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

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

HOW TO USE THIS BOOK

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

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

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

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

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

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ALLIANCE OVERVIEW

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

INDUSTRIAL UPDATE

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

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

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

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

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

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

INDUSTRIAL SYSTEMS

BUENA

Star Type (Recharge Time): G6V (187 hours)
Position in System: 2
Time to Jump Point: 7.01 days
Number of Satellites: 3 (Bonita, Hermosa, Inesita)
Surface Gravity: 1.21
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Cool-Temperate)
Surface Water: 64 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Avian
Population: 1,962,000,000
Socio-Industrial Levels: B-B-C-C-C
Defending Forces: Bolan Training Battalion
Landmasses (Capital City): Leugo, Santigo, Dominika, Revida (Ciudad del Mar)
Importance: Command, Industrial, Logistical

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

WAR COLLEGE OF BUENA

Main Programs: BattleMech, Aerospace, Technician
Location: Fort Buena (Dominika)
Local Terrain: Tundra
Local Climate: Snowy

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

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Leugo
Local Terrain: Coastal
Local Climate: Stormy

CARLISLE

Star Type (Recharge Time): K1V (192 hours)
Position in System: 3
Time to Jump Point: 5.18 days
Number of Satellites: 1 (Dyson)
Surface Gravity: 1.03
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 47°C (Warm-Temperate)
Surface Water: 73 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 1,023,000,000
Socio-Industrial Levels: B-A-C-B-B
Defending Forces: Carlisle APM
Landmasses (Capital City): Worrsetgard (New Prague), Hollens, Hozernems
Importance: Industrial

ARCTURAN ARMS

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

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

### USING PLANETARY INFORMATION

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

#### STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

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

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

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

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

#### NUMBER OF SATELLITES

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

#### SURFACE GRAVITY

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

#### ATMOSPHERIC PRESSURE

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

#### EQUATORIAL TEMPERATURE AND SURFACE WATER

A world’s *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the temperate (in degrees Celsius) it averages at the equator—typically the warmest region on the planet’s surface. Temperatures at the north and south pole of most worlds may average as much as 30 degrees colder than at the world’s equator, but it is always important to know that local conditions such as weather and terrain can vary these averages somewhat. Nevertheless, the equatorial temperature helps players gauge whether much of the world will likely be arctic.
Finally, a world’s Importance defines its main role(s) in the infrastructure of its parent realm. Worlds with Industrial importance reflect those where factory development is significant and vital to the military capabilities of the parent state. Logistical worlds are those that play a key role in raising or training military forces and/or supplying basic war materials not covered by heavy industrial output. Command worlds are those with significant interstellar government functions, such as regional capitals and military command centers. Raiders tend to favor Industrial worlds for their resources and finished products, while invasion forces tend to favor targeting Command and Logistical centers to cripple the enemy’s leadership and supply lines pending (if possible) the conquest of Industrial worlds.

**Using Target Site Data**

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

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

**Local Terrain and Climate**

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

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