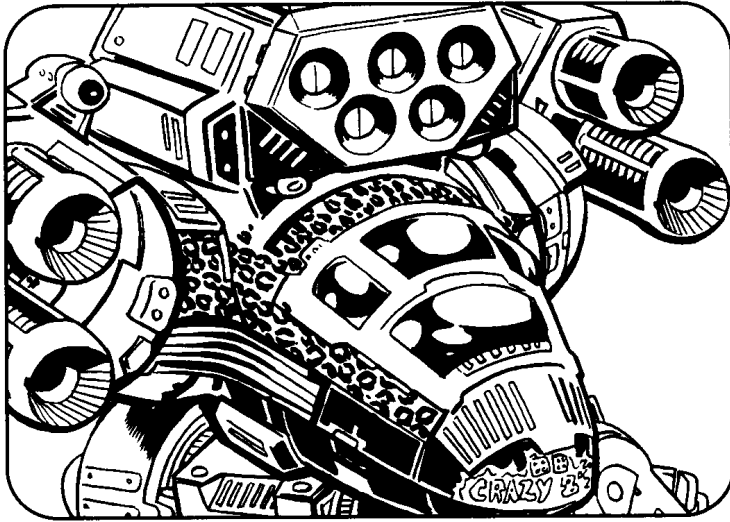
BATTLEFORCE 2 ROSTER SUPPLEMENT

Name	MP	Damage PB/M/L	Over- heat	Class	Armor/ Structure	Point Value	Specials
BNC-7S Banshee	4	5/4/2	2	A	6/5	17	
BGS-3T Barghest	5	5/3/2	—	H	6/3	17	
FNR-5 Fafnir	3	9/6/2	—	A	8/8	24	ecm
HA1-OC Hauptmann	3	7/5/3	—	A	7/7	20	omni, ecm
BZK-F7 Hollander II	5	4/2/1	—	M	2/4	11	
STO-4A Stiletto	8	2/1/—	—	L	3/2	7	ecm
ZEU-9T Zeus	4	5/4/2	1	A	5/5	15	
Fenrir Squad							
Medium Pulse Laser	4	2/1/—	—	I	3/—	2	car4
2 Small Pulse Lasers	4	2/—/—	—	I	3/—	1	car4
3 Small Lasers	4	2/—/—	—	I	3/—	1	car4
3 Machine Guns	4	2/—/—	—	I	3/—	1	car4
SRM 4	4	2/2/—	—	I	3/—	2	car4

AEROTECH 2 WEAPONS SUPPLEMENT

Type	Class	Heat	Attack Value	Max. Range	Tons	Ammo Per Ton
Heavy Gauss Rifle	Autocannon	2	25/20/10*	Long	18	4

*Damage is 25 at Short Range, but reduced to 20 at Medium Range and 10 at Long Range.



BATTLEMECH VARIANTS

Before the construction of the *Fafnir*, which would be designed around the heavy gauss rifle, was authorized, several standard designs were modified to incorporate the new weapon and field tested to ensure its reliability in combat situations. The two most successful variants are included in record sheets at the back of this book: the BZK-F7 *Hollander II* and the BGS-1T *Barghest*. Additionally, in an effort to upgrade the existing capabilities of staple Lyran 'Mech forces major modifications to their chassis and weaponry were made, along with incorporating the new light engine. The ZEU-9T *Zeus* and BNC-7S *Banshee*, along with an additional *Hauptmann* configuration, are included in the record sheets at the back of this book.

STO-4A STILETTO

Mass: 35 tons

Chassis: MatherTech 750

Power Plant: VOX 280 Light Engine

Cruising Speed: 86 kph

Maximum Speed: 130 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro Fibrous with CASE

Armament:

2 Coventry TH4 Streak SRM 2

1 Coventry Five-tube LRM

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: Cyclops 14

Targeting and Tracking System: Cyclops-beagle

OVERVIEW

The Battle of Coventry left the Lyran Alliance with large quantities of salvage. Much of it was broken down into individual components and placed under close scrutiny in an attempt

to close the gap between Clan and Inner Sphere manufacturing techniques. Some companies, however, attempted to retro-engineer whole designs, replicating them with available technologies in a manner similar to the DCMS' efforts with the *Black Hawk* and the *Black Hawk-KU*. Several designs were included in this program, but only those concerning the *Fire Falcon*, the lightest of those studied, bore fruit as the design called the *Stiletto*.

CAPABILITIES

Though heavier than its parent by some ten tons, the *Stiletto* is, visually at least, a near clone of the *Fire Falcon*. Both designs handle similarly and have identical top speeds. Here, however, the similarities end. To get this performance, the *Stiletto*'s power plant mass is almost twice the Clan machine and many other components have had to be up-scaled to gain the same result as the original.

Though knowledgeable in OmniMech systems—they produce the OmniMech variant of the *Firestarter*—Coventry Metalworks' technicians chose not to use the modular system in the *Stiletto*, citing cost implications and a desire to prove the principle. With the fixed weapon payload, however, the Lyran engineers demonstrated their lack of expertise with light 'Mech designs, installing locally produced but heavy ammo-fed weapons like the SRM-2 Streak and LRM rather than lighter energy weapons that could exploit the heat sinks integral to the large VLAR power plant. The resulting design is fast and well armored, but under-gunned when compared to designs of comparable mass.

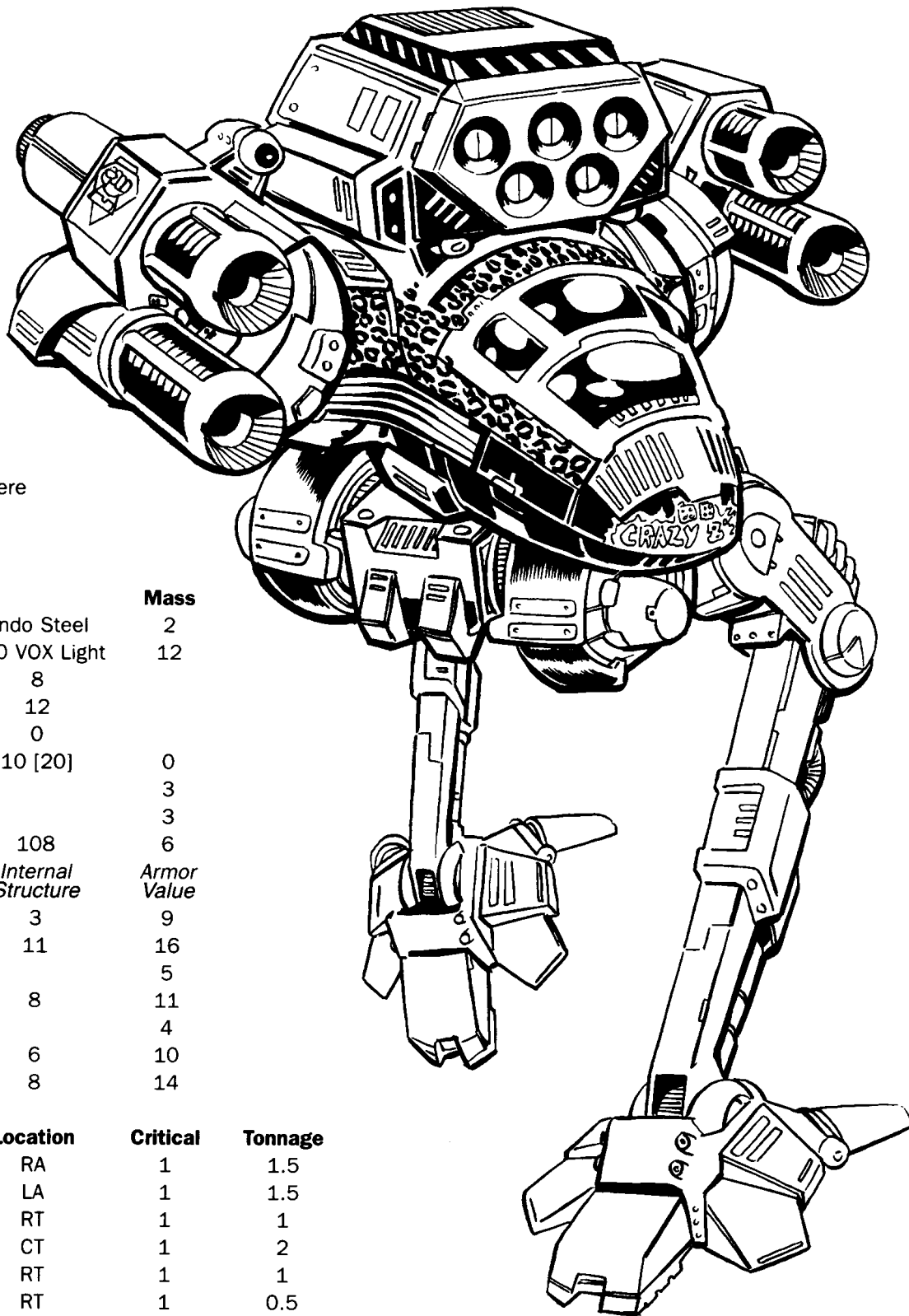
However, the inclusion of the newly unveiled light engine on the *Stiletto*, though heavier than standard XL engines mounted by 'Mechs of similar capabilities, allows for a much higher survivability as it takes up less space, thus reducing damage probabilities against the engine.

DEPLOYMENT

Prototypes of the *Stiletto* entered service less than a year after the Falcons accepted hegira from Coventry, assigned for field testing with units involved in Operation Bulldog. A staunch supporter of Prince Victor, Duke Bradford arranged for most of the test-bed machines to be shipped to pro-Victor units such as the First Davion Guards. Though not as widely liked as the designers hoped, the *Stiletto* performed well, thanks to its combination of speed, sensors and ECM which make it a creditable scout 'Mech.

Entering limited production in 3061, the design has begun to appear in staunchly loyal units such as the Royal Guard and Alliance Jaegers. Pilots of the new machine continue to be critical of its ammo-fed weaponry and Coventry Metalworks has acknowledged they are working on a modified design, scheduled to enter service in 3063. Whether this variant will simply equip energy weapons or be a full-fledged OmniMech remains to be seen.

RULES



Type: **Stiletto**

Technology Base: Inner Sphere

Tonnage: 35 tons

Battle Value: 746

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	280 VOX Light	12
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	108	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	14

Weapons and Ammo

	Location	Critical	Tonnage
Streak SRM 2	RA	1	1.5
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	RT	1	1
LRM 5	CT	1	2
Ammo (LRM) 24	RT	1	1
CASE	RT	1	0.5
Guardian ECM Suite	LT	2	1.5

FNR-5 FAFNIR

Mass: 100

Chassis: Foundation Type 220

Power Plant: VLAR 300

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: Durralllex Special Heavy V2

Armament:

RamTech 800P Medium Pulse Laser

2 Ramtech 1500Z ER Medium Laser

2 Defiance Hammerfist Heavy Gauss Rifle

Manufacturer: Defiance Industries of Hesperus

Primary Factory: Hesperus II

Communications System: Angst Discom

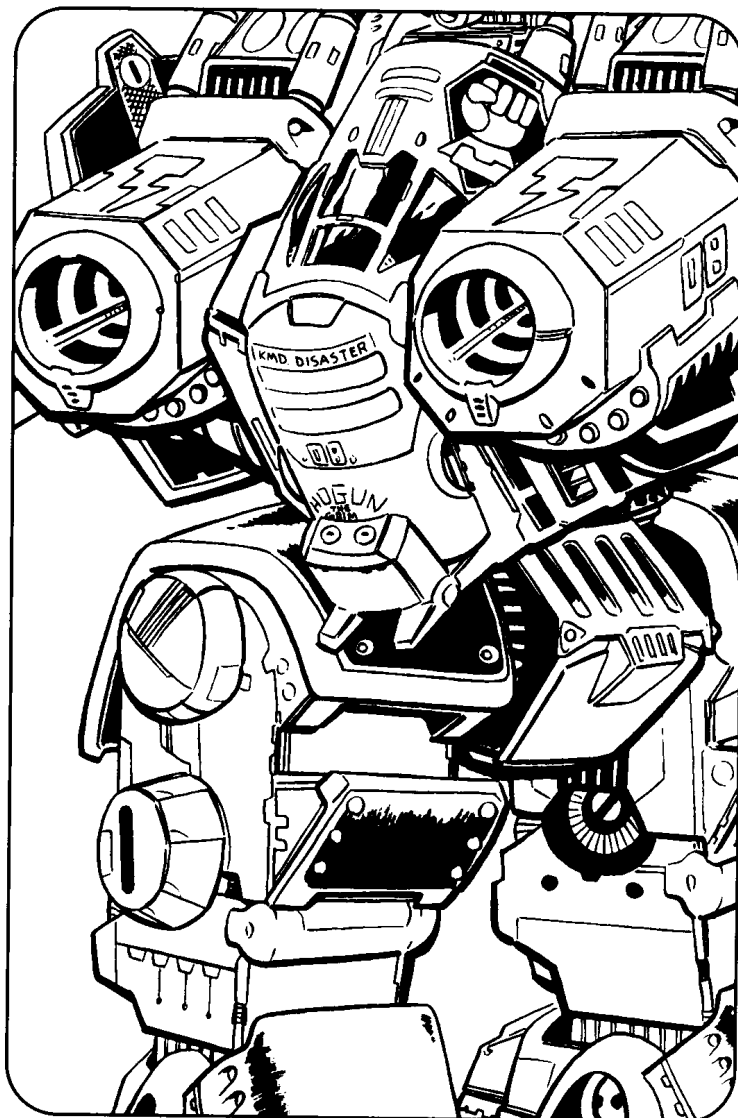
Targeting and Tracking System: Angst Accuracy

OVERVIEW

The last two decades have been a time of opportunity for Defiance Industries, with the technological renaissance solidifying their reputation as the principle 'Mech manufacturer in the Inner Sphere. New BattleMech designs have rolled off the production lines buried in the Myoo Mountains, including the *Cobra* and *Salamander*. Brandal Gareth's abortive revolt in 3057 could have cost the company dearly. Instead, the brief conflict brought to light a number of design flaws in the company's new flagship model, the *Defiance*, production of which was immediately suspended. Rather than allowing this setback to derail their plans, Defiance immediately began work on a new design, the *Fafnir*, intended to showcase the company's abilities. Prototypes entered service in late 3061 and full-scale production is expected to commence in early 3063.

CAPABILITIES

Borrowing heavily from the *Atlas*, also produced on Hesperus, the *Fafnir* epitomizes the Lyrn philosophy of size and strength rather than finesse. Massing a hundred tons with almost twenty tons of armor, the design is impervious to all but the heaviest—or luckiest—of shots. A sophisticated Guardian ECM suite adds to the 'Mechs defenses, hindering the operation of enemy targeting and communication systems. Like the *Atlas*, the *Fafnir* has a top speed of only 54 kph, though its fusion plant is twice the mass of the older machine. Though reducing the design's payload by ten tons, it was argued that this increased its survivability, eliminating engine KOs due to side-torso destruction. It also ensured sufficient space was available for the design's principle armament, a pair of Hammerfist heavy gauss rifles. These massive weapons, nicknamed "Thor's Hammer," combine range and firepower to deadly effect and, despite the system's drawbacks,

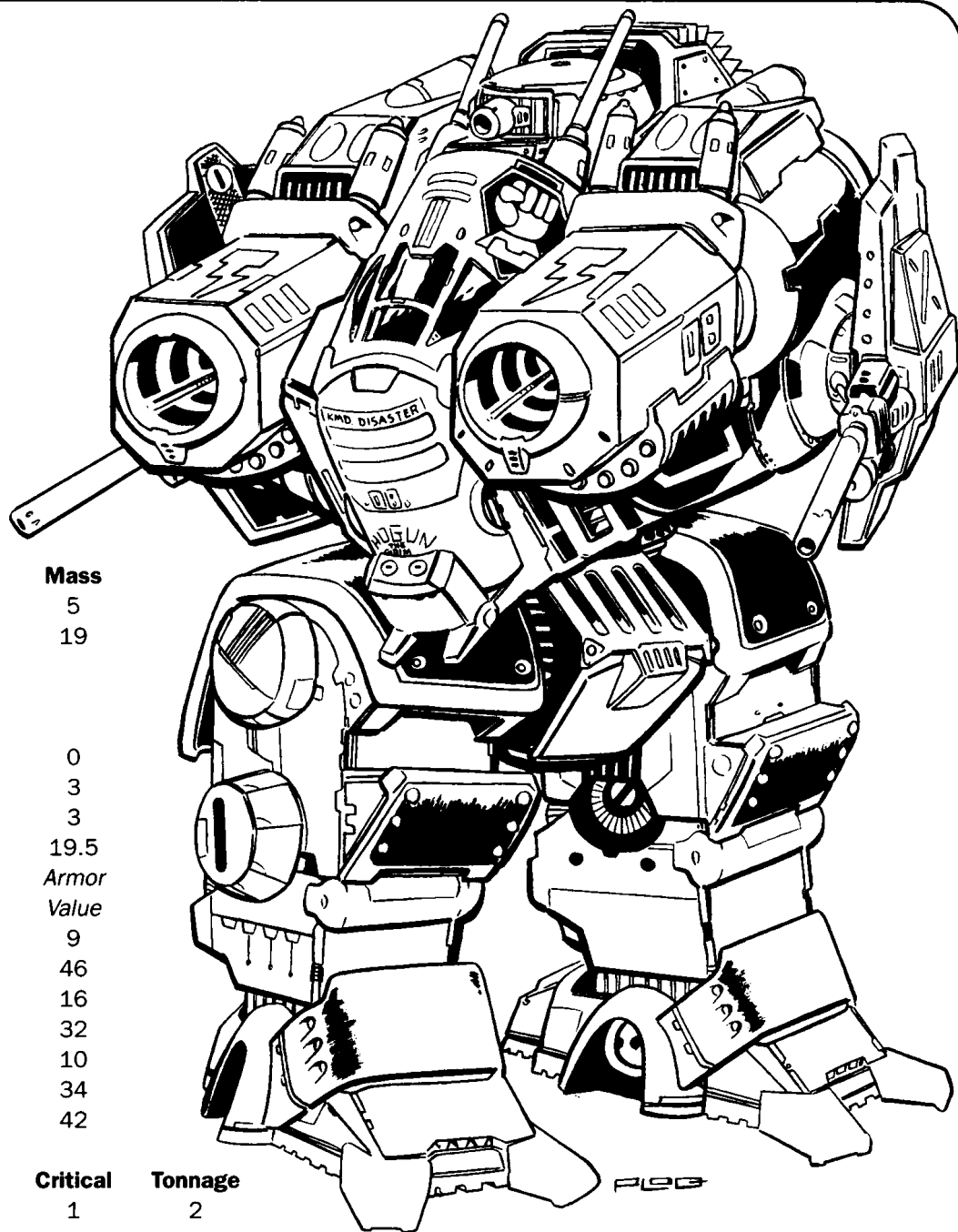


are

extremely popular in the LAAF. The greatest criticism leveled at the design is its over-reliance on the Hammerfists, with only a pair of extended range medium lasers and a single pulse laser to defend the 'Mech if it exhausts its ammunition.

DEPLOYMENT

Prototype *Fafnirs* have deployed to pro-Katherine units along the Jade Falcon border, as well as to "patriotic" units like the Royal Guard, where it has replaced older designs like the *Banshee* and *Zeus*. Though ill-suited to general patrol operations, the design has found a home among assault units, particularly those assigned to breach enemy lines and fortifications. One such unit is the VS (Valiant Stormer) company of the Third Lyrn Guards on Graceland, who have been impressed by the *Fafnir*'s performance in exercises, nicknaming it "mugger" because of its combination of simplicity and brutality.



Type: **Fafnir**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,412

Equipment

Internal Structure: Endo Steel

Engine: VLAR 300

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 307

Internal
Structure

Head 3 9

Center Torso 31 46

Center Torso (rear) 16

R/L Torso 21 32

R/L Torso (rear) 10

R/L Arm 17 34

R/L Leg 21 42

Mass

5

19

3

5

0

10 [20]

3

3

19.5

Armor
Value

9

46

16

32

10

34

42

Weapons And Ammo

Location

Critical

Tonnage

Medium Pulse Laser H 1 2

ER Medium Laser LA 1 1

Ammo (Heavy Gauss) 8 LA 2 2

ER Medium Laser RA 1 1

Ammo (Heavy Gauss) 8 RA 2 2

Heavy Gauss Rifle LT 11 18

CASE LT 1 .5

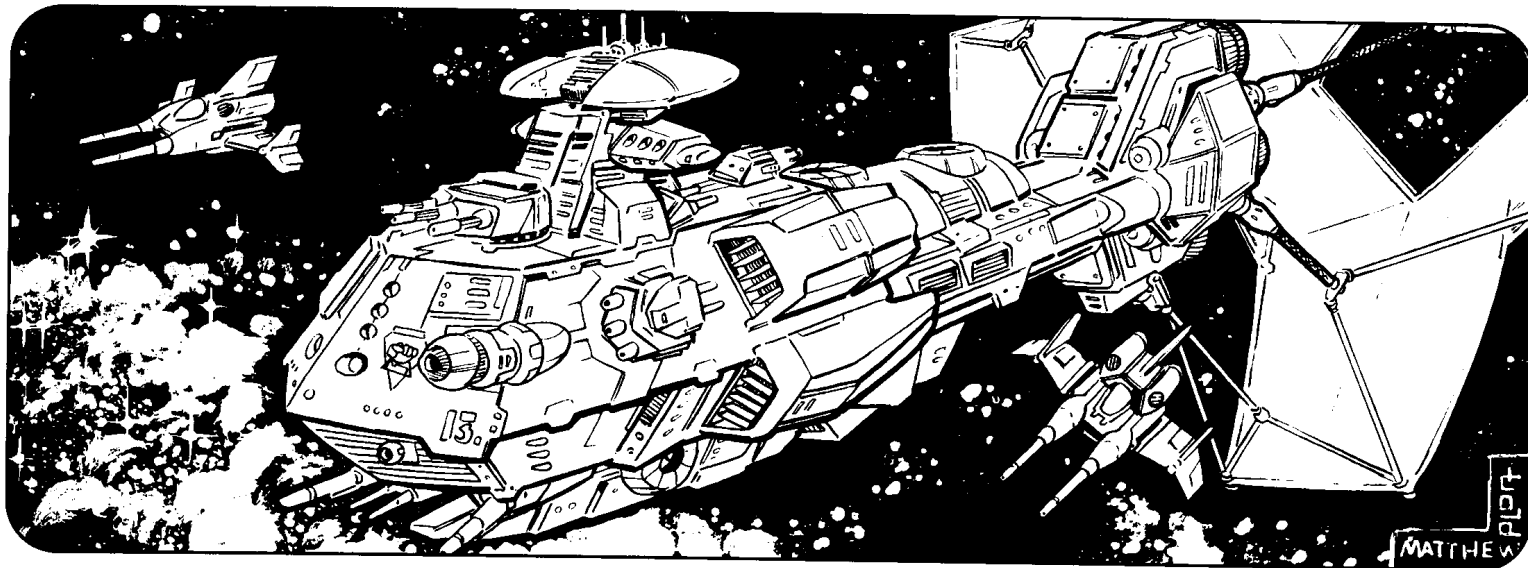
Heavy Gauss Rifle RT 11 18

CASE RT 1 .5

Ammo (Heavy Gauss) 8 RL 2 2

Ammo (Heavy Gauss) 8 LL 2 2

Guardian ECM Suite CT 2 1.5



MJOLNIR-CLASS BATTLECRUISER

Originally intended as a light cruiser, the design schematics for the *Mjolnir* were revised after the Lyrans Secession to provide a credible opponent to the *Avalon*-class vessels under construction in the Federated Suns. The modifications also served a psychological role, demonstrating that the Alliance naval program could stand on its own, producing a tough, powerful design. As with most new Inner Sphere WarShip designs, parts for the massive interplanetary drive were a problem, especially after the seizure of Terra by the Word of Blake. Fortunately, the Alliance was able to direct its industrial might to solve the problem, subcontracting manufacturing to companies across the Alliance, with final assembly at the SLDF-era Port Sydney Naval yards at Alarion. The process was a logistical nightmare, and expensive, but allowed the LAAF to bootstrap its WarShip program.

As with much in the Lyrans military, the *Mjolnir*, named for Thor's hammer in Teutonic mythology, relies on mass and firepower though the ship possesses surprising maneuverability. It can accelerate at 3 Gs, which is comparable with designs half its mass. Batteries of the heaviest naval autocannons and gauss cannons form the principle offensive armament, backed by a formidable array of conventional weapons for antfighter defense. The greatest weakness of the design, however, is its over-reliance on ammunition-fed weapons and its relatively small cargo capacity. Although its speed and firepower make the *Mjolnir* ideal for raids and fast strikes, its lack of endurance limits the range of operational deployments.

Mostly, the *Mjolnir* project has been a success for the LAAF, with only minor problems concerning the sensor suite and the sail-reefing assembly. However, the predelivery trials of the first *Mjolnir*, LAS *Yggdrasil*, were expedited at the Archon's request and doubts have surfaced in the Alliance Navy about the vessel's reliability. The keel of a second vessel, *Fylgia*, has

just been laid down with completion expected in 3065. The current whereabouts of the *Yggdrasil* is unknown.

Mjolnir (BattleCruiser)

Tech: Star League

Introduced: 3061

Mass: 1,250,000 tons

Length: 960 meters

Sail Diameter: 1,150 meters

Fuel: 2,200 tons

Tons/Burn Day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 6

KF Drive integrity: 25

Heat Sinks: 1,319 (2,638)

Structural Integrity: 140

Armor

Fore: 504

Fore-Sides: 479

Aft-Sides: 474

Aft: 474

Cargo:

Bay 1: 18 Fighters	6 Doors
Bay 2: 18 Fighters	6 Doors
Bay 3: Cargo (15,597 tons)	2 Doors

DropShip Capacity: 4

Grav Deck: 1 (135 meter)

Escape Pods: 35

Life Boats: 10

Crew: 41 Officers, 245 Enlisted/nonrated, 36 fighter/shuttle pilots, 40 Battle Armor Troopers

Weapons:		Capital Attack Values (Standard)				Class
Arc	Type	Short	Medium	Long	Extreme	
Nose (1,064 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	2 LRM 20+Artemis	3 (32)	3 (32)	3 (32)	—	LRM
	2 SRM 6+Artemis	2 (20)	—	—	—	LRM
	2 NAC/30	60	60	—	—	Capital AC
	1 NAC/40	40	40	—	—	Capital AC
	1 NAC/40	40	40	—	—	Capital AC
	2 Heavy NPPC	30	30	30	30	Capital PPC
	2 Heavy N-Gauss	60	60	60	60	Capital Gauss
	2 AR10	*	*	*	*	AR10
FL/FR (578 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	2 LRM 20+Artemis	3 (32)	3 (32)	3 (32)	—	LRM
	2 SRM 6+Artemis	2 (20)	—	—	—	LRM
	2 NAC/35	70	70	—	—	NAC
	2 Medium NPPC	18	18	18	18	Capital PPC
	2 AR10	*	*	*	*	AR10
LBS/RBS (1,363 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	2 LRM 20+Artemis	3 (32)	3 (32)	3 (32)	—	LRM
	2 SRM 6+Artemis	2 (20)	—	—	—	LRM
	2 NAC/30	60	60	—	—	Capital AC
	1 NAC/40	40	40	—	—	NAC
	1 NAC/40	40	40	—	—	NAC
	1 NAC/40	40	40	—	—	NAC
	2 Heavy NPPC	30	30	30	30	Capital PPC
AL/AR (578 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	2 LRM 20+Artemis	3 (32)	3 (32)	3 (32)	—	LRM
	2 SRM 6+Artemis	2 (20)	—	—	—	LRM
	2 NAC/35	70	70	—	—	NAC
	2 Medium NPPC	18	18	18	18	Capital PPC
	2 AR10	*	*	*	*	AR10
Aft (774 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	2 LRM 20+Artemis	3 (32)	3 (32)	3 (32)	—	LRM
	2 SRM 6+Artemis	2 (20)	—	—	—	LRM
	2 NAC/30	60	60	—	—	Capital AC
	2 Heavy NPPC	30	30	30	30	Capital PPC
	2 Heavy N-Gauss	60	60	60	60	Capital Gauss
	2 AR10	*	*	*	*	AR10

* By Missile Type (Heat factored as Killer Whale)

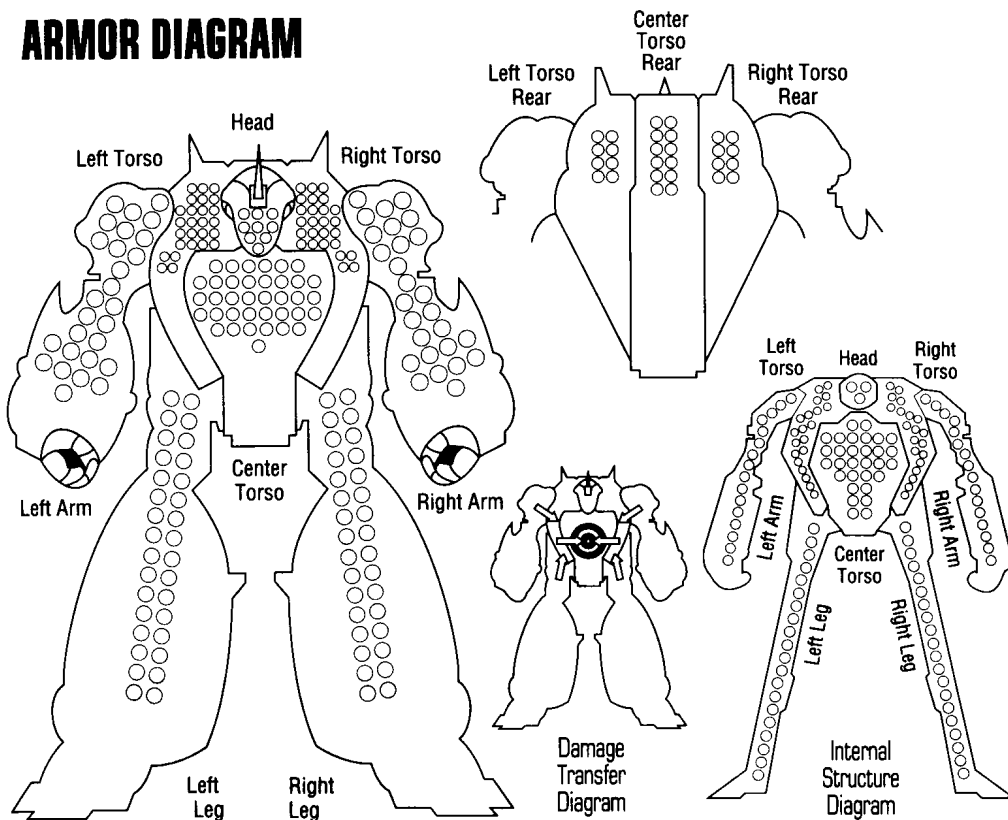
Ammunition: 192 rounds LRM 20 ammunition (32 tons), 240 rounds SRM 6 ammunition (16 tons), 200 rounds NAC/30 ammunition (80 tons), 100 rounds NAC/35 ammunition (100 tons), 100 rounds NAC/40 ammunition (120 tons), 100 rounds Heavy Naval Gauss ammunition (50 tons), 50 Barracuda missiles (1500 tons), 50 White Shark missiles (2000 tons), 50 Killer Whale missiles (2500 tons)

Notes: Uses 3,500 tons of Ferro-Carbide Armor

BATTLETECH®

BATTLETECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **BNC-7S Banshee** Tonnage: 95
 Movement Points:
 Walking: 4 Technology Base: 3062
 Running: 6 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Gauss Rifle	LT	1	15	2	7	15	22
1 ER PPC	LA	15	10	-	7	14	23
1 SRM 6	RT	4	2	-	3	6	9
1 ER Medium Laser	LT	5	5	-	4	8	12
1 ER Medium Laser	RT	5	5	-	4	8	12
2 ER Medium Laser	RA	5	5	-	4	8	12

Ammo Type

Gauss Rifle 16
 SRM 6 15

Total Heat Sinks: 14 (28)

○○○○○○○○○○ ○○○○ Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. ER PPC
5. ER PPC
6. ER PPC

1. Endo Steel
- 4-6 2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (Case)

1. Light Engine
2. Light Engine
- 1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
- 4-6 3. Gauss Rifle
4. ER Medium Laser
5. Ammo (SRM) 15
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. Light Engine
2. Light Engine
- 1-3 3. Light Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Light Engine
3. Light Engine
4. Light Engine
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

1-3

4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 20,788,170
 Battle Value: 1,702

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Light Engine
2. Light Engine
- 1-3 3. SRM 6
4. SRM 6
5. ER Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Heat Overflow

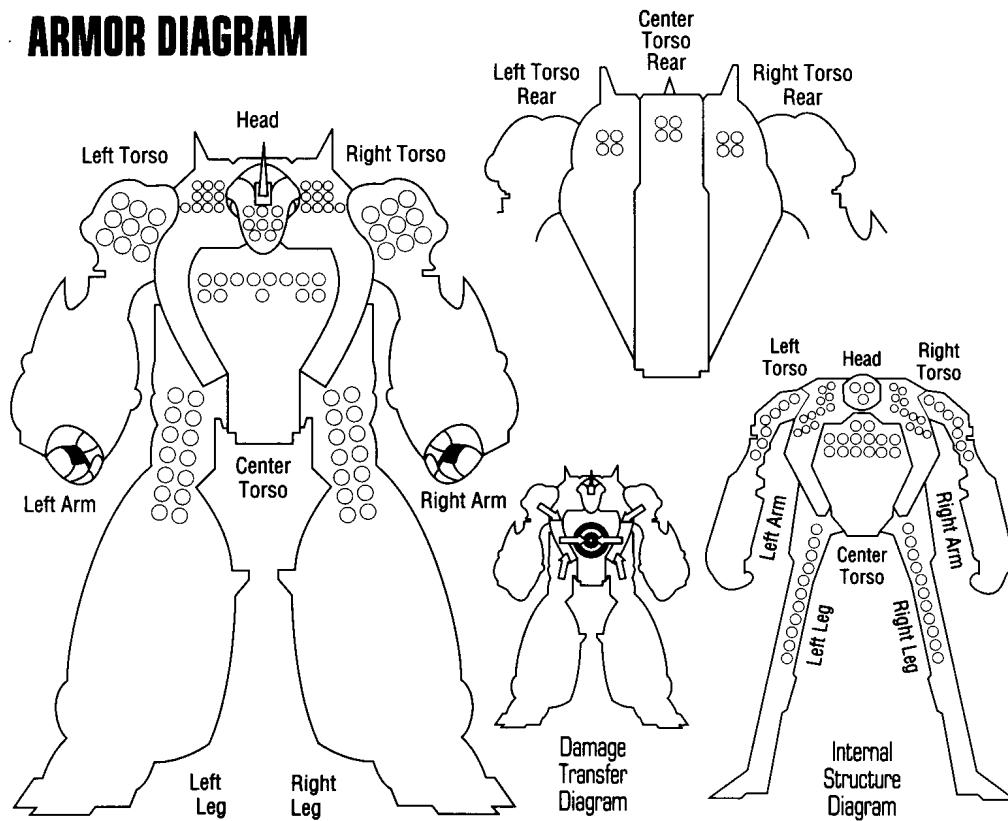


30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: BZK-F7 Hollander II Tonnage: 45
 Movement Points:
 Walking: 5 Technology Base: 3062
 Running: 8 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Heavy Gauss Rifle	RT	2	25/20/10	4	6	13	20

Ammo Type

Heavy Gauss Rifle

Rounds

12

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

Heat Scale

Heat Overflow



Shut down

Ammo Explosion, avoid on 8+

Shut down, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shut down, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shut down, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shut down, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Ammo (Hv. Gauss) 4
- Ammo (Hv. Gauss) 4
- Ammo (Hv. Gauss) 4
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 4,073,340
 Battle Value: 1,087

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

1-3

4-6

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Roll Again

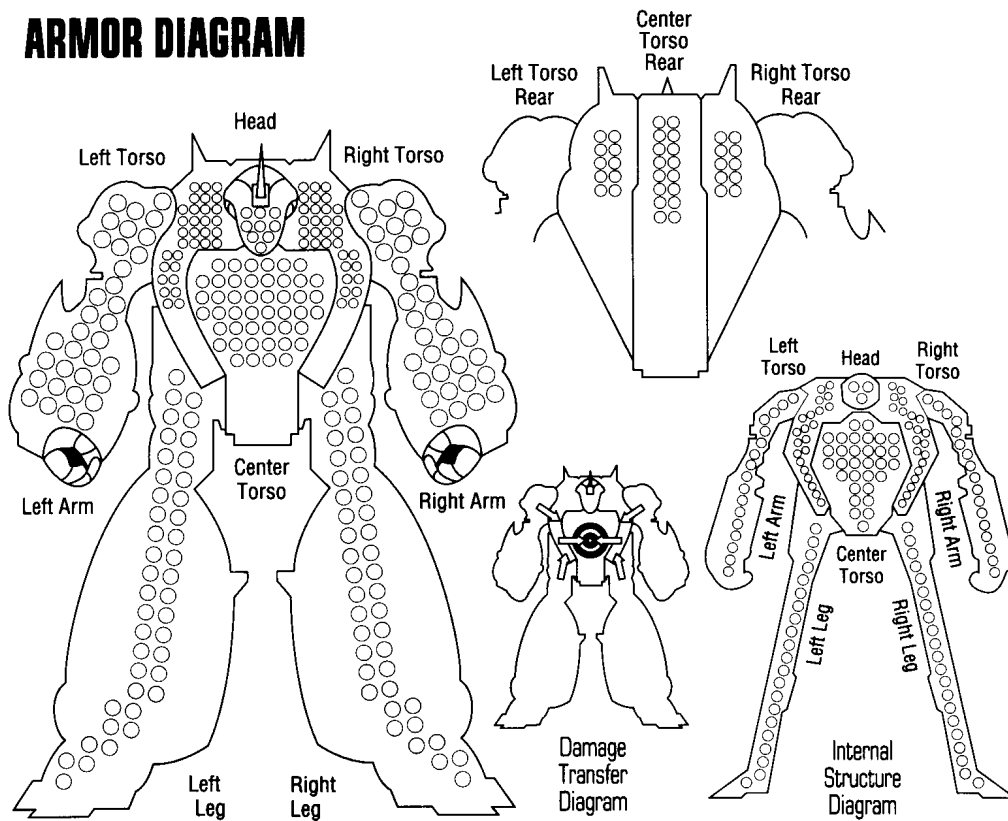
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Ammo (Hv. Gauss) 4
5. Ammo (Hv. Gauss) 4
6. Endo Steel

1-3

4-6

Left Torso (Case)

1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

1-3

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Hv. Gauss) 4
6. Ammo (Hv. Gauss) 4

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 11,470,000
Battle Value: 2,412

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Ammo (Hv. Gauss) 4
5. Ammo (Hv. Gauss) 4
6. Endo Steel

1-3

4-6

Right Torso (Case)

1. Heavy Gauss Rifle
2. Heavy Gauss Rifle
3. Heavy Gauss Rifle
4. Heavy Gauss Rifle
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

1-3

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Hv. Gauss) 4
6. Ammo (Hv. Gauss) 4

Mech Data

Type: FNR-5 Fafnir
Movement Points:
Walking: 3
Running: 5
Jumping: 0
Tonnage: 100
Technology Base: 3062
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Medium Laser	RA	5	5	-	4	8	12
1 ER Medium Laser	LA	5	5	-	4	8	12
1 Heavy Gauss Rifle	RT	2	25/20/10	4	6	13	20
1 Heavy Gauss Rifle	LT	2	25/20/10	4	6	13	20
1 Medium Pulse Laser	H	4	6	-	2	4	6
1 Guardian ECM Suite	CT	0	0	-	-	-	6

Ammo Type
Heavy Gauss Rifle

Rounds
32

Total Heat Sinks: 10 (20)

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

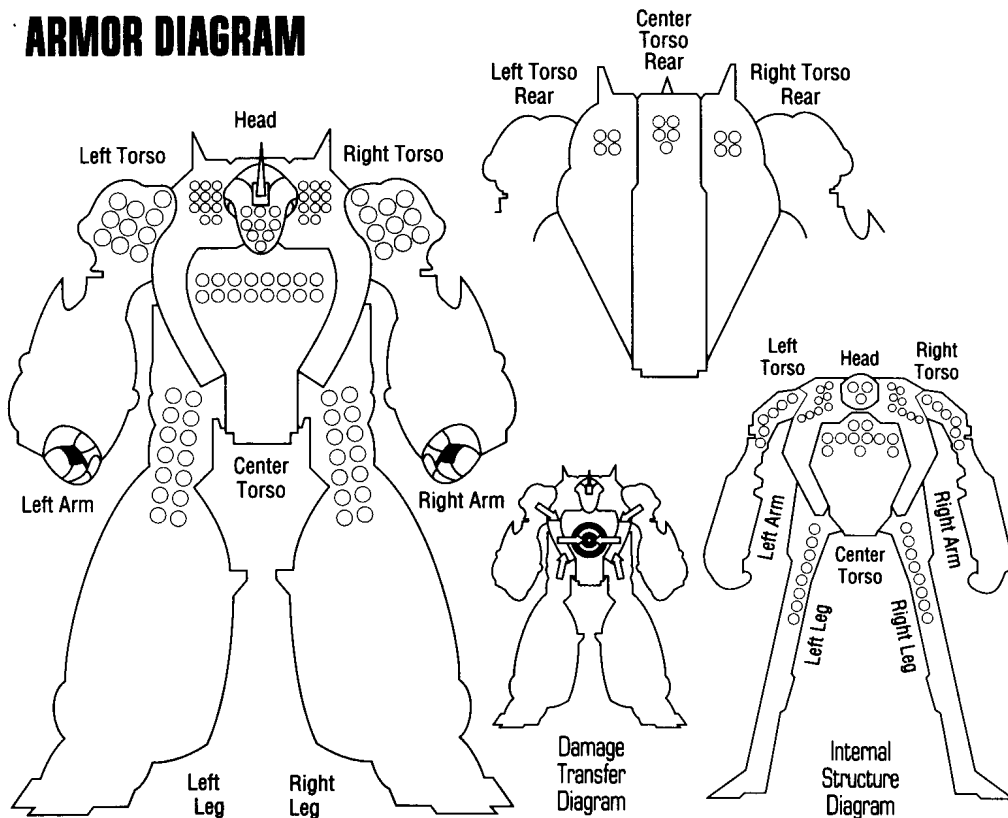
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

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BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **STO-4A Shilleth** Tonnage: 35
 Movement Points: 8 Technology Base: 3062
 Walking: 8
 Running: 12
 Jumping: 0 Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Streak SRM 2	RA	2	2	-	3	6	9
1 Streak SRM 2	LA	2	2	-	3	6	9
1 LRM 5	CT	2	1	6	7	14	21
1 Guardian ECM Suite	LT	0	0	-	-	-	6

Ammo Type

Streak SRM 2 50
 LRM 5 24

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

Heat Scale

Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	
08	+1 Modifier to Fire
07	
06	
05	
04	-1 Movement Points
03	
02	
01	
00	

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Engine
- Light Engine
- Guardian ECM Suite
- Guardian ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Light Engine
 - Light Engine
 - Light Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Light Engine
 - Light Engine
 - Light Engine
 - LRM 5
 - Endo Steel

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 5,280,525
 Battle Value: 746

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (Case)

- Light Engine
- Light Engine
- Ammo (Streak) 50
- Ammo (LRM) 24
- CASE
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

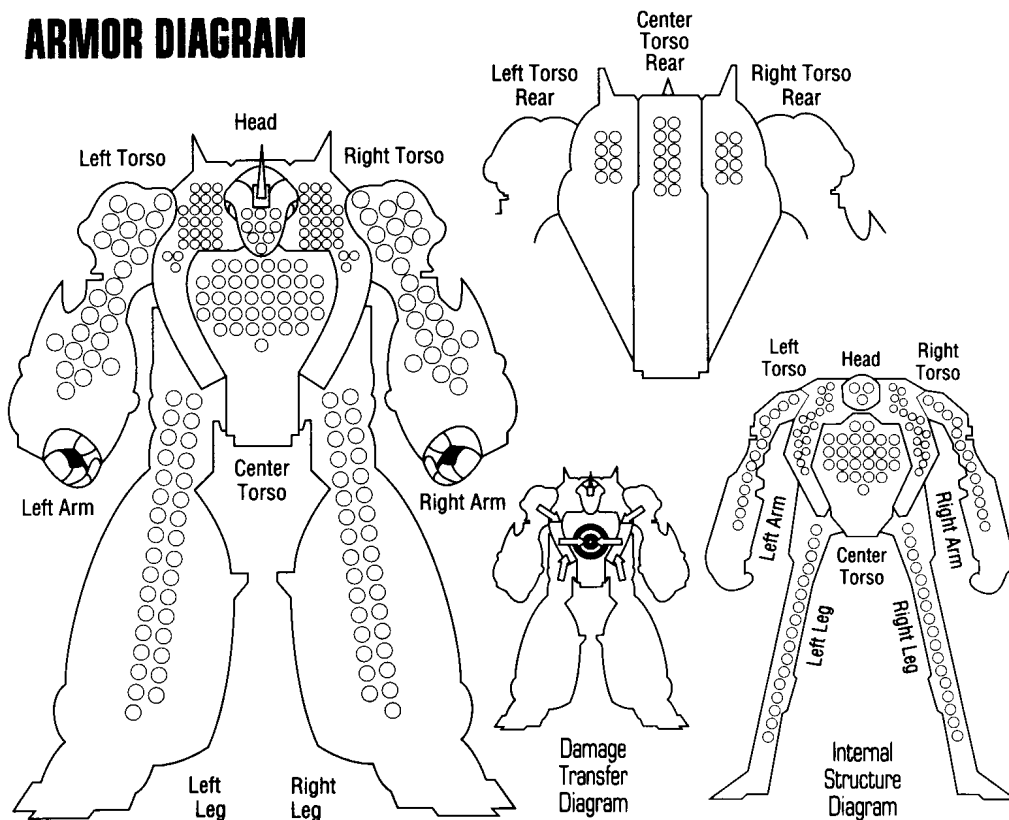
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. Light Engine
2. Light Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. ER Large Laser
5. Medium Pulse Laser
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. Light Engine
 2. Light Engine
 3. Light Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Light Engine
 3. Light Engine
 4. Light Engine
 5. Medium Pulse Laser
 6. Roll Again

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 15,334,200
Battle Value: 1,485

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. LRM 15

1. Artemis IV FCS
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (Case)

1. Light Engine
2. Light Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. Ammo (LRM) 8
5. Ammo (LRM) 8
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Mech Data

Type: ZEUS-9T Zeus Tonnage: 80
Movement Points:
Walking: 4 Technology Base: 3062
Running: 6 Inner Sphere
Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER PPC	LA	15	10	-	7	14	23
1 ER Large Laser	LT	12	8	-	7	14	19
1 LRM 15	RA	5	1	6	7	14	21
1 Medium Pulse Laser	CT	4	6	-	2	4	6
1 Medium Pulse Laser	LT	4	6	-	2	4	6
1 ER Medium Laser	RT	5	5	-	4	8	12

Ammo Type LRM 15 Rounds 16

Total Heat Sinks: 17 (34)

Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Heat Overflow



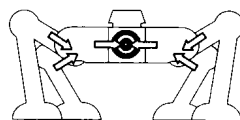
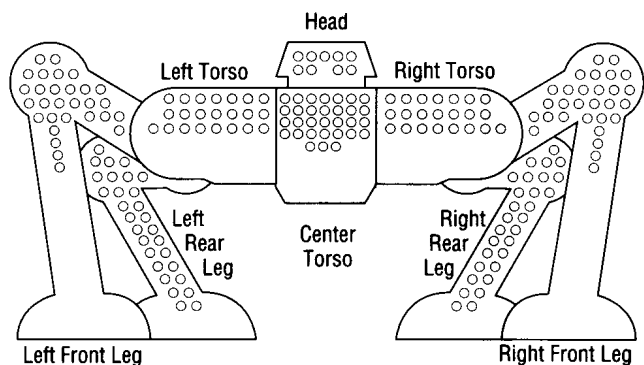
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

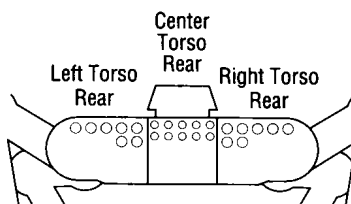
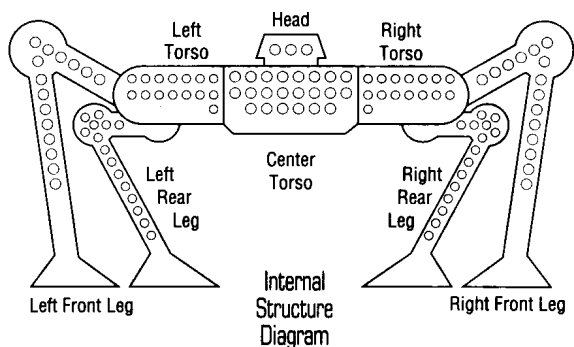
BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Damage
Transfer
Diagram



Critical Hit Table

Left Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. ER Large Laser
5. ER Large Laser
6. Roll Again

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Heavy Gauss Rifle
 6. Heavy Gauss Rifle

Right Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Heavy Gauss Rifle
 5. Heavy Gauss Rifle
 6. Heavy Gauss Rifle
1. Heavy Gauss Rifle
 2. Heavy Gauss Rifle
 3. Heavy Gauss Rifle
 4. Heavy Gauss Rifle
 5. Heavy Gauss Rifle
 6. Heavy Gauss Rifle

Left Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Hv. Gauss) 4
6. Ammo (Hv. Gauss) 4

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Cost: 15,899,306
Battle Value: 1,692

Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Hv. Gauss) 4
6. Ammo (Hv. Gauss) 4

Mech Data

Type: BGS-3T Bhargost
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Tonnage: 70
Technology Base: 3062
Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Heavy Gauss Rifle	RT	2	25/20/10	4	6	13	20
1 ER Large Laser	LT	12	8	-	7	14	19

Ammo Type
Heavy Gauss Rifle

Rounds
16

Total Heat Sinks: 10 (20)

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Heat
Overflow

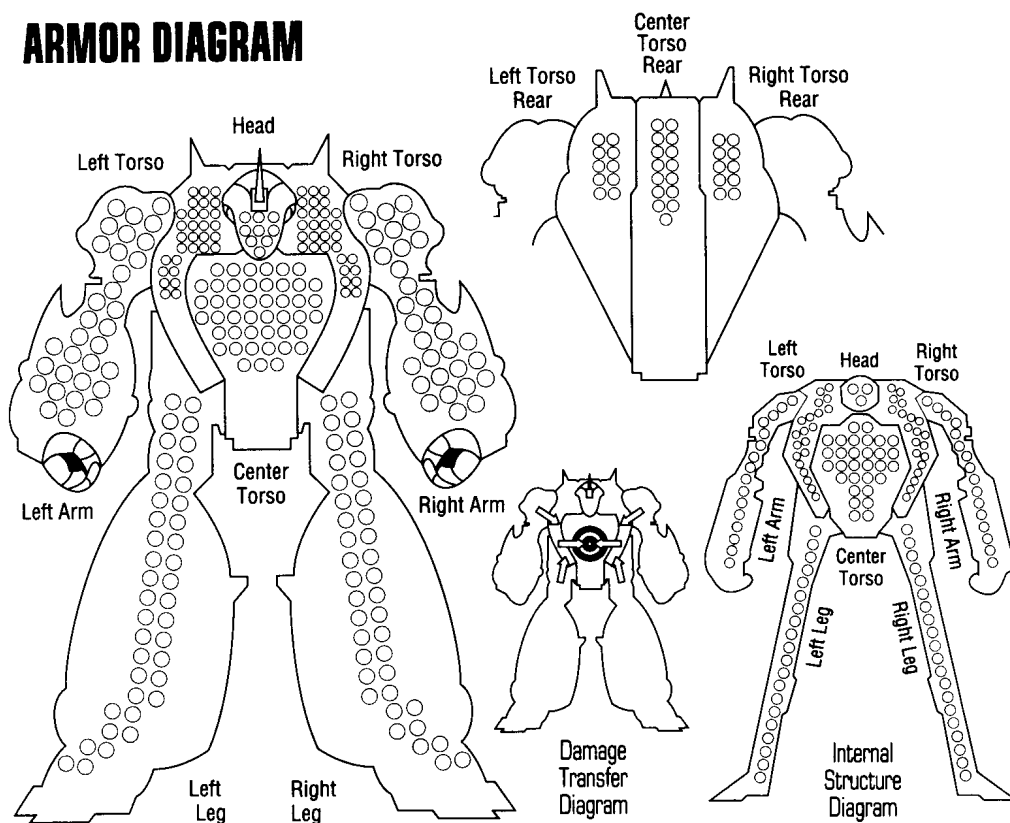
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMENT RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: HA1-OC Hauptmann Tonnage: 95
 Movement Points:
 Walking: 3 Technology Base: 3062
 Running: 5 Inner Sphere
 Jumping: 0

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Heavy Gauss Rifle	RT/CT	2	25/20/10	2	6	13	20
1 LRM 20	LT	6	1	6	7	14	21
1 Medium Pulse Laser	LA	4	6	-	2	4	6
2 ER Medium Laser	RA	5	5	-	4	8	12
1 ER Small Laser	H	2	3	-	2	4	5
1 Guardian ECM Suite	LT	0	0	-	-	-	6

Ammo Type

Ammo Type	Rounds
Heavy Gauss Rifle	16
LRM 20	12

Total Heat Sinks: 13 (26)

○○○○○○○○○○ ○○○ Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Heat Scale

Heat Overflow



30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Artemis IV FCS
- 1-3
- Guardian ECM Suite
 - Guardian ECM Suite
 - Ammo (Hv. Gauss) 4
 - Ammo (Hv. Gauss) 4
 - Ammo (Hv. Gauss) 4
 - Ammo (Hv. Gauss) 4
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Engine
 - Engine
 - Engine
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 12,863,783
 Battle Value: 2,026

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (Case)

- Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
- 1-3
- Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Ammo (LRM) 6
 - Ammo (LRM) 6
 - CASE
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH® FENRIR ARMOR RECORD FORM

MOVEMENT POINTS: 4





PLATOON NUMBER _____

PLATOON NUMBER _____

PLATOON NUMBER _____

PLATOON NUMBER _____

SQUAD NUMBER 1

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 1

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 1

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 1

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 2

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 2

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 2

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 2

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 3

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 3

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 3

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

SQUAD NUMBER 3

	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00
	05	04	03	02	01	00

Weapon Type _____





☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

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☐ MISSILE SALVO 4

SQUAD NUMBER 4

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	05	04	03	02	01	00

Weapon Type _____

☐ MISSILE SALVO 1

☐ MISSILE SALVO 2

☐ MISSILE SALVO 3

☐ MISSILE SALVO 4

BATTLE ARMOR MISSILES TABLE

Die Roll (2D6)	Members Active (Number of Missiles Fired)			
	(2)	2(4)	3(6)	4(8)
2	1	1	2	2
3	1	2	2	3
4	1	2	3	3
5	1	2	3	4
6	1	2	4	4
7	1	3	4	5
8	2	3	4	5
9	2	3	5	6
10	2	3	5	7
11	2	4	6	8
12	2	4	6	8

MISSILE HITS TABLE

Die Roll (2D6)	Number of Missiles Fired			
	3	6	9	12
2	1	2	3	4
3	1	2	3	4
4	1	3	4	5
5	2	3	5	8
6	2	4	5	8
7	2	4	5	8
8	2	4	5	8
9	2	5	7	10
10	3	5	7	10
11	3	6	9	12
12	3	6	9	12

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

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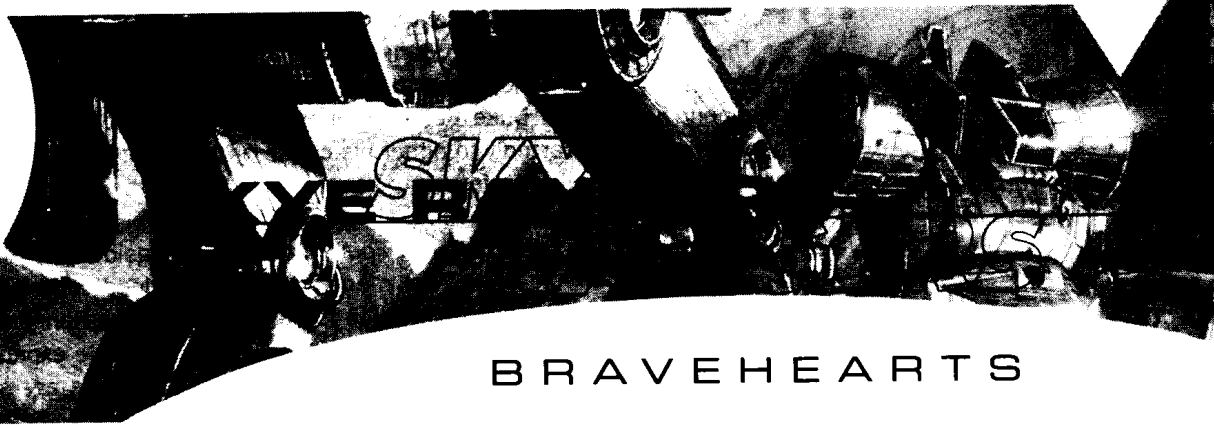
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FIELD MANUAL: LYRAN ALLIANCE



BRAVEHEARTS

Originally the army of the Federation of Skye, the Rangers have earned a reputation for effectiveness and resolve in the face of adversity. The Rangers' ties to the Federation worlds have remained strong, the units exploiting the immense resources of the Skye and supported by over 700 years of history. Drawing most of their personnel from the Sanglamoire academy and training cadres on Skye, the Rangers' links to the people are unparalleled, though these ties frequently bring the units into conflict with the LAAF.

Building ties with the local population is encouraged by the LAAF, but the Rangers take this to extremes. Though officially subservient to the Archon, the Rangers are more loyal to the Duke of Porrima—currently Robert Kelswa-Steiner—and through him, to the Free Skye movement. Several Rangers regiments have “lost” equipment that is later used in Free Skye and, though unproven, members of the Rangers have allegedly trained Skye rebels and participated in covert operations. Indeed, on several occasions the Rangers have openly sided with the rebels, most recently in 3057 when the Tenth Rangers and several ancillary units went over to the Free Skye cause and attacked Glengarry.

The rulers of Skye and the commanders of the Rangers brigade have so far avoided indictment for their

actions, but that has not prevented the LIC from giving the entire Rangers a Questionable rating. In an attempt to weaken their position, Archon Katherine's reforms designated the Tenth and Twenty-second Rangers as “sink” units, repositories for the incompetent and disloyal as well as other problem cases, concentrating them in one place and thereby strengthening the Archon's hold on the remaining units. This move has angered the Rangers, and even the restoration of Skye's original boundaries has done little to ease the tensions.

COMMANDING OFFICER

Officially, command of the Skye Rangers lies with Hauptmann-General Rupert Guercio, a Sanglamoire graduate who served with distinction in the Fourth Succession War and the War of '39. In practice, however, the Rangers answer to Duke Robert Kelswa-Steiner, the young Duke of Porrima who heads the Free Skye movement. A former aerospace pilot, Guercio fought alongside Duke Ryan Steiner in the years before the Fourth Succession War and served on the duke's honor guard at his wedding in 3034. Upon Ryan's death, Guercio transferred his allegiance, and that of his troops, to the duke's heir.

FORCES

Officially a four-regiment brigade, the Jade Falcon drive on Coventry shattered the Twenty-second and Tenth Rangers, the survivors of which were combined into a new Twenty-second. General Guercio has repeatedly requested the LAAF provide resources to rebuild the Tenth, but these requests have been denied. With the creation of five Jaeger regiments since the formation of the Alliance, the Rangers have taken this refusal as a deliberate insult.

COLORS AND INSIGNIA

The color scheme used on Rangers vehicles for parades is principally dark red, with arms (or turrets/rudders) painted black. Furthermore, each uses highlight colors appropriate to the regiment. The Skye Rangers infantry dress uniform deviates from that used by most LAAF units, using dark green rather than Steiner blue. The Rangers' insignia takes the form of a disc upon which is a yellow sun in a blue sky, partly obscured by wisps of white cloud.

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Corporal



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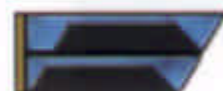


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Warrant Officer 1st Class



Senior Warrant Officer



Chief Warrant Officer



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Leutnant



1st Leutnant



Hauptmann



Kommandant



Hauptmann-Kommandant

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Colonel



Leutnant-General



Hauptmann-General



Kommandant-General



General



General of the Armies



Archon





LYRAN ALLIANCE



10TH LYRAN GUARD

• BANSHEE •



3RD LYRAN REGULARS

• COMMANDO •



14TH DONEGAL GUARD

• BARGHEST •



1ST ROYAL GUARD

• THUNDER HAWK •

LYRAN ALLIANCE



TAMAR CAVALIERS

• BANSHEE •



4TH SKYE RANGERS

• COMMANDO •



1ST SKYE JAEGERs

• BARGHEST •



23RD ARCUTRAN GUARD

• THUNDER HAWK •

LYRAN ALLIANCE



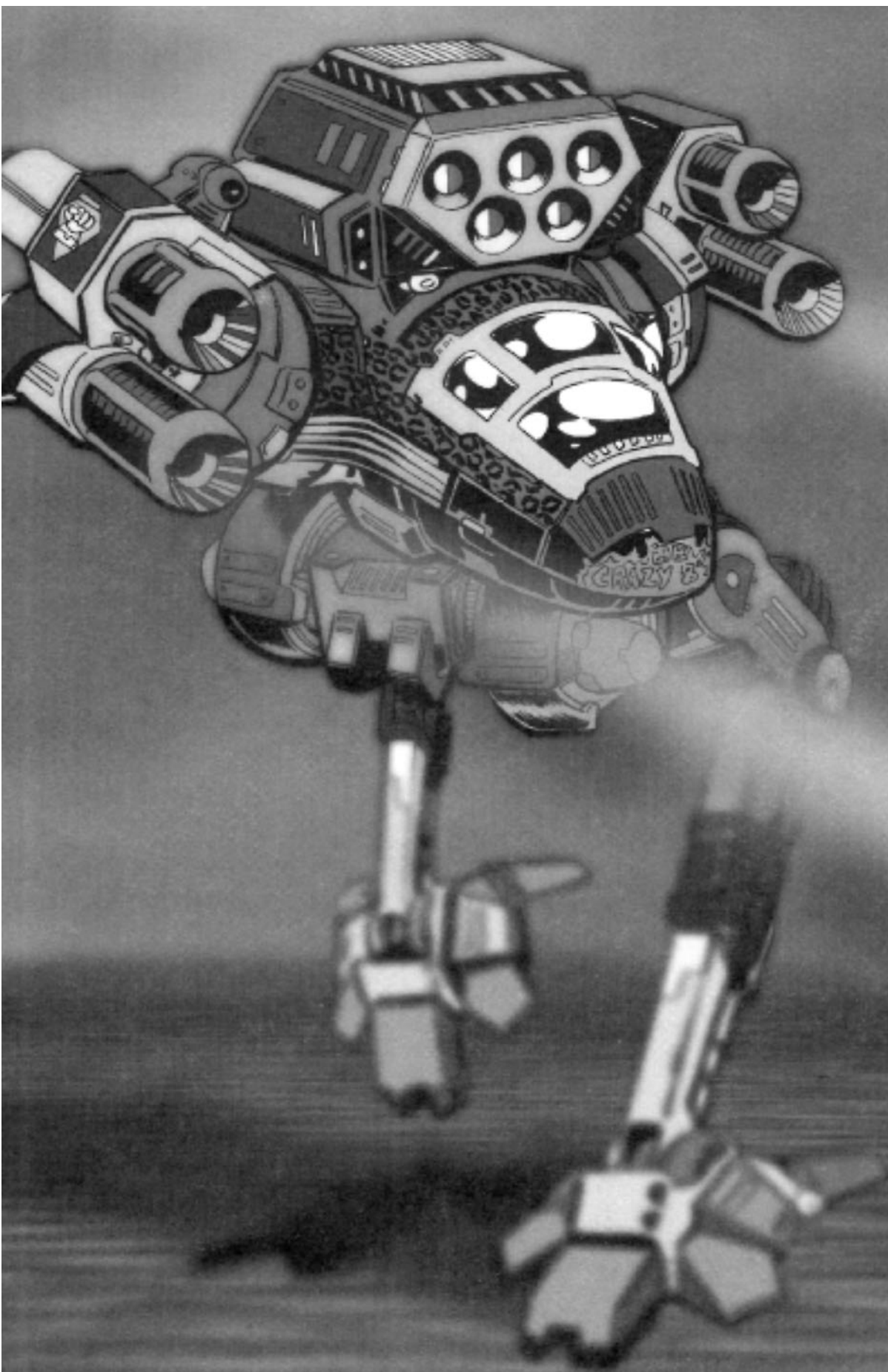
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