

BATTLETECH





FIELD REPORT:

L.A.A.F.

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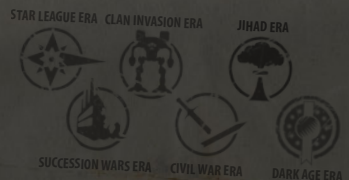
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STRATEGIC ANALYSIS...

Over ten years ago, as the second Star League died, the Word of Blake unleashed its wrath against the combined realms of the Inner Sphere and the Clans. Using every weapon in their arsenal, from strategic misdirection and the exposure of state secrets, to biological, nuclear, and chemical attacks, the Word's war struck every power where it hurt most. Factories were razed, capitals fell, and loyalties were shattered.

But eventually, the leaders of the Inner Sphere's ancient warring factions recognized the true threat, and united behind a bold new freedom fighter to bring down the Word of Blake's bastion of power: Terra. Though the war still rages on, and the Blakists' Master yet lives, the followers of Devlin Stone know all too well that victory today may only pave the way for the wars of tomorrow.

Field Report: LAAF describes the state of the Lyran Alliance in the wake of the events described in *Jihad Hot Spots: Terra*, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Mauled by the Word of Blake and the Clans alike mere months after the end of a bloody civil war, the battle weary House of Steiner now struggles to recover its strength at the dawn of a new era ...



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TO: Devlin Stone
FROM: David Lear
Date: 12 September 3079

As with our previous reports, this report is an overview, based upon data compiled from multiple sources, including official channels, covert activities, public material as well as corporate information that the owning of one mere share of stock allows. Although this material has been vetted as thoroughly as possible, even the most complete cross-checking cannot assure that we are completely accurate regarding another nation's state secrets.

While it is easy to think of House Steiner as a mercantile state with little interest in conflict, the Lyran Alliance is a capable and dangerous state. As such, it should not be taken lightly; despite our good relations

with them. Their excursions into the former Free Worlds League a decade ago are a lesson that they should be not dismissed out of hand. With that noted, the Alliance has far greater concerns than our plans, namely the persistent threat of Clan Jade Falcon. In addition, there is also the Draconis Combine, Clan Wolf, the border states of the former League, and their Periphery border.

The nation will likely turn to recovery after the final defeat of the Blakists, trying to use their industrial base to rebuild their defenses faster than their enemies. We should, as ever, keep an eye on the Alliance and remember that it is a foreign border, but incursions will most likely be from dissenters, such as the inevitable resurgence of Free Skye. In such a conflict, planets that are currently undisputed within our territory may be drawn into the conflict as rebels demand territory that is "traditionally" or "historically" associated with their cause.

HOW TO USE THIS BOOK

Field Report: LAAF is a *BattleTech* supplement designed to provide players with information about the state of the Lyran Alliance Armed Forces (LAAF) in the aftermath of 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 divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the LAAF's current condition and perceived objectives, while *Goals of the State* presents the political and suspected military benchmarks the Lyrans are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Alliance, while *Infrastructural Integrity* will present an overview of the state of LAAF support units in the wake of the Jihad.

The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various brigades of the LAAF, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers the prominent state-employed mercenaries and other irregular forces.

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Special Thanks: To all the players who've ever shared a table and a roll of the dice with me, I wouldn't enjoy this universe if I were the only one visiting it. Also to all the people help me put out a great product, thanks for making me look so good.

Developer's Note: For more information about the Lyran Alliance Armed Forces, or the state of warfare before and during the Jihad, see *Field Manual: Lyran Alliance*, *Field Manual: Updates*, *Jihad: Terra*, or *Technical Readout: 3085*.

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ALLIANCE OVERVIEW

The Lyran Alliance has a heavy reliance on the traditions of the old Lyran Commonwealth, but that is not to say that the Alliance is identical to its ancestor. Having learned both from its time as a partner in the Federated Commonwealth as well as its successes and failures since, the Alliance has remained a capable state with a fierce industrial heart. With such a strong economic backbone, this realm can weather infrastructural damage that would cripple its neighbors.

STRATEGIC UPDATE

Ever the team player (at least publicly), the Alliance was more than willing to donate troops to the Coalition. Of course, this was likely because some of the first Coalition targets were Lyran worlds under Blakist control. A further drive into the heart of the Protectorate was also self-serving, as anything that could relieve the pressure on the various front lines would give their shattered interior more time to recover. Of course, in helping them, we open ourselves access to that same economy as well.

Most interesting was the allocation of forces from the Lyrans. Duke Robert Kelswa-Steiner, with the power of the Isle of Skye behind him, took half of the Skye Rangers with him while nearly all of the other contributions were from the Arcturan Guards—over five solid regiments worth. A few more regiments were thrown in for good measure, but it was apparent that the Arcturans would take the brunt of the fighting for our cause. Duke Kelswa-Steiner's military skill proved a double-edge sword, helping military success but building up a dangerous amount of political capital for someone of his power to use against the Archon.

The LAAF fought well in conjunction with the Coalition, especially alongside the Federated Suns and our forces. The latter may not be very apparent, but Lyran natives were some of our first volunteers and a number of units that fell were absorbed into our rolls. Stereotypically, several mid-level officers spent almost as much time politically fighting amongst themselves, as they did actually fighting the enemy. (Such is the nature of the beast with the Lyran forces, where fighting skills are only a portion of the total package

SOCIAL-KILLER

I met Hauptmann Cassandra Lightfoot at a party after we linked up with the Twenty-fifth Arcturan Guard on Lyons. I was surprised they had time for one, but she was resplendent in her gown, the center of attention. She could tell stories and had all the other officers and locals there eating out of her hand. I tried to talk strategy or tactics with her, but she elegantly brushed it aside. A typical Social General in the making.

After hitting Chara, we crossed paths again, on the battlefield. We were stonewalled pretty good by the Blakists. But she just used her company like a vibroblade through veal, opening up a huge hole for us to exploit. She was even gracious when filing her report, never hinting that her little company saved our battalion's bacon.

—Field report from Major Nancy Smith, *Stone's Lament*, 3077

WHERE THE HEART IS

[Admiral Nathalie Cara]: "Steward, have all stations reported pre-jump readiness?"

[Leutenant Wyatt Steward]: "Aye, Admiral. Confirmation from throughout the ship."

[Cara]: "Navigation, are the coordinates entered and double-checked?"

[Leutenant Tommy Yu]: "Affirmative, Admiral. My calculations agree with the automated ones."

[Cara]: "Good. Jump drive is charged and ready?"

[Yu]: "Affirmative, Admiral. We are ready to commence the jump upon your command."

[Cara]: "Verify that our bubble is clear."

[Steward]: "Aye, Admiral. Radar puts all contacts clear of our jump bubble."

[Cara]: "Now hear this. Crew of the LAS *Invincible*, we have one last jump to perform. Everyone to jump stations. We will jump in five... four...three...two...jump!"

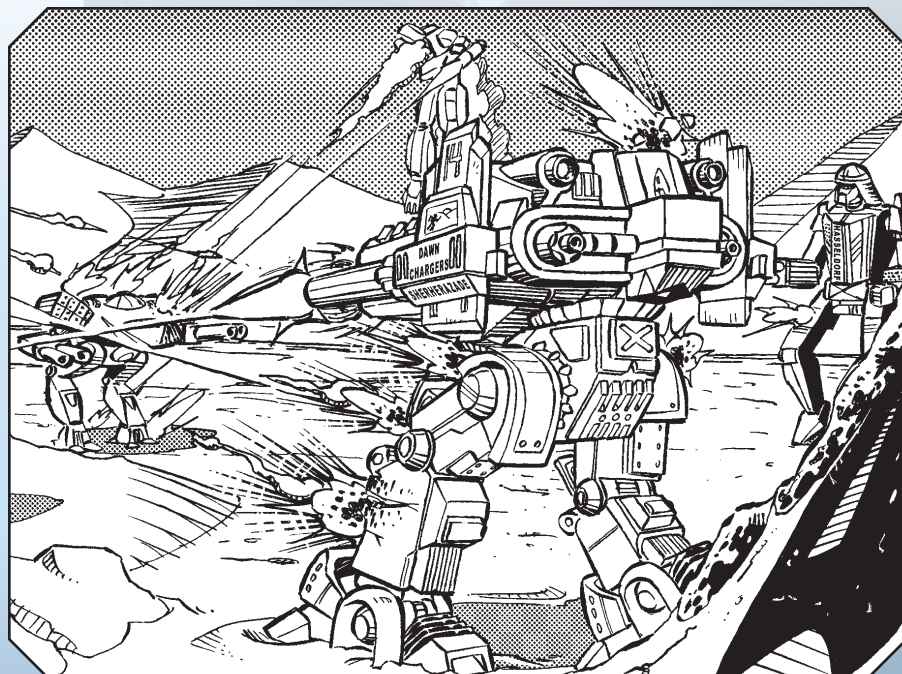
[Yu]: "Jump engaged, Admiral."

[Brief delay. Suddenly, the calm background hum of shipboard systems is pierced by the angry wail of emergency claxons.]

[Cara]: "All stations, report!"

[Steward]: "Decompression alarm! We've got minor air leaks on sections twelve, fifteen, twenty-eight and forty-three. Bulkheads in place. Minor structural damage as well. Nothing critical."

[Yu]: "Jump core reports multiple fractures and a rupture in helium reserve Alpha. The cappy-



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rigging got us through that last jump but will probably require an overhaul to jump again.”

[Cara]: *[sighs]* “I don’t think there will be any refits sooner, Mister Yu. Lock down those leaks and take us in-system.”

[Steward]: “Tharkad command will at least be much happier to see us than last time, Admiral.”

[Cara]: “I should think so, Leutnant. This old girl is finally back where she belongs.”

—Recorded on the bridge of the LAS Invincible, 28 May 3078

INDUSTRY ASSESSMENT

General,

Here is the request list from Second Donegal Guards. Should we be able to fulfill the request, it certainly would increase the combat effectiveness of the Second. Normally, this allocation would be spread amongst the entire Armed Forces, but I feel it would be an interesting experiment to allocate the Guards what they requested, along with some top-level graduates. Perhaps they would quickly become a quality response outfit. They have focused on some high-tech designs, but Leutnant-General Viktor Belododia has requested a significant investment in homegrown C3 equipment. As always, procurement is under your final control.

Assault: Banshee-8S, Banshee-9S, Hauptmann x2, Marauder II -4S, Xanthos-40, Xanthos-50, Zeus-9T

Heavy: Avatar, BlackHawk-Ku, Caesar-3S x2, Falconer-8R x2, Maelstrom-5K, Penetrator-4D, Thunderbolt-17S, Warhammer-9S

Medium: Clint-5U x2, Eisenfaust x2, Firestarter FS9-O x2, Ghost, Griffin-6S x2, Hatchetman-6S, Hunchback-5S, MongOOSE II -267 x2, MongOOSE II -268, Phoenix Hawk-7S

Light: Commando-7S, Hollander-G1, Mjolnir B2, Scarabus-9T, Spector-5S, Stiletto-4B, Stinger-6S x2, Wasp-3S, Wight-2SC, Wolfhound-3S x2

[While the General has reservations, he notes that the lighter units will have to go somewhere. Request will be filed with the suppliers, though the assault selections will need to meet approval for both cost and availability from Capital Approval. —QM]

—Internal LAAF memo incorrectly copied to headquarters staff of Devlin Stone

needed to advance through the ranks.) However, we found many to be an exception to this rule; it would thus be foolish to presume from the onset that all of their commanders are political fops, especially since their forces are rarely denied anything but the best military equipment to be had.

Should the Lyrans decide to move against us in an organized manner, logistics will be a telltale sign; an army this well equipped and well fed simply cannot move that quickly. On the other hand, strikes from rebellious parties—real or of intelligence invention—are a greater danger. While renegades are less likely to drive deep into our territories, keeping an eye upon potential Lyrans terrorism will be our best defense against a surprise assault from that quarter. In such an event, it would be best if we worked to assist the state in their efforts to contain such threats, tipping them off should forces become agitated on our border.

GOALS OF THE STATE

Form really does meet function with the Lyrans military. While the adoration of larger units is often overblown—sometimes even to an enemy’s detriment—Alliance units do favor heavier equipment. While problematic for a maneuver campaign (bigger does not *always* mean slower with today’s cutting-edge technology), it makes perfect sense for a force designed around defensive operations, where most of the Lyrans military focuses. This mission could change, however, given the territory losses of the past few decades. If any nation can muster the means to push back against the Clans in the future, it will likely be the Lyrans Alliance.

Nevertheless, the current situation does not allow for much offensive capability within the LAAF. The lingering Blakist threat around Circinus and the instability of the Free Worlds border leaves that entire border on defensive alert. Meanwhile, the twin assaults of Blakist strikes and sabotage mixed with incursions by the Hell’s Horses and Ice Hellions have left the Jade Falcon and Wolf Clan front stirred up, even under the present détente.

The neighboring Combine is also as war-weary as any other realm, beset by external attacks as well as internal conflict. The former Lyon’s Thumb could still be an issue and one where the Lyrans could use what little offensive power they have to accomplish something there. More likely, the future will bring some small clashes along the Free Worlds League border as that state continues to crumble into its constituent parts. With smaller opponents and less chance of a meaningful resistance, Lyrans aggression—such as it might be—would actually make the most headway there. Given the hostilities there early in the Jihad, the odds are favorable that fighting may flare up anew now that the common threat is receding.

In addition to being able to exploit the Lyrans-League border (in the unlikely event that we need to consider it), there are internal power struggles that should be monitored and kept in mind. The re-establishment of the Archonettes facilitated improved administration and faster response times to hostile incursions within their affected areas, but the greater regional authority has its downsides as well. The Buena Archonette often clashes with the Duchy of Tamarind, creating a diplomatic crisis for the Archon. A similar situation is brewing in the Inarcs and Kaumberg Archonettes, where the local rulers appear uninterested in relinquishing their authority to the state. Combined with recent democratic uprisings, the never-ending unrest in Skye, and the somewhat questionable line of royal succession, and these various internal matters are like an ammo bin ready to ignite.

Fortunately for our meager intelligence operatives, there are a plethora of Lyrans forces in the Coalition. From Duke Kelswa-Steiner’s forces and the Nineteenth Arcturan Guards rolled into our Revenants, to the straight-up Lyrans volunteers, we have a wide array of interactions within Lyrans soldiery. There was even the incident on Lyons when we interrogated forces that were expelled from the Coalition. For the most part, the Lyrans are amenable to our cause.



LOGISTICAL STATUS

Although the Lyran Alliance has a strong history of providing top-notch supplies for their troops, combined with an efficient bureaucracy, political influence has historically impaired these strengths. Some commands have been favored over others for little more reason than social clout. A chronic lack of transportation assets throughout the centuries has done little to improve the situation.

ACADEMIES AND COMMAND CENTERS

The Jihad was hit or miss on the Lyran military academies. The prestigious Nagelring and Sanglamore academies were at times occupied or suffered immense damage. Coventry suffered as badly, despite lacking the history of some of the others. Alarion had it far worse, with the entire planet being rendered uninhabitable. By comparison, the War College of Buena and the Melissa Steiner Martial Academy of Bolan survived untouched, churning out waves of new warriors without fail. Even the Royal New Capetown Military Academy became a focal point for feeding officers into the LAAF. Only now are the damaged academies recovering from the worst of the Jihad.

With capacities reduced realm-wide, the bar has been set higher for admission into the Alliance's academies. With a backlog of candidates, and a decimated military, it seems likely that these higher standards will remain in place for some time. The alternative for applicants is local boot camps and non-accredited academies. Used to feed the massive demand for enlisted forces and support troops, the Jihad allowed even more opportunities for field promotions than centuries before. It will be interesting to see how the Lyrans deal with an abundance of more capable noncommissioned officers fighting over a smaller number of openings in officer candidate school.

More troubling are the losses of the training commands. With only three 'Mech battalions, the realm's cadres were understrength even before the Jihad. All of these troops were pressed into service during the war, and were whittled down to approximately a company each. While history has shown that cadre forces are not a necessity, their experience is invaluable when filling openings with pilots who aren't completely raw. This would be an excellent area to coordinate with the Lyrans should we decide to ally ourselves more closely with them.

The decentralization of the Archon's power via the Archonettes was beneficial during the Jihad, especially with so many vital worlds occupied or devastated. Now that the war is largely over, whether this practice will be maintained is a question not only for our staff to analyze, but for the Lyrans as well. With the crisis past, will Tharkad, Donegal, Coventry, Skye and the other province capitols resume their prominence for coordinating military action? After these eminent headquarters are the theaters which ring the Alliance. Intelligence reports indicate that these are getting military priority over provincial command centers. Not to be left behind, the Archonettes are thus upgrading and refitting their various command centers and military assets at varying rates, led by Archonette Tamari LaRue of Inarcs.

PAYING WELL

Despite the damage the Jihad unleashed, Lyran shipping was never truly crippled. While Blakist occupation took its toll on trade, merchants found different routes and customers to keep themselves solvent. One of the choicest clients is still the LAAF. Shippers will cite the reliability of the payment, the reimbursement rates, volume and straightforward contracts as reasons why they enjoy working with the Quartermaster Corps.

But, buy a few rounds for a captain who's been celebrating a successful run, and he will likely tell you a different story. The LAAF shipment pays the bills, but it is the smaller shipments of contraband that many ships smuggle in that provides the bonus. A few cases of alcohol, a couple datachips of banned programming—with maybe a kilo of X-Quick on top—can bring a hefty return for only a little risk, much to the consternation of many a commanding officer.

—From *Behind the Scenes, the Vital Parts of the Jihad You Don't Know*

NOWHERE TO SCHMOOZE

There has been a dramatic shift in cadet requests for postings upon graduation in the Lyran Alliance in the past five years. For centuries, the First and Second Royal Guards have topped the lists year after year, both as a choice assignment for new recruits and veterans alike, as well as a point of contact with the scions of the Lyran nobility and military leadership. Where in the past these two regiments represented at least sixty percent of all requests, this year only a mere three percent of academy graduates requested posting in either Guards.

Instead, cadets are seeking a much wider variety of postings. Topping the list in 3078 was the Fifteenth Lyran Regulars, with twenty six-percent of cadets hoping to end up on Melissia. This may have been influenced by the fact that much of Lyran high society briefly relocated there during the siege of Tharkad. Also high on the list were the Third Lyran Guards and special dispensations to join the Blackstone Highlanders. This demand has even created a new niche for entrepreneurs. There are several agencies, lead by Top Gunz out of Bolan, that will determine the best command to be placed with, the likelihood of acceptance, and even assistance in filling out the request—all for a price.

With the Jihad winding down, the Royal Guards may return to prominence. But until then, many cadets—and their families—remain worried that the Guards may see more combat than they have in the past, even being posted off of Tharkad.

—Article from *Alliance Military Monthly*, July 3079.



OFF THE EDGE OF THE MAP

The Jihad cut the Alliance Navy's WarShip fleet in half, leaving just four capital ships under Lyrans colors. Of these, the *Yggdrasil* is the Alliance's most potent weapon, the lone *Mjolnir*-class battlecruiser after the *Flygia*'s loss over Chara two years ago. The venerable *Tharkad*-class *Invincible* started out the war in the Blakist hands, as an erstwhile "gift" that actually kicked off the offensive, but was finally recaptured by the Lyrans years later. She is still a commissioned ship now, but her age and damage leave her fit only as a museum or training vessel. Perhaps a complete overhaul might restore the cruiser to combat worthiness, but such a task would require new yards the Alliance simply does not have. Replacing one of the fight bays with a gift shop might be worth more to the Lyrans than trying to refit the ancient ship.

The majority of the WarShips that started the conflict for the Lyrans were *Fox*-class corvettes—a half-dozen in all. The *Robert Marsden* and *Katherine Steiner* still patrol the black reaches, but the *Robert Kelswa*, after having been briefly taken by the Word, was destroyed over Benjamin, while the *Katrina Steiner* was tragically lost jumping to Terra during the liberation. The *Melissa Steiner* and *Ian McQuiston* were lost earlier in the war, over Hesperus and Tharkad, respectively. But the worst blow came with the loss of the Alarion shipyards. It is unknown to what extent—if any—such facilities can be repaired. In the meantime, a massive expansion effort is under way at Gibbs to at least allow for the upkeep of the surviving fleet ships.

WHO'S RUNNING THE SHOW?

Looking at the new designs rolling off of the Lyrans manufacturing line, one can easily see a new surge of units packing C3 systems. The benefits of such a network have been proven in the past, especially for a nation with such an extensive boarder with Clan powers. On the other hand, the resurgence of ECM equipment (even among the conservative Clans) can impede the usefulness of a significant outlay of equipment. Weighing these costs and benefits is quite a task for LAAF High Command.

But are they really the ones doing the math? Is this a decision made upon blow by our best tacticians and strategists? Or is the Quartermaster Corps making this call—or, more to the point, a Quartermaster Corps influenced by the Alliance's number one provider of C3 computer systems: Nashan Diversified.

No one can argue that this technology effective on an ECM-free battlefield, and is thus at least partly worth the cost. But if the primary decision is actually based on increasing profits over increasing much-needed firepower, we may all suffer in the long run.

—Editorial Section, Donegal Global Daily, 23 July 3078

INFRASTRUCTURAL INTEGRITY

The Jihad was especially destructive to the Lyrans infrastructure. Their military production was practically strangled as three of the largest manufacturers in the Inner Sphere were occupied and damaged by Word forces. Their immense shipyards over Alarion were effectively destroyed. Weapons of their own manufacture were turned against them and their allies.

But it could have been worse. Defiance Industries on Hesperus, Coventry Metal Works, and the multiple manufacturing centers on Tharkad all survived to be liberated. Though some of their lines suffered lingering damage, the Word's efforts to preserve several captured Lyrans production centers for their own use made it possible for others to be recaptured in working condition. Meanwhile, dozens of smaller facilities worked overtime to take up the slack. Perhaps even Alarion will be able to at least resume JumpShip repair and construction far in the future.

In a way, the widespread destruction, followed by the Word's defeat on Terra, might even be beneficial to the Alliance military industrial complex. Prior to the war, Defiance executives had been talking of revamping their lines on Hesperus II, enhancing their capabilities with the latest technologies. With nearly half of the 'Mech lines now down on the crown jewel of the Lyrans defense industry, there is a big hole to fill, and a clean slate to start from. Niche designs will likely be shipped off to their Furillo or Kwangjong-ni facilities, while DefHes recovers. Meanwhile, Lockheed/CBM's facilities on Tharkad were heavily damaged during the fighting, but they might be rebuilt to create new OmniFighter models. Even the sabotage and fighting on Coventry might allow Coventry Metal Works to modernize their more venerable lines and provide an excuse to cease production of poor performers.

Meanwhile, StarCorps' profit margin has never been higher, as they sell to both the Alliance and the open market. Their facilities on Son Hoa were only slightly damaged by Word of Blake raiders, who were more intent to raid them for supplies. Still, the remote location has given credence to plans for relocating some lines to Loburg. Furillo and Melissia survived unscathed as well, continuing to churn out war material. Norse-Storm even expanded its production since the start of the war, adding the *Xanthos* to their offerings. Inarcs seems similarly expansive, but our agents have noticed that off-planet shipments don't seem to match the production capability of Blackstone and ScolTek combined. This could indicate black or gray market activity, or—like Skye—it could be a sign of high-level nobility expanding their pet forces.

As rosy as the future is for the Alliance, the present is not a pretty picture. Alarion will likely never construct WarShips again and even JumpShip capability may take decades to recover. The world itself is a lost cause, rendered completely toxic to human life, perhaps for centuries to come. Overall, production is down—well below the military's current needs. This applies not only to the weapons of war we see, but all of the equipment and vehicles it takes to bring them into the field and keep them there. The Archon is allowing external sales to friendly nations, and we can count ourselves among them, but we cannot count on that forever. Despite its mercantilism, the Alliance could always decide to bite the bullet and focus primarily on rebuilding its own strength first, cutting off much of our supply.

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ALLIANCE GUARDS

Remnants of the Federated Commonwealth Corps, the Alliance Guards proved both their loyalty and their resilience during the Civil War. Given the outcome of that conflict, this again put the Guards' loyalty in question, especially given that Hauptmann-General Isadora Agravaine remained in command of the Guards despite the change in Archonship from Katherine to Peter to Adam. After a brief involvement in the invasion of the Free Worlds League, the Guards were used as a solid backbone for the defense of the realm throughout much of the Jihad.

The Alliance Guards have found themselves toward the end of the line when it comes to resupply and refit. Nevertheless, they are relatively well off, able to keep their modern machines running while the older ones died, thanks to a relative lack of manpower. Over time, the Guards will likely start receiving cast-off machines as the rest of the LAAF modernizes, and may have to consider jury-rigged industrial equipment to supplement their front line forces.

CONDITION

All three Guards regiments saw action during the Jihad. The Fourth Guards hit Thermopolis in 3068, helping to dismantle the Fifth Fusiliers of Oriente before continuing on to Autumn Wind. As the League hit back, the Fourth moved to a reserve position and primarily fought raiders. Much of their force was picked clean to supplement other commands hammered by the counterattack. The lull along the League border since the cease-fire left the Fourth waiting for a strike that never came.

Similarly, the Third was used as a reserve force and a supplement for damaged commands during the occupations of Tharkad and Hesperus II. They did see action after being transferred to Timbiqui, though that was against pirates raiding the famous brewery. The video captured of a Third Guards Zeus being sprayed down by a beer truck as it cut a marauding Centurion in half with energy weapons has made its rounds through the Inner Sphere.

The Fifth Alliance Guards defended against Falcon raids in the early 3070s. Though they suffered more casualties than the other Guards, they weren't scavenged for pilots and 'Mechs to bolster other commands. Since then, they joined the rest of the Guards on the border of the disintegrating Free Worlds League. Recent retirements have changed the Fifth's dynamic as younger warriors have replaced most of the senior command slots; only Colonel Karami Mohammed remains as a holdover from the Civil War.

MORALE

The morale of the Alliance Guards brigade is lower than it has ever been. Their relegation to a reserve role, combined with their primarily losses to transfers has left many resentful of the remainder of the LAAF. Still, the relative lack of combat has left the brigade's overall command intact. Moreover, unlike many of the other Alliance forces, the Guards are all posted close enough to one that they can provide mutual support along the League border.

REGIMENTAL STATUS

Third Alliance Guards

Regiment/Regular/Questionable
40% strength | 90% Upgraded
Current Base: Timbiqui

Fourth Alliance Guards

Regiment/Veteran/Questionable
40% strength | 80% Upgraded
Current Base: Cavanaugh II

Fifth Alliance Guards

Regiment/Veteran/Reliable
55% strength | 95% Upgraded
Current Base: New India / Timbuku



ALLIANCE JAEGERS

Upon her declaration of the formation of the Lyran Alliance, Katherine Steiner-Davion created a new brigade, the Alliance Jaegers. These regiments were fanatically loyal to the Archon, as shown in the Civil War. Afterward, the Jaegers found themselves at the bottom of the roster for all supplies and resupply. The Jihad did not provide the Jaegers any redemption or assistance, and it is unlikely this brigade will survive much longer.

The onset of the war saw the Alarion Jaegers perish under the orbital and nuclear bombardment of their homeworld, and the biological agents the Word unleashed in their wake killed any lingering survivors. Similarly, the Donegal and Bolan Jaegers died on their respective homeworlds—although at least the Bolan Jaegers were able to inflict some damage to Apollyon's Fifty-second Shadow Division before their destruction.

Although technically not a part of the Jaegers brigade, the Tamar Cavaliers were on paper for a transfer in the days before the Jihad began. Sadly, this regiment met its end at the hands of the enemy that still occupies its namesake homeworld. Upon landing on Tomans in 3070, the Cavaliers led the initial

charge into the jaws of Clan Wolf's Fourth Wolf Guards, backed up by the Sixth Lyran Guards and some Exiled Wolf forces. Unfortunately, the Clan forces overwhelmed the Lyran troops, destroying the Cavaliers and rendering the Sixth combat-ineffective.

CONDITION

The only survivors of this brigade, the Skye Jaegers, were actually destroyed during the Free Worlds League's early counter-offensive. Reconstituted a few years later, they were vital in retaking Hesperus II from the Blakists. They were also used heavily in Operation: SCOUR. Though they saw regular combat, they were used primarily as a reserve force. When the regiment was rebuilt, it was placed under the command of Hauptmann-General Christian Campbell, overall commander of the Alliance Jaegers. He retains that post to this day, which is actually something of a demotion. His command is less than half strength and will be lucky to get anything that isn't based on RetroTech for the next decade.

MORALE

As part of the Lyran Alliance, the Skye Jaegers are about as low in morale as they could be. They are poorly supported; the lone surviving regiment in their brigade and their commander is a pariah. However, as an unofficial member of the Skye Rangers they are committed to the Isle of Skye. Whether this will result in more separatist activity—and whether we can use this to our advantage—is unknown.

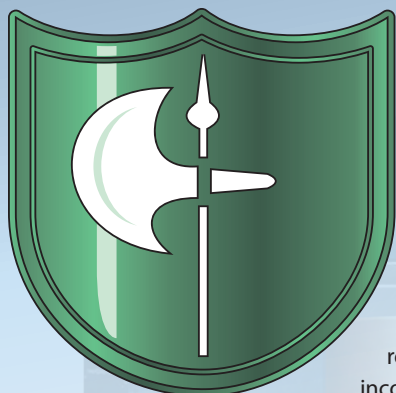
REGIMENTAL STATUS

Skye Jaegers

Regiment / Regular / Questionable

40% strength | 50% Upgraded

Current Base: Skye



ARCTURAN GUARDS

Harkening back to the oldest days of the Lyran Commonwealth, when the Lyran capitol was Arcturus, the Arcturan Guards have always been a cornerstone of the Lyran military. During the Jihad, it was no different. In fact, all of the surviving Arcturan Guards found themselves included in the campaign to retake Terra, a significant achievement. This has left the proud brigade spent; basking in the glory of victory, but scarcely ready to re-enter the fray any time soon.

CONDITION

Badly damaged in the Civil War, the Eleventh Arcturan was ill equipped for the Blakist assault on Tharkad. Though they fought valiantly, sheer attrition caught up with them, and their few survivors rolled into the hodgepodge resistance that survived them. (Once Tharkad was free, these survivors were incorporated into the Royal Guards.) The Twentieth acquitted itself well during the liberation of Hesperus II before being shattered by the Blakist counterattack on Gabriel. The remains of that command were rolled into the Twenty-third Arcturan Guards.

The rest of the Guards comprised the majority of the Alliance's contribution to the Protectorate campaign. The Fifteenth—along with the Fifth Crucis Lancers—made the first assaults against Vicore Industries. While the fighting was brutal, casualties were relatively minimal. The final push, accompanied by orbital bombardment, left a great many of the Guards dead or combat ineffective. Had the bombardment not also destroyed the facilities, the sacrifice might have been more than a senseless loss of life.

The Seventeenth had one of the easiest fights of the war. Dropping onto Zosma, they expected heavy resistance from the Blakists. Instead, only a few hastily raised militia forces opposed them—most of whom surrendered shortly after being engaged in battle; only a few lances put up any real resistance. This luck didn't hold, however; the grind to Terra destroyed half of the regiment, and more were lost in the final assault on Terra.

The Nineteenth took a much darker route than the Seventeenth. Stymied by the Blakists on Styx, their commander hastily employed nuclear weapons to dislodge the Blakists from an inhabited city, killing thousands. Continued poor decisions by their command staff left the regiment unable to function and Coalition commanders ordered them folded into our Revenants.

One of the Alliance's best rapid-response forces, the Twenty-third Arcturan found itself continually undermanned. Nonetheless, the regiment survived the early Jihad largely intact. With an influx of personnel from the Twentieth, they joined in Operation SCOUR and the campaign for Terra. Landing in Asia, they were instrumental in taking Tokyo. Their sudden burst into the Castle Brian caught the Blakists unprepared, taking out a full Level II before the Word rallied. This enabled allied forces to exploit holes in the enemy's defense, leading to a quick victory.

The Jade Falcons wiped out the last of the Guards, the Twenty-fifth, in 3069, yet despite the chaos of the early Jihad, the regiment was rebuilt and returned to the Falcon front two years later, stopping an assault by Delta Galaxy cold. They showed the same ability all the way to their touchdown on Terra. As one of the few non-militia LAAF units even close to fully manned, the Alliance will undoubtedly rely heavily on the Twenty-fifth's strength for the next few years.

MORALE

The Arcturan Guards are still reeling from their losses but are basking in the glow of their hard-fought victories. This combination has led to a peculiar sense of entitlement among the Arcturans, who are solidly loyal to the Alliance, yet belligerent when they feel wronged by their superiors. Numerous citations of complaining and insubordination among the ranks suggests a frayed cohesion in the wake of such heavy fighting. Fortunately, the promotion of Mariano Pascual to head the brigade—after Hauptmann-General Annette Ridgewell's death on Tharkad—has proven a stabilizing force for all the Guards.

REGIMENTAL STATUS

Fifteenth Arcturan Guards

Regiment/Veteran/Reliable
55% strength | 85% Upgraded
Current Base: La Blon / Marfik

Seventeenth Arcturan Guards

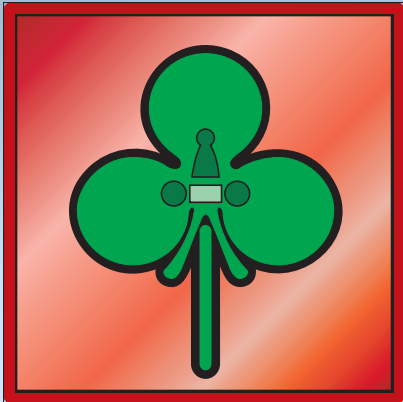
Regiment/Veteran/Reliable
40% strength | 100% Upgraded
Current Base: Surcin

Twenty-Fifth Arcturan Guards

Regiment/Veteran/Reliable
70% strength | 100% Upgraded
Current Base: Alioth / Menkent

Twenty-Third Arcturan Guards

Regiment/Elite/Reliable
30% strength | 85% Upgraded
Current Base: Arcturus



DONEGAL GUARDS

Nominally raised from the old Protectorate of Donegal, the Donegal Guards have always been fiercely loyal to House Steiner and the Archon in particular. While this cost them dearly in the Civil War, eight regimental combat teams and three regiments were a powerful force in the Alliance and did not suffer terribly from moving down the Quartermaster's queue. Nor did the brigade stumble with the death of its commander, Caesar Steiner, as the brigade XO, Hauptmann-General Sarah Steiner, was already handling much of the commander's duties. Still, the Jihad hit the Donegal Guards hard, probably as hard as almost any brigade in the Inner Sphere. Only two of the eleven Guards commands survived to see news of Terra's fall reach the Alliance.

CONDITION

The Second Guards came out of the Jihad rather well, all considered. As one of its best-equipped and -trained commands, the LAAF will be leaning upon this elite regiment for at least the next half decade. The Second was heavily involved in the Alliance invasion of the Free Worlds League, smashing what little opposition they faced, but after the Marik counterattack, they were pulled back and spent much of the Jihad on the defensive, before contributing some raids into the Protectorate prior to the Coalition invasion.

Though not in nearly as good shape, the Seventh did survive the Jihad as well, ending up among the forces used to retake Terra from the Word of Blake. They, too, were part of the Alliance's push into the League, and also felt the wrath of the League as they pushed back. Operation SCOUR was rough on the Seventh, though some of it was their own doing. With the Sixth Pesht Regulars, they secured Lyons, a world long contested between the Lyrans and the Combine. Upset that Combine forces were "Dragon-ifying" Lyons, the Seventh tried to eject the Regulars from their bases. The attempt to keep the Sixth away from the majority of the population failed and both forces fell into fighting. While the Seventh appeared to be winning the battle, Devlin Stone wasn't about to allow such infighting to poison the Coalition and sent in Belle Lee to settle the dispute, and dispatched both regiments elsewhere.

In the Federated Suns, the Fifth Donegal Guards were barely at operational strength when the Word of Blake struck New Avalon. The regiment's survivors were quickly rolled into the rest of the shattered defenders and only a handful survived the long series of sieges and battles. The Fourth suffered a similar fate on New Syrtis at the hands of Capellan attack forces. On Kathil, the Eighth was shattered when the Blakists struck that world in force.

The Third Guards met its end trying to defend Donegal from the Blakist assault there. After the planet was freed, the survivors were rolled into the Second, while the severely undermanned Sixth—originally on Melissia—would eventually be rolled into the Seventh. The Thirteenth met another inglorious end, overwhelmed by Word forces as they expanded the Protectorate. Even the current Archon's former command—the Fourteenth Donegal Guards—was unable to survive the Jihad; they were destroyed attempting to free Tharkad from Blakist occupation.

Meanwhile, the Free Worlds League counterattack on Graceland destroyed the Eleventh, while the Seventeenth was caught and destroyed on Shiloh after a month of fighting off the League forces. Half of the Seventeenth was eventually repatriated to the Alliance after the ceasefire, but the rest of those troops were never heard from. Rumors vary between being used as experimental test subjects for Blakist secret weapons to fleeing the Inner Sphere to become bandits.

MORALE

As individual commands, both of the surviving Guards regiments are cohesive fighting forces, capable of carrying out any mission asked of them. They remain fiercely loyal to the Archon, perhaps even more so than the days in which he was himself among their number. This could backfire, however, if the Guard perceives that Adam Steiner has abandoned his former comrades-in-arms. There has been talk in the courts of disbanding the Guards; some suggesting that they should be combined into one RCT so resources can be directed elsewhere, while others believe they should be rolled into the Lyrans Guards brigade instead. Such rumors amongst the nobility should be taken with a grain or ten of salt, but as they work their way back to the survivors of the LAAF's elite, such rumors could fester.

REGIMENTAL STATUS

Second Donegal Guards RCT

Regiment/Elite/Fanatical
60% strength | 95% Upgraded
Current Base: A Place

Seventh Donegal Guards

Regiment/Veteran/Fanatical
35% strength | 85% Upgraded
Current Base: Donegal



LYRAN GUARDS

The heart of the Lyran national defense, the Lyran Guards do not have any actual or historical link to any specific area of the Alliance or its Commonwealth predecessor. Historically amongst the first to receive top-of-the-line equipment and the most promising warriors, the Lyran Guards have been at the forefront of virtually every major offensive or critical defensive action in the realm's history. Only smaller than the Donegal Guards at the beginning of the Jihad, the Guards once again found themselves at the heart of the Lyran defense during the Jihad.

CONDITION

The Lyran Guards are the only large brigade remaining still capable of operating at full regimental combat team status. Just over half of these commands survived the Jihad, though their staying power was better than this would suggest. The Tenth Guards—only seen a Lyran on paper, after they transferred their loyalty from Victor to Yvonne and pledged themselves to her—did not survive the fighting for New Avalon. The Thirty-sixth also died early in the Jihad, when they were caught on Preston by the Knights of the Inner Sphere during the Free Worlds League's first counterattack, and forced to surrender. Their equipment was used to help the League invasion while

the soldiers remained POWs until the end of the conflict.

The Sixth were mauled by Clan Wolf while fighting alongside the Tamar Cavaliers on Tomans. Though they survived the initial onslaught, they were trapped on planet and eventually capitulated when their force became combat-ineffective. Also at the hand of the Clans, the Twenty-sixth met their end in 3070 when the Jade Falcons took advantage of the Alliance's preoccupations to renew their own offensive. Leutnant-General Theodore Hess used his conventional forces to contain the First Falcon Hussars while his depleted 'Mech forces attacked, but the unexpected use of Infernos by Quinn's Ravagers left a hole in this well-coordinated defense, and the Twenty-sixth crumbled. While Hess managed to rally much of his command, it was too late and the Falcons prevailed. The last Lyran Guards unit to perish in the Jihad also met an overwhelming force; the Fifteenth faced the Word of Blake's Fortieth Shadow Division accompanied by the Thirty-eighth Division while defending Hesperus II.

As part of the Coalition force that freed Tharkad from Blakist occupation, the Third Guards spent almost four years training to retake their capitol, waiting for the very moment they could attack. As the vanguard unit, the Third landed first and held its beachheads at great cost. Afterward, the Third spent the remainder of the war on Solaris, defending the Game World after the Blakist retreat from there. With Solaris still gripped in chaos, the Third did encounter its fair share of hostile fire, but nothing on the level typical of its earlier actions.

The Fifth Guards did not have such an easy time. The only Lyran Guards assigned to the Coalition, the Fifth was constantly engaged in the fighting. After Terra was secured, over a full battalion was pulled from the Accrington FTM to bolster the Fifth's depleted 'Mech forces, and the RCT was sent to guard the factories on Hesperus II.

The Fourteenth opened the invasion of the Free Worlds League with an uncontested landing on Pingree, an action that was followed by tougher and tougher fighting until the ceasefire. Also chewed up in the fighting with the League was the Thirty-second. Worn down by the constant battle during the League counter-assault, they spent much of the Jihad licking their wounds on the border. The Twenty-fourth Guards fought alongside the Third on Tharkad, but—unlike the Third—this was because the RCT had been there since the Jihad began. Caught on-planet during the first actions in 3068, the Twenty-fourth waged a guerrilla war on Tharkad as the core of the organized resistance. Reduced to barely more than a company by the time Tharkad was freed, it took an entire battalion from the Teyvareb TTM to fill the holes in this regiment's roster, allowing the Twenty-fourth to close out the war beaten but not defeated.

MORALE

Having seen so many comrades fall in battle, morale is low throughout the Lyran Guards, but the brigade remains a capable fighting force that is slated to receive the lion's share of talented new graduates and cutting-edge equipment in the coming years. Still woefully under-strength, they will likely remain so for some time as the Alliance's industries and academies struggle to recover, and there exists no current timetable for when any of the destroyed Guards units—if any—will be rebuilt or returned to active service.

REGIMENTAL STATUS

Third Lyran Guards RCT

Regiment/Veteran/Reliable
75% strength | 90% Upgraded
Current Base: Solaris / Rahne

Fourteenth Lyran Guards RCT

Regiment/Veteran/Questionable
40% strength | 95% Upgraded
Current Base: Zdice

Thirty-Second Lyran Guards RCT

Regiment/Regular/Reliable
30% strength | 85% Upgraded
Current Base: Graus

Fifth Lyran Guards RCT

Regiment/Veteran/Reliable
60% strength | 75% Upgraded
Current Base: Hesperus II

Twenty-Fourth Lyran Guards RCT

Regiment/Regular/Reliable
40% strength | 95% Upgraded
Current Base: Main Street



LYRAN REGULARS

If the Lyrans were a Clan, the Lyran Regulars would be the second line ranks to the Lyran Guards frontline warriors. Though they may be towards the bottom of the pecking order, the Regulars have generally never taken offense to this treatment, as they see themselves as the backbone of the state's defense, the dedicated core between the top-of-the-line formations and the militia. This solid "blue collar" brigade is still capable of developing adept warriors and dispatching the Alliance's enemies, and has managed to weather the Jihad with more manpower per regiment than most of their more prominent brethren. For this reason, the Regulars will find themselves relied upon even more than any other time in history.

CONDITION

With just two combined arms companies at its command when the Word hit Woodbine, the Third Lyran Regulars were finished almost as soon as the Jihad started. The Seventh and Eleventh Regulars both met similar ends in the ill-advised offensive against the Free Worlds League. The Seventh found itself part of the attack on Megrez, annihilating the Sixth Marik Militia there, but when the League fought back, the Seventh were recalled to Cavanaugh II, where the vengeful Second Knights of the Inner Sphere annihilated them. The Eleventh easily took Colfax with minimal resistance only to face three FWLM regiments in the counterattack. Though understrength and green to boot, the Eleventh Regulars refused to surrender until the regiment was rendered completely combat ineffective, leaving the League forces with little to salvage.

The Fourth Regulars were dispatched to McAffe as its forces pressed on into the Free Worlds League, but were forced to retreat off planet, losing nearly a quarter of their forces to the Home Guard and two regiments of Marik Militia. They regrouped on Megrez and defended the planet for the remainder of the Jihad. The Eighth and Tenth Regulars joined the Seventh in taking Megrez but did not face the full brunt of the League counterattack. The Eighth next went to Niihau and sent the League forces there reeling, though at the cost of some vital personnel. This led to them being assigned garrison duty for much of the next decade.

The Ninth saw a lot of action, but most of it was internal. Only dealing with pirate raids, Hauptmann-Kommandant Floyd Wood constantly complained to the Margrave about his superiors while Leutnant-General Annabeth Patrick hamstrung his forces as much as possible, keeping them just barely operational. Were it not for the Jihad, both would have likely found themselves behind a desk. Politics was also the battlefield for the Fifteenth, but in a more positive light. As the primary garrison force on Melissia, a staging point for the liberation of Tharkad, the regiment found itself networking with almost every command that came through—including, if rumors are true, members of Clan Wolf.

MORALE

The Lyran Regulars have the worst brigade morale in the Alliance at the moment. Their brief successes in the invasion of the Free World League have largely been forgotten but the losses they suffered have not. Nor were they able to help the Alliance fight any of the major battles of the Jihad for the past decade, as most were left in garrison roles to lick their wounds. With minimal losses to the surviving regiments and the destruction of so many other commands, the Regulars will likely receive fewer shipments from the Quartermaster than the meager upgrades they are used to. They still represent a good defensive deterrent, but are far too unmotivated to be relied upon for a major offensive of any kind.

REGIMENTAL STATUS

Fourth Lyran Regulars

Regiment/Veteran/Questionable
60% strength | 75% Upgraded
Current Base: Ford

Ninth Lyran Regulars

Regiment/Regular/Reliable
55% strength | 85% Upgraded
Current Base: Khon Kaen

Fifteenth Lyran Regulars

Regiment/Regular/Reliable
75% strength | 75% Upgraded
Current Base: Melissia

Eighth Lyran Regulars

Regiment/Regular/Questionable
80% strength | 80% Upgraded
Current Base: Loric

Tenth Lyran Regulars

Regiment/Veteran/Questionable
60% strength | 80% Upgraded
Current Base: Bolan



ROYAL GUARD

As the Alliance's premier brigade, the Royal Guard typically consisted of three elite commands: the Third on the battlefield while the First and Second dominated and protected the Royal Court. The Jihad dramatically changed all that. If the social generals can be kept at bay, the Royal Guard could become a much more important unit in the Alliance's battle plans.

CONDITION

Long were the First and Second Guard a reward for both heroics and good connections. Although elite on paper, these regiments were largely ceremonial, their workload was light and the opportunity to mix with the Royal Court great. When the Blakists hit Tharkad, both commands found themselves constantly under fire. Those with skill and potential survived; the rest fell. In reality, both Guards met their demise as the resistance turned to guerrilla warfare and fought in cells. Archon Peter kept both alive in name, referring to anyone fighting alongside him as the Royal Guard. Following Tharkad's liberation, the First was reconstituted from the surviving warriors and a battalion each from the Alekseyevka and Florida TTMs. The Second exists primarily on paper, just a lance of the best MechWarriors that defended their capitol. While a few political aspirers survived, they also became the veteran warriors their Alliance needed to keep from being overrun.

The Third Royal Guard was still recovering from the damage it sustained before and during the Civil War when the Jihad started. Deployed as a reserve force for many combat operations, the Third eventually fell back to rebuild on Coventry. A full battalion from the Qanatir MTM was recently transferred to this elite regiment, generating quite a bit of resentment from its older and more established members.

MORALE

The current efforts to rebuild the Royal Guards are creating some unique challenges. There has been friction between the former militia members brought in to bolster these regiments and the handful that survived their recent tribulations. At the same time, traditionalists are criticizing this approach for damaging the Royal Guard's legacy of demanding requirements, even though the newcomers have trained hard to make the First and Third into solid fighting units.

REGIMENTAL STATUS

First Royal Guards

Regiment/Veteran/Fanatical
80% strength | 90% Upgraded
Current Base: Tharkad

Second Royal Guards

Regiment/Elite/Fanatical
5% strength | 100% Upgraded
Current Base: Tharkad

Third Royal Guards

Regiment/Veteran/Fanatical
50% strength | 100% Upgraded
Current Base: Coventry



SKYE RANGERS

Despite a long history of serving the state, most Lyran see the Skye Rangers as synonymous with rebellion and the Free Skye Movement rather than protectors of the Alliance—particularly after these forces led an unauthorized attack on the Free Worlds League early in the Jihad. Only the fragile political condition of the Alliance government and Duke Kelswa-Steiner's power has kept much House Steiner from imposing sanctions on these forces. This has made it possible for the Rangers to remain within the Isle of Skye, where they have been busy dealing with the Blakist incursion for much of the past decade.

CONDITION

Like most of the Rangers, the Fourth took part in the Lyran offensive against the Free Worlds League early in the Jihad, and were responsible for capturing Thermopolis and destroying the Fifth Fusiliers of Oriente. Limited in their movements after the ceasefire, they were unable to assist in many Alliance-wide missions, such as liberating Tharkad, but instead spent much of the war responding to Blakist attacks in the Skye region, including the defense of Skye itself.

Reduced to little more than a company on Hesperus during the Skye rebellions, the Seventeenth Rangers (the Boys of Summer) were severely limited in performing any major combat operations. Thus the only serious mission they took on during the Jihad was one close to their heart: a relief effort to Summer after that world was freed. With the planetary capitol reduced to a charred crater and disease running rampant, the Seventeenth's role was mainly maintaining order while humanitarian services and government functions were restored. The influx of a battalion from the Nekkar SPM helped bring this regiment back from the brink of disbandment, and perhaps this—along with the Lyran efforts to assist the world of Summer—has helped to soften the anti-Tharkad politics of these warriors.

Unlike the Seventeenth, the Twenty-second was slated for rebuilding after their own disastrous end in the Civil War. When the Blakists took Hesperus II, Duke Kelswa-Steiner saw his chance to liberate the world, likely to be held by Free Skye given all of the Alliance's "problems". The regiment began preparations for the mission as they rebuilt on Caledonia when Apollyon and his Fifty-second Shadow Division suddenly struck. The Blakists performed a combat drop right on top of the Rangers and slaughtered them to the man. The only survivors were administrative staff.

The Skye Guards also performed in the League offensive, driving through Megrez to Gallatin. There, General Esteban and her troops tried to hold back the FWLM counter-offensive, but to no avail. When Duke Kelswa-Steiner was assigned to lead the Coalition's Lyran task force, he brought the Guards with him. Though they saw heavy action, more dangerous objectives tended to go to other commands. However, on Phecda they failed their Duke, who was shot out of his 'Mech and lost his leg. This shame has followed the Guards ever since, despite their respectable showing throughout the Terran invasion.

MORALE

The morale of the Skye Rangers is almost as murky as their loyalty. Their enthusiasm for the Isle of Skye is leaps and bounds above of that for the Alliance. However, with the shattered status of the Isle and the death of the Twenty-second, the brigade's confidence is lower than it has been for some time. Indeed, even their Free Skye leanings—once so pronounced as to be ubiquitous—has appeared subdued since the recapture of Terra.

REGIMENTAL STATUS

Fourth Skye Rangers

Regiment/Elite/Questionable
40% strength | 75% Upgraded
Current Base: Graceland

Seventeenth Skye Rangers

Regiment/Regular/Questionable
45% strength | 60% Upgraded
Current Base: Blue Diamond

Skye Guard

Regiment/Regular/Questionable
40% strength | 70% Upgraded
Current Base: Skye



TRAINING UNITS

As a prime source of new blood for the LAAF, the training units have been ravaged more by demand than by battlefield confrontation. In short supply before the Jihad, the far-ranging destruction has further hampered the Alliance's future military leaders. If the Alliance has any hope of sustaining its forces against a myriad of dangerous enemies, they will need to seriously address the shortfalls now plaguing its raining cadres.

CONDITION

Three times might be the death-knell for the Coventry Training Cadre. Freshly rebuilt after the Civil War, they put up a heroic defense against the Blakist assault on their homeworld but, in the end, they were horribly outmatched. The return of the CTC is merely a dream at this point, as the academy itself currently lies in ruins. The Nagelring Training Brigade suffered a similar fate, though their future is less in doubt, given the certainty that the Alliance's most prestigious academy will recover. Also currently absent is the Sanglamore Training Battalion. Their 'Mechs were used to hastily rebuild the Twenty-second Skye Rangers and as a result, the Sanglamore cadets have been relegated to simulators.

Buena War College started the controversial policy of pushing through cadets in three-month service cycles rather than the customary six. The subject of much criticism at the time, by the end of the Jihad it almost seemed longer than the Inner Sphere average, when academies began pumping out new warriors as fast as possible. Equipment has been appropriated from Buena's training battalion to fill other rosters, leaving the college with just over a company of 'Mechs. The same can be said of the Royal New Capetown battalion—except, perhaps, that they are less likely to see replacements in the near future than Buena is.

Back from the dead is the Pandora Training Battalion. As a peace offering after their admission to the Coalition, the Jade Falcons returned the surviving members of the last Pandora cadre force. While their skills had improved immensely, the Clan considered them too under-skilled and stubborn for their liking. The ten MechWarriors were quickly matriculated elsewhere, but the rest of the training battalion lived on as a semi-autonomous group taking overflow cadets from any Lyran academy.

MORALE

Morale is almost always high among cadets. The optimism about how they can make a difference and so many openings in so many storied units is outweighing the extra pressure they are under to get through their rotation. Only those academies without lacking training commands have been suffering in this area, if only because these untested warriors feel that the devastation of the Jihad has robbed them of the complete training experience they would have otherwise had.

REGIMENTAL STATUS

Buena War College Training Battalion

Battalion/Green/Reliable
40% strength | 45% Upgraded
Current Base: Buena

Royal New Capetown Training Battalion

Battalion/Green/Reliable
35% strength | 25% Upgraded
Current Base: New Capetown

Pandora Training Battalion

Battalion/Green/Reliable
30% strength | 100% Upgraded
Current Base: Crimond



REGIONAL MILITIAS

The LAAF regional militias tended to see two types of activity during the Jihad: waiting for an attack that never materialized, or getting wiped out by the ones that did. Few of the militias that saw combat in the Jihad survived, though a few did make their attackers pay for their invasion. Another trend that caught them up was the wholesale transfer of entire companies and battalions to help rebuild damaged or depleted line forces. This was a boon for those warriors eager to “see the universe”, but most—those who joined the militias so they would not be so far from their homes or families—have found the changes difficult to handle.

CONDITION

Battles by Theater and Province Militia regiments during the Jihad were generally very one-sided. The Gacrux FTM literally lasted only ten minutes in battle when an entire Word of Blake Division hit them. The Lyons FTM, meanwhile, was able to keep the Blakists from complete victory for over a month, combining guerrilla fighting with terrorist tactics against Word support staff. They even managed to capture an Archangel OmniMech, but the inexperienced MechWarriors found the advanced machine almost impossible to utilize properly.

One of the few glowing reports of the war came from the Qanatir MTM. When a small mercenary force discovered a Blakist Level II just one jump beyond the Alliance's border, the militia assembled a battalion and—with the mercenaries' aid—wiped out the Blakists to the man. Perhaps in recognition of this victory, that very same battalion found itself transferred to the vaunted Third Royal Guards shortly thereafter.

MORALE

The transferring of entire sub-commands to other regiments has severely depleted the Militias' morale. In the past, it was difficult for most individuals to get a transfer to a line command, so few felt threatened by forced relocation. While there is an understanding that these are exceptional times, these transfers are not being billed as temporary adjuncts serving with other forces, but have totally become part of these other regiments. This approach keeps many of the Alliance's line units from being the useless paper tigers that many were after the Civil War, but the ad-hoc approach could have dangerous long-term repercussions.

REGIMENTAL STATUS

Accrington FTM

Regiment/Green/Reliable
60% strength | 50% Upgraded
Current Base: Accrington

Alexandria FTM

Regiment/Green/Reliable
40% strength | 50% Upgraded
Current Base: Freedom

Nekkar SPM

Regiment/Green/Questionable
55% strength | 45% Upgraded
Current Base: Alkaid

Neerabup MTM

Regiment/Green/Reliable
15% strength | 45% Upgraded
Current Base: Neerabup

Qanatir MTM

Regiment/Green/Reliable
60% strength | 75% Upgraded
Current Base: Qanatir

Alekseyevka TTM

Regiment/Green/Reliable
65% strength | 50% Upgraded
Current Base: Alekseyevka

Florida TTM

Regiment/Green/Reliable
65% strength | 50% Upgraded
Current Base: Florida

Teyvareb TTM

Regiment/Green/Reliable
55% strength | 50% Upgraded
Current Base: Teyvareb

Carlisle APM

Regiment/Green/Reliable
65% strength | 70% Upgraded
Current Base: Carlisle

Dar-es-Salaam CTM

Regiment/Green/Reliable
50% strength | 50% Upgraded
Current Base: Giasur

Furillo BPM

Regiment/Green/Questionable
60% strength | 80% Upgraded
Current Base: Furillo



IRREGULAR FORCES

STATE OF NON-STATE FORCES

The Alliance has had a mixed history with forces not under its direct control. While the Commonwealth before it was a mercenary's dream, the Alliance suffered a lot from internal conflict, poor military leadership and more warfare than should be expected of such a strong mercantile state. The Jihad has not helped any, with four Archonettes and the Arc-Royal region, three warrior societies on the borders, and another state border in general disarray. Still, the Lyran remain fair—if no longer quite so generous—with their contracts, though they expect their mercenaries to work for it. As the Lyran economy recovers, expect that they will continue to rely heavily on mercenaries and other irregular forces to supplement their depleted state armies.

“CLAN KELL”

The Kell Hounds, Wolf's Dragoons, and Clan Wolf (in Exile) inhabit Arc-Royal and the neighboring worlds, protecting a vital expanse of the Alliance's border with the Jade Falcons. A decade or so ago that might have been enough to threaten the entire Falcon Occupation Zone. Only now, a wounded, exiled Clan is really all that remains. [NOTE: A complete report of Clan Wolf in Exile will be detailed in my report on the Clans.] The Dragoons are shattered, demoralized, and still rebuilding while the Kell Hounds are a mere shadow of their former greatness. Despite this, Morgan and Phelan Kell work well together to keep the Alliance safe from their Falcon counterparts. The nearby Wolves must also think carefully before attempting any forays into Alliance space, knowing their estranged brethren stand ready to intervene should they violate the peace.

MERCENARIES

While more than a few mercenary commands have the appearance of house troops, serving the Lyran state for decades, such troops walk a fine line of personal freedom and economic stability. The Alliance has sought out some of these forces, especially those savaged in defense of their people, and extended offers for gradual integration into the greater LAAF. The One-Eyed Jacks have already accepted this proposal, changing their name to the Blackjacks and entering the ranks of the LAAF's semi-detached “irregular” forces. Rumor has it, the Fighting Intellectuals have also been approached to join either a line regiment or the Kells. Discussions there are ongoing.

The mergers and acquisitions trend is not just between the Alliance and mercenaries. The Grave Walkers have been discussing becoming part of the Kell Hounds. This is made even more interesting by the fact that the Grave Walkers are currently almost the same size in troop strength as the Hounds. Other commands are enjoying a more typical relationship, such as Kirkpatrick's Invaders and Brion's Legion. Smaller outfits have found good employment scouting out worlds just outside the Periphery borders for Blakist stragglers. The Hexare Grenadiers found a Level II camped out on Oporto and called in the Qanatir MTM to help them wipe out the Word's forces.

Finally, the corporations and nobles of the realm are involved in the defense of their territories—and as a general consequence, the Alliance. The line between Archonette Tamari LaRue, Blackstone BattleMechs and the Blackstone Highlanders is a perpetual question. After rescuing his sister, Grand Duchess Claudia, Rüdiger Steiner has been using his Lyran Irregulars to help defend the Periphery border. The exact legal relationship between this ‘Mech battalion and the Alliance is unclear, but it is apparent that Rüdiger is focused on the best interests of the Alliance, whether High Command realizes this or not. Other industries have followed Defiance Industries' lead by hiring company-sized and smaller forces to protect their vital facilities—earning tax credits from the Alliance for “policing the immediate vicinity”.

IRREGULAR FORCE STATUS

Blackstone Highlanders

Battalion/Regular/Reliable
95% strength | 90% Upgraded
Current Base: Inarcs

Fighting Intellectuals

Battalion/Regular/Reliable
25% strength | 30% Upgraded
Current Base: Arc-Royal

Kirkpatrick's Invaders

Regiment/Veteran/Reliable
70% strength | 80% Upgraded
Current Base: Virtue

Brion's Legion, First Regiment

Regiment/Veteran/Reliable
65% strength | 40% Upgraded
Current Base: Son Hoa

Grave Walkers

Battalion/Veteran/Questionable
40% strength | 100% Upgraded
Current Base: Arc-Royal

Blackjacks

Regiment/Regular/Reliable
40% strength | 70% Upgraded
Current Base: Dixie

The Dioscuri

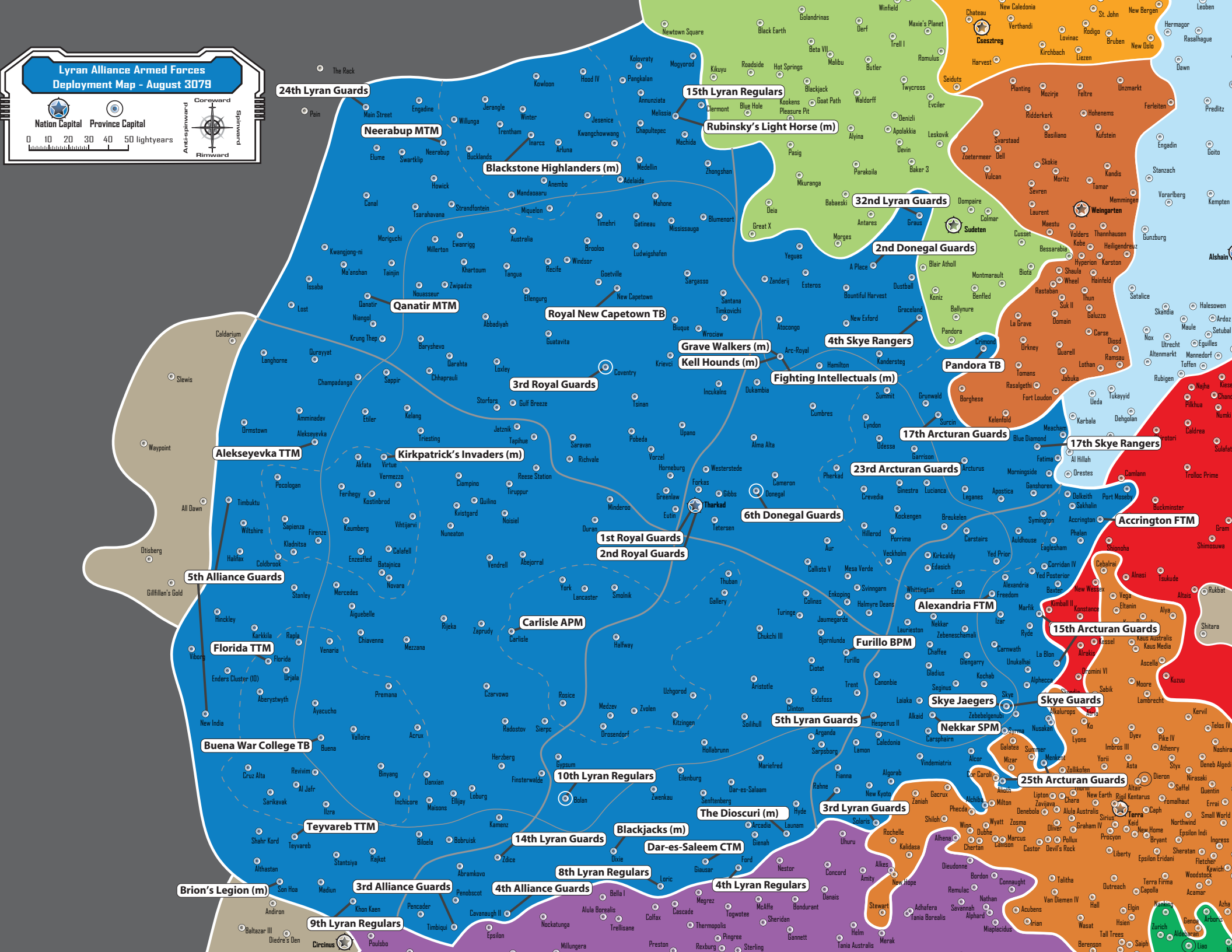
Battalion/Veteran/Questionable
40% strength | 50% Upgraded
Current Base: Launam

Kell Hounds

Regiment/Elite/Fanatical
15% strength | 100% Upgraded
Current Base: Arc-Royal

Rubinsky's Light Horse

Regiment/Veteran/Reliable
40% strength | 40% Upgraded
Current Base: Melissa



Lyran Alliance Armed Forces
Deployment Map - August 3079



Nation Capital Province Capital

0 10 20 30 40 50 lightyears



Coreward



Rimward